



# SHADOWRUN

## MISSIONS

# CHASIN' THE WIND

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5A-01





# A TIME TO RUN AND A TIME TO FIGHT

COVER

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“Sam? Wake up, Sam.”

The woman forced her eyes open and found only darkness. Her entire body hurt and she had the strangest feeling, like she was half out of her body. An icy wetness surrounded her.

She heard the voice again. “Wake up, Sam. It’s time to go. I’m working on opening your cage, but you have to move when it opens.”

“R ... Remo,” she thought as the fog in her mind began to clear. She had tried to say it, but the respirator in her mouth prevented speech. She had no idea who Remo was, but the name came instinctively.

“It’s good to know you remember my name, Sam,” sounded another voice in her head. “The labcoats did a real number on you. I’m reading numerous modifications that have damaged your connection to the Resonance.”

“Resonance? Who am I? Where am I?” She began to flail about in the wetness. Her limbs felt almost foreign, heavy, but nimble and responsive.

“Your name is Samantha, and we’re in a lab facility in Chicago. More later. It’s time to go.”

Light flooded her vision, and she was thrust forward with the sound of a waterfall. Her body twisted as the respirator yanked from her face and she fell on her back to the floor.

“Two problems, Sam. First, you have a cortex bomb implanted. I’ve disabled it temporarily, but you’ll have to get it out before too long. Second, I’m reading three people about to enter the room.”

As if on cue, the door opened. Two guards led the way, each human male swinging his Ares Predator V like a flashlight around the room. Behind them was a dwarf male wearing a lab coat and pounding on his commlink in frustration. The dwarf shouted, “Kill her!”

Sam’s body moved before she thought about what to do. She moved with a fluid grace that felt foreign to her. She leaped toward the guards, tumbled between them and thrust her legs upward, catching each man in his crotch. They jerked upward from the impact and then sank to the floor in writhing balls of pain.

The dwarf pointed his commlink at Sam like it was a remote control. His shaking hands jabbed at a button on the control over and over, convinced that one more press was all he needed to make it work. Whatever it was didn’t respond. Sam rolled up from the ground and planted her fist into the dwarf’s face. His head snapped back with a sickening crack and he fell backward to the floor.

“Good. Now the implant,” Remo said in Sam’s head.

Sam suddenly realized she could feel the implant in the back of her neck, not by touch but by some part of her soul reaching out to the device inside her. She spoke for the first time. “Remo, what is this I’m feeling?”

“That’s the device you have to remove. And that’s you trying to reconnect to the Resonance. As I said, your connection has been damaged by all the stuff they’ve put in you. But it hasn’t been destroyed, thanks to your submersion.”

Sam could also feel the devices in the three people she’d just dispatched, their weapon icons, and the door lock. But she couldn’t feel much farther than that. She grabbed the armor jacket and pistol from one of the guards and laid them on the table. Then she grabbed the medkit and commlink from the lab coat. She instinctively connected with the commlink and turned on its camera.

With one hand she pulled a scalpel from the medkit, and with the other she held the commlink behind her head so she could see the back of her neck through the camera. She stifled a scream as she cut into herself. She clearly wasn’t a medic, but she didn’t have to cut deeply to find the cortex bomb. She dug it out with the scalpel, put them and the commlink on the table, and slapped on the medkit in auto-doc mode.

“Good job, Sam. Now, you need to get out of here.”

Sam put on the oversized armor jacket, now her only clothing. She picked up the pistol and ran into the shadows.

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# INTRODUCTION

SRM 5A-01: *Chasin' the Wind* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at [shadowruntabletop.com/missions](http://shadowruntabletop.com/missions) and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

SRM 5A-01: *Chasin' the Wind* is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

### ADVENTURE STRUCTURE

SRM 5A-01: *Chasin' the Wind* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

- **Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.
- **Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.
- **Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.
- **Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some extra spice to the scene. This subsection

should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

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

## RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 5A-01: Chasin' the Wind* (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 abil-

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ities 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.

#### STEP 5: CHALLENGE THE PLAYERS

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

### GENERAL ADVENTURE RULES

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

Please keep in mind when preparing for the adventure, that the PCs will not necessarily 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 throughout the adventure.

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

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, 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 **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

#### MISSION DIFFICULTY

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

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

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

#### A NOTE ON LOOT AND LOOTING

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

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can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high-value looting whenever possible.

## CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

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

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count fluctuates wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See **Background Count** sidebar for full rules. Future *Shadowrun*, *Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

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

## BACKGROUND COUNTS

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

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

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

## PAPERWORK

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

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

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

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

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## MISSION SYNOPSIS

In 2052, the Shiawase Corporation, through its subsidiary Hephaestus Technologies, bought Janus Industries. Janus was a small computing research firm based in Chicago that had broken away from the University of Chicago and Argonne National Laboratory and privatized just after the first Crash. When Hephaestus Technologies took over the building, they found a secret laboratory in the basement that was engaged in research on interfacing human minds with the Matrix, well before the otaku began to appear. The research was mostly unsuccessful, but Shiawase saw some promise in the research and so they diverted more resources into it. The following year, the Containment Zone went up and the lab found itself cut off from the outside world. In the twenty years that followed, the lab found a little more success, mostly because they discovered Samantha, a six-year-old latent technomancer, and abducted her for their experiments. The researchers nurtured the girl's abilities as best they could, but it was a free sprite, Remo, who was her true guide into the Resonance even when the researchers had her implanted with bioware and heavily gene-modded for their experiments. Eventually, the researchers found out about Remo, but it was too late to do anything about him.

Last week, Remo helped Sam free herself from captivity in the Janus lab. Thanks to her numerous augmentations, she killed a dozen guards and scientists on her way out of the facility. Since then, she has been living on the streets in the CZ, which are somehow familiar to her even if they have changed since her abduction twenty years before.

Shortly after that, Lofwyr assigned Simon Andrews to move to Chicago and take control of the facility. Simon did not know what is in the lab or why Lofwyr wants it, only that Lofwyr wants it, so he began to put out feelers among the local Johnsons for a team of runners to investigate the place.

Juan Xihuitl has also heard of the incident with the Janus lab, but he has decided to approach it from the

angle of the woman who escaped. He hopes to hire the runners to rescue (or re-abduct) her and deliver her to Nick Ryder, who Juan believes he can manipulate into using her to deny the dragon his prize (that is, to prevent Saeder-Krupp from taking the Janus lab).

Meanwhile, the runners have been hired by Quantum Princess to insert wireless transmitters into two Matrix nodes just inside the CZ, ostensibly to repair Matrix connectivity in Chicago, but really to allow her to "piggyback" on the new NooseNet Grid (local pirate grid running alongside Chicago's public grid). This is, she hopes, the beginning of a new era for Chicago. But she is also cautious because she knows that the new era will lure all kinds of interested parties back into Chicago.

While the runners are on the run for Quantum Princess, they get two calls from their fixer. One call relays information from Simon Andrews, who is asking them to investigate the lab facility (which he claims has been Saeder-Krupp property all along); the second has a request from Juan Xihuitl asking them to find Samantha.

When the runners arrive at the lab facility, they find it recently abandoned, perhaps as if they were expected. They find a dozen dead bodies, killed within the last week, and a storage facility with a dozen cloning tanks, eleven containing identical human females—clones of Samantha. A reasonably good decker can hack the lab's node and discover that the lab was bought by Shiawase a year before the bugs hit. They also find in the cloning area, in addition to the three dead bodies, some blood, and a deactivated cranial bomb, which Samantha removed nearly a week ago (see *A Time to Run and a Time to Fight*, p. XX).

The runners then have to track down Samantha. When they find her, they'll have to either talk her into coming with them or subdue her. Once they put two and two together (since she looks exactly like the clones they've seen already), they have a choice to make: Do they give her to Nick Ryder? Do they give her to Simon? Or do they try putting her back in the tank themselves to cover everything up?

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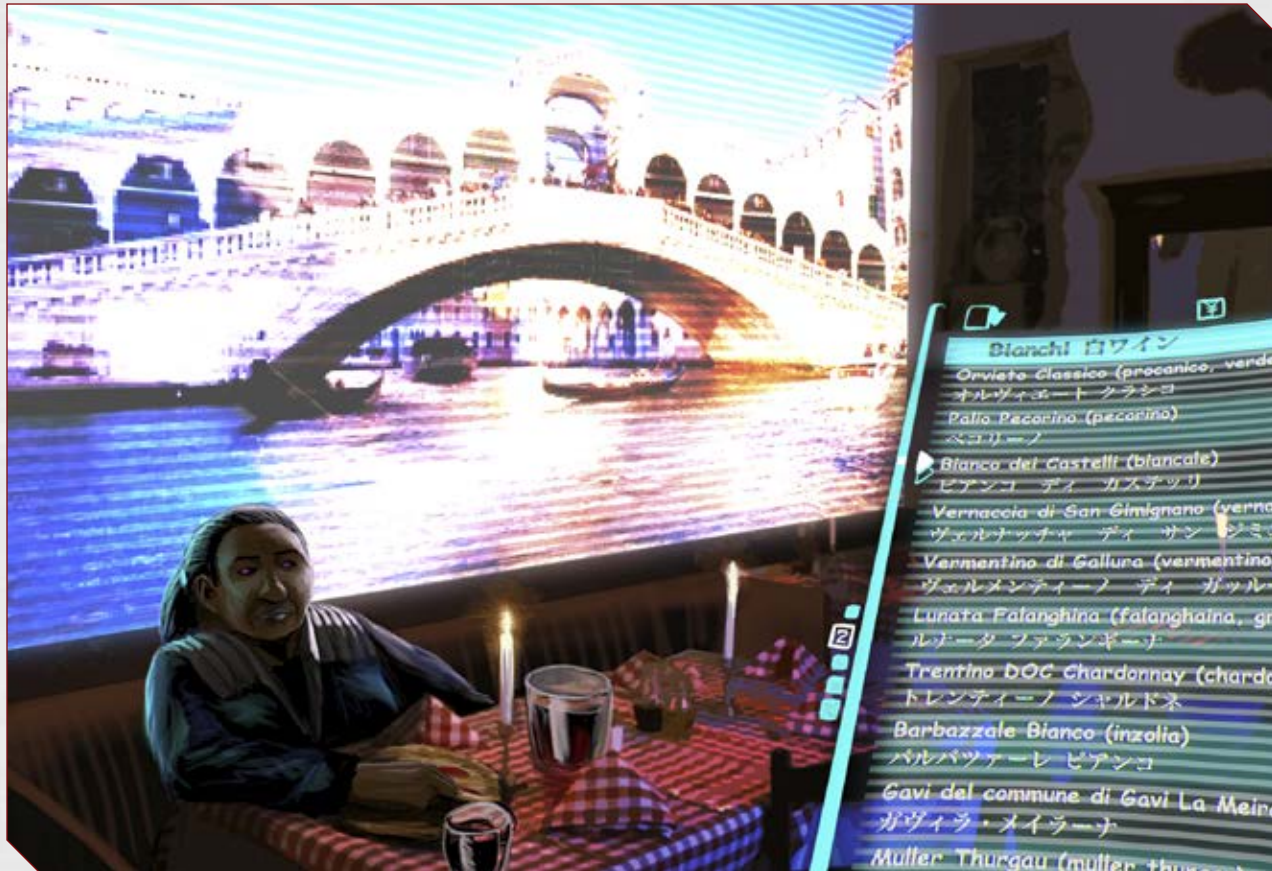
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SCENE 1:

EVERYONE COMES KNOCKING



SCAN THIS

In this scene, the runners' respective fixers contact them with a job from Quantum Princess.

TELL IT TO THEM STRAIGHT

What a surprise. It's snowing in Chicago in January. As the wind howls outside, you thank the runner gods that you're in a nice warm pub or, even better, in a nice warm bed, and not somewhere running around the Containment Zone for a fistful of nuyen or whatever barter you'd have to scrounge.

Then your commlink flashes the face of your fixer. "Catch you at a bad time?"

Then again, it is nice to make a living.

Your fixer goes on. "It's strange. No sooner does the new mayor announce the reclamation program that the biz starts lining up. I got a job for you, omae, headed into the CZ. Johnson would like to meet in person in two

hours. There's a table reserved at Chicago's Own Pizzeria in Northside. Watch the slip-n-slide out there, chummer."

Read this after the runners agree to the meet:

There are no AR ads, but Chicago's Own doesn't really need them. The smell of traditional Chicago-style crust and real meat lures you from blocks away into a pizza-lover's dream: the last real Chicago pizza place. Chicago's Own is a century-old restaurant, but a few additions have been put in place over the years, like bars over the windows, barricaded windows upstairs, and razorwire over the top. The place is literally brick-and-mortar, with a few scorch marks across one side.

When you arrive, you find the table reserved for you, and Ms. Johnson is already there. She is an Hispanic human female in her mid-fifties, dressed in runner style with an armored jacket, dark fatigues, and boots. Her right temple sports two chrome datajacks, and she

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examines you through obvious cybereyes, deep violet with golden atom symbols in place of pupils.

“Thank you for meeting with me. Some of you might know me as Quantum Princess. I have a short job for you. Two Matrix signal repeaters in the CZ are showing signs of failing, and I need you to replace a module in each. I’m offering 4,000 nuyen for the job.”

## BEHIND THE SCENES

Quantum Princess wants to hire the runners to insert wireless transmitters into two Matrix nodes just inside the CZ, ostensibly to repair Matrix connectivity in Chicago. The Matrix wasn’t wireless when Bug City hit, with the exception of the Matrix node Quantum Princess helped set up, and a lot of the infrastructure in the CZ is old, broken, or nonexistent. Now, some of the infrastructure she set up is showing signs of wear. Further, with more business coming into town, there is a greater need for Matrix infrastructure so Chicago cannot afford for these repeaters to go down. She’ll offer the runners 4,000 nuyen each, plus 500 nuyen per net hit (max 4) on a Negotiation + Charisma [Social] Opposed Test.

In reality, the transmitters QP has provided allow her to “piggyback” on the new NooseNet Grid (local pirate grid running alongside Chicago’s public grid).

The first node is located at Chicago’s Midway Airport, about three kilometers inside the CZ. The second is located in Garfield Park, just off of I-290, about six kilometers inside the CZ and only about four kilometers from the outer rim of the Cermak fallout zone.

## WEATHER

During this mission, most parts of Chicago have between four and six inches of snow on the ground. Only the main thoroughfares are plowed or treated with any frequency, and in general no part of the CZ has snow removal services. Anyone piloting a vehicle should make a Vehicle Skill + Reaction [Handling] (1) Test to avoid crashing; apply the Moderate Rain visibility modifier (–3) to the test for the snow and another –2 penalty if the vehicle is moving faster than its walking speed. Note that the visibility modifier also applies to any attack tests outdoors, as does the Moderate Wind modifier (–3), unless the runner has some means of compensating (such as ultrasound or thermographic vision for visibility and/or a smartlink for the wind).

## PUSHING THE ENVELOPE

Ames, the owner of Chicago’s Own Pizzeria, grows her own vegetables and herbs, but has to make deals for meat. In particular, she frequently buys live pigs from

## CHICAGO’S OWN PIZZERIA

7105 Grand Ave, Gurnee, IL (Northside)

This is the last place on Earth to taste Chicago-style pizza in Chicago. Chicago’s Own looks like your standard restaurant, with bars on the bulletproof windows, an upstairs apartment with armored shutters, and razorwire on the roof. The greenhouse out back is a trap; the actual business of growing things happens with sun lamps in the basement. There’s no AR ads, but you can smell it all the way down the block in South Milwaukee.

The owner, Ames, grows her own vegetables and herbs, and makes her own sausages. That’s probably the biggest problem with the local residents: Ames buys pigs from the ghouls. She won’t take raw meat from them, so she has to do all the slaughtering herself. The end product is a pizza-lover’s dream: a light, buttery crust (beer batter is a favorite alternate), real crushed tomatoes, fresh garlic, bell peppers, onions, and that sausage ... mmm. Chicago’s Own generally accepts nuyen (that reminds me: you pay first and then eat), mainly because that’s what the tourist crowd from South Milwaukee uses. Of course, barter is acceptable for locals.

- Chicago’s Own might be no-frills compared to McHugh’s in Seattle, but it’s clean and up-scale for Chicago. A lot of Ares Mr. Johnsons reserve tables there when hiring locals or meeting out-of-towners.
- Sticks
- This place is pretty far out of the way if your job is going into Chicago. At least it’s closer to Main Street City Square in North Chicago than it is to Milwaukee, but not by much. This should go without saying, but make sure someone on your team has a car for the drive. It’s embarrassing—not to mention unprofessional—to ask for a ride to the CZ for a job.
- Ninja Troll
- Until the ‘30s, this place used to be called Giordano’s. When soy became the staple and meat prices skyrocketed, the place nearly went under. Ames bought the place with her life savings and gambled that Chicagoans still wanted real Chicago pizza and not the soy and cardboard every other pizzeria switched to. So far, she’s been right, even with the city going down the drain the last two decades.
- Optimyst

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the local ghouls. She insists on live pigs and won't take raw meat from them, so she has to slaughter the pigs herself to get the meat for pizzas. The runners could walk in on any step in this process, whether arriving in the middle of a transaction with the ghouls or arriving just in time for a pig slaughter.

## DEBUGGING

Every runner should have started with at least one contact capable of getting them jobs; usually this is a fixer or Mr. Johnson, but occasionally a runner will have other appropriate contacts for jobs. If for some reason a runner has no contacts appropriate for getting work, you can start by having another fixer recommend him/her (or call by mistake).

It is possible, though unlikely, that the runners refuse the job from Quantum Princess or get embroiled enough in an encounter with either Ames or her ghoul suppliers (see *Pushing the Envelope*, above) that Quantum Princess leaves without pitching the job. If either of these happens, proceed to **Scene 3: Never Deal with a Dragon**, in which the runners get their next job.



## LONE STAR IN CHICAGO

Prior to *Bug City*, Lone Star ("The Star") had very little presence in Chicago. It had private contracts for several companies and upper-class residential communities, but it had no citywide presence. The city police contract belonged to Eagle Security. After the bugs hit and Eagle proved not to be up to the task, they were unceremoniously dumped and Lone Star was granted the entire city.

This proved to be a double-edged sword for Lone Star. Ares military forces ran the CZ and everything around it, backed by the UCAS military, and the rest of the city was rapidly falling apart. The Star held things together as best they could, but it was an uphill battle. Even after Ares "cleaned out" the Zone, they remained a strong presence for the next decade, constantly stepping all over Lone Star's jurisdiction.

In the early 2070s, Lone Star was a shell of itself. The Chicago department was where the company shipped troublemakers, failures, embarrassments, or those without the political savvy to go elsewhere. Chicago had been declared "feral" by that point, so no one really cared, including the Star.

All that changed in 2074, when Project: Takeback was declared. Ares was shown the door, and Lone Star was tasked with helping get the city back on its feet. Still smarting from losing the Seattle contract to Knight Errant, which had long been the crown jewel in Lone Star's crown, and still bitter over the treatment Ares had given them for almost twenty years in Chicago, the upper brass has thrown its full support toward the Windy City division, who have seized the opportunity with the enthusiasm of a group of street thugs given the keys to the city.

The CZ checkpoints are still in place, at least from a structural standpoint; entire city blocks were leveled to provide building materials for the wall. Whether or not the checkpoints are manned is up to the gamemaster. Officially, the CZ is "open," but the Star still takes interest in anything attempting to leave. Sometimes they checkpoints are strictly enforced, sometimes they're barely watched. So it can differ from Mission to Mission. Many Lone Star officers in Chicago tend to be highly corrupt, so bribes go a long way.

There are also plenty of crossings that aren't checkpoints, but these may have their own dangers from gangs or other threats.

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## SCENE 2: CONSERVE AMMO

### SCAN THIS

In this scene, the runners place Quantum Princess' upgrades.

### TELL IT TO THEM STRAIGHT

So this is why they call Chicago the Windy City. The wind blasts your vehicle every minute or so, and even when it's not gusting you can still feel the constant movement of air. The snow is still falling, being blown about, and in general piling up where it most easily gets in the way. The best part about the snow is that there's enough on the ground to fill in most of the potholes, but that's little comfort because it means you're driving on ice as much as pavement.

From blocks away you can see the CZ wall, a two-story barricade of rubble topped with razorwire. It's not so much a wall as the ruins of entire city blocks that were leveled to provide building materials. Guard towers stick out of the wall every hundred meters or so, watching into the CZ. The gates hang partway open, and the guard towers are dark, a sign of the reopening of the Zone. If you thought the civilized parts of Chicago were run down, inside the wall gives a bad name to war zones. Occasionally, what passes for a road ends in an overturned skyscraper, a testament to the lack of maintenance and the wholesale destruction that seem commonplace inside the Zone.

Officially, Midway Airport has been shut down for years because it fell inside the Containment Zone. These days, its pock-marked runways still prevent any air travel other than VTOL flights, and mostly it's business of the illegitimate kind that runs through Midway. The snow appears to have shut down the airport; a few building lights are on, but aside from the wind there's an eerie silence that tells you that there are no flights today.

Your destination, the control tower, is dark. However, you can make out two human-sized silhouettes flanking the door, holding assault rifles.

### When the runners reach the second upgrade site (presumably after Scene 4: Deep Storage), read this:

What's left of Interstate 290 is a craterous mess. The highway hasn't been maintained in two decades, so it's a wonder the roads are even drivable. Oddly, the packed snow and ice help, but it's a little like learning to play hockey for the first time.

When you arrive at Garfield Park, you find an overgrown series of playgrounds and picnic shelters surrounding a wooded area that's too small to be called a forest and too large to be called a grove. But you don't see a transmission node anywhere. Ah, suburbia.

### BEHIND THE SCENES

#### FOR THE CONTROL TOWER:

There are two guards outside the tower and one upstairs. The guard upstairs is a magician (see sidebar) who has a Force 3 spirit of man summoned (but not bound; its optional power is Fear) using its Guard power on him and the two guards downstairs.

The control tower is locked with an old maglock (rating 3) cardreader. The maglock was state-of-the-art twenty years ago, but it shouldn't be too hard for the runners to crack. The guards outside do not have access cards for the tower, but the mage does have one.

Once the runners gain access to the tower, they can place the upgrade provided by Quantum Princess. Doing so requires a Hardware + Logic [Mental] (12, 10 minutes) Extended Test.

Once the runners finish upgrading the first module, proceed to **Scene 3: Never Deal with a Dragon**.

#### FOR THE PARK:

The gear for the Matrix host is in a fake tree, disguised years ago when the park was in a suburban area. To find the fake tree, the runners will have to track the Matrix signal to its physical source (which requires a Computer + Intuition [Data Processing] (6, 1 Complex Action) Extended Test), physically search the trees in the wooded area (finding the correct tree in this manner requires a Perception + Intuition [Mental] (18, 10 minutes) Extended Test), or assense the trees to find the one whose aura is different (which requires an Assensing + Intuition [Astral] (6, 1 minute) Extended Test).

The tree is unguarded, since no one really wants to be out in the driving snow. However, the gear is inside a cabinet that is locked physically; to access it the runners will have to bypass a maglock keypad (rating 3). In order to do so, the runners will have to succeed in a Locksmith + Agility [Physical] (6, 1 Combat Turn) Extended Test to open the case, then a sequencer may be used. The runners may attack the tree to open the lock's case; treat the case as a Barrier (Structure 8, Armor 12), and a glitch while attacking damages the electronics inside (increasing the Hardware Test's Threshold by 2 per glitch and doubling the time interval for each glitch).

Once the runners gain access to the tree, they can place the upgrade provided by Quantum Princess. Doing so requires a Hardware + Logic [Mental] (12, 10 minutes) Extended Test.

Once the runners finish upgrading the last module, proceed to **Scene 5: Shoot Straight**.

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## WEATHER

During this mission, most parts of Chicago have between four and six inches of snow on the ground. Only the main thoroughfares are plowed or treated with any frequency, and in general no part of the CZ has snow removal services. Anyone piloting a vehicle should make a Vehicle Skill + Reaction [Handling] (1) Test to avoid crashing; apply the Moderate Rain visibility modifier (-3) to the test for the snow and another -2 penalty if the vehicle is moving faster than its walking speed. Note that the visibility modifier also applies to any attack tests outdoors, as does the Moderate Wind modifier (-3), unless the runner has some means of compensating (such as ultrasound or thermographic vision for visibility and/or a smartlink for the wind).

## MATRIX NOISE

This scene includes a Rating 3 Static Zone, due to the crumbling infrastructure and heavy snow. For rules on Matrix Noise, see p. 230, *SR5*.

## CONTROL TOWER GUARDS (PROFESSIONAL RATING 2)

### GUARDS

Human males, basic guards, except with a couple of minor augmentations. They run all of their gear with wireless turned off.

B	A	R	S	W	L	I	C	ESS
4	5 (6)	4 (5)	4 (5)	4	3	4	3	3.0

**Initiative:** 9 + 2D6

**Condition Monitor:** 10

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

**Armor:** 12

**Skills:** Automatics 5, Blades 4, Intimidation 5, Perception 5, Pistols 4, Unarmed 4

**Augmentations:** Muscle replacement 1, wired reflexes 1

**Gear:** Armor jacket, glasses [Capacity 3, w/ low-light vision, thermographic vision, smartlink]

**Weapons:**

AK-97 [Assault Rifle, SA/BF/FA, Acc 5 (7), DV 8S(e), AP -5, RC 4, 38 (c), w/ gas-vent 3, shock pad, smartlink, Stick-n-Shock ammo, 2 spare clips]

Browning Ultra-Power [Heavy Pistol, Acc 5 (7), DV 8P, AP -5, RC —, 10 (c), w/ smartlink, APDS ammo, quick-draw holster, 2 spare clips]

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

## MAGE

A male dwarf combat mage, here to protect the interests of the smuggler groups who call Midway Airport home. He is a Hermetic magician (12 dice against drain).

B	A	R	S	W	L	I	C	ESS	M
5	3	3	4	7	5	3	3	6	6

**Initiative:** 6 + 1D6

**Condition Monitor:** 11

**Limits:** Physical 6, Mental 7, Social 7

**Armor:** 9 (+2)

**Skills:** Assensing 5, Astral Combat 3, Conjuring skill group 5, First Aid 4, Longarms 4, Perception 5, Sorcery skill group 6

**Qualities:** Focused Concentration 3

**Gear:** Urban Explorer Jumpsuit with helmet

**Spells:** Ball Lightning, Clout, Combat Sense, Flamethrower, Heal, Increase Willpower, Increase Reflexes, Stunball, Stunbolt

**Bound Spirits:** Spirit of air (Force 3, 2 services), spirit of fire (Force 3, 2 services)

**Weapons:**

Enfield AS-7 [Shotgun, SA/BF, Acc 4(5), DV 15P, AP +4, RC 3, 24(d), w/ gas-vent 3, laser Sight, flechette ammo]

## SPIRIT OF MAN (FORCE 3, NOT BOUND)

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

**Initiative:** 8 + 2D6

**Astral Initiative:** 6 + 3D6

**Condition Monitor:** 10

**Limits:** Physical 4, Mental 4, Social 4

**Skills (all at 3):** Assensing, Astral Combat, Perception, Spellcasting, Unarmed Combat

**Powers:** Accident, Astral Form, Concealment, Confusion, Enhanced Senses (low-light vision, thermographic vision), Guard, Influence, Materialization, Sapience, Search, Fear

## SPIRIT OF AIR (FORCE 3, 2 SERVICES)

B	A	R	S	W	L	I	C	EDG	ESS	M
1	6	7	1	3	3	3	3	2	3	3

**Initiative:** 10 + 2D6

**Astral Initiative:** 6 + 3D6

**Condition Monitor:** 10

**Limits:** Physical 4, Mental 4, Social 4

**Skills (all at 3):** Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Running, Unarmed Combat

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**Powers:** Accident, Astral Form, Concealment, Confusion, Elemental Attack, Engulf, Materialization, Movement, Sapience, Search

### SPIRIT OF FIRE (FORCE 3, 2 SERVICES)

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

**Initiative:** 9 + 2D6

**Astral Initiative:** 6 + 3D6

**Condition Monitor:** 10

**Limits:** Physical 4, Mental 4, Social 4

**Skills (all at 3):** Assensing, Astral Combat, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

**Powers:** Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Fear, Materialization, Movement, Sapience

### PUSHING THE ENVELOPE

The encounter at Midway Airport can be made easier by downgrading the magician to a mundane guard like the two at the tower entrance. It can be made more difficult by increasing all of their dice pools by one and/or increasing the Force of each spirit. A significantly higher-Force spirit (at least Force 6) would have an additional optional power as well.

The scene at Garfield Park can be made more difficult by introducing a sniper. Quaid is a marksman adept with a Wolf mentor spirit who has gone insane during the late unpleasantness in the CZ. He believes everyone else is possessed by bugs (including the runners). He will happily snipe the runners from a (long) distance unless they avoid being in the open or somehow evade detection. He squats in a ruined apartment building across the street from the park's entrance (about 750 meters from the runners' target). He ignores the range modifier (thanks to Improved Sense), but careful runners should have no problem finding cover or concealment in the wooded area. Think of Quaid as the guy sitting on the roof plinking zombies in the movies, except here the runners are the zombies.

If the runners appear to have a particularly easy time of things in these two scenes, have a Lone Star patrol find them. In the CZ, a Lone Star patrol means an Ares Roadmaster and six to eight cops (see p. 383, SR5). If the Lone Star cops thought they had it bad with sitting on the wall of the Zone, things got a lot worse for them when the Zone opened and they actually had to go into the Zone on a regular basis. A lot of things have gone wrong for the cops in Chicago. Although a few are native, most Lone Star cops in Chicago are outcasts transferred here as punishment for incompetence and/or corruption. If you think of Lone Star as a very large

street gang in Chicago, you won't be entirely off. Finally, the patrol is out in the snow only because they have to be, so they're ready to beat someone down. If they happen upon the runners during a shootout with Quaid, they'll blame the runners for the entire incident. On the other hand, as long as there's no damage to the cops or their ride, they'll happily take a bribe from the runners.

### QUAID

Elf male, wolf marksman adept. He runs all of his gear with wireless turned off. Unless he is somehow surprised, he starts the encounter with Attribute Boost (Agility) active (+2 to Agility-based tests, 2 Combat Turns left on the duration), for which he buys off Drain at the end. The area in which the runners encounter Quaid is his home ground, so he ignores the background count here.

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

**Initiative:** 9 + 2D6

**Condition Monitor:** 10

**Limits:** Physical 6, Mental 5, Social 6

**Armor:** 12

**Skills:** Arcana 1, Blades 5, Longarms 7 (10), Pistols 4, Sneaking 8, Tracking 8, Unarmed 4

**Qualities:** Home Ground (Astral Acclimation), Mentor Spirit (Wolf)

**Initiate Grade:** 1

**Metamagics:** Masking

**Adept Powers:** Attribute Boost (Agility) 2 (free), Combat Sense 2, Enhanced Accuracy (Longarms), Improved Ability (Longarms) 3, Improved Reflexes 1, Improved Sense (Vision Magnification), Spell Resistance 5

**Gear:** Armor jacket

**Mentor Spirit:** Wolf (+2 dice to Tracking tests, 2 free levels of Attribute Boost (Agility)). He must succeed in a Charisma + Willpower (3) Test to retreat from a fight.

**Weapons:**

Ares Desert Strike (without imaging scope) [Sniper Rifle, SA, Acc 7 (8), DV 13P, AP -4, RC (1), 14 (c), w/ regular ammo, shock pad]

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

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

### DEBUGGING

The most serious thing that can go wrong here is if none of the runners has the Hardware skill, since they have been hired to install some electronic hardware. Should this happen, you should rule that the upgrade modules are easy enough to use that the runners can default for this particular use of the Hardware skill. It will take them longer than if they had a hacker, but at least it's not an auto-fail of the mission.

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SCENE 3:

# NEVER DEAL WITH A DRAGON



## SCAN THIS

In this scene, the runners meet with Simon Andrews.

## TELL IT TO THEM STRAIGHT

As the first Matrix relay goes online with the upgraded component, your commlink rings.

“Wiz!” Your fixer’s face appears in the display. “I’ve been trying to get hold of you. Looks like the work’s gonna flow today. I have another Johnson on the line. He, ah, insisted on holding for you.”

Your fixer’s face is replaced by what can only be described as a human-sized dragon, decked out in neo-Brit anarchist wannabe threads and sporting at least twenty individual pieces of flair from concerts around the globe. Your mind almost fills in the lizard-hiss as he speaks.

“Hoi, bloke! I’m Simon Andrews. Master Lofwyr would like to employ your services for a data retrieval. You see, we lost track of one of our laboratories in the recent mess. You’re to check out the lab, secure its contents, and retrieve a data packet from its node. I’m authorized to pay you each 3,000 nuyen for the job. Good deal for a few hours work, yeah?”

## BEHIND THE SCENES

Simon Andrews wants to hire the runners to perform a “data retrieval” from “one of S-K’s old lab facilities” in the CZ. Specifically, he’s looking to have the runners retrieve the proof of ownership so S-K can move “back” in. He’s also interesting in finding out whatever the place was researching. Simon will offer the runners 4,000 nuyen each, plus 500 nuyen per net hit (max 4) on a Negotiation + Charisma [Social] Opposed Test.

The target is a place called Janus Industries, located at 1501 N. Greenview Ave., Chicago, IL. It is just off of Interstate 90, just inside the northern edge of the Noose. If asked, Simon says he does not have access codes because the codes were lost during Crash 2.0.

## PUSHING THE ENVELOPE

Since this is a remote meet, there aren’t too many ways to push the envelope here.

However, gamemaster with more time on their hands could have Simon hire the runners for a little side job as well. Simon is new in town, and he hasn’t found a reliable source of “snacks” yet. He’s strictly a carnivore,

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and he prefers small critters like mice or even small cats or dogs, and he prefers them live. In this case, he'd like the runners to track down and bring him some live mice; not devil rats, just small mice for snacking.

## DEBUGGING

The worst that can go wrong in this scene is that the runners screw up the negotiation or refuse the job outright. If this happens, and they don't investigate the place on their own after meeting Sam (see **Scene 6: Absent Recall**), Nick Ryder could ask them to look into the place when they meet him (**Scene 7: Keep Your Head Down**) because of the logos on Sam's clothing.



## SCENE 4:

# DEEP STORAGE

## SCAN THIS

In this scene, the runners infiltrate the laboratory facility.

## TELL IT TO THEM STRAIGHT

By now, you're almost accustomed to driving in the wind and snow. At least it beats walking any distance in a Chicago winter.

As you approach 1501 North Greenview Avenue, you see a right-triangular brick building lined with boarded-up windows. The building is dark. It looks like it might have been a school in a previous life, but now it bears the word JANUS in some techie-looking letters above the barricaded glass doors in front. At the southeast corner of the building, a lone door lies open, hanging precariously from one hinge and pinned open by a snowdrift.

### As they enter the main basement laboratory, read this:

As you approach the largest room in the basement, you see a dead dwarf in a lab coat lying in the open doorway, his head cocked at a decidedly unpleasant angle. Two human corpses lie just inside the doorway, one wearing an armor jacket with the Janus Industries logo.

The rest of this room jumps right out of the sci-fi horror trid at you. Twelve cloning tanks line the room, eleven

containing identical dark-haired human females, all in suspended animation. The twelfth tank is open and some of its fluids are spilled across the floor. As you tear your eyes from the tanks, they land at one of the tables, upon which lies a scalpel, an open medkit, a commlink, and a small medical implant device, all covered in dried blood.

Something bad happened here.

## BEHIND THE SCENES

The Janus Industries building has gone twenty years without a decent resupply or upgrade. Wireless devices here are out-of-date, a few of the doors are stuck in place, especially upstairs, and all of the windows and doors are boarded or barricaded.

The basement has more of interest to the runners, with the node (cut off from the upstairs by wireless-inhibiting paint) and three laboratories. All of the labs are involved in some sort of genetic research, as evidenced by the larger lab that contains twelve cloning tanks. One of the tanks is empty, the other eleven contain sleeping clones of the same human female.

A Medicine or First Aid + Logic [Mental] (2) Test indicates how the corpses died; if the runners lack the medical skill, any related skill could suffice (such as an Unarmed Combat + Logic (3) Test to recognize the

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injuries as having been dealt by a highly augmented human, elf, or ork). All three corpses were killed by blunt-force trauma (they were beaten to death). The dwarf took a single punch in the face that snapped his head back so violently that it broke his neck. Each of the humans was kicked in the groin and then had his neck snapped by a blow to the base of the neck.

One of the humans is still wearing his armor jacket (with the Janus logo) and has an Ares Predator V with two spare clips of regular ammo. Each human has a low-grade commlink that is turned off.

A Perception + Intuition [Mental] (2) Test indicates that the dwarf was searched at about the time of his death. He has nothing of value on him; his commlink and medkit are those on the table. The medkit has been used once (the scalpel came from that medkit).

A Cybertechnology + Logic [Mental] (2) Test confirms that the medical implant is a deactivated cortex bomb (a kink bomb). The blood on all of the stuff on the table is the same blood (from Sam); unfortunately, it's too old to provide a viable material link for astral tracking.

Hacking the commlink (DR 3) gives the runners several bits of data. The last thing done on the commlink was to use its camera function; there's still a recording of the back of Sam's neck as she extracted the cortex bomb from herself. The next most recent contact ion performed was the dwarf was trying to use it repeatedly (and frantically) to detonate the cortex bomb. Finally, the commlink contains the dwarf's access codes for the Janus node.

## PUSHING THE ENVELOPE

An additional encounter could occur in the above-ground floors of the facility. The place has been

abandoned entirely for about a week, and the top floor has been abandoned for significantly longer, so it is possible that one or more critters have moved in.

For an even stranger encounter, the clones could be active in the Janus nodes, watching the runners through the cameras and perhaps even locking or unlocking doors and turning lights on or off to mess with them. When Janus found Samantha (see **Scene 6: Absent Recall**), they cloned her and attempted to form a sort of Matrix gestalt using her clones. Treat the gestalt as a Rating 6 Fault Sprite in each node, except it will take no hostile action against a hacker in their system.

## JANUS INDUSTRIES SYSTEM

### HOST: JANUS INDUSTRIES

Rating	Attack	Sleaze	Data Proc.	Firewall
3	4	3	6	5

**Installed IC:** Black IC, Probe, Tar Baby, Track

**Slaved Devices:** Physical security (cameras and keycard maglocks; basement only)

**Spiders:** None

**Sculpting:** A giant hamster cage, with person-sized tubes connecting pods. Pod 1 corresponds to the Janus business front end with public records access, and the runners can find proof of Shiawase's ownership of the real estate. Pod 2 corresponds to the physical security system. Pod 3 contains information about the cloning program and Janus' attempts to create a Matrix gestalt of the minds of the clones in the tanks. The Janus network has no connections to the Matrix outside; a hacker must be in the basement to connect to the node.

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SCENE 5:

# SHOOT STRAIGHT

## SCAN THIS

In this scene, the runners meet Juan Xihuitl, a Mr. Johnson looking to hire people for an extraction.

## TELL IT TO THEM STRAIGHT

As the last relay goes online, your commlink rings yet again.

“Wiz!” Your fixer’s face appears in the display. “I underestimated things when I said the work was gonna flow today. I have yet another Johnson on the line.”

The video flashes, and the picture on the other end becomes that of a mid-sized troll with dark skin, clearly Aztlaner by the looks of him. He’s in a suit, but he wears an Aztec neckpiece in place of the tie. He wears his dark hair in a long ponytail. “Hola, amigo. I’m Juan Xihuitl. If you have the will, I have the work.”

He pauses for a second, almost waiting to see your reaction to him.

“A young woman has gone missing in the CZ, and you will recover her. You will deliver her to Nick Ryder, who is a Lone Star officer for whom I am doing a favor. I will pay each of you four thousand nuyen for completing this contract.”

## BEHIND THE SCENES

Xihuitl wants to hire the runners to perform an extraction from the CZ and deliver the person to Nick Ryder. He offers the runners 3,000 nuyen each, plus 500 nuyen per net hit (max 4) on a Negotiation + Charisma [Social] Opposed Test.

Once the contract has been approved, Xihuitl gives the runners more information about their job. The target is a human female who goes by the street name Samantha. She is SINless and homeless, and she was

last seen roaming the streets in the Maker Collective, a mini-district just south of I-90 in Harwood Heights, near the northern 90-94 interstate split. Once the runners have Samantha, they are to meet Nick Ryder at Chicago’s Own Pizzeria in Northside (back where they started the run).

The runners are likely to assume that just because Xihuitl is with Aztechnology automatically means he’s hip-deep in whatever is going wrong in Chicago and he’s out to get them. He’s actually playing the good guy here, though he is doing it to earn a favor from Nick Ryder. However, he will not put up with any sort of unprofessionalism from the runners; he expects any negotiating to come to an efficient end and the task to be completed quickly and proficiently. He expects the runners to be professional enough to have a one-on-one conversation; he becomes clearly annoyed the instant the runners start any sort of team negotiation, and he will not put up with a Teamwork Test in Negotiation. If the runners fail to take the hint and insist on performing a Teamwork test, add one to both Xihuitl’s dice pool and his Social limit for each assistant the primary runner negotiator has. Give him an additional +2 dice pool modifier if any of the runners have insulted him or Aztechnology (in addition to the penalties for qualities like Uncouth).

## DEBUGGING

The most likely way for this scene to go off the rails is for the runners to assume that just because Xihuitl is with Aztechnology automatically means he’s hip-deep in whatever is going wrong in Chicago and he’s out to get them. He’s actually playing the good guy here, though he is doing it to earn a favor from Nick Ryder. He will not put up with any sort of unprofessionalism from the runners.

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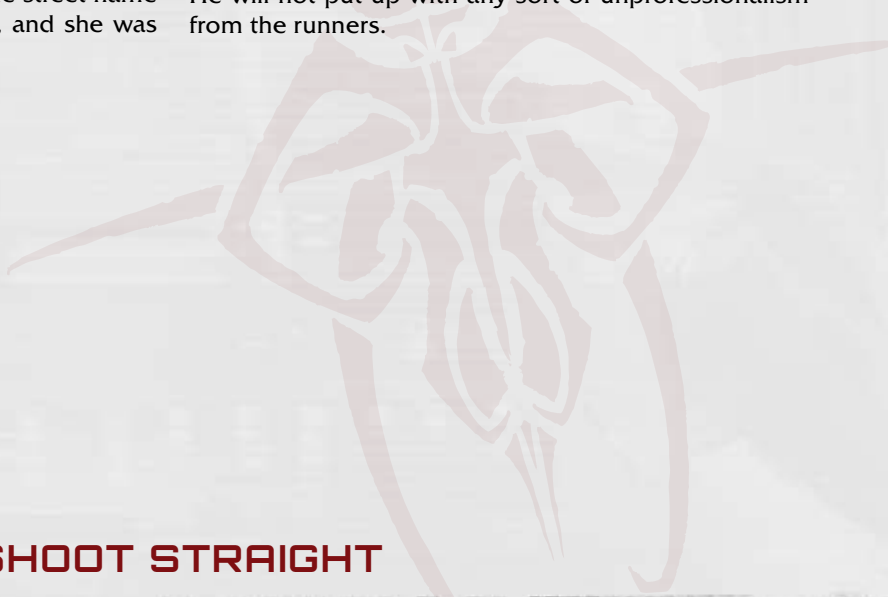
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SCENE 6:

# ABSENT RECALL

## SCAN THIS

In this scene, the runners track down Xihuitl's target.

## TELL IT TO THEM STRAIGHT

New snow seems to have stopped falling, and you're pretty sure the roads haven't gotten any *more* treacherous. Of course, the wind still blows the snow in ways that most other cities would call a blizzard.

The Maker Collective is not so much a mall as a small city in itself. It's a network of strip malls and office buildings connected in a few places by canvas tunnels, almost like a giant hamster cage. It's one of the few places in Chicago where the AR spam is as thick as the snow cover. You hear the sounds of workshops and hardware manufacturing even through the howling wind, and the occasional gust of wind brings the scent of ozone mixed with petroleum.

With the size of this place, you may be looking at a lot of legwork.

## BEHIND THE SCENES

Unless the runners have tracked Sam by other means, they'll have to do legwork to find her. Sam has slept the last few nights in a single-story office building on the outskirts of the Collective, near one of the larger workshops, which specializes in refining drugs.

At the drug refinery, the runners can buy any drug with Availability up to 6 (which is any of the drugs in SR5 except deepweed). Other workshops rebuild and refurbish all sorts of gear, but the Makers are good enough that the gear counts as new gear in all respects, including price. Just as with the drugs, runners can buy most gear with Availability up to 6 at book cost.

Workers at the drug refinery have seen a woman matching Sam's description in the last few days. Sam has been working there enough to just barely afford a squat in one of the rooms in the attached office building. She is quiet, keeps to herself, and doesn't have much from the outside except the armor jacket and scrubs she wears.

Once the runners find Sam, there is the matter of retrieval. The runners might try to play on her emotions, and it probably doesn't take much to find out she has no memory of her previous life. Most likely, the runners will simply try to knock her out and kidnap her. While dangerously augmented, Sam is only one person and a careful runner team might succeed.

The woman knows only that her name is Sam, and she does not remember her last name. She is not



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## THE MAKER COLLECTIVE

Formed by like-minded scientists and students of the former Northwestern University in Evanston (Northside), the Maker Collective has become the Corridor's own gadget center—though some say it's more like a whole district of mad science labs. Industrial noise, funny-colored acidic clouds, and the odd explosion commonly occur throughout the collective, as many techno-geeks make do with improvised appliances and equipment or makeshift ventilation. Nevertheless, the collective's reputation for creating all kinds of useful appliances and gadgets from scrap and recycled materials has spread throughout the Corridor and draws people to the Maker's weekly bazaars.

- While the Makers work for anyone (often following their own idiosyncrasies), they seem to get in the middle of the rivalries between the Zone Lords, who have started calling dibs on the enclave's brightest eggheds.
- Change Agent
- If there's any place to find a hacker, it's here. Secure your Matrix connections.
- Noob37
- Well, I'd say that goes without saying, but who let a noob on here?
- Maker Bot
- Noob-bashing aside, the Collective is a really good place to find technical people. You know, like the types who do really good gear and vehicle repair and upgrades.
- Viewpoint

broadcasting, but it is still possible to tell that she is a technomancer (see *Assensing Sam's Aura*, sidebar).

Her biological PAN is still (barely) active. Her formerly registered sprite, Remo, resides in her biological PAN. Remo is a Level 6 Free Data Sprite. He remains out of loyalty to her former self.

## SAMANTHA ("SAM")

Sam is a female human with dark hair and piercing blue eyes. She is of medium height (1.63 m) and has medium frame and build. She's dressed in an armor jacket that's several sizes too large for her and a set of dirty, blood-stained green scrubs, all marked with the Janus Industries logo. She has a still-healing wound on the back of her neck from her self-extraction of a cortex bomb. She carries an Ares Predator V in the pocket of the armor jacket.

## ASSENSING SAM'S AURA

Assensing Sam requires a Simple Assensing + Intuition [Astral] Test, with the number of hits determining what the runner finds out:

Hits	Information Gained
0	None
1	Sam is generally healthy but malnourished, not unlike a lot of CZ residents. She is mundane.
2	Sam has an injury consistent with the installation of a cranial bomb at the base of her neck, but there is no corresponding implant.
3	Sam has breathed FAB-III recently, buand tie inert now and presents no danger.
4	Sam has multiple bioware implants throughout her body.
5	Sam has had multiple gene treatments. She is a technomancer.

B	A	R	S	W	L	I	C	EDG	ESS	R
3	5 (9)	5 (8)	4 (8)	5	5 (8)	5	5	4	0.8	1

**Initiative:** 13 + 4D6

**Condition Monitor:** 10

**Limits:** Physical 4 (9), Mental 7 (9), Social 6 (9 w/ tailored pheromones)

**Armor:** 12 (16)

**Skills:** Athletics skill group 5 (+1), Close Combat skill group 6 (+1 Unarmed Combat), Cracking skill group 5, Electronics skill group 5, Firearms skill group 5, Influence skill group 1, Mechanic skill group 1, Outdoors skill group 1, Stealth skill group 4, Tasking skill group 5

**Knowledge Skills:** Chicago Warlords 1, Chicago City Knowledge 1, Technomancer Organizations 1

**Qualities:** Ambidextrous, Analytical Mind, Catlike, Codeslinger (Hack on the Fly), Natural Athlete, Quick Healer, Insomnia (10), Social Stress (amnesia) (8)

**Living Persona:** Device Rating 3, Attack 7, Data Processing 10, Firewall 7, Sleaze 7, Matrix initiative 15+2d6 (+3d6 hot sim)

**Complex Forms:** Cleaner, Editor, Resonance Spike, Transcendent Grid

**Submersion Grade:** 1

**Echoes:** Mind over machine

**Augmentations (all delta grade):** Bone density augmentation 4, cat's eyes, cerebral booster 3, damage compensators 4, enhanced articulation, muscle augmentation 4, muscle toner 4, orthoskin 4, pathogenic defense 6, platelet factories, reflex recorder (Unarmed Combat), sleep regulator, synaptic booster 3, synthacardium, tailored pheromones, toxin extractor 6, tracheal filter 6

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**Gear:** Armor jacket (sized for a male human)

**Weapons:**

- Ares Predator V [Heavy Pistol, SA, DV 8P, AP -5, RC —, 15(c), w/ APDS ammo]
- Unarmed strike [DV 11P, AP —, Reach —]

**REMO**

Remo is a Rating 6 Free Data Sprite. He is fiercely loyal to Sam.

Rating	Attack	Sleaze	Data Proc.	Firewall
6	5	6	10	7

**Initiative:** 16 + 4D6

**Skills:** Computer 6, Electronic Warfare 6

**Powers:** Camouflage, Watermark

**SCENE 7:**

**KEEP YOUR HEAD DOWN**

**SCAN THIS**

In this scene, the runners meet Nick Ryder.

**TELL IT TO THEM STRAIGHT**

There's that intoxicating smell again. Chicago-style crust and real meat and cheese, baked into pure goodness. When you arrive, the hostess takes you to a table near the window, and a server takes your orders. Then a guy in a trenchcoat and fedora walks in, grabs a chair from another table and sits down with you. As your orders are brought out, the server sets a bourbon, neat, in front of your newcomer. As your server leaves, the new guy in the five-o'clock shadow flashes his Lone Star badge at you.

"I'm Detective Nick Ryder." He looks at Samantha like a father meeting his long-lost daughter for the first time. "I understand you've found Samantha Carroll."

**Assuming the runners hold up their end of the deal, read this:**

"Now that you've held up your end, I think you've earned a small bit of truth in addition to your payment. And Samantha needs to know where she came from." Ryder pulls out a wrinkled and yellowed folder, labeled CARROLL, SAMANTHA, and bearing an old Lone Star case number.

"I don't like cold cases, and there are a lot of them in Chicago, cases as cold as the wind off the lake. One such case involves the kidnapping of a six-year-old girl in broad daylight on 6 October 2053. This was my first case, and my first week, as a detective in Chicago. The young girl, Samantha Carroll, was taken right off

**PUSHING THE ENVELOPE**

Given her augmentations, Sam might be hard enough to roll up even though she doesn't realize her full abilities. Or she might be hunted by another team, especially if Juan Xihuitl thought the runners were amateurs or if Simon Andrews found out about her.

**DEBUGGING**

The most likely cause of failure here is that the runners might try to take Sam violently in the open. Although she is only one woman, Sam is dangerous and a botched kidnapping attempt might prove problematic for the runners. If the runners lose Sam, let them repeat the scene but have her go to ground in another part of the Collective.

the street in front of her school." With each page he turns in the folder, he takes another sip from his glass of bourbon. "There were no witnesses, and the girl was never found. The family left Chicago when the bugs hit in '55, and I like to think they found a way to move on with their lives."

He finishes the bourbon as if he's chasing down a lifetime of troubles. "They say you shouldn't get so attached to the people in your cases. Just clear 'em and close 'em, they say. They also say what happens your first week won't haunt you for the rest of your career. I say they're wrong. At this point, clearing one more case won't set my career right. But if that one more case is finding a kidnapped little girl, it's worth doing whatever needs to be done."

With that, he escorts Sam out the door, leaving you with your payment.

**BEHIND THE SCENES**

Ryder has an ambulance standing by a block away just in case Sam needs medical attention. If the runners hold up their bargain, Ryder has their payment in a sealed parcel from Xihuitl, an old padlocked bank bag with their payment inside.

Aside from the ambulance, Ryder is on his own here. His superiors (and even his fellow cops) think he is wasting his time with a decades-old cold case and refuse to lend him any support.

If the runners tell Ryder about the Janus facility (**Scene 4: Deep Storage**), he'll demand to know the location. After the runners leave, he'll then try to get support for a raid on the facility. He'll be unsuccessful because the brass still considers it corporate territory and because a

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corporate claim has just been made on the real estate (by the corp to whom the runners delivered data).

## DEBUGGING

Not much should go wrong if the runners have held up their end. If the runners don't deliver Xihuitl's target willingly, Ryder comes looking for them. Xihuitl

has already tipped Ryder off anonymously that the target is seeking protection. Ryder will attempt to negotiate the same deal, but he may attempt to threaten the runners with arrest if they are uncooperative. If the runners turn violent, remember that even though Ryder isn't a popular cop, he's still a cop, and the Lone Star cops in Chicago are quite persistent in avenging their own.

# PICKING UP THE PIECES

## MONEY

- 4,000 nuyen each, plus 500 nuyen per net hit (max 4) from Quantum Princess for modifying the Matrix nodes.
- 3,000 nuyen each, plus 500 nuyen per net hit (max 4) from Simon Andrews for data from the Janus lab.
- 3,000 nuyen each, plus 500 nuyen per net hit (max 4) from Juan Xihuitl for delivering Sam to Nick Ryder.

## KARMA

- 2 - Completing all three goals: Modifying the Matrix nodes for Quantum Princess, retrieving data from Janus lab, and recovering Sam.
- 1 - Completing only one or two goals
- 2 - Surviving
- 2 - Adventure difficulty

The maximum adventure award for characters that play this adventure is 6.

## GAMEMASTER REWARD

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

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

**Karma Earned:** 6

**Nuyen Earned:** 13,000¥

## REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don't be afraid to give them extra points.

- +1 Street Cred if the runners complete the task for Quantum Princess.
- +1 Notoriety if the runners plug Sam back into the Matrix gestalt at the Janus lab (see **Scene 4: Deep Storage**).
- +1 Public Awareness if the team gets into a fight at Chicago's Own Pizzeria (whether in **Scene 1: Everyone Comes Knocking** or in **Scene 7: Keep Your Head Down**).

## CONTACTS

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

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

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**Quantum Princess:** If the runners successfully complete her task as instructed, they gain Quantum Princess at Loyalty 1, or gain a +1 Loyalty if they already had her (to a maximum Loyalty of 4). If the runners are unsuccessful or betray her, they do not gain her as a contact and receive -1 Loyalty if they already had her (if this reduces Loyalty to zero, they lose her as a contact).

**Simon Andrews:** If the runners hand over the Janus lab data to Simon Andrews (or otherwise secure the Janus building for him), they gain him at Loyalty 1, or gain a +1 Loyalty if they already had him (to a maximum Loyalty of 4). If the runners somehow incite him to break off his job offer, or betray him, they do not gain him as a contact and receive -1 Loyalty if they already had Simon (if this reduces Loyalty to zero, they lose him as a contact).

**Juan Xihuitl:** If the runners recover Sam and deliver her to Nick Ryder, they gain Juan Xihuitl at Loyalty 1, or gain a +1 Loyalty if they already had him (to a maximum

Loyalty of 4). If the runners insult him, otherwise incite him to break off his job offer, or betray him, they do not gain him as a contact and receive -1 Loyalty if they already had Juan Xihuitl (if this reduces Loyalty to zero, they lose him as a contact).

**Nick Ryder:** If the runners recover Sam and deliver her to Nick Ryder, they gain him at Loyalty 1, or gain a +1 Loyalty if they already had him (to a maximum Loyalty of 4). If the runners recover Sam but refuse to deliver her, or if they start a fight with Nick, they do not gain him as a contact and gain -1 Loyalty if they already had him (if this reduces Loyalty to zero, they lose him as a contact).

**Samantha:** If the runners recover Sam peacefully (that is, if they persuade her to go willingly), are friendly to, treat her well, and deliver her to Nick Ryder, they gain her as a Connection 1, Loyalty 1 technomancer contact.

## LEGWORK

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

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an Extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of 1,000¥ - (Loyalty x 100¥), minimum 200¥.

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

### QUANTUM PRINCESS

**Contacts to Ask:** Decker, Fixer, Mr. Johnson

Threshold	Search Time	Information
0	-	Simsense star, right? In some pixie superheroine thing?
1	1 minute	She's a decker. Old school.
2	5 minutes	She grew up in the CZ, and she knows her way around.

3	30 minutes	She helped set up NooseNet, Chicago's version of ShadowSEA or JackPoint.
4	2 hours	She used to be a runner, but like a lot of the good ones she's moved over to playing Johnson.
5	6 hours	She's not quite retired, but I'd hate to see the job that made her put on the gloves again.

### SIMON ANDREWS

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

Threshold	Search Time	Information
0	-	From a blog: Simon and Andrew are finally getting married, oh HOT HOT HOT, those bad boys! Mmmmm! Time to break out my tux with the assless chaps! HELLOOOOO!
1	1 minute	Simon Andrews? Isn't that a fixer or company man for Saeder-Krupp?
2	5 minutes	Simon is a full-body changeling who took the change well, though some girls will tell you he was already a snake. He's covered in green, scaly skin like a lizard, has a British accent, and is an

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all-around freak, especially when anything female with two legs catches his reptilian eyes. He's new in Chicago.

- 3 30 minutes Agent for Saeder-Krupp? Yes, in fact he's Lofwyr's eyes and ears around here, or so I heard.
- 4 2 hours Who the hell knows what he's up to? He works for a dragon. What else can you say but never deal with a dragon? Well, that and don't pick his pocket. <Contact shudders.>

## JUAN XIHUITL

**Contacts to Ask:** Any Aztechnology, Fixer, Mr. Johnson

Threshold	Search Time	Information
0	—	Is that the old Cream-o-Wheat guy?
1	1 minute	He's a Johnson for Aztechnology. I heard he's a free blood spirit.
2	5 minutes	People say he's kinda touchy about being "professional". It's more like he sees runners as deniable, disposable assets. He's not in Chicago to make friends.
3	30 minutes	He actually has nothing to do with blood magic, ritual sacrifice, or any of the bogeyman stuff we've come to associate with Aztechnology. He's just a regular mundane troll, though he is as ruthless as any Johnson.
4	2 hours	He's looking to bank favors wherever he can, which is probably why he's hiring for this particular mission. He seems to be planning in advance for the long game.
6	12 hours	Aztechnology heard about Shiawase's acquisition of Janus Industries back in the '50s, but they never found out what sort of work Janus was doing.

## NICK RYDER

**Contacts to Ask:** Bartender, Beat Cop, Criminals, Any Lone Star, Street Doc

Threshold	Search Time	Information
0	—	Didn't he drive a black race car about a hundred years ago?
1	1 minute	Detective for Lone Star, consistently about a half-step away from getting fired. Self-righteous enough that it gets in the way of good police work. NewsNet blamed him for losing that kidnapped girl last week.
2	5 minutes	He's actually one of the honest cops. Plays the downtrodden hero a lot.
3	30 minutes	His rep gets him in trouble regularly with the brass, and the media intentionally smears him when they can.
4	2 hours	He drinks perhaps a little too much for his own good, but that's probably to help him sleep at night with all the corruption that goes on in Chicago's police.

## JANUS INDUSTRIES

**Contacts to Ask:** Any Shiawase, Street Doc

Threshold	Search Time	Information
0	—	Never heard of it. Sounds like one of those old gods, though.
1	1 minute	Old research firm back in the '50s. I think it went to hell with the rest of Chicago.
2	5 minutes	It was bought out by a firm named Hephaestus Technologies back in '52.
3	30 minutes	It broke away from the University of Chicago and Argonne National Laboratory just after the first Crash.
4	2 hours	There's a building just off I-90, just inside the northern edge of the Noose, that bears what's left of its logo.
5	6 hours	Hephaestus Technologies is a subsidiary of Shiawase Corporation.

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## “SAM”

**Contacts to Ask:** Any Lone Star, CZ residents, Street Doc

Threshold	Search Time	Information
0	—	You'll have to be a lot more specific.
1	1 minute	Short for Samantha.
2	5 minutes	Human woman, in her mid-20s. Homeless, like so many in the CZ.
3	30 minutes	She's never been seen before about a week ago. Either she's new in town or she's been laying really low for some reason.
4	2 hours	She wears scrubs and a too-big armor jacket bearing a Janus Industries logo. She's been squatting somewhere in the Maker Collective.
5	6 hours	A little girl named Samantha Carroll and fitting her description was rolled up by corporate goons back in the '50s.



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## CAST OF SHADOWS

### SIMON ANDREWS

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

**Connection:** 5

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



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



**Initiative:** 10 + 1D6  
**Condition Monitor:** 10/11  
**Limits:** Physical 5, Mental 7, Social 8  
**Armor:** 9  
**Active Skills:** Assensing 8, Athletics skill group 4, Banishing 5, Binding 8, Con 5, Counterspelling 8, Negotiation 8, Pistols 4, Ritual Spellcasting 7, Spellcasting (Combat Spells) 9 (11), Summoning 8  
**Knowledge Skills:** Chicago Area 3, Kaiju Monster Movies 7, London Area 5, Magical Theory 7, Neo-Anarchist Movement 5, Saeder-Krupp Politics 5, Seattle Area 4  
**Qualities:** Magician, SURGE (Lizard features, tail, lizard head-frill, non-retractable claws, snout, green scales)  
**Initiate Grade:** 5  
**Metamagics:** Anchoring\*, Masking, Extended Masking\*, Reflecting\*, Shielding  
**Gear:** Armor vest, contacts [Capacity 2, w/ image link], Power focus (Force 4, silver skull ring), Spell focus (Force 4, Sustaining, Health, Ramones button), Spell focus (Force 4, Spellcasting, Combat Spells, golden eyebrow ring), Transys Avalon commlink (DR 6)  
**Spells:** Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl\*, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck\*  
**Bound Spirits:** Spirit of air (Force 5, 5 Services), spirit of fire (Force 6, 6 services), Spirit of man (Force 5, 4 Services)  
**\*May not be in game yet**

## QUANTUM PRINCESS



Vanessa Rodriguez, a.k.a. Quantum Princess is an elder statesman among shadowrunners. She was in the heart of downtown when Bug City hit and the Containment Zone went up, and she was one of those early few who tried to figure out what was happening and helped cobble together a rude BBS to help those trapped survive and communicate. Many suspect she's the primary Sys-Admin for NooseNet, Chicago's Shadow Host, though she won't admit to it. Most often she can be found working as a fixer. She's also liked and trusted by almost every faction in the shattered sprawl, and frequently acts as a mediator and go-between for them.

Quantum Princess is a human female in her mid-50s of mixed Hispanic descent evident in her deep brown skin and dark hair. Age and stress have taken their toll, and she's a little heavysset and not as nimble as she once was. Her mind, however, is sharp, and her deep-violet cybereyes with their golden atom symbol pupils catch everything.

**Connection:** 4

**Quote:** "Surely we can come to a solution agreeable to all parties?"

B	A	R	S	W	L	I	C	EDG	ESS
3	2	4	2	5	6	6	5	7	4.3

**Initiative:** 10 + 1D6  
**Condition Monitor:** 10/11  
**Limits:** Physical 4, Mental 8, Social 7  
**Armor:** 12  
**Active Skills:** Automatics 3, Clubs 5, Computer 8, Con 7, Cybercombat 9, Electronic Warfare 8, Etiquette (Street) 6 (+2), First Aid 5, Hacking (Hack on the Fly) 10 (+2), Hardware 9, Lockpicking 3, Negotiation 8, Perception 5, Pistols 4, Software 6, Survival (Urban) 6 (+2), Unarmed Combat 4  
**Knowledge Skills:** Black Market Pipeline 5, Chicago Area (Containment Zone) 5 (+2), English, Insect Spirits 5, Local Runners 5, Matrix Host Design 4, Matrix Hot Spots (Chicago Grid) 7 (+2), Matrix Host Networking 4, Organized Crime (Chicago) 4 (+2), Safehouses 5, Smugglers 5, Street Gangs (Chicago) 5 (+2)  
**Languages:** English N, Chinese-Mandarin 3, City Speak 4, Spanish 5  
**Qualities:** Combat Paralysis, Home Ground – Digital Turf (Noosenet Grid), Juryrigger, Photographic Memory  
**Augmentations:** Cybereyes [betaware, Rating 4, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification], datajack x 2 (betaware), skilljack (betaware, Rating 5)  
**Gear:** Amor jacket, DocWagon Platinum contract (1 year), Fairlight Caliban commlink (DR 7, w/ hot-sim module), Programs (Assorted, as needed), Shiawase Cyber-5

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cyberdeck (DR 5, Array 8765, Programs 5), skillsofts (assorted, Rating 4 each)

**Weapons:**

Remington Roomsweeper [Heavy Pistol, Acc 4, DV 9P (f), AP -4, SA, RC —, 8(m), w/ flechette ammo, smartlink]  
Club [Club, Acc 4, Reach 1, DV 5P, AP —]

### NICK RYDER



Nick is a washed up Lone Star Detective who took to the bottle when the bugs first hit Chicago and there wasn't a damn thing he could do about it. He stayed there for nearly two decade. Now, he's fighting to climb his way out and thinks he sees a chance to do some good for the city once again. Those who know him on the streets say he's trustworthy, but his bosses can't stand him and the press is in their pocket. He always tries to do what he feels is right, and it usually lands him in hot water with someone.

Nick is in his early 40s, and always looks like he just got out of bed with a bad hangover. He wears rumpled tan suits, a battered tan overcoat, has short dark hair and always looks like it's been a couple days since his last shave.

**Connection:** 3

**Quote:** "This is my city. She's as broken and battered as my soul, but she's mine and I wouldn't trade her for the world."

B	A	R	S	W	L	I	C	EDG	ESS
5	4	5	3	6	4	5	4	7	5.7

**Initiative:** 10 + 1D6

**Condition Monitor:** 11/11

**Limits:** Physical 6, Mental 7, Social 7

**Armor:** 9

**Active Skills:** Automatics 4, Clubs 5, Computer 4, Etiquette (Street) 6 (+2), Gymnastics 3, Intimidation 5, Leadership 4, Longarms 3, Negotiation (Interrogation) 6 (+2), Perception 6, Pilot Ground Craft 3, Pistols 6, Running 4, Stealth Group 5, Tracking 3, Unarmed Combat 5

**Knowledge Skills:** Chicago Area 6, Crime Syndicates 7, Illegal Goods 6, Law Enforcement 4, Local Gangs 6, Local Politics 4, Police Procedures 8, Street Rumors 6

**Languages:** English N, German 2, Russian 2, Spanish 2

**Augmentations:** Datajack, smartlink

**Gear:** Armored vest, biometric reader, glasses [Rating 3, w/ image link, thermographic vision, low-light vision], handcuffs (metal), Hermes Ikon commlink (DR 5), stealth RFID tags x10

**Weapons:**

Colt Government 2066 [Heavy Pistol, Acc 6 (8), DV 7P, AP -1, SA, RC —, 14(c), w/ 2 clips regular ammo, 2 clips gel rounds, internal smartlink]  
Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]

### JUAN XIHUITL



Juan Xihuitl (Pronounced similar to "She-Wheat") is a Mr. Johnson for Aztechnology. Juan represents AZT's interests in Chicago and is interested in using Project:

COVER

A TIME TO RUN AND A TIME TO FIGHT

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP THE PIECES

LEGWORX

CAST OF SHADOWS

PLAYER HANDOUTS



Takeback to recover as many of AZT's lost assets as possible, including Aztechnology's lost Pyramid/Archology. He's a very traditionalist corper, and smart runners tread lightly around him as he sees them as they really are: deniable, disposable assets. He doesn't play games, he doesn't tolerate fools, and he doesn't coddle shadowrunners.

Juan Xihuítl is very traditional and respects his Aztec heritage. He is a medium-sized troll with a dark Hispanic skin tone, large, flat nose, and small, curled rams horns. His hair is dark and worn long, slicked back, pulled into a ponytail. He has medium-sized Aztec-style ear plugs in his ears. His suit is the height of current Aztlan fashion, a marriage of traditional Aztech warrior garb and a modern-day suit.

**Connection:** 5

**Quote:** "Of course you'll do an excellent job. If you don't, you'll never work again."

B	A	R	S	W	L	I	C	EDG	ESS	M
7	3	3	7	5	4	4	4	5	6	8

**Initiative:** 7+1D6

**Condition Monitor:** 12/11

**Limits:** Physical 8, Mental 6, Social 7

**Armor:** 9 (12)

**Active Skills:** Assensing 6 (10), Blades 5, Computer 4, Con 5, Etiquette (Corporate) 5 (+2), First Aid 4, Leadership 4, Negotiation 8 (12), Perception 5 (9), Pistols 4, Unarmed 6

**Knowledge Skills:** Aztlaner Cuisine 5, Aztlaner Sports (ollamalitzli) 4 (+2), Chicago Area 2, Corporate Finances 5, Corporate Rumors (Aztechnology) 6 (+2), Corporate Security (Aztechnology) 6 (+2), History (Central American) 5 (+2), Psychology 4

**Languages:** Aztlaner Spanish N, English 5, Japanese 3

**Qualities:** Adept

**Initiate Grade:** 2

**Metamagics:** Adept Centering (Chanting), Masking

**Adept Powers:** Astral Perception, Danger Sense 4, Enhanced Perception 4, Improved Ability 4 (Negotiation), Improved Potential (Social), Mystic Armor 3

**Gear:** Armor clothing, contacts [Capacity 2, w/ image link], earbuds [Capacity 2, w/ sound link], Transys Avalon commlink (DR 6)

**Weapons:**

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]

Ceremonial Dagger [Blade, Acc 5, Reach 1, DV 9P, AP -1, Troll Reach]

COVER

A TIME TO  
RUN AND A  
TIME TO FIGHT

INTRO

MISSION  
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP  
THE PIECES

LEGWORK

CAST OF  
SHADOWS

PLAYER  
HANDOUTS





# Janus Industries

Ground Floor

Satellite Image



N



## Legend

- Doors
- Windows

# Janus Industries

## Top Two Floors

Both are identical to each other




N




## Basement

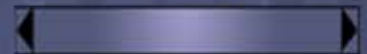


## Legend

 Doors

 Windows

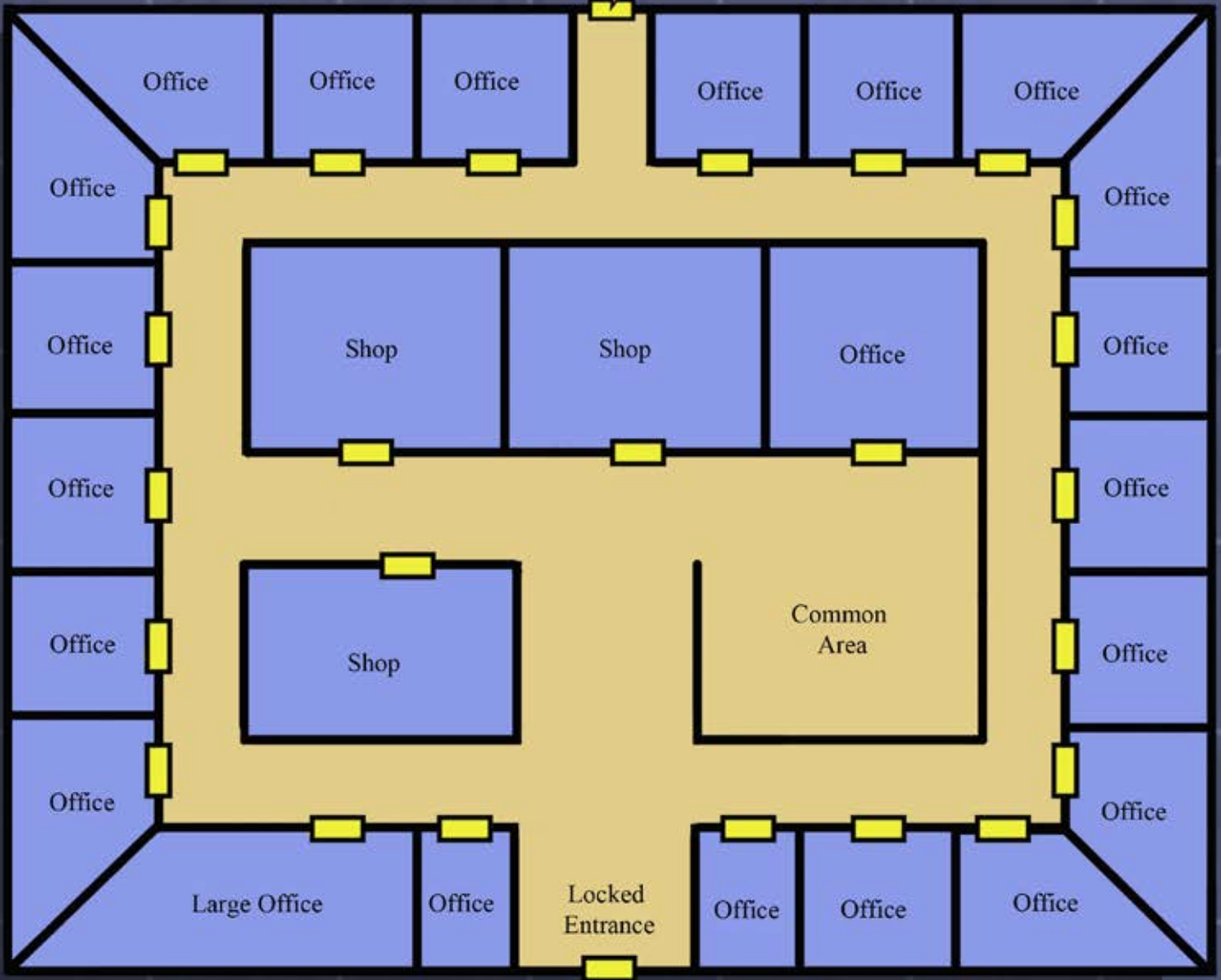
30 Meters





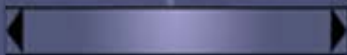
Maker's Collective  
Former Office Building

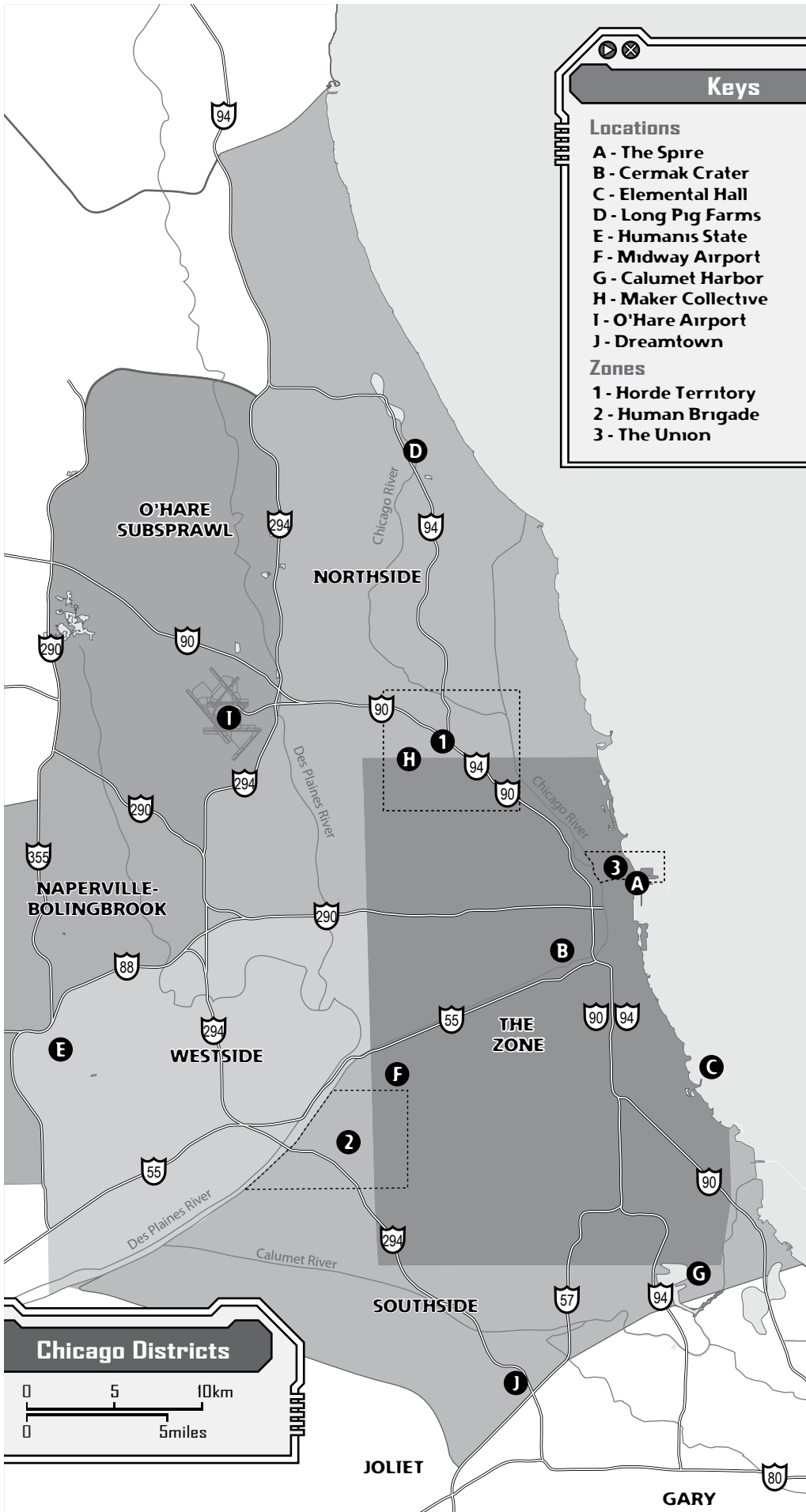
Exit to Tunnels



Note: Offices are generally empty and occupied by squatters

15 Meters









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

### **SIMON ANDREWS**

Saeder Krupp Troubleshooter  
Male Changeling

**Connection Rating:** 5

**Loyalty:**

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

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

**Uses:** Corporate Rumors, Magical Knowledge, Magical Gear



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Vanessa Rodriguez, a.k.a. Quantum Princess, is an elder statesman among shadowrunners. She was in the heart of downtown when Bug City hit and the Containment Zone went up, and she was one of those early few who tried to figure out what was happening and helped cobble together a rude BBS to help those trapped survive and communicate. Many suspect she's the primary SysAdmin for NooseNet, Chicago's Shadow Host, though she won't admit to it and the host is run anonymously. Most often she can be found working as a fixer. She's also liked and trusted by almost every faction in the shattered sprawl, and frequently acts as a mediator and go-between for them.

### QUANTUM PRINCESS

Decker, Fixer  
Female Human

**Connection Rating:** 4

**Loyalty:**

**Key Active Skills:** Cracking Group, Electronics Group

**Knowledge Skills:** Black Market Pipeline, Chicago Area (Containment Zone), Insect Spirits, Local Runners, Matrix Host Design, Matrix Hot Spots (Chicago Grid), Matrix Host Networking, Organized Crime (Chicago), Safehouses, Smugglers, Street Gangs (Chicago)

**Uses:** Computer gear, Information, Jobs



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Decker, Fixer  
Female Human

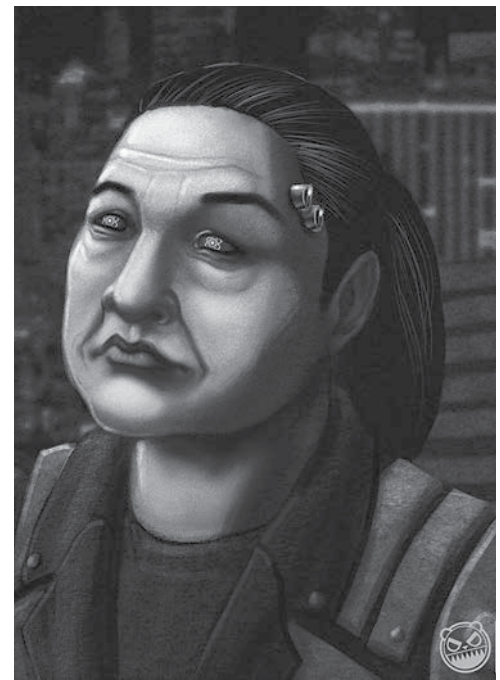
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**Uses:** Computer gear, Information, Jobs





Nick is a washed up Lone Star Detective who took to the bottle when the bugs first hit Chicago and there wasn't a damn thing he could do about it. He stayed there for nearly two decades. Now, he's fighting to climb his way out and thinks he sees a chance to do some good for the city once again. Those who know him on the streets say he's trustworthy, but his bosses can't stand him and the press is in their pocket. He always tries to do what he feels is right, and it usually lands him in hot water with someone.

### **NICK RYDER**

Lone Star Detective  
Male Human

**Connection Rating:** 3

**Loyalty:**

**Key Active Skills:** Etiquette (Street), Negotiation, Pistols

**Knowledge Skills:** Chicago Area, Crime Syndicates, Illegal Goods, Law Enforcement, Local Gangs, Local Politics, Police Procedures, Street Rumors

**Uses:** Legal help, Information



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Juan Xihuitl (Pronounced similar to “She-Wheat”) is a Mr. Johnson for Aztechnology. Juan represents AZT’s interests in Chicago, and is interested in using Project: Takeback to recover as many of AZT’s lost assets as possible, including Aztechnology’s lost Pyramid/Arcology. He’s a very traditionalist corper, and smart runners tread lightly around him as he sees them as they really are: deniable, disposable assets. He doesn’t play games, he doesn’t tolerate fools, and he doesn’t coddle shadowrunners.

### JUAN XIHUITL

Aztechnology Mr. Johnson  
Male Troll

**Connection Rating:** 5

**Loyalty:**

**Key Active Skills:** Etiquette, Leadership, Negotiation

**Knowledge Skills:** Aztlaner Cuisine, Aztlaner Sports (ollamaliztli), Chicago Area, Corporate Finances, Corporate Rumors (Aztechnology), Corporate Security (Aztechnology), History (Central American), Psychology

**Uses:** Jobs, Corporate Information, Gear



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**Uses:** Jobs, Corporate Information, Gear



# DEBRIEFING LOG



PLAYER \_\_\_\_\_ DATE / /

CHARACTER \_\_\_\_\_ LOCATION \_\_\_\_\_

*PERSONAL INFO*

**SRM 5A- 01 CHASIN' THE WIND**

While on a Matrix node repair run for Quantum Princess, you come across a woman who has escaped from a laboratory facility. What do you do with her?

- Repaired Matrix nodes as instructed by Quantum Princess
- Repaired Matrix nodes, but not as instructed
- Gave Simon Andrews the lab data
- Delivered Samantha to Nick Ryder
- Delivered Samantha to Simon Andrews
- Plugged Samantha back into her cold storage tank

*SYNOPSIS*

*MISSION RESULTS*

**Names**

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**Character Improvement**

**Karma Cost**

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*TEAM MEMBERS*

*ADVANCEMENT*

Previous Available \_\_\_\_\_  
 Earned \_\_\_\_\_  
 Spent \_\_\_\_\_  
 Remaining Available \_\_\_\_\_  
 New Career Total \_\_\_\_\_

Street Cred \_\_\_\_\_  
 Notoriety \_\_\_\_\_  
 Public Awareness \_\_\_\_\_

- Quantum Princess
- Simon Andrews
- Juan Xihuitl
- Nick Ryder

*KARMA*

*REPUTATION*

Previous Available \_\_\_\_\_ ¥  
 Earned \_\_\_\_\_ ¥  
 Spent \_\_\_\_\_ ¥  
 Remaining \_\_\_\_\_ ¥

GM's Name \_\_\_\_\_  
 GM's Signature \_\_\_\_\_

*NUYEN*

*VALIDATION*

*CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES*

DEBRIEFING LOG . . . . .

