

SHADOWRUN MISSIONS

BACK IN BUSINESS

CREDITS

Writing

Steven "Bull" Ratkovich
(with material from *Mercurial*
by Paul Hume)

Art

AAS

Proofing

A.A. Salati, Jean-Marc Comeau,
Jeremy Weyand

Maps

Patrick Sullivan

Shadowrun Missions Logo

Brent Evans, Matt Heerdt

Layout & Design

Matt Heerdt

Shadowrun Missions Coordinator

Steven "Bull" Ratkovich

Shadowrun Line Developer

Jason Hardy

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THE RAZOR'S EDGE

I groaned as my commlink buzzed, rousing me from a fitful sleep. I sat up and rubbed my face, collecting my thoughts before I answered it. The clock next to my bed read 09:30 AM. Who the frag was calling me this early in the day? I remembered a time when working the shadows meant you worked at night. None of this 9:30 drek back then.

I leaned over and grabbed the battered and well worn case of my old cyberdeck. The case read "Alpha Allegiance K36," and I first picked it up over two decades ago. The guts inside had been mostly ripped out and replaced a dozen times over the course of two decades, and several years ago I finally replaced the entire inner workings with a state of the art commlink. It was a fraction of the size of my baby and several times more powerful. But it was so ghost-damned little. I was always afraid I'd break it or lose it.

Besides, I'd worn the deck strapped to my arm for so long, I felt naked without it. I grabbed the cord from the deck and plugged it into my datajack. I could have gone wireless, but I don't trust wireless networks. They're too open, too easy to hack into and read. Frag that noise. My deck only operated wirelessly if I was actually jacked into it, and anyone unlucky enough to try slipping into my deck was in for a world of hurt.

"Whazzit?" I asked as I answered. I wasn't fully awake yet, and sleep slurred my words. I recognized the voice on the other end. It was Moreau, a chummer and fellow runner from back in the day. I'd run into him a few times since I came to Seattle last year. He'd settled down some, mostly did freelance work for the Draco Foundation. As he spoke, my sleep-fog vanished. His daughter was missing. My jaw clenched tightly as I clamped down on emotions that came bubbling up. I'd lost my own daughter just a couple short months ago.

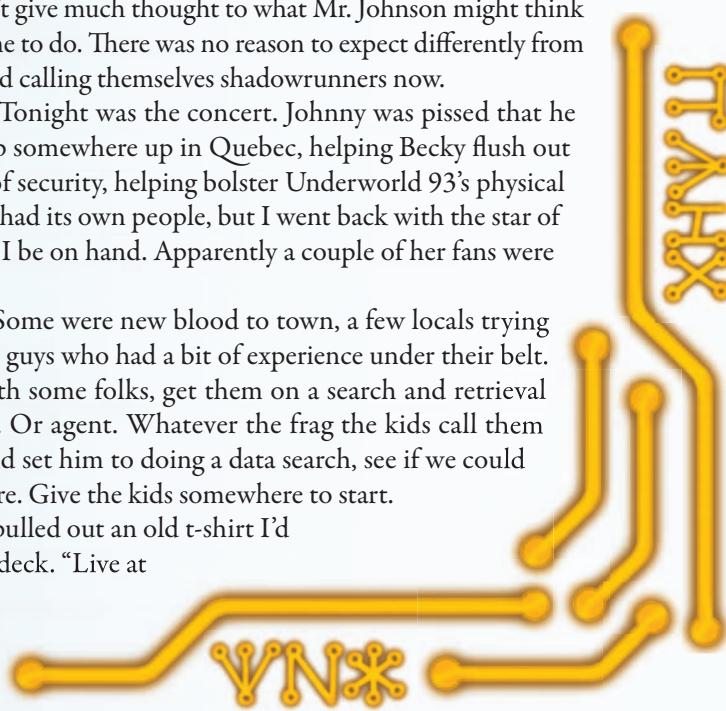
He didn't have many details yet. Fiona was an Arcanoarcheologist, a specialist in pre-Awakening magical items. She also occasionally sold her findings to the various organizations and corps that had an interest in such things, to finance her operations and allowing her freedom from any corp control or interference. Yesterday, she'd arranged to have her latest find smuggled in, and never made it home.

Of course I offered to help. There was an old saying, "parents shouldn't outlive their children." This was truer than anyone who hadn't suffered such a loss would know. I even waived my own fee, simply asked what he could afford to pay. There were few runners I knew that would be willing to do a job for free, even if it was for a good cause such as finding a missing daughter. I wondered if I would have been that heartless twenty years ago. Probably. I didn't give much thought to what Mr. Johnson might think or even want, beyond what he was paying me to do. There was no reason to expect differently from these snot-nosed dreckheads running around calling themselves shadowrunners now.

I grimaced as I checked my calendar. Tonight was the concert. Johnny was pissed that he wasn't going to make it, but he was tied up somewhere up in Quebec, helping Becky flush out a wasp hive they'd found. I was in charge of security, helping bolster Underworld 93's physical and matrix security for the show. The club had its own people, but I went back with the star of the show a long time, and she'd asked that I be on hand. Apparently a couple of her fans were making death threats again.

I knew a couple runners I could call. Some were new blood to town, a few locals trying to break it into the big time, even a couple guys who had a bit of experience under their belt. I started making calls. Line up a meet with some folks, get them on a search and retrieval for Fiona. I called up Al, my smartframe. Or agent. Whatever the frag the kids call them these days. I gave him some parameters and set him to doing a data search, see if we could pinpoint who Fiona was meeting and where. Give the kids somewhere to start.

I got up and got dressed. I smiled as I pulled out an old t-shirt I'd owned almost as long as my beloved cyberdeck. "Live at Underworld 93! Mecurial!" the shirt read. It was going to be a long day.



INTRODUCTION

SRM 04-00 BACK IN BUSINESS is a *Shadowrun* Missions campaign adventure. Full information on *Shadowrun* Missions is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-00 BACK IN BUSINESS is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 04-00 BACK IN BUSINESS consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15—20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run **SRM 04-00 BACK IN BUSINESS** (or any *Shadowrun* Missions adventure).

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

MISSIONS FACTIONS

BURIED UNDERGROUND PLOTLINE

Ork Rights Committee: This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle, by any means necessary.

Seattle Government: The city of Seattle is hurting for money, and sees the Underground as a huge expense that they can't afford, with little to no gain from its largely SINless population, and worries that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

NewsNet: Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

KSAF: KSAF built a reputation on reporting the news sometimes before anyone knew it was news. Those days are past, but with the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

ARTIFACT RUSH PLOTLINE

Atlantean Foundation: This faction has long believed in a grandiose magical "Fourth Age," and the recent influx of magical artifacts being discovered lends their claims much credence. They are scrambling to be the first to gather these artifacts and unlock their secrets.

Draco Foundation: Founded after former president Dunklezahn's death, the Draco Foundation has been searching out any number of strange things for research. Rumor has it that even 15 years after his death, Dunklezahn is still guiding them from beyond the grave. No one knows their true motives, but they will do whatever they can to get their hands on these strange artifacts and discover what they can do.

Saeder-Krapp: For now, Lofwyr is content to sit back and watch as mortals scramble about for baubles from a past life. For the time being, he's just gathering data.

Lung: Like Lofwyr, Lung is watching and waiting to see what gets unearthed, and what the mortal races do with it.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, SR4A). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

GMs are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

CHOOSING SIDES

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try to remain neutral, but often any decision they make will favor one Faction over another. These choices will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably, and is more inclined to deal with the runner. High enough Faction Rep will earn the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, you can sell out to KSAF and still earn KSAF Faction Rep.

SRM 04-00 BACK IN BUSINESS touches on the main factions for both the core plotlines to introduce them to the players. Future Missions adventures will focus on one plotline or the other.

A NOTE ON COMMLINKS

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

PAPERWORK

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, SR4A).

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

Finally, certain modules will request that you use the web reporting form available at shadowrun4.com/missions to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

Dr. Fiona Craig, an Arcanoarcheologist who specializes in pre-Awakening magical artifacts, came across an interesting artifact during a dig in Greece. A shard of obsidian, she theorized it was a piece of a larger artifact she found references to called a “morel stone.” Unlike most magical artifacts, the item doesn’t have a magical aura, but instead appears to have a faint aura similar to that of living beings. This made the artifact unique and incredibly valuable. So she decided to take the artifact to Seattle, where the Draco Foundation and the Atlantean Foundation had recently entered a state of corporate cold war and were both seeking to outdo each other seeking out artifacts.

Fiona had the shard smuggled out of Greece and delivered to Seattle, where she planned to sell it to the highest bidder. She arrived in Seattle just ahead of the artifact, and went down into the Ork Underground to meet the smuggler she’d hired. She had a meeting with Laurent Nazaire from the Atlantean Foundation planned for that evening, breakfast with her father in the morning to arrange for a meeting with the Draco Foundation, and then was meeting with Saeder-Krupp, Aztechnology, and Lung’s Seattle rep the next day.

Unfortunately for her, she was betrayed by the smuggler she’d hired to bring the artifact in. Jack Turner wasn’t a fool, and he did his research on both his employer and the item she was bringing in. He’s decided to sell the item himself, but he needs Fiona’s connections to do it. He’s currently holding her captive, trying to force her to cooperate with him and give him the names of her contacts.

Aaron Craig, Fiona’s father, ran the shadows under the street name Trouble during the 50’s. Today, he works freelance for the Draco Foundation going under the name Moreau. He knew his daughter was coming into town last night, and when she missed her breakfast meeting, he started making calls and found that Fiona had been missing since early the previous night. He turned to an old friend, a fixer named MacCallister to get some help in finding his daughter, fearing the worst.

MacCallister is working security for Maria Mercurial’s show at Underworld 93, so he contacts a group of shadowrunners. The earliest he can meet them is immediately following the concert, so he invites them to be his guest at the sold out show. After the concert, he lays out the job for them.

Tracking down Fiona isn’t too hard, but there are a lot of folks interested in her, and more importantly in the artifact she was bringing in. Nazaire knows that something is up, and like Moreau he’s found that she’s gone missing. He’s discovered that MacCallister was hiring some runners to find Fiona, so shortly after they accept the job, he contacts them himself. He’s not interested in Fiona, but he wants to get his hands on the obsidian shard that she was smuggling in. He offers them up additional payment if they’ll bring him the artifact.

Tracking Jack Turner leads the runners to the Ork Underground, where he operates out of. Once there, the runners end up in the middle of a fight between the Underground’s local protection gang the Skraacha and the Reality Hackers, a thrill-gang looking to cause havoc. Knight Errant’s Special Crimes unit arrives on the scene to break things up, and the runners have the opportunity to get a third job. The lead detective, Tosh Athack, realizes the runners are more than just innocent bystanders, and he puts them in touch with District Attorney Dana Oaks. DA Oaks has been trying to track down Jack Turner as well, but the city and Knight Errant don’t have jurisdiction in the Underground, and it’s too dangerous to try to send in a squad of officers. She will tell the runners about a bounty on Turner, if they can capture him and deliver him to Detective Athack for prosecution.

The runners then have to navigate the Underground and find where the smuggler is holed up. Word’s reached him that people are looking for Fiona, so he’s hired some extra muscle. The runners have to get the girl, the artifact, and the smuggler so they can get their various paydays.

SCENE 0: WALK ALL OVER YOU

SCAN THIS

This scene is only for runners who transfer in from New York. If all or none of the runners are transferring, skip it. This scene is to transition characters to the new campaign.

TELL IT TO THEM STRAIGHT

It started out as just another night in the Rotten Apple, and then things went bad fast. The Neo-Anarchists in the Terminal went crazy and started a revolution. An Ares VP's daughter was kidnapped and one of the Neo-A's leaders launched a biological weapon into the heart of Manhattan. It could have been worse, the Neo-A's were stopped before too much damage was done, but somehow the blame got pinned on you. With the heat on in Manhattan, your fixer Peaceman suggests that maybe it's time to move.

"I hear Seattle's nice this time of year," he tells you. "I have a friend out in the Emerald who can help out. I'll have him get in touch with you."

BEHIND THE SCENES

This adventure refers to the events of **SRM 03-12 ELEVATOR RIDE TO HELL**. Check the runners' log sheets if they ran the adventure and see what their outcomes were, and tailor this scene to that. If the runners stopped Sid from launching his bio-weapon, then the Neo-Anarchists have put a sizable price on the runners' heads. If the runners actively helped Sid, then the MDC (Manhattan Development Consortium) has put a price on them. If they tried to stop Sid but

failed, they don't have a price on them, but no one's happy with them and their name is currently mud in Manhattan.

This scene is transitory, and should be brief. Despite Peaceman's ties to the Neo-Anarchists, he's not one of their more radical members, and as such he's sympathetic to the runners. He arranges to transport them and their gear out of Manhattan and into Seattle with a minimum of fuss. He tells them to find an apartment and settle in. A local fixer by the name of MacCallister will be giving them a call about some work as soon as he has something.

PUSHING THE ENVELOPE

For convention events or Open Play, simply transition the Season 3 characters as quickly as possible. Use the Season 4 FAQ to help players transfer characters over to Seattle.

If this is a home game, play up the transition. You can have goon squads from the Neo-Anarchists or squads of corp security coming after the runners in Manhattan. The runners' contacts won't deal with them anymore. Have fun with this. If the runners are hesitant to leave, keep hammering home the fact that they are no longer welcome in New York, and that if they stay, eventually someone will get lucky and take them out. Eventually after a few attacks, a lack of new work coming in, and their contacts refusing to deal with them, they'll hopefully get the hint.

DEBUGGING

If the players refuse to leave New York, have them make new characters.

SCENE 1: ROCK 'N ROLL SINGER

SCAN THIS

The runners are contacted by a Fixer known as MacCallister for a potential job. They meet him at Underworld 93 and get to see a rare concert.

TELL IT TO THEM STRAIGHT

It's just after Noon on a Wednesday when your commlink chirps. Checking it, you see a matrix icon that resembles the traditional smiley face image, only red and cocked to one side, with little jagged lines resembling tusks on the mouth of the icon. Answering the call, the icon is replaced by a grinning male ork. His face is lined with age; his hair and goatee is touched with grey and a pair of golden datajacks gleam along his left temple. Wire-frame glasses sit upon his nose, the kind that correct your vision, not tinted mirrorshades that make you look badass or even the more modern AR glasses or goggles, but honest-to-ghost reading glasses.

"Hoi chummers!" The ork says with a cheerful grin. "I hear tell you might be interested in a bit of biz. If you're interested, head on over to Underworld 93 tonight at 7. There's a small concert going on. Let the doorman know you're there to meet MacCallister, and he'll get

you some good seats. After the show's over, we'll have a chat and I'll tell you a bit more. Interested?"

WHEN THE RUNNERS ACCEPT AND GO TO UNDERWORLD 93:

Underworld doesn't really look like much from the outside: a simple ferroconcrete building that looks like it should be warehousing machinery, not the location of a nightclub. The only distinguishing features of the club are a simple steel sign outside with the name, and an AR display that is far more impressive blazing the name of the club in bright neon lettering along with the club's logo: Charon steering a speedboat across the river Styx.. At one time, this was the place to be for Seattle's who's who. The attraction for the place has long since faded for younger crowds who are always looking for the next big thing, but the place still retains its reputation as being the place to see some of the hottest music acts of yesterday and today. Jetblack, Shield Wall, CrimeTime, DarkVine, Blitzkrieg, the Psychedelic Phlegmm. All have graced the stage at one time or another, and tonight looks to be another big name.

There is a sizable crowd outside the building, with a line of people stretching around the building. A pair of intimidating troll bouncers



wearing expensive tailored suits stand guard at the door, ignoring the majority of the crowd as if they simply didn't exist, only occasionally letting people into the club after one of them consults an actual paper list on a clipboard. One way to make a guest list unhackable is to write it down. An ARO in front of the building explains the crowd. Mercurial is doing an unannounced concert at Underworld 93 tonight at 7:30.

BEHIND THE SCENES

MacCallister is working as head of security for Underworld 93 tonight, organizing the physical security and manning matrix security himself. He's not normally involved with Underworld 93, but he's working the show as a favor to Mercurial, who has had some death threats again recently. He is unavailable until after the show, but has made arrangements for the runners to get good seats.

Inside the main doors, the large lobby is packed with people chatting, posing for the press and me-feeds, or gawking at the memorabilia of music stars past and present that line the walls. Two more well dressed but obviously dangerous guards man a MAD Scanner (Rating 6) that patrons have to pass through to get into the club. A coat and weapons check room stands next to the scanner encased in bulletproof glass (Reinforced Barrier, Armor 8, Structure 9). The runners will have to check any weapons, and will be given individual claim tags for each item checked.

Past the scanner is a long hallway where the restrooms are located, as well as one of several spiral staircases and the entrance to the main bar area. The staircases lead up to an intricate series of catwalks that run the length of the club and connect a number of balconies and

booths that are attached to the walls and hang suspended over the stage and dance floor. The runners have a pair of booths reserved up here, and are escorted to them.

The bar itself is manned by six bartenders, and the seating area contains a large number of tables packed in as tightly as possible. The tables are filled to capacity, and a number of patrons are hovering around the seating area like vultures, waiting to claim any table that goes unoccupied for even a nanosecond. Towering over the seating area is "the Beast," an enormous ten-meter high, bald and bullet-headed statue that has served as the unofficial mascot of Underworld 93 for over two decades. Lasers shoot from the statue's eyes, smoke billows up around it, neolux tubing running the length of the statue bathes it in an eerie neon glow, and holograms and AR wrap the sculpture in glowing, flashy effects. From its belly, a massive speaker blasts out music.

The stage itself is set in the far south wall, and huge video displays and state of the art AR displays provide dizzying imagery for Emerald Cacophony, a local SynthMetal band playing as a warm up for Mercurial. On the huge dance floor, bodies writhe to the music.

After a bit, Emerald Cacophony finishes their set and exits to a smattering of applause. A tall man in his late 40s with a lined face, dark hair, and goatee wearing an immaculately tailored suit gets up on the stage. He smiles out over the crowd. None of the runners will recognize him, but an Assensing (6) test will reveal something of a shock: the man is actually a dragon! He holds up his hands to quiet the crowd down and says "Alright you brain damaged re-wired mutants! Here's the reason you've been sweating all over our nice, clean floors all evening. Ladies and Gentlemen — if there are any out there — and

the rest of you trash as well, I present to you the one, the only, MARIA MECURIAL!"

The crowd goes wild as the lights dim, and then everything goes quiet as the first haunting synthesized notes of Mercurial's hit song "Take It To Mister" swell up from the speakers. A spotlight comes on, illuminating a slender, lovely figure wearing a short dress of midnight blue. Her legs and arms gleam with polished chrome from her trademark cyberlegs and arms. Her voice is as lovely as ever, and the first lines of the song wash over you.

Mercurial plays a two hour show before wrapping up. Several up and coming bands go on after her, but it's clear that a lot of the patrons consider the concert over. A waitress comes up and offers to escort the runners down and into the backstage area, where MacCallister is waiting for them in a small meeting room.

PUSHING THE ENVELOPE

Max Duggan has had a bad week. Three days ago he caught his wife sleeping with his best friend. Yesterday he was fired from his job. Mercurial was his wife's favorite singer, so he bought tickets from a scalper weeks ago for four times their value. Now, he's at the show alone, miserable, angry, and getting drunker by the minute. He's managed to sneak a gun in through security, and shortly before Mercurial

takes the stage, he finally snaps after watching a young couple making out at a table next to him. He shoots the boyfriend in a rage, and then grabs the girl and holds her hostage in a panic. Security is ready to move in, but the place is packed with people and they can't get a clear shot. If the runners ignore this, MacCallister contacts the party and asks if they can do something to handle the situation peacefully, and without casualties. If the runners try to negotiate, he'll simply say time is of the essence, and that he'll keep it in mind when negotiating for their upcoming job offer. If the runners handle things smoothly, give them +2 Dice for their negotiation with MacCallister in **Scene 2: Dirty Deeds Done Dirt Cheap**. If they ignore MacCallister or if they cause any of the club-goers to be injured (inadvertently or on purpose), MacCallister gets +2 Dice when negotiating against them.

This isn't a complex situation, but Max is an emotional wreck, and the runners risk setting off a bloodbath if they handle it poorly. Anything seen as an attack will set him off, and it's entirely possible one or more people will die if that happens.

The club has several Force 5 spirits with the Magical Guard power patrolling the club, and they have orders to magically aid anyone being attacked with magic. If the runners ask MacCallister, he can have their controlling mage pull them back, otherwise they'll assist Max if magic is used against him.

In his hysteria, he's difficult to talk down. Any runner attempting to negotiate with him will need to make a Negotiate (4) or Fast Talk (5) to get him to release his hostage and give himself up.

If the runners don't intervene, things are tense for almost 10 minutes before one of the security guards gets into position to get off a shot. He's unable to drop Max with a single bullet however, and Max shoots his hostage in the head before being taken down.

DEBUGGING

This is a pretty simple scene. Gamemasters should play up the atmosphere and ambiance of it, and impress upon the players the history of Underworld 93 and how big a show something like Mercurial's concert is. She's the Madonna or the Cher of the Sixth World. Don't let the scene drag on too long though; it's simply to facilitate the meet up with MacCallister.

If the runners decide to cause problems at the club, there are 4 Troll bouncers at the main doors and the scanners, and there are two dozen other security personnel inside the club, as well as two security mages, each with a bound Force 5 Guardian Spirit. MacCallister will immediately call Knight Errant, who had officers patrolling nearby in case there was the kind of trouble a novastar like Mercurial can sometimes attract (and the bad press that goes with that). Four Knight Errant patrolmen will arrive one minute after the alarm is sounded, and a Knight Errant High Threat Response Team will arrive in 5. Finally, if the runners survive, MacCallister refuses to work with them and will find another team of runners to take the job. If they spotted him earlier, the dragon does not get involved.

If the runners see through the MC's Masking and realize he's a dragon and confront him, he will deny it. If they press the issue he will demand they leave "his club" and call security to escort them out. MacCallister will arrange to meet them at a McDougal's down the street in a little while. (Modify **Scene 2: Dirty Deeds Done Dirt Cheap** as necessary). If the runners attack him, he defends himself with a Force 12 Barrier spell (Combines both Physical and Mana Barrier) that he has anchored with a Detect Harm spell, as well as the two Force 5 Guardian Spirits, and flees while security attempts to take down the runners.

TAKE IT TO MISTER

By Maria Mercurial

Once, long ago, when troubles came your way
You couldn't take them on yourself,
But you knew just what to do,
To find someone who would help.
When they burn out the farm,
Or ravish your sister,
You put your hat in your hand
And take it to Mister,
Take it to Mister

Then, as they will, all these things changed their way.
The ones who guarded you proved false.
The lord, the patron, the grand seigneur,
Helped themselves and no one else.
So they ravished the land
And whored with your sister,
They made you rip out your pride
And take it to Mister.

Now, we have learned there is another way.
To face the future for ourselves,
We all know what we must do.
If you want to take back what they stole
Feed the rage in your heart
Till it's ready to blister.
Now put your gun in your hand
And TAKE IT TO MISTER!

"Take It To Mister," by Maria Mercurial,
Copyright 2048, Mercurial Music

BOUNCERS (PROFESSIONAL RATING 3)

(14 Human, 10 Ork (Add +3 Body, +2 Strength), and 4 Troll (Add +4 Body, +4 Strength, +1 Armor, +1 Reach))

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3	4	5	3	3	2	3	6	7	1	6/4	11

Dice Pools: Clubs 7, Dodge 8, Intimidation 6, Perception 7, Unarmed 8

Gear: armored vest, stun baton, commlink (DR 3)

Weapons: Stun Baton [clubs, 6S(e), 0 AP, 1 Reach.]

GUARDIAN SPIRIT

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
6	7	8	7	5	5	5	5	5	5	13	2	11

Dice Pools: Assensing 10, Astral Combat 10, Blades 12, Clubs 12, Counterspelling 10, Dodge 13, Exotic Ranged Weapons 12, Perception 10, Unarmed Combat 12

Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, (Optional Power: Concealment)

KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	4(5)	3	3	4	3	3	4	9	2	9/7	10

Dice Pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 10, Unarmed Combat 8

Augmentations: Wired Reflexes 1

Gear: Armor Jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton, Commlink (DR 5)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8S(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

SECURITY MAGE (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
3	4	4	2	5	4	5	6	6	6	8	1	11/9	10

Dice Pools: Assensing 9, Conjuring 11, Dodge 7, Perception 8, Spellcasting 11, Unarmed 7

Gear: Sustaining Focus 3 (sustaining Armor Force 3), commlink (DR 3)

Spells: Armor, Heal, Lightning Bolt, Manaball, Mob Mind, Stunbolt, Trid Phantasm

Bound Spirits: 3 Guardian Spirits (Force 5)

MAX DUGGAN

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	3	2	4	4	3	3	3	6	7	1	0/0	10

Dice Pools: Perception 6, Pistols 5, Unarmed Combat 5

Weapons: Ares Predator III [Heavy Pistol, 5P, -1 AP, 0 RC, 15(c)]

SCENE 2: DIRTY DEEDS DONE DIRT CHEAP

SCAN THIS

Meeting with MacCallister, the runners get hired to find a missing woman ASAP.

TELL IT TO THEM STRAIGHT

The waitress leads you into the backstage area, past a couple of large and obviously chromed bodyguards who stand guard. Near the ceiling you see a small Japanese boy floating and translucent, obviously a manifested spirit of some kind. Security is tight, but that's not surprising considering the superstar in attendance. Down the hall you can see MacCallister talking with Mercurial. He smiles and nods to her, then heads toward your group.

"Hoi chummers!" He calls out. "This way, please." He motions to a door to your right. Inside is a small room with a table and a handful of chairs around it. It's a tight squeeze, but you manage to get the entire group inside and sit down. Once the door is closed, the roar of the music and crowd cuts off thanks to soundproof walls.

BEHIND THE SCENES

MacCallister is an older ork, appearing to be in his late 40s. He's wearing an old, well worn, and oft-patched armored leather jacket, a faded Mercurial t-shirt, and a pair of jeans. Strapped to his left arm is something that looks like a keyboard, a 2050s era cyberdeck, the precursor to the commlink. He doesn't look much like your average fixer, but rather looks like a tough old shadowrunner. MacCallister peppers his speech with 2050s era street slang.

Once everyone's settled, the ork gets down to business and explains that he needs some runners to find a woman who's gone missing. He doesn't have much information for them to go on. Her name is Fiona Craig, she's an archeologist who just arrived in Seattle last night on a flight from Greece, she doesn't live in Seattle, and she vanished, missing a couple of meetings she was supposed to have today. His employer wants her found ASAP.

MacCallister will offer the runners 3,000¥ each for the job. Runners may negotiate, and net hits will increase the pay by 200¥ each, to a max of 5 hits.

If asked why MacCallister didn't have the meeting earlier since it's important to find the girl right away, he explains that he was acting as head of Security for Mercurial's show tonight, and he didn't have the time to hold a meeting with the runners any earlier.

If asked how he knows Mercurial, he simply says he did a favor for her once a long time ago, and he's a big fan.

If asked about the MC showing up as a dragon under Assensing, he says that they must be mistaken, and that he doesn't know anything about it.

PUSHING THE ENVELOPE

Maria Mercurial has been getting death threats. This isn't that unusual, as a megacelebrity she's often the target of crazies and the obsessed. However, this time they were specific enough that she called in MacCallister to handle and beef up security for this show. Her worries prove to be well justified.

Robert Kyde has been a fan of Mercurial's since she first exploded onto the music scene. Kyde is also a toxic shaman. A former trickster and Coyote shaman, years of self-perceived failure have driven him insane and twisted his magical path. In recent years he feels Mercurial finally sold out and that her newer music is just pandering to her audience instead of coming from the heart, like her original music. Rather than see her fade away and become another washed up has-been remembered for being "good once," he's decided that if she's assassinated, she'll become an instant legend like so many stars before her have.

As the runners are making their way backstage to meet with MacCallister, four Force 6 Abominations (Toxic Spirits of Beasts, p. 144, Street Magic) will manifest and start wrecking havoc. The spirits all resemble twisted, bipedal cartoonish coyotes, thin and starving with

STREET SLANG

During the '50s and early part of the '60s, the streets had a lot of unique slang and lingo to them. By 2070 however their use had fallen mostly out of favor, considered "ancient" and "out of date." Younger runners will still encounter it from time to time when dealing with runners from that era. Some of the terms are creeping back into the lexicon as well thanks to the recent revival of the Karl Kombatmage trid series.

Biz	A job, or business.
Buzz Turbo	Get out fast
Chip-truth	The complete truth, "I'm telling you the chip-truth, chummer."
Chummer	Pal or buddy
Decker	2050's era hacker, so named for their cyberdeck
Drek	Common curse word, "This drek sucks!"
Frag	Common swear word, "I'll fraggin' kick your hoop!"
Geek	To kill, "Geek the mage first!"
Gillette	Wired street samurai
Hoop	Ass
Null Persp (or Null Sheen)	Easy, no sweat
Omae	Japanese for friend
Slot	Mild curse word, "Geek that slot"
So ka	Japanese for "I understand"
Wizard (or just Wiz)	Great, fantastic, excellent "That's so wiz!"

a crazed look in their eyes. They are silent, but each holds a sign that says either "You sold out!" or has the word "Mercurial" with a red circle and cross though it. Mercurial's bodyguards step in front of the singer, as does MacCallister. The spirits have been ordered to kill Mercurial and anyone who tries to stop them.

If the runners stay out of the fight, the spirits will not engage them. They will suffer a -2 penalty to their negotiation tests with MacCallister though, and if Mercurial is killed, MacCallister will not deal with them at all. Of course, if MacCallister is killed, the runners won't be hired either.

DEBUGGING

If the runners cause trouble, see **Scene 1: Rock 'n Roll Singer** for security details. Also add in Mercurial's two bodyguards to that as well and a third Force 5 Guardian Spirit that were protecting the backstage area.

If the players balk at the lower payment, let them know out of character that there are other opportunities to make money. If they insist upon more money in character, stress that this should be an easy job, just locate the missing woman and report back. If they still refuse to take the job, thank them for playing and let them go.

MERCURIAL'S BODYGUARDS (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	5 (7)	5 (7)	5 (7)	3	5	2	3	1.8	12	3	13/8	11

Dice Pools: Clubs 12, Dodge 10, Intimidation 8, Perception 10, Automatic 14, Unarmed 12

Augmentations: Muscle Replacement 2, Wired Reflexes 2, Dermal Sheathing 2 (All Betaware)

Gear: armored vest, half-body suit of form-fitting armor, Ares Crusader w/ 2 clips High-Power rounds (+2 DV, -1 AP, p. 156, War!), stun baton, commlink (DR 5), AR goggles (w/ low-light, thermal, and smartlink)

Weapons: Ares Crusader [Machine Pistol, 6P, -1 AP, 3 RC (one point from strength), 40(c)], Stun Baton [clubs, 6S(e), 0 AP, 1 Reach]

TOXIC BEAST SPIRIT (FORCE 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
8	7	8	8	6	6	6	6	6	6	14	2	12

Dice Pools: Assensing 12, Astral Combat 12, Dodge 13, Exotic Ranged Weapons 13, Perception 12, Unarmed Combat 13

Powers: Animal Control (Toxic Critters), Astral Form, Corrosive Spit, Enhanced Senses (Hearing, Low-Light Vision, Smell), Materialization, Movement, Mutagen, Sapience, (Optional Powers: Fear, Noxious Breath)

SCENE 3: MONEY TALKS

SCAN THIS

With very little information to go on, the runners start to do some legwork. But as they leave Underworld 93 to begin the job, they're approached with a second job offer.

TELL IT TO THEM STRAIGHT

Armed with little more than a name, you head out of Underworld 93, leaving the crowd and the music behind you. Your ears ring in the relative silence of the cool city night. As you begin to discuss your next steps, you see a well dressed, dark-skinned dwarf casually strolling toward you. When he's about 7 meters away from the runners, he'll stop and hold out his hands, palms out toward the runners.

"Peace, friends." He says with a trace of a Quebecois accent. "I have a job offer for you."

BEHIND THE SCENES

Laurent Nazaire will hand the runners his business card and tell them that he represents the Atlantean Foundation. He's interested in tracking down an item that Fiona Craig was having smuggled into Seattle. He has no interest in the woman herself, and he's fairly certain that the runners were just hired to find her. He'd like to hire them as well to bring him the item, a fist sized shard made of obsidian. He's willing to pay the runners 2,000 Nuyen each if they can recover it. Runners can negotiate to increase the fee, with each net hit increasing it by 200¥, with 10 net hits max.

Laurent knows that Fiona is Moreau's daughter. When Fiona missed her appointment last night and wasn't answering her commlink, the dwarf started having Moreau watched to see if she turned up. Laurent's agents overheard Moreau calling MacCallister and asking him to hire some shadowrunners. Since then, he's been staking out the ork fixer, waiting to see who he hired. He will not explain any of this to the runners, but if asked simply says that he knew that MacCallister was hiring some runners to find Fiona and was waiting for whoever it was to come out of the club.

If asked how he knew they were runners, he laughs. "Look at yourselves! A group like you? You're certainly not a bunch of corpers out clubbing or some wageslaves. I mean, really? You scream 'runner.'"

He doesn't have any information on Fiona's whereabouts, nor does he have much information about the obsidian shard. If pressed, he gets slightly belligerent and says that if he knew what the rock was, then he wouldn't need the runners to find it so he could study it.

Nazaire is polite so long as the runners are polite, but if they treat him rudely or dismissively, he'll get irritated with them. If they push him too far, he'll walk and tell them he'll find someone else to get the stone.

PUSHING THE ENVELOPE

The Cutters have recently been making a push into the Chulos territory, selling drugs on their turf. The Chulos have decided to hit back. Rumor has it some of the Cutters were planning to peddle to the crowds outside Underworld 93 tonight, so the Chulos have a drive-by planned.

Right as the runners are leaving the club, 12 Chulos hit the place. They're all mounted on Harley Scorpions and carrying UZI IIIs, and they spray the crowd and the runners with bullets. The Chulos make two drive-by attacks, once up the street, and then once back down. Each time, they attack three random runners. Unless they're engaged in combat by the runners, they simply ride off after the second attack. If engaged, they will stay and fight. They flee either when six of their gang are down, or when the cops arrive in 10 combat turns.

DEBUGGING

Nazaire is polite so long as the runners are polite, but if they treat him rudely or dismissively, he'll get irritated with them. If they push him too far, he'll walk and tell them he'll find someone else to get the stone.

CHULOS GANG MEMBERS (PROFESSIONAL RATING 1)

(4 Humans, 6 Orks (Add +3 Body, +2 Strength), 2 Elves (Add +1 Agility, +2 Charisma)

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

Dice Pools: Athletics Skill Group 5, Blades 7, Dodge 6, Perception 6, Pistols 10, Unarmed Combat 7

Gear: Armor vest, knife, commlink (DR 3), AR goggles (w/ low-light, smartlink)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], knife [Blade, (Str/2+1) P, 0 AP, 0 Reach]

SCENE 4: NIGHT PROWLER

SCAN THIS

Now with two jobs in hand, the runners need to start looking for Fiona in earnest. Tracking Fiona leads them to a hotel in Bellevue where she checked in after her flight touched down. Clues in her apartment give them the name of the Smuggler, Jack Turner, and after asking around a bit they can find out he works out of the Ork Underground.

TELL IT TO THEM STRAIGHT

There's not much information to start your search. You have a name, Fiona Craig, and you know she flew into Sea-Tac sometime yesterday. Where do you start?

BEHIND THE SCENES

The runners get a break from having job offers thrown at them, and get to explore the city, do some legwork, ask questions, and generally try to orient themselves.

1. FINDING FIONA'S HOTEL

Fiona checked in to room 1408 at the Mulvihill Hotel at 3225 158th Avenue SE, Bellevue at 4:30 PM. The runners will need to do a scan around to find out this information. See **Legwork** for details.

2. BREAKING INTO THE MULVIHILL

The Mulvihill is a mid-range hotel, reasonably priced, but posing as a more expensive hotel. All the rooms are decent moderately priced suites that run about 150¥ a night. There isn't a lot of security, though obviously armed and armored runners, or those oddly dressed or styled are stopped and questioned, unless they're a guest of the hotel. The hotel room keys all broadcast an RFID signal that signal security and the bellhops to leave the guest be, so unless the runners are actively disturbing other guests, they are left alone.

The door to the room has a standard hotel maglock (Rating 3, though it is relatively sturdy Armor Rating 6, Structure Rating 7). Optionally, a hacker can try to slice the hotel's security system and

either open the door manually or spoof the lock to accept their hotel keycards (If they rented a hotel room).

There is an attractive young ork maid on the 4th floor, and runners could sweet talk or con her into letting them into the room as well.

3. INSIDE FIONA'S ROOM

Fiona's room is a mess. At first glance, it looks like someone trashed it searching the place, but after looking around a moment the runners will realize that it's not been searched, it's just that Fiona's a slob. Papers are everywhere, a suitcase lies on the bed unpacked, and a pile of dusty, dirty clothes are balled up in one corner of the room. There's also a tray of half-eaten food lying on the dresser, obviously left there the day before.

A Perception (2) test will uncover a small leather bound diary filled with notes and sketches. One entry (see **Handout #1: Fiona's Diary**) has a sketch of a rock with the name "Morel Stone" under it, with some notes in the margin. In the margin is Tuesday's date with the note "Jack Turner, Seattle, 20:00." The rest of the papers are useless. They're just Fiona's old research notes, travel itineraries, and a collection of take out menus from around the world.

4. FINDING JACK TURNER

Jack Turner is fairly well known in the criminal and shadow communities, so finding him shouldn't be too difficult if the runners ask around a little bit. He operates out of Pirate's Cove, a small hidden grotto connected to the Ork Underground popular with smugglers wanting to move contraband into the city.

PUSHING THE ENVELOPE

If the runners check into the hotel, a snooty desk clerk could give the runners a hard time if they're dressed oddly or stand out as criminals (obvious armor, cyberware, nanotattoos, weapons, etc). He suggests that the runners may be more comfortable at the "Motel du Roach" in Redmond, and makes a big show of checking their SIN if they still insist on checking in (However, the hotel only has a Rating 2 scanner).

NODE: MULVIHILL HOTEL

Sculpting: The sculpting resembles a fine, upscale hotel. The IC resembles bellhops wearing classic, early 20th century red bellhop uniforms, complete with small brimless bell-boy hats set jauntily on their heads.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 6, Response 5, Signal 4, System 5

Spiders: 1 Security Hacker

IC:

Node 1: Attack IC Rating 5

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 5)

ARC:

Node 1: Scramble Attack IC

Node 1: Alert Spider

SECURITY SPIDER (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
3	2	4	2	3	4	5	4	5.0	7*	2*	10*

*Stats in the Matrix.

Dice Pools: Computer 9 (base skill 4), Data Search 8 (base 3), Cybercombat 9 (base 4), Electronic Warfare 8 (base 3), Hacking 9 (base 4), Etiquette 6, Perception 6

Augmentations: Commlink, sim module, datajack, control rig

Gear: Commlink (Firewall 6, Response 5, Signal 5, System 5, Programs: Analyze 4, Armor 4, Attack 4, Blackout 4, Bio-Feedback Filter 4, Browse 4, Command 5, ECCM 4, Edit 4, Encrypt 4, Medic 5, Scan 4, Track 4)

Once checked in, a young bellhop offers to carry their luggage to their room, if they have any, and he insists on showing them where the room is. He's new, incredibly over eager, and pesters the runners to get a big tip. He can keep popping up to ask if they need room service or more towels and he follows them around trying to be helpful in the most annoying ways possible. If the runners tip him, he's very grateful and leaves, but is back within minutes to ask if they need anything else.

Finally, the hotel detective suspects that they're up to something, and he attempts to discreetly spy on them. He's a bumbling idiot though, and was only hired because he's the manager's cousin. He acts like he's in a bad spy movie, but can likewise be a thorn in the runners' side as they try to break into Fiona's room.

DEBUGGING

This scene is mainly a chance to do some roleplaying and do some legwork. It shouldn't take a long time, so gamemasters are encouraged to keep it moving. If the runners cannot find the hotel no matter what they try, MacCallister will call and check up on them after 12 hours. If they tell him they're having trouble, he can produce the Hotel information for them an hour later.

Runners that cause too much trouble, or blatantly carry weapons around the hotel are asked to leave. Violence results in Knight Errant being called in.

SCENE 5: RUFF STUFF

SCAN THIS

The runners have a name and a possible location: Jack Turner in the Underground. Unfortunately as soon as they enter the Underground, they end up in a three way fight between the Skraacha, the Reality Hackers, and Knight Errant. The runners are more than likely detained by Knight Errant, which can give them their third job for the day.

TELL IT TO THEM STRAIGHT

The Ork Underground. The very name conjures up a dozen different images. Intricate Dwarven architecture, damp musty caves, an army of metahumans, dark caves filled with devil rats and ghouls. The list goes on and on. There are a lot of conflicting stories about what it's like in the Ork Underground, and both all and none of these stories are true. A vast network of tunnels honeycombs the ground underneath Seattle, and each section of the Underground is different. Some are little more than dirt and stone caves, while in other sections if it weren't for the ceiling 2-3 stories above your head you would think you were on any normal city street.

Making your way into the Underground is easy. There are two easily accessible public entrances, one in the basement of Lordstrung's department store, the other under the Big Rhino, a restaurant that serves "authentic" ork cuisine. There are supposedly numerous hidden entrances all over the city, but only residents of the Underground know their location. Lordstrung's is the largest and most easily accessible of the two main public entrances, and is the only one open 24/7.

BEHIND THE SCENES

The Big Rhino entrance is a large stairwell in the back of the restaurant. There are flyers and advertisements at the entrance, and the staff of the restaurant keeps an eye on the comings and goings into the Underground. This entrance is only open during the restaurant's business hours (10 AM to Midnight)

The Lordstrung's entrance is a pair of large double escalators on one side of the first floor of the department store. There is an entrance to the street here, and the section can be sealed off when the department store is closed. There is a two-man Knight Errant post stationed here at all times and a pair of heavy security turrets guard the entrance. Lordstrung's is heavily invested in the Tourist Highway and the tours that go through there, but they've had problems with

some of the rougher elements of the OU spilling out into their store. The adventure assumes the players use the Lordstrung's entrance, but gamemasters can modify the scene to fit the smaller entrance.

The Lordstrung's end of the Tourist Highway suffered severe fire damage a month ago. Some of the shops have yet to reopen, and the walls are still blackened with soot and ash, and the lingering scent of smoke still permeates the air. Business has since gone back to normal, and rebuilding is underway, but it's a slow process. The fire didn't quite reach the escalators leading out of the Underground, so the immediate area near the escalators leading up and out are untouched, but the runners can see from the scorch marks that it was a close call.

When the runners first arrive, the area near whichever entrance they use is crowded. It appears that one of the guided tours (running 4 times a day, only 150¥ an AR advertisement screams) is trying to head back topside, but there is a confrontation between a couple of gangs going on. On one side are the Skraacha, an all ork gang that often acts as protectors of the Underground's residents, wearing mostly brown and grey gang colors. On the other are a bunch of heavily chromed and bodymodded gangers wearing gold and chrome. Anyone with their AR displays running sees neon AR graffiti literally crawling across the entirety of the Tourist Highway proclaiming that the "Reality Hackers rule," "Reality is a lie," and that "For a good time, call Gutter's Mom." Most of the shops in the vicinity have had their AR signs vandalized, usually involving porn. The runners probably don't know Gutter's Mom, but they can figure out that chromed up gangers are the Reality Hackers, a street gang that goes in for hacking and body modification.

Seconds after the runners arrive and take all of this in, guns are drawn, nailbats are swung, and cyberspurs are popped. It's an all out gang war going on in front of their eyes. The runners won't have a chance to do anything before the fighting starts, and once it does they need to decide what to do. The Skraacha are attacking anything chromed looking or non ork or troll, while the Reality Hackers are attacking everything else both physically and wirelessly via the matrix. The runners' commlinks will be targeted by them almost immediately, drawing them into the fight.

If the runners try to stay out of the fight, they will be targeted. The Skraacha may assume they're a threat or that they are with the Hackers. The Hackers will attack their commlinks. Innocent bystanders may beg them for help. It's possible to avoid the fight, but not easy.

THE ORK UNDERGROUND

The Ork Underground is vast. Following the Great Seattle Fire of 1889, the city opted to simply build over the old Downtown. Many of the buildings that could be repaired now had their original first floor underground, and even many of the streets remained intact. In the mid 20th century the Underground was partly restored as a tourist destination. After the Awakening and Goblinization, it became a haven for many metahumans, and following the Night of Rage had become a refuge for a large portion of the metahuman population of Seattle.

By 2050, the Underground had been built up and expanded into a thriving district in its own right, though it has never been regarded as such by the City of Seattle. It has its own unofficial mayor, its own police force (since Knight Errant, and Lone Star before them, almost never step foot into the Underground), and entire commercial and residential sections. The entire Underground network has never been properly mapped out and stretches throughout Downtown and beyond.

The citizens of the Underground still don't trust "topsiders," as they call anyone who lives on the surface. They put up with the tourists, since that's a major source of income for many residents, but they're not fond of people just randomly wandering around the Underground, especially outside of what they call the Tourist Highway, which is the public area of the Underground where tours run. So getting information can be difficult.

Alarms sound, and less than a minute after the fight starts, Knight Errant arrives. The Reality Hackers didn't just hit the Underground's nodes, but they also tagged either Lordstrung's or the Rhino (depending on which way the runners came in), so they had already called the cops in. Knight Errant will detain everyone they see, regardless of whether or not they were fighting, and the runners are obvious targets to be detained first.

The runners can sneak away from this, though that's difficult. There are a lot of residents of the Underground trying to flee deeper into the Underground, while there are several dozen tourists who are panicking and trying to reach the exit, and in the middle of both is a gang fight. Don't make sneaking away easy to do. The gangers on both sides will attack them as they try to get by, and they'll be forced to get physical with the residents and tourists to move them out of the way (either attacking them or picking them up or moving them). Creative use of spells, spirit powers, or a troll battering ram could get them through before KE shows up though.

Unless the runners want to fight off two dozen heavily armed and armored Knight Errant Special Task Force members, they are more than likely detained for questioning once the fighting is subdued (which only takes a few rounds, as neither gang wants to take on KE). Most of the civilians are let go immediately, but the runners are asked to step to one side, where they are watched by several surly looking officers.

PUSHING THE ENVELOPE

To beef up and prolong the scene, draw the runners into the fight. Several of the RH gangers could hack multiple runners' commlinks, and a technomancer can try to dazzle and fool them by attacking them with AR constructs (forcing them to turn AR off, disabling things like tacnet or their smartlinks).

Knight Errant could initially assume they're part of the fight and attack them as well as the gangers. If the runners severely injure any of the KE officers, Tosh will be much harsher in the next scene. If the runners kill any KE officers, Tosh won't deal with them at all, and KE will instead try to arrest them.

Not long ago Alamos 20,000 attacked the Ork Underground and set a large portion of the Tourist Highway on fire. The faint smell of smoke still lingers in the air, many buildings are still fire-gutted ruins, and the walls are blacked with soot.

The Underground is constantly being expanded and under development. In some sections, if it weren't for the ever-present ceiling, it would be easy to mistake it for neighborhood streets topside. Two and three story buildings, markets, stores, factories, and even legitimate businesses all call the Underground home.

In other sections, crude tunnels and caves make up a maze that even lifelong residents have trouble navigating. Hidden entryways into basements and sewer lines litter this area of the Underground. Paranormal critters, smugglers, and the more common criminals utilize these tunnels for their own ends.

Many of the tunnels aren't wide enough for vehicles, so outside of some of the larger areas, vehicles other than motorcycles are rare. Bicycles are very common, however, and all along the Tourist Highway and other commercial areas you can find plenty of bicycle taxis and plenty of bike rental places (10¢/hour, 150¢ deposit required).

Humans and elves suffer a -2 to all social tests against any of the Underground residents, and any information will cost them twice the Nuyen it normally would. Many of the residents are openly hostile outside to any topsiders that aren't on the tour. Orks, trolls, and dwarves do not suffer this penalty, but are still looked at with distrust.

During the fight, helpless innocents could be put in danger (a small child, a pregnant woman, an elderly man), giving the runners a chance to be a hero, or simply ignore their plight.

DEBUGGING

If the runners manage to sneak away or flee the scene before Knight Errant detains them, then skip **Scene 6: Guns for Hire** and go directly to **Scene 7: Shake a Leg**.

If the runners attack Knight Errant, see **Pushing the Envelope**. If the runners seriously injure or kill the Skraacha, word spreads and the residents are less likely to help the runners. Double any bribes or payments necessary for the rest of this adventure while in the Underground, and apply a -2 modifier to all social tests due to hostility from the residents.

NEON MECH, REALITY HACKER LIEUTENANT

He was born in the OU and detests it, considering it a backward and primitive place. With Matrix coverage so spotty and weak, he enjoys periodically coming down into the OU to cause problems and wreak havoc on what little wireless capability there is.

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
8	5	4 (6)	7	4	5	5	5	0.6	2	9 (11)	1 (3)	11/9	12

Dice Pools: Athletics Skill Group 7, Blades (Cyber-Implant Blades) 10 (12), Cybercombat 12, Dodge 8, Electronic Warfare 10, Hacking 10, Negotiation 7, Perception 9, Pistols 11, Unarmed Combat 8

Augmentations: Wired Reflexes 2, Dermal Plating 3, Cybereyes 3 (w/ lowlight, therm, vision mag, vision enhancement 2, smartlink, flare comp), retractable spurs, sim module (hot sim modified)

Gear: Armor jacket, commlink (Firewall 6, Response 6, Signal 5, System 6, Programs: Analyze 5, Armor 6, Attack 6, Blackout 5, Bio-Feedback Filter 6, Browse 5, Command 5, ECCM 5, Edit 6, Encrypt 4, Medic 5, Scan 5, Track 4)

Weapons: Colt Manhunter [Heavy Pistol, 5P, -1 AP, 0 RC, 16 (c)], retractable spurs [Blade, (Str/2+3)P, 0 AP, 0 Reach]



REALITY HACKERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4 (5)	4	2	3	4	3	3.25	7 (8)	2	9/7	11

Dice Pools: Athletics Skill Group 6, Blades (Cyber-Implant Blades) 7 (9), Cybercombat 9, Dodge 7, Electronic Warfare 8, Hacking 9, Perception 9, Pistols 9

Augmentations: Wired Reflexes 1, retractable spurs, Dermal Plating 1

Gear: Armor jacket, AR goggles (w/ low-light, thermo, smartlink), commlink (Firewall 6, Response 6, Signal 5, System 6, Programs: Analyze 5, Armor 6, Attack 6, Blackout 5, Bio-Feedback Filter 6, Browse 5, Command 5, ECCM 5, Edit 6, Encrypt 4, Medic 5, Scan 5, Track 4)

Weapons: Colt Manhunter [Heavy Pistol, 5P, -1 AP, 0 RC, 16 (c)], retractable spurs [Blade, (Str/2+3)P, 0 AP, 0 Reach]

HEZ, SKRAACHA LIEUTENANT

Hez means fang in Or'zet, which he's called because he only has one tusk (The other having been broken off in a fight years ago). He's a Lieutenant in the Skraacha, and hates Topsiders, especially ones coming down looking for trouble.

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
7	4	5 (7)	7	5	4	3	4	2.75	3	9 (11)	1 (3)	8/6	12

Dice Pools: Athletics Skill Group 7, Blades (Cyber-Implant Blades) 9 (11), Dodge 7, Negotiation 8, Perception 8, Pistols 10, Unarmed Combat 7

Augmentations: Wired Reflexes 2, hand razors

Gear: Armor jacket, AR contact lenses (w/ thermo, smartlink, and vision enhancement 3), commlink (DR 4)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], hand razors [Blade, (Str/2+1)P, 0 AP, 0 Reach]

SKRAACHA GANG MEMBERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	6/4	11

Dice Pools: Athletics Skill Group 6, Clubs 8, Dodge 6, Perception 6, Pistols 10, Unarmed Combat 4

Gear: Armor vest, nail bat, AR sunglasses (thermo, smartlink)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], nail bat [clubs, (Str/2+2)P, 0 AP, 1 Reach]

KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	3	3	4	8 (9)	2	9/7	10

Dice Pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 10, Unarmed Combat 8

Augmentations: Wired Reflexes 1

Gear: Armor Jacket, Helmet (with built in mic, headset, and smartlink), Commlink (DR 5)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c), APDS ammo], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

SCENE 6: GUNS FOR HIRE

SCAN THIS

Detective Tosh Athack wants to have a word with the runners. His boss, Assistant District Attorney Dana Oaks needs a hand, and the runners are just the ones to do it.

TELL IT TO THEM STRAIGHT

After the chaos and violence that just ensued, DocWagon is dragging out bodies and Knight Errant just keeps glaring at you. They've let most of the people go about their business, and they hauled some of the gang members away in cuffs, but they have you surrounded. They won't let you leave, and none of the stone faced Knight Errant officers will answer your questions.

After about 20 minutes, one of the biggest trolls you've ever seen comes stomping over. Over 3 meters tall, he glares down at you for a minute, then snarls. "You're shadowrunners, right?"

GM Note: If the players have run through CMP 2010-02 Copycat Killer? They may have met Tosh previously, so adjust this scene as necessary.

BEHIND THE SCENES

The runners can try to bluff and con and lie their way through this if they like, but between two dozen heavily armed and armored troops and several combat mages with Detect Truth and Read Thoughts spells, the troll isn't buying their story. However, he won't let them leave until they admit it to him, and if they're too stubborn, he notes that he can lock them up if need be.

Once they come clean, he introduces himself as Detective Tosh Athack of Knight Errant's Special Crimes Task Force. If asked what "Special Crimes" means, he glares at the runners and growls "That means dealing with shadowrunners and gang wars. Guess I get both in one day. Lucky me." He tells the runners that his boss needs some folks like them for a special job. If it were up to him, he'd drop them in a hole and forget about them, but it's their lucky day, because it isn't up to him.

He forwards a commcall to the runners, and on the other end is Assistant District Attorney Dana Oaks. Oaks is curt and straight to the point. A busy woman, she doesn't like to mince words. She doesn't particularly like the idea of dealing with shadowrunners, and it shows. When they accept the commcall, read the following to them:

"I'm not fond of working outside the law." She tells you with no preamble. "But in this world, the law is, quite frankly, a mess. Criminals have a million ways to avoid the long arm of the law, as I'm sure you're well aware of. However, I have a job to do, and one way or another I plan to get it done. That's where you come in."

"Seattle law doesn't quite extend below the streets of Seattle. The government doesn't recognize the Underground as a part of the city, and as such won't contract Knight Errant to police it. The criminal scum who prey on my city know this, and seek refuge in that pit." As she speaks, her voice raises slightly in pitch, and it's clear this isn't the first time she's had this discussion, and it's a sore spot with her.

"I've been tracking someone who's holed up down there somewhere. I need him brought somewhere so that I can have him legally arrested. Your job is going to be to find this man, and deliver him to Detective Athack here. He'll claim to have caught the guy inside his jurisdiction, and he will go to jail for a long, long time. You'll keep silent about the matter, and get paid. How's that sound?"

Dana is under no illusions regarding the runners, who they are and what they do. However, in her mind, they're a lesser problem. Most runners interfere in corporate business, which is outside of her jurisdiction. She focuses on those who threaten the citizens of Seattle itself and lets the Corps deal with their own legal problems.

In this instance, her needs and those of the runners intersect. She's been working with KE's Special Crimes task force to crack down on a drug ring that's been operating in the city, importing massive amounts of very unstable and dangerous BTL's. They've been working their way up the chain of command, and finally found out how they're getting into the city: a smuggler named Jack Turner. She wants Turner captured and dropped off at the entrance to the Underground so that Tosh can arrest him. She will stress that she needs Turner alive, as she hopes to use him to find out more information on this ring. If Turner dies, the runners will not get paid.

Dana offers the runners 3,000¥ each to do the run. If the runners negotiate, she will up the pay by 500¥ per hit, to a maximum of 2 hits. She's unwilling to budge above 4,000¥ per runner, and if they don't seem happy about it, she points out that they're currently in

REALITY HACKERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4 (5)	4	2	3	4	3	2.85	7 (8)	2	9/7	11

Dice Pools: Athletics Skill Group 6, Blades (Cyber-Implant Blades) 7 (9), Cybercombat 9, Dodge 7, Gunnery 10, Electronic Warfare 8, Hacking 9, Perception 9, Pilot Ground Vehicle 10, Pistols 9

Augmentations: Wired Reflexes 1, retractable spurs, Dermal Plating 1, sim module (hot sim capable), control rig

Gear: Armor jacket, AR goggles (w/ low-light, thermo, smartlink), commlink (Firewall 6, Response 6, Signal 5, System 6, Programs: Analyze 5, Armor 6, Attack 6, Blackout 5, Bio-Feedback Filter 6, Browse 5, Command 5, ECCM 5, Edit 6, Encrypt 4, Medic 5, Scan 5, Track 4)

Weapons: Colt Manhunter [Heavy Pistol, 5P, -1 AP, 0 RC, 16 (c)], retractable spurs [Blade, (Str/2+3)P, 0 AP, 0 Reach]

ARES CENTAUR

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	15/30	100	3	4	12	3

Upgrades: Weapon Mount, Ares Alpha (belt feed modified, 100 round belt)

Weapons: Ares Alpha [Assault Rifle, 6P, -1 AP, 2 RC, 100 (belt)]

Knight Errant custody, and that there's probably something KE can arrest them for and hold them for quite some time. Once the runners accept the job, Tosh lets them go, and Knight Errant wraps up their investigation and leaves.

PUSHING THE ENVELOPE

One of the Reality Hackers has been feigning unconsciousness, and is being tended to by DocWagon. When Knight Errant lets its guard down, he takes control of a pair of Ares Centaurs (the Ares version of the Wuxing Crimson Samurai drone) that Knight Errant brought

down with them after the fight and opens up on Tosh and the runners, right before Tosh connects them to Dana Oaks.

DEBUGGING

If the runners are particularly belligerent or rude to Tosh or Dana, Tosh threatens to "run them in." Dana insists on letting them go, though she won't offer the job to them (or rescinds it if she's already given it to them). If the runners get violent during this scene, see the **Pushing the Envelope** of Scene 5: **Ruff Stuff** for suggestions on dealing with that fight, adding in the two Ares Centaurs that they've brought down.

SCENE 7: SHAKE A LEG

SCAN THIS

The runners have to search the Ork Underground to find Pirate's Cove, searching for Jack Turner.

TELL IT TO THEM STRAIGHT

The Ork Underground is a mass of tunnels, warrens, and caves with few street signs, and even the most up to date maps tend to be less than reliable. You know where to find Jack Turner: Pirate's Cove. Now you just have to find it. After the gang war that just went on, the locals are a bit wary of strangers, especially Topsiders. The local merchants that haven't closed up for the day stand a close watch in their kiosks and shops, eyeing you cautiously. As you decide what to do next, a young ork boy comes running up to you.

"Hey chummers!" the boy says with the vigor and excitement that only a kid under the age of 12 can muster. "Need a guide?"

BEHIND THE SCENES

There are several ways that the runners can try to find Pirate's Cove. The ork boy, Pip, can possibly lead them there. They can try asking around and hoping bribes and charisma will sweet talk directions out of the locals. One or more runners may actually be familiar enough with the Underground to find it on their own. Finally, they could just wander around hoping to find it.

1. PIP THE TOUR GUIDE

The young boy is Pip, a 9 year old orphan who survives off the scraps the local merchants give him and by occasionally earning a few nuyen acting as a guide to tourists. He stayed hidden during the fight between the Reality Hackers and the Skraacha. Noticing the runners, he's decided they're an easy mark and that he can get some money out of them.

Pip is youthful, eager, easily excited, but very knowledgeable about the Underground. His parents were both chipheads, and when he was 5, they went on a reality-bender and never came out, eventually starving to death. If he's asked about them, Pip will tell the runners this in a very matter of fact way, though his voice will have a hint of sadness. He's seen a lot of bad things in the Underground, so while he misses his parents, to him it's just something that happens.

The runners' actions in the Underground, as well as their behavior toward its residents and Pip will determine his behavior. He'll insist on

getting paid upfront, 50¥ per runner. If they've been unusually rude, hostile, or if they attacked the Skraacha or any of the residents during Scene 5: **Ruff Stuff**, he charges them double this amount. If they refuse or blow him off, he'll make a couple of tries, talking about how confusing the OU can be, and how he's been playing in these tunnels since he was a little kid (He says this completely un-ironically) and he knows them better than anyone. If they still refuse, he'll run off.

Runners that have been on good behavior, or who give the boy extra nuyen get great treatment, and he'll take them straight to Pirate's Cove, chattering the entire way, telling them stories about the Underground, some true, some made up and obviously false. He especially loves stories about the so-called Haunted Amerind Warrens somewhere deep in the Underground tunnels and about paranormal critters that are supposed to reside down here, such as the Ghost Gator and the Demon Rat nests. Once the runners are down in Pirate's Cove, Pip says that he needs to get back to work and find more tourists to show around. He hints that he'll wait around if the runners offer him up some more nuyen, otherwise he runs off.

If the runners mistreat him, or are exceptionally rude or mean to the boy, he'll deliberately lead them on a wild goose chase around the Underground, eventually leading them into a stretch of caves that are home to a Ghost Gator, where he abandons them, crawling off into a tunnel that's just barely big enough for him to squeeze through. Dwarves with a body 2 or less, or a very small child-like metahuman (Gnome or Pixie) may be able to fit through the tunnel, but no other adult metahuman will fit.

2. ASKING THE LOCALS

The locals are exceptionally wary of the runners. Players can ask around, making a Street Etiquette (3) test to find the information they need. If the runners stayed out of the fight with the Skraacha and Reality Hackers, they suffer a -3 to this test, as the residents are suspicious of strangers right now. If they attacked the Skraacha or are being overly antagonistic, they suffer a -6 penalty instead. If they helped the Skraacha, they only suffer a -1, as the residents are still scared, but less mistrustful of the runners. If the runners attempt to bribe the residents for information (Or offer to buy crappy, kitchy tourist trinkets), they gain +1 dice for every 50¥ they spend.

Pirate's Cove isn't marked on any of the publicly available maps, so the runners will have to follow the sketchy directions through the confusing and often unnamed tunnels as best they can. It's 5 kilometers through winding, looping tunnels, so the runners can still get easily

lost. Find out which runner is leading the rest (i.e., reading the “directions” they were given), and have him make a Logic test every 1 km. A glitch results in the runners getting lost in a maze of narrow tunnels that is home to a Ghost Gator, which will stalk and attack them (see **Ghost Gator**, below.)

3. FINDING PIRATE'S COVE ON THEIR OWN

To find their way to Pirate's Cove on their own, the runners need to make a Seattle Geography (6) or Ork Underground Geography (3) test, or need to live in the Underground, which allows a straight Intuition (2) test. Have the team choose one runner to follow. A failure on this test results in the runners getting lost, while a glitch leads them into the Ghost Gator lair (see **Ghost Gator**, below). If the runners get lost, they can try the test again, with a second failure having the same result as a glitch, or they can attempt to ask around the local neighborhood, in which case, use **Ask the Locals** above.

4. WANDERING AROUND

If the runners decide to simply randomly search the Underground, impress upon them the size and complexity of the OU. There are almost no signs and many of the tunnels and neighborhoods all look the same. Tunnels spread out in all directions, they twist and turn at seemingly random intervals, and there's no real way to tell where you are half the time.

Have the runners each make an Edge (3) test. Success means they simply lucked into finding Pirate's Cove. Failure indicates they're lost, and they need to make another Edge test. If any runner glitches, they wander into the Ghost Gator's lair.

5. THE GHOST GATOR

Many residents of the Ork Underground consider the Ghost Gator to be a myth, a legend. At best, most consider it to be the old sewer gator urban legend, that of a baby alligator flushed down the toilet, and now living in the sewers. As any Gator Shaman will tell you, there's some truth to those stories, and the Ghost Gator is the product of such. A very rare awakened paranormal critter, the Ghost Gator has been haunting a small maze of tunnels, preying on rodents and the occasional unsuspecting Underground resident who wanders too close.

GHST GATOR

The Ghost Gator is largely considered a myth, a story told to scare children. The creatures are very rare, with rumors and stories about them only popping up in the last year or two. The pale white reptiles are fast and tough, with 3 meter bodies and their tails adding another meter in length. Armored scales help it resist small arms fire, and its ability to gecko crawl and conceal itself to stalk its prey.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	CM
10	5	6	8	2	4	2	4	2	6	6	10	2	13

Dice Pools: Intimidation 6, Perception 8, Swimming 7, Tracking 8, Unarmed Combat 10

Movement: 15/30

Powers: Concealment, Enhanced Senses (Thermographic Vision, Smell), Hardened Armor (6), Natural Weapon (Bite), Wall Walking

Weapons: Bite [Natural Weapon, 8P, -2 AP]

The tunnels where the Ghost Gator lives are narrow, less than two meters wide. They wind and twist and branch off in random directions, forming a literal maze. The ceiling is only three meters tall, so the corridors are cramped and crowded and make fighting the Gator difficult.

The Gator will stalk its prey for several minutes, crawling along the walls and ceiling and using its concealment power, before pouncing on one of the runners, latching on with its powerful jaws. The Ghost Gator makes no noise as it fights; it simply strikes with deadly precision, and then will move back into concealment again to strike again. It will flee if badly wounded.

PUSHING THE ENVELOPE

One option to lengthen this scene is to have Pip get lost. The tunnels down here all look the same, and Pip takes a wrong turn. Once he's lost, he panic and starts to get scared. If the runners can't calm him down (with a Leadership (2) or a Negotiate (3) test), he'll take off running, eventually running into the Ghost Gator's lair, where he'll be attacked and killed.

Runners that ask for directions from the locals could get deliberately mislead, spending an hour or more before ending up back at the Tourist Highway. Optionally, particularly malicious residents may give them bad directions that will take them into the Ghost Gator's lair.

Runners that get lost can also wander into territory claimed by the Bot'Kham, the so-called “Sons of Kham”. The Bot'Kham don't take too kindly to anyone trespassing, and will attack the runners. There are 5 Bot'Kham (use stats for the Skraacha from **Scene 5: Ruff Stuff**).

Finally, the Skraacha have “toll booths” set up at points throughout the Underground where non-orks often travel. The booths are always manned by at least six Skraacha, and they charge non-residents and non-orks a fee for using “their roads” to pay for “upkeep” and protection. They charge at least 100¥ per runner, non-negotiable (the signs by the booth even say so), and they refuse passage if the runners don't pay up (See **Scene 5: Ruff Stuff** for stats).

DEBUGGING

This is another roleplaying scene, designed to let the runners explore the Ork Underground a little and get some flavor. Don't drag it out too much, keep it moving. Ignore the Ghost Gator if the game has been running long, regardless of the players' rolls.

If the runners cannot find Pirate's Cove due to poor die rolls, have a helpful resident take pity on them and give them good, easy to follow directions. As an option, Fiona has a trained Blackberry Cat that can show up too.

Discourage the runners from causing too much trouble down here. They've heard stories about how the residents look after their own, and pissing off one can mean pissing them all off.

SCENE 8: KICKED IN THE TEETH

SCAN THIS

The runners finally make it to Pirate's Cove, where they can find Jack Turner's boat, the *Fortune Hunter*. The boat is abandoned, but asking around will tell them that Jack has a small dockside warehouse and apartment.

TELL IT TO THEM STRAIGHT

The pungent smell of fish and stagnant seawater assault your nose as you look out over Pirate's Cove. A sprawling town in its own right, the cove resides inside an enormous cavern, the ceiling easily a hundred meters above your head. Crescent shaped, the cove is almost two kilometers wide, and dozens of boats are docked along the rough piers jutting out from the shoreline. Most are small, private boats, though there are several larger fishing trawlers that would be ideal for smuggling small goods past the Seattle Ports. In the distance you can see a small crack in the far end of the cavern, obviously the narrow, hidden entrance in the rocks that leads in and out of the cove.

It doesn't take you long to pick out Jack Turner's boat, a large fishing boat painted in bright red and black colors. You can make out the name *Fortune Hunter* in white along the back of the boat. Time to talk to a smuggler.

BEHIND THE SCENES

The docks at Pirate's Cove are crude. Most of the equipment is antiquated and low tech. The buildings are ramshackle affairs, thrown together out of wood and scavenged metal sheets, and many look to have been built from the hulls of scavenged ships themselves. The entire feel of Pirate's Cove is exactly what the name implies, a 19th century pirate port. The men working the dock have a hard edge to them, and most of the boats sport weaponry of some kind. This isn't a simple pleasure port. This is the hub that some of Seattle's biggest smugglers work out of.

The *Fortune Hunter* is a good sized fishing boat, with several cabins and a small central room that acts as a kitchen and recreation room. These rooms are basic, but comfortable. A small hold originally designed for hauling fish has been converted to hold cargo and shielded against scanning. The boat is currently empty, though it does have an onboard computer and node with some basic security (Device Rating 4). There's not much kept on the computer itself, though looking through the search history the runners can find that Turner had searched for information on the Morel Stone several days ago, though there are no other details on the computer. They can also turn up the location for his warehouse where he stores his smuggled goods, here in Pirate's Cove.

Asking around the cove is met with suspicion, but an Etiquette, Criminal (3) test along with at least 500¥ will get the location of Turner's warehouse from one of the local dock workers.

The warehouse itself is only a few streets over from the *Fortune Hunter*'s dock. Most of the buildings in this area are built up against one another, so they share walls, and Turner's building is a small, two story affair wedged in the middle of a row of similar warehouses of various shapes and sizes. It has a large wooden door that slides to one

side to allow cargo to be loaded through, and a small door around back. A couple of small windows are set up on the second floor. The building to the left is a single story warehouse, while the building to the right is a larger building with three floors.

Turner deals mainly in two properties: BTLS and telesma. He's been running BTLS for the last 6 months for the Yakuza, and he smuggles in specialty telesma for several areas talismongers. He suspects the fragment of the Morel Stone that Fiona was bringing in is worth far more than his talismonger contacts can get him, so he's currently holding her on the second floor, in his apartment, trying to force her to give up some of her contacts so that he can arrange for the sale of the Stone.

Turner is paranoid, and even before kidnapping Fiona he had some beefy security on his building. Since then, he's beefed it up even further, expecting either someone to come looking for Fiona, to steal the Morel Stone, or both.

The entire building has a Force 6 charged ward over it. Two watcher spirits hover over the building, heading inside to report on anyone who approaches the building physically or astrally. Inside, two Force 6 bound fire spirits stand guard. All the spirits are keyed to obey Turner's commands and can pass through the ward freely. The fire spirits will stay inside the ward, one on the second floor, one on the first, waiting to ambush anyone who comes through. All of these have been commissioned through one of the talismongers that Turner works with.

CHARGED WARD

Unlike a regular ward, charged wards will fight back when attacked in astral combat. When struck in astral combat, the astral form must resist the ward's Force in Stun damage. This damage is resisted with Body (if the attacker is dual natured) or Willpower (if the attacker is in astral form).

Charged wards also reflect spells targeted at them. If the ward successfully resists the spell with its Force, it reflects the spell back at the caster at half the spell's original Force (round up). Net hits on the Spell Resistance Test are treated as net hits on the reflected spell's Spellcasting Test.

For more information, see **Charged Ward**, (p. 125, *Street Magic*).

Physically, there are 6 ork guards inside the building: four on the first floor, two on the second. They will try to ambush the runners if possible. The two upstairs are under orders to stay up there and protect Turner, so they will not come down to help their fellows.

In addition to the orks, there are four Ares Sentinel "R" Series tracked drones inside the first floor of the warehouse. These drones are not wireless enabled (Signal 0) and can only be accessed through a terminal in the office on the first floor of the warehouse, or by direct contact with the tracks (Which will allow a hacker to access their signal).

The second floor is a small apartment accessible by a single set of stairs. A heavy steel door that can be maglocked from the inside stands at the top of the stairs, blocking the runners' access. On the other side, the remaining two ork guards are prepared to ambush the runners.



Turner himself is locked in a bedroom with Fiona secured to a chair. If confronted, he will threaten to shoot the girl.

He will not fight to the death, and will surrender if wounded or if the rest of his security has been disabled already. He will attempt to bribe the runners to let him go, surrendering the Morel Stone (Only if the runners demand he turn it over), and offering up a 2,000¥ bribe for each runner. He doesn't have any more money available to bribe them with, so he cannot go above that number.

The Morel Stone is hidden in a secured, shielded safe underneath the bed. A Perception, Visual (3) test is necessary to find it. An Electronics (4) test is required to break into the safe, though if threatened Turner will open the safe for them.

Fiona is unharmed, though she's utterly exhausted physically and emotionally from her ordeal. She is very weak and not all that coherent when the runners rescue her, and she passes out shortly after they untie her. A First Aid or Medicine (2) test will show that Fiona is slightly malnourished. She hasn't been fed in two days, and has only had minimal water. Medical attention isn't necessary, nor will it really help. She just needs food, liquid, and plenty of rest.

There are no police down here, and the Skraacha leave Smuggler's Cove to its own devices most of the time, so other than a few locals curious about any gunshots, the runners can take their time leaving, as no one is coming to check on things anytime soon.

The warehouse is mostly empty currently. If the runners search, they can find a small crate of 10 Ares Predator IVs that have been stolen from an Ares Weapons World delivery truck. Turner has not had the chance to remove the RFID tags, and the crate is covered in wireless negating paint (Rating 6) to block the signal.

PUSHING THE ENVELOPE

When the runners are leaving the *Fortune Hunter*, several ork and troll dockworkers will accost them. They sometimes work for Turner

unloading his cargo, and they're curious as to what the runners are doing on his boat. They are initially armed with dock hooks and makeshift clubs, and will confront the runners, looking for trouble. If the fight escalates beyond a simple dock brawl, they are all armed with heavy pistols and will pull those.

DEBUGGING

If the runners do not have any magical support, replace the spirits with two more ork guards. Gamemasters should feel free to adjust the numbers to accommodate the number of players as well. This should be a tough but winnable fight, if the runners are smart.

If the runners just totally fail to find Turner's warehouse, Fiona's Blackberry Cat can show up to guide the runners, after they've exhausted all other options.

ORK GUARDS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
7	4	4(5)	6	2	4	2	3	4	9	2	8/6	12

Dice Pools: Perception 8, Pistols 11, Unarmed Combat 8

Augmentations: Wired Reflexes 1

Gear: Armor Jacket (8/6), AR goggles (w/ thermo and smartlink), Commlink (DR 4)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c), APDS ammo]

ARES SENTINEL "R" SERIES

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+0	5/10	40	4	2	6	4

Upgrades: Track Propulsion, Weapon Mount

Programs: Clearsight 3, Defense 4, Targeting 4,

Weapons: FN MAG-5 [Medium Machine Gun, 6P, -2 AP, 2 RC, 50 (box)]

SCENE 9: MONEY MADE

SCAN THIS

Time for the runners to get paid. They rescued Fiona, and depending on their other jobs, they may have fulfilled several other objectives as well. Time to set up some meets.

TELL IT TO THEM STRAIGHT

With an exhausted Fiona in tow, it's time to make some phone calls so you can see about getting paid.

BEHIND THE SCENES

The runners have three potential meets to arrange for payment, and they can arrange them in any order. Fiona is too out of it to ask about the artifact, so the runners are free to do with it as they wish, if they recovered it.

Calling the number MacCallister gave them, Moreau answers, immediately asking if the runners found his daughter. He's ecstatic that they found her safe and sound, and arranges a meet with MacCallister and himself to see about paying them. He asks them to immediately meet at a local McDougal's restaurant. After the fact, he'll ask about the artifact that Fiona was bringing in. If the runners found it, they can try to sell it to him, or hold it for Nazaire if they were contacted by him. He is willing to pay the runners an additional 1,500¥ each, with an

extra 250¥ per hit on a negotiation test, to a max of 6 hits as a bonus if they give him the Morel Stone. If the runners lie and say they couldn't find it, he'll let it go, as Fiona was his main concern.

Calling Laurent Nazaire, he arranges to meet the runners at a local Soybucks the next day to pick up the package and deliver payment. If the runners sold the artifact to Moreau or didn't find it, he's understandably upset and refuses to pay them.

Calling the contact number that Dana Oaks gave you gets Detective Tosh Athack. Tosh tells the runners to take Turner to the Lordstrung's entrance where he arranges for a pick-up. If the runners have already left the Underground, he tells them to meet him outside City Center Mall, where he'll be waiting with a couple of officers to take Turner into custody.

The payments all go smoothly. If the runners didn't find the Stone or forgot about it, it is gone when they go back to look for it. Looters have torn apart the warehouse by this time, and the safe has been pried up and opened.

DEBUGGING

There is little that should go wrong at this point, but if the runners attempt to strong-arm any of their Mr. Johnsons for more money, things will go badly for the runners. All of the players have considerable resources at their disposal, and reprisals will be swift.

PICKING UP THE PIECES

MONEY

- 3,000¥ per runner, plus 200¥ per net hit (max 5 hits) from MacCallister and Moreau for rescuing Fiona.
- 2,000¥ per runner, plus 200¥ per net hit (max 10 hits) from Laurent Nazaire for delivering the Morel Stone to him.
- 1,500¥ per runner, plus 250¥ per net hit (Max 6) from Moreau for delivering the Morel Stone to him.
- 3,000¥ per runner, plus 500¥ per net hit (max 2 hits) from Dana Oaks for capturing Turner alive.

KARMA

- 2 — Surviving the adventure.
- 2 — Rescuing Fiona Craig.
- 1 — Capturing Turner alive.
- 1 — Recovering the Morel Stone for either Nazaire or Moreau.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

FACTION REP

Depending on their actions during this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction, while others may earn positive.

Players may not earn or lose more than a single point of Rep per Faction for this adventure.

O.R.C.

+1 for helping minimize casualties and/or helping the Skraacha during **Scene 5: Ruff Stuff**.

-1 for causing undue casualties during **Scene 5: Ruff Stuff**.

+1 for capturing Captain Jack Turner alive.

+0 for killing Jack Turner.

-1 for letting Jack Turner go.

+1 for giving Nazaire the Morel Stone.

-1 for giving the Morel Stone to Moreau.

+1 for rescuing Fiona Craig.

-1 if Fiona Craig dies.

City of Seattle

+1 for helping minimize casualties and/or helping the Skraacha during **Scene 5: Ruff Stuff**.

-1 for causing undue casualties during **Scene 5: Ruff Stuff**.

+1 for capturing Captain Jack Turner alive.

+0 for killing Jack Turner.

-1 for letting Jack Turner go.

+1 for giving Nazaire the Morel Stone.

-1 for giving the Morel Stone to Moreau.

+1 for rescuing Fiona Craig.

-1 if Fiona Craig dies.

Atlantean Foundation

+1 for helping minimize casualties and/or helping the Skraacha during **Scene 5: Ruff Stuff**.

-1 for causing undue casualties during **Scene 5: Ruff Stuff**.

+1 for capturing Captain Jack Turner alive.

+0 for killing Jack Turner.

-1 for letting Jack Turner go.

+1 for giving Nazaire the Morel Stone.

-1 for giving the Morel Stone to Moreau.

+1 for rescuing Fiona Craig.

-1 if Fiona Craig dies.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (*SR4A*, p. 265). Besides the scenario specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred for successfully rescuing Fiona Craig.
- +1 Street Cred for stopping the fight between the Skraacha and the Reality Hackers with minimal bloodshed.
- +1 Public Awareness if the runners start a fight at Underworld 93.
- +1 Notoriety causing undue bloodshed during **Scene 5: Ruff Stuff**.
- +1 Notoriety for turning Jack Turner over to Knight Errant.

CONTACTS

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

Characters might interact with NPCs not specified by the

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

MacCallister — For successfully rescuing Fiona Craig the runners gain MacCallister at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

Moreau — For successfully rescuing Fiona Craig the runners gain Moreau at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

A.D.A. Dana Oaks — For capturing Turner alive the runners gain Dana Oaks at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).

Laurent Nazaire — For turning the Morel Stone over to him, the runners gain Nazaire at Loyalty 1, or gain a +1 Loyalty if they already had him (to a max Loyalty of 4).

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 750¥.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, *SR4A*).

UNDERWORLD 93

Contacts to Ask: Any street

CONTACTS	DATA SEARCH	INFORMATION
0	0	Frag off, I'm busy.
1	2	That's a club, innit?
2	4	It's a dance club over in Puyallup, been there for years.
3	6	The place is famous for being a hot spot for big name acts.
4	12	I heard Mercurial's playing there tonight. Show's been sold out for months.
5	16	Rumor has it that the owner has a silent partner who happens to be a dragon who's really into the music scene.

MERCURIAL

Contacts to Ask: Any

CONTACTS	DATA SEARCH	INFORMATION
0	0	Who?
1	2	She's a singer, isn't she?
2	4	Where you been, under a rock? She's been around forever, one of the biggest novastars of the last 50 years.
3	6	She came up out of nowhere in '48 and took the music world by storm.
4	12	Mercurial is heavily chromed, and has some custom cyberlimbs designed by the master himself, Sorayama.
5	18	Rumor has it she was mixed up in some scandal involving Aztechnology in the early 50s. Apparently she had some secrets locked away in a headsafe, and they weren't too keen on those getting out.

FIONA'S HOTEL

Contacts to Ask: Police, Cab Drivers, Hotel Service Workers

CONTACTS	DATA SEARCH	INFORMATION
0	0	Ask me that again, and I'll geek you here and now.
1	4	Never heard of this chick. Is she cute?
2	8	I heard she caught a cab at the Sea-Tac airport, maybe one of the cabbies knows.
3	12	Sorry, can't help you. Check with the bellhop at the Hilton, I hear he keeps tabs on all the hotels, and can look up who's staying at any of them.
5	18	Fiona Craig. Checked into the Mulvihill Hotel on Tuesday afternoon. Room 1408.

CAPTAIN JACK TURNER

Contacts to Ask: Criminal

CONTACTS	DATA SEARCH	INFORMATION
0	0	Wasn't he in some movie?
1	2	I think he's a smuggler.
2	6	He works out of the Ork Underground.
3	10	He smuggles guns and BTL's in through the Underground.
4	16	I hear the Knights (i.e., Knight Errant) are looking to grab him.
5	20	He's got a warehouse down in Pirate's Cove in the Underground.

PIRATE'S COVE

Contacts to Ask: Ork Underground, Criminal

CONTACTS	DATA SEARCH	INFORMATION
0	0	I hear they serve some great drinks at that bar, man!
2	9	It's a smuggler's den somewhere in the Ork Underground.
4	15	It's a little underground grotto that has a hidden entrance out into Puget Sound. Smugglers use it to sneak small cargo into the city on fishing boats. It's somewhere north of the Tourist Highway.

CAST OF SHADOWS

MacCALLISTER



MacCallister is a former shadowrunner, an older ork and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer, still carries his beat up ancient cyberdeck (With a modern bleeding edge commlink mounted inside the case), and he peppers his speech with out of date slang like “drek,” “frag,” and “hoop.” He’s confident and good natured.

He started operating as a fixer in the early part of 2072, and got involved with the copycat Mayan Cutter that showed up during the summer of ‘72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
8	4	5(8)	6	5	4	6(9)	4	6	3.5	12	4	8/6	12

Active Skills: Cracking Group 6, Electronics Group 4, Etiquette 4, First Aid 3, Negotiation 5, Perception 4, Pistols (Revolvers) 5 (7),

Knowledge Skills: 20th Century Sci-Fi 4, Computer Hardware 5, Computer Software 5, Corporate Security 3, Insect Spirits 6, Matrix

Security 4, Seattle Area 3, Police Procedures 3, Seattle Street Gangs 2, Seattle Politics 2, Shadowrunner Lore 6

Augmentations: Datajack x2, Cerebral Booster 3, Encephelon 2, Math SPU, Mnemonic Enhancer 3, Synaptic Booster 3, Simsense Booster, Smartlink (all Beraware)

Commlink: Custom Built, all programs and attributes rating 6 or better. Firewall 8, numerous pieces of black IC. Also includes empathy software at rating 6, though he rarely uses it against runners.

Gear: armor jacket, 2 Ruger Super Warhawks w/ 4 speed loaders and APDS ammo, AR contacts (w/ thermo, image link, vision mag, vision enhancement 3)

Weapons: Ruger Super Warhawk [Heavy Pistol, 6P, -6, 0 RC, 6(cy, APDS ammo, custom grip, biometric sensor)]

LAURENT NAZARE



Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he’s open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don’t believe it, but thus far, no one has been able to dig up any dirt on him. He’s been a key figure in the Atlantean Foundation’s hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they’ll

lock them up tight away from the world, so he knows he needs to get to them first.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	3	3	4	5	4	6	7	6	9	7	1	7/2	10

Active Skills: Banishing 5, Binding 6, Blades 3, Conjuring 6, Counterspelling 6, Computers 3, Dodge 3, Enchanting 3, Etiquette (Corporate) 5 (7), Leadership 5, Negotiation 6, Perception 4, Pistols 2, Ritual Spellcasting 6, Spellcasting 6,

Knowledge Skills: Arcana 6, Corporate Politics 4, Magical Groups 5, Security (Magical) 4 (6), Wines 5

Qualities: Magician

Initiate Grade: 3

Metamagics: Masking, Shielding, Psychometry

Gear: Commlink (Firewall 6, Response 4, Signal 4, System 4), Sustaining Foci x 3 (Small golden lizard pin (rating 5), an emerald tie pin (rating 4), and small silver rose pin (rating 4)), Power Focus (3 foot long gnarled mahogany staff topped with a large pearl, rating 3), Zoe Executive Line Suit (Long Coat, Shirt, Trousers, 7/2)

Spells: Analyze Device, Analyze Magic, Armor, Astral Window, Catalog, Detect Magic Extended, Fashion, Flamethrower, Heal, Improved Invisibility, Magic Fingers, Manabolt, Physical Mask, Sterilize, Stunbolt, Trid Phantasm,

Bound Spirits: Water (Force 4, 4 services), Earth (Force 5, 3 services), Man (Force 5, 4 services), Air (Force 6, 5 services)

TOSH ATTACK

Tosh is a Knight Errant detective and works their Special Crimes Task Force. He's a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that his retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops 3 meters high, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

B	A	R	S	C	I	L	W	Edge	Ess	Init	IP	Arm	CM
9	4	4(5)	9	3	4	2	3	3	3.6	9	2	8/6	13

Active Skills: Close Combat Group 3, Computer 2, Data Search 2, Dodge 3, Firearms Group 4, Intimidation 4, Perception 4, Pilot ground Craft 2

Knowledge Skills: Crime Syndicates 3, Knight Errant Politics 3, Police Forensics 2, Police Procedures 4, Seattle Area 4, Seattle Gangs 3, Street Rumors 3, Urban Brawl 3

Augmentations: Cybereyes 3 (Smartlink, Image Link, Flare Comp, Thermographic, Low-Light, Vision Enhancement 3), Wired Reflexes 1

Gear: Ares Predator IV, 2 extra clips of ammo, concealed holster, armored jacket, Commlink (DR 5)

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)]

A.D.A. DANA OAKS



Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety."

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	2	5	6	5	6	5,9	10	1	0/0	10

Active Skills: Computer 5, Data Search 6, Etiquette (Law) 6 (8), Intimidation (Interrogation) 6 (8), Leadership 5, Negotiation (Sense Motive) 6 (8), Perception 6, Pilot Ground Craft 2, Pistols 2, Running 3, Swimming 4, Unarmed Combat 2

Knowledge Skills: Corporate Procedures 4, Crime Syndicates (Seattle) 6 (8), Law (Seattle) 6 (8), Literature (19th Century) 3 (5), Politics (Seattle) 4 (6), Seattle Street Gangs 5

Qualities: Photographic Memory, Analytical Mind, Perceptive (rank 2)

Gear: Fichetti Tiffani Self-Defender (navy blue), Commlink (Firewall 6, Response 5, Signal 4, System 6), Common Use Programs (All at Rating 4), Black IC (Rating 6)

Weapons: Fichetti Tiffani Self-Defender [Hold-Out Pistol, 4P, 0 AP, 0 RC, 4 (c)]



MOREAU

A former company man and shadowrunner, Moraeu is an expert animal trainer and works as a fixer and trouble-shooter for the Draco Foundation. He's been operating out of Seattle for several years, and while he's the DF's eyes and ears in the shadows, keeping an eye on the artifact trade coming into and out of the city, he still does some personal side business from time to time.

Moraeu is sarcastic and world-weary. He's seen it all, and often finds the antics of younger shadowrunners tired and cliché, and isn't afraid to tell them so.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5(7)	5(7)	4(6)	7(10)	5	4	6	249	10(12)	1(3)	10/6	10

Active Skills: Animal Husbandry Group 6, Athletics Group 4, Automatics 6, Data Search 4, Dodge 4, Etiquette 5, Exotic Ranged

Weapon (Dart Rifle) 5, First Aid 3, Infiltration 4, Longarms 4, Negotiation 6, Perception 5, Pilot Ground Craft 4, Pistols 3
Knowledge Skills: Biology 4, Business 2, Corporate (MCT) 3 (5), Corporate Security 3, Criminal (Mafia) 3, Parazooiology 5, Procedure (Border Patrols) 2 (4), Procedure (Security) 2(4), Security Design 4, Shadowrunner Hangouts 3

Languages: City Speak, English, Gaelic, Greek, Japanese, Sperethiel
Qualities: Animal Empathy, Black Market Pipeline — Animals, College Education, Dependent (medium), Enemy (2), Exceptional Attribute (Charisma), First Impression, Records on File, SINner

Augmentations: Attention Coprocessor 3 (Deltaware), Biomonitor, Bone Density Augmentation 4, Datajack (Engraved), Muscle Augmentation 2, Muscle Toner 2, Sleep Regulator, Synaptic Booster 2, Tailored Critter Pheromones 3, Tailored Pheromones 3 (All Betaware, unless otherwise notes)

Gear: DocWagon Platinum, Form Fitting Body Armor (HalfSuit), Mortimer Greatcoat, Commlink (Core stats 6, all common use programs rating 6, Armor 3, Attack 3, Biometric Lock, Hardening 6, Environmental Resistance, Armor Case 7)

Weapons: Parashield Dart Rifle [Exotic Weapon, 10S, -2 AP, 3 RC, 10(c), Neuro-Stun darts, Smartlink, Biometric Safety, Personalized Grip, Barrel Extension, Bipod], Steyr TMP [SMG, 4P, 0 AP, 3 RC, 30(c), Smartlink, Biometric Lock, Thermal Suppressor, Gas Vent 3]

CAPTAIN JACK TURNER

Jack Turner is a thief, through and through. However, he's a charming thief, a rogue and a scoundrel that those who know him can't help but like. He operates a fishing boat named *The Fortune Hunter* out of Pirate's Cove in the Ork Underground that he uses to smuggle small, valuable objects into and out of Seattle. He normally runs guns and BTLS for several local crime bosses, but when he got wind of a potentially priceless artifact, he decided to branch out into kidnapping.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4	3	5	4	3	3	6	8	1	6/4	11

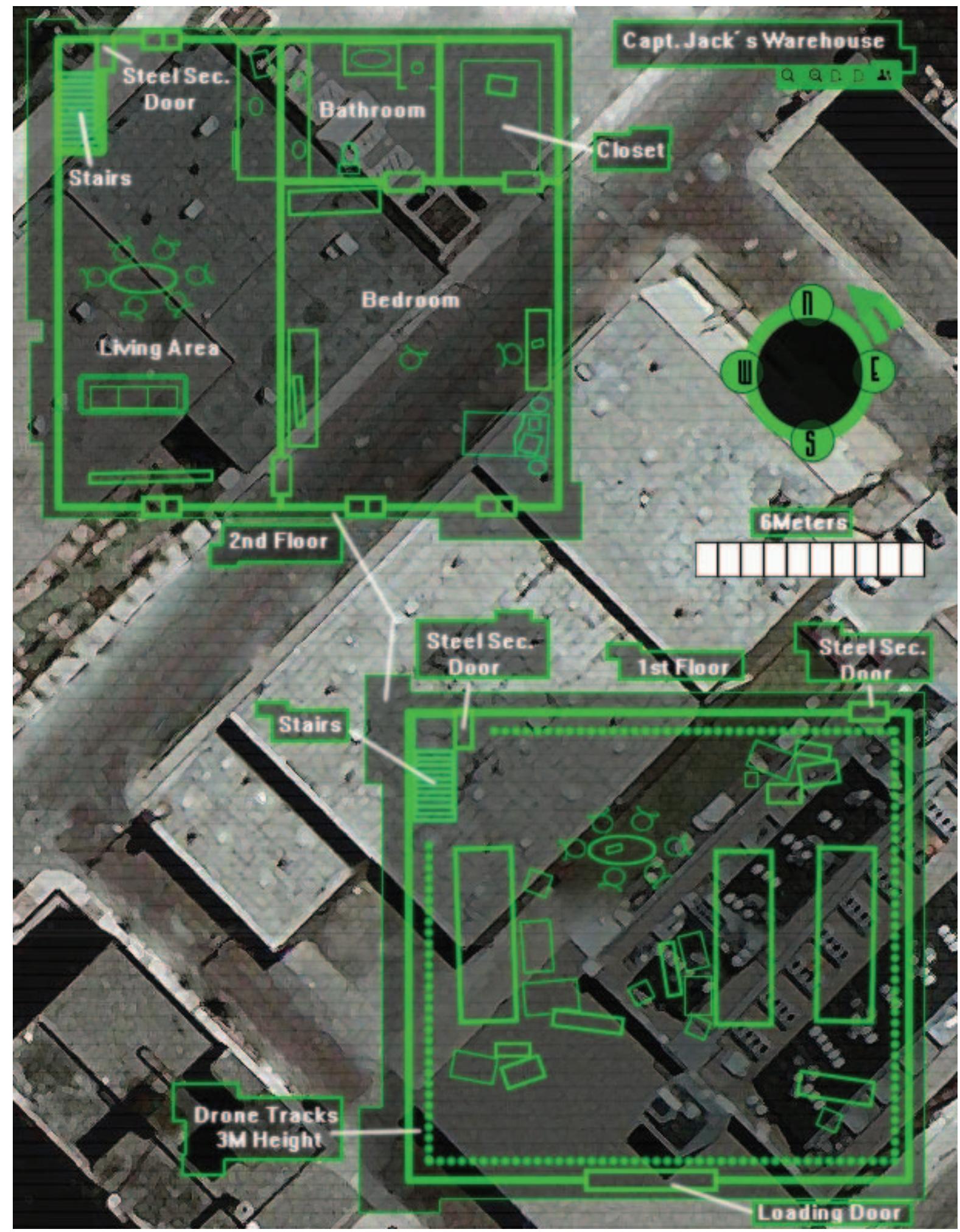
Active Skills: Con (Fast Talk) 5 (7), Dodge 4, Negotiation 5, Perception 4, Pilot: Watercraft 5, Pistols 4, Stealth Skill Group 5, Swimming 4

Knowledge Skills: Seattle Criminal Syndicates 4, Ork Underground 4, Smuggler's Routes 5

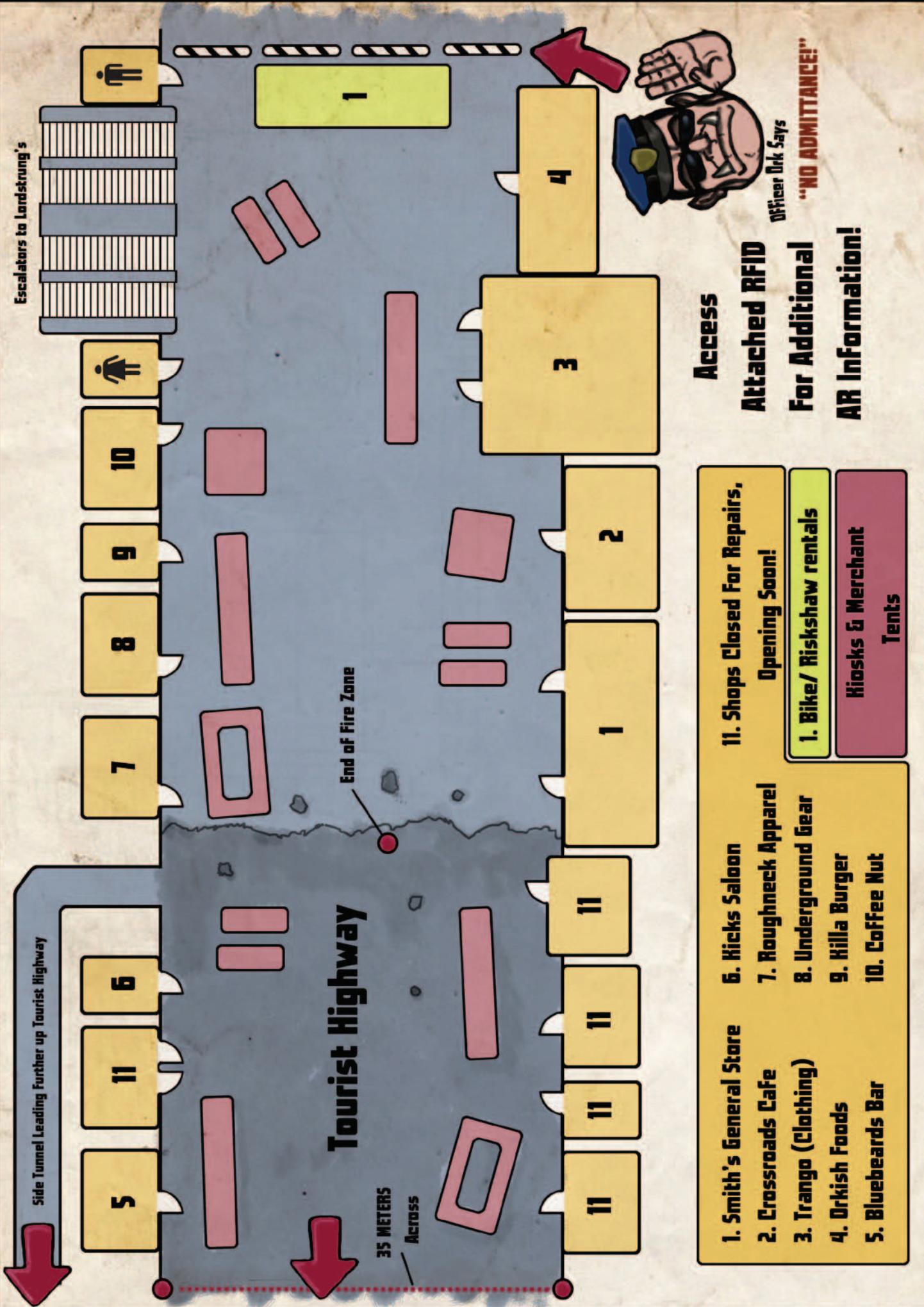
Gear: armor vest, Yamaha Pulsar, AR contacts (w/ smartlink), Commlink (DR 4)

Weapons: Yamaha Pulsar [Taser, 6S(e), -half AP, 0 RC, 4(m)]

Capt. Jack's Warehouse



Welcome to THE DORK UNDERGROUND!



"MOREL STONE"

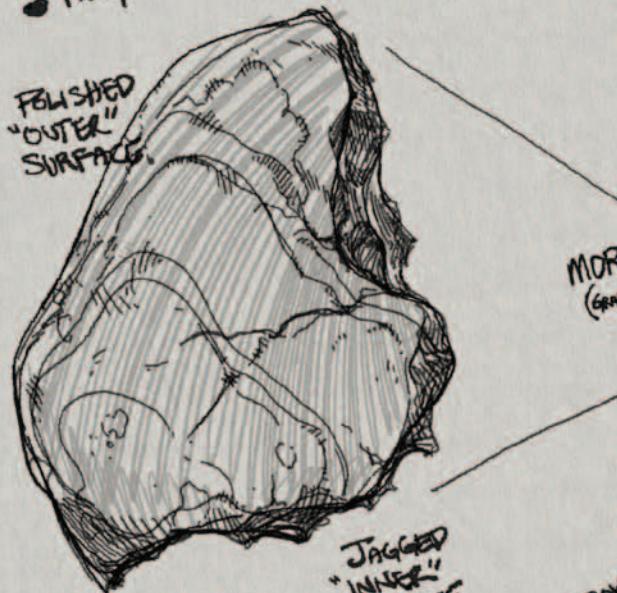
* MADE OF OBSIDIAN

* STRANGE MAGIC AURA -- UNKNOWN

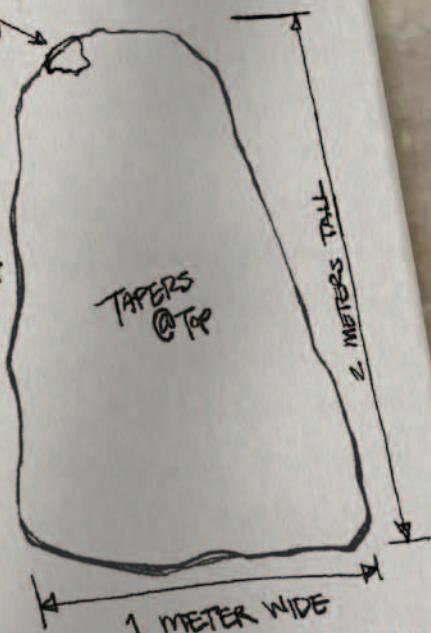
? RITUAL MAGIC? SUMMONING FOCUS?
(PURPOSE...UNDEFINED)

MAGIC TOOL?

? MAYBE ALIVE? ... UNDEAD? ... UN-LIVE?



MOREL STONE
(GRAPEFRUIT)
SIZED



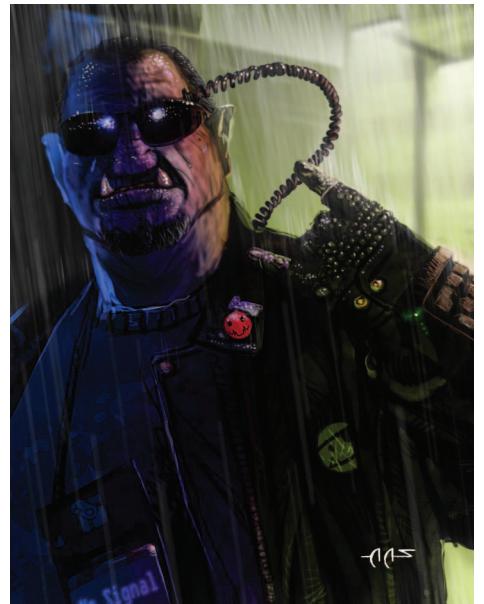
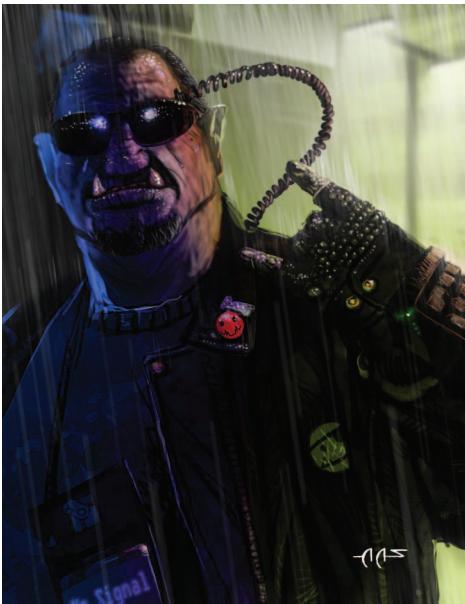
CARBON-DATING SHOWS MUCH OLDER
THAN GREEK RUINS ABOVE.

* REMEMBER TO PICK UP:

- SUNSCREEN
- RAZORS
- EGGS

► FOUND IN STRANGE CAVERN
4 KM OUTSIDE PHAESTOS

GREEK FOOD GIVES ME
HEARTBURN; Avoid.



MacCALLISTER

MacCallister is a former shadowrunner, an older ork and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer, still carries his beat up ancient cyberdeck (With a modern bleeding edge commlink mounted inside the case), and he peppers his speech with out of date slang like “drek,” “frag,” and “hoop.” He’s confident and good natured. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Undergorund.

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MacCALLISTER

Fixer

Faction: Ork Underground

Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation,

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

Uses: Getting Jobs, Buying & Fencing Gear, Street Rumors

Places to Meet: Big Rhino, Underworld 93, Dante's Inferno, higher end nightclubs and bars.

MacCALLISTER

Fixer

Faction: Ork Underground

Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation,

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

Uses: Getting Jobs, Buying & Fencing Gear, Street Rumors

Places to Meet: Big Rhino, Underworld 93, Dante's Inferno, higher end nightclubs and bars.

MacCALLISTER

Fixer

Faction: Ork Underground

Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation,

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

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ASSISTANT DISTRICT ATTORNEY DANA OAKS

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety."

DANA OAKS

Assistant District Attorney

Faction: Seattle Government

Female Human

Connection Rating: 4

Loyalty:

Key Active Skills: Computer, Data Search, Etiquette (Law), Intimidation (Interrogation), Leadership, Negotiation (Sense Motive), Perception

Knowledge Skills: Corporate Procedures, Crime Syndicates, Law, Politics, Street Gangs

Uses: Jobs, Information, Law-related favors

Places to Meet: Virtually or through an Intermediate (Usually Tosh Athack)

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MOREAU

A former company man and shadowrunner, Moraeu is an expert animal trainer and works as a fixer and trouble-shooter for the Draco Foundation. He's been operating out of Seattle for several years, and while he's the DF's eyes and ears in the shadows, keeping an eye on the artifact trade coming in and out of the city, he still does some personal side business from time to time.

Moraeu is sarcastic and world-weary. He's seen it and done it all, and often finds the antics of younger shadowrunners tired and cliché, and isn't afraid to tell them so.



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MORAEU

Fixer

Faction: Draco Foundation

Male Human

Connection Rating: 4

Loyalty:

Key Active Skills: Animal Husbandry, Automatics, Etiquette, Negotiation, Perception,

Knowledge Skills: Biology, Business, Corporate (MCT), Corporate Security, Criminal (Mafia), Parazoology, Procedure (Border Patrols), Procedure (Security), Security Design, Shadowrunner Hangouts

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Contact :: Laurent Nazaire

LAURENT NAZIRE

Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

LAURENT NAZIRE

President of Atlantean Foundation, Seattle

Faction: Atlantean Foundation

Male Dwarf

Connection Rating: 5

Loyalty:

Key Active Skills: Conjuring Skill Group, Negotiation, Sorcery Skill Group,

Knowledge Skills: Arcana, Corporate Politics, Magical Groups, Security (Magical)

Uses: Jobs, Corporate or Magical Information, Magical Gear

Places to Meet: Fine restaurants, exclusive night clubs



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PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO**SRM 04-00 BACK IN BUSINESS**

Fiona Craig was trying to smuggle the Morel Stone into Seattle and her smuggler contact decided that the stone was worth more than she was paying him. The runners are hired to get the girl, the stone, and the smuggler!

- Rescued Fiona
- Gave the Morel Stone to Nazaire
- Gave the Morel Stone to Moreau
- Captured Captain Jack Turner alive

SYNOPSIS

Names

Ork Rights Committee

-5 -4 -3 -2 -1 0 1 2 3 4 5

Seattle Government

-5 -4 -3 -2 -1 0 1 2 3 4 5

Atlantean Foundation

-5 -4 -3 -2 -1 0 1 2 3 4 5

Draco Foundation

-5 -4 -3 -2 -1 0 1 2 3 4 5

MISSION RESULTS

Character Improvement

Karma Cost

TEAM MEMBERS

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

FACTIONS

Street Cred _____
 Notoriety _____
 Public Awareness _____

ADVANCEMENT

- MacCallister
- Moreau
- Laurent Nazaire
- A.D.A. Dana Oaks

KARMA

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

REPUTATION

GM's Name _____
 GM's Signature _____

NUYEN**VALIDATION****CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES**

DEBRIEFING LOG