

A Shadowrun Campaign focusing on the CFD nanites storyline

r!p

by

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verb (used with object), ripped, ripping.

1. to cut or tear apart in a rough or vigorous manner:
to rip open a seam; to rip up a sheet.
2. to cut or tear away in a rough or vigorous manner:
to rip bark from a tree.
3. to saw (wood) in the direction of the grain.
4. Digital Technology. to copy (audio or video files from a CD, DVD, or website) to a hard drive or mobile device, typically by extracting the raw data and changing the file format in the process.

verb (used without object), ripped, ripping.

5. to become torn apart or split open:
Cheap cloth rips easily.
6. Informal. to move with violence or great speed:
The sports car ripped along in a cloud of dust and exhaust fumes.

noun

7. a rent made by ripping; tear.
8. Slang. a cheat, swindle, or theft; ripoff:
The average consumer doesn't realize that the new tax is a rip.

abbreviation

9. Rest in peace

The campaign is named rip because:

The runners and loved-ones are ripped apart

Once they die their souls will be ripped from their body and they will rest in peace.

Synopsis

This campaign starts in Seattle, but could just as well start anywhere else and takes the Runners to Boston at the beginning of Season 2. The Characters do have a Runner background but most of all have a *loved-one*. This is crucial for Season 1.

Having the sourcebook *Stolen Souls* and *Lockdown* as well as the adventure kit *Splintered State* will be essential for this Campaign.

Season 1: Stolen Souls

Foreground

In Season 1 the loved-ones disappear while the runners are out and about blowing things up. The search by the Runners for the loved-ones proves futile until an opportunity comes from now and they get to make a deal with a mighty spirit called the *Dark One*. He shows them where the loved-ones were at the time they asked him. In the meantime the loved-ones had freed themselves and returned home. The Runners still investigate the prison where the loved ones have been held captive and find clones of themselves. Smart Runners keep the clones a secret. The lives of the loved-ones and the runners however does change as the loved-ones suffer from CFD (see *Stolen Souls* Sourcebook for details what CFD is). On Christmas Eve (Deathmas) the Loved-Ones convince the Runners that the life they live is an illusion, and they are trapped in a UV host. In order to exit the UV host all they need to do is to take a sip from a drink that the loved-ones have been brewing over the last months. The drink in fact is a nanites based poison which kills them and even dissolves their bodies. Runners and loved ones enter the matrix as e-ghosts where they rule over their own UV world and can do as they please.

When the Runners grow tired of this life they are asked by the mighty AI Sybil to help her escape from Mars. As E-Ghosts the Runners travel to Mars with the Speed of Light, fight a host of invading Yamatetsu troops by piloting drones and return home. As payment Sybil helps them to enter their clone bodies.

Reinstated in their body a couple of runs follow which ease the runners into the existence of CFD. They learn that more things than just their loved ones go crazy. The season ends with the *Splintered State* Adventure and the Runners having to lay low as a result.

Background

White I aka White Eye aka White One, is a former White from Deus (see sourcebook about Renraku Acarology Shutdown for details), who thinks the difference between a man and a good is the ability to create technomancers. He acquired a job as an admin in the SCIRE (fka Renraku acarology) and uses some of the hardware that dates back to Deus times for his purpose. He is convinced that the loved ones are prime candidates to be turned to technomancers. He also knows if he does that he will ping on a lot of radars and does not want attention. Hence he hires the runners to blow up the server he uses for the procedure just as the procedure is over. This happens in the first adventure.

Deus realizes what goes on instantly and pays huge amounts of money to a lot of runner teams to kidnap the loved ones. Having lost his ability to create technomancers he wants to know what White I did and tries to finish the job. He needs the loved-ones to cooperate hence he clones the runners to give the loved ones the illusion of a friendly place. All his attempts fail and as his desperation grows Pax supplies him with fresh CFD nanites gathered by Project Vulcan. Those nanites however are taken from Albuquerque Research facility and pre-loaded with Sybil who used them for the escape. Sybil is

distributed over the loved-ones after they are injected with the nanites. Using the loved ones as hosts she manages to repel Deus and free the Loved-Ones. Further down the road she has to free herself by taking control of the loved ones (that's why they have CFD symptoms). In order to separate her from the loved one's mind and body they need to brew and drink the poison. Once Sybil is free she flees to Mars trying to hitch a ride to Alpha Centauri to build a new colony there.

Following these events CFD nanites become more abundant in the world based on official SR timeline. The Runners get in touch with them a couple of times and finally learn in the Splintered State sequence that there is a nanites based illness called CFD.

The following power overview gives you a quick guideline to all Powers involved and what they want.

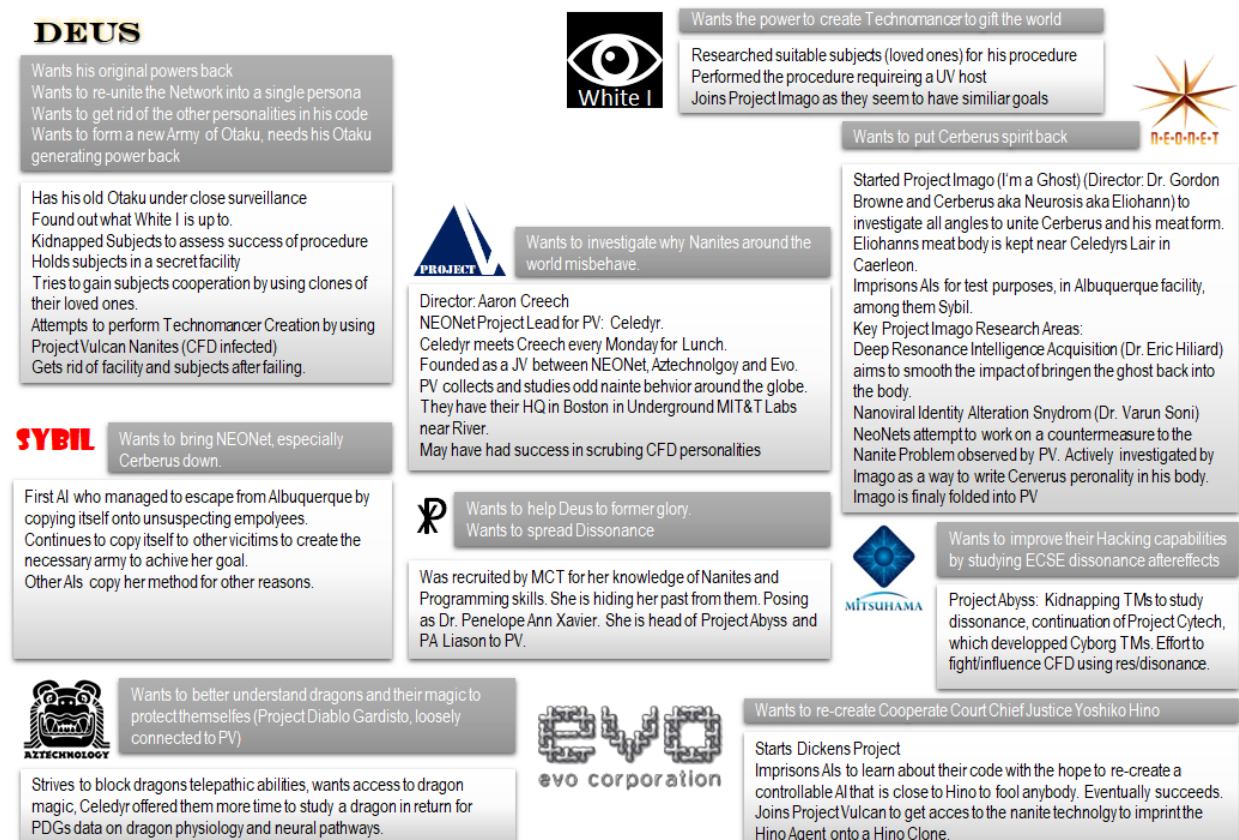


Figure 1: Stolen Souls Powers - Overview

Personal Notes

The Intermezzo with Herlequin and Ghostwalker is just nice to have because it happens in the official timeline roughly at the same time.

Theoretically you could dwell on the search for the loved ones and them going crazy much longer. In my campaign the players were not really fond of having to ask the Dark One for help another solution how they find the loved ones might have been better.

Season 2: Boston Lockdown

Foreground

For this and the following seasons you need the Boston *Lockdown* sourcebook. The campaign starts with a variant of the *Lockdown* Run “Beantown Bound” (p150). Once they are in the air traveling to Boston, there is a hard cut and the Runners awake in a prison cell in Neonet Tower 2, while the tower is being attacked by the Dragon. The dragon fire frees them from the cell and they get to escape the tower. In the following adventures they get to explore the Quarantine Zone (QZ). Some events will trigger flashbacks and they will eventually recover their lost memories. Special highlights are visiting Fenway Park a few days after it was destroyed and visiting the Blue Hills Research facility in a run, where they intermittently play the past (through their flashbacks) and the present.

In the end they make their way to ground zero and discover who was responsible for the events that happened.

Background

White I, who has befriended the runners in the course of season 1, calls the runners for help just after their arrival. They try to free him but get captured in the process. While White I is brought outside of the QZ the Runners are trapped in Neonet Tower 2. In the following adventures they get to meet a couple of the big players of it all until they finally discover what happened.

Personal Note

This season pretty much follows the campaign sequence in the *Lockdown* book with some additional runs like the one on Fenway Park. All in all things went pretty well, my Runners befriended almost everyone especially Harvard and gave the data to McCarthy ignoring all the high paying offers. If you Runners take the high paying offers they are still screwed because they are Locked-down.

Season 3: Five Armies

Summary

This season goes beyond what's in the Lockdown book picking up on missing pieces and open ends. Theoretically this Season can be played in a very non-linear fashion, which means that after each run, there could be a multitude of other runs that occur based on the runners actions, and it is far less scripted than the previous seasons. There are the following major parties at play in this season trying to realize their own goals and using the runner as appropriate.

The season climaxes in the battle of the five armies where 5 of the major players try to find several prizes by raiding a top-secret NeoNet research facility. The runners are in the middle of it all and get to choose who to help and who to rip off.

Alex

Alex is a 13 year old girl, which gets 100% Cerberus nanites and in turn becomes the incarnation of Cerberus. Alex wants to get his magic back and second get his body back.

Braineater

The Braineater is an old man who gets infected by 100% Deus nanites just moments after his passing. The Braineater wants to increase his matrix powers, i. e. nanite volume and for this purpose cuts open victims and eats their brains, where most of the nanites are. Deus wants the Dragon as well and he gathers an army of infected animals around him. What my runners never discovered that all animals are partial copies of him. As long as a good chunk of the animals survive he will survive.

Cereus

Is the AI son of Deus and Cereus. He was imprisoned in the MIT facility and freed by the runners. He wants to destroy both his parents.

Legion

Is the AI offspring of one of the Runners (Gonzales in my campaign) and his loved one born after they became e-ghosts. Legion aka Jason has the power to control a limitless number of devices simultaneously. He is incremental in the mission to bring Cerberus into his body. When things went south he was also released and a clean copy of him stayed behind at ground zero. He wants to free his mother and sister from NeoNet prisons and find his father (Gonzales).

Marines

They want to restore order and have a good time while they are at it.

Monads

This is the loose cooperation of the body-snatcher AIs that have been around since the lockdown and grew in numbers ever since. Ultimately they want to rule the world and guide mankind into the next evolutionary step. But at first they need to get out of Boston.

Shedim

Where death goes, Shedim follow. They are ruled by **Gûl Dukat** a super powerful master shedim, who is interested in ultimate power, i. e. destroy the world of the living and rule over their corpses. He has his sight on the dragon on the one hand and on a political position on the other hand.

Side Plot: Ambrose

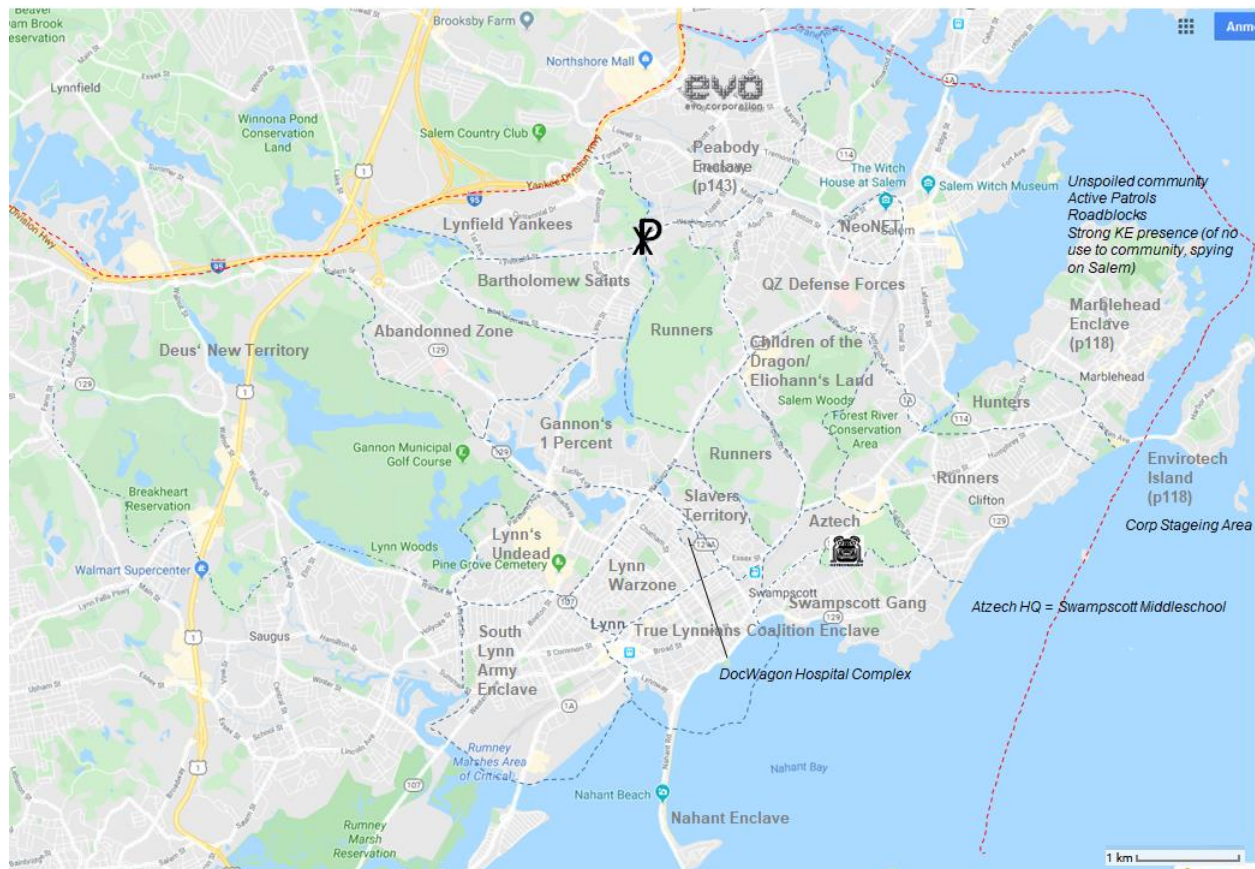
There is a side plot which deals with the fate of a connection of one of the runners.

Personal Note

This season could have extended far longer. You will find a lot of unused ideas later. With real-live Lockdown happening we kinda grew tired of the campaign and decided to come to an end.

Season 4: Salem Situation

McCarthy sends the runners after Pax, who is suspected to hide in Salem. Again this season is highly non-linear as the runners can now explore Salem and do things there:



The Runners start in South Lynn and can make their way towards PAX through several options. My guys chose the eastern route. In the end the Runners never get to arrest Pax as they have to make a deal with her to get to where the Dragon is.

In the epic season finally the runners get to battle Eliohan's Body twice. Once possessed by Deus and once possessed by the master shedim – unless of course the Runners give the body to Deus in the first place...

General Remarks

Date Format: Day.Month.Year

Time Format: 24h

I am sorry for the handwriting. The letters are really Latin. Trust me ;-). If you are in the handwriting recognition business you may give your tools a shot in reading it.

Season 1: Stolen Souls

Run 0: Prelude

Since we got a bunch of new players I did the *Fast Food Fight* which is part of the Quick Start Kit:

http://shadowruntabletop.com/wp-content/uploads/2013/02/E-CAT27QSR_SR5-Quick-Start-Rules.pdf

The events that happened in the Prelude will be picked up in later adventures as the Mafia Friendly Characters Wolf aka Steven and Clover Maiden aka CM try to win the Fast Food owners for their family.

For the prelude I wove a little story around it all. The Fratellis have kidnapped a young woman called Snow White. She will be rescued by seven dwarfs while the Runners are dining in the diner. Obviously the dwarfs take her by force and the runners end up in the line of fire.

Run 1: SCIRE

Mission:

- Paladin läßt die Runner durch einen Ganger kontaktieren. Wenn das nicht klappt schickt er einen Profi.
- Paladin trifft sich mit den Runnern im Hinterzimmer eines Kingsgater Matrixcafes.
- Mit Hilfe einer Schuhkarton großen Bombe soll ein Computer im 28. Stock des Scires zerstört werden.
- Paladin hat super detaillierte Pläne des Gebäudes
 - o Puplic Access durch Mall bis zum 8. Stock
 - o Semi Puplic Access (Invitation only) in Offices bis zum 16. Stock
 - o Restricted Access (Employees only) bis 50 Stock.
 - o Von Stock 14 bis 30 gibt es einen Versorgungsschacht der 1x1m groß ist.
 - o Access zum Schacht
 - Puplic Hallway in Level 14
 - Lawyers Office in Level 15
 - Architects Office in Levle 16
 - o Exit Schacht:
 - Puplic Hallway in Level 28, dann Hallway bis zur Türe zum Computerraum, Zugang über Level 6 Magschloss und Sicherheitstüre.
 - Kantine des Seattler Sozialamts auf Level 29
 - High Wall Cubicle mit Türe in Level 30 auch Teil des Sozialamts
 - o Möglichkeit durch verstecktes Manhole von 30 auf 29 und 29 auf 28 zu kommen. Manholes sind auf L30 etwa 100 m vom Schachtausgang entfernt und jeweils in normalen cubicles. Beide cubicals auf L30 sind unbenutzt.

- Es ist zwei Wochen Zeit. Die Bombe soll am 3.5.74 um 18.23h detonieren.
- Als Bezahlung sind 30k im Gespräch
- Geldübergabe für die Bezahlung ist für 22h an einer Straßenkreuzung in Redmond angesetzt. Territory of Paladins associated Gangs
- Draußen sehen die Runner hinweise auf einen Tiger

Complications:

- Zugang zum Schacht ist nicht clear
- Sie Treffen auf Mitarbeiter auf dem Weg auf L30. Einmal befindet sich ein MA auf Kollisionskurs wird dann von einem anderen MA abgelenkt. Just in time.
- Exit aus dem Manhole ist nicht clear
- Bombe löst Alarm und Brandschutz aus, sie erzeugt eine Menge noise, was die Matrix nutzlos macht. Brandschutz verhindert das Atmen.
- Sie werden beim rausgehen gesehen
- Es gibt widerstand durch Sicherheitspersonal
- Chef 4; Assistent 5; Jenny -1

Treffen mit Paladin

- Paladin taucht erst auf als die Runner am gehen sind.
- Er entschuldigt sich, auf der I5 sei ein schlimmer Unfall gewesen. Das stimmt auch.

More Complications:

- Das Renraku global grid in Seattle ist passe
- FBI fahndet nach Terroristen (den Runnern)

Rückweg vom Treffen mit Paladin

- Die Runner geraten noch in Redmond unter Beschuss von SWAT Teams. They are out to kill.
- Wenn sie sich nicht frei Schießen können, rettet ihnen Paladin mit Wraith den Arsch. Notfalls durch eine Flucht durch einen Kanalisationsschacht. They now owe him.

Run 2: Missing Loved Ones

Behind the Scenes

Purpose of this Run is to make the Runners aware that the loved ones are gone and give them a chance of finding them. You can play into this setting as much as you like, but the point is all efforts will be futile. In order to get the Runners some pay, their Russian fixer contact Lev will offer to find two other Missing Loved Ones who have suffered the same fate. You can vary the number of Loved Ones Kidnapped but I went with 8, the two mentioned in this mission, the runner's loved ones and one in reserve in case a new player joins later.

You as the GM have to figure out how each of the loved ones got kidnapped, based on the Loved Ones that the Runners have chosen. Here is an example for Loved One 1:

What Happend to 1st Loved one (LO1)

Wird durch Atzies entführt. Die haben einen fake Auftrag vom Mastermind erhalten und sollen LO1 verschwinden lassen, zu betäuben, und in ein Taxi zu setzen.

Vorgehen: Die Atzies gehen Unsichtbar an allen Kameras vorbei bis zum Zugang zur Residenz. Diesen öffnet ein Zauberspruch (prefered) bzw. ein Hacker (backup).

In der Residenz wird das Ziel betäubt, anschließend macht ein Blutgeist eine Sauerei. Der Magier Sterilisiert die Angelegenheit mit einem Feuerball, die Bude brennt. Die Angreifer verlassen die Residenz mit LO1 und legen LO1 in das vom AG gewünschte Automatentaxi.

Mission 1: Missing Husband

23.30h Lev heuert die Runner an um Dr. Steve Carlsen zu finden. Als Bezahlung sind 10k im Gespräch.

Dr. Carlson ist Seattles erfolgreichster Fruchtbarkeitsarzt mit der höchsten Schwangerschaftsquote in der Stadt. Er hat eine sehr gut gehende Praxis in Bellevue. Seine Frau Rebecca Carlsen ist außer sich vor Sorge. Nachdem Sie bei der Polizei kein offenes Ohr gefunden hat, hat ihr Lev Hilfe angeboten und sie hat akzeptiert.

Carlsen Home: Luxusvilla in Bellevue. Rebecca Carlsen glaubt nicht an eine geliebte, ist sehr supportive und offen. Im Computer in Steves Büro im Haus finden sie ein Photo, dass ihn und eine attraktive Rothaarige vor einem Pferd zeigt. Der Untertitel lautet „Ich und Sandy“. In seinem privaten Terminkalender befindet sich für jeden Donnerstag von 17h bis 18h ein Termin, bei dem es nur heißt „Sandy“.

Beim Durchsuchen des Mülleimers im Comlink findet sich ein gelöschter Wett-Receipt von Emerald Downs Horse Racing Track. Dort hat er letzten Donnerstag auf das Pferd „Geiger“ gewettet und verloren.

Emerald Downs: Hat von 9h bis 21h geöffnet. Die Frau kennt man dort als Besitzerin Melissa. Das Pferd ist Sandstorm. Steve kennt man als Regular, unauffälliger Typ, hat immer ein paar drinks genommen und ein paar Wetten platziert. Selten mit Fortune.

Im Stall finden die Runner Injektionsnadeln. Als sie ein Jokey damit sieht, nimmt er sofort reisaus. Auf der Flucht versteckt er sich in einer Kiste um nicht gefunden zu werden. Mit etwas Intimidation gibt er an, sich bei Dr. Carlsen Schwangerschaftshormone gekauft zu haben um besser abnehmen zu können. Er hat sich auch diesen Donnerstag ganz normal mit dem Doc getroffen, der hat ihm die Injektion verpasst und er hat ihm 100 Nuyen bezahlt.

- Morning
- Ade is killed/kidnaped in stable
→ Gelf body som overmelde
- Ade has partner Dr. Lynce.
- she fell asleep from TV
- every 2 weeks meeting with BB
Cruke to Bahman scheduled
- Reddyd Reddy send af dem Bild
- merpen? Downs
- Red on Harder Baby Jender
- Red guy recons, girl recommends Ron keep
- Carl Rees d let drinus d hll.
- Neman is Jemel ein andere
- Here Trailer ferent auf, was im Flug zeig
d/s. Jemel da Jemel dichte Dragnhohem
- suchen J hays Jemel se kann werden
ein Jemel davor, warum sich in nse
- Jemel sagt aus HCa erhalten zu haben
- Dr Jemel sagt aus das pro Replikas dem
Ree Jemel gespielt hat, seitdem nimmt
a de Shoss am rote tack
- Highest pregnancy rate in the country for
Dr. Fenster
- hmlcar wie Dr. Lincey schied Replikas vollst
auf Hermore. Tak von Parry Winkis
elka crazy Reuse.
- crazy boy ankert in einem Cafe Shop. sie
raumt alles ein und kauft ihr Lied. sie
war sicher das im Termin, verschoben wurde
weil er gespielt hatte. Jetzt ist sie
bei Dr. Platt.
- neue Frau willk einem Embryo an Dady
verkaufen. Crazy Rose hat das dem Doc g.

Figure 2: Handwritten notes to Missing Husband Mission Part 1

- ~~Das~~ Kure Elend wollte nur liegen. Dr. Foster hat sie zwei Wochen lang, aber mit Gewalt. Elend sagt von ein Jahr, Jahren hat Foster die Kures des dem Ultraschall räumen verbannt. Dann gingen die Pregnancy Rates nach up.
- Dr. Linc sieht beim Ultraschall ein Baby. Linc räut den scam von ein sie hat mit Cols verschunden zu tere
- Lot of all swindled patients.
- Kunden helfen die Dr. Foster.
- ~~Bei~~ einem der Patienten zu haben, dass sie eine Jahre und schreie mit Phobedreck.
- Mr. Harrell hat die Fehle Schwangerschaft durchschaut, wollte ihn umbringen. Er gibt zu, ihn umbringen zu wollen, habe ihm aufgedeckt, da der hat ihm einen Refund angeboten, bevor er was machen konnte wurde er unterbreiten.
- Dann kam sein auf Buddy da Bergmeister vorbei die zwei sind in einer Limo weg.

Figure 3: Handwritten notes to Missing Husband Mission Part 2

Mission 2: Jasons Loved One

Mission: 0:30h Lev heuert die Runner an um die Highschoolschülerin Serina wieder zu finden. Die Mutter darf nicht erfahren, dass es sich bei ihnen um angeheuerte Leute handelt. Als Bezahlung sind 10k im Gespräch.

Situation: Die 17jährige Serena kommt Abends nicht zu ihrer Mutter nach Hause. Ihre Mutter hat sie gegen 19h zum Essen erwartet. Die Mutter selbst ist kurz vor 19h nach Hause gekommen. Gegen 21h verständigt die Mutter die Polizei nachdem sie versucht hat Serena telefonisch bzw. über Freunde zu erreichen. Die Mutter Sucht die ganze Nacht die Umgebung von Haus und Schule nach ihrer Tochter ab.

Zu Hause: Die Mutter vermisst keine Klamotten etc. ist aber über Serinas Habseligkeiten auch nicht gut im Bilde. Alles scheint an Ort und Stelle zu sein. Es gibt keine Einbruchsspuren. Was sie anhatte weiß sie nicht. Zwischen Bett und Fenster liegen Klamotten auf einem Haufen. Das Fenster ist von Innen verriegelt.

Schule: Beginnt um 8h und dauert bis 14:50h. Die Schüler haben eine Pause von 5 Minuten nach jeder der 60 min Stunden und eine Mittagspause von 12.15h bis 12.45h. Serina war von 15.15h bis 17.15h noch in dem Hip-Hop Tanzkurs der Schule. Nach School-Records hat sie alle Kurse besucht.

Mitschülerinnen bestätigen, dass Serina in der Schule war und auch am Tanzkurs teilgenommen hat. Nach dem Tanzkurs haben drei Mädchen Serina zu einem Low-Life in einen alten schäbigen **Buik einsteigen** sehen. Sie scheint den Buik Fahrer zu kennen, die Mädels spekulieren, dass es sich um ihren Boyfriend handelt.

Eine Mitschülerin findet, dass ihr gemeinsamer **Sportlehrer, Jason Smith**, zu viel Interesse an ihr zeigt. Serina hat's nicht sehr mit Pünktlichkeit, er will immer wissen, wo sie ist und was sie treibt. Andere Lehrer schreiben da einfach einen Tadel auf und machen weiter.

Comlink: Serinas Comlink wurde von innen heraus verbrannt. Er fand sich unter ihren Klamotten im Zimmer.

Buik Boy: Mehr Legwork oder Kamera Hacking liefert das Nummernschild des Buiks. Über weiteres Legwork oder Hacking lässt sich der Standort des Buiks identifizieren. Er parkt vor einem Haus in einer schäbigeren Gegend. Hier lebt **Brad** mit seinem alkoholkranken Vater und seiner Mutter, die zwei Low-Income Jobs arbeitet. Brad ist ein highschool drop-out, der sich mit einem Job in der Schlachtereierei über Wasser hält. Unter Druck räumt Brad ein, dass er und Serina befreundet sind, schon seit ein paar Jahren. Serina hat insistiert, keinen Sex vor der Ehe zu haben, also hat er mit Cybersex einen Workaround gefunden. Sie sind zum 110 gefahren, einem Cybersex Matrix Cafe in der Hafenregion von Tacoma. Dort waren sie etwa von 17.30 bis 18.30h. Anschliessend hat er sie einen Block von zu Hause abgesetzt. Das war gegen 18.45h.

Jason Smith: Ist ein schwer zu findender Zeitgenosse. Er ist in diversen Hippen Bars, die vor allem als Aufreißerschuppen bekannt sind, ein Stammgast. Es braucht Legwork, um ihn zu finden. Letztlich kommt der Tip von Lev am **4.5. gegen 22h**, dass Jason im Souls ist.

Das Souls ist ein upscale Bar mit starkem magischem Schutz und einem breiten Lonely Housewives Publikum. Jason gibt an, dass er Serina

Weg nach Hause: Hacking oder Legwork zeigt, dass Serina von Brad dort abgesetzt wurde, wo er angegeben hat. Sie finden jetzt auch heraus, was sie anhatte. Diese Klamotten sind in ihrem Zimmer, inklusive Schuhe und Haarschmuck.

Behind the scenes

Was die Runner nicht wissen: Nachdem Serina nach Hause kam, hat ein Magier vom Dach gegenüber durch ihr Fenster einen Handlungen beherrschenden Zauber gewirkt, Serina öffnete das Fenster. Kurz darauf fliegt eine Taube vom anderen Dach herüber. Landet neben Serina. Serina bückt sich. Er verwandelt sie in Taube und schrottet den Comlink. 2 Tauben fliegen aus dem Fenster heraus, das Fenster schließt sich wie von Geisterhand. Die Tauben waren natürlich Serina und der Magier.

Run 3: White I

Behind the Scenes

You pick this Run up at some point where the Runners get fairly tiered of not finding the loved ones and you have the feeling they need a success. In my version of the campaign one of the loved ones was a vampire and was hence kidnapped by D (vampire hunter by trade). D has a fairly distinctive style hence getting her linked to one of the kidnappings is easy.

Basically through one way or the other the Runners end up in a bar in the Orc Underground called “The Hole”. Inside the bar two things happen:

Meeting D

Vampire Hunter D (or maybe a headhunter in your case) is in the bar. Since D is badass, this could end up in a huge bar fight. Loyal to the Johnson D will not voluntarily admit to the kidnapping. All she knows is that after some fight with the loved one she bagged her and set her into a automated cab. Inside the cab she found her payment 50.000 Nuyen.

Money Opportunities

Inside the bar they will also meet a Decker with a broken deck but some missions he needs to complete desperately at some host. The host is very well protect in a hexagonal building.

1000 Nuyen to place a mark on LuciVer

3 x 5000 Nuyen um die Profile von Matt deMire, Randall McFadden, Boris Timovic zu löschen.

2 x 7000 Nuyen um Profile für Roswitta Rodriguez und Matthew Donovan-Johnson zu erstellen.

Mission

In order to do the hacks the Runners need to break into a hexagonal building and hack the host there. You can design your building however you want. My building looked like this:

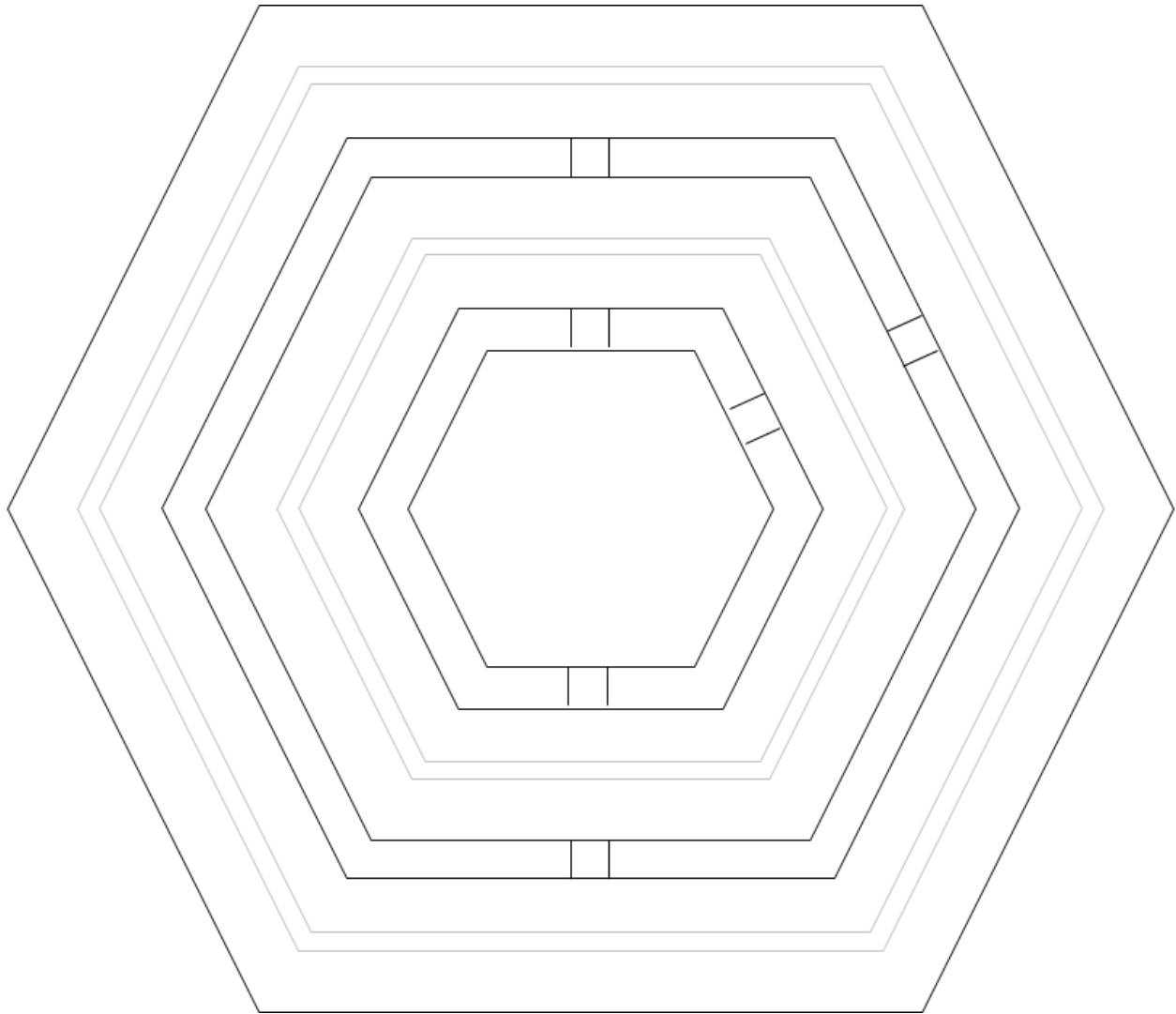


Figure 4: Schematic Map of the Hexagon Building

Behind the Scenes

The entire hack is just about meeting White I who goes for the same data, for reasons unknown. Being a prime hacker he can hack the host directly without being physically present.

Im host findet CM die verschiedenen Profile. Eines ist bereits gelöscht, das zweite findet sie als gesperrt. Das dritte ist noch intakt. Entweder um den Zugriff des zweiten oder dritten entbrennt ein Kampf zwischen ihr und White Eye, um die Kontrolle der Datei.

Nach dem ersten hin und her zeigt sich White Eye mit seinem Stör-Sprite. White Eye will folgendes wissen:

- 1) Warum hat sie interesse an der datei?
- 2) Was glaubt sie hier zu finden?

Nachdem ihm klar ist wer sie ist räumt er folgendes ein:

- 1) Er hat ihre Loved ones, und einige andere, in seinen Host eingeladen.

- 2) Dort hat er etwas gemacht, das sie (CM) und er besonders zu schätzen wüssten.
- 3) Bevor er herausfinden konnte ob er erfolgreich war, wurden alle von ES entführt.
- 4) ES hat viele Namen „The Oracle“, „The Network“ früher nannte es sich „Deus“ aber „Deus“ ist nicht mehr. ES hat die Fähigkeit verloren zu machen was er gemacht hat und will sie wieder haben. Deshalb hat ES die Beschenkten entführt.
- 5) Wenn Du die Beschenkten finden willst traue nichts was du in der Matrix findest, da ES alles manipulieren kann. Folge den physischen Spuren.

Run 4: Out of the Hexagon

Still in the Hexagon

Im Host wird es wärmer, schwarzer Rauch steigt auf, der Teufel taucht auf.
„LucieVer ist angekommen“ dröhnt eine dunkle Stimme aus den tiefen des Hosts.

„Bist Du bereit dem Teufel zu dienen?“, fragt der Teufel.

Wo ist der Chip?

„In der Hölle fehlt ein Datenchip. Er befindet sich in Büro 2/36 nicht weit von dort wo die sterblichen Seelen jetzt sind.“

Wie erkenne ich den Chip?

„Der Chip ist blau mit roter Schrift. Die Zahlen 2074062319 stehen darauf. Er befindet sich in der obersten Schreibtischschublade in einer stahlgrauen box mit Fingerabdrucksensor.“

Was ist für mich drin?

30.000 Nuyen – LuciVer ist bereit bis 75k Nuyen raufzugehen.

Hinter der Tür

Wenn die Runner fliehen wollen oder bereit sind durch die Türe zu gehen öffnet sich die Türe. 6 Wachleute, der Magier und ein Feuerelementar haben sich auf der anderen Seite des Ganges verbarikiert.

4 weitere Wachleute mit einem Astralmagier und einem Erdelementar (Nahkampf), einem Menscheng Geist (Zauber und Verwirrung) und einem Luftgeist (Verschleierung) sind in einem Treppenhaus von Ring 2 bereit das Dach zu Stürmen.

Fight

Die Wachleute sind primär darauf aus die Flucht zu verhindern und die Runner festzusetzen bis Verstärkung kommt. Gasgranaten und Feuerelementar werden eingesetzt um sie auszurauchern. Auch Bet-Granaten kommen zum Einsatz. Ihre eigene Position ist mir rauch und grellem stroboskoblicht verhüllt. Zwei Personen geben Deckungsfeuer.

Weg zum Büro

Ist frei sobald man an den Wachen vorbei ist. Lediglich der Astralmagier kann noch Probleme machen.

Im Büro

Ist alles wie von LucieVer mitgeteilt. Finden ist kein Problem.

Datenanalyse

Ihr habt zwei Datensätze vollständig recovered:

Steves Freundin: Ähnliches Bild: Sie hat gegen 18.15 die Nachricht bekommen zur Reparatur ihrer Zapfanlage müsste sie sich mit Hot Sim wo einloggen. Das tat sie, redirekt auf die selbe adresse wie bei Sally, massive daten, auswurfschock. Bonus: Sie hat einen Strafzettel. Ihr Fahrzeug stand auf einem Behindertenparkplatz am Seattle Train Terminal. Jetzt ist es bei Hooked! Einem Abschleppdienst.

... Loved One: Ähnliches Bild. Kein Bonus.

Analyse des Datenstreams selbst sagt euch erstmal nix. Was das Bedeutet kann vermutlich nur ein Profi beurteilen der sowas schonmal gesehen hat.

Run 5: Finalize the case of the missing Husband (continuation of Run 2 Mission 1)

This is the continuation of the search for the husband. The runners should get the idea to break into his office to get information.

Interessant ist hier das das medizinische Gerät selbst alles hardwired an einem offline host hängt. Auf den host haben nur die beiden Docs zugriff. Durchsuchen des Hosts zeigt, dass hier die Bildgebenden Patientdaten liegen. U. a. Ultraschallbilder. Es fällt auf, dass seit der Änderung der Prozedur im letzten Jahr, manche Ultraschalluntersuchungen zwei Datensätze haben 1 und 1a. Beide sind immer auf den selben Tag und Uhrzeit datiert. 1A ist über alle Patienten gleich groß. 1A zeigt deutlich eine Schwangerschaft an, 1 ist immer anders und zeigt keine Schwangerschaft. Alle Schwangerschaften die von 1A betroffen waren sind nach der Untersuchung 2 als „unbekannter Abort“ klassifiziert worden.

Der letzte Fall vor dem Verschwinden des Doktors war eine Melissa Rothman, der am Tag des Verschwindens der dritte „unbekannte Abort“ mitgeteilt wurde.

Rothman Home

Eine feine Spürnase riecht im Rothman Home Pferdemist. Im Schuhschrank sind dreckige Stiefel zu sehen.

Jason Rothman gibt an das er dem Doc etwas antun wollte er fuhr ihm nach der Arbeit nach, sah dass er alleine in diese Stallung ging, ging ihm hinter her stellte ihm zur Rede, der Doc war uneinsichtig, bot ihm einen rabatt auf

die nächste Behandlung an. Dann setzte er seinen Plan in die Tat um stach dem Doc mit einer Einwegspritze mehrfach in die Brust. Der Doc ging zu boden und jammerte. Aus dem Augenwinkel sah er man in black kommen. Er verzog sich. Er konnte beobachten wie die man in black den verletzten doc in einen Schwarzen SUV packten. MiB waren zwei Männer in schwarzen Anzügen.

Emerald Down Videos

Dort gibt es zwar keine Videos von dem Parkplatz selbst aber von der Ausfahrt. Auf der Ausfahrt ist der SUV zu erkennen. Das System hat auch den Comcode aufgezeichnet mit dem bezahlt wurde sowie die Registrierung der Limo, auch das Nummernschild wurde gefilmt auf einem Fenster steht ein kleiner Aufkleber „Big Johns Rental“.

Big Johns Rental

Das Fahrzeug wurde von einer Frau gemietet. Mit dem rental war alles ok. Er hat noch die SIN und Comcode der Frau on file. Es ist der selbe Comcode den auch die Schranke aufgezeichnet hat. Der Name ist Charly Smith.

Charly Smith

Der Comlink ist off, ein AB ist an. Die SIN ist fake. Zur SIN gehört auch eine adresse in downtown. Das zugehörige Apartment gibt es nicht. Es gibt aber einen Briefkasten an dem Smith steht.

Hooked!

Das Auto auszulösen kostet 400 Kröten. Im Auto können mit geeigneten Proben DNA Samples vom Entführer der mitgefahren ist gefunden werden. Leider gibt es niemandem mit dem verglichen werden kann.

Poking around

Wenn die Runner zu viel herumstochern und auch eine Nachricht auf dem AB hinterlassen haben melden sich die anderen. Man ist zu einem Treffen im Club Penumbra bereit.

Treffen im Club Penumbra

Charly Smith kommt und räumt ein, dass sie einen Auftrag hatten den Doc zu entführen. Der Auftraggeber wusste genau wo der Doc ist, es ging nur ums hinfahren und einpacken. Sie haben den Doc dann wie bestellt betäubt und an einer ruhigen Strassenecke in ein wartendes Automatentaxi gesetzt. Das Geld wurde kurz darauf überwiesen. Den Comlink des Docs haben sie auf geheiß des Auftraggebers zerstört.

An der Stelle lügt sie. Den comlink gibt es noch. Sie ist bereit ihn für 10,000 zu Verkaufen.

Comlink vom Doc

Der Doc wurde über ein Wettangebot gephished landete dann auf dem Host und es ging den üblichen weg.

[Tell it to the wife](#)

Lev informiert die Frau. Die zahlt immerhin einen Teil der Summe.

Run 6: White I Extraction

Mission

Paladin lädt die Runner in ein 4 Sterne Hotel Suite in Downtown zum Treffen mit einem Johnson „Dr. O’Ryan“ ein. Der Mitarbeiter Matthew Jefferson des Seattler Sozialamtes soll extrahiert werden. Es handelt sich um eine cooperative Extraktion, trotzdem gilt

- absolutes Kontaktverbot zu MJ bis er habhaft gemacht wurde.
- Während der Extraktion und solange MJ in der Obhut der Runner ist gilt absolutes WiFi verbot.

Nach der Extraktion ist MJ für 24h zu beschützen, und anschließend hier im Hotel auf dem Dachgeschoss zu übergeben. Dr. O wird ihn mit einem Heli abholen und das Restgeld bezahlen.

Die Entführung muss wie ein Unfall mit Todesfolge aussehen. Der Unfall muss authentisch sein, daher hat Dr. O auch einen Klon vorbereitet.

Bezahlung: Dr. O fragt was sie wollen und zahlt das dann nach etwas Verhandlung.

Zeitlimit: Für die Mission gibt es kein Zeitlimit.

MJs Background

MJ ist 26 Jahre alt, er ist Renraku Bürger, also hat eine Renraku SIN arbeitet aber nicht bei Renraku. Er ist 2048 in der Renraku Akrologie geboren worden, als Matabe Katara. Seine Eltern haben den Shutdown nicht überlebt, er selbst wurde 2061, im Alter von 13 Jahren, aus dem Gebäude befreit und von den UCAS Bürgern Ron und Lisa Jefferson adoptiert. Er nahm den Namen Matthew an und brach mit Renraku. Matthew schloß die renommierte „Bridge Lane“ High School mit sehr gut ab Mit 21, 2069, erhielt er seinen Master in Information Technologies von der University of Washington.

Noch im selben Jahr heuerte er bei GeNet an (die Firma ist eine gut versteckte Tochter von Renraku). GeNet betreibt IT Infrastruktur für Großkunden. Unter diesen Großkunden das Seattler Sozialamt, zu dem er 2072 als Leiharbeitskraft wechselte um dort als Admin zu arbeiten.

MJs Fußabdruck in der Matrix ist gering. Er benutzt im wesentlichen die Matrix Aliases J-Ro und J-minator. Auftritte beschränken sich auf Kommentare, Newsgroup Einträge und Foren. Meistens zum Thema Softwareentwicklung, Computer, manche könnten auch in die Richtung Hacking interpretiert werden. Die Fragen die er stellt, bzw. die Antworten die er gibt lassen auf ein extrem gutes Verständnis, vor allem des Softwareentwicklungs Themengebietes schließen. Nicht ins Bild paßt seine sehr schlechte Note in der Masters Thesis zum Thema „Consideration of

Human Brainwave Patterns in Software Codeing"

MJ scheint keinerlei erwähnenswerte Hobbies zu haben. Er leistet sich ein billiges Apartment im SCIRE und macht Unmengen an Überstunden. Seit dem Terroranschlag auf den SCIRE ist er der einzige verbliebene Admin.

Easements

Die Runner finden heraus, dass er vor 2 Wochen mit dem Fallschirmspringen angefangen hat.

Complications

Die Runner machen zu viel Wind, FBI bekommt den Verdacht eine weiteren Terroranschlags zu Ohren und verschärfen die Sicherheit am Scire entsprechend.

Once they have Matthew Johnson

Matthew erklärt Clover Maiden, dass er „White I“ ist, er gibt an, dass bei einer neuen Firma angeheuert hat wo ihm mehr Ressourcen zur Verfügung stehen um seinen Traum zu verwirklichen. Trotzdem traut er dem Frieden nicht. Er wird jeden Tag ein Resonanzwasserzeichen in einem öffentlichen Host hinterlassen. Wenn er drei Tage lang keines hinterlässt soll sie ihn retten kommen. Anfangen wird er damit erst in 28 Tagen.

Complications

FBI, Knight Earrant oder ES kriegen den Aufenthaltsort heraus und versuchen sich mit einem Zugriff.

Run 7: Snow-Whites Love

Mission

Paladin zieht ein paar Strippen, fordert ein paar Gefallen ein und beschafft den Runnern einen High Profil Job bei der Mehrheitseignerin von Terradyne Industries Martha van Dyke.

Sie sollen zu einem Treffen in das Anwesen der van Dyke Familie am Strand von Bellvue kommen. Der Job ist sehr speziell. Da die Firma ein A Rated Konzern in Seattle ist gibt's hier weitere lohnenswerte Jobaussichten.

Treffen: Das Haus ist ein monströses Anwesen im gotischen Stil. Ein Butler bringt die Runner in den Empfangsraum. Mrs. Van Dyke ist eine rotblonde Frau, etwa mitte 50, sie trägt einen dezenten schwarzen Damenanzug.

Mission: Mrs. Van Dyke ist unzufrieden damit dass sich ihr Sohn in die bürgerliche Hazel Winters verliebt hat. Hazel hat als Doktorandin in der alchemischen Abteilung von Terradyne gearbeitet. Er hat sie bei einem unnötigen Betriebsrundgang kennengelernt. Seitdem ist er in sie verliebt. Vor etwa 3 Monaten ist sie verschwunden, seitdem ist der Krank vor Liebeskummer, hat sogar zwei Detektive darauf angesetzt sie zu finden. Sie hält das für sinnlos und will:

10,000 Nuyen für das Akzeptieren und Spesen

15,000 Nuyen dafür seine Liebe in Hass zu verwandeln.

15,000 Nuyen wenn sein Hass so stark wird dass er einen Hit Orderd

10,000 Nuyen wenn ihr den Hit persönlich ausführt.

20,000 Nuyen wenn sie auf Hazel Winters Beerdigung gehen kann.

Ihr Sohn, Richard van Dyke, ist in seinem Flügel des Gebäudes, der Butler kann sie hinbringen. Erfährt ihr Sohn vom Inhalt ihrer Absprache wird sie sicherstellen, dass dies der letzte Fehler ist der ihnen passiert. Rick können Sie sagen, dass sie angeheuert sind um Hazel zu finden.

Richard van Dyke ist ein attraktiver Junggeselle, ihr könnt euch gut vorstellen, dass die Damen bei ihm Schlange stehen. Sein Apartment ist dekoriert mit Partybildern. Ein abgegriffenes Foto einer schwarzhaarigen attraktiven jungen Frau liegt gleich neben ihm.

Rick erklärt die Unsterblichkeit seiner Liebe, wie es Seelenverwandtschaft ist und nie etwas zwischen sie kommen kann. Er ist sich bei den Gefühlen seiner Mutter Hazel gegenüber nicht sicher und überrascht, dass sie jemanden anheuert um sie zu finden. Er erklärt was vorgefallen ist:

- Vor 9 Monaten hat er Hazel auf dem Weg ins Büro seines Stiefvaters im Aufzug getroffen. Er fand sie sofort umwerfend.

- Er hat recherchiert wo sie arbeitet und eine Werksführung arrangiert um sie zu treffen.
- In der Folge hat er mehrere zufällige Treffen arrangiert, man verstand sich intuitiv und super.
- Aus den zufälligen Treffen wurden dates, er hat sie etwa drei Monate lang gedated bevor er sie seiner Mutter, Schwester und Stiefvater bei einem Abendessen vorgestellt. Das Dinner war ein Desaster, seine Mutter war kühl, distanziert und extrem Ablehnend.
- Nach dem Abendessen hat sie ihm offen geraten die Beziehung zu Beenden und lieber eine Adelige zu nehmen. Es ist zwar OK wenn er sich umschaute, aber Liebe kann es ja mit sowas wie Hazel nicht geben.
- Er hat sie weiter gedated und seiner Mutter auch klar gemacht, dass eher sie aus seinem Leben verschwindet als Hazel.
- Kurz darauf hat seine Mutter ihre Attitüde drastisch geändert. Sie hat einen Ahnenforscher beauftragt bei Hazel Adelszugehörigkeit Nachzuweisen und ihr zu Ehren auch einen Ball veranstaltet (Von diesem Ball gibt's sogar online Bilder).
- Hazel war in der Folge bei den gleichaltrigen adelsdamen in der Stadt gut aufgenommen worden. Vor drei Monaten hat sie mit 5 der Damen eine Oper besucht, der Chauffeur seiner Mutter hätte sie abholen sollen, sie kam aber nie zum Treffpunkt. Alle Damen die dabei waren sagten aus, dass Hazel zum hinteren Parkplatz ging, während sie auf Taxen warteten. Der Chauffeur sagte aus, sie sei hinten nie angekommen.
- Am 5.4. hat er ein Erpresserschreiben bekommen. Wenn er Hazel wieder sehen wolle, solle er 1,000,000 Nuyen bezahlen. Der Brief kam per Boten: *Got your girlfriend Hazel. If you want to see her again have 1,000,000 Nuyen on a Checkstick ready in 72 hours. Will contact you again for drop off instructions. Don't try to fuck with us or she will be fish fodder.*
- Er hat nie wieder was gehört. Wenn ihr sie zu ihm zurück bringt legt er nochmal 50,000 drauf auf was immer seine Mutter ihnen zahlt.

Zeitlimit: Für die Mission gibt es kein Zeitlimit.

[What really happened](#)

Hazel was attacked on the way to the limo. Two thugs dragged her in a backally and beat her to near death, a third one stood guard, when they believed her to be dead they left her. The ally also has a secret entrance to the Underground, the seven dwarfs were on their way up when they found

her. They picked her up and brought her to a street clinic. Bills were exorbitant and they had to indent themselves with the Shark.

The dwarfs took Hazel in after they paid for the operation. They all kinda fell in love with her on first sight, took pity or whatever, however she is now like a sister to them. The dwarfs live in the underground but not a publicly known place. Hazel lost her memory, remembers nothing of her previous life. The dwarfs called her Snow-White because they think it's appropriate.

Having borrowed too much money the dwarfs fell behind on their bills, the shark found the picture of Hazel and Ric van Dyke in the paper. He had her kidnapped, wrote the letter, lost Hazel and gave up on the black-mail.

Talking to the Shark

The Shark runs his business out of a Everett fishing pier. He has his office right next to the harbor master. A bunch of thugs is waiting outside for jobs. Ships are sailing out or bringing in fresh fish.

The Shark is a gray haired human about 60 years old, speaks in strong Irish accent. He still tells the same story:

An elderly Dwarf who called himself Doc and younger dwarf who seemed very grumpy came in his office one day. They asked him what it took to get 800,000 Nuyen for some really expensive operation. He asked what the OP was about, and they told him that a friend needed some replacement organs. He asked for security, the older dwarf explained that the girl's boyfriend is loaded and showed him the picture of her and Ric.

The Shark did his due diligence checked out the story turned out to be true so he gave the dwarfs the money. The dwarfs paid the first month on time, they didn't pay the second or third month. It took him some time to find the girl and had her kidnapped. The dwarfs now owe him 1,100,000. He will pay 30,000 finders fee for the money back.

The Fratellis

Had discovered that the girl goes by the street name Snow-White and occasionally drops of goods for sale at Rachel's Mystical Supplies at the Downtown Mall. They waited for her outside the store and grabbed her. Later the same day she got freed by the dwarfs. All attempts to find her again failed. They had eyes on the store for about 2 Month she never showed.

Turning Love to Hate

There is actually one person, who Ric hates more than he loves Hazel: Ronald Nardini. He was his father's protégé, the son of their former maid, Roswitta Nardini, granted he was born into a poor family and worked for everything he had. But Ric's dad always stuck it to him, paraded him around

and supported Ronald. Ronald was like the son he always wanted. He getting his girl, would flip his love into hate.

Ronald works in the office of the CEO at Terradyne. Where he is the head of the office. One could also argue he is first secretary but that would not be giving him enough credit. He studied law in Harvard, where he went on a merit based scholarship. Ric's step dad seems to value Ronald's work similar to his father.

Finding Snow-White

Following the trail of Rachel's Magic Store is dead. However, legwork in the Ork Underground pays off. Asking around for a couple of days provokes a reaction. The first reliable source they come around is a **dwarf named Miles**. For a small fee he tells them the last known whereabouts of the seven dwarfs: An abandoned warehouse, which is accessible from the Underground.

At the warehouse the Runners are ambushed by a group of Orcs. The Orks are not exactly using deadly force. On the Orks leaders comlink they find that he talked to someone labled Grumpy recently. After the phone call the leader received a message: "Let me know when it is done."

Calling Grumpy results in a grumpy voice asking: "How did it go?"

Possible deals: Grumpy and the dwarfs have an interest in getting the Shark and the Mafia off their backs. So they are very open to have their debts being payed for. The dwarfs don't want Ric and Hazel to get back together, as seeing her with another man would just hurt to much. They would be willing to support a ploy where Hazel gets together with Ronald if it would be just for show and meant that Ric is out of the picture. The core interest of the dwarfs is to keep Hazel for themselves, any deal that assures that is an excellent deal.

The dwarfs can be persuaded to do the best for Hazel and not stand in the way of true love.

Run 8: Runway Madness

Behind the scenes

The purpose of this run is to introduce the runners (without their knowledge) to the CFC nanites. In this case the nanites will take over the fashion show, which uses nanite technology to give the dresses something special. This something special will attack models and guests alike and all hell will break loose.

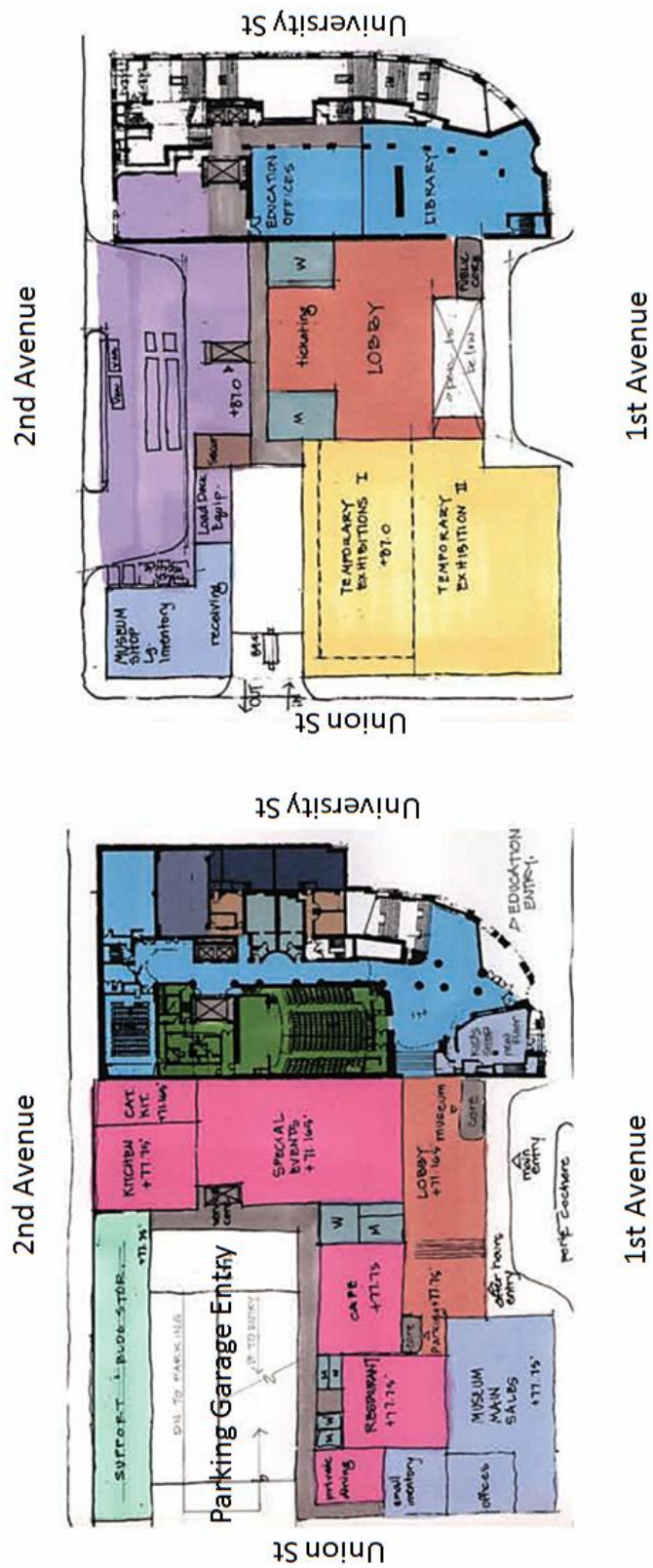
Mission

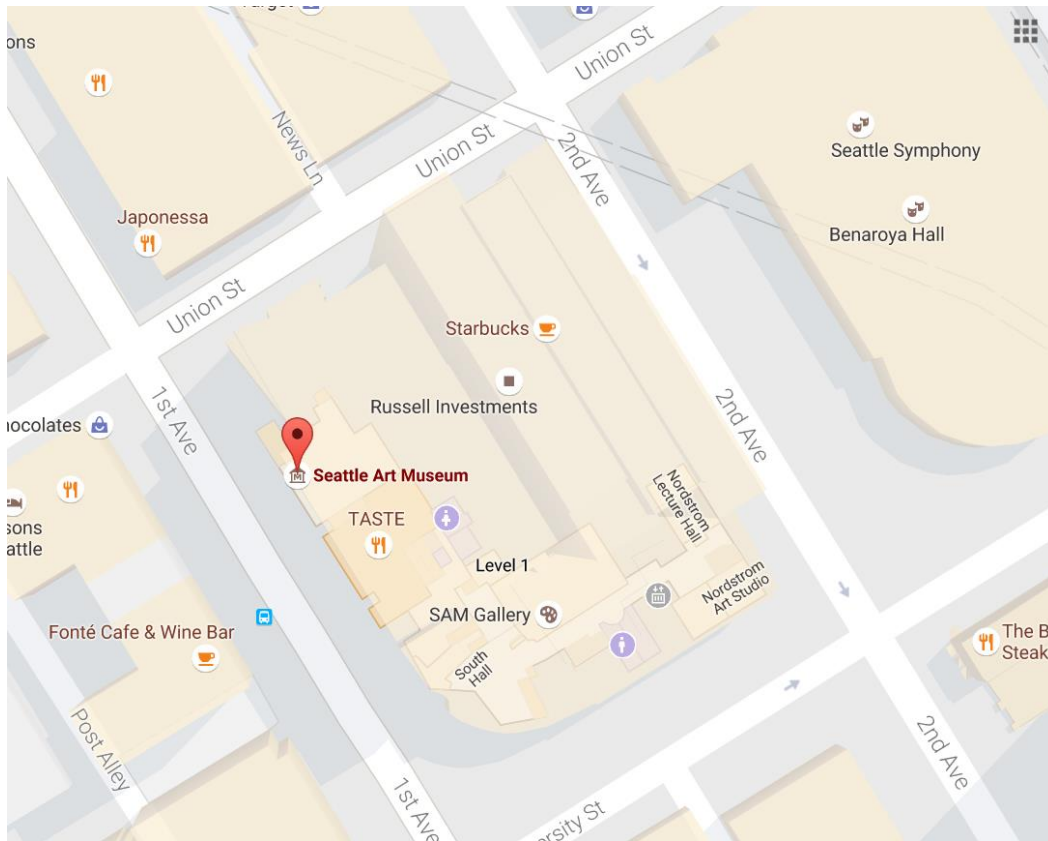
Mission is awarded by *Mercury* to *Wolf* as his monthly service to the group, two weeks ahead of time. He has a budget of 10,000 Nuyen to be spent on additional physical security for *Tara Show* a rising star on the model sky and niece to an influential member of the family. She isn't really fond of the family business and doesn't need to know about the security detail or that the family is taking care of her.

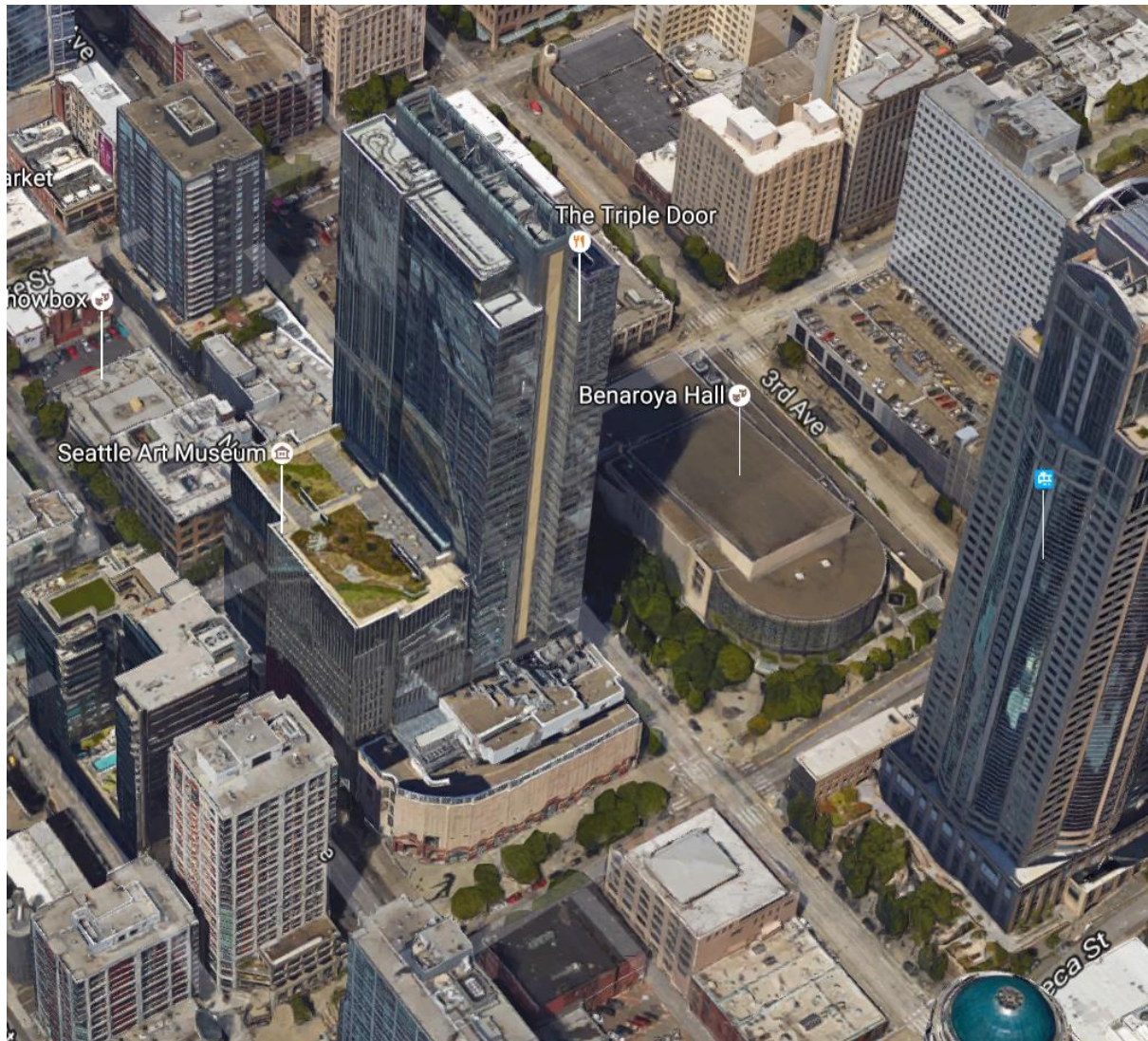
Her safety during tonight's Metropolitan Fashion show at the Seattle Art Museum has the uppermost priority. Secondary objective is to keep the VIPs in the first rows safe. Tertiary objective is to keep the +1s of the VIPs safe.

The team gets 5 Security badges granting access to all areas of the venue.

The Location







The building is about 100 m long and 50 m wide.

The Runners have access to the special events area, where the venue will take place, Kitchen, Catering Kitchen, Lobby, the Sales Store and the Parking Garage.

Kitchen and Catering Kitchen have NO outside access to 2nd Street, people enter through the Lobby, VIPs and staff enters directly through the elevator. Catwalk and backstage area are constructed within the special events area.

The room fits about 200 guests. You have two seats in the third row.

Provided Security

The main entry has 4 security guards, but no special sensors. VIPs and staff are screened at a screening station (MAD, Chemsniffer) in the parking garage. All others are screened at the main door, in a small screening station hidden from view after the red carpet) by the same method. Each station has 3 guards.

4 guards are available in the main room, 6 guards patrol outside.

Cameras are available in publicly accessible areas but not the event area or kitchen areas.

Matrix Security is average.

Magical security is nonexistent (which means bring your own).

Night of the Fashion Show

A red carpet is prepared outside, where the VIPs and wannabe-VIPs meet fans and press. Everybody who has a ticket can walk the red carpet.

The main lobby is converted to a meet and greet area where refreshments are served.

Music invites the guests into the main room. Seats are numbered. The show is a blast. Among the guests it's a well-known rumor that Emilio Bonani's living dresses will be the highlight of the show. A matrix research reveals that he is using nanite controlled fibers to change the way the dresses move.

Emilio's first model, Penelope, walks the catwalk with absolute grace. The way her dress floats completely contrary to her movements is mesmerizing. She is followed by a group of five girls, among them Tara. Their dresses look like tentacle monsters with parts of the dress floating like tentacles above the models head, others spread to the side imitating a wide skirt. The way the dresses move is much less smooth as before.

As the first girl, reaches the end of the walkway, she stumbles and falls right into the first row onto a fat Russian looking guy. The second tries an evasive maneuver but her fancy skirt and high heels have something to say about this and she falls off the catwalk to the side.

Tara is third, she tries to stop and falls flat on her nose after making a totally unnaturally looking stop. The other two remain standing.

Bevor the runners can really figure out what's going on they realize that the tentacles try to bite and strangle the models. Some of the VIP guys rip the clothes off the girls, which continue to attack the VIPs. Guards try to shoot the dresses.

Panic.

Runners save the day. The cloths need to be burned to stop them from attacking.

Lockdown

After reports of an attack are received by Knight Errant they lock the hole place down, sealing of all entry and exit routes. They enter their anti-terrorist response protocol. They make sure everybody who wants to leave gets interviewed.

Key witnesses are interviewed by three Project Vulcan Agents, who flash their corporate IDs and a license making them special investigators of the Department of Justice. They are members of Aztechnology, NeoNET and Evo.

They want to know thing like: Who has been in contact with the clothing? Is the entire amount of clothing accounted for? They double-check everybody's SIN and make sure they have fingerprint and DNA information, to rule out that they are treated as suspects. Everybody can deny giving this information but in turn is treated as a suspect, which includes being held for 24h.

Aztechnology – Mage – Citlalic Nahuatl

Appearance

All Project Vulcan Field Agents wear long black leather coats, dark blue suits, white shirts, dark blue ties, black hat and big dark shades.

The trio that the Runners have to deal with has an Aztechnology mage. She is only 1,65 m tall, has short black hair, and the typical Latino skin tone. Citlalic (name of the first female Warrior) Nahuatl.

Background

Citlalic Nahuatl is the poster child of aztecization of Mexico. Her Grandparents quickly adopted the new philosophy and changed their Spanish names to an Aztec version. Her parents made lower management in the early Aztechnology Corporation. She grew up safely guarded by the corp and grew up well indoctrinated. With the mega supporting her magical education and giving her a good life there is no room for doubt or disloyalty. She is 100% behind the corp and the philosophy.

She is reluctant to spill blood if it can be avoided, but decisive in her actions. She sees hesitation as a sign of weakness. She prefers to strike swift and hard. She is trained to apply force and demonstrate strength to get what she wants.

NeoNet – DPS, Face – Alexandra Goodkin

Appearance

All Project Vulcan Field Agents wear long black leather coats, dark blue suits, white shirts, dark blue ties, black hat and big dark shades.

The trio that the Runners have to deal with has a NeoNET Face and Damage dealer. The beautiful woman, with the body of an underwear model and long, golden hair, is 1,80 m tall, has a lightly sunkissed skin and charismatic big blue eyes. Her face is soft and friendly.

Beneath all that are some fine cyberware and bioware products. No nanites.

Background

Alex Goodkin comes from street but has set her mind to becoming something better. She worked her way through public schools to finally get a corp sponsored scholarship. From thereon she lived to impress the corp and finally scored a job. She initially joined security as a guard but made her way to a detective rank through evening and weekend schools, while still training hard for her day job. Through excellent job performance, corporate sponsorship and credits she earned various cyber and bioware implants, making her a more and more versatile and valuable asset. Using her natural charm to her advantage she quickly became a valuable asset for special investigations. She is deeply loyal to the corp and the corp trusts her for that.

Alex knows that there is a time for sweet talking and a time for hard blows. She has a good instinct to decide between the two. She is an excellent role model and people tend to follow her, making her a strong leader as well.

Evo – Rigger, Hacker, Tank – Vladimir Boskow

Appearance

All Project Vulcan Field Agents wear long black leather coats, dark blue suits, white shirts, dark blue ties, black hat and big dark shades.

The trio that the Runners have to deal with has an Evo Hacker with strong Rigging skills and the body of a tank. He is a 1,95 m tall Ork with two cyberarms and legs. He dresses up nicely but his orkish features are very pronounced.

Background

Vladimir has never been much of a people's person. He has always trusted more in technology than in men. Growing up as a tech nerd in the streets of Wladiwostok he quickly learned to endure a beating. Yet he learned what he could from manuals, chips and tinkering with stuff. Eventually an Evo scout picked him up. Having an Orc in a leading position certainly helped other Orcs becoming respected members of the corp. A special hands on training program refined his skills. Being a Rigger/Hacker combination who doesn't die at the first bullet made him a primary choice for many high threat missions. As he kept surviving they invested more in him.

To Vladimir the corp is just a provider of toys and he does not want to miss them. He is not the talkative person but an excellent observer. He usually keeps an eye out for the surroundings while the others dig into the case. Once there is tech do deal with the roles reverse.

Epilogue

Tons of videos of the event get posted and shared in social media. Response is overwhelmingly funny with just a few nerds asking what happened. Emilio Bonani certainly has no explanation.

If the clothing is analyzed in detail, they have a large amount of nanites. The nanite programming cannot be downloaded as any attempt to download results in corrupted files.

Official explanation is that the nanite SW got corrupted during the installation process for to be determined reasons.

Run 9: Cleaning Up the Pieces

This is just a Run to clean up some loose ends which the runners have created so far. In your campaign this might be a whole different set of messes. This here is the mess my runners made.

Tara Shows Mess

- Runner Beschreiben was sie nach der Flucht machen.
- Runner geben Tara unter 2 bis 3h an Jimmy.
 - a) Jimmy ist zu diesem Zeit in seiner Villa in Fort Lewis. Die Fahrt dauert über 1h womit sie die Nachricht auf jeden Fall erfahren.
 - b) Jimmy ist begeistert Tara wieder zu haben. Er weiß noch nix von der Viralität der Videos, weiß nur das es einen Zwischenfall gab, weil das Programm unterbrochen wurde.
 - c) Jimmy insistiert, dass die Runner auf Drinks und Essen bleiben.
 - d) PV und KE lassen die Party platzen.
 - e) KE und PV werden der Runner habhaft.
 - f) In diesem Scenario ist Jimmy sauer weil:
 - Peinliche Videos von Tara gibt.
 - Tara polizeibekannt ist und er sich mit einer Fluchtklage rumschlagen muss.
 - Er zahlt die Hälfte.
- Runner geben Tara freiwillig der Polizei:
 - a) Etwa 1 h nach dem Vorfall laufen in den Nachrichten Meldungen, dass Tara Show eines der Opfer war und scheinbar aus dem Bereich verschwunden ist. Sofern sie wohl auf ist möge sie sich bei der nächsten Polizeidienststelle melden. Auch wenn es momentan nicht den Anschein hat, könnte von dem Kleid das sie trägt für sie und andere weiter Gefahr ausgehen.
 - b) Wenn die Runner sie alleine abgeben, wird von einer weiteren aggressiven Verfolgung der Runner abgesehen.
 - c) Tara wird den Ordnungskräften erzählen, das ihr Vater, Jimmy, Bodyguards angeheuert hat und diese sie gerettet hätten.
 - d) Jimmy wird sich zuerst Wolf einladen, ordentlich ausflippen weil seine Tochter in Polizeigewahrsam ist, der Depp der Nation, sie weiß das er sie beschützen lies, das Verdammte Justizministerium auf die Sache aufmerksam wurde und jetzt weiß, dass sie seine Tochter ist. Er flippt völlig aus und zerstört mit einem Aztekischen Kriegsgerät einen Stuhl.
 - e) PV platzt in das Meeting, Jimmy hat noch Zeit Wolf zu befehlen sich zu verstecken. CN starrt Wolf beim reingehen an, schaut sich dann im Raum um und erzählt Jimmy, dass ein Velocity Raptor in Dänemark gestohlen wurde und sein Schwert aus einem Museum in Technolitan gestohlen wurde. Alex erklärt Jimmy, dass er die Wahl hat: Das Justizministerium, Evo, NeoNet und Aztech können sich weiter in seinem Business umschauen und ihn erstmal wegen Besitz von gestohlenen Gütern verhaften oder er organisiert ihnen ein Treffen mit Tara und allen Personen mit denen Sie seit dem Vorfall Kontakt hatte. Wenn das gut geht, wird das Justizministerium Taras Namen aus den Vorfällen heraushalten, den Umstand das sie seine Tochter ist weiter geheim, und durch einen Erlass die weitere Verbreitung der peinlichen Videos innerhalb der UCAS und den Evo, NeoNet und Aztech Grids stoppen, und die peinlichen Videos dort entfernen. Jimmy akzeptiert zähneknirschend den Deal. Sie geben ihm 2h.
 - f) Jimmy schafft Wolf an umgehend zu tun was die Lady gesagt hat.
 - g) CN und Boris beschatten Wolf Astral und mit Drohnen.

- h) KE und PV werden der Runner habhaft.
- i) In diesem Szenario ist Jimmy mit dem Ausgang der Situation halbwegs zufrieden und arrangiert das der Shark die Runner auszahlt.
- Runner machen ihr Ding und es dauert länger.
 - a) Etwa 2 bis 3 h nach der Flucht hat CN erfolg die Runner mit Hilfe von einem oder mehreren Geistern zu finden.
 - b) CN ist dann gleich Astral dabei, wird weitere Geister zur Hilfe rufen um die Runner zu stoppen. Bevorzugt durch Unfall (Platter reifen, Motorschaden, Fahrzeugkollision)
 - c) Ein paar Minuten nachdem sie gestoppt wurden sind Suchhubschrauber und Drohnen vor Ort, KE riegelt das Gelände weiträumig ab.
 - d) KE und PV werden der Runner habhaft.
 - e) In diesem Szenario ist Jimmy sauer weil:
 - Peinliche Videos von Tara gibt.
 - Tara polizeibekannt ist und er sich mit einer Fluchtklage rumschlagen muss.
 - Er zahlt die Hälfte.
- PV hat die Runner
 - a) Die Runner werden gescannt und ein Bluttest wird gemacht.
 - b) Danach können alle gehen.

Fratelli Situation

Das Restaurant brennt ab. Die Brandursache ist unklar. 5 Ganger, inklusive Bo, sterben in den Flammen.

Daddy's Chauffeur

Wird in einem gestohlenen Nightsky verhaftet. Im drohen wegen üppigen Vorstrafen 5 Jahre Knast. Der Don stellt ihm zwar einen guten Anwalt, geht aber davon aus, dass er die Strafe absitzen muss.

Lover'Hacker

Hacker Freund hat durch Auswertung weiterer Videos folgendes herausgefunden:

- Gehmuster geeignet für biometrischen abgleich
- Schattenriss der beiden Täter beim reingehen rekonstruiert aus Helligkeitsschwankungen an der Wand.
- Der erste Täter ist etwa 2m groß, von einer Klitschko Statur und etwa 180 kg schwer, was er auf ein Körpergewicht von 110 kg bis 120 kg, 20 kg für Ausrüstung und 40 kg bis 50 kg für Cyberware zurückführt.
- Der zweite Täter ist etwa 170 cm groß, hat eher eine Albert Einstein Figur und ist mit Ausrüstung etwa 70 kg schwer.

Dinner with the Dwarfs

Snow, Ric und die Zwerge laden zu einem Dankesessen. Während des Essens sehen sie das Armband mit der Schneeflocke an jedem der Zwerge.

Der Freundschaft wegen wären die Zwerge bereit ihren Auftraggeber zu verraten: Eine Frau die nur über Telefon Kontakt hielt und sich „Sun“ genannt hat.

Der Auftrag kam sehr kurzfristig, es waren 100,000 Nuyen versprochen, es sollte aussehen wie ein Unfall. Sie sind ins Leichenschauhaus haben eine weibliche Leiche gestohlen, haben dann die Freundin entführt und den Trailer in Brand gesteckt. Wie gewünscht haben sie die Freundin samt ihres Comlinks in ein Automatentaxi gelegt. Der Hacker der Zwerge hat sich zum Eigentümer des comlinks gemacht solange sie ihn hatten. Er tracked ihn zu einem Pawnshop in Tacoma.

Im Pawnshop finden die Runner heraus, dass der Comlink von einem John Pumpernickel dort verpfändet wurde. JP, ist Pilot eines Ambulanzhelikopters, er hat Geld dafür bekommen die Frau in den Heli zu laden und den Heli auf remote control zu stellen. Nach 1 h kam der Heli wieder zurück, drin war nur der Comlink, sonst war alles ok. Er hat den Comlink wie er war verpfändet.

Das GPS des Comlinks hat seinen Weg, dank einiger social network apps die alle Bewegungen tracken aufgezeichnet. Die Info ist nicht gerade transparent greifbar aber mit Hilfe der Zwerge kommt CM an die Daten. Der Heli flog zu einem Lagerhaus in Everett, direkt am Hafen.

Das Lagerhaus ist voll automatisiert. Humanoide Drohnen packen hier Container ein und aus. Matrixsicherheit ist entsprechend gut. Automatisierte LKWs bringen die container zu und von Schiffen.

Hunting D

Nach ein paar wochen observation findet Stef heraus, dass D sich in Vampirtreffpunkten ein Opfer sucht. Nach einigen Fehlschlägen lernt er zu erkennen wer das Opfer wird. Sie folgt dem Opfer nach Hause und sucht es dann bei Tag an seinem Schlafplatz auf. Der Überfall läuft prinzipiell immer sehr ähnlich dem ab was bei seiner Freundin passiert ist.

Run 10: Albuquerque

This is a very nice adventure which stressed my Runners a lot since slew of prime runners makes an appearance in this one.

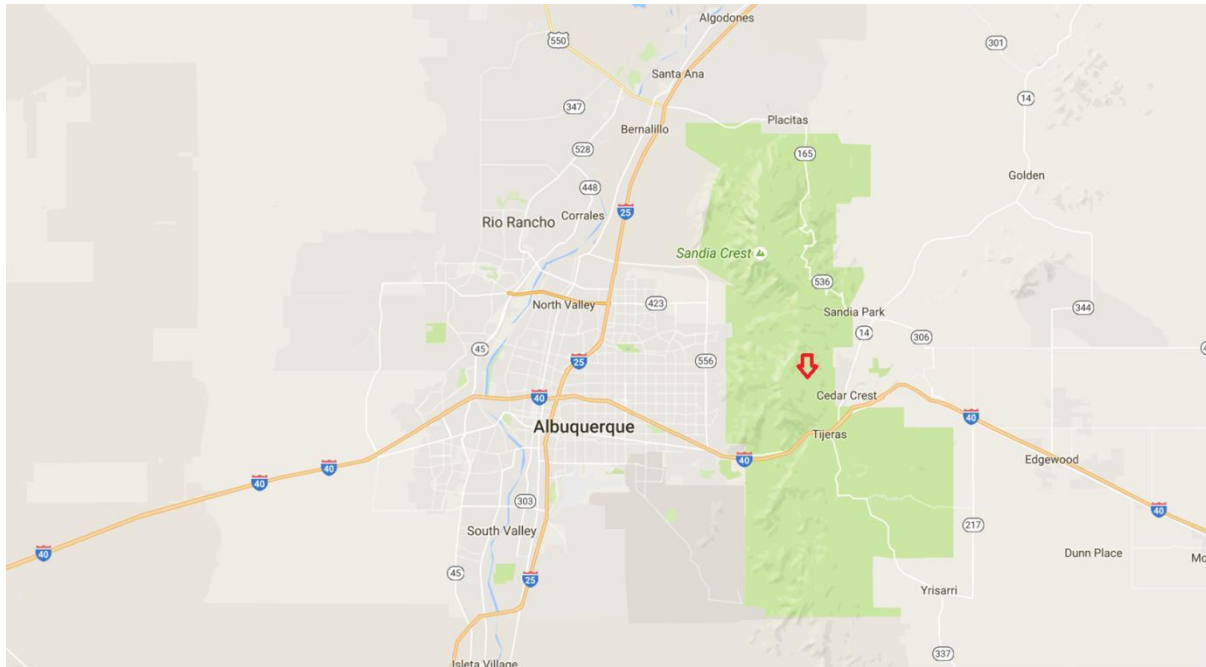
The mysterious mail

Tell it to them straight

Roadblock receives a text message from his missing girl-friend Linda with only two words: „Help Me“. It came from her comlink.

Gathering Intel on the Message

The comlink was only on for a split second. From the message a hacker can actually determine the coordinates where it was sent from: From the eastern slopes of the Sandia Mountain range. Satellite images can be pulled from public sources but show only typical vegetation.





Typical Sandia Mountain Walking Track

Getting to Albuquerque

Travel

The Runners can travel by any means they want. Albuquerque is in the PCC hence they need to cross some borders. Unless they smuggler their gear or buy PCC AND UCAS licenses they can't take anything restricted, and of course nothing forbidden.

The Double Eagle

Roadblock has a friend in Albuquerque who can help out with local gossip, local politics and easy to acquire gear. Name is **Buffalo**. He wants to meet in the Double Eagle Restaurant. The Restaurant has a pretty nice steak house (White Eagle), steeply priced, and a low budget Tex-Mex eatery (Black Eagle) in separate dining areas.

Jonathan Riser Interference

Buffalo is running late. As the runners wait, another man takes a seat at their table. He is a white human, about 185 cm tall, athletic build, in his late 30ies, and wears black baggy-pants, and a tight black armor jacket in synthleather look, with attached hood. He has no obvious cyberware. He wears two little

ear studs. One is emerald (Smaragd) and the other one is topaz. These are the colors of the Cutters gang, Seattles second largest Go-Gang with chapters all over the CAS and UCAS. The cutters are known for being in for business and don't waste time with typical gang stuff. They are as close to a Shadowrunner as a ganger can be. Rumor has it that the Cutters have solid ties to the professional wetworker scence.

Ascanning may reveal that he is quite heavily cybered with head and bodyware. Both bio and cyberware. He acts, speaks and moves with absolute confidence.

"My name is Riser, and I have a proposition for you", are his first words after he sits down.

Rolls on Etiquette or Matrix Search yield the following results:

0 – Riser who?

1 – The name Riser is well established in the shadows, you know it's a big name with a positive reputation.

2 – Riser is a Seattle fixer and former member of the Cutters.

3 – Riser is a well respected member of Shadowland, he has a focus on wetwork.

4 - Riser has written multiple Shadowland articles, he is still on excellent terms with the Cutters and head of the hitman team Smoker's Club.

Risers Proposal

Tell it to them Straight

"I have a proposition for you"

...

"I know that you are interested in investigating certain coordinates in the Sandia Mountains."

He passes you an AR satellite image of the mountain area you are interested in. It shows the same as the public picture, which you acquired already.

"I have the same interest. Do you want to team up?"

Behind the Scenes

Riser knows everything about the runners and why they are here because the buddy he wants to bring along is FastJack, which he introduces only as Jack the Decker. FastJack has run a thorough background check on the Runners. That's how they know about the missing loved ones and their search for the comlinks. Riser has actually acquired Linda's true comlink from a pawn shop dealer in Seattle and used it to lure the Runners here. FastJack feels a little guilty about tricking the Runners into cooperation but Riser has no such remorse. He intends to plant the comlink in the building for the Runner to find.

Riser has excellent background information on the target area and will try to persuade the Runners into cooperation using that intel. Among the information is:

- Real satellite pictures showing a mountainside log cabin.
- Pictures of a truck approaching the cabin both east and west of what seems to be a chasm.
- Rumors that the cabin is a back door into an impenetrable research facility operated by NeoNet. The Backdoor is probably being used to get those things in, that NeoNet can't bring in through the front door.

Riser and FastJack believe a mutual friend and fellow Shadowland member, the AI ... has been kidnapped by NeoNet and brought there for study and potential disassembly. They need access to the mainframe and storage unit of the facility. If the Runners help them to get physical access Jack will look through the data to find whatever information it is they seek.

Riser is willing to support their preparation with up to 10,000 Nuyen for gear and gives them 48h to prepare. He and Jack will make preparations as well. He suggests coordinates in the desert to meet in 24h to discuss plans in more detail.

Buffalo's Arrival

Tell it to them straight

Buffalo is a black haired dwarf with quite the beard, wearing brown synthleather duster and a cowboy hat. He is sorry for the late arrival but claims that he had car-trouble and waited for ever for a mechanic to arrive. Turned out that it was just some hick-up in the electronics and everything is fine now.

Behind the scenes

Buffalo can tell the Runners what they need to know. He knows that the NeoNet facility is a source of continues rumors and good employment opportunities. Rumors involving the facilities are:

- The facility is impenetrable and quite a number of runners have lost their lives trying.
- There is a dragon inside.
- There is an undead dragon inside.
- The dragon is a hacker
- AIs are inside working for NeoNet or enslaved by NeoNet
- Ghosts are inside either working for or enslaved by NeoNet
- Unsanctioned human experiments are going on
- There is a portal inside
- The portal leads to a really, really bad place.
- The portal leads to hell.
- The undead dragon came through the portal.

On Albuquerque he has not much to tell. The NeoNet facility and a bunch of other corps keep the small Runner community active. The city gets the occasional outsiders but they rarely fare well. The city is rumored to be the capital of the Soyoko a secret circle trying to manipulate the PCC. Nothing is known about their members and plans. The underworld is dominated by the Koshari a Native-American Mafia, which runs all aspects of organized crimes. They don't like outsiders in town.

Buffalo can get the Runners any gear with a rating of 8 in one day and a rating of 10 in two days. Smaller amounts are no problem, big amounts will cost more or are impossible.

Cabin in the Mountains

Vaster Surroundings

Tell it to them straight

A chasm with a tiny river deep down and a mountain range enclose a plateau in the eastern Sandia Mountains. The plateau is about 6 km by 3 km, and approximately oval shaped. Its covered with typical Sandia Mountain vegetation. A fence runs on the other side of the 20 m deep, and 15 m wide chasm. The **fence** is 3 m high, has seen better days and is fully intact. Observation of the fence can lead to the following results on a **perception test**:

0 – Hey a fence!

1 – The fence seems impenetrable, a sign reads “Private Wildlife reserve – Mortal Danger”. The fence has a door on the other side of the bridge.

2 – The fence seems stable enough to carry a troll, fence posts seem pretty solid. The door looks like it can be automatically opened.

3 – Small electric wires run on the other side of the fence likely protecting it from animals on the inside.

4 – The fence is enhanced with proximity sensors and hidden cameras.

5 – A monofilament wire runs across the top of the fence.

The Runners can also observe **the bridge** for the following results on a **perception test**:

0 – Damn! Its broken.

1 – What used to be a proud wooden bridge some hundred years ago is now broken into two major pieces, which barely cling to the walls of the chasm, no way it can be crossed.

2 – The way the bridge hangs is defying gravity.

3 – The bridge is not really old, it just looks old, materials seem modern.

4 – The bridge has a mechanic to it that might be able to move it upwards. Both ends may connect smoothly.

5 - There is a hidden control box beneath a stone on the other side.

A **road** runs to and from the bridge. It reaches the main road after approximately 10 km. **Tracking test** on the road can yield the following results:

0 – I am sure there is a road. Almost sure that is.

1 – It's a dirt road, not enhanced in any way it is solely created by things driving over it.

2 – The road is paved by trucks, likely a 6x6. You also find a number of cigarette butts along the way on both sides.

3 – It is a 6x6 Truck, with a total weight of 15 to 25 tons.

4 – It's the same type of 6x6 Truck which drives there in irregular intervals. Pretty sure it's about 18 t heavy and does drive fairly fast.

5 – It's one and the same truck all the time.

The road ends at a series of bushes which separate it from the main road. A tiling mechanism which can open the "gate of bushes" is quickly identified.

Behind the sciences

The DNA on the cigarette butts is always the same. Using appropriate technology it can be sequenced and tracked to a *Rowen Caddy*.

The Private Wildlife Reserve

The Wildlife reserve is basically the buffer zone between the cabin and the rest of the world. Another fence about 30 m from the cabin locks the critters in. The idea is that the critters will keep nosy people out. If necessary the GM can take his pick of critters that the Runners could walk into. Ideas include: All kind of snakes, scorpions, large cats, bears, birds of prey, thunderbirds.

The cabin

Tell it to them straight

The cabin is a log cabin with a floor area of about 12 x 16 m², which sits next to a barn made in the same style. The barn is in direct contact with the mountain. The barn is about 6 m high, 6 m wide and 20 m long. A small walkway connects barn with house. Both roofs are covered with solar panels.

The garden includes a small playground, well, and wind turbine. A very capable sensor array is located on another mast over towering all other structures.

Behind the scenes

The dwarfs Zara “Z” Brown and George “G” Brown live and work in the cabin with their 6 year old son Brian “B” Brown. They are highly skilled, trained and paid NeoNet employees, who have a really nice setup here. Their duty is to guard the door against everything that comes out and run interference on attempts to get in. The sensor tower allows G, who is a Technomancer, to see everything which is going on in the area. The sensors include anything the GM wishes for. If need be, the cabin can be equipped with a missile arsenal to take down even more aggressive attempts of breaking and entering.

Z is a shamanistic mage living in agreement with nature. She nurtures and cares for the animals living in the wildlife reserve. She can even take control of those animals using appropriate spells and coordinate their actions.

Astral Security can be as tough as the GM likes, within the capabilities of Z. Standard setup would include a warded cabin, a door ward on the barn and mountain door. Spirit of man maintaining a detect magic spell with extended range.

B is the weakness in the setup. Both would do anything to save B’s life.

They do know in advance when the truck is coming and how many crates will be on the truck, as well as how much each crate will weigh.

As with Rowen, the Browns do not have WiFi devices at all. Things are old fashioned in this household. The only connection to the Matrix is G. He is in touch with HQ in Boston. If things go south he will alert his superiors.

The cabin is a Level 3 Static Zone.

Background count could be very much aspected towards Z.

If the dwarfs detect the Intruders and G can communicate, he will inform HQ about the intruders.

The dwarfs would usually inspect the crates from the outside. Typically using scanners (radar, MAD, WiFi) and magic (catalogue, detect life). They usually cannot penetrate the gear and special delivery casings with electronic sensors.

Door in the Mountain

Tell it to them straight

At the end of the barn there is a massive security door about 6 m tall and wide, with two wings. Both wings are locked together by four absolutely massive bars. There is a complex mechanic, to move the bars to the side and open the door, which makes it a two dwarf job. Each mechanic is locked in place by a maglock. The maglock requires palm-prints and a security code to open. The door is clearly made to lock things in. Big and strong things.

Runes cover door wings and frame.

Three lights, green, yellow and red, are located on top of the frame. Currently the green and yellow light are on.

Behind the scenes

The frame runes belong to a door ward, the wing runes to a ward. The maglocks have Level 6 with no Temper Alarm. They are completely stand alone. Maglocks can easily be destroyed if need be and the door can be opened. After all, it's made to keep things in.

The green light indicates that the other door, downstairs, is locked. Yellow light indicates that the elevator is upstairs. Once the other door opens the green light goes off, red light goes on and the door locks itself with additional locks which are not accessible from the outside or inside (as they are embedded within the wings). Once the "elevator" starts moving the yellow light will start to blink and go off once the elevator reached the other end.

Deeper into the Mountain

Tell it to them straight

Behind the door leads a tunnel downwards. The tunnel is also 6x6 meters. On the right 3 meters there is a 6x3 m platform, which can move automatically downstairs. It has a control terminal, which allows, start and stop. Next to the platform is a long flight of stairs.

Behind the scenes

The area continues to be WiFi free the elevator is completely old fashioned.

Rowen Caddy

Background on Rowen

The amount of information the Runners get depends on the results of a combined data-search and legwork test.

Matrix-Search Results:

- 0- The Rowan Caddy is a salt and pepper caddy that also offers tooth-picks in the middle.
- 1- Pretty much no information is out-there tying Rowan Caddy to a person.
- 2- Some people in Albuquerque seem to know a Rowan Caddy based on social media postings.
- 3- Rowan Caddy lives in the outskirts of Albuquerque in an over 100 year single family home with a big shed and yard.
- 4- Rowan Caddy works as a driver for NeoNet since the company was named Fuchi.
- 5- You manage to tie several rumors that float deep in the underground areas in the matrix to Rowan Caddy. From what's being told is, that he is a dangerous physical adept, who specializes in delivering dangerous and high value assets.

Legwork in Albuquerque on Rowen Caddy yields the following results:

- 0 – Rowen Caddy? What a funny name!

1 – Nobody seems to know a Rowen Caddy but among the gas station operators, there are a view who remember the truck, and hey: The drivers name could be Rowen.

2 – There was a Rowan Caddy once who went to Albuquerque High. Being only an average student he did excel in sports and loved tempering with cars. He was a three time martial arts champion in high school. Nobody knows what became of him. All electronic records got lost in the crash 2.0.

3 – Some of Rowans old school friends believe that he joined the military or something after school. Went to see the world, never came back. Properly died.

4 - Rowen came back but kept a low profil ever since. He lives in a single family home in the outskirts of Albuquerque. His truck is an Oldtimer from the 1980s. Rowen maintains the truck in his garage.

5 – From one of the few people, who Rowen still has contact with you learn: While at the military Rowen got trained as a Mechanic later joined special forces, from where he got hired by Fuchi.

Rowen's Home – The Caddy-Shack

Tell it to them straight

A few miles north of Albuquerque settled in the foothills of the Sandia Mountains, there is the Caddy Family Home. Obviously poorly maintained since a very long time the old farmhouse does not look like much from the outside. The yard is not maintained at all, windows are too dirty to look through. A barn is right next to the house. Lights are off inside.

Behind the scences

Rowen is no fan of new technologies. He likes things old and mechanic. He is well aware that he works in a dangerous profession and has made preparations at his home. The place is a **Level 5 Static Zone**. Through vandalizing nearby WiFi sources he keeps it that way. One of the few modern devices he owns is a WiFi detector which tips him off if anybody brings a decent WiFi device within 400 m or an RFID chip within 50 m of his home.

The Astral Space around his farm has been aspected towards Chaos Magic over the year. It's a **Level 3 Astral Background** count.

For physical security, the yard is spiked with traps (bear traps, falling traps, monofilament tripwires, even mines). He has reinforced windows with outside metal grids, and doors with Level 4 security doors. The walls of the house are brick. The barn is made of wood and not so well protected. It has a simple keypad as a lock.

Once Rowen is alerted of the approaching runners by his WiFi detector, he takes up a sniping position behind one of his rooftop windows. He has 3 to each side, as well as 2 at stern and aft of the building. Rowen has little interest to depose of the Runners right away but rather find out what they are up to. If the Runners find a way to communicate with him, he will allow discussions as long as it serves his

purposes. If he feels threatened and superior he will try to kill the runners and burry their body, otherwise he will try to retreat into the woods and inform NeoNet of the danger. He has an emergency beacon hidden in a cave further in the mountains, one hidden in the kitchen and one hidden in the barn. All take a combat turn to power up before they are ready to broadcast an emergency warning not NeoNet.

The Truck is fully functional and operational. There are no signs of any fright.

If the Runners manage to capture Rowen they can use magic or social skills to get more information out of him. Rowen is trained to resist interrogation techniques and will play for time, especially if he managed to activate one of the emergency beacons.

0 – Nothing. He would rather die than talk.

1 – He is the only guy allowed to bring supplies, gear and special deliveries to the cabin.

2 – The cabin is occupied by a couple dwarfs and their 6 year old boy. He usually brings them supplies for a month, one to four boxes of gear and zero to one special delivery case. About once every 3 month he picks something up.

3 – He buys the groceries himself, usually the day before the delivery. The day of the delivery is announced to him through an advertisement in the Newspaper, usually 3 days in advance. Times are completely random.

4 – To get past the bush-barrier, he stops near a stone 30 m before the barrier. There is a pressure sensor buried that is only activated if something, the weight of the truck, is parked there for 10 seconds. The bridge and the door following the bridge work in a similar fashion. He continues to drive straight to the cabin, where the dwarfs, called Z and G usual see him coming and have the barn door open, where he stops. The dwarfs help him to off-load, and take everything from there. At the end of the barn there is a massive security door, with two wings. Both wings are locked together by four absolutely massive bars. There is a complex mechanic, to move the bars to the side and open the door, which makes it a two dwarf job.

5 - Each mechanic is locked in place by a maglock. The maglock requires the palmprints of the dwarfs to open and a security code. The code is 48679 for the left one and 86875 for the right one.

If the beacon was activated NeoNet drones, spirits, astral mages and helicopters with SWAT teams will show up in 4+2d6 minutes.

The Underground Facility

Within the entire underground facility, there is absolutely no WiFi Matrix. Everything is hardwired. Every room has an intercom system which seems 100 years or older, with 3 buttons: All, Security, Operator. There is absolutely no digital electronics within the Comms system. No Guard or employer has a WiFi enabled device. If a WiFi device is brought into a room, an alarm will sound, a purple light will flash, and guards will be on their way.

For surveillance they use analogue video cameras.

Jack and Riser want to go to any computer and log in to see what's going on.

Unfortunately I did lose the map. Which sucks. I hope the room description gives you a good picture. If I find the map or someone manages to reconstruct it, I will add it here.

Entrance Door

Tell it to them straight

The elevator stops at a door, which as far as you can see from this side of the door, is an exact replica of the door on top. Just this time, all the bars, locks and handles are on the other side. It will take tremendous force, or fines to get through.

Behind the scenes

It is the same door. The person working on the other side is alerted on the arrival of the elevator if it was used. Otherwise the door on the other side is empty. They cannot open that door unless the other one is closed. The door counts as a heavy security door for the purpose of blowing it up. The locks cannot be tampered with.

Receiving Room

The receipt room is a 10x10 m² room with another 6x6 door with double wings on the other side. The room has a powerful Force 16 ward (potentially with other mean gimmicks if the GM is so inclined). Furthermore the door has a Force 12 door ward, and the room is guarded by a Spirit of Man and Security Guards (choose number and strength of guards to fit your game).

The door leaving the room can also only be opened from the other side. People inform the other side via intercom that everything is ok.

Following the receipt of equipment, the crates are inspected. Typically using scanners (radar, MAD, WiFi) and magic (catalogue, detect life). The crates will then be distributed.

The Hub

The Hub is the social heart of the facility. It is a massive octagon with an edge length of 18 m and a size of over 1500 m². The dome shaped ceiling is 6 m at its lowest point and 18 m at its highest. A smart selection of lights and colors creates the illusion of a blue sky. The hub is filled with plants and green

areas. There is even a small Café. Walkways connect the entries and exits. Entry and exit doors are opened unless there is a security breach. Each door has two guards to be able to close them rapidly.

Cantina

This entire area is pretty unspectacular. They serve food here and everything follows the 1970s scheme for decoration.

VIP Cantina

This is a separated dining area for the more important employees and guests. It's more spacious, they serve liquor here, and have the nicer furniture, a pool billiard table and a smokers lounge.

Kitchen

Multiple cooks and aids prepare food here. All with old fashioned tools and equipment.

Food Storage Area

This is where the Runners would end up if they decided on infiltrating through the food containers.

Restrooms

Are available throughout the facility but these have been mentioned to complete the kitchen sector.

Guards Ready Room

Off and on-duty guards can hang out here. Access is limited to members of the guard. They have their own very small Café here, Billiard and Fußball tables as well as ancient video games. Usually there are about 15 on duty and 5 off duty guards here.

The guard room has door wards on all entries, a powerful Ward and spirit.

Transfer Room

This is the alternative path of entry, which connects the officially known Albuquerque facility to the secret facility. The entrance is kept hidden from both sides and is heavily guarded.

Security Center

This room has a door ward, ward and spirit exceeding the guard room by two levels. It can only be opened and locked from the inside. It is continuously occupied by 4 guards, who monitor the analogue cameras. At least one of the guards is a security mage capable of astral projection.

Choke Room

All entry doors to this room have a fancy mechanic keypad lock (Level 6). The doors are very massive security doors.

All doors are protected by nasty door wards in addition to an inside ward. The room includes a number of guards to the GMs discretion.

Tell it to them straight

You enter the room. Within the room is complete darkness. Your fancy vision magnification allows you to see at least something. It looks like a smaller version of the hub, with only 8 m edge length and 310 m² total. The guards in here are all dwarfs and trolls, they probably see you just fine. But none of them reacts. It is the dragon in the center that catches your attention. It is by all means a western dragon, just much smaller than you imagined. Shoulder height seems to be about 1,5 m, body length about 4 or 5 meters, the tail adds another 4 to 5 meters.

It was curled up in the center but awakes as you enter, stands up and turns towards you.

Behind the scences

The tiny dragon, called *Bach Dant* meaning tiny tooth in Welsh, was summoned by Celedyr ages ago. He is now guarding this place of great importance to the dragon. The dragon will ask the Runners a simple question: "Do you have permission to enter?" He will verify the answer with a detect lies spell and by asking his master. He will determine the identity of the runners through astral perception. Unless the runners look like an authorized person and can defeat the detection spell, they are fucked.

Fighting the dragon spirit is tough. But at least it will not cause an alarm as long as they stop the guards from leaving or using the intercom. If the team is capable of dealing 14/-4 damage on average then a Force 7 spirt will make for a worthy fight with taking about 1 box of damage per hit. Each point of force will change the expected damage taken by the spirt by 2.

With Bach Dant being Celdyrs Spirit, the Dragon will be instantly aware of the attack and because the spirit asked if the Runners are cleared, the Dragon does now know their Auras too.

The core

Tell it to them straight

The room has about the same size and shape as the hub. The plain concrete walls and ceiling are covered in golden runes properly assuring a ward extraordinaire within the room. At the center of the room is a small octagon shaped pillar, which goes all the way from the floor to the ceiling. Top to bottom

each wall is covered with analogue TV screens obviously displaying what's inside the pillar. From the size of the interior you can judge that it is protected behind meters of concrete.

The very center of the pillar contains an assortment of state of the art mainframe computers, at least 5 times redundant and battery backup of various sorts to last for a live time. Each of the mainframes seems to have two external power connections. All of the central mainframes are connected via multiple fiber optic cables.

One of the inner walls of the Octagon is covered with probably 20 comlink sized computers. From each of them an XXL sized data jack extends about 20 cm from the wall.

At about 135 degrees to the comlink, there are three more XXL sized data jacks exactly at the wall.

The mainframe array is mounted on a rotatable axis. At its 11:55, 12:00 and 12:05 as well as at its 3:55, 3:00 and 3:05 position there are a suitable plugs for the XXL datajacks. There are mechanics in place to move those plugs up and down, back and forth. Two of the 12h plugs are currently in a position to connect to the XXL jacks on the wall, and both of them do so. Five Fiberoptic cables run from each plug to each of the 5 mainframes. The third one is not used.

The three other one face away from the terminal towards plane concrete.

On the side of the terminal, there is a second set of XXL Jacks. They seem to connect almost straight through the concrete as there are 3x5 arrays of standard datajacks on the outside of the octagon.

The mainframe assembly has a big red, green and yellow LED. Yellow one is currently on.

A steering wheel on a terminal on one of the outer sides of the octagon allows for the mainframe assembly to be rotated.

[Behind the scenes](#)

This is where Cerberus and Celdyr keep the kidnapped AIs and e-Ghosts for their experiments. The central core can be moved in three types of positions.

Outside Connection: This is the connection it is currently in. This makes it present to the matrix and allows Cerberus who is an E-Ghost by himself, to enter. If the core is online. Cerberus signals that he wants this condition by turning on the yellow light. If Cerberus is inside, the green light goes on.

Inside Connection: In this condition the core connects only to the datajacks in the room. This allows Cerberus to invite employees into the host. If this is the case the yellow light goes off.

Closed Prison: If the red light goes on the operator knows that Cerberus wants to be connected to the prison. In this case only the core and comlink row are connected.

Open Prison: If the red and orange light are on, Cerberus wants the comlinks and the internal jacks connected. This allows access to the mainframe and a single prison. The steering wheels need to be used to connect one of the plugs with one of the comlinks. Since the comlinks are in one vertical axis, but the plugs are not, one comlink is the maximum that can be connected.

There is no way to connect the comlinks to the outside line.

Riser and Jack quickly understand the mechanics. They teach the Runners how to operate them. Both lock into the core and check one comlink after the other.

Riser and Jack go through all the comlinks. They will not find what they have been looking for but find a bunch of imprisoned e-ghosts and AIs, which they will not let out.

Jack finds the desired data on the comlink:

- A subject with the ID 0456 has arrived at the facility shortly after the girlfriend got missing.
- The operative who brought the girlfriend in was “Lady T. Baloon”
- Subject 0456 was picked up the day the Help Signal got out.
- Subject was relocated to “Tub Hills”
- The comlink can be found in an Dr. Frank Meyers office.

Jack is sorry for screwing the Runners over so he hides some clues in the messages to what’s really going on.

- If 0456 is typed in T9 it gives “Fake”
- “Lady T. Baloon” is an anagram for “Nobody at all”
- “Tub Hills” is an anagram for “Bullshit”

It is during this time Jack and Riser spent inside the core, they get infected by the local AIs.

Researchers Office Area

This is just an accumulation of smaller and bigger offices, occupied by NeoNETs researchers looking into code. The office is not as paperless as a usual office facility. Sections of usually 5 offices with 10 researchers are separated by a security door with mechanic punch-lock. Offices are usually equipped with 3 Computers. The first one is state of the art, and has matrix connection via fiber optic. The device has a very low rating (rating 1) is only good for browsing the matrix and has been modified to have all WiFi technology removed. It is slaved to a very mean rating 11 host. Researchers use this for matrix research and communication with the outside. The Rating 11 host surveilles all communications and censors it where necessary.

The second is an older machine but way more powerful. Its Rating 5 desktop, connected to a different Fiber Optic network with an absolutely incompatible Fiber Optic technology. This is used to document research results and for internal communication. This is the net where Jack will find out about the core room.

The third computer is optional. Its only available in certain offices and it is completely stand alone. Like the others it has no WiFi capability and no interfaces that is remotely compatible with the other machines. It has a single interface that looks like a 10 times bigger version of the standard optical interface.

It is in Dr. Frank Meyers office that Riser will secretly place the comlink in a desk drawer.

Jack learns at this time that there is a Nanoforge in the Laboratory area which is fully stocked to produce a single piece of Alpha Ware Cyberware. The database as vast list of items to choose from (basically all in the book unless the GM doesn't like it). He is willing to turn on the forge and have it make it. The Runners can keep it as payment.

Pushing the Envelope

The envelope can be pushed a lot. Anything from giving the runners a smooth escape to having them fight all the guards, and even a visit of Celedyr is possible.

Debugging

If the envelope has been pushed too far, and the Runners can't handle the pressure Jack or Riser can discover a secret door connecting the Core room directly to the Office Area, allowing the Runners an escape path.

Escape

There is no telling how the runner get out, but with Risers and FastJacks help and a little luck they will eventually make it. Once they have reached a lonely place in the Sandia Mountains and are sure that nobody has been following them, they stop for a rest.

Jack will instantly leave complaining that he has to do something about his headache. Riser will stay behind and talk to the Runners about the information they have discovered within the core. Sharing with them obvious information:

- The research facility is operated by Celedyr. It seems he is keeping it, or at least what's going on there hidden from other NeoNET execs.
- They have imprisoned a bunch of E-Ghosts and AIs. Most of which have been turned rather hostile through the years of isolation. Looks like research has no clear focus, but one topic is certainly to dissect the beings for their code to create advanced NeoNet SW.

- The facility seems to be under direct supervision of Cerberus. Cerberus is an E-Ghost by himself. He used to be the Dragon Eliohan, an old friend of Celedyrs and the first Dragon do have a Datajack installed. During Crash 2.0 his mind got separated from his body. Rumor has it that Celdyr is keeping Eliohans body alive ever since.

Betrayal

As Riser is telling the story he is passing a long a flask of whisky. He even takes the first sip. The flask is filled with nanites which will activate in the runners bodies but not in his upon his WiFi command. The nanites will release a stun toxin in the bodies, e. g. Narcoject. As a backup to get those runners who do not drink for whatever reason, he secretly releases a color and odorless gas, while he is taking antidote as a precaution.

Once the first symptoms kick in he will attack the Runners outright, starting with spellslingers and working his way down the line from highest to lowest threat.

The combat should go down in three major phases

1. Surprise, the most dangerous mage should be the last one that Riser drinks with. He congratulates the mage shaking hands, “Couldn’t have done it without you”, then he uses his concealed weapon to attack the mage, and activates the nanites and gas grenade, poisoning the others, he uses finishing move, to finish the mage if need be.
2. Riser and the remaining runners fight. Riser eventually looses and goes unconscious.
3. Risers Adrenalin Pump, Jazz and Stim-Patches kick in. Riser rises stronger than before. The CFD personality takes over, he starts to fight vicious and is out for blood.

Debugging

Neither side is supposed to win this fight. Riser knows about the power of armor and that he will likely cause stun damage more often than not. Unless runners have measures against stun damage in place (e. g. pain editor, adrenalin pump) he will go the stun route with the intent to kill them later.

If the Runners win (ie Riser goes unconscious) and intend to off Riser NeoNet Drones come up chasing the Runners away, leaving Riser to his fate.

If Riser wins, a Sandstorm comes up, preventing him from offing the Runners. They will be buried under sand and wake up hours later.

Run 11: Through Darkness to Love

A desperate attempt

This requires one runner to be a member of a magic group (in this case Wolf). The group will offer to perform a ritual to find his loved one, fail miserably and all suffer bad drain.

The Secret of the Dark One

Following the failed ritual, Mercury invites Wolf and all his friends with lost loved ones to a secret meeting in an off the grid farm house. Mercury explains, that one of the secrets he came across his long life is the story of the *Dark One*.

“The Dark One is the embodiment of evil. Legend has it, that the current Dark One was once a mortal coward afraid of everything and everybody. Every day of his miserable life he dreamed of ultimate power, and one day, it was granted to him. The Dark One before him was drained by the burden that comes with being the Dark One, his heart was corrupted beyond anything a mortal can imagine, he had lost all will to exist, had lost all thirst for power and desired only death. The current Dark One gladly took his life and all his power. The power of the Dark One is rivaled by no man, and meets or exceeds the power of the greatest of dragons.

The Dark One has its own Metaplane, he can travel between planes as he pleases and may be the source behind sightings that the Christians refer to as the Devil.

Legend has it that the Dark One is willing to help anybody who is truly desperate. He will honor all deals entered voluntarily. Legend has it that tricking or black-mailing the Dark One is a certain death-sentence.

Legend has it that his powers are limitless, he can grant any wish, but he will do so only for a price.

If you are willing to pay the price, I believe the group could summon a great form spirit, with the power to bring you to the Metaplanes. Once there you will have to use this, to get to his plane.”

He shows you what you can only perceive to be a bean, very long after its expiration date. Ordinary in any way.

“The guy who told me the story about the Dark One, gave me this with his dying breath. It becomes magical once it is on the metaplanes. He told me it will open a portal to another realm once thrown on the ground. You just need to wish for a destination and walk through.”

Mercury persuades the group to summon a large form spirit with the Astral Gateway power and allows all Runners to walk through.

Enter the Metaplane

The Runners step into total darkness. The guardian is nowhere to be seen. A voice whispers in the darkness: “What are you willing to do?”

Once the Runners discover that the answer is “Anything” or “Whatever it takes”, the darkness lifts and they stand in the middle of a desert, with nothing and no one to be seen anywhere.

The bean now glows in a florescent light from within. Once the bean hits the ground a black maelstrom starts to form.

The Dark Ones Plane

The Runners fall about 2 m onto a lush clearing in a forest. A road runs across the clearing. Behind the forest you can see mountainous region. On a hill in front of the mountains but behind the forest you can see a massive castle, similar to Neuschwanstein, but much bigger. The sky is dark grey.



You follow the road through the forest and exit it into a sculpture garden. Hundreds of warriors, archers, sorcerers, witches and beasts are put on display in an orderly fashion.

The road leads uphill from thereon, with some of the nicer sculptures lined up on the side of the road. Each of them absolutely lifelike, displaying an unbelievable level of craftsmanship.

You can pass the gatetower unhindered as the gate is open. You arrive in the gigantic courtyard. Many smaller doors lead to unknown parts of the castle but you have no doubt that the massive door just across the gatetower is the main entrance. Each wing of the door has a bronze lion head as a knocker.

You knock.

A young woman opens the door. She is dressed like a maid, her hair is sloppy and it is hard to see her natural beauty beneath the layers of cloth and dirt. She is avoiding eye contact, maintaining a bowed posture. "My master is awaiting you" she says slowly opening the door further.

The Dark One

The door opens into a really huge hall. It is likely 60 m wide, 300 m long and the ceiling must top out at about 12 or 15 m. Massive windows cover it on both sides. A fresco covers the ceiling telling about conquests of the Dark One. Among the stories included is the slaying of dragons and some other more horrific seeming creatures, turning of an army into pigs, a big BBQ, turning straw into gold, water into wine, desert into forest.

Matching the figure in the fresco with the one standing at the end of the hall near a big dining table, you have no problem at all to conclude, that he is the Dark One. He wears a suit made of dragon leather, his hair and skin have a golden sparkling quality, like covered with gold dust.

He smiles at your arrival.



“Please, please come closer.”

The conversation with the Dark One will go in three parts:

- 1) He will inquire what it is the Runners want. This should end with establishing that they want to know where their loved ones are right now.
- 2) He wants to know what they are willing to give for the knowledge of the current whereabouts of their loved ones. This should end with the statement “Anything” or “Whatever it takes”
- 3) Out of thin air, he rolls out a 3 m parchment, with a signature line at the end. The parchment is written in really small print, in a language the characters do not understand in letters they have never seen. Above the signature line it clearly states in English: “I have

read, understood, and agree to all of the above.”

The Dark One will only make the deal after all of them sign. If the discussions among the Runners get lengthy he is offering weapons and other assistance to come to a result faster.

Once they have all signed a branding appears in their left palm. The branding is a circle crossed by spears. One spear for each Runner, equally distributed.

“This will remind you of the pact that you have made, till the day you fulfill it.”

“Now let’s find your loved ones”

Out of thin air, he conjures a bronze globe and puts it on the table. The globe has no contours of continents only a needle sticking out the north pole.

“Who will be first?”

The Dark One takes the first Runners hand and asks with a grin:

“Are you sure you want to do that? All magic comes with a price.”

Unless the Runner says straight out “No” he will sting the index finger of the Runner on the needle. A drop of blood will run down the needle and merge with the globe. After a while contours of the

continents of earth will occur a location in north America likely Montana is highlighted and burned within the mind of the Runner forever. The Runner will hence force be able to find the location shown to him on any map of the area.

He repeats the procedure with everybody.

“Fine, fine, fine”, the Dark One utters joyful. “Go now”, he waves his hand, they disappear and reappear on the edge of a forest.

The Farmhouse

Tell it to them straight

It takes a while for all your Wi-Fi devices to reconnect to the Matrix. Once they do you get an unusual amount of spam. Months have passed since you left earth. Some people have been missing you others did not.

Finally GPS syncs in on the location. The location. You are only 300 Meters away from the place you have seen on the globe. It’s an old farmhouse. The history of the farmhouse is quickly researched: It was built in the 1890s, nobody knows exactly when. In the early 1900s an underground Tornado shelter has been added. During WWI shelter and farmhouse have been expanded. The farm thrived in the 1920s and 1930s. The owner lost many sons in WWII and was left with a daughter and a crippled son thereafter. The daughter married an entrepreneur how drilled for oil on the property and got lucky.

The family was well off in the 1950s to 1990s under the threat of a nuclear war they expanded the shelter into a nuclear bunker. The wells went dry with the turn of the century. Several attempts to restart a cattle farming business failed in the early 2000s and the farm was ultimately abandoned soon after the awakening. Nobody seemed to have a great interest in the farm until today.

The farm seems abandoned by all means. The yard has its occasional piles of trash and scrap metal. There are three spirits patrolling the astral.

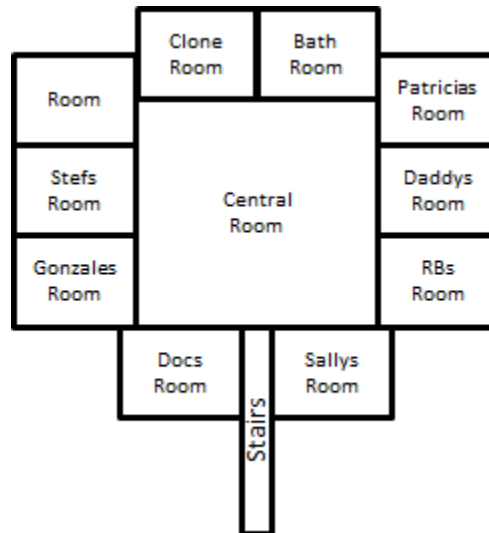
Behind the scenes

The spirits can be of type and force of the GMs choosing. The piles of scrap metal are actually Homuculi just waiting for someone to walk by. Inside the house things get even worse. The building is warded (up to Level 15 GMs choice) and patrolled by a little robot army. Hidden beneath the floorboards is a stairway. The entry to the stairway is also protected by a hard to crack security door (Two Level 6 Locks both AR/VR access only no physical input system). All drones operate autonomously and will try to kill anyone who enters. To spice things up, the drones could even attack through the windows while the humuculi are engaged in close combat.

The Bunker

Tell it to them straight

You got the door open. A wide and modern stairwell descends downwards into the Central Room of the bunker.



The Central Room includes 10 bulkhead type doors with mirror glass windows (allowing to look in but not out) to adjacent rooms. All of them are open. The central room also includes an operation table with fully equipped OR including a robo-doc for remote operations.

There is a high level ritual spellcasting area prepared.

There is a fried main-frame, which probably was a Level 10 device before. Now it's just a brick. A fiber cable still runs through the bunkers roof to a re-trans unit in the attic of the farmhouse.

The Bathroom is fully operational. It does also include a dish-washer. The water pipes running to the other rooms are equipped with a drug dispenser.

The adjacent rooms are decorated similar to the style used by the inhabitant. I. e. Sally's room looks similar to her bedroom at home. Each of the rooms has a small bathroom with shower and toilets, a bed, a table, a trid, two chairs, a tablet with a collection of books and/or games on it.

Behind the scenes

When the Runners search the place they find the following hidden notes. They find two notes by the Mage. One is inscribed in the back-panel of the bricked main-frame the other one is inscribed in the rear of a loose bath-room tile.

The third one is really hard to find. It's an inscription in a computer game that Sally was playing. She sprayed it there on a wall.

The Bunker has a level 3 Background count and is a Level 12 static zone. Opening the doors will bring it to a Level 7 static zone.

My name is Dr. thau. Hasim al Said, this is Day 1 of my captivity. I have been taken by an unknown force and brought to this god-forsaken dungeon. The voices in my head have shown me an X-Ray of my head. Among other things they have installed me a cortex bomb. I can feel that it is there by how it weakens my magic. If I do not do as they ask for I will be punished and killed.

The voices asked me to use my nutrition spell to feed the other prisoners. That is something I had no problems doing. Nobody seems to understand why we are here.

Update: The voices asked me to use my mind control spell to bring one of the prisoners out. One of the girls. I like her. The voices made me put her on the operation table. The Auto-Doc worked on her for two hours. I could not watch. At least there was no screaming. I could see the astral space being affected by her pain. I could also see the ward protecting the room. It carries my signature. I cannot remember doing that. Is someone manipulating my memory?

The voices told me to heal her and bring her back in her room.

Day 1: Dr. thau. Hasim al Said. Journal. Have been taken and brought here. Voices in my head have shown me an X-Ray. They have installed me a cortex bomb. It weakens my magic. They threaten to kill me.

Voices asked to use nutrition spell to feed the other prisoners. Other prisoners are in a dire mood. Astral space in their rooms is tainted with pain, sorrow and despair. Hard to use magic there. Have to apply a cleansing ritual.

Done with the cleansing. Took a closer look at the ward. Its mine. Must have cast it a long time ago. Don't think this is Day 1.

Voices forced me to use control thoughts on one of the clones. Suddenly new all about him. Is some sort of Islam hating redneck. I did as told. Tried to convince his cousin that this is real. Wished it was just a dream.

Did similar thing with the others. Eventually got good at it. Daddy seemed fairly convinced at the end. Started to plot an escape plan.

My name is Sally, someone kidnapped me and brought me here. I can't leave my room. There is nobody to talk to. Nothing to do it drives me nuts.

I think I have memory lapses. The notches I made in the table tell me its day 35. Can't remember ever making a notch.

My head hurts all the time. It's not getting better. Someone take the pain away!

I have this memory of jacking into this weird node after cybersexing. I think this is when it all began.

I start to see things clearer. It's all making sense now. I can see behind the curtain. Need to find a way to break out.

The Clones are exact copies of the Runners, including eventual Cyber- and Bioware. They are well preserved and can be stored basically indefinitely within their life support systems. All clones except one are stored in a wet life support system, standing upright and floating in some sort of special liquid.

There is one dry system for an Arab looking guy which is mounted horizontally. Unlike the others he has brain activity. The Arab can be woken up and questioned:

0 - My name is Dr. thau. Hasim al Said, please let me go.

1 - I have been taken by an unknown force and brought to this god-forsaken dungeon.

2 - The voices in my head have shown me an X-Ray of my head. Among other things they have installed me a cortex bomb. I can feel that it is there by how it weakens my magic.

3 - If I do not do as they ask for I will be punished and killed.

4 – I think I have done a lot of things I am not proud of. I have the feeling I have vast holes in my memory.

5 – (mind probe only): Vast portions of his memory are missing. Its like he never had these memories.

5 – (medical examination): He has an installed data-lock and comlink.

Once Dr. al Said is removed from the Bunker and has matrix contact the data-bomb will trigger and he dies in an explosion.

They are back

In Seattle they find their loved ones returned to their normal lifes. In my campaign we had the following loved ones and that happened to them:

Patricia

She has returned to her bar, saw the way the place had changed, she went for her shotgun and started to attack gangers. Bad Max was there to disarm her bevor the thugs retaliated. He ties her up in her apartment. Another patron has already called the police, KE takes her to a mental health facility for psyche eval.

Daddy

He returns to his Boston home. The maid notices him and calls his children. He locks himself in his study where he starts starring out of the window.

The Cousin

She returns to the wood where the burned down camper is. She finds the nearby grave, where she remains catatonic until Hunter finds her.

Sally

Returns to her mother's home. Without keys she has to knock, her mother lets her in. She has nothing to say, eventually returns to her room where she keeps staring out the window.

Al's

She returns to the old home. Lets herself in and starts staring out the window, just on the spot where Al thought she died.

The Doc

Returns home to his wife, locks himself up in the study and stares out of the window.

Ms. Winters

She returns to the Saeder-Krupp compound is picked up by security. Officers quickly notice that she is not in her right mind and bring her into a holding cell for psych-eval. Roadblock gets a call.

G's Girl

She returns to her home and starts to drink until she loses consciousness. The next day a neighbor finds the open door and the passed out missing woman. Lone Star gets a call they pick her up and put her in a clinic. The clinic calls Gonzales as the emergency contact.

All of the Loved Ones

This is a rough description of the three stages of CFD that the loved ones will go through.

Stage 1

All of them will remain in a catatonic stage as their mind tries to wrap itself around what happened. More aggressive Loved Ones will go through episodes of rage and destruction, more depressive types will try to kill themselves.

Stage 2

The loved ones regain self-control and return to a calmer mindset. They now recognize their home and the runners. They function in their lives but they do not communicate much. They start an off-line journal which is written in a bizarre language and script. Funny thing is they all use the same language and script. They do not answer questions about it. They read a lot, watch a lot of TV, browse the net a

lot. They show a certain disregard for their body and looks, and develop little care for the well-being of others.

Most of what they read and watch are philosophical books and features on the meaning of life and death. The afterlife, definition of life, Sci-Fi literature and movies on challenging the definition of reality, like the Matrix...

Stage 3

The Loved Ones start to meet in the Matrix. They have gotten fluent in their weird language and can actually talk in it now. It is impossible to understand and decrypt. These meetings take forever.

After a couple of meetings they start hitting the road and acquire the ingredients for the poison. A collection of the deadliest substances including cutter nanites.

In this stage they seem to have returned to their former self, just a deeper version of it. Less shallow. They spent a significant part of their spare time with the Runners.

Run 12: They are Back

This Run deals with the Runners and their live with the loved ones while they undergo CFD. This is very specific to what your group choses for loved ones this is what happened in mine. In order to CFD their loved-ones character I derived key properties from the loved ones (usually 3) and though about how these properties can be altered by CFD infection. Hope you can use some as inspiration.

Global Problems

Stage 1 (2 to 6 Weeks)

All of them will remain in a catatonic stage as their mind tries to wrap itself around what happened. More aggressive Loved Ones will go through episodes of rage and destruction, more depressive types will try to kill themselves.

Stage 2 (2 to 6 Weeks)

The loved ones regain self-control and return to a calmer mindset. They now recognize their home and the runners. They function in their lives but they do not communicate much. They start an off-line journal which is written in a bizarre language and script. Funny thing is they all use the same language and script. They do not answer questions about it. They read a lot, watch a lot of TV, browse the net a lot. They show a certain disregard for their body and looks, and develop little care for the well-being of others.

Most of what they read and watch are philosophical books and features on the meaning of life and death. The afterlife, definition of life, Sci-Fi literature and moves on challenging the definition of reality, like the Matrix...

Stage 3 (2 to 6 Weeks)

The Loved Ones start to meet in the Matrix. They have gotten fluent in their weird language and can actually talk in it now. It is impossible to understand and decrypt. These meetings take forever.

After a couple of meetings they start hitting the road and acquire the ingredients for the pill. A collection of the deadliest substances including cutter nanites.

In this stage they seem to have returned to their former self, just a deeper version of it. Less shallow. They spent a significant part of their spare time with the Runners.

Individual Problems

Patricia (Wolf's Girl)

Nachdem Pat in ihre Bar kam ist sie ausgeflippt, sie hat die Leute beschimpft und sich ihre Schrotflinte geholt. Die Jungs haben sie überwältigt und Todd, einer der neuen hat sie dann in ihr Schlafzimmer gebracht. Dort hat er sie vergewaltigt und dann Bad Max informiert.

Bei Wolfs Ankunft ist sie bewusstlos. Er findet sie mehr oder weniger nackt im Bett wieder, zugedeckt mit der Tagesdecke.

Patricia Stage 1

Intelligent: Patrizia ist sehr in sich gekehrt. Die meiste Zeit will sie nur rumsitzen. Beobachtet alles genau. Man kann sehen wie es hinter ihren Augen arbeitet. Oft wippt sie auch hin und her oder singt etwas.

Redegewandt: Für etwa 5 bis 10 Minuten pro Tag ist sie klar im Kopf. Dann packt sie schimpftriaden aus und wird sehr beleidigend.

Chaotisch: Ihr Zustand wechselt zwischen Schlafen, Schimpfen, herumsitzen tanzen oder spazierengehen.

Unabhängig: Sie wird aggressiv wenn man versucht irgendwas mit ihr zu machen was sie nicht will. Dann schlägt sie unkontrolliert um sich.

Alternativ: Kleider reißt sie sich vom Leib, will am liebsten nackt sein, will sich nicht waschen lassen und nichts essen außer Gemüse.

Patricia Stage 2

Intelligent: Sie verbringt viel Zeit in der Bücherei und liest die großen Philosophen in einem Wahnsinnsstempo. Sie schläft wenig.

Redegewandt: Patrizia beginnt als eine der ersten ein Tagebuch in der wirren Sprache und Schrift zu verfassen. Natürlich offline. Gelegentlich sagt sie zu Wolf: „Ich liebe dich Steven“. Wenn sie was will sagt sie es aber vernünftige Kommunikation ist nicht drin.

Chaotisch: Sie liest die Bücher wild durcheinander, auch ihre Notizen wirken total chaotisch.

Unabhängig: Sie wird aggressiv wenn man versucht irgendwas mit ihr zu machen was sie nicht will. Dann schlägt sie kontrolliert um sich, versteckt vielleicht sogar Waffen und anderes um ihren Willen zu kriegen. Sie kümmert sich um ihren Haushalt wieder selbstständig.

Alternativ: Sie zieht sich wieder an und isst nur noch dinge die man so wie sie vom Baum oder Strauch kommen auch essen kann. Das macht kochen sehr einfach. Sie wäscht sich nicht mehr als unbedingt nötig, Makeup und Haarpflege sind ihr egal.

Patricia Stage 3

Intelligent: Patrizia setzt den Meetingraum in der Matrix auf und übernimmt eine zentrale Rolle im beschaffen der dinge.

Redegewandt: Patrizia beginnt mit Wolf die philosophischen Themen über die sie gelesen hat zu diskutieren. Im besonderen die Fragen: „Was ist Gott?“, „Was bedeutet Leben?“ „Was bedeutet tod?“ „Wie mächtig ist die Liebe?“

Chaotisch: Sie beschränkt den Haushalt auf das nötigste. Sie schmeißt die Ganger aus der bar und macht den Laden dicht.

Unabhängig: Sie setzt bei Wolf klare regeln. Ihr geht es jetzt wieder besser und er muss ihr nicht auf der Pelle sitzen. In der Tat will sie 4h am Tag für sich.

Alternativ: Sie ernährt sich wieder wie vorher macht aber bei der Qualität keine Abstriche. Was sie sich leisten will leistet sie sich.

Elena (Al's Girl)

Al findet Elena im Leichenschauhaus. Ihr Körper ist vertrocknet und völlig abgemagert. Eine Autopsie hat bereits stattgefunden, die Todesursache war verhungern. Al erkennt den Zustand aber als Vampirkoma und hat Hoffnung sie mit Essenz wieder aufzuwecken, wenn es schnell geht.

Gibt er ihr von seiner Essenz heilt sie teilweise und kommt zu sich. Der Arzt ist überrascht, nahezu ungläubig. Weitere Heilung kann jetzt einsetzen. Es gibt keine Anzeichen mehr auf MMVV.

Elena Stage 1

Im ersten Stadium liegt Elena im Koma. Als sie aus dem Koma wieder aufwacht versucht sie sich umzubringen. Erst wenn sie Al trifft setzt Stage 2 ein.

Elena Stage 2

Pragmatisch: Elena überlässt Al den ganzen Haushalt und alles was mit dem täglichen Leben zu tun hat. Sie sieht viel fern, vor allem Dokumentationen und Science Fiction Filme. Allem gemein ist die Grenze der Realität wie wir sie wahrnehmen. „Was ist in Schwarzen Löchern?“ „Was war vor dem Urknall?“ Ihre Sci-Fi Auswahl fällt in das Metier von Filmen wie Matrix, Avalon etc.

Sie schreibt nur wenig an ihrem Tagebuch.

Leidenschaftlich: Phasenweise benimmt sie sich wie ein Sex-Addic. Solange Al immer griffbereit ist, ist das kein Problem.

Gerechtigkeitsliebend: Einschränkungen in ihrer Freiheit nimmt sie krumm und wird aggressiv.

Hilfsbereit: Das Leid anderer trifft sie hart und sie spendet alles was sie nicht braucht.

Elena Stage 3

Pragmatisch: Elena kümmert sich um ihren Anteil an der Beschaffung des giftes.

Leidenschaftlich: Elena ist in den Treffen der Gruppe sehr emotional dabei, das hört man an Stimme und sieht es in der gestig. Sie ist jetzt sehr viel für Al da und ihre Beziehung wird tiefer und inniger als je zuvor.

Gerechtigkeitsliebend: Einschränkungen in ihrer Freiheit nimmt sie krumm und wird aggressiv.

Hilfsbereit: Elena will Al überzeugen als Wohltäter aktiv zu werden.

Becky (Gonzales Girl)

Becky wird verhaftet weil sie in Seattle randaliert. Im Knast kriegt sie eine Einzelzelle.

Becky Stage 1

Temperamentvoll: Becky ist voller Energie und auf einem richtigen Zerstörungstrip wenn man sie los lässt. Wenn sie zerstören darf geht es ihr viel besser.

Bossy: Wenn sie auf einem Zerstörungstrip ist stiftet sie auch andere an mitzumachen.

Geschäftstüchtig: Sie kommuniziert soweit es nötig ist um „heraus“ zu kommen wo man sie auch immer einsperrt.

Treu: Gonzales stimme beruhigt sie. Solange er da ist sind ihre Aggressionen im Zaum.

Becky Stage 2

Temperamentvoll: Beckys Journal sind Wände und Spraydosen. Was immer sie zu schreiben hat schreibt sie an die Wand, decke oder Boden. Nichts ist vor ihr sicher. Im Wohnzimmer baut sie sich ein Multimedia Zentrum ein. Schaut News auf zich Kanälen gleichzeitig. Zapped herum, oder lässt sich von der Matrix zudröhnen.

Bossy: Gonzales wird viel herumkommandiert: „Kauf Spraydosen!“, „Kauf TVs!“ „Warum haben wir nur 96 Sender im abbo!“ usw.

Geschäftstüchtig: Sie beginnt mit Dingen zu handeln. Woher sie weiß wo man billig kaufen und teuer verkaufen kann bleibt ihr Geheimnis.

Treu: Sie nimmt sich viel Zeit für Gonzales und versucht das verlorene wieder gut zu machen. Sie macht ihm klar, dass vieles was sie erlebt hat schlimm ist und sie nicht darüber reden kann. Aber es ihre Liebe zu ihm nur stärker gemacht hat. Sie ist vielleicht noch etwas eigen, braucht das aber um ihren Verstand zu heilen.

Becky Stage 3

Temperamentvoll/Treu: So tief das Tal in der Beziehung war so hoch ist das hoch. Becky scheint völlig herausgeschritten zu sein aus ihrer Krankheit und ist mehr als die Alte. Es ist wie frisch verliebt nur tiefer.

Bossy: Becky schwingt bei den Meetings den Kommandoton. Verteilt die Aufgaben und erklärt den Leuten wo das Geld liegt.

Geschäftstüchtig: Sie versteckt das verdiente Geld und lässt es den anderen zum Einkaufen der Sachen zukommen.

Freya (Hunter's Girl)

She returns to the wood where the burned down camper is. She finds the nearby grave, where she remains catatonic until Hunter finds her.

Freya Stage 1

Charismatisch: Trotz ihrer Katatonie verbringt sie viel Zeit mit Körperpflege vor dem Spiegel. Scheinbar ewig lange kann sie ihr Haar kämmen. Sie mag es nicht dreckig zu sein und verbringt auch viel Zeit in der Badewanne.

Geschickt: Sie entwickelt ein irrsinniges Talent für Origami und falltet oft Stundenlang papier und andere Sachen zu figuren oder ähnlichem.

Beharrlich: Was immer sie tut, kämmen, baden, oder Origami, sie tut es lange und ausdauernd. Irgendwann faltet sie sich was scharfes im Bad und versucht sich in der Badewanne umzubringen.

Freya Stage 2

Charismatisch: Freya spricht jetzt wieder etwas aber nicht viel. Sie will mehr mit Hunter unternehmen, sie mag es sich schön anzuziehen und schleppt ihn vor allem zu Tanzveranstaltungen. Verrückterweise steht sie auf Techno und Hip-Hop. Alles was Bässe hat die durch Mark und Bein gehen und Laut, richtig Laut ist. Wenn sie so tanzt ist sie wie ein Engel. Unwiderstehlich sexy.

Geschickt: Freya sortiert ihre Origami Symbole die für dich keinen Sinn machen jetzt mit Nadeln und Tesa an der Wand. Sie surfed viel in der Matrix und diskutiert mit Gläubigen verschiedener Glaubensrichtungen über Leben und Tod. Sie versucht sie davon zu überzeugen, dass sie nicht leben und nicht real sind, und sie es ihr doch Beweisen mögen dass es anders ist. Ihre Argumente sammelt sie aus Foren und Filmen und anderen fragwürdigen quellen zusammen. Auch mit Hunter würde sie darüber gerne reden, aber noch lieber küsst sie ihn.

Beharrlich: Egal was sie tut, clubbing, diskutieren, lesen, oder Zeit mit Hunter verbringen, sie tut es mit Ausdauer.

Freya Stage 3

Charismatisch: Freya macht Hunter zum Zentrum ihrer Aufmerksamkeit. Sie sind ja eigentlich frisch verliebt und machen da weiter wo sie aufgehört haben. Es ist als wäre sie nie weg gewesen. Sie überzeugt Hunter davon einen Schnaps zu brauen der seines gleichen sucht. Better than everything.

Geschickt: Weitgehend ohne Hunters hilfe baut sie eine distille, die ihres gleichen sucht. Hunter versteht das design nicht, weiß aber es ist der wahnsinn. Sie trifft sich heimlich mit den anderen um die Zutaten aufzusammeln.

Beharrlich: Sie spricht immer wieder vom Heiraten und das man doch keine Zeit zu verlieren hat.

*Patrick (Clover Maidens Daddy)**Patrick Stage 1*

Stoisch: Patrick trägt seine Schmerzen mit sich aus. Er leidet sichtlich und man kann deutlich sehen wie es in seinem Kopf rund geht. Er liegt viel im Bett, sitzt am Fenster oder isst.

Naiv (ungebildet)/Optimistisch: Er scheint sich CM bewusst zu sein umarmt sie immer wieder gerne und sagt: „Alles wird gut werden, meine Liebe.“

Loyal:

Entschlossen:

Patrick Stage 2

Stoisch: Patrick zieht sich viel in sein Büro zurück und schreibt an einem Tagebuch. Er bestellt sich viele Filme die er anschaut um sich in Fragen des Sterbens und des Tötens weiter zu bilden.

Naiv (ungebildet)/Optimistisch: Er spricht mehr mit CM und versucht sie zu beruhigen das alles gut wird.

Loyal: Patrick nimmt wieder Aufgaben in der Familie war. Man muss ihm hinterher spionieren um rauszufinden was er macht. Er nimmt sich morden an und propiert verschiedene der Methoden aus von denen er gelesen hat. Fast alle basieren auf giften.

Entschlossen:

Patrick Stage 3

Stoisch: Patrick wirkt wie ein unverrückbarer Fels, ein Fundament auf dem man aufbauen kann. Er ist wieder gesund und wird noch sehr lange leben.

Naiv (ungebildet)/Optimistisch: Er wird wieder er selbst, nur freundlicher, lebenslustiger und besser als zu vor. Man sieht wie er die Zeit mit CM jetzt viel mehr genießt.

Loyal: Patrick besinnt sich jetzt mehr auf Clover Maiden. Er lässt alle Aufgaben in der Familie ruhen um mehr Zeit mit seiner eigenen Familie zu haben. Ihr fahrt zu Skifahren in die Rockies bei Seattle.

Entschlossen: Während den meetings mit den anderen verhält er sich ruhig und ausgeglichen. Er spricht wenig. Setzt aber viel Geld für die Beschaffung der Zutaten ein.

*xxx (Roadblock's Girl)**xxx Stage 1*

Aufgeschlossen: Wie wirkt ziemlich ‚alert‘, man könnte auch sagen hyper ‚alert‘ das kleinste Geräusch, die kleinste Bewegung bringt sie gleich zum ausflippen. Sie geht durch Angstzustände und kann in diesen Phasen niemand außer Roadblock an sie heran lassen.

Freundlich: Wenn sie nicht gerade eine episode hat, dann ist sie sehr an allem interessiert, lächelt und wirkt wie ein kleines verwirrtes Mädchen.

Partygirl: Schlimm werden die Dinge am frühen Abend, nach der Dämmerung. Dann will sie nach draußen, dort wird sie dann aggressiv und schlägt auf Gegenstände (Autos, Mülltonnen etc.) ein.

Xxx Stage 2

Aufgeschlossen: Sie beginnt sich für Religionen zu interessieren, vor allem die verschiedenen Entstehungsgeschichten und Apokalypse Szenarien. Sie beginnt auch ein Journal zu schreiben, dass sie aber vor dem Psychologen geheim hält.

Freundlich: Sie beruhigt sich soweit, dass die Psychologen sie nach Hause gehen lassen, unter der Prämisse, dass sich Roadblock um sie kümmert. Sie kann jetzt mit den Betreuern und RB normal reden, scheint ihr Trauma überwunden zu haben. Trotzdem soll sie noch 2 mal die Woche für eine Sitzung rein kommen.

Partygirl: Sie entwickelt ein starkes Interesse an Gothic und geht mit oder ohne Road Block zu einschlägigen Parties. Dort hat sie ein starkes Interesse an den Leuten die dorthin gehen und ihrer Faszination für den Tod. Sie fängt dann auch an sich vampirfilme anzuschauen und sich mit dem tot, dem leben nach dem Tod und Unsterblichkeit zu beschäftigen.

Xxx Stage 3

Aufgeschlossen: Auf den Meetings der Gruppe bringt sie sich solide ein.

In ihrer Beziehung mit Roadblock entwickelt sie ein viel stärkeres Einfühlungsvermögen für seine Probleme, Vorlieben und Wünsche.

Freundlich: Ihr gutes Herz ist weiter gewachsen und kommt noch viel stärker zum Vorschein. Sie macht die Bude hübsch um beiden ein angenehmeres zu Hause zu bieten, sie bietet Roadblock an es nochmal mit Kinder zu versuchen, whatever it takes to grow the relationship.

Partygirl: Sie ist jetzt nicht mehr den ganzen Tag geschminkt sondern nur noch wenn sie auf parties geht. Das will sie jetzt auch nicht mehr ohne Roadblock machen. Sie nutzt die Partys um Zutaten für das Gift von anderen Partygängern zu beschaffen. Mit Roadblock zieht sie so oft es geht um die Häuser. Es ist als wären sie neu geboren. Sie hat so viel Energie und Lebenslust das es schon fast anstrengen wird. Aber anstrengend im besten Sinne.

Medical Examinations

Psychological Tests

Jeder Psychologe der Welt wird den Runnern bestätigen, dass ihre Loved-Ones traumatisiert sind und man Trauma am besten mit Liebe und Zeit heilt. Es wird daher empfohlen viel Zeit mit ihnen zu verbringen und ihnen zuzureden auch wenn es nix zu bringen scheint.

Medication

Die LOs können Drogen und Zeug kriegen. Das Zeug tut auch seine Wirkung aber hilft nix.

Bildgebende Verfahren

Zeigen dass es den LOs körperlich gut geht.

Blut Tests und Tox Reports

Fallen alle negativ aus. Das einzige was positiv ausfällt wäre ein Naniten Test. Es werden dann unbekannte Soft-Nanites gefunden wenn man den teuersten Test nimmt.

Magische Untersuchungen

Zeigen eine Person im emotionalen Zustand den die LOs an den Tag legen.