



MISSIONS

MATERIAL



SRM03-09 Something Completely Different Credits

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SRM3-09: Something Completely Different

WHAT A BOY WANTS, WHAT A BOY NEEDS

The Conte Allegro Marcus Contadino stretched in exaggerated ecstasy. Sunlight cut through the Central Park West towers and mixed with the smoke from the bliss-laced cigarette resting in the ashtray by his lounge. The solarium reverberated with the eclectic thrash of DJ Bijan's mix of Maria Mercurial's *Put a Little Love on Me* with Vivaldi's *Spring*. The petite elf stared at his painted toes and contemplated what to wear for a night of slumming Neon City. The revelry to come, however, was pale compared to the opportunity to meet Bijan himself. That thought was rapture.

Despite being of an age when most humans were considering a mid-life crisis, the Conte had long ago pledged to play Peter Pan. He was a slip of spoiled Italian elf, not quite grown into manhood. The elegant penthouse he kept, worth the GDP of a small nation-state, continuously changed its decor to meet his fickle tastes. With his family fortune and his own connections, drive, and unaugmented allure, his every desire was met. A raised eyebrow at a ball and men and women positively turned to violence to be near him. It was a bit sad. But it was amusing at the same time. It was also smashing good fun.

Geoffry entered the solarium. The ork manservant was both bodyguard and part-time lover, usually when the faux-tanned himbos prancing through his life became dull. On a small serving tray Geoffry carried the platinum encrusted Shiwase Godline the Conte had purchased during a recent Neo-Tokyo shopping expedition. "Excuse me, my lord," his baritone voice—polished by the finest London finishing school—gave the Conte the shivers. "You have a call."

The Conte thanked him, requested his evening suit be readied and placed the 'link's speaker bud in his ear. "Adolpho, amico, how good to hear from you! How are the preparations?" He stood, pulling his silk robe closer to his body. Standing on tip-toes he pressed his nose to the solarium glass. MTA busses and taxis slowly cruised the parkway far below. "What do you mean, 'an issue'? By the Moon Maiden's tears, explain yourself." He turned from the window, crossing the hardwood floor to the master bedroom. Geoffry had placed the Conte's black Vashon Island club suit on the bed. "How is NYPD explaining it?" The response displeased him. "That is the most unprofessional thing I have ever heard. They will be receiving a letter from my father's office!" He hissed in frustration as he dropped the robe to the floor. Geoffry folded it and placed it in a drawer. "No, absolutely not! The exhibit's opening will not be postponed. DJ Bijan is an enthusiastic supporter of the Atlantean Foundation. He will be in Manhattan for only one night before his tour moves on to LA! Do you understand that this will be my only chance to meet

him?" He held his arms up as Geoffry eased the dress shirt over him. "Very well. I will step in and assume responsibility for the security arrangements. May I assume that you will diligently notify me of any other problems? Good. No, you have not displeased me, Adolpho, these things do happen. Thank you for bringing it to my attention so quickly. *Buonasera*."

The Conte tossed the commlink onto the bed. Geoffry's massive fingers nimbly sealed the clasps of his clothing. "Is there a task for which I may serve, my lord?" he asked.

The Conte pursed his lips in the dresser mirror, examining his complexion. "Be a dear and inform Edith and Deepak that I shall need to depart from our little rendezvous early this evening. Then go to my study. There is a red leather address book in the desk drawer. Bring it and pull that bottle of laésal wine from the racks."

"Was the food issue addressed?" Adolpho Cragg, museum director, polished his Victorian-inspired spectacles with a felt rag. Despite being a dwarf, he was known for his brisk stride. His personal assistants, expected to be within arms reach at all times as he often needed someone to furiously throttle, were typically amateur joggers. Stefan, the NYU grad student, twitched a finger and pulled the checklist into AR. The two men spiraled down through the empty great atrium.

"Yes, sir. We managed to find a caterer specializing in both Greek and Elven." An automated reminder appeared in his glasses. "The security detail for the opening —t"

"Has been taken care of," Cragg said. "One of the board members has impeccable contacts. I trust his judgment completely."

"Understood and noted. Oh, and there was one final item," Stefan paused.

"What is it?" Cragg wasn't known for his patience. It had been a long day and he desperately wanted a whiskey.

"The security mage from Winter Systems made a sweep yesterday and noted some unusual astral activity. In her words, the planar barrier in the building has thinned a bit. She said it was nothing unusual, but we should notify her if any unusual astral phenomena manifest."

The two men hit ground level, the click of their shoes echoing through the Guggenheim. Gallery conservators quietly moved about, the scaffolding and crates indicating the museum was in mid-transformation. The granite JetBlack statue by Kimberly Strossman was joining its pieces in the Pre-Crash Pop exhibit on Level 3. Cragg placed his pipe stem between his lips. He grunted in thought as he fitted a lighter to the nut of tobacco in the bowl. "We are hosting a major exhibition from the Atlantean collection. The mana in the area is bound to grow a little hinky, eh?" He



patted the base of the lobby's centerpiece, a recent find in the Caucasus Mountains. It was a scale model of a pre-historic city three meters in diameter. It had been cut from a single piece of marble and inlaid with veins of orichalcum. Miniature figures detailing the scene represented known metahumans races but the piece itself predated the Awakening by several millennia. It was beautiful. "Don't worry about it. The opening will go off without a hitch or there will be hell to pay." Cragg threw his scarf over his shoulder while chewing on his pipe. "Tell the others to hit the lights on their way out." The dwarf walked toward the Fifth Avenue entrance. Lamps from ground traffic refracted through the museum's windows, sparkling over the displays of sculpture and paintings lining the lobby's curved walls.

"Good night, sir," Stefan replied. As the door clicked shut behind the director, Stefan sighed and began the long walk back to his office.

Passing through the 20th century American hall, he came to a sudden stop. Had one of the Marylins in the Warhol print winked at him? He rubbed the bridge of his nose. No. His eyes were strained from too many late nights working on his thesis which only compounded the irritation of Cragg's eccentricities. The things one did to move up in museum work.

Mister Dada ran a white gloved hand along the face of the gold-haired goddess. Brushing her face with his semblance of lips he stepped into the desert where the guitarist slept. The lion who kept watch turned and glared at him. Mister Dada raised a black gloved finger and whispered for it to hush. The lion began to purr.

A few steps more and the stars were burning over Saint-Remy, the sky a swirl of blues. Pulling on his crushed purple velvet great coat, he strolled past the tall, gnarled trees through the rural town of hard-edged buildings.

His last few strides carried him back into the sunlight of the American Great Plains. His technicolor explosion of hair sheltered his mask-like face from its brightness. He waved at the girl sprawled paralyzed on the burnt grass looking toward the farmhouse. Soon his work would be revealed to this new Sixth World. And the accolades, they would be his.

INTRODUCTION

SRM03-09 Something Completely Different is a *Shadowrun Missions* campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM03-09 Something Completely Different 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

SRM03-09 Something Completely Different consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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 *SRM03-09 Something Completely Different* (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 (p.277, SR4). 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. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see **Corporate Interests**), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates do not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.



A Note on Commlinks

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

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 (p. 265, SR4A).

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 use the web reporting form available at <http://www.shadowrun4.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

Dubai-based musician DJ Bijan is one of the hottest acts touring the globe and his next stop is Manhattan. As an avid supporter of the Atlantean Foundation, he's scheduled to appear at the Guggenheim Museum's gala opening for an exhibition of select pieces of the Foundation's art collection. A wealthy European aristocrat, socialite, and gad-about-town named Allegro Contadino is DJ Bijan's biggest fan. When a contractual snafu with NYPD, Inc. threatens to delay the opening, Contadino, who also serves on the museum's board of directors, pulls out his little red book to find a team of shadowrunners who will step in as the evening's security detail. DJ Bijan is on a tight schedule and Contadino will meet with him in this face-to-face venue no matter what the cost.

Beyond the lusts and follies of the mortal realm, beyond the Limbo of Forgotten Fiction in the Metaplane of man lies the country known by mage scholars as Canaan-on-the-Water. Canaan-on-the-Water is an artist's colony for the more bohemian of free spirits. The metaplane has no fixed geography. Its terrain and appearance, which match landscapes as viewed through the lenses of the great artists of human history, is known to shift at the whim of its ruler, the powerful free spirit Mister Dada. As an alternative to ingesting hallucinogens like their shamanic counterparts, hermetic mages will often travel to this metaplane to unlock their subconscious and creative impulses. When a magician is devising new spell formulae from scratch or seeking inspiration for a poem, he will often seek an audience with Mister Dada.



Affiliation Betrayal

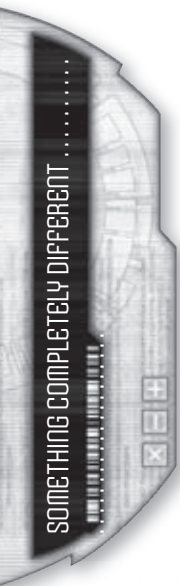
Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-) affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating	Cleaner NPC*
1	Use stats for Triad Lieutenant (p. 284, SR4A)
2	Use stats for Red Samurai Lieutenant (p. 283, SR4A)
3	Use stats for Tir Ghost Lieutenant (p. 283, SR4A)
4	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A)
5	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given





Throughout history, Mister Dada (though he has gone by many other names) has served at the behest of humanity's great creators. Many works of art are a result of his direct and indirect influence, though most of the artists were unaware of this. The "Venus of Willendorf," Dali's *Persistence of Memory*, Picasso's cubism, most of John Lennon's post-Beatles work (undocumented rumors circle Magicknet hosts that Lennon was a Fifth World shaman), and the animations of Terry Gilliam were all touched by Mister Dada.

Now Mister Dada is ready to show the world *his* work, undiluted by human hands and the frailty of human comprehension. He has gathered a small group of Chaos magicians, drawn from the ranks of an extremist New York art collective known as The Minibosses. These mages believe they control Mister Dada, that he is an extension of their group consciousness, and plan to utilize him for a display of hyper-vandalism against the corporate elite. Posing as conservators, they have gained access to the Guggenheim, slowly hacking its security grid, preparing it with rituals, and replacing large modern art pieces with near-identical stone homunculi.

During the Atlantean Foundation collection opening, Mister Dada and his Miniboss lackeys will unleash his masterpiece of performance art for a captive audience.

PLOT SYNOPSIS

The runners are contracted to provide security for an exhibition opening event at the Guggenheim. Their assignment is to protect both the museum patrons and the art pieces. Payment is to be deposited at the end of the evening with the understanding that the runners will uphold their end of the deal.

The party moves into full swing. Many of Manhattan's richest art patrons along with several minor celebrities gossip and enjoy drinks. At first it seems the runners' only responsibility is to babysit people with too much money in a public space in one of the most tightly controlled cities in the UCAS. Cake walk.

But all hell breaks lose. Granite statues of 21st century pop icons remove themselves from their bases and begin stomping through the gallery. Tables are knocked aside as museum-goers flee. Unfortunately, the reinforced entryways have been fused shut. No one is leaving, and the patrons begin screaming for the runners to protect them.

During a battle with the ambulatory statuary, one of the museum-goers is seriously wounded, likely due to a random accident. Once the injury occurs, one of the Chaos mages named Jasper Jay, disguised as a Guggenheim employee, visibly panics. When confronted, he reveals the event was meant to be a staged "happening," a performance piece to shock the conservative stuffed shirts and media icons of Manhattan's high society. It wasn't intended as a terrorist attack. The thought form/free spirit he summoned is not responding to him. If the runners want to stop the rampage and free the patrons (and get their payment!), they will need to cut Mister Dada off.

Once they agree, Jay provides chemical assistance in transporting the runners to the gateway of the metaplanes. The runners confront the Dweller on the Threshold who sends them through three tests prior to passing them on in their Astral Quest to Canaan-on-the-Water.

Mister Dada reveals to the runners that he was never under the control of Jay and the Chaos mages, but rather The Minibosses were his pawns. The runners are faced with a choice: go head-to-head with Mister Dada, allow the happening to run its course, which may result in the untimely death of their employer (and no payday), or find an alternate solution to the problem.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Keep It in the Closet**. Secondary objectives are always delivered discreetly (e.g., by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Plant evidence that Winter Security Systems purposefully sabotaged NYPD, Inc.'s contract with the Guggenheim Museum.

Aztechology: Remove the Helike statuette from the Atlantean collection, replace it with a forgery, and deliver the original to us.

Horizon: Convince DJ Bijan to part with his agent and sign with the Shangri-La label when he reaches Los Angeles.

NeoNET: Hack DJ Bijan's commlink and change the time of his flight in his appointment book to three hours later.

NYPD, Inc.: Personally protect at least three civilians from harm during the Happening. Note that this is not an objective, but merely something that will attract the attention of the corporation. NYPD, Inc. affiliates will not be informed of this secondary objective but will still be eligible for this reward.

Renraku: Gain access to two different civilians' commlinks and place an admin backdoor. Deliver the Access ID and account information to Renraku.

Saeder-Krupp: Ascertain from which metaplane Mister Dada originates. Note that this is not an objective but merely something that will attract the attention of the corporation. Saeder-Krupp affiliates will not be informed of this secondary objective but will still be eligible for this reward.

Shiawase: Secretly place a small program patch into the Conte Allego Contadino's commlink.

Spinrad: Wear a complete tres-chic or Designer outfit to the Happening and be recorded on a Me-Feed doing something newsworthy or flashy. Note that this is not an objective but merely something that will attract the attention of the corporation. Spinrad affiliates will not be informed of this secondary objective but will still be eligible for this reward.

Neo-Anarchists: Have no other affiliation, plus allow the Happening to come to a natural end (peacefully or not). Note that this is not an objective but merely something that will attract the attention of the corporation. Neo-Anarchist affiliates will not be informed of this secondary objective but will still be eligible for this reward.



THE SMILING BASTARD

SCAN THIS

The runners are invited to a meet across the river in Newark to discuss a new job.

TELL IT TO THEM STRAIGHT

Many move to the Rotten Apple for their health. When you're a paranoid shadowrunner it's the only place where your fears are justified. Manhattan is a hyper-surveillance fortress for the corporate elite but at least it's safe; in the Counties you have to jab a vibroknife into some scag just to prove you're eligible for a library card. Well, not everywhere. Just in the classy neighborhoods.

You're watching an armored NYPD, Inc. animal control unit chase a loup-garou up the street. The poor fucker must have been out for a nosh on some tourists. Your commlink's inbox chirps. According to the voice message your friendly neighborhood fixer has arranged for a meet and greet with a new Johnson at Noon. And, of course, your fixer has already taken a cut of the down payment.

BEHIND THE SCENES

The runners are invited to a sit down meet across the Hudson River at a deli called The Smiling Bastard located just west of Newark. By the 2070s, East Jersey is conglomeration of suburbs and urban hells with a few pockets of corporate enclaves located along Interstate 1, the primary conduit between New York City the major Jersey sprawls. Gamemasters can play up stereotypes a bit by contrasting the corporate greed of Manhattan with the ignorant consumption of New Jersey, terrible hairstyles, fondness for out-of-date music, etc. Traveling through Newark should be a bit of a hair-raising experience. Elevated superhighways weave through spiraling refineries which belch out smoke and noxious fumes into the already rancid air. Think of the first few seconds of the opening sequence to the film *Blade Runner* or the entirety of David Lynch's *Industrial Symphony No. 1: The Dream of the Broken Hearted* and double it.

When the runners arrive at The Smiling Bastard read the following to the characters:

Your Mr. Johnson seems to be the only thing the New Jersey State Board of Health shouldn't slap a biohazard decal on at The Smiling Flesh Bastard. You wonder what the dapper ork used to make his tea as a large sign declaring "Potable Water Unavailable" hangs over the dusty glass counter. "My apologies for the rather dire meeting spot," he says. His posh British accent stands out in the dingy deli like a punch in the family jewels. "This was all rather last minute and I had a ravenous hunger for a bite of capicola. Care to join me?" He waves a large pork sandwich at you as the proprietor coughs loudly and spits.

The Johnson, Geoffry, offers the runners a free lunch (it's their health if they take him up on it) before jumping right into business. He explains that he has a simple, low profile security job that he needs done. He's not expecting trouble, but it's important to his employer that there be no disruptions. The runners will be expected to blend in and act as discreetly as possible.

His initial compensation is TR*400¥ per runner, half up front, plus reasonable incidentals, such as purchasing formal

clothing for the event. Geoffry can provide a tailor that will do custom armored suit that is a Zoe Executive Suit knockoff, providing a Short Jacket (3/1 Armor), Shirt (1/0), and a Skirt or Trousers (1/1). For every hit on an Opposed Charisma + Negotiation Test he will raise the runners' fees by TR*200¥ for a maximum of 5 hits.

If the runners seem unaccepting of such a reasonable amount Geoffry will throw in a DJ Bijan ticket for each runner for his Hollywood Bowl concert in two weeks. Their base street value is 1000¥ each. If the runners are still wary, Geoffry will stand, politely thank the runners for their time and leave. They're out of a job and the adventure is over.

Once the runners accept, he explains that there is an art exhibit scheduled to begin at the Solomon R. Guggenheim Museum at 19:00 hours the following evening. He will provide temporary passes that should clear them of any security checkpoints and police patrols, but warns them that they should still be on their best behavior. He's concerned that security at the Museum may not be up to snuff, and wants the runners to attend undercover, providing additional security and keeping things calm and containing any disruption as quickly and quietly as possible. The runners will need to blend in with the crowd, so this means no heavy weaponry, and wearing formal wear. He's happy to answer any reasonable questions, other than that of his identity or that of his employer. After all is said and done the runners are free.

DEBUGGING

This is a straightforward meeting. If the players start causing problems or act overly aggressive toward Geoffry, he'll walk out saying that he can find other, more professional people to handle the job. Violence and gunplay will get the local police (handled by Lone Star in Newark) involved. And if the runners refuse to accept the job after everything Geoffry offers, he'll once again walk away.

GUGGEN IN THE HEIM

SCAN THIS

The runners arrive at the Guggenheim and have a little bit of time to mingle.

TELL IT TO THEM STRAIGHT

"First opened in October of 1959, the Solomon R. Guggenheim Museum was designed by famous architect Frank Lloyd Wright," the chirpy AR tour guide says as you approach the helical building. "Home to a permanent collection of famous Impressionist, Post-Impressionist, Modern, and contemporary art, the museum also hosts many temporary exhibits throughout the year. The building itself has undergone numerous renovations over the century and is listed the New York Register of Historic Landmarks." You ignore the history lesson and focus on the job in front of you. The exterior door is swamped with media and lookie loos hoping to catch a glimpse of a famous Manhattanite. You straighten your outfit and hope you picked the right one for the occasion.



BEHIND THE SCENES

At the Fifth Avenue main entrance, a Rating 4 Magnetic Anomaly Detector has been set up to screen party-goers. After passing through the scanner, guests are greeted by a pair of models with plastic smiles who present small goody bags consisting mostly of replica artwork, datachips about the Guggenheim and the displays, and other detritus, none of it really worth anything. Entering the Guggenheim's rotunda, a waitron drone dispenses drinks from a small, collapsible bar. On the opposite side of the room, DJ Bijan, a young Persian artist, is working his magic on a digital music mixer as a small crowd dances in front of his booth.

As the runners enter they will find themselves standing amidst a large, noisy party on the ground floor of a seven-story rotunda. A Frank Lloyd Wright-designed viewing gallery forms a gentle helical spiral from the ground level up to the top of the building. Famous paintings are displayed along the walls of the spiral. At the top of the rotunda is a skylight. In Augmented Reality the words "Atlantean Foundation Exhibition" in neon green whirl up to the top of the rotunda, then back down again to the tempo of the music. Artists' renderings of Atlantis slowly rotate in the air above the runners' heads.

The centerpiece of the room is the large, circular carved model (described in **What a Boy Wants, What a Boy Needs**). Moving out from it in rings are pieces of Atlantean art. From small sculptures and vases on pedestals to mosaic pieces and painted canvases on display stands, a little bit of everything from the Atlantean Foundation's (public) collection is represented in the room. Each display is protected by a Rating 4 motion sensor. When the sensor perimeter is breached, a quiet alarm is sounded and a synthesized voice politely asks for the offender to step back. After three or more perimeter breaches, the museum's security drones are dispatched (see below).

To keep the party manageable, it has been limited to the rotunda. The crowd is made up of approximately 75 wealthy Manhattanites ranging from young hipsters sporting the latest fashion craze to elderly dowagers in more conservative garb. There are ten caterers in tuxedos moving about the room with hors d'oeuvre trays along with fifteen museum conservators discussing various art pieces and answering questions with the party-goers.

At this point the runners should only have a limited amount of time to survey the surroundings and the guests. If the team's Matrix specialist would like to snoop around the museum's system for information or perhaps add a little unauthorized backup for the team with the museum's automated security drones, now would be a good time.

Solomon R. Guggenheim Museum, New York, UCAS

The Guggenheim node allows Matrix users to peruse the museum's collection in a controlled virtual environment, provides education spaces for students, and access to the Eastern seaboard's largest collection of antique flat screen art films.

Sculpting: The architecture is brightly lit and heavily influenced by Frank Lloyd Wright with organic greenery moving harmoniously with smooth geometric shapes. Artwork is mounted to transparent walls through which visitors may move to

visit different gallery spaces. Light European classical music plays in the background.

Hardware: Sony Spectacle Nexus (Persona Limit 10, Processor Limit 35)

Authentication:

Node 1: SIN Verification

Node 2: Passcode

Privileges: Standard

Attributes:

Node 1: Firewall 3, Response 2, Signal 5, System 2

Node 2: Firewall 4, Response 3, Signal 2, System 2

Spiders: 1 Professional Spider on duty at all times

IC: 1 Watanabe Electric Kitsune 2/w custom sculpting per node (patrolling)

Resident Programs:

Nodes 1-2: Analyze 3

ARC: Scramble Security Hacker

Topology: Node 1 is open to the Matrix and is accessible via wireless access. Node 2 has building security systems slaved.

Note that while the hacker may have access to the building security drones, the alarms, video cameras, laser/UV/motion sensors and door locks, most of this will become useless once the Minibosses initiate the happening. Three MCT-Nissan Roto-Drones are mounted to a hidden rack in the rotunda. Each is equipped with a single smoke grenade and a mounted Yamaha Pular.

PROFESSIONAL SPIDER

B	A	R	S	C	I	L	W	ESS	MatrixInit	MatrixIP
3	2	3	2	3	4	4	3	5.0	7	2

Matrix Condition Monitor: 10

Skills: Computer 4, Data Search 3, Hardware 3, Software 3, Cybercombat 4, Electronic Warfare 3, Hacking 2, Con 2, Etiquette 3, Perception 2, Pilot Aircraft 3, Gunnery 3

Augmentations: Commlink [System 4, Response 3, Firewall 4, Signal 4 (Programs, Analyze 4, Armor 4, Attack 3, Blackout3, Biofeedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4)], sim module, datajack, control rig

Watanabe Electric Kitsune 2

This program takes the form of a genteel museum docent. Its task is to politely greet icons as they enter a node and help direct them to the appropriate resources. It also performs a Matrix Perception Test on every icon that enters, and continues to check icons while idle, starting with the least recently Analyzed. If it finds an icon that lies outside of the parameters with which it is configured, it triggers an active alert.

Loaded Programs: Analyze

MCT-NISSAN ROTO-DRONE (MEDIUM DRONE)

Hand	Accel	Speed	Pilot	Body	Arm	Sensor
0	10/25	100	3	3	2	3

Upgrades and Mods: Improved Takeoff and Landing 2

Weapons:

Yamaha Pulsar [Taser, DV 6S(e), AP -half, SA, 4(m)]

Smoke Grenade [Grenade, 10m radius]



MANHATTAN SOCIALITES

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

Condition Monitor Boxes: 10

Skills: Celebrity Gossip 4, Computer 2, Etiquette 3, Gymnastics (Dance +2) 2, Manhattan Clubs 5, Manhattan Music Scene 4

Qualities: College Education, First Impression, Privileged Family Name

Gear: *Tres chic* clothing and accessories (if you have to ask, you can't afford them)

Geoffry is attending the party, though if the runners approach him, he will greet them coolly and act as if he doesn't know them. Within ten minutes of being spotted by the runners, nature will call and Geoffry will slip into the men's room. If the runners follow and interrogate him, he will be irritated, and will insist that the runners stay away from him. He will explain that while he is keeping one eye on the runners, he does have a number of other duties to perform for his employer at the gala. Under no circumstances will Geoffry betray that he works for Contadino, and if pressed too hard, he will imply that he works for the Atlantean Foundation, though he will not outright state thus.

DEBUGGING

If the runners attempt to bring intimidating heavy hardware (assault rifles, rocket launchers, etc) into the venue and are caught by the MAD, they will be politely asked by a hostess to leave it at home. On a second infraction, Mr. Johnson will terminate the runner's contract and he's out of a job. The police will also be summoned to escort the Karl Kombatmage-wanabee to the local lock-up.

If the team Matrix specialist is caught accessing the Guggenheim Museum system's restricted node or the team wants to rough up the rich folk, cut immediately to the next section (**What's Happening?**) Rampaging homunculi and trapped, screaming museum patrons will naturally take precedence over any faux pas the runners may make.

If the runners get rough with or threaten Geoffry, he will immediately terminate their contract and they will not get the remainder of their pay. However, the "Happening" will occur right then, so cut to **Whats Happening?** and proceed from there.

WHAT'S HAPPENING?

SCAN THIS

No longer than an hour after the runners begin their seemingly easy babysitting job, the Minibosses initiate the happening. Museum security gates slam shut, isolating the rotunda from the rest of the museum and the main door is fused to its frame. Homunculi from the *Pre-Crash Pop* collection step from their pedestals and, like stone children, run and dance through the rotunda spiral, knocking patrons about. As the runners do what they can to address the situation, a partygoer is seriously wounded by the flailing homunculi. One of the Minibosses panics. Jasper Jay presents the runners with an unorthodox request. Travel to the metaplanes and cut off the free spirit Mister Dada at his source. He will provide the chemistry to kick-start the Astral Quest and watch over the runners' bodies while they're "out." After downing an Awakened drug the runners find themselves facing the Dweller on the Threshold.

TELL IT TO THEM STRAIGHT

You feel a deep thumping in the rotunda floor. It doesn't match the beats coming from the MaxBlaster speakers. A small shower of dust flitters down from the ceiling high above. You look up just as the music cuts out and the building's power dies. Bounding down through the rotunda spiral is a group of very, very, very large humanoids. They appear to be made of stone and... is that a giant walking statue of JetBlack? And is that Nicky Saitoh and Frumious from Shield Wall? You hear screams on the upper levels and they move down through the spiral gallery, just ahead of the ambulatory statuary.

The mob flees toward the Fifth Avenue entrance but when they attempt to rotate the door, they find it fused shut. Standing nearby, a human with a mop of shaggy white hair raises his hands. They seem to glow with magical heat. "Ladies! Gentlemen!" His shout is like that of a carnival barker. "We are The Minibosses and we welcome you to our happening!"

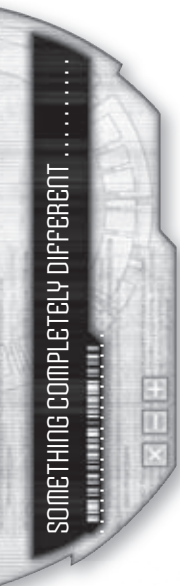
A wave of panicked art lovers precedes the arrival of the statues on the ground floor. They stomp their way into the center of the room, knocking artwork and tables aside, shoving people out of the way and leaving divots in the marble flooring. They then begin to dance.

BEHIND THE SCENES

Happening (n.) — an unconventional dramatic or artistically orchestrated performance, often a series of discontinuous events involving audience participation.

This is the culmination of Mister Dada and The Minibosses' preparations. They literally have a captive audience for their performance. At the appointed time, as determined by the gamemaster, The Minibosses will initiate their happening. Two mundane members of The Miniboss collective, stationed below ground, blow the museum's power relay, knocking it off the Manhattan grid. A hidden worm in the museum's Matrix node signals a security breach which automatically drops the security gates, separating the rotunda from the rest of the Guggenheim museum. Once the gates drop, four Chaos mages, utilizing a Wreck





or Melt spell, jam them all including the front door. The gates and the door have a Barrier Rating of 12/11 and the remainder of the building's structure is made up of reinforced concrete with a Barrier Rating of 28/20. The building was reinforced after parts of it were flattened during The Quake. If any of the runners make an attempt to cut or blast through they'll immediately draw the attention of the mages and/or the homunculi.

The homunculi are built to resemble statuary from the museum's *Pre-Crash Pop* collection, only they've been fitted with joints to allow for movement. They stand approximately three meters and mass over 500kg each. A successful Logic + Art Knowledge (2) Test will reveal the statues are made from fitted granite and were carved by Indianapolis-based sculptor Kimberly Strossman. Strossman is an up-and-comer in the mainstream art scene and has been compared favorably to Andy Warhol or Jeff Coons for her whimsical portrayal of celebrity, controversy, and death in art. The following statues are part of the collection (and all have been replaced with nearly identical prepared inanimate vessels): JetBlack (lead singer of The Shadows [presumed deceased]), Nicky Saitoh (retired simsense action star of the 2050s), Frumious and Sheena M (singers for Shield Wall who have since "gone missing"), Warren Cartwright (former guitarist for Concrete Dreams), Punch and Judy (former Urban Brawlers with the Seattle Screamers), the great dragon Lung's metahuman form, Bart Revell (the loud-mouthed NewsNet talkshow host), Harry "Ironjaw" Bartlett (the first ork pitcher for the LA Dodgers), and Ernestes Xochitalco (captain of the Tenochtitlan Jaguars court ball team, famous for his public suicide), and Lady Lynx (one of the earliest simsense starlets).

STONE HOMUNCULUS

The Stone Homunculi are considered to be Flesh Form merges. The spirits inhabiting them have not changed the physical form of the homunculi; large stone statues with ball joints to permit quasi-natural movement of limbs and head. Each spirit works under the following directives: protect each vessel, animate the homunculi to perform the dance of the happening until its set ending, and prevent any metahuman from leaving the rotunda. Inhabitation prevents the spirits from being banished from their vessels, and completely destroying the vessel is the only way to directly stop them.

B A R S C I L W Ess Init IP
 TR+6 TR TR TR+6 TR TR TR TR TR TR 2

Condition Monitor Boxes: B/2 + 8

Armor: 5/6

Movement: 5/10

Skills: Artisan TR, Assensing TR, Astral Combat TR, Dodge TR, Perception TR, Pilot Anthroform TR Unarmed Combat TR

Powers: Dual Natured, Inhabitation, Sapience

The hommunculi engage in a series of random dance movements, combining elements of modern, tap, jazz, and silly jive motions. They run up the ramps and jump from what seem like random floors, twirling in the air and crashing to the ground, only to do it all over again. If attacked, the homunculi will stop, deal with the threat, then continue their movements once the threat has been neutralized. The spirits occupying the homunculi aren't

violent; this isn't an *attack*, but rather an act of vandalism in the name of art. They will utilize non-lethal restraining or swatting tactics against interlopers, only resulting to lethal violence if the vessel's integrity is threatened (example: a runner shoots at one with Ex-Ex Rounds). Still, the homunculi are quite large and clumsy and people are going to eventually get hurt if they can't stay out of their way.

At some point, one of three things will happen: a runner will attack a homunculi and the attack will go badly (perhaps a grazing round or glitch roll results in a ricochet that strikes a partygoer), a panicked museum patron stumbles into the center of the rotunda and is stepped on, or a runner will attack one of the mages. However it happens, blood will flow and Jasper Jay (see **Cast of Shadows**), the lead Miniboss Chaos mage and a complete hematophobe, will panic. The traumatic death of his parents in a vehicle accident in his childhood has left him mentally scarred and he goes into an anxiety attack at the thought of real violence.

Jasper screams, "No! No, this wasn't supposed to happen! This is art, not bloodshed! It wasn't supposed to happen this way! Mister Dada what are you doing?" Jasper attempts to interrupt the homunculi's dance only to be tossed aside like a rag doll. The spirits (or "thought forms" as he considers them) controlling the homunculi are out of his control.

If the runners don't approach him, Jasper rushes to the nearest runner, grabbing him or her by the shirt and begs for him or her to assist. He explains that this event is meant to be a happening (see definition above) and that he is an artist. But it has all gone terribly, terribly wrong. His art collective made contact with a powerful thought form (free spirit) named Mister Dada on the Astral Plane and together they devised this event. He explains how The Minibosses forged their passes months ago with the help of the Neo-Anarchists and were able to swap out statues in the Guggenheim with articulated homunculi. He thought Mister Dada and his minions were under the control of The Minibosses but it would appear now that he was wrong.

As Jasper is explaining the situation the other mages have also realized the error of what they have done. Jasper tells the runners that to stop all this and free the party they will need to confront Mister Dada at his source, the metaplane known as Canaan-on-the-Water. He and the other mages will control the homunculi as best they can while the runners are gone.

If the runners agree to the plan, Jasper hustles them into the coat closet.

Read the following to the characters:

Pushing you to the closet floor, the white haired mage reaches into a pocket and removes a plastic baggie filled with fat gold lozenges. Holding one up to the light it seems like it's made of amber with flecks of sparkling gold floating inside the casing. "A brain-bender whiz in our collective whipped these babies up," he says. "Created a little cocktail made from Awakened lichen he scraped off a rock on the Ross Ice Shelf. We've had... limited success. Fifty percent success, actually. But if you're a mundane it should get you to the metaplanes. In theory. The metaplanes are where Mister Dada hangs his hat. Specifically Canaan-on-the-Water. I'll watch over you here while you go there. You have to convince Mister Dada to stop this." He begins handing a lozenge to each of you. "Side effects may include daytime sleepiness,



diarrhea, dry mouth, headache, nausea, nose or throat irritation, sluggishness, stomach upset and being out of your fragging gourd. Ask your doctor if mystical drugs created by a mad herbalist who works best while flying on bliss and tempo are right for you!" Yeah, this guy is definitely nuts but if there are any saner options they haven't made themselves apparent to you by now.

Jasper Jay provides each runner with a single large gel-coated tablet. The contents and the science behind their creation are sketchy at best but a Logic + Chemistry (4) Test will reveal that the drug should probably function how Jay describes. After ingesting the lozenge, the room will begin to swim and then dim. As the runners pass into unconsciousness, Jay calls, "Tell the Dweller I said 'hey!'"

When they are roused again, the runners find themselves standing on a very narrow, very tall stone plateau overlooking roiling gray fog, kilometers below. Each is carrying the same clothes and equipment he was wearing in the museum. If a runner were to leap or fall from the plateau he would fall through the clouds only to break through and land in the exact spot from which he leapt.

Standing the center of the plateau, surrounded by the circle of runners, is the Dweller on the Threshold, a glowing swirl of lights that is nearly impossible to look upon. "Welcome to this place Beyond," it says in a voice that is frighteningly familiar. To each runner its voice sounds like that of a dead friend, relative or loved one. "I am the Dweller on the Threshold. You may come no further until you have been judged worthy." The Dweller will refer to each runner by his or her real name, not their street name. It will then declare that the runners will be tested. "You seek one who dwells in the lands of unspeakable emotion made real. But you must understand that which he has touched in order to understand him. Dreams of the past, dreams of the self and dreams of the future are his play stuff. You must experience each. Of which do you choose first?"

If the runners select the past, go to **Et in Arcadia....** If the runners choose the self, go to **More Real Than Surreal**. If the runners choose the future, go to **We Want No Part of the Past**. These three tests may be taken in any order but there must be a unanimous decision amongst the runners in the order in which they are taken.

When the runners make their first decision, **read the following:**

"As you have decided," says the Dweller. The scene fades around you. The effect almost feels like how you would imagine matter-teleportation would feel, like on a hokey old science-fiction program shut-ins rant and rave about on Matrix message boards.

PUSHING THE ENVELOPE

Most likely, the best the runners have to hope for during this encounter is survival (unless a particularly devious runner managed to sneak a LAW rocket or five into the venue in his pants). But if the runners are itching for a fight and actually have the manpower to swing the battle in their direction, increase the number of homunculi. Or if the runners begin popping caps and tossing fireballs at the homunculi before they begin their performance in the rotunda, have one of the mages distract the runners, perhaps with a Trid Entertainment spell. This will give the homunculi time to get into position.

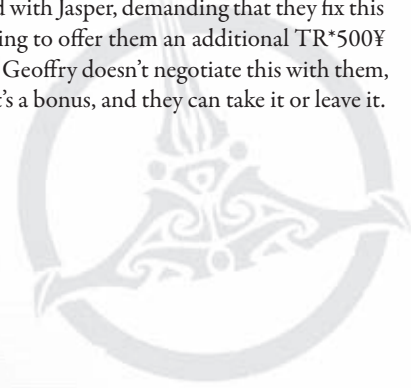
DEBUGGING

Though he will not move to harm them, if Jasper is killed by the runners, have one of the two remaining mages stand in for him, surrender and beg the runners for their assistance.

The runners may behave rashly and through their actions a by-stander may be injured or killed. If the gamemaster believes a runner behaved in such a reckless manner that injury could have been avoided, he should feel free to assign a point of Notoriety at the end of the adventure to the guilty party.

Paranoid runners with trust issues will most likely be weary about popping random pharmaceuticals into their gullet. If they seem hesitant, have Jasper assure them it will not harm them, in his own crazy way. Have him remind the runners that he needs their help; he doesn't want to harm them. A Judge Intentions roll (Intuition + Charisma), assensing, or a willing Mind Probe spell will reveal that he is telling the truth.

If the runners are hesitant to take on this job, which is above and beyond what they were hired to do, Geoffrey will approach them after they've talked with Jasper, demanding that they fix this immediately. He is willing to offer them an additional TR*500¥ if they act immediately. Geoffrey doesn't negotiate this with them, instead will simply say it's a bonus, and they can take it or leave it.



ET IN ARCADIA...

SCAN THIS

The Dweller commences a series of tests to determine if the runners are worthy to proceed on to Canaan-on-the-Water. One of the tests includes a trip to the “past,” represented by a landscape reminiscent of a Nicolas Poussin painting.

TELL IT TO THEM STRAIGHT

You suddenly materialize in a wooded glen. The glen is surrounded by trees, and the air feels refreshingly cool and clean; nothing like the chemical soup you breathe in the New York sprawl. Bright sun cuts through the leaves above, dappling shadows across the ground. Set to one side of the glen is a large tomb, cut from several pieces of stone. It’s perfectly rectangular, approximately three meters long and a meter high, and has been weathered by the elements. Engraved into the side of the tomb are the words “Et in Arcadia ego.”

But is it art?

The Dweller transports the runners to a metaplanar space that has taken on the metaphor of Classicism for its topography. Its landscape resembles Nicolas Poussin’s pastoral paintings of the 1630s. This bit of trivia can be uncovered through a successful Logic + Art History (3) Test.

The tomb is impervious to damage. If a runner steps out of the glen into the woods, he will quickly appear on the opposite side from which he entered. After a few minutes, four shepherds appear, stepping out of the woods into the glen. They wear loose Grecian robes and leather sandals. Three are men, one wearing white, one wearing blue, and one wearing red robes. The fourth is a woman wearing a yellow robe, a long blue dress, and a white headscarf. The men carry wooden staves. The four slowly approach the tomb and surround the front. The shepherd in blue squats before it and runs his fingers over the engraved stonework. An Intuition + Perception (2) Test will reveal that the shepherd is not actually touching the engraving but tracing his own shadow cast on the tomb from above. The shepherd in red turns to the female and points to the tomb while the shepherd in white leans against it. A moment later the four stand and walk back into the woods.

The shepherds are intangible and cannot be attacked or manipulated in any form. When assensed, nothing is revealed about them. The shepherds are not magical illusions, like trid phantasms, nor are they holograms. They’re simply manifestations of the Beyond gateway created by the Dweller for the test. They are as ethereal as the Dweller, but temporary.

This test is a visual puzzle. The shepherds will reappear every twenty-four hours until the runners solve it or request that the Dweller take them elsewhere. A runner simply needs to kneel before the tomb and trace his own shadow with a finger to solve it. After 48 hours in the test the runners will need to begin making Willpower + Survival (1) Tests. The glen actually has edible game that passes through on a regular basis, and the wood can be burned or turned into shelter if need be. However, the sun will never set. It will always remain in the same position in the sky.

Once the test is completed, the Dweller will provide the

runners with the option of moving on to the future in **We Want No Part of the Past**, the self in **More Real Than Surreal**, or, if this was the final test, transport them to Canaan-on-the-Water for **Mister Dada**.

PUSHING THE ENVELOPE

Gamemasters who wish to push the runners may have the Dweller demand that the runners explain the meaning behind the act before they are permitted to move on from the test. First, the Greek inscription on the tomb translates as “I also was an Arcadian.” According to ancient Greek tradition, when the shepherd traced his shadow, it was at this moment when the art of painting was first discovered. The shadow on the tomb is also a symbol of death, and so it may be that the discovery of art was simultaneous to the understanding of mortality. Also, the duty of art in the face of death is to represent absent loved ones, console anxieties, evoke and balance emotions, break isolation, and allow communication about the unutterable. Any of these ideas, or more clever interpretations, would be acceptable answers to the Dweller on the Threshold.

DEBUGGING

If for some bizarre reason the runners die from exposure, the Dweller can provide the option to attempt the test again. All of the runners’ stun and physical damage boxes will be instantly cleared. The runners can also return to this scene if they would like to complete **We Want No Part of the Past** or **More Real Than Surreal** first.

WE WANT NO PART OF THE PAST

SCAN THIS

The Dweller on the Threshold introduces the runners to a metaplanar Matrix with a visual topography based on the Futurist movement of Italy. He tasks them to retrieve a manifesto from inside a “node.”

TELL IT TO THEM STRAIGHT

“Time and space merge as the future begins to spiral,” the Dweller intones. “It is inescapable that life will continue to accelerate, speeding around the event horizon of existence, circling the drain until all moments are one.” You find yourself floating in... well, it looks like the Matrix in full Virtual Reality but it’s not like any grid you’ve ever experienced, not in Manhattan or anywhere else on Earth. For starters it feels... real. You can feel your flesh, and there’s even a slight breeze on your face as you seem to move through pitch air.

Hovering in neatly spaced rows that span into infinity are buildings composed of sharp edges, striking shapes, dynamic lines, and strong contrasts of black, white, tan, and silver highlights. Some of the buildings have curves but they’re covered in gunmetal gray like the grill of a combustion engine car or a cyberlimb.

“Go now,” the Dweller on the Threshold says. “Find the words that speak of tomorrow.”





INCOMING FEED.....



SOMETHING COMPLETELY DIFFERENT

BEHIND THE SCENES

The Dweller transports the runners to a metaplanar space that has taken on the metaphor of Futurism for its topography. The space is a replication of the architectural styling of the Italian Futurists of the 1920s. This bit of trivia can be uncovered through a successful Logic + Art History (3) Test. The Futurists of Italy had a love for speed, machinery, motion, and energy, and it seems only fitting that this metaphor be transposed over metahumanity's overwhelming information cache, the Matrix. Imagine if William Gibson was a writer during the Great War and was attempting to describe Virtual Reality and the Internet to an audience that was fifty years away from the personal computer.

While this metaplanar space resembles the Matrix and is a place for the runners' Matrix specialists to shine, it can also be manipulated by non-hackers as well. Technomancers and Hackers will use their Living Persona and Persona attributes. Non-Matrix specialists will create a Persona in a fashion similar to the Technomancer's Living Persona. Use the following:

- Firewall – Body - 2
- Response – Agility - 2
- Signal – Charisma - 2
- System – Logic - 2

All attributes should have a minimum rating of 1. Also, non-Technomancers do not have the ability to tap into Resonance based-skills such as using Complex Forms, Threading, Compiling/Decompiling Sprites, etc. nor do they have Biofeedback Filters.

Initiative is the runner's normal Initiative Rating and Matrix Initiative Passes are limited to 1.

"Meatworld" skills can be translated into a Matrix-style equivalent. The following is a guide with examples:

- Cybercombat – highest rated Combat Active skill - 2 (mundane runners) or Astral Combat - 2 (Awakened runners)
- Hacking – Logic - 2

As the metaplanes are a realm of magic, Awakened characters can utilize spells as a Technomancer would a Complex Form (with a -1 dice penalty), utilizing Drain instead of Fading. However, Conjuring skills cannot be utilized to Compile or Decompile a sprite. Spirits cannot be summoned here nor will any sort of Astral Perception or projection abilities function. The following are examples of particular spells that can translate into a Complex Form though it should not be considered by gamemasters to be a complete and limited list.

- Indirect combat spells (ex: Lightning Bolt) – Attack or Exploit
- Direct combat spells (ex: Death Touch) – Black Hammer
- Detection spells (ex: Clairaudience) – Search, Analyze, Track or Browse
- Manipulation spells (ex: Fling) – Edit or Armor
- Health spells (ex: Heal) – Medic
- Illusion spells (ex: Invisibility) – Stealth or Spoof

The "node" that the runners are seeking is hidden and can be

BEHIND THE SCENES

Role-Playing the Dweller on the Threshold

First introduced in the 1994 adventure *Harlequin's Back*, the Dweller was portrayed as a Charon the Boatman-esque gatekeeper to the metaplanes. There is debate amongst magical circles about what the Dweller on the Threshold truly is; a manifestation of the universe's will or a manifestation of an astral traveler's subconscious. Whatever his true origin, the Dweller challenges those who would seek the knowledge from the metaplanes through tests of a personal nature. These tests reveal either truths of reality and/or truths within the runners themselves. However, the tests are never lethal, only emotionally harrowing. For the sake of this adventure, if the runners fail a test, perhaps by "dying," the Dweller will provide them with the option to re-take it or to return to their physical bodies. To avoid frustrating players, the gamemaster should feel free to use the Dweller to provide cryptic hints or clues during a test but only as a last resort. Also, gamemasters are encouraged to provide their own unique look and feel to the Dweller. Instead of a robed and withered man, it may be ethereal and beautiful with white skin and eyes like a cluster of stars like Morpheus of the Endless from Neil Gaiman's *The Sandman* series. Or perhaps it is actually a "she" (why should a cosmic constant be limited by such a thing as gender?) and appears as a fearsome Kali-type she-demon or a stereotypical librarian sporting large glasses and gray hair in a bun. But at no time should the gamemaster truly state what the Dweller is. That is for the players to decide on their own. It is simply there to test.

The Metaplanes and Technomancers

The magical community has no standard definition of what the metaplanes are. Some believe they're actually one contiguous entity and others believe they are divided into a myriad of disconnected levels of existence. What is certain is that the metaplanes are home to spirits, such as the Metaplane of Fire from which fire spirits are conjured.

The metaplanes' "basement," the Deep Metaplanes, is the point of origin for powerful magical threats such as insect spirits.

In *Shadowrun*, the metaplanes can take literally any form. Travelers have visited metaplanes resembling Avalon of the King Arthur mythos, gigantic crystalline labyrinths home to spirits of ice, a metaphorical chasm separating Lovecraftian nightmares from our world, and even distortions of the American Wild West of the late 19th century. As both place and metaphor, the metaplanes present gamemasters tremendous freedom as nearly anything that can be imagined by the human mind can take shape in them.

Unlike the Astral Plane, it *is* possible for mundane individuals to travel to the metaplanes. However this requires serious magical assistance from either a powerful initiate, a critter with the Astral Gateway power (which allows travelers to bypass the Dweller on the Threshold), or Awakened drugs.

When Technomancers are removed from the soothing hum of digital information they become edgy and can suffer dice pool penalties. However as humanity has only begun to scratch what the metaplanes truly are, technomancers traveling through them suffer no such ill effects. In fact, during **We Want No Part of the Past**, technomancers may even call upon their Matrix manipulating abilities as they would in digital space, and hackers will be able to use their programs and agents. The Matrix is a purely artificial construct created by metahumanity, but it is safe to say that, in a way, parts of the metaplanes mirror that which metahumanity creates. It's only natural to assume that a mana-based form of Resonance *could* exist within certain parts of the metaplanes. However as technomancers are not magicians there is no way for a technomancer to tap into it without mystical assistance. And if he could it would be to no benefit in the material world. Also the Dweller most likely would only create it temporarily as a method for testing those sensitive to it. There is no way to be certain.

found with an Electronic Warfare + Scan (15, 1 Combat Turn) Extended Test. The node is the only one that is hidden in the metaplanar environment and should be obvious to the runners that it is their destination.

Node of the Futurists, The Beyond

Sculpting: The architecture is all hard edges and sharp angles overlaid with brushed steel, chrome, concrete, and bright white stucco.

Hardware: No Persona or Processor Limit here, *omae*.

Authentication:

Node 1: Passcode

Node 2: Passcode

Privileges: Standard

Attributes:

Node 1: Firewall 5, Response 4, Signal 4, System 5

Node 2: Firewall 5, Response 3, Signal 2, System 4

Spiders: 1 Security Guard on duty at all times

IC: Node 1: 1 Automa 5 (patrolling), 1 Carrista Suite 5 (loaded)

Node 2: None

Resident Programs:

Node 1: Analyze 5

Node 2: Analyze 4

ARC: Launch IC (Carrista Suite)

Topology: Node 1 is accessible from the metaplanar Matrix and acts as a gateway for Node 2. The manifesto is kept in Node 2. Node 2 is a one-way node to the metaplanar Matrix and, once exited, can only be accessed through Node 1 again.

SECURITY GUARD

The Security Guard is an autonomous metaplanar form that the Dweller has created to serve in the role of a spider in this faux-Matrix. The metaphor it takes when activated is that of an Italian soldier from the era of the Great War. It sports Caucasian features

with a black mustache, black officer's long coat with bright gold buttons, tight beige riding pants, shiny black boots, and a high cap with a short leather brim.

B A R S C I L W ESS MatrixInit MatrixIP
3 3 4 3 4 4 4 4 4.8 9 3

Matrix Condition Monitor: 11

Skills: Con 3, Cracking Skill Group 4, Electronics Skill Group 4, Etiquette 3, Perception 4

Augmentations: Commlink [System 5, Response 4, Firewall 5, Signal 4 (Programs, Analyze 5, Armor 4, Attack 4, Blackout 4, Biofeedback Filter 5, Browse 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4)], sim module, datajack, control rig

AUTOMA

This "IC" patrols a node using Analyze to look for intruders. Upon detecting one, it immediately starts Tracking and reports the intruder's location to its "owner." It is designed to be kept active in the node with both Analyze and Track loaded for a total of three programs running. The "icon" of this piece of metaplanar ice is that of a large metal lion constructed from parts of early 20th century automobiles. Headlights serve as its eyes, and its mouth is a chrome engine grill.

Loaded programs: Analyze, Track

CARRISTA SUITE

The Carrista suite functions as three "IC" programs used in conjunction. Each IC program has a different task. The first (the "commander") runs a Track program on the user while the second (the "gunner") runs Attack against intruding icons. The third (the "loader") runs its own Attack program to crash an invader's programs (selected at random). This piece of metaplanar IC appears as a large, Great-War era Fiat 3000 tank.

Loaded programs: Attack ×2, Track

Inside Node 2, small plates of metal, numbering in the thousands, spin slowly in the air on invisible wire. A Logic + Datasearch (3) Test will reveal that the manifesto has been engraved into the face of one of the pieces of metal. The other pieces are engraved with gibberish. The manifesto reads:

- We want to sing the love of danger, the habit of energy and rashness.
- The essential elements of our poetry will be courage, audacity, and revolt.
- We want to exalt movements of aggression, feverish sleeplessness, the double march, the perilous leap, the slap, and the blow with the fist.
- We declare that the splendor of the world has been enriched by a new beauty: the beauty of speed. A racing automobile with its bonnet adorned with great tubes like serpents with explosive breath... a roaring motor car which seems to run on machine-gun fire is more beautiful than love.
- We want to sing the man at the wheel, the ideal axis of which crosses the earth, itself hurled along its orbit.
- The poet must spend himself with warmth, glamour, and prodigality to increase the enthusiastic fervor of the primordial elements.

- There is no masterpiece that has not an aggressive character. Poetry must be a violent assault on the forces of the unknown, to force them to bow before man.
- We are on the extreme promontory of the centuries! What is the use of looking behind at the moment when we must open the mysterious shutters of the impossible? Time and Space died yesterday. We are already living in the absolute, since we have already created eternal, omnipresent speed.
- We will sing of the great crowds agitated by work, pleasure, and revolt; the multi-colored and polyphonic surf of revolutions in modern capitals: the nocturnal vibration of the arsenals and the workshops beneath their violent electric moons: the gluttonous railway stations devouring smoking serpents; factories suspended from the clouds by the thread of their smoke; bridges with the leap of gymnasts flung across the diabolic cutlery of sunny rivers: adventurous steamers sniffing the horizon; great-breasted locomotives, puffing on the rails like enormous steel horses with long tubes for bridle, and the gliding flight of aeroplanes whose propeller sounds like the flapping of a flag and the applause of enthusiastic crowds.

A Logic + Art History (3) Test will reveal that this manifesto was written by F.T. Marinetti in Italy in 1909.

PUSHING THE ENVELOPE

Gamemasters who find their players are having too easy of a time can add a buffer "node" between Nodes 1 and 2. Upon entering it the runners face the Security Guard "spider" on a random patrol. This node can also be loaded with an Analyze 5 program.

Many consider Marinetti and his fellow Futurists to be the first cyberpunks. Academic hackers deify him for his neophilia: the trait of being excited by novelty and the new. The Futurists believed that the New was not only better than the Old but that the Old should never have existed and tradition subverted. Gamemasters who wish to push the runners into role-playing this scene further may have the Dweller require that each runner explain why he or she has broken with tradition and pursued his or her own path in the world; one of living on the edge and in defiance of the law, rather than living one of traditional obedience to authority.

DEBUGGING

If the runners have no Matrix specialist working with the team, they can still work with the environment they have been presented though they will need to discover this for themselves. Gamemasters should feel free to permit or forbid whatever skill and spell substitutions they see appropriate to allow for proper balance and challenge in the scene.

MORE REAL THAN SURREAL

SCAN THIS

In this part of the Dweller's test, the runners enter a space that embraces Jungian Surrealism for its topography. The imagery is very disturbing, and the runners are forced to overcome twisted versions of their own likenesses.



TELL IT TO THEM STRAIGHT

You step onto some kind of beach. The air smells both of salt and the sweetness of living things. Trees are buried in the sand. Drooped over their branches are watches that melt like candy in the hot sun. Ants march over the bloated carcass of what appears to be some kind of bird... or perhaps the *idea* of a bird.

You're not alone in this place. "You're here," a very familiar voice from behind you says. "It's about, heh, time." When you turn you can understand why the voice chills you. It's twisted and distorted, but you're staring at a mirror image of yourself.

BEHIND THE SCENES

The Dweller transports the runners to a metaplanar space that has taken on the metaphor of Surrealism for its topography. More specifically, its landscape resembles Salvador Dali's *Persistence of Memory*. This bit of trivia can be uncovered through a successful Logic + Art History (3) Test or Logic + Psychology (3) Test. The Surrealists pursued very Jungian imagery of the ego and self in their paintings, and it's fitting that this test should pit the runners against shadowy versions of themselves.

The Dweller on the Threshold has summoned an equal number of astral constructs to mirror the runners' numbers. The constructs the runners face are similar to shadow spirits (non-sapient) that have taken on the form of dark doppelgangers. Physically, they resemble the runners after a week-long booze binge in Tijuana. If the runners have any sort of distinguishing physical traits, those will be emphasized even further by the doppelgangers. For example, if a runner has some sort of meaningful tattoo on his arm, the doppelganger will have a warped version of that same tattoo, and it covers half of his body. If a runner is SURGED, that particular trait is especially emphasized (horns are gigantic, claws look like talons, etc.).

Each runner can be matched to one of the five doppelganger types depending on his or her role on the team. If in doubt of an appropriate match, gamemasters are encouraged to use the **Other Doppelganger**. While the doppelgangers have statistics and powers similar to that of a spirit, they are not sapient beings nor are they even alive. They're manifestations of the runners' subconscious made into form by the Dweller on the Threshold.

MAGIC SUPPORT DOPPLEGANGER

B A R S C I L W **Ess** **Init** **IP**
TR+2 TR TR TR+6 TR TR TR TR (TR×2)+3 (T×2R) 2(3)

Condition Monitor Boxes: B/2 + 8

Astral Condition Monitor Boxes: W/2 + 8

Skills: Assensing TR, Astral Combat TR, Con TR, Dodge TR, Intimidation TR, Perception TR, Unarmed Combat TR

Powers: Astral Form, Banishing Resistance, Compulsion (Creation), Energy Drain [Karma, LOS, Stun damage], Influence, Magical Guard, Materialization, Mind Link, Realistic Form

CLOSE COMBAT/FIRE SUPPORT DOPPLEGANGER

B A R S C I L W **Ess** **Init** **IP**
TR+2 TR TR TR+6 TR TR TR TR (TR×2)+3 (T×2R) 2(3)

Condition Monitor Boxes: B/2 + 8

Skills: Con TR, Dodge TR, Intimidation TR, Perception TR, Unarmed Combat TR

Powers: Astral Form, Banishing Resistance, Compulsion (Homicidal Rage), Confusion, Energy Drain [Karma, LOS, Stun damage], Fear, Influence, Magical Guard, Materialization

NEGOTIATOR/FACE/LEADER DOPPLEGANGER

B A R S C I L W **Ess** **Init** **IP**
TR+2 TR TR TR+6 TR TR TR TR (TR×2)+3 (T×2R) 2(3)

Condition Monitor Boxes: B/2 + 8

Skills: Con TR, Dodge TR, Intimidation TR, Perception TR, Unarmed Combat TR

Powers: Astral Form, Banishing Resistance, Compulsion (Lust), Desire Reflection, Energy Drain [Karma, LOS, Stun damage], Influence, Magical Guard, Materialization, Mutable Form, Realistic Form

MATRIX SUPPORT/INFILTRATION DOPPLEGANGER

B A R S C I L W **Ess** **Init** **IP**
TR+2 TR TR TR+6 TR TR TR TR (TR×2)+3 (T×2R) 2(3)

Condition Monitor Boxes: B/2 + 8

Skills: Con TR, Dodge TR, Intimidation TR, Perception TR, Unarmed Combat TR

Powers: Astral Form, Banishing Resistance, Energy Drain [Karma, LOS, Stun damage], Engulf, Fear, Influence, Magical Guard, Materialization, Mind Link, Shadow Cloak

OTHERS DOPPLEGANGER

B A R S C I L W **Ess** **Init** **IP**
TR+2 TR TR TR+6 TR TR TR TR (TR×2)+3 (T×2R) 2(3)

Condition Monitor Boxes: B/2 + 8

Skills: Con TR, Dodge TR, Intimidation TR, Perception TR, Unarmed Combat TR

Powers: Astral Form, Banishing Resistance, Compulsion (Sorrow), Energy Drain [Karma, LOS, Stun damage], Influence, Magical Guard, Materialization, Shadow Cloak, Silence

After a bit of taunting and perhaps the revelation of a "dark secret" of a runner that is a twisted lie of the truth, the shadow spirits will attack. After they are all "killed," the Dweller will provide the runners with the option of moving on to **Et in Arcadia...**, **We Want No Part of the Past**, or, if this was the final test, to **Mister Dada**.

PUSHING THE ENVELOPE

If a gamemaster wants to encourage more role-playing, he can twist the scene so that a runner must give names and reasons for his inner faults in order to bypass an Immunity to Normal Weapons (p. 295, *SR4A*) critter power assigned to the doppelganger. A terrific way to work this into the scene would be to have a player select a Negative Quality currently allocated to his character and explain its origin and why and how it affects the character's id (the unorganized part of a personality that contains basic drives). For example, if a runner has an addiction he can name the addiction; explain what caused it to develop and how it effects how he interacts with the world. Once the Quality has been "released and given name" (in many magic traditions knowing a threat's *true name* gives one power over it [Why do you think so many runners use street names?]), the Dweller on the



INCOMING FEED.....

SOMETHING COMPLETELY DIFFERENT

Threshold can hint that the runner's doppelganger can be defeated through traditional combat as the doppelganger is that specific flaw given form.

DEBUGGING

There's no need for a gamemaster to pull punches during this scene. The Dweller on the Threshold's tests are not fatal. If all the runners fall, the Dweller can provide the option to attempt the test again. All of the runners' stun and physical damage boxes will be instantly cleared. The runners can also return to this scene if they would like to complete **Et in Arcadia...** or **We Want No Part of the Past** first.

MISTER DADA

SCAN THIS

The runners finally meet the leader of Canaan-on-the-Water, Mister Dada. The runners are left with a choice: fight Mister Dada on his home turf, allow his Happening to run its course resulting in a massive loss of life, including that of their employer, or offer an alternative.

TELL IT TO THEM STRAIGHT

"Welcome to Canaan-on-the-Water," says the Dweller as his voice fades away. You're standing in the middle of a large field of grass that stretches as far as you can see. At the top of the hill you

spot an old-fashioned farm house built using gray clapboard wood. A girl in early 20th century rural clothing with long brown hair is seated in the grass looking at it, ignoring you.

BEHIND THE SCENES

Mister Dada's residence is currently a metaphor based on the 20th century American Realist painting *Christina's World* by Andrew Wyeth. This bit of trivia can be uncovered through a successful Logic + Art History (3) Test. The runners can ignore the girl. She appears to be alive but she's an inanimate decoration for this level. Seated inside the farmhouse kitchen at the small dinner table is Mister Dada (see **Cast of Shadows**). The free spirit looks like a very tall, very lanky 16th-century comedic European actor. He wears a great-coat of purple velvet over a white shirt and pants with vest of swirling pigment and stark white gloves. His hair is a curly wig and it seems to have a life of its own. It pulses in various neon colors. His face is a white stone mask with only the slightest of cuts and indentations to indicate facial features. Next to Mister Dada are a cup of coffee and a small black and white television, an archeological relic from the 1950s. Flickering on the screen is the scene in the Guggenheim rotunda of the homunculi and the terrified patrons. He has been watching everything from his home here in the metaplanes and is displeased to see the runners.

"You," he growls. "You're destroying my Happening! What do you think you're doing here?"



INCOMING FEED.....

It's at this point where the runners have three options available to them: fight, let the Happening run its set course, or offer up another solution.

The farm house consists of two floors. The downstairs area is a kitchen, a bath with a shower, a master bedroom, and a sitting/family room with a fireplace. Up a narrow flight of stairs are two more bedrooms and a linen closet. If the runners decide to take on Mister Dada face to face and defeat him, the homunculi in the Guggenheim will immediately cease their dancing, and the spirits inhabiting them will return to their home plane. The runners will return to their bodies and will have saved the lives of the Guggenheim patrons.

The runners may feel that they're in a hopeless situation and give up. Mister Dada will watch with glee as the homunculi finish their routine. After 30 minutes the event concludes. He opens an Astral Gate allowing the runners to return to the carnage in the Guggenheim. Half of the museum's patrons have been injured, some seriously, and a handful of them have been killed, including the runners' Johnson, Geoffry. So much for receiving the other half of their payment.

A third option is for the runners to role play a bit with Mister Dada. They might try convincing him that perhaps killing a potential audience isn't the best way for an artist to show his work. After all what is art without anyone to experience it? Also, New York's cultural elite are McFeed users. If the runners could calm the museum

goers, and Mister Dada could rein the happening in a little bit, the runners might be able to guarantee him not only the audience in the Guggenheim but all the McFeed subscribers around Manhattan. If the runners are sincere, Mister Dada will open an Astral Gate and transport both the runners and himself to the Guggenheim's rotunda. A Charisma + Leadership (3) Test should be enough for the runners to calm the panicking partygoers and to tell them to subscribe their McFeed networks to the event. Using a Levitate spell, Mister Dada and The Minibosses will lift the gathering from the floor, allowing the homunculi to finish their bizarre dance routine without risking injury to the audience. Mister Dada's happening will be sent all through the Matrix garnering thousands of viewers. This is more than he could ever have hoped for, and Mister Dada will return home to Canaan-on-the-Water feeling very satisfied.

After the event ends, emergency services workers will cut open the doors, freeing the patrons. The Minibosses may be permitted to slip away or the runners may grab them and turn them into NYPD, Inc. for a reward.

PUSHING THE ENVELOPE

For many runner groups, simple aggression against a perceived enemy is the default tactic. If a gamemaster would like to make the runners pay for every inch the choice of violence gains, he should feel free to add additional bound spirits to Mister Dada. See p. 302, *SR4A* for options. The Force of the additional spirits should not exceed the adventure's Table Rating.

DEBUGGING

The runners could die if they take on Mister Dada in combat. It's an unavoidable risk if they pursue that path. If the PCs seem to be hinting that they want to pursue something along the line of the third option but can't quite voice it, have Mister Dada repeatedly hint that he *must* have an audience. A big one! The runners should pick up the hint.

Note: Any Awakened character who earns 2+ hits on an Assensing Test for Mister Dada will ascertain that this is his home plane. If they want to learn his Spirit Formula, they must still complete a separate Astral Quest to learn it.

PICKING UP THE PIECES

MONEY

Pay from Allego Contadino via Geoffry is TR*400¥ immediately beginning the adventure. If he survives to the end of the adventure, add TR* 400¥ for completion of the contract.

Reward pay for capturing each Miniboss mage and turning each over to NYPD, Inc. is TR*100¥.

KARMA

1 – Runners discover the truth behind their employment

1 – Runners defeat Mister Dada in combat.

Or

3 – Runners allow Mister Dada to complete his Happening without injuries.

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 award for SRM characters who played this adventure is 6 karma.

CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service according to the corporation or organization to which they are affiliated.

Ares: Ares-Segway Terrier

Aztechnology: 1 dose of Spirit Strength

Horizon: 1 bottle (6 doses) of Leal wine

NeoNET: Homewrecker Software Suite

NYPD, Inc.: Season Tickets to the Manhattan Yankees – Box Seats.

Renraku: Renraku Man-Servant 3

Saeder-Krupp: 1 dose of Immortal Flower

Shiawase: 1 Savior MedKit with 1 extra set of supplies

Spinrad: A 20% discount on the next visit to a Manhattan SpinShop.

Neo-Anarchists: A smoke grenade full of White Star.

AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and make an offer of affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the

corporation. The need for secrecy is always emphasized. There is no up-front offer. The deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

Each corporation will only extend an offer to one or two shadowrunners, usually the ones who best undertook the objective for that corporation.

REPUTATION

+1 Notoriety if Allegro Contadino is killed.

+1 Notoriety if Geoffry is killed.

+2 Notoriety if the runners purposefully harm or kill any of the museum patrons.

CONTACTS

Runners can earn DJ Bijan as a loyalty 2 contact in gratitude for saving his life.

Runners can earn Geoffry as a loyalty 1 contact if they find him out and keep his secret.

Runners can earn Jasper Jay as a loyalty 1 contact if he survives and the runners let him go free

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 request that a contact 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 make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 64, *SR4A*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 227, *SR4A*).

THE SOLOMON R. GUGGENHEIM MUSEUM

Hits Information

- 0 The *what* and *what-what* museum?
- 1 It's an art museum and famous tourist attraction. It was designed by Frank Lloyd Wright and opened in 1959.
- 2 During the post-Quake reconstruction a lot of expensive artwork was trucked around Manhattan. There was a huge mix-up in transit and pieces that belonged at other museums ended up at the Guggenheim. The MoMA has been fighting for years to get a lot of their collection back but the Guggenheim isn't budging.
- 3 The museum's board of directors is a really weird set of characters but the biggest character of that set is the Conte Allegro Marcus Contadino.



ALLEGRO MARCUS CONTADINO

Hits Information

- 0 That sounds like a gladiator. You're making up names to sound cool.
- 1 He's a rich elf that sits on the Guggenheim Museum board of directors.
- 2 He's a *conte* which is Italian for "count". His mother is Italian royalty and his father some corp VP. They're both human, but their son hasn't worked a day in his life.
- 3 He's the kind of elf that other elves hate as he completely embodies the gay, dandelion-eating stereotype.
- 4 If you see a big ork bruiser with him, that's Geoffry, his bodyguard.

GEOFFRY

Hits Information

- 0 The hippogriff? You can see him at the Bronx Zoo. They feed him at 2:00 p.m. every day.
- 1 He's a manservant and is also employed as a bodyguard.
- 2 He's supposed to be British but I think that polished accent may be fake.
- 3 He has a very close working relationship with his employer, the Conte Allegro Contadino. *Very* close, if you know what I mean.

DJ BIJAN

Hits Information

- 0 Sorry, I'm not much of a music fan. I'm more into sports, y'know?
- 1 He's one of the top music acts currently touring. He's famous for remixing mid-21st century rock and pop with European classical and traditional Persian beats.
- 2 He's originally from Dubai.
- 3 He's a big supporter of the Atlantean Foundation. He's going to be handling the music at an Atlantean Foundation collection opening event at the Guggenheim.

THE MINIBOSSES

Hits Information

- 0 Yeah, they're a band. Play every night in some coffee-house in The Village. I think.
- 1 They're some kind of artists collective, and they're into really weird, avant-garde performance art material.
- 2 They have cells operating all over the New York area. They seem to get a kick out of crashing and vandalizing corporate sponsored events.
- 3 Rumor has it that their inner circle is made up of a group of initiate Chaos mages.
- 4 No one knows if the group has a real leader but almost everyone in the collective listens to a guy named Jasper Jay.

CAST OF SHADOWS

THE CONTE ALLEGRO MARCUS CONTADINO - MALE CAUCASIAN ELF, CONNECTION RATING 4

Allegro Marcus Contadino is the only child of a Proteus AG vice-president and a hereditary heir to Civitella-Cesi through his mother, an Italian contessa. Contadino is the type of elf that other elves love to hate as he embodies every negative stereotype about their race: effete, overly-dramatic, self-indulgent, and effeminate. The son of two humans, he was one of the first of the elves to emerge after UGE. He's over 40 years old but, having never held a position of responsibility in his life and wanting for nothing through his parents' fortunes, he has led a very spoiled existence. His behavior and mannerisms could easily be described as childish. Despite all this, in his circle, Contadino is known as the one to go to in his circle of friends for drugs, bizarre sex, and favors that cross into the realm of the illegal. As such, Contadino maintains many connections in the New York shadow community.

B A R S C I L W Ess Init IP Arm CM
2 3 2 2 5 4 2 2 5.85 6 1 4/2 10

Condition Monitor Boxes: 9

Skills: Con 4, Dodge 2, Etiquette (Corporate) 3(5), Fine Arts 4, Fine Cuisine 3, Gymnastics (Dance) 1(3), High Society Rumors 4, Negotiation 3, Perception 4, Pistols 1

Qualities: First Impression

Augmentations: Increased sensitivity (earware, deltaware), voice modulator (deltaware)

Gear: Shiawase Executive Suite Goldline (equivalent of Fairlight Caliban running Iris Orb OS), Vashon Island club suit jacket with slacks

Weapons: Morrisey Élan [hold-out pistol, DV 4P, 5(c)]

GEOFFRY - MALE CAUCASIAN ORK, CONNECTION RATING 1

Geoffry (no last name) is the personal manservant, bodyguard, and part-time lover of the Conte Allegro Marcus Contadino. Educated in the finest British finishing schools and Knight-Errent's bodyguard training academy, he practically oozes class even when he towers over everyone in the room. He speaks in a deep rumble with a polished and posh accent. Despite his intimidating presence, when faced with a real threat he tends to cower (blame a childhood of torment at said British finishing schools). Geoffry doesn't particularly like his job, but he comes from a family of butlers, and it's all he knows. He usually sports a dark suit and keeps his hair neatly slicked.

B A R S C I L W Ess Init IP
5 3 4(5) 5 2 4 3 4 2.85 8(9) 1(2)

Armor: 7/6

Condition Monitor Boxes: 11

Skills: Athletics Skill Group 2, Close Combat Skill Group 3, Dodge 2, High Society Rumors 3, Intimidation 4, Negotiation 5,



INCOMING FEED.....



DJ BIJAN - MALE ARAB HUMAN, CONNECTION RATING 5

Salome Lashgari, better known by his stage name of DJ Bijan, is a major electronic mash-up artist from Dubai. Despite being one of the most popular acts in the Middle East, not to mention the world, his music has been banned in many countries in his home region. His music touches on themes of corporate and government indifference towards the public, unemployment, and violence in daily life. His style typically mixes mid-21st century pop and rock artists with classical European music and traditional Persian beats. Raised on tales of ancient mythology as a boy, DJ Bijan is a well-known member of the Atlantean Foundation and a regular donor to their causes. For an international music sensation, DJ Bijan is relatively down to earth and a likeable enough fellow. He usually has a big smile on his face and speaks with a heavy Farsi accent. He keeps his hair and beard cropped at the same short length and sports flashy suit combinations.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	3	3	5	3	3	2	5.9	6	1

Condition Monitor Boxes: 10

Skills: Artisan (Music Composition) 7(9), Etiquette 4, Farsi N, English 5, Spanish 3, Gymnastics (Dance) 4(6), Negotiation 2

Qualities: Aptitude

Augmentations: Minor biosculpting

Gear: AR gloves, commlink [Rating TR], simrig, subvocal microphone, virtual remix console

Perception 4, Pilot Ground Craft 2, Pistols 3

Augmentations: Cybereyes (Rating 2 with flare compensation, thermographic vision, vision magnification), increased sensitivity (earware), orthoskin 3, voice modulator, wired reflexes 1

Gear: Commlink [Rating (TR-2)], Mortimer of London Berwick dinner jacket with trousers and blouse, sunglasses with AR link

Weapons: Morrisey Alta [heavy pistol, DV 5P, -1AP, 12(c) w/ electronic fring]

INCOMING FEED.....



SOMETHING COMPLETELY DIFFERENT.....

SOMETHING COMPLETELY DIFFERENT



JASPER JAY - MALE CAUCASIAN HUMAN, CONNECTION RATING 3

Jasper Jay is a performance artist, Chaos mage, and de-facto leader of the New York area artists' collective known as The Minibosses. Jay is the son of working class immigrants. Often bed-ridden as a child, he became an outcast among his school-mates and bonded strongly with his mother. It was during one of these bouts of illness that he developed his Awakened abilities. He was accepted into a corporate sponsored hermetic school but grew listless and dropped out before he graduated. Drawn to the streets, he found acceptance and an outlet for his creative abilities in New York's segregated creative community. Banding with other practicing Chaos mages, they founded a collective for the most avant-garde of the bohemian art scene. Despite being in his early 30s Jasper's hair is bright white and puffs from his head at strange angles. He speaks in exaggerated, theatrical tones and gesticulates wildly when excited. He can be a bit emotional and is prone to bouts of depression.

B A R S C I L W Ess Init IP
 TR+2 TR+3 TR+3 TR+2 TR+3 TR+3 TR+2 TR+3 6 TR+I(I*2) 1(3)
Condition Monitor Boxes: B/2 + 8
Astral Condition Monitor Boxes: W/2 + 8
 Armor: 4/0
Skills: Arcana 3, Artisan (Performance Art +2) 4, Astral Combat 3, Conjuring Skill Group 5, Counterspelling 4, Dodge 3, Etiquette (Street +2) 3, Fine Arts 6, Perception 3, Spellcasting 6, Street Rumors 3
Qualities: Gesture Geas, Magician, Spirit Pact
Initiate Grade: TR+2
Metamagics: Centering, Great Ritual, Quickening
Gear: Armor Clothing, Commlink [Rating TR]
Spells: Chaos, Entertainment, Improved Invisibility, Levitate, Orgasm, Physical Barrier, Trid Entertainment, Wreck [Gears]

THE MINIBOSSES - FEMALE AFRICAN-AMERICAN HUMAN AND MALE LATINO ORK

The Minibosses are a group of radical artists and magicians established in New York City in 2064, known for using performance art and magical displays to promote anti-corporate agendas in the arts. Their first work was putting up holo-posters on the streets of New York decrying the anti-metahuman attitudes represented in galleries and museums. Over the years they expanded their activism to minor vandalism and disruptive displays. They're all bluster in their talk and mostly harmless... except when they dabble with astral forces they don't completely understand. Their magical paradigm doesn't recognize the sentience of spirits; rather they view them as extensions of metahuman consciousness.

B A R S C I L W Ess Init IP
 TR+2 TR+3 TR+3 TR+2 TR+2 TR+2 TR+3 TR+3 6 R+I(I*2) 1(3)
Condition Monitor Boxes: B/2 + 8
Astral Condition Monitor Boxes: W/2 + 8
 Armor: 4/0
Skills: Artisan (Performance Art +2) 3, Astral Combat 3, Conjuring Skill Group 4, Counterspelling 3, Dodge 2, Etiquette (Street +2) 3, Perception 3, Spellcasting 5
Qualities: Magician
Initiate Grade: TR
Metamagics: Quickening
Gear: Armor Clothing, Commlink [Rating (TR-2)]
Spells: Bugs, Entertainment, Knockout, Levitate, Melt [Refined Metal], Physical Camouflage

MISTER DADA - FREE SPIRIT

Mister Dada is the Andy Warhol and the Salvador Dali of the metaplanes. He's irreverent and sounds quite insane when he speaks in a sing-song lilt. He cares only for art and the expression of the un-expressible. His history is lost to the dust of time. He is the ruler of Cannan-on-the-Water. Mister Dada established this metaplane as an "artists colony" for wandering spirits. He shapes its levels according to various paintings, sculptures, or artistic movements in the human arts. Mister Dada dislikes the material plane, though has a bizarre affinity for the arts of metahumanity. While he has influenced the creation of great works of art in the past, he is jealous of metahumanity's ability to dream and create non-functional pieces purely for aesthetic reasons. He chooses to appear as a tall humanoid dressed in bright colors with crazed hair and a white porcelain face mask that covers the upper half of his face. He covers his mouth in black paint and is quite fond of white velvet gloves.

B A R S C I L W Ess M Init IP

TR+2 TR+1 TR+3 TR-1 TR+1 TR+1 TR+1 TR+1 6 TR+4 TRx2+2 3

Condition Monitor Boxes: B/2 + 8

Skills: Arcana TR, Assensing TR, Astral Combat TR, Conjunction TR, Dodge TR, Enchanting (Vessel Preparation +2) TR, Flight TR, Perception TR, Spellcasting TR, Unarmed Combat TR

Qualities: Free Spirit, Magician

Powers: Banishment Resistance, Confusion, Energy Aura, Guard, Immunity to Normal Weapons, Materialization, Sapience, Spirit Pact

Initiate Grade: TR + 4

Metamagics: Ally Conjunction (Materialization), Centering, Quickening, Shielding

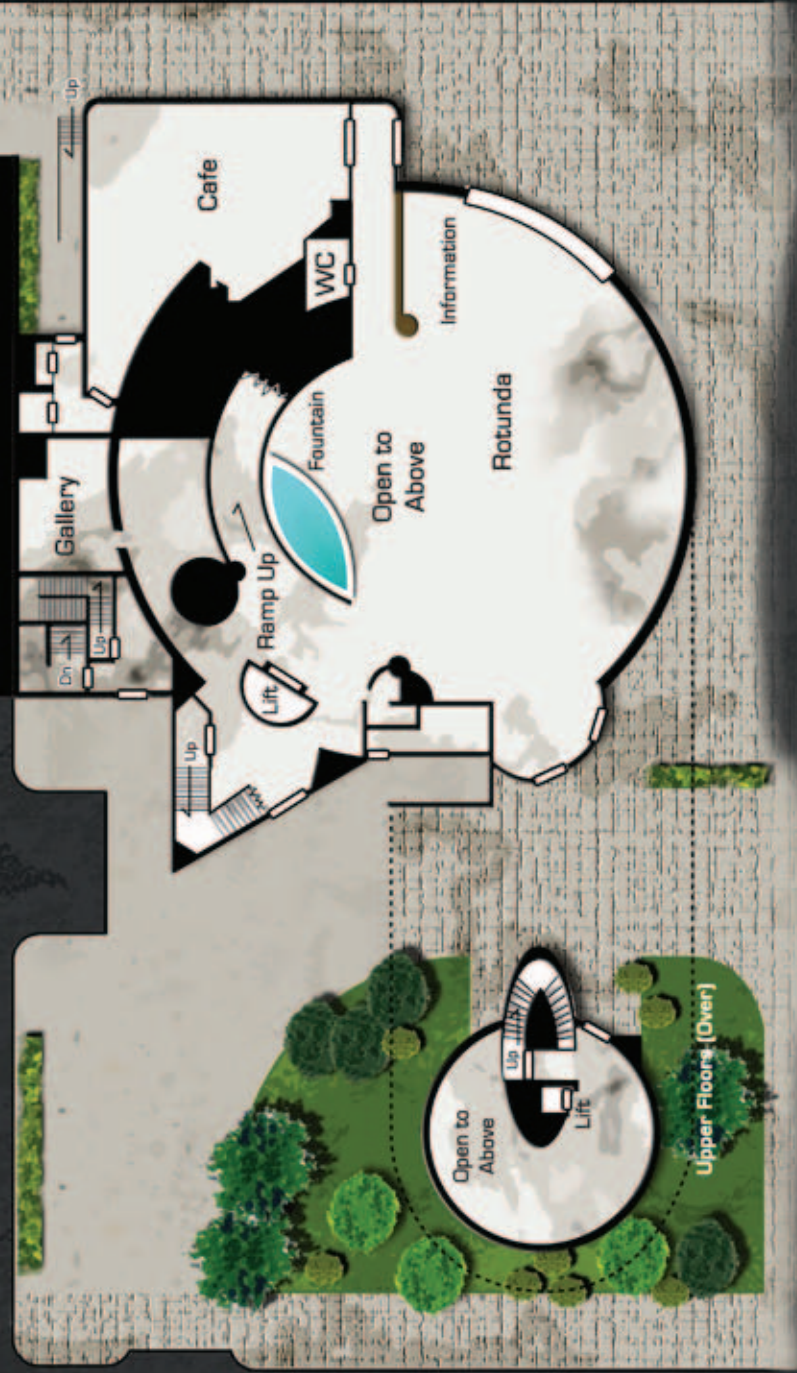
Spells: Astral Clairvoyance, Astral Window, Chaos, Dream, Fling, Mass Confusion, Mana Barrier, Mob Mood, Orgy, Slay Humans, Trid Phantasm

Bound Spirits: 1 TR Force Spirit of Man, 1 TR Force Spirit of Beasts



E. 88th Street

1st Floor

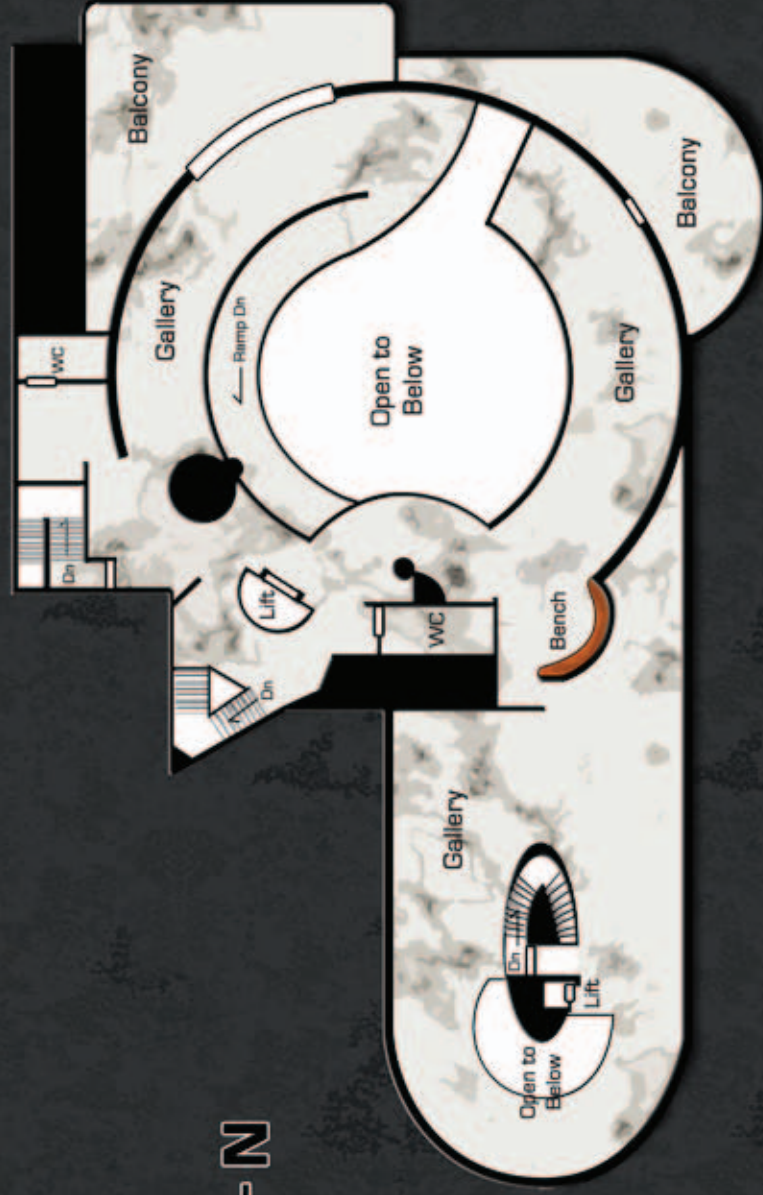


E. 89th Street

5th Avenue



7th Floor



15 Meters



Salome Lashgari, better known by his stage name of DJ Bijan, is a major electronic mash-up artist from Dubai. His music has been banned in many countries in his home region, as it touches on themes of corporate and government indifference towards the public, unemployment, and violence in daily life. He typically mixes mid-21st century pop and rock artists with classical European music and traditional Persian beats. Raised on tales of ancient mythology as a boy, DJ Bijan is a member of the Atlantean Foundation and a regular donor to their causes.

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DJ Bijan

Rocker

Male Human

Connection Rating: 5

B A R S C I L W I P
? ? ? ? 5 3 3 2 1

Key Active Skills: Artisan (Composition +2) 7, Etiquette 4, Gymnastics (Dance +2) 4, Negotiation 2

Knowledge Skills: Islam 2, Music Production 4, Music Scene 5, Mythology 4

Uses: Music scene, Ancient Legends, International Travel

Places to Meet: Neo-Anarchist clubs, Music shops, Coffee houses

Contact: Commlink

DJ Bijan

Rocker

Male Human

Connection Rating: 5

B A R S C I L W I P
? ? ? ? 5 3 3 2 1

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DJ Bijan

Rocker

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Connection Rating: 5

B A R S C I L W I P
? ? ? ? 5 3 3 2 1

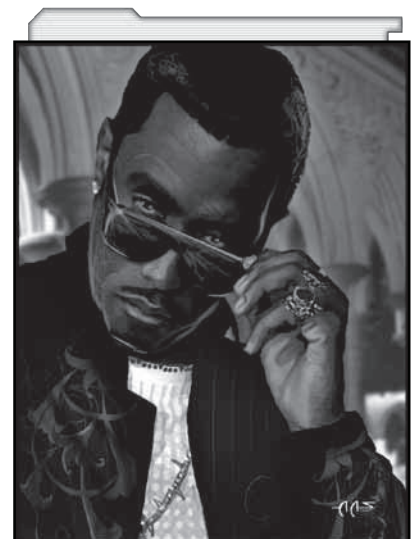
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Geoffry is the personal manservant, bodyguard and part-time lover of the Conte Allegro Marcus Contadino. Educated in the finest British finishing schools and Knight-Errant's bodyguard training academy, he practically oozes class even when he towers over everyone in the room. He speaks in a deep rumble with a polished and posh accent. Geoffry comes from a family of butlers and it's all he knows. He usually sports a dark suit and is and keeps his hair neatly slicked.

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Geoffry
Fixer
Male Ork

Connection Rating: 1

B A R S C I L W I P
? ? ? ? 2 4 3 4 1(2)

Key Active Skills: Dodge 2, Etiquette 5, Intimidation 4, Perception 4

Knowledge Skills: High Society Rumors 3, Cricket Trivia 4, Tea 5

Uses: Etiquette advice, High Society Information, The Grand Tour

Places to Meet: Tailor, Tea house, Pub

Contact: Commlink

Geoffry
Fixer
Male Ork

Connection Rating: 1

B A R S C I L W I P
? ? ? ? 2 4 3 4 1(2)

Key Active Skills: Dodge 2, Etiquette 5, Intimidation 4, Perception 4

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Geoffry
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Male Ork

Connection Rating: 1

B A R S C I L W I P
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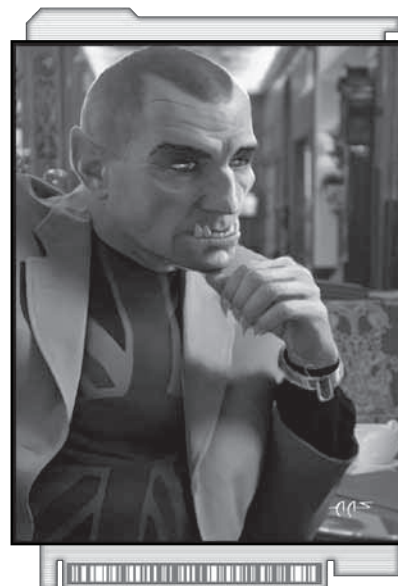
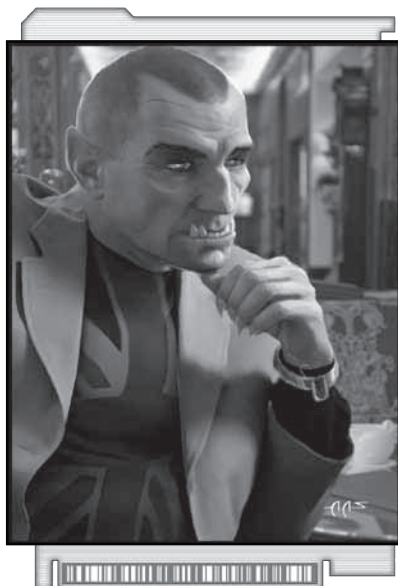
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Jasper Jay

Artist

Male Human

Connection Rating: 3

B A R S C I L W M IP
 ? ? ? ? 4 3 4 4 8 1

Key Active Skills: Arcana 3, Conjuring Group 5, Counterspelling 4, Spellcasting 6, Perception 3

Knowledge Skills: Fine Arts 6, Mathematics 4, Street Rumors 3

Uses: Gang information, Artistic appraisal, Chaos theory

Places to Meet: Street corners, parks, soykaf shops, thrift stores

Contact: Ask around

Jasper Jay

Artist

Male Human

Connection Rating: 3

B A R S C I L W M IP
 ? ? ? ? 4 3 4 4 8 1

Key Active Skills: Arcana 3, Conjuring Group 5, Counterspelling 4, Spellcasting 6, Perception 3

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Jasper Jay

Artist

Male Human

Connection Rating: 3

B A R S C I L W M IP
 ? ? ? ? 4 3 4 4 8 1

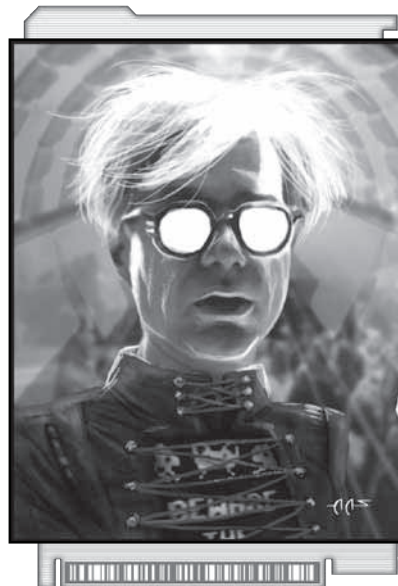
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SHADOWRUN

PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

- | | |
|--|-------------------------------------|
| <input type="checkbox"/> 1. GREEN | <input type="checkbox"/> 4. VETERAN |
| <input type="checkbox"/> 2. STREETWISE | <input type="checkbox"/> 5. ELITE |
| <input type="checkbox"/> 3. PROFESSIONAL | <input type="checkbox"/> 6. PRIME |

PERSONAL INFO

TABLE LEVEL

SRM03-09 Something Completely Different
 And now for something completely different.

The Happening
 was stopped. was unimpeded.
 completed safely.

Geoffry
 was unidentified. was killed.
 worked with the team without incident.

Other Notes on Reverse

SYNOPSIS

MISSION RESULTS

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Industries
- TransOrbital
- Neo-Anarchists

Character Improvement Karma Cost

TEAM MEMBERS

AFFILIATIONS

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

Street Cred _____

Notoriety _____

Public Awareness _____

- DJ Bijan
- Geoffry
- Jasper

KARMA

REPUTATION

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

GM's Name _____

GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG.....

