

SHADOWRUN MISSIONS

BROTHERS UNITED

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"Get out!"

He woke with a start, blinked in the darkness, and looked around. The room was silent save for the soft breathing of his roommates. He waited for a moment, then decided it had just been a dream. He stood up and headed downstairs to the common kitchen area to grab a glass of soymilk before going back to sleep.

He shook his head as he walked. "Get out!" He could still hear it ringing in his head, a firm, commanding voice. Stern, hard as iron. But beautiful as well. He knew he wasn't imagining it. He couldn't have. That voice was more real than anything else around him right now.

Clay was happy, happier than he'd been in a long time. His family life had been troubled, his father an abusive, drunken, corporate factory drone for Fuchi, his mother a worthless, wilting flower who wouldn't stand up for him. When he discovered his magic just a few short years ago, he thought he'd found the answer. But he could never get it to work right. Even the simplest spells bought and bartered for from street vendors and back alley dealers wouldn't work for him. The most he'd been able to do was to set the curtains on fire one night when his father had come home from the bar and tried to beat him again. He had run after that, away from home and away from his family.

Then he had found them. His new family. The Universal Brotherhood. He had spent weeks on the street trying to find work, just trying to survive. Then he'd ended up in a shelter run by the Brotherhood. They'd fed him, gave him new clothes, and made him feel welcome. Then he'd met Brother Michael. Michael told him he was special. Told Clay that he understood him, that he knew what was going on. And he'd brought him here, to the Redmond Chapterhouse, which served as a boarding house for members who needed it.

Clay downed his milk, then went into the bathroom. He wouldn't be able to sleep, not now. "Get out!" still reverberated through his brain. He didn't want to get out, didn't want to leave his friends, his new family. He had found a place where he belonged. But that voice was insistent, and the echo seemed to get louder and louder as it crashed around inside his skull.

He turned on the hot water in the sink and leaned down, soaking in the steam. He tried to clear his head. He straightened up, wiped steam off the mirror, and stumbled back. The face in the mirror wasn't his own. It was alien. It was horrible and beautiful, breathtaking and terrifying. Glossy black and shiny and multifaceted and ... perfect. He stared at the face he saw in the mirror, and the voice roared through his head once more like a thunderbolt. "Get out!"

And this time images accompanied the words. He saw fire, and he saw death. Could hear scream and gunfire. He smelled blood and charred flesh. He saw a city that wasn't Seattle, and saw a mushroom cloud hanging over it. And behind it all he saw a black and green stone, pulsating with power. And he knew. The magic tingled at his fingers, and he understood. He knew what he was destined to do. It started with "Get out!" But it wouldn't end there.

Clay silently changed clothes and walked out of the Redmond Chapterhouse, once more starting down a new path.

FINDING YOUR PLACE



INTRODUCTION

SRM04-08: Brothers United is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign 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

SRM04-08: Brothers United is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM04-08: Brothers United 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 guide 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 *SRM04-08: Brothers United* (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 PC’s 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.

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, and they 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; they have more detailed write-ups and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to 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

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be 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.

MISSIONS FACTIONS

ARTIFACT RUSH PLOTLINE

Atlantean Foundation: This faction has long believed in a grandiose magical "Fourth Age," and the recent influx of magical artifacts lends credence to their claims. 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 fifteen 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.

Seattle is a city full of conflict and opposing Factions who butt heads constantly. Characters can try and 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, another can sell out to KSAF and still earn KSAF Faction Rep.

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 gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PC's 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, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at <http://forums.shadowrun4.com> and look in the *Shadowrun* Missions section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PC's exploits will be unable to affect the campaign.

MISSION SYNOPSIS

An insect shaman by the name of Clay Morepoole has reopened a portal to the plane of the Invae, where insect spirits originate. He was an original member of the Universal Brotherhood and got his start back in the '50s with the Octagon chapter house in Seattle. He has managed to get his hands on an artifact called the **Entomo Klitevo** (see sidebar).

Since the fall of Universal Brotherhood, Clay Morepoole has been searching to find some way to allow his "gods" to return. About two years ago, he acquired the Entomo Klitevo and figured out how to make it operate, and for the last year he has been operating out of tunnels near the Ork Underground beneath the former Octagon Chapterhouse of the Universal Brotherhood, working to bring new insect spirits through.

Convinced that the hosts used by the Universal Brotherhood were flawed because they used homeless and street people, he believes that younger and healthier subjects will result in better and more powerful merges. Clay has devised a method of taking teenage children and using their pure aura and bodies, modifying them to serve as the best receptacle for possession. The process involves taking the children to the artifact and bathing them in the emanations from it. This takes about 4 hours and once complete, a spirit moves in and takes about 3 days to gestate.

The runners are hired by Cleon de Bohem, a.k.a. King Willy, to investigate what he thinks may be a possible insect spirit infestation. King Willy is a retired runner who cut his teeth during the 2050s. He runs New Babylon, a talismonger shop/free healing clinic, in the Ork Underground. King Willy is an ork Voodoo shaman who specializes in spirits and possession.

A woman by the name of Momma Cat runs an orphanage called Metachildren First in the Redmond Barrens. Over the past year, she has noticed that the children at the orphanage are getting weaker, as if life is slowly being drained from their bodies. She called in a Catholic priest named Father Franklin McMicky who helps fund the orphanage. Father McMicky was convinced that what he was seeing was the beginning of a mass possession, but he knew he was out of his league. He called upon an old friend, King Willy, a specialist in possessions to examine the children. When King Willy examined the children, he discovered the signs of vessel preparation, though it was on a scale he had never seen before. He concludes that the children are being drained of essence. After some independent research and communing with the Loa, he gets two clues: He learns that an ancient object is the cause of what's happening, and it is related to the summoning of insect spirits.

ENTOMO KLITEVO

The **Entomo Klitevo** is an artifact from the Fourth World. It was designed by mages to access the plane of the Invae.

The artifact is a black and green marbled oval stone that is nestled into two orichalum veined crescent shaped pieces. When mana is channeled through the artifact, the stone levitates, and the crescent-shaped pieces separate and float next to the stone. The stone then focuses the mana being channeled into it into a beam that erupts from the stone and opens a portal to the plane of the Invae.

The artifact requires at least three grade 2 insect shaman initiates to activate. Once the portal is open, one mage can maintain the portal. The mages can then communicate with residents of the other plane and spirits can pass over from one side to the other.

The emanations from the stone can do two things: quicken the preparation of a vessel as a host, and open the portal to the plane of the Invae.

To quicken the preparation of a vessel, the vessel must be placed in the emanations from the stone for four hours a day for six weeks. Once this is done, the essence of the original vessel is gone and can then be replaced with whatever spirit the user requires. During the process, the vessels slowly lose their life force, leaving them tired and drained at the beginning; by the end, they lapse into a coma.

As a veteran who fought the initial outbreak of insect spirits in Seattle against the Universal Brotherhood, King Willy is concerned that the bugs may be trying to make a new appearance. He hires the runners to find out if indeed it is an insect incursion. If it is, he wants them to locate the source and wipe it out.

The runners begin with an investigation of the Metachildren First orphanage. Once there they discover the identity of the conspirator who works there, and they can then follow a shipment of children to the former Redmond Chapterhouse.

Tunnels under the Redmond chapterhouse connect to the Octagon. The runners discover that the tunnels are laid out like a hive, and they encounter some interesting guards. The mission culminates in the elimination of Clay Morepoole and the three magicians, and the retrieval of the Entomo Klitevo. The runners then face a final decision: Should they give the artifact to the Atlantean Foundation, the Draco Foundation, or someone else?

SCENE 1: WELCOME TO NEW BABYLON

SCAN THIS

The scene involves King Willy hiring the runners. The setting is King Willy's shop, called New Babylon, near the Lordstrungs entrance to the Ork Underground. King Willy explains his concerns that this may be an incursion of insect spirits; if it is, it must be stopped. The scene introduces King Willy as a potential contact if the runners are successful, and also shows them a talismonger shop the runners may be able to use in the future.

TELL IT TO THEM STRAIGHT

You're not quite sure this is the location. There are no ARO advertisements or directions around the building. The sign does say *New Babylon*, which is the location of your supposed meet, and it's 10:00 a.m., when you are supposed to meet your contact. The only indication that the shop is open is the flashing twentieth century-style neon sign that says "Open." You're here, so you might as well check it out.

As you open the shop door, you are assaulted by a variety of scents: oils, lotions, incense, pot, and other smells you don't recognize. As you recover from the initial olfactory assault, you scan your surroundings. The interior is modestly sized with several aisles packed from floor to ceiling with the kinds of materials you would associate with a talismonger shop, plus some things whose purpose you don't want to think about.

Your ears pick up the sound of a beaded curtain being pushed out of the way, and a voice from the back of the store says, "Welcome to New Babylon. If we don't be having what you are looking for, I sure can get it, mon." As you maneuver to see the source of the voice, you see a middle-aged ork standing behind the counter. The first thing that you notice is the battered and creased black top hat sitting upon his head. Beneath that are thick dreadlocks that once may have been once black but now are more grey. The dreadlocks frame a tanned and weathered face with piercing green eyes. The face is either tattooed or covered in paint that mimics the appearance of a skull. The ork's right tusk is broken and is capped with silver. The rest of the ork is clothed in a wrinkled tuxedo jacket that is open and reveals a green t-shirt that has the words 7-UP written in white letters. He also wears jeans and a pair of flip-flops. The ork grasps a cane with a head of silver in the shape of a skull with a top hat. The pearl-plated handle of a revolver can be seen just under his chest, poking out from beneath his jacket.

Your fixer said the Johnson would look eccentric, so this must be him. The ork looks at you and motions for you to come to the back as he holds open a set of beaded curtains. "Please enter my home as a most welcome guest, and Papa Ghede willing, we can reach an accord over a most important job."

BEHIND THE SCENES

As soon as all the runners arrive, they are shown to a spacious but cluttered living room furnished with mats and pillows. King Willy motions for everyone to sit down and begins the meeting once the full

team arrives. He starts by offering a prayer to Papa Ghede, complete with the lighting of incense and smoking a joint. He allows the runners to participate if they so wish, and then asks them to introduce themselves.

He explains that he has put up barriers to prevent eavesdropping and remote surveillance, and that he does this openly so as to not alarm any of the mages in the group. He explains that he is doing this because the material he is about to reveal could cause panic if it got out into the general populace.

Willy tells the runners that he was contacted by a friend of his, a Catholic priest named Father Franklin McMicky. A local orphanage has had several of its children inexplicably fall ill recently, and when doctors couldn't find any disease that could cause it, McMicky called on Willy. Willy said the priest suspected some kind of spiritual possession or magical sickness. Willy couldn't pinpoint the problem, but he noted that something was definitely damaging the children's auras, so he did a vision quest. Papa Ghede wasn't able to tell him much, but he discovered that his old foes, whom he calls "the clickers," were behind this. He also was given a glimpse of an artifact of great power that the clickers were using. Papa Ghede warned Willy that time was running out, and that the clickers must be stopped.

King Willy is concerned that there might be the beginnings of an invasion of these clickers, though he does not have much information about what kind of spirits these beings are. If the clickers are dangerous, they need to be wiped out, and whoever was responsible for giving them a gateway to the material plane should be eliminated. Willy stresses that they must act immediately, as he believes they may have less than a day to stop the bugs' plans.

He offers 5,000 nuyen per runner. Players may negotiate with Willy to increase the payout, adding 250 nuyen per success on a Negotiation Test, with a maximum of 4 net hits. He also tells them that if they learn more about these clickers and need special help, he might be able to connect them to some useful resources. If the runners balk at the relatively low pay, Willy apologizes and explains that he is offering all the money he has. He has little interest in the artifact being used, however, and suggests that if the runners can obtain that they may be able to sell it for a sizable amount of nuyen.

Once the runners finish with negotiations and the final payout has been established, King Willy gives them the details he has so far. When Willy went to investigate Father McMicky's problem, he brought one of the ill children, an infant, to his shop. He confirmed that the infant appeared to have been prepared to be a vessel and that it may have already been possessed. He couldn't tell exactly what spirits were involved. King Willy informs the team that the orphanage is called Metachildren First, an organization specializing in caring for ork and troll children. The orphanage is located in the Redmond Barrens. King Willy suggests that the runners begin their search there by talking to Father McMicky and the owner, Momma Cat. Alternately, they can make their way there tonight and stake the place out to see if anything interesting happens.



If the mages in the party assense King Willy, they see he is currently masking himself so that he looks like an uninitiated magician. If they assense King Willy's shop and backrooms, they see that the entire shop has a background count aspected toward the Voodoo tradition. A small room in the back is also warded. If he is asked about the room, King Willy informs the runners that it is his lodge and that it is rude to snoop in another man's home. Hackers and technomancers will discover that there are no wireless signals coming into or out of the back rooms, but the main shop area has wireless Matrix access (and is filled with AR labels of the various wares in the shop).

DEBUGGING

The only issue that might arise in this scene is the runners refusing to take part in the mission. If any are hesitant, King Willy stresses how dangerous it is to have unknown spirits messing with the material plane. Whatever the clickers are, they must be stopped before they gain any real control.

If the runners are hesitant due to pay, Willy suggests that the artifact the insect shamans are using is probably worth a small fortune to certain parties. All of the Factions involved with the Artifact Rush would pay well for it. If the runners do not have any contacts with these groups yet, Willy is willing to introduce them to both Moreau and Laurent Nazaire once the run is complete.

SCENE 2: METACHILDREN FIRST (DAY)

SCAN THIS

If the runners decide to visit the orphanage during the day, they encounter Momma Cat, her assistant Katerina Vick, and the twelve orphans that reside there. Talking with the kids, they quickly realize that something is wrong. Katerina is being blackmailed by Clay Morepoole, who is holding her younger sister hostage. She makes sure

Momma Cat and the children are drugged every night so they can be taken away and exposed to the emanations of the stone. A day visit allows the runners to see the children, begin to detect the compliancy of Katrina, and get information about how the children are taken and where.

TELL IT TO THEM STRAIGHT

There's a certain feeling you wish you weren't familiar with—the disgust of coming out of asynthol-induced blackout, rolling over, and seeing the most godawful wreck of a person lying in bed with you. That person might have looked good at night when you couldn't see through the haze of whatever you ingested in the course of the evening, but now that the person has been exposed to the sunlight, you firmly believe he or she should shriek in pain and slither back into whatever cesspool spawned him or her or it. That is how the Redmond Barrens looks during the day. At least your trip is taking you to the "good part" of the Barrens, Touristville. The address for the Metachildren First Orphanage puts it right outside this area.

As you arrive, you are greeted with a sight not common to the Barrens; about a city block worth of real estate that has been cleaned up. A lone three-story former apartment complex is the only building in that space; the remaining portion of the block contains a playground and green space. A twelve-foot-tall chain-link fence surrounds the perimeter.

A middle-aged ork woman sits at a table holding an infant and feeding it with a bottle, while a human woman pushes two toddler-aged ork children on a swing set. Five children scamper upon a large climbing set, laughing and taunting each other. At the far end of the play area five teenagers (two orks and three trolls) are just sitting and staring at nothing in stark contrast to the laughter of the younger children less than five meters away. The ork woman occasionally looks up at the teenagers and shakes her head.

The back door of the building opens and an elderly human man dressed in the garb of a Catholic priest steps out. He goes up to the ork woman, whispers in her ears, and she pats his hand. He looks up and seems to notice you, looks down at a datapad, and then back up at you and motions you toward the front of the building.

BEHIND THE SCENES

The front door of the orphanage opens into the living room, which contains mismatched, second-hand furniture. If the runners decide to enter, Father McMicky greets them and asks them to sit down. He explains that King Willy told him that the runners would be stopping by, and he sent descriptions and images so that the priest would recognize them. He is open and willing to answer any questions the runners may have.

Most of what he knows the team already heard from Willy. He adds that since Willy was here a week ago, the children have become sicker. The illness seems to be targeting only the teenage children. They spend all day just sitting around, uncommunicative and unresponsive. "Even more so than a normal teenager," he says in a half-hearted attempt at levity. The concern on his face is evident. More importantly, the teens are no longer eating willingly—they must be force-fed. If asked, he does not elaborate on his relationship with King Willy. He apologizes for not being more help, and invites the runners to come visit his church in Bellevue if they wish. He then leads them through the run-down orphanage to the playground to introduce them to Momma Cat.

Momma Cat is an aging ork, easily in her mid-30s. Her eyes have dark circles under them, but they are kind and watch her children keenly. She is wearing a conservative grey dress with an afghan shawl wrapped around her shoulders. On her head sits a wide-brimmed, woven hat. She motions for the runners to sit on one of the many benches and chairs that occupy the play yard and asks them to introduce themselves, then asks if they would like anything to eat (she

has chocosooy-chip cookies and some peanut butter sandwiches) or something to drink (water or juice). Once the runners are settled, she hands the infant she was holding to the priest, then turns her aging eyes on the runners. "Please, I beg of you. Help my children!"

Play Momma Cat up as what she is—a kindly, aging grandmotherly type. She willingly tells the runners anything she can, about herself and the children. She herself was an orphan in this very orphanage. She was lucky and was adopted by a family from Queen Anne Hill when she was six. "It was fashionable back then for the rich to adopt ork and troll children. It let them show how socially conscious and progressive they were to all their friends. I know they loved me, in their way, but I always felt more like a prized pony than a child." As an ork, she matured more rapidly than other children, and she was a quick study. She entered college at the University of Washington at sixteen and earned a degree in Metahuman Studies. She got involved with political activism for a while, working with the Ork Rights Committee and (she's ashamed to admit) its militant offshoot, the Sons of Sauron. Shortly after joining up with the SoS, however, she was attacked and badly beaten by members of Humanis. Had she not been right outside Father McMicky's church and had he not come out to investigate, she likely would have died.

She became friends with Father McMicky and joined his church. In an effort to give back, she began helping at her first home, the Metachildren First Orphanage. When the matron that ran the orphanage fell ill, Momma Cat stepped in and has been running the place ever since. She's very proud of how she's cleaned the orphanage up and improved the neighborhood, and she has sought out additional street orphans, hoping to keep them off the streets and away from a life of crime. She's very attached to all of the children in her care.

If asked about the teenagers who are sitting in a close group at one end of the playground, staring off blankly, she becomes quiet and sad. They used to be full of energy and life, she says, though they were often in trouble. About six weeks ago, they began to change. They started being tired all the time, and spoke less and less, until they became entirely silent. If the runners ask if Momma has noticed anything strange or out of place, she tells them that about the same time that the children started getting sick, she stopped having dreams at night. She used to have very vivid dreams and the occasional nightmare, but she hasn't had any in almost two months. She hadn't really thought about

METAHUMAN AGING

The average human lifespan is 65-70 years. Dwarves and elves have lifespans significantly longer than this, while orks and trolls are shorter (in the case of an ork, quite a bit shorter). This greatly effects how quickly metahumans reach old age, and it also affects metahumans during their younger years. For dwarven and elven children, the effect isn't that noticeable. Children tend to look a little bit younger than they really are, but it generally doesn't affect their mental or social growth. Humans, dwarves, and elves are all considered to reach full physical, mental, and social maturity at age eighteen and are considered adults at that age.

Orks and trolls on the other hand, grow and mature more rapidly. Trolls reach physical maturity between age fifteen and sixteen, having grown to their full size by then, and they hit puberty around eleven or twelve years old. Mentally and emotionally there is no major difference between trolls and humans. For orks, they reach full maturity between age twelve and fourteen, and they hit puberty between nine and ten years of age.

Most societies don't recognize any metahuman as an adult until age eighteen, and they don't start affording them any individual rights until age sixteen. The Ork Rights Committee and other metahuman rights groups have been fighting this for decades, but so far they have been unable to change how society treats them.

it until now. Also, she used to wake up to use the bathroom about the same time in the middle of every night, but she hasn't been doing that lately either.

Katerina is a humanities student at the University of Washington, and as part of her graduate studies she is volunteering at the orphanage. She comes in Monday through Friday for several hours each afternoon to help out. She started working for Momma Cat a little over two months ago. Momma Cat likes Katerina and says she's a smart, good kid who gives her hope for the future. She is quick to praise the human girl for her hard work and dedication.

If Katerina is questioned, she gives the runners the same information that Momma Cat does. If asked why she wanted to work at the orphanage, she says that she has a younger sister that she cares for very much, and she likes working with kids because of that. The runners may make a Perception (3) Test to notice that Katerina is nervous and twitchy when being asked questions. If asked why she is nervous, she lies and says that she is just worried about the kids and that things have been stressful since the sickness began. Clay Morepoole (who is an insect shaman) has kidnapped her younger sister Ruth and is forcing her to help him, threatening to kill Ruth unless Katerina cooperates. She has been drugging Momma Cat and the children each night so that Clay's men can take the older children to the Entomo Klitevo, preparing them for inhabitation.

Those assensing Katerina during questioning or utilizing an Analyze Truth spell notice that all her answers except the last are true. She appears generally nervous, agitated, and fearful.

If the runners question the younger children, they find they are fascinated, saying the kinds of pointed questions that kids say. "You're funny looking!" "Why do you have a gun?" "Can I shoot your gun?" "Have you ever killed anyone?" "What happened to your arm, did it get cut off, is that why you have a cyberarm?" They don't know anything useful, though. The older kids just sit and stare, and are completely unresponsive to questions.

Astrally assensing the orphanage reveals that it has a happy, warm feeling to it. This is a good place, and the children are well loved. The younger children all appear normal for kids their age. The teens, on the other hand, simply look wrong. Their auras are dull and empty. It's not quite the emptiness of someone with low essence due to cyberware implantation, but instead seems more like their auras have been suppressed or turned off somehow. Father McMicky and Momma Cat both appear honest, sincere, but worried. All three adults, as well as all of the kids, are mundane.

There is a basic computer terminal (Device Rating 3 with Firewall 5) in the orphanage containing all the orphanage records. Father McMicky has an average Commlink (DR 3) that contains his schedule, the outlines of a few sermons, and a digital copy of the Bible. Katerina, on the other hand, has an above-average commlink. Hackers will note that the commlink seems far better than what the average college student would be using. Accessing it shows that it doesn't contain any schoolwork; instead it contains a calendar, two data files, and a photo.

Her calendar contains a schedule for the last six weeks indicating that Katerina has been coming to the orphanage every day at midnight. The first data file contains detailed information about a powerful sedative, how to administer it, and notes for dosages for various ages and body weights. The second is simply a text message that says "Tonight, Final pickup, 1 a.m." and is dated today. Finally, the photo is of a young human girl, maybe fifteen years old, who is tied up and bruised. She bears a strong resemblance to Katerina.

KATERINA VICK

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

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Dice Pools: Child Development 6, Computer 7, Data Search 7, Dodge 5, Etiquette 8, Metahuman Studies 6, Negotiation 7, Perception 8

Gear: AR Contacts, Commlink (DR 5, Firewall 6, Black IC 5)

FATHER MCMICKY

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	2	2	2	5	5	4	6	4	6	7	1

Condition Monitor Boxes: 11

Armor (B/I): 0/0

Dice Pools: Arcana (Possession) 10 (12), Computer 7, Data Search 7, Dodge 4, Etiquette (Church) 10 (12), Negotiation 9, Perception 8, Performance (Sermons) 10 (12), Scripture 10

Gear: AR Contacts, Commlink (DR 3)

MOMMA CAT

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

Condition Monitor Boxes: 11

Armor (B/I): 0/0

Dice Pools: Child Development 8, Computer 5, Data Search 5, Dodge 5, Etiquette (Children) 8 (10), Metahuman Studies 7, Negotiation 7, Perception 8, Unarmed Combat 6

Gear: Commlink (DR 3)

If the runners don't have a hacker, they can still pick up on Katerina's nervousness. Rather than hacking the commlink, they can try to persuade her to tell them what's wrong using an opposed Negotiation + Charisma Test. Treat Katerina as an Enemy (-5 dice pool modifier) and since Clay Morepoole has threatened her sister treat her answer as Disastrous to the NPC (an additional -5 dice pool). Katerina will also spend Edge to improve her results. Pushing Katerina upsets her, and she demands that the runners leave her alone. If they get violent and threaten her, both Father McMicky and Momma Cat insist the runners leave or they will call Knight Errant.

Once the PC's discover that Katerina is responsible, they can choose to either wait and catch her in the act (in which case, proceed to **Scene 3: Metachildren First (Night)**), or they can confront her. If confronted, she breaks down into tears and admits everything. She is a tearful, sorrowful mess, and obviously regrets what she has been forced to do, but she didn't think she had any alternatives. Ruth is her only family.

Katerina doesn't know where Clay's people take the children, nor does know what they are doing to them. She only knows that if she doesn't cooperate, her sister will die. She is willing to help the runners if they can rescue her sister. She says that several men show up in a van every night at 1 a.m. to take the kids somewhere, and they are returned at 6 a.m.

Father McMicky suggests the runners contact King Willy and report in at this point. If the runners talk to Willy, he tells them to meet him at New Babylon so they can prepare (go to **Scene 4: We Need Bigger Guns!**).

DEBUGGING

The runners may choose to wait and break in after nightfall, which means they'll miss out on all of this information. That is fine, they just miss some roleplaying opportunities. Just skip this scene and go to **Scene 3: Metachildren First (Night)**.

This adventure is light on opportunities for hackers to shine, so hacking Katerina's commlink should be the primary method of finding out this information. The social route should only be taken if there is no hacker to do the job. If the runners have no hacker and no face, the

social penalties can be reduced as needed.

If the runners fail to notice anything wrong and fail to get the information, they can come back to check out the orphanage that night in **Scene 3**. If they fail to gain any information and don't plan to come back, they will fail the run, so Father McMicky will call them later that evening, after nightfall, and tell them that Katerina came to him and confessed what she has been doing.

The runners will be unable to magically track Ruth, as she's being held behind a ward.

SCENE 3: METACHILDREN FIRST (NIGHT)

SCAN THIS

If the runners have done **Scene 2: Metachildren First (Day)** already, then they know what the area looks like. If they didn't go to the orphanage during the day, describe the location using information from Scene 2, except that everyone is inside and Father McMicky is not there.

This scene will involve the runners following a vehicle that takes the kids to the former Redmond Chapterhouse of the Universal Brotherhood.

TELL IT TO THEM STRAIGHT

Stakeouts suck. Sitting around and watching nothing happen is no way to spend the evening. Especially if you are sitting in the Barrens at night.

The orphanage is quiet. The lights clicked off about 11 p.m., and there's been no movement for the last hour. Finally, you see a Bulldog step van come around the corner, lights off, and park outside the front door of the orphanage. Three men get out, with two remaining by the vehicle and the third going up to the front door. Inside the van there is at least one more person. The door opens and, backlit by a light from inside, you can make out the form of a young woman. The man steps aside and motions, and she walks out, leading five ork and troll teenagers down the steps into the van. Her head is hung low in defeat, and you can see she has been crying.

"I kept my end of the deal!" the young woman whispers loudly to the man. "Where is my sister?"

The man simply stares at her, and for a moment his eyes shift, becoming dark, glittery, and glossy, refracting the dim light. Then his arm swings out in a blur of motion, catching the young woman across the jaw. She slumps to the ground, and he tosses her into the van before climbing in himself.

The van pulls away and turns on its lights once it is away from the orphanage. As you follow, the van travels for a few minutes and arrives at a dilapidated building. The faint but still legible sign says "Redmond Chapterhouse." A quick data search informs you that this building is owned by a group called the Global Fraternity.

The van pulls up the front door and stops. The three men get out followed by the kids. One carries the young woman slung over his

shoulder. The front door of the building opens, and a large, disheveled man stands there. Everyone enters the building, and the door shuts.

BEHIND THE SCENES

Depending on how **Scene 2: Metachildren First (Daytime)** played out, the opening to this scene can play out very differently.

If the runners didn't find out about Katerina in Scene 2:

The scene plays out as described in **Tell It To Them Straight**. The kids, the three ork and two troll teens, are lifeless and unresponsive, as in **Scene 2**. They sluggishly allow themselves to be led by Katerina out to the van. Once there, she expected her sister to be returned to her in exchange for her cooperation, but Clay isn't going to risk anyone finding out about his plans too soon. He's been preparing Ruth to be the host for a new Insect Queen the entire time, and he wants to use Katerina as a host as well.

If the runners attack the goons to stop them from taking the kids, they attempt to flee with them. If the runners get the kids away from them, all but one of the bugs fights to the death. The final bug attempts to flee while its fellows cover its retreat. It runs back to Clay for further instructions.

If the runners found out about Katerina:

If they don't confront her or tell Father McMicky and Momma Cat, the scene plays out as above. If they did confront her, neither she, Momma, nor Father McMicky allows the kids to be taken again. Exactly how it is handled is up to the runners.

Katerina can try lying to the goons (she's unaware that they are insect spirits), telling them that the children were taken to the hospital because they were so sick. The bugs knock her out, load her into the van, and take her to Clay for questioning.

The runners can try attacking the bugs as well. As above, all but one of the bugs fights to the death, covering the retreat of the final bug. The final insect flees to Clay Morepoole for further instructions.

Finally, the runners can try to infiltrate the bugs using either mundane disguise skills or with magical illusions spells.

The goons that arrive to take the kids are actually hybrid form roach soldier spirits. Having been summoned using the power of



the Entomo Klitevo, these hybrids are unique in that they have a couple powers that insect spirits don't normally possess: Realistic Form (p. 102, *Street Magic*) and Aura Masking (p. 98, *Street Magic*). This allows them to effectively mask their insect nature and their hybrid-form deformities. In the absence of a Queen to direct them mentally, however, the spirits are fairly stupid. They follow orders very well but are unable to handle surprises on their own. Whenever anything unusual happens, they default to reporting back to their summoner, Clay Morepoole. There are five hybrids that arrive to pick up the children.

Whether the runners follow the van or follow a fleeing hybrid, they should make a Shadowing test if they don't want to be spotted. If they are noticed, the van (or hybrid) continues to the chapterhouse, but the driver alerts its fellows there upon arrival, and they will be ready for the runners.

One way or another, the runners need to follow one or more of the insects back to the old Octagon so that they can find and stop Clay. They should realize that they are on a time crunch at this point. They can either contact King Willy to do more research and try to obtain more supplies (go to **Scene 4: We Need Bigger Guns!**) or they can head into the Redmond Chapterhouse (go to **Scene 5: Down the Insect Hole**).

DEBUGGING

The biggest hurdle here is dealing with what happens if the runners destroy all the hybrids before finding out where they had been taking the kids. If the runners are bound and determined to kill them all instead of following one, remind them they need to let one go and

ROACH SOLDIER HYBRIDS (FORCE 4)

B	A	R	S	C	I	L	W	Edge	Ess	M	Init	IP
7	7 (8)	7	7 (8)	4	4	4	4	4	4	4	11	2

Condition Monitor Boxes: 12

Armor (B/I): 8/6

Dice Pools: Assensing 8, Astral Combat 8, Counterspelling 8, Close Combat group 12, Dodge 12, Firearms group 12 (14), Perception 8

Movement: 10/45

Gear: Armor Jacket [w/ Nonconductivity Modification (Rating 2)]

Augmentations: Datajack, Muscle Replacement 1, Smartlink

Powers: Animal Control (Roaches), Aura Masking, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (DV 6P, AP -1), Realistic Form, Roach Toughness (+2 to all Damage Resistance tests), Sapience

Weaknesses: Allergy (Insecticides, Light), Evanescence

Weapons:

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

Combat Axe [Blade, Reach 2, DV 8P, AP -1]

track it. If they simply nuke the bugs, as a last-ditch clue you can have directions to the chapterhouse saved in the van's GPS system.

If all else fails, an old contact of King Willy's calls him and says that there's some weird astral activity going on at the old Octagon building, and he directs the runners to check it out.

SCENE 4: WE NEED BIGGER GUNS! (OPTIONAL)

SCAN THIS

By this time the runners should know that the “clickers” are bug spirits, and they may decide they need to better prepare for the fight that seems to be ahead of them. Only give them about two hours of in-game time to look for or acquire equipment they may want to use. Hopefully they have already contacted King Willy. If they do, he informs them that he has some insecticide available to use. He can also be a source of information on insect spirits.

TELL IT TO THEM STRAIGHT

You've got to give it to the people who initially fought the insect spirits, they must have been some tough S.O.B.s. Fortunately for you, advances have been made in both the knowledge of weaknesses of the

spirits as well as weapons capable of neutralizing some of the strengths of the spirits. Your employer said he could help.

You arrive at New Babylon, and King Willy greets you at the door. He ushers you in and quickly locks the door behind you. “Tell me what you have discovered and leave no information out. Is it as I feared?”

He shakes his head as you divulge what you know to. You hear him whispering “Not again, not again” quietly to himself. After you finish, he goes into the backroom and emerges a minute later with two small crates.

“I went ahead and secured these crates hoping I was wrong, but I wanted to be prepared for the worst. Inside one crate you will find nine ink grenades filled with KE IV insecticide, and in the other crate are capsule rounds also filled with KE IV. Use them with extreme prejudice.”

BEHIND THE SCENES

This scene gives the runners access to equipment that can help them in their fight against the insect spirits. KE IV (p. 84, *Arsenal*) is a multi-compound insecticide designed to combat the insect spirits. There are nine ink grenades (p. 37, *Arsenal*) but instead of dispersing ink they disperse the KE IV. The capsule rounds (p. 34, *Arsenal*) also disperse KE IV on impact, but only on the target. There are a total of two magazines per runner and the ammo is the type for each runner's primary firearm. All of this equipment is available free of charge.

KE IV

Vector: Contact
Speed: Immediate
Penetration: 0
Power: 8
Effect: Acid Damage, Berserk

With the advent of insect spirits and various deadly Awakened insects such as the wyrd mantis, chemists have been working for a more potent insecticide than commercially available products. KE IV is a combination of concentrated insecticides; their combined effects on insect physiology produce internal acids (treat as Acid damage) that dissolve the critter from within. KE IV is also toxic to metahumans if ingested (but not on contact). Insect spirits hit with KE IV may go berserk in the same manner as Bear shamans (see p. 200, SR4A).

SCENE 5: DOWN THE INSECT HOLE

SCAN THIS

The runners enter the former Redmond Chapterhouse. They have to fight with the roach spirits set as guards and then proceed to enter the tunnels that have been excavated from the chapterhouse to the Octagon in Downtown Seattle. While moving through the tunnels, they encounter ant spirits that will try to capture the runners, or kill them if capture is not possible.

TELL IT TO THEM STRAIGHT

As you enter the chapterhouse, your olfactory senses are immediately assaulted by the smell of garbage, waste, and other various assorted funks one might find in a landfill. Underneath it all is a musky scent that you can't place. There is no illumination, but your alternate vision methods display piles of refuse scattered all over the room. Your vision also picks up movement coming from all around as humanoid

forms begin to move toward you. Chitonous plates cover various parts of what use to be metahuman skin. Multifaceted eyes scan you, and the sounds of mandibles clacking together reach your ears. The fight has begun.

BEHIND THE SCENES

If the runners scope out the old Redmond Chapterhouse, they should immediately realize one thing: It is really quiet and empty. All the buildings on this block as well as the surrounding blocks seem abandoned, and there's not a street person or squatter to be seen.

The first part of this scene involves clearing out the roach guards. There are a total of two opponents per runner, minus any that may have been killed in **Scene 3**. Several roaches are wearing tattered armor bearing the security logos of Lone Star, Knight Errant, and other corps. Most appear to have been human once, but there are also two that were clearly trolls and two that may have been orks. The spirits are all Force 4.

The Redmond Chapterhouse was once an old brownstone building, four stories tall. The top two floors are inaccessible, as the fourth has collapsed on the third. The second floor has been turned into a roach nest and is filled with debris and the remains of the local SINless who were unlucky enough to be caught for dinner.

If the roaches were aware that they were followed, most of the hybrids are waiting for the runners on the first floor, with a few waiting in the basement. Otherwise, they are split fairly evenly between the two floors and the basement level.

After eliminating the guards, the runners eventually go down to the basement. Once in the basement, the runners discover a hole chewed through the floor, and a large shaft leading three meters down into a tunnel system. A Knowledge (Engineering) + Logic (2) Test or Knowledge (Geology) + Logic (3) Test can determine that the tunnel has been dug but not with machinery. As the fight approaches a conclusion, one of the roaches retreats to the basement in an attempt to get to the tunnels to warn Clay at the Octagon about the coming assault (if this attack had taken them by surprise). The runners can notice this movement with a Perception (4) Test and try to intercept the retreat.

This is set up to be a tough fight. Play up the alien-ness of the hybrid forms, as they're a horrific mix of metahuman and insectoid features. They're nearly silent as they fight, not crying out or reacting to their injuries, unless they're hit with the insecticide from Willy. In that instance, they scream inhumanly as the chemical begins to melt them from the inside out. This should be horrible and scary and weird for the runners.

HUMAN-ROACH SOLDIER HYBRIDS (FORCE 4)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
7	7 (8)	7	7 (8)	4	4	4	4	4	4	4	11	2

Condition Monitor Boxes: 12

Armor (B/I): 8/6

Dice Pools: Assensing 8, Astral Combat 8, Counterspelling 8, Close Combat group 12, Dodge 12, Firearms group 12 (14), Perception 8

Movement: 10/45

Gear: Armor jacket [w/ Nonconductivity Modification (Rating 2)]

Augmentations: Datajack, muscle replacement 1, smartlink

Powers: Animal Control (Roaches), Aura Masking, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (DV 6P, AP -1), Realistic Form, Roach Toughness (+2 to all Damage Resistance tests), Sapience

Weaknesses: Allergy (Insecticides, Light), Evanescence

Weapons:

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

Combat Axe [Blade, Reach 2, DV 8P, AP -1]

ORK-ROACH SOLDIER HYBRIDS (FORCE 4)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
10	7 (9)	7 (8)	9 (11)	4	4	4	4	4	4	4	11 (12)	2 (3)

Condition Monitor Boxes: 13

Armor (B/I): 10/8

Dice Pools: Assensing 8, Astral Combat 8, Counterspelling 8, Close Combat group 13, Dodge 13, Firearms group 13, Perception 8

Movement: 10/45

Gear: Armor jacket [w/ Nonconductivity Modification (Rating 2)]

Augmentations: Datajack, dermal plating 2, muscle replacement 2, smartlink, wired reflexes 1

Powers: Animal Control (Roaches), Aura Masking, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (DV 6P, AP -1), Realistic Form, Roach Toughness (+2 to all Damage Resistance tests), Sapience

Weaknesses: Allergy (Insecticides, Light), Evanescence

Weapons:

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

Combat Axe [Blade, Reach 2, DV 8P, AP -1]

TROLL-ROACH SOLDIER HYBRIDS (FORCE 4)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
12	7	7 (8)	12	4	4	4	4	4	4	4	11 (12)	2 (3)

Condition Monitor Boxes: 14

Armor (B/I): 10/8

Dice Pools: Assensing 8, Astral Combat 8, Counterspelling 8, Close Combat group 12, Dodge 12, Firearms group 12, Perception 8

Movement: 10/45

Gear: Armor jacket [w/ Nonconductivity Modification (Rating 2)]

Augmentations: Datajack, Smartlink, Dermal Plates 2, Wired Reflexes 1

Powers: Animal Control (Roaches), Aura Masking, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (DV 6P, AP -1), Realistic Form, Roach Toughness (+2 to all Damage Resistance tests), Sapience

Weaknesses: Allergy (Insecticides, Light), Evanescence

Weapons:

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

Combat Axe [Blade, Reach 2, DV 8P, AP -1]

PUSHING THE ENVELOPE

Gamemasters wanting to beef up this scenario can add more hybrids (add one more per runner) and can supplement them with a young insect shaman apprentice.

The runners may also find several individuals who were captured as food and are being stored on the second floor. As the fight is ending, the runners start hearing cries for help coming from that floor.

INSECT SHAMAN

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	4	2	5	4	5	6	4	6	6	8	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

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

Gear: Armor jacket, commlink (DR 3)

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

DEBUGGING

This is a tough fight, but it shouldn't be unwinnable. If the runners didn't talk to Willy and get the insecticides, this fight will be much, much more difficult. Adjust the fight as needed, and don't needlessly kill off the runners if they end up in over their head. If they're in danger of losing, Willy can swoop in to save them with help from a couple of his old runner buddies. He tells the runners to head down the tunnel while they stay and mop up the last of the bugs.

SCENE 6: YEAH BUT IT'S A DRY HEAT (OPTIONAL)

SCAN THIS

In this optional scene, the runners proceed through the tunnels that lead to the Octagon, fighting their way through the ant hybrid spirits that dug the tunnels.

TELL IT TO THEM STRAIGHT

You drop down the hole in the elevator shaft. As your vision adjusts to the darkness and your lights turn on, you notice you are in what appears to be a tunnel that is three meters wide and three meters high. The floor appears unstable, and as you look at it you notice that you are standing on piles of bones, discarded clothing, and wet squishy stuff that's better left unidentified. There is the odor of decay and decomposition coming from the pile. The air is drier here, with the temperature similar to a spring day. Your vision shows you that the tunnel only goes one direction. Time to go spelunking.

BEHIND THE SCENES

If you're running this adventure on a time budget, you may want to truncate this scene or eliminate it altogether. The tunnel may be devoid of the ant spirits who dug it, leading directly to the Octagon and Clay Morepoole. Alternately, it could wind its way around, have numerous off-shoots, and be full of ants. Use this to have some fun and make the adventure more challenging if needed.

The ant hybrid-form workers are busy digging the tunnel out, widening it, strengthening it, and digging new tunnels. If they've been

alerted by the roaches, they are ready for the runners. Otherwise, the runners can try to catch them by surprise. The ants are all Force 6, and are in groups of four to six hybrids, armed with their natural weaponry.

Once you're done throwing ants at the runners, proceed to **Scene 7: Sending Them Packing**.

DEBUGGING

These fights should be tough, but are entirely optional, so if the game is on a limited time frame, skip it; if a battle is taking too long or is becoming too damaging, have the ants scurry away as they are alerted to the presence of some other intruders in the tunnels.

ANT WORKER HYBRIDS (FORCE 6)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
10	8	9	9	6	6	6	6	6	6	6	15	2

Condition Monitor Boxes: 13

Armor (B/I): 8/6

Dice Pools: Assensing 12, Astral Combat 12, Dodge 14, Perception 12, Unarmed Combat 14

Movement: 10/45

Gear: Armor jacket [w/ Nonconductivity Modification (Rating 2)]

Powers: Animal Control (Ants), Aura Enhanced Senses (Smell, Thermographic Vision), Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Movement, Natural Weapon (DV 8P, AP -1, damage counts as acid), Sapience, Search, Venom (Ant Special, considered acid damage)

Weaknesses: Allergy (Insecticides, Light), Evanescence



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SCENE 7: SENDING THEM PACKING

SCAN THIS

In this scene, the runners encounter Clay Morepoole, the artifact, Katerina, her sister Ruth (who is in the process of becoming the host of a queen spirit), three insect shamans, and the guards. They have to stop the ritual before the queen is summoned.

TELL IT TO THEM STRAIGHT

The end of the tunnel draws near. You see traces of light just around the next bend in the tunnel. As you approach the bend, your ears pick up the sound of voices. They are chanting in a rhythmic fashion, getting louder as you approach. As you come around the corner, your eyes have to adjust to sudden brightness as the tunnel opens up into a large chamber easily one hundred meters in diameter. Pillars of stone and earth have been constructed to lend support to the chamber's roof and are spaced roughly ten meters apart. A large dais has been constructed upon which kneel three shamans who are the source of the chanting. They form a triangle around an object that is floating in the air. The air behind the object is shimmering, and you get a sense of wrongness emanating from it.

Hanging between the object and the shimmering air is the woman you recognized from Katerina's commlink. She seems to be encased in an organic shell attached to the ceiling by tendrils of a slimy substance.

Chained at the bottom of the dais is Katerina. She appears to be in a state of shock. A middle-aged human male dressed in a robe of black with green embroidered threads presenting the illusion of an insect's exoskeleton stands behind her, looking up at the woman in the shell. He turns as you enter the chamber and says, "Congratulations, you get to be the witnesses of a new world in the making. Or at least your corpses will." He turns, and you see eight large individuals approaching your position.

BEHIND THE SCENES

This is the final showdown. The item above the dais is the Entomo Klitevo, the artifact of summoning. Katerina's sister Ruth is six Combat Turns from becoming a complete queen spirit when the runners enter this chamber. Clay Morepoole will let the eight ant hybrid form soldiers deal with the runners unless he is attacked directly, or if seventy-five percent of the hybrids are destroyed. The three shamans are completely devoted to maintaining the connection to the artifact. The dais itself is protected by a Force 10 ward (p. 194, SR4A) as well as a Force 10 Physical Barrier spell (p. 211, SR4A). The cavern itself is aspected toward insect spirit magic and has a background count of 2 (p. 118, Street Magic).

Morepoole's main concern is that the ritual reach its final phase so that the queen can come through. He allows the ant soldiers to occupy

the runners, while he focuses on protecting the barriers around the artifact from any spell casters.

The cocoon that Ruth is bound in glows a ghastly greenish-white color, and a profound sense of wrongness permeates from it. Each turn the glow becomes noticeably brighter, and the feeling grows stronger, making the runners feel slightly nauseous. After the second Combat Turn, the glow is almost painfully bright, and a buzzing, humming sound fills the cavern. Any runner looking at Ruth can see an inhuman form surrounding her that grows more solid each turn. At this point, an Arcana (2) Test reveals that the inhabitation is nearly complete, and that the host will be consumed within a few turns.

The runners need to disrupt the ritual before it is completed or face a newly Awakened and powerful insect queen. To do this, they must breach the ward and/or barrier surrounding the dais and incapacitate at least one of the initiates performing the ritual. If this occurs, the backlash from the ritual kills all three shamans that were performing the ritual, the glowing and humming in the cavern ceases, and all the remaining insect spirit hybrids immediately go into a frenzy, gaining +4 Initiative, +2 Initiative Passes, and +2 to all of their dice pools.

If the runners fail to stop the ritual, the insect queen fully possesses Ruth, destroying the young girl. The end of the ritual also creates a backlash that kills all three of the shamans who summoned

her. Ruth becomes a Force 10 ant queen who has come across as a true form spirit with a few unique abilities. The release of energy from her emergence weakens the support columns in the chamber, causing it to slowly collapse. The runners have four combat turns to defeat the queen before the chamber collapses, forcing them to flee back down the tunnel or be buried under tons of rubble as the section of the Ork Underground that rests above the chamber collapses in. If not defeated, the queen escapes into Seattle where she begins to build a new hive, leaving Clay (if he still lives) to be buried in the debris.

PUSHING THE ENVELOPE

To make this scene more challenging the gamemaster can double the number of hybrid ant forms. Another option is to have the ant queen spirit already present instead of on the way so the runners have to deal with her as well.

DEBUGGING

This should be a deadly encounter. So it is up to the gamemaster to determine how to help the runners, including fudging rolls if necessary. If the queen spirit does manifest, she does her best to escape the chamber so she can reestablish herself elsewhere.

ANT SOLDIER HYBRIDS (FORCE 6)

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
10	11 (12)	10 (12)	11 (12)	6	6	6	6	6	2.7	16 (18)	2 (4)

Condition Monitor Boxes: 13

Armor (B/I): 8/6

Dice Pools: Assensing 12, Astral Combat 12, Counterspelling 12, Close Combat group 18, Dodge 18, Firearms group 18 (20), Perception 12

Movement: 10/45

Gear: Armor Jacket [w/ Nonconductivity Modification (Rating 2)]

Augmentations: Cybereyes [Rating 1, w/ eye recording unit, image link, smartlink], datajack, muscle replacement 1, wired reflexes 2

Powers: Animal Control (Ants), Aura Masking, Fear, Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Natural Weapon (DV 8P, AP -1), Realistic Form, Sapience, Venom (all damage counts as acid damage)

Weaknesses: Allergy (Insecticides, Light), Evanescence

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP -2, SA, RC -, 15(c), w/ smartlink, 4 clips of explosive rounds]

Ingram Smartgun X [SMG, DV 5P, AP -, BF/FA, RC 3(4), 32(c), w/ folding stock, gas-vent 3, sound suppressor]

INSECT SHAMAN INITIATES

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	3	3	3	5	4	3	5	3	6	7	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Dice Pools: Assensing 9, Banishing 9, Binding 10, Dodge 5, Firearms 5, Perception 6, Sorcery skill group 10, Summoning 12

Qualities: Magician

Initiate Grade: 2

Metamagics: Great Ritual, Sympathetic Linking

Gear: Armor Vest, 3 x tranq patches (Rating 5)

Spells: Acid Stream, Stunball, Stunbolt, Alleviate Allergy, Control Actions, Mana Barrier, Physcial Barrier

Weapons:

Colt Manhunter [HP, 5P, AP -1, RC 0, Ammo capacity 16(c), w/3 clips of APDS]

ANT QUEEN TRUE FORM (FORCE 10)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
15	13	14	15	10	10	10	10	10	10	10	24	3

Condition Monitor Boxes: 16

Armor (B/I): 0/0

Dice Pools: Assensing 20, Astral Combat 20, Con 20, Counterspelling 20, Dodge 23, Leadership 20, Negotiation 20, Perception 20, Spellcasting 20, Unarmed Combat 23

Movement: 10/45

Powers: Animal Control (Ants), Astral Gateway, Aura Masking, Banishing Resistance, Bolster Spirits*, Compulsion, Concealment, Enhanced Senses (Smell, Untrasound), Fear, Guard, Hive Mind (Improved)**, Immunity to Normal Weapons, Natural Weapon (DV 13P, AP -1), Realistic Form, Sapience, Search, Venom (All damage counts as acid damage)

Weaknesses: Allergy (Insecticides, Light), Evanescence

***Bolster Spirit:** Spirits are more powerful while within their queens presence. Insect spirits of the same type as the queen gain +2 Force while they are within fifty meters of their queen.

****Hive Mind (Improved):** In addition to the normal powers of Hive Mind (p. 154, Street Magic), hive insects are simply an extension of the will and mind of their queen. At any one time the queen can grant her mental attributes to a number of insect spirits equal to her Force, replacing their own attributes with hers.



SCENE 8: THEY EMERGE FROM THE WRECKAGE

SCAN THIS

This scene takes place when the fight in the chamber is complete. If the runners are dead, than this scene is unnecessary. If the runners live, they need to contact King Willy and decide what to do with the artifact. The end result should be that the runners get paid, the artifact is put into one of the faction's hands, and the runners walk away.

TELL IT TO THEM STRAIGHT

The silence in the chamber is overwhelming. Looking over at the carnage of the scene, you pause. The artifact rests on the dais, it parts now one piece again so that it looks like a statue of a scarab beetle. The only thing left to do now is dust yourself off and get paid. Some pride can be taken in that you have stopped an incursion of the bugs and eliminated a madman from the world.

BEHIND THE SCENES

It's time to wrap things up. King Willy only wants to know if the ritual was stopped and if any of the spirits escaped. In the case of the latter, he grimaces, but with the shaman stopped, they shouldn't be able to cause too many problems. He has a few friends who specialize in extermination. He thanks the runners and pays them.

If the runners collected the Entomo Klitevo, Willy advises them to destroy it, but he won't stop them from making some extra money off it. He can introduce them to Moreau at the Draco Foundation or Laurent Nazaire from the Atlantean Foundation. He feels safe with the artifact going to either of them. Likewise, if the runners already know Simon Andrews or Lin Yao Chang, Willy has heard of both of them and feels comfortable with the artifact going to one of them. There are other, less scrupulous groups out there who would love to get hold of the Entomo Klitevo, so Willy advises that they only talk to one buyer, as the more people they talk to, the greater the chance someone will attempt to take the artifact by force before they can sell it.

Both the Draco Foundation and the Atlantean Foundation will offer 5,000 nuyen to each runner for the artifact. Lin Yao Chang will offer 6,000 nuyen to each runner, and Simon Andrews will offer the runners 7,500 nuyen apiece. The runners may attempt to negotiate for additional compensation, and can make a Negotiation (3) Test. Every net hit they get adds 250 nuyen to the final fee, up to a maximum of 8 hits, with the exception of Simon Andrews. Simon says he opened negotiations with everything he currently has left in his budget, though he'll offer to treat the runners to a night on the town, billing all drinks

and food to the various tabs he has at the Runner Suit, the Alabaster Maiden, and other bars throughout Seattle.

DEBUGGING

The only thing that could go awry is if the runners want to keep the artifact for themselves, especially any mages or shamans. The artifact can only be used by an insect shaman, making it useless to the runners.

PICKING UP THE PIECES

MONEY

- 5,000 nuyen per runner, plus 250 nuyen per net hit on an opposed Negotiation test, with a max of 4 net hits from King Willy for stopping the insect shaman from summoning the queen (or killing the queen)
- 5,000 nuyen per runner, plus 250 nuyen per net hit on a Negotiation (3) Test, with a max of 8 net hits, from the Draco Foundation for turning the artifact over to them.
- 5,000 nuyen per runner, plus 250 nuyen per net hit on a Negotiation (3) Test, with a max of 8 net hits, from the Atlantean Foundation for turning the artifact over to them.
- 6,000 nuyen per runner, plus 250 nuyen per net hit on a Negotiation (3) Test, with a max of 8 net hits, from Lin Yao Chang for turning the artifact over to him (on behalf of Lung).
- 7,500 nuyen per runner, plus a night on the town, from Simon Andrews for turning the artifact over to him (on behalf of Saeder-Krupp).

KARMA

- 1—Saving the teen orphans from becoming insect hosts.
- 1—Discovering that Katrina is being blackmailed.
- 2—Preventing the queen from being summoned.
- 1—Destroying the queen after it has been summoned.
- 1—Killing or capturing Clay Morepoole.
- 1—Surviving the adventure.

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 that play this adventure is 9.

FACTION REP

Depending on their actions 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 other may earn positive.

Depending on who the runners give the artifact to, they will gain 1 point of faction with that group and lose 1 point with all the others.

Atlantean Foundation

- | | |
|----|---|
| -1 | Faction Reputation if the insect queen is let loose. |
| +1 | Faction Reputation if the players bring the Entomo Klitevo to Laurent Naizaire. |

Draco Foundation

- | | |
|----|---|
| -1 | Faction Reputation if the insect queen is let loose. |
| +1 | Faction Reputation if the players bring the Entomo Klitevo to Moreau. |

Lung

- | | |
|----|--|
| -1 | Faction Reputation if the insect queen is let loose. |
| +1 | Faction Reputation if the players bring the Entomo Klitevo to Lin Yao Chang. |

Saeder-Krupp

- | | |
|----|--|
| -1 | Faction Reputation if the insect queen is let loose. |
| +1 | Faction Reputation if the players bring the Entomo Klitevo to Simon Andrews. |

At the end of each adventure, runners will check their Rep with each Faction against the chart below. If their rep is high enough, they may obtain a favor useable one time (and one time only!) from any one contact in that Faction. Each favor can only be earned once per Faction, even if the player loses Rep and then later gains enough Rep to qualify for the reward a second time. If you dip into negative Rep, there are penalties associated with that Faction as well.

In addition to the listed rewards and penalties, your current Rep acts as a dice-pool modifier (positive or negative) to all social tests involving members of that Faction (in addition to the individual Loyalty of a Contact).

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, SR4A). 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 if the players stop the ritual. |
| +1 | Notoriety for any players who allow the orphans to be killed or inhabited. |
| +2 | Notoriety if the team fails to stop the ritual. |

FACTION REP

Faction Rep	Favor Gained
+2	Item Favor—10 percent discount on any single item obtained from this Faction
+4	Item Favor—20 percent discount on any single item obtained from this Faction.
+5	Item Favor—30 percent discount on any single item obtained from this Faction.
-2	Contacts from this Faction always charge the runner for information.
-3	Contacts from this Faction no longer obtain gear for the runner and charge double for any information they provide.
-5	Contacts from this Faction no longer provide the runner with any information.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1. In that case, they 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 they 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.

King Willy: For successfully stopping the ritual, receive King Willy at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Laurent Nazaire: For selling him the Entomo Klitevo, the runners gain Laurent Nazaire at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Moreau: For selling him the Entomo Klitevo the runners gain Moreau at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Lin Yao Chang: For selling him the Entomo Klitevo, the runners gain Lin Yao Chang at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Simon Andrews: For selling him the Entomo Klitevo the runners gain Simon Andrews at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

LEGWORK

When a runner gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test 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 nuyen per piece.

If the runners 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 a Connection + Connection (20 minutes) Extended Test. Additional information will be available at a cost of 750 nuyen per piece.

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

KING WILLY

Contacts to Ask: Shaman, Talismonger, Magician

CONTACTS	DATA SEARCH	INFORMATION
0	0	Isn't that when you wet a finger and stick it in someone's ear?
1	3	Think I remember that name from a copy of Who's Who in the 2050s
2	6	Voodoo shaman who runs the New Babylon Shop
3	10	A runner from the early days who was involved in shutting down the Universal Brotherhood in the late '50s
4	18	An ork voodoo shaman who has dedicated his retirement to the eradication of dangerous spirits

CAST OF SHADOWS



B	A	R	S	C	I	L	W	Ess	M	Init	IP
7	3	3	6	5	4	4	6	6	7	7	1

Condition Monitor Boxes: 12

Armor (B/I): 8/6

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

Knowledge Skills: Arcana (Possession) 6 (+2), Insect Spirits 5, Magical Groups 5, Ork Underground 3, Security (Magical) 3 (+2), Talislegging 5

Qualities: Magician, Mentor Spirit (The Dark King, a.k.a. Papa Ghede or Baron Samedi)

Initiate Grade: 2

Metamagics: Masking, Invoking

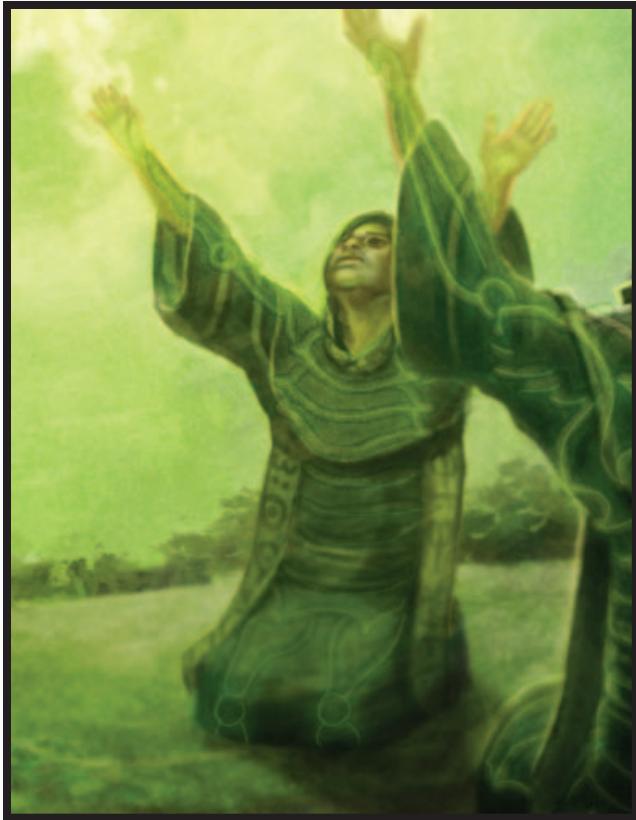
Gear: Commlink (DR 5), Armored Tuxedo Jacket (8/6), Sustaining Foci (Force 4, Illusion, silver pendant), Sustaining Foci (Force 3, Health, insect mandible on a chain), Summoning Foci (Force 3, Spirit of Man, small polished crystal skull), Power Focus (Force 3, silver skull with top hat on a cane)

Spells: Armor, Detect Magic Extended, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Magic Fingers, Manabolt, One Less (Insect), Physical Mask, Slaughter (Insect), Slay (Insect), Sterilize, Stunbolt, Stunball, Trid Phantasm

Bound Spirits: Spirit of Man x 3 (Force 5, 4 services each)

KING WILLY

Cleon de Bohem, a.k.a. King Willy, is a voodoun shaman who follows Papa Ghede as his patron loa. An aging, battle-scarred ork, King Willy was thirteen and just coming into his magical powers when his sister got involved with the Universal Brotherhood and disappeared. His investigations led him to hook up with several other young, would-be shadowrunners, and they faced off against one of the early insect spirit incursions into Seattle. Several years later, when Bug City blew the conspiracy wide open, King Willy and his team were on the front lines of the battle against the local bug population. He spent the next few years tracking down any rogue bugs he could, but he eventually retired and set up a talismonger shop after one close call too many. He still wakes up at night with nightmares from what he's seen, and the thought of the bugs getting another foothold in our world scares him.



CLAY MOREPOOLE

An initiate in the Universal Brotherhood during the '50s, Morepoole had a vision of disaster and went into hiding mere days before they were shut down. He heard whispers in his ear from his goddess, Queen of the Ants, and that put him on the path, searching for a lost relic sacred to the insect spirits, the Entomo Klitevo. After over a decade of chasing phantoms and false leads, he's finally found the artifact and is using it to slowly rebuild a power base, preparing the way for his queen.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
5	4	5 (7)	3	6	5	4	6	5	6	8	10 (12)	1 (3)

Condition Monitor Boxes: 11

Armor (B/I): 12/5

Active Skills: Arcana (Insect Magic) 6 (+2), Athletics skill group 3, Assensing 6, Banishing 4, Binding (Insect Spirits) 6 (+2), Con 5, Counterspelling (Combat Spells) 5 (+2), Dodge 4, Perception 5, Ritual Spellcasting 5, Spellcasting (Combat Spells) 6 (+2), Summoning (Insect Spirits) 6 (+2)

Qualities: Magician

Initiate Grade: 6

Metamagics: Extended Masking, Geomancy, Invoking, Masking, Reflecting, Shielding

Gear: Armor jacket w/ Nonconductivity (Rating 6), commlink (Device Rating 5), form-fitting body armor (half-body suit), sustaining focus (Force 3, health spells), summoning foci (Force 2, insect spirits)

Spells: Armor, Chaos, Chaotic World, Heal, Increase Reflexes, Mana Barrier, Physical Barrier, Powerball, Powerbolt, Stunball, Stunbolt, Toxic Wave





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.

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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

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,

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MOREAU

A former company man and shadowrunner, Moreau 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.

Moreau 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.

MOREAU

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

Uses: Jobs, Information, Buy/Sell Gear

Places to Meet: The Docks, Bars, Nightclubs

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Faction: Draco Foundation

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Connection Rating: 4

Loyalty:

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

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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

Uses: Jobs, Information, Buy/Sell Gear

Places to Meet: The Docks, Bars, Nightclubs



SIMON ANDREWS

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

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SIMON ANDREWS

Saeder-Krupp Troubleshooter
Faction: Saeder Krupp
Male Changeling
Connection Rating: 4
Loyalty:

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

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

Uses: Corporate Rumors, Magical Knowledge, Magical Gear

Places to Meet: Rubber Suit, Alabaster Maiden, Nightclubs, Strip Clubs

SIMON ANDREWS

Saeder-Krupp Troubleshooter
Faction: Saeder Krupp
Male Changeling
Connection Rating: 4
Loyalty:

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

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

Uses: Corporate Rumors, Magical Knowledge, Magical Gear

Places to Meet: Rubber Suit, Alabaster Maiden, Nightclubs, Strip Clubs

SIMON ANDREWS

Saeder-Krupp Troubleshooter
Faction: Saeder Krupp
Male Changeling
Connection Rating: 4
Loyalty:

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

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

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LIN YAO CHANG

Lin Yao is a known operative for the Eastern Great Dragon Lung. Very little is known about the background of this Chinese elf. He's very reserved and quiet, never smiles, and speaks in short, brief, efficient sentences. He has an unearthly fluidic grace to his movements, and rumor has it that he may serve as an assassin for the dragon.

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LIN YAO CHANG

Elven Adept Assassin

Faction: Eastern Great Dragon Lung

Male Elf

Connection Rating: 4

Loyalty:

Key Active Skills: Arcana, Assensing, Athletics Skill Group, Automatics, Blades, Clubs, Disguise , Infiltration, Intimidation, Longarms, Negotiation, Palming, Pistols, Shadowing, Unarmed Combat

Knowledge Skills: Buddhist Teachings, Magical Theory, Martial Arts, Seattle Area

Uses: Magical Rumors, Magical Gear, Street Rumors

Places to Meet: Parking Garages, Dark Alleys, Chinese Restaurants

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KING WILLY

Cleon de Bohem, a.k.a. King Willy, is a voodoo shaman who follows Papa Ghede as his patron loa. An aging, battle-scarred ork, King Willy fought the insect spirits during their early incursions into Seattle in the 2050s. He became a runner and fought the bug spirits his entire career before finally retiring and opening up a talismonger shop, New Babylon.

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KING WILLY

Talismonger

Male Ork

Connection Rating: 3

Loyalty:

Key Active Skills: Enchanting, Spellcasting, Summoning,

Knowledge Skills: Arcana, Insect Spirits, Talislegging

Uses: Buying & Fencing Magical Gear, Street Rumors, Magical Information

Places to Meet: New Babylon, Ork Underground

KING WILLY

Talismonger

Male Ork

Connection Rating: 3

Loyalty:

Key Active Skills: Enchanting, Spellcasting, Summoning,

Knowledge Skills: Arcana, Insect Spirits, Talislegging

Uses: Buying & Fencing Magical Gear, Street Rumors, Magical Information

Places to Meet: New Babylon, Ork Underground

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Talismonger

Male Ork

Connection Rating: 3

Loyalty:

Key Active Skills: Enchanting, Spellcasting, Summoning,

Knowledge Skills: Arcana, Insect Spirits, Talislegging

Uses: Buying & Fencing Magical Gear, Street Rumors, Magical Information

Places to Meet: New Babylon, Ork Underground



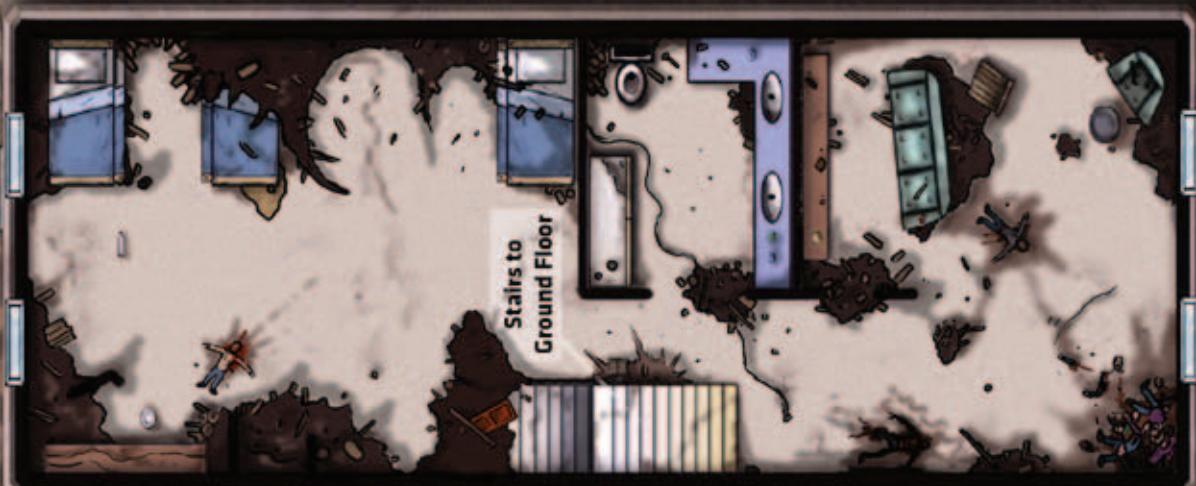
SE



Basement



Roach Den



Second Floor

Stairs to
Basement



Ground Floor

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO**SRM 04-08 BROTHERS UNITED**

An insect shaman is using a powerful artifact to summon spirits into the bodies of innocent children. The runners are hired to stop him, save the kids, and prevent a powerful spirit from being unleashed on the world.

- Saved the Teen Orphans
- Discovered Katerina's Role
- Stopped Clay Morepoole from Summoning the Queen
- Queen was Summoned but Killed
- Queen was Summoned and Escaped

SYNOPSIS

Names

MISSION RESULTS

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

Saeder-Krapp

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

Lung

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

TEAM MEMBERS

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

FACIONS

Street Cred _____
 Notoriety _____
 Public Awareness _____

KARMA

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

REPUTATION

GM's Name _____
 GM's Signature _____

NUYEN**DEBRIEFING LOG****ADVANCEMENT**

- King Willy
- Moreau
- Laurent Nazaire
- Simon Andrews
- Kin Yao Chang
- KE IV

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES