



SHADOWRUN MISSIONS

EXTRACTION

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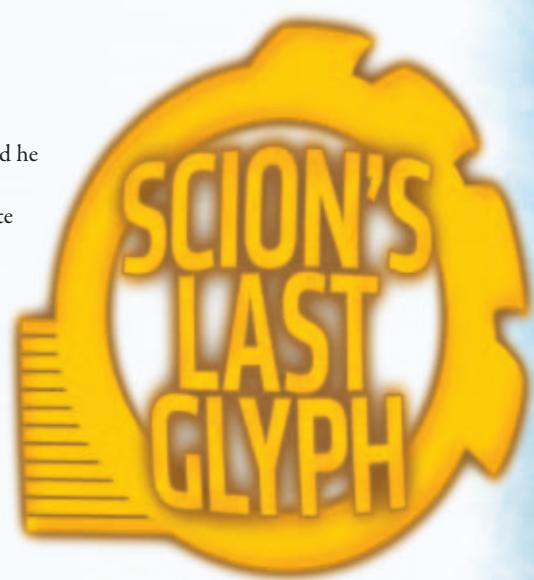
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The pen felt alien in his hand, like trying to conduct a symphony with a frozen soy dog, and he wondered if he even remembered how to write.

"Hey, Mr. Chum, uhh..." The boy shivering against the stained concrete wall took another bite of his krill-wich, "You said 200 yens, right? 200??"

Putting his finger to his lips, he nodded and pulled the high collar of his dress coat up to keep the drizzle off the piece of paper before him as he began to write...



Hoi, Stace. Yeah, it's been years. I told you I'd call, and you told me not to, but I still think about you. Something was always coming up, but this time it's big. This may be it for me, so I wanted to tell someone. Yeah, Stace, I'm stroking my ego again, and you probably know I've got an adrenalin rush flooding my face like the magic alone never could. But before you put a flame to this letter, take a few steps back cause it'll go up in a flash, and you'll miss out on a good tale. I know you dig that fantasy shit, which is probably the only reason you were interested in me, and this yarn goes back ages.

Arcanoarcheology 101: There's a lot of arcane drek undiscovered or hidden out there from past Awakened ages, and then there's plenty more the megas got their hands on and announce to sing their praises and rub it in on their competitors. After Horizon recruited me at the undergrad Careers Futures assembly, I dug into them. Something in the reams of data caught my eye, one of a kind if you believe their hype. A set of scrolls, undeciphered, origin unknown, with no data copies outside their core and no known physical copies in existence. What a rush as I thought of the possibilities!

The skinny, wet-mopped boy tugged at his sleeve, "You done? You want this delivered now?" The boy held up the yellow-and-green wrapped sandwich. "Cause it's gettin' chill, you scan?"

"Chill yourself, omae. This'll be a minute." Wiping his rimless glasses off on his shirt, he continued.

What the hell does it matter? Cause I had the chipspeed and the balls to do something with the knowledge. Yeah, ego-tripping again. You remember those two weeks I took to go home and be with family? Yes, you do. You liked the pics of mom's garden. "That smudge of dirt on your face is bonzer cute!" I remember every word all the time. Well, they were fake. "The Dick" whipped them up for me and covered up the rest of the two weeks as well, and maybe he was a dick, but he always did what he said he would. Favor for a favor. All the detoxing I cast on him to undo his "lifestyle choices" were worth it, cause the two weeks I spent in Chiba replacing my eyes, and a few other things, aren't in any datastore or pic in the 'trix.

"Enhance your calm, chica." Yeah, it dimmed my magic, but the trade-off helped my research. You know I can't have enough tech spinning round my AR face. No, Horizon would still want me, even "diminished." It's my research blaze they crave, but they didn't find out anyway. My new eyes are so whiz, you'd have to take them apart to see the truth, and the pre-recruitment stipend they gave me paid for the whole thing. I suppose that's ironic, considering I used the eyes to record every millimeter of the scrolls in exact detail. I got access to their arcane library during my new hire orientation. No tech allowed inside. Supposed to be a loyalty test. They were impressed with the results. I didn't try to swipe some phony "new and untagged" book of secret drek. I was impressed with the results, too. In fact I'm exiting Horizon stage left and selling them to the highest bidder tonight.

I got the whole thing planned. Guns, explosions, and rocket screams thirty stories high as I disappear in glory and splendor forever and ever. Damn, what a rush! I know. I haven't changed, and it's ape shit crazy, and it's the adventure of a lifetime, and maybe I'll see you again afterwards, or maybe not? Ok, you can burn it now. You won't want this in the open if you ever want to be left alone to your six-legged, hairless cats or whatever you're splicing together now. Ok, I know. I'm sorry.

-Parker

"Ok, chummer. That's it." Distracting the boy with a credstick, he folded the letter, stuck it at the bottom of the Stuffer Shack bag, and covered it with the sandwich. "Take it to the address I gave you in twenty minutes, and I'll tell you where another 200 is."

"Oh click!" Snatching the bag, the boy darted out of the alley, "You got it, Mr. Chum!" and disappeared into traffic.

A limo pulled up on the street at the front of the high rise. "Time to place a call," he muttered to himself as he brushed the drizzle off his new suit. His brain whirred as he felt the hum of his implanted commlink switching on, and his AR image materialized in cyberspace before him. A Pharaoh with electron-gleaming bronze skin and a reptilian head flexed its sculpted muscles in response to his movements. The connection clicked through. "I am The Scion," his deep, electric voice thrummed.

INTRODUCTION

SRM 04-02 Extraction 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

SRM 04-02 Extraction is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-02 Extraction consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

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

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players’ Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-02 Extraction* (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 can adapt things smoothly.

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don’t Panic!

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

GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

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

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

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

Mission Difficulty

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

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 being discovered lends their claims much credence. They are scrambling to be the first to gather these artifacts and unlock their secrets.

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

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

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

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try 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, you 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 GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, SR4A).

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

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

MISSION SYNOPSIS

Parker Acson is the hottest new arcanoarcheologist to graduate from MIT&T. Horizon not only paid for his studies (on loan against future earnings, of course), they also paid for his delta-grade cybereyes and other nigh-undetectable headware. Not that Horizon knew or suspected it. What magician would willingly dampen his arcane power for a skull commlink of all things? Besides, the techs in Chiba still make eyes that will fool even the latest Elliptex CyScanners, provided they aren't removed and disassembled. But if someone's willing to pry out your eyes to get a look at what they're made of, odds are you're dead anyway.

Parker has a knack for research, particularly in the field of the arcane. When he applies himself to a subject of interest, however, there is little he cannot uncover, arcane or not. While a first-year grad student at an MIT&T orientation meet-and-greet for megacorps, he impressed a Horizon scout and signed an after-graduation contract with the corp. The next day his research drive kicked in, and all things Horizon consumed his interest. That's when he uncovered a comment on a blog entry whose original post had been deleted. The original post must have contained secret information about a loyalty test for thaumaturgical new hires and was probably deleted by a Horizon data spider just before a comment on it was posted. The comment was almost as revealing.

Apparently, in addition to their data stores, Horizon's Seattle headquarters boasts a hermetically sealed library containing original works on the arcane, and the library is part of the new-hire tour. Awakened new hires are left alone in the library for two minutes with what they are told is the newest arcane tome. "It hasn't even been tagged or catalogued yet!" they are told. Then the tour guide gives an excuse that they must leave for a moment. There are no cameras or electronic devices of any sort allowed in the chamber, so they wait to see if the new hire tries to swipe the book. It's a fake of course, and the commenter derided the test as fabricated, transparent, and full of mindless corporate drek. Parker saw the ordeal differently. Unrestricted access to Horizon's meat books for two minutes? It was the opportunity, and the thrill, of a lifetime!

Two years later, after Parker blew his Horizon Scholastic Lifestyle funds on a pair of delta-grade cybereyes and a few other trinkets Horizon would never detect, or suspect, Parker was standing in that library recording every centimeter of the sole surviving Thaljun Codex scrolls in perfectly reproducible condition. Test passed ... with flying colors.

The mission begins moments before a Horizon New Hire banquet. The team is assembled by their fixer, and their employer will take over communication. Their Johnson is The Scion, an AR image of a pharaoh with a reptilian head, and he wants them to perform a flashy, hostile corporate extraction on Parker Acson ... right now. Although he seems to be the representative of a powerful, magical foundation, The Scion is actually Parker Acson communicating with his implanted commlink from his table at the banquet, and it's not a hostile extraction. Unknown to the runners, it's more of a breakout or an escape, and the hot commodity is not the extractee. It's the recording of the book in his headware. Parker intends to use the runners to broker his defection to either the Atlantean or Draco Foundation, whichever offers the best deal for him and the book. He plans to do this from the safety of the shadowrunners' safehouse.

There is plenty of information to research what's going on and the players involved. There are several parties after Parker Acson, each with different goals. There are scenes for meets with the Atlantean and Draco Foundations as well as scenes for delivering Parker. However, this Mission is designed to be free form after the runners acquire Parker. Here are the five important players and their objectives:

- **Horizon** — A crack response and retrieval team is pounding the pavement looking for the runners and their extractee. Publicly, they trail Knight Errant forces. On Horizon extraterritorial property, they unleash full lethality. They also go in strong when out of public sight, as would be the case when they raid a safehouse. They want Parker back badly, but if they learn he stole from them, they will turn purely offensive and try to kill him and the runners.
- **Atlantean Foundation** — Their representative in this mission is Laurent Nazaire. Although hesitant and wary, he will want both the stolen book and the arcanoarcheologist. He will not pay the most but can be earned as contact.
- **Draco Foundation** — A former company man and shadowrunner known as Moreau is the point man for the Draco Foundation. He is not amused by the Horizon new hire's antics and is weary of inter-corporate bullshit like this. He'll pay well for the book and perhaps Parker Acson's entire head, but the rest goes back to Horizon.
- **The Eastern Great Dragon Lung** — Represented by his assassin Lin Yao Chang, Lung is curious to discover what is at play between these magical research organizations. Lin Yao is there to find out and dampen the situation by killing the arcanoarcheologist. If he finds out what the arcanoarcheologist stole, Lin Yao steals his headware in addition to killing him.
- **Saeder-Krupp** — The great dragon Lofwyr's agent Simon Andrews will learn of Parker Acson's theft and try to get his hands on the arcanoarcheologist. Andrews will attempt to have his hacker download the book data before hanging Parker out to dry and messaging Horizon with his whereabouts.

Parker will try to keep the runners in the dark and use them to broker his deal with one of the Foundations. He would prefer that the runners believe The Scion is from a Foundation that already wants him, but if the runners discover what happened, he will own up to the ruse, admit he has no cred to pay them, and offer to get them a defection fee from one of the Foundations for their services. How the Mission plays out after the extraction will depend on the runners and their demeanor. There are roleplaying opportunities between the runners and at least four of the players involved (Horizon's roleplay will consist of exchanges of hot lead) all while the major players jockey for position in Part 1 of The Artifact Rush! Will assassins or strike teams make short work of Mr. Acson? Is he dragon food? Or does he have a future as an arcanoarcheologist? Will the Codex scrolls ever see the light of day? Will the runners get paid? It's all up in the air, chummers, so good luck. You're going to need it.

SCENE 1: EXTRACTION SETUP

SCAN THIS

A fixer or Johnson-type contact is required. A talismonger type can substitute. Select one of the players. If no one has one, use Tracy Deepwyck.

The fixer (or substitute) has already assembled the team when she calls and introduces them to their employer, The Scion. The job is a corporate extraction and starts in fifteen minutes. There is limited time for research or planning.

advanced notice so they could better prepare, The Scion will reply that, "Horizon's data spiders are sharply focused on activity surrounding their sensitive matters, particularly the arcane. They are masters of information acquisition as well as dissemination, and we could not risk alerting them to this job." Once they agree, continue...]

"I will call you once you have acquired the target and taken him someplace safe. Obliterate his commlink!" The image of the reptilian pharaoh collapses upon itself leaving the quickly darkening sky in your field of view. Time to work.

BEHIND THE SCENES

The Yojirushi building is a 30-story office building that has seen better times. Originally owned by Renraku, the building was sold shortly after the debacle with the Arcology and Deus to a private owner who has mainly used the building as a tax shelter. Many of the floors are completely vacant, and the runners' fixer has arranged bribes with the rather lax security to allow the runners to take the freight elevator all the way to the top floor where the maintenance door to the roof is unlocked.

The Scion is in fact Parker Acson himself. The arcanoarcheologist set up this job and called the runners from the new hire banquet using his implanted commlink. He is under tight control and can't leave Horizon to sell the copy of the Thaljun Codex on his own. He will keep this a secret from the shadowrunners as long as he can. The runners may be suspicious that The Scion's plan is to call *them* instead of vice versa, but that's fine. This is a clue.

Let the runners use their fifteen minutes for quick research and planning, but do not let them waste much real time on this. You will want as much time as possible to enjoy the post-extraction portion of the mission. You may proceed to Scene 2 to prepare as GM and to give the runners information as they plan.

TELL IT TO THEM STRAIGHT

The message from [your fixer] said 7:45pm, top of the thirty-story Yojirushi building. The sun's last rays have turned the clouds orange and gray as you look each other over. Your commlinks ring at precisely 7:45 connecting you into a conference with your fixer. *[Describe the person as they would appear shoulders up on a call with video.]* "Evening. My end was to assemble you. I'm going to conference in Mr. Johnson and drop off. You should make a good team, but just the same, watch your asses. An unusual alignment is on the horizon." Her gaze loses focus for a moment before she looks back, nods, and her image cuts out.

A new image joins the call. It is completely virtual, a Pharaoh with electron-gleaming bronze skin and a reptilian head. "I am The Scion," his deep, electric voice thrums. "The foundation wants the Horizon Corporation's new arcanoarcheologist Parker Acson to work for them. He is at a banquet for new hires at the Horizon Splendor building across the street." You look to the northeast at the fifty-story Horizon building towering over you. It sparkles silver and orange in the fading light. "See the great balcony on its 28th floor? The banquet is taking place right now, and the recognition ceremony is set to begin directly after. Our offer to you for Parker Acson is 8,000¥ each. You may negotiate for more after his acquisition depending on his 'condition.' The job is an extraction, hostile, and you must begin in exactly fifteen minutes."

[Let them discuss briefly. Remind them that this time is cutting into their fifteen minutes of prep time. If they ask why they didn't get more

HORIZON'S DATA SPIDERS

From the moment this mission begins, Horizon's data security teams will be scanning the Matrix for activity related to Parker Acson plus any of the following subjects:

- The Draco Foundation
- The Atlantean Foundation
- Any major megacorp other than Horizon

For every single Data Search or inquiry the runners make about Parker using the Matrix (which is everything except face to face), give Horizon's data spiders five dice to see if they are alerted. The threshold for the test is (5, -1 per search term in the above list). If Horizon is successful, they will begin research on the runners. Have the searching runner's related contacts alert her in four hours (-1 per point of loyalty) that someone has been asking around about them.

The more alerts Horizon receives, the easier it will be for their strike teams to find the shadowrunners after they abduct Parker, so keep track of this. Once Parker Acson is abducted, the search term "Parker Acson" will become synonymous with terms like arcanoarcheologist, extratee, and acquisition so even if your runners try to be discreet, Horizon will still be right behind them.

DEBUGGING

If during their planning, they just have absolutely no way to reach the balcony of the Horizon Splendor building, alert them to a hidden duffle bag containing ten sets of rappelling gear and gloves, a grapple gun with 200m of micro-wire, and a 500m reel of micro-wire attached to a grapple assembly. They should be able to use this gear to reach the balcony and get down.

ZIP LINING

Anyone attempting to zip line from the thirty-story Yojirushi building down to the 28th floor balcony of the Horizon Splendor building must make a Climbing + Strength (2) Test to slow down or resist 4S Impact damage from hitting the balcony at high speed.

SCENE 2: HOSTILE EXTRACTION

SCAN THIS

The shadowrunners storm Horizon's new-hire banquet with no employer restrictions on how hostile they want this extraction to be. They escape the Horizon Splendor building, possibly with a strike team on their heels, and reach their safehouse.

TELL IT TO THEM STRAIGHT

Twenty-eight stories up, the balcony of the Horizon Splendor building stretches out across the open distance fifty meters from you. The noise of the busy street below is almost drowned out by the wind, by the distant whir of chopper blades, and by the occasional jet engine screeching overhead. Scanning it, you see wait staff cleaning, a

gentleman in a suit watching, and a blue eastern dragon tending bar, its tail pouring a beer from a tap. As a server walks across to the bar, her every footstep ripples outward in dark blue. The balcony appears to be covered in water. Taking the beer from the dragon, the server turns and walks towards a pair of tall glass doors. The doors open and close automatically, and she disappears into the hall beyond.

BEHIND THE SCENES

This section provides you with a list of security assets with which to challenge your shadowrunners and timeline of events. The longer the runners take, the harder this extraction will become as Horizon security has more time to rally its forces.



Balcony Security

- Prax the Phantasm mage — Although a Horizon mage, Prax is only there to provide phantasmal entertainment and look good in his suit. He will drop all his spells if threatened, raise his hands, and look for an opportunity to escape. He is maintaining a Trid Phantasm spell of water across the floor and a Physical Mask spell to make himself appear to be a roughly man-sized dragon.
- Jansen the maitre d' and company man — The maitre d' outfit is a cover so he can be in the middle of the party and still run security in his area. Jansen is the real threat on the balcony
- Rooftop sniper
- Rooftop roto-drones

Banquet Hall Security

- Suited guards (4)
- Jace Atkins, Stupid attendee — “Don't touch him, you bastard pig suckers!” Jace doesn't know what's good for him. His future looks dim. A green bottle of pinot grigio is the weapon that will come to hand as he reacts blindly. He's not really security, but he jumps in to lend a hand and try to impress his date.

Reinforcements

- Armored guards
- Air elemental (Force 2 + highest runner magician's Magic)
- T-Birds armed with heavy weapons

The air elemental is only used if the party contains a magician. However, if the party contains an adept you believe is exceptionally powerful, then use it to challenge him.

The timeline of events begins as soon as Horizon personnel notice the shadowrunners. This may mean the runners have a few bonus rounds of activity to accomplish objectives before the response timeline kicks in. The balcony area is covered in micro-cameras, however, so even if balcony personnel don't perceive the runners, the building spider likely will.

The banquet hall is soundproofed against balcony noise so attendees will be oblivious to noisy activity, such as gunfire, taking

place on it. The tall glass doors are armored glass (Barrier Rating 8). They are initially unlocked with motion sense activated opening and closing, and they are equipped with a maglock (Rating 4) requiring an RFID proximity card.

Runners will have trouble accomplishing much through Matrix actions. This building is a major Horizon asset. Its security nodes and IC are laser hot (Rating 8). The node set up to control the balcony entertainment systems and micro-camera arrays, however, might be hackable.

The entire banquet hall is protected by a Force 7 ward (see *Manas Barriers*, p. 194, SR4A).

Timeline of Response Events

Round 1 – Rooftop forces alerted. Sniper takes shooting position on roof. Two roto-drones launch and free fall down. Maitre d' Jansen sends wireless command to doors to lock and lights to shine full on balcony and runners' positions he can see.

Round 2 – Rooftop sniper opens fire.

Round 3 – First two roto-drones stop their freefall and open fire. Two more roto-drones launch and freefall down. If the party contains a magician, the air elemental materializes by him.

Round 4 – If the air elemental appeared in Round 3, he attacks the magician and targets of opportunity.

Round 5 – Second pair of roto-drones stops their freefall and opens fire. Two more roto-drones launch and freefall down.

Round 6 – If the runners haven't breached the armored glass balcony doors (Barrier Rating 8) by this round, Horizon security issues command to turn glass opaque. The banquet hall is ordered to evacuate. Parker Acson will stall his evacuation as long as he can.

Round 7 – Third pair of roto-drones stops their freefall and opens fire. Last two roto-drones launch and freefall down.

Round 9 – Last pair of roto-drones stops their freefall and opens fire. Another rooftop sniper takes position above the balcony.

Round 10 – Second rooftop sniper opens fire. Two armored guards per round pour into the banquet hall.

Round 11-15 – Two armored guards pour into the banquet hall each round.

HORIZON SPLENDOR BUILDING MATRIX NODE

NODE LOCATION: HORIZON SPLENDOR BALCONY

Sculpting: Classic 1920s Hollywood movie set

Authentication:

Node 1: Passcode

Node 2: Passcode + RFID passkey

Privileges: Based on account type: Control micro-camera array, bar/entertainment systems, lighting, door maglocks

Attributes:

Node 1: Firewall 4, Response 6, Signal 2, System 6

Node 2: Firewall 8, Response 8, Signal 8, System 8

IC:

Node 1: Black IC (Rating 5)

Node 2: Black IC (Rating 8)

Resident Programs:

Node 1: Blackout (Rating 5), Attack (Rating 4), Armor (Rating 3), Analyze (Rating 5)

Node 2: Black Hammer (Rating 7), Attack (Rating 6) Armor (Rating 8), Analyze (Rating 8)

ARC:

Node 1: Scramble Security Hacker

Node 2: Scramble Security Hacker

HORIZON SECURITY HACKER (PROFESSIONAL RATING 6)

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
4	4	6	3	5	5	5	3	2.65	12*	4*	11*

*Matrix Attributes

Dice Pools: Electronics Skill Group 10, Cybercombat (Persona Icons) 14 (16), Electronic Warfare 11, Hacking 10, Con 9, Etiquette 8, Perception 9, Pilot Aircraft 10, Pilot Ground Craft 10, Gunnery 11

Augmentations: Commlink, sim module (w/ hot-sim), control rig, datajack, encephalon (Rating 1), math SPU, simsense booster

Gear: Commlink (System 8, Response 8, Firewall 8, Signal 6, Programs: Analyze 8, Armor 8, Attack 8, Black Hammer 8, Blackout 7, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 5, Edit 2, Encrypt 6, Exploit 6, Medic 5, Scan 7, Sniffer 8, Spoof 8, Stealth 7, Track 7)

Round 20 – If the runners are not escaping by this point, a pair of GMC Banshee thunderbirds will be spotted incoming.

Round 25 – The thunderbirds arrive and open fire from range with heavy weapons, obliterating everyone. Game over, man. Game over!

If the shadowrunners break into the banquet hall by Round 6, they will burst in during the recognition ceremony where new hires stand up and are introduced to the room. Parker Acson's name is being called. He will stand up, bewildered. When the runners try to apprehend him, one of the stupid attendees in the room will try to brain a runner with a bottle of wine in a futile act of heroism. He is not a true threat. Take note of how the runners deal with him. Shadowrunners who engage in senseless violence gain notoriety. Parker Acson himself will not resist. He will throw his one-shoulder bag over his shoulder and comply. Although he tries to act intimidated, runners who successfully pass a Perception + Intuition (6) Test will think they saw him grin briefly as he was hustled out of the hall.

PUSHING THE ENVELOPE

Gamemasters not working on a limited time frame can feel free to play this scene out further, allowing for additional security forces to arrive and put pressure on the players.

DEBUGGING

Don't worry if the mundane threat is dispatched quickly. The only way the extraction will succeed is if the runners pull it off in approximately one minute or less. Above all else, keep the extraction moving quickly and try to avoid letting the runners get bogged down in a firefight.

"What if my shadowrunners are suspicious (smart) and want to wait for the dinner to let out and everyone to come out on the balcony so it's easier to grab their target?" If you have a team whose skills aren't well suited for the specifics of this operation, you might want to encourage this. Otherwise, if there is any delay, The Scion will call them and demand action "before it's too late!" You may also warn them that their target may not be coming out, and they could miss their chance. If they end up waiting until Parker comes out to the balcony, which he will, the downside is that there will be 50-80 people there with him in a confined space 28 stories high with only one exit. Public awareness penalties could be assigned when dealing with so many people, whether on the balcony or in the hall, so keep track of mistakes here.

PRAX, PHANTASM MAGE

B	A	R	S	C	I	L	W	Edge	Ess	M	Init	IP	Arm	CM
5	3	3	4	5	4	4	4	3	6	5	7	1	8/3	11

Dice Pools: Conjuring 7, Sorcery 9, Drain 8, Dodge 6, Perception (Visual) 7(10), Influence 9

Gear: Actioneer business clothes, form-fitting body armor shirt, black shades (w/low-light, vision enhancement Rating 3), commlink (DR 5)

Spells: Improved Invisibility, Trid Entertainment, Physical Mask, Trid Phantasm, Hush, Silence

JANSEN, MAITRE D'/COMPANY MAN

B	A	R	S	C	I	L	W	Edge	Ess	Init	IP	Arm	CM
5(8)	4	6(8)	3	4	5	3	6	3	0.6	13	3	12/6	11

Dice Pools: Dodge 13, Firearms 11, Perception 13, Unarmed Combat 8 (5P unarmed)

Augmentations: Internal air tank, titanium bone lacing, wired reflexes (Rating 2), cybereyes 3 (smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3), orthoskin (Rating 1)

Gear: Armored clothing, form-fitting body armor full suit, commlink (DR 6), earbuds (audio enhancement Rating 3), concealable holster

Weapons: Ruger Super Warhawk [Heavy Pistol, 6P, AP -6, RC 0, Mode SS, Ammo 6(cy), w/smartlink, APDS ammo, and 1 extra speed loader]

ROOFTOP SNIPER (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5(8)	4	4	3	4	4	4	5	8	1	8/6	10

Dice Pools: Firearms 15, Dodge 8, Perception 12

Augmentations: Muscle toner (Rating 3), cybereyes 3 (smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3)

Gear: Camouflage suit, commlink (DR 4), earbuds (w/audio enhancement Rating 3)

Weapons: Walther MA-2100 [Sniper Rifle, 7P, AP -7, RC (1), Mode SA, Ammo 10(m), w/internal smartlink, APDS ammo, and 10 extra rounds]

ROOFTOP HORIZON SCAMP ROTO-DRONE

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	10/25	110	4	3	3	3

Programs: Defense 4, Targeting 4

Dice Pools: Attack 8, Dodge 8

Weapons: AK-97 carbine [SMG, 5P, AP 0, RC 4, Mode FA, Ammo 50(drum), Scamps love full auto]

SUITED GUARDS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4(5)	4(5)	4(5)	3	4	3	3	2.5	9	2	6/4	11

Dice Pools: Dodge 9, Firearms 10, Perception 11, Unarmed Combat 9

Augmentations: Wired reflexes (Rating 1), dermal plating (Rating 1), muscle replacement (Rating 1)

Gear: Actioneer business clothes, black shades (w/smartlink, image link, vision enhancement Rating 3), earbuds (w/audio enhancement Rating 3), commlink (DR 4), respirator (Rating 5)

Weapons: Fichetti Security 600 [Light Pistol, 6S(e), AP -half Impact, RC (1), Ammo 30(c), w/Stick-n-Shock ammo, laser sights]

JACE ATKINS, STUPID ATTENDEE

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	2	4	2	6	6	8	1	0/0	9

Dice Pools: Unarmed Combat 2, Perception 5, Arcane Catalog and Data Management 9

Gear: Commlink (DR 3), contact lenses (image link)

Weapons: Wine bottle [Club, 3S, AP 0, Reach 0]

ARMORED GUARDS

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	5(7)	4(6)	5(7)	3	4	3	4	1	10	3	12/10	11

Dice Pools: Heavy Weapons 13, Firearms 13, Dodge 10, Perception 10, Unarmed Combat 11

Augmentations: Wired reflexes (Rating 2), dermal plating (Rating 2), muscle replacement (Rating 2)

Gear: Full body armor (w/chemical seal), helmet (w/smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3, audio enhancement Rating 3, commlink (DR 5)

Weapons: Ingram White Knight [LMG, 5S, AP +1, RC 5(6), Mode BF/FA, Ammo 50(c), w/smartlink, 1 extra clip of gel rounds]

AIR ELEMENTAL

B	A	R	S	C	I	L	W	Edge	Ess	M	Init	IP	Arm
F-2	F+3	F+4	F-3	F	F	F	F	F	F	F	Fx2 +3	2	0/0

Dice Pools: Assensing Fx2, Astral Combat Fx2, Dodge Fx2 +4, Exotic Ranged Weapon Fx2 +3, Flight Fx2 +4, Perception Fx2, Unarmed Combat Fx2 +3

Movement: 15/75 (flight)

Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Noxious Breath, Psychokinesis, Sapience, Search

SCENE 3: GM'S INTERLUDE

SCAN THIS

After the extraction of arcanoarcheologist Parker Acson, the mission could go in many different directions. What happens next really does depend on what clues and research the shadowrunners have managed to pick up and what their morals, code, or greed drive them to do next. How the five interested parties will react also depends on what information gets out. Once an interested party discovers the Thaljun Cordex is in the open, their objectives can change. Horizon's mission for example will transition from rescue and recover (and avenge) to terminate and avenge.

BEHIND THE SCENES

Before running **Scene 4: Safehouse Stand**, or potentially any other scene, familiarize yourself with the next five sections covering the five parties interested in Parker Acson's fate. Consider each one a free-form scene that can be run whenever the conditions are right. These scenes contain a new section called Triggers which cover scenarios that would call for that scene to be run and give you ideas for how to insert the scene when and where you want.

PUSHING THE ENVELOPE

SRM 04-02 Extraction is written to be challenging for shadowrunner teams well-rounded in combat skills, social ability, and information gathering. If your team is lacking in some of these areas, you may need to tone down threats and help pass along clues. Combat threats and ambushes will intensify once it is discovered the Thaljun Cordex is in the open, so keep your runners' strengths in mind as you introduce hostile opposition.

DEBUGGING

Since there are so many potential endings in *Extraction*, it's not going to be easy for your players to jump "off the rails." The challenge as GM is going to be juggling all the potential scenes with interested parties. Ideally, you want all five to meet with the runners even if the meeting is brief. This is going to give the shadowrunners more opportunities to roleplay their characters, meet new contacts, and learn what is really going on behind the scenes.

SCENE 3A: HORIZON'S STRIKE TEAM

SCAN THIS

Horizon has scrambled their crack Rescue and Recovery strike team. The team consists of forward scouting teams and the main strike force.

Initial Objectives in order of priority:

1. Recover Parker Acson.
2. Terminate shadowrunners.
3. Use media to make life hell for shadowrunners.

Objectives once they learn the Thaljun Cordex is stolen:

1. Destroy headware of Parker Acson.
2. Terminate everyone involved if there is opportunity.

TRIGGERS

- Sloppy escape from extraction [scout/main].
- Horizon data alert (see **Scene 1: Extraction Setup, Horizon data spiders** sidebar) [scout].
- Shadowrunners call Horizon for meet [main].
- Anytime you think Horizon has gathered enough intel to track the runners down [scout/main].
- Anytime you feel is ripe to ambush them [scout/main].

TELL IT TO THEM STRAIGHT

"Hey, man. The buzz at Horizon is all you. Their security is swarming, and word is they're out for blood."

BEHIND THE SCENES

Whether on to the runners with their scout team or main force, Horizon's rules of engagement will be the same. While in highly public places such as main streets downtown, malls, major shopping areas, airports, and other high-visibility locations, they will act as a surveillance unit behind Knight Errant forces guiding KE to engage the runners before they swoop in and grab Parker Acson. If they think they can get away with using full force in a less public setting, they won't hold back so long as they aren't causing a national news scene. If they are on their own extraterritorial ground, then of course anything goes.

Horizon Scout Team (Professional Rating 3)

- Toyota Gopher (extended cab)
- Northrup Wasp
- Lockheed Optic-X
- (1) Striker-2
- (3) Striker-1

Horizon Main Force (Professional Rating 5)

- Ares Citymaster
- (4) Yamaha Growlers
- Northrup Wasp
- (4) Lockheed Optic-X
- Combat Mage
- (4) Striker-2
- (12) Striker-1

Be wary of deploying the Horizon main force. Running a full confrontation with them is going to take a lot of real time. Instead, if you must use them, try to use their appearance to freak your runners out, make them run, and show them just how serious Horizon is.

PUSHING THE ENVELOPE

With the variety of forces Horizon is deploying, you can increase the threat of their strike teams by increasing their numbers. You may also add Knight Errant forces depending on location as desired.

DEBUGGING

Horizon's strike team is the threat the shadowrunners know about it, and it should be foremost on their minds. If you're pressed for time, play up the psychological impact of this by having Horizon nipping at their heels, roughing up their contacts, and potentially even plastering them across news media. Horizon is a master of this tactic. Smart teams should be able to avoid facing the main force, but if you want to put them up against it, feel free provided you have enough time for such a large-scale battle.

STRIKER-1

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3(4)	4(5)	3(4)	3	4	3	3	3	9	2	12/10	11

Dice Pools: Dodge 9, Perception 10, Firearms 10, Heavy Weapons 8, Athletics 7

Augmentations: Wired reflexes (Rating 1), muscle replacement (Rating 1)

Gear: Full body armor (w/chemical seal), helmet (w/smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3, audio enhancement Rating 3, commlink DR 4)

Weapons: Ingram Smartgun X [SMG, DV 5P, AP 0, RC 2(3), Ammo 32(c), w/2 extra clips]

STRIKER-2

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4(6)	4(7)	4(6)	4	4	4	4	1.1	11	2	12/10	11

Dice Pools: Dodge 12, Perception 11, Firearms 13, Heavy Weapons 11, Close Combat 10, Athletics 10, Stealth 8

Augmentations: Wired reflexes (Rating 1), reaction enhancers (Rating 2), muscle replacement (Rating 2)

Gear: Full body armor (w/chemical seal, nonconductivity Rating 6), helmet (w/smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3, audio enhancement Rating 3, commlink DR 5)

Weapons: FN HAR O-Variant [AR, DV 6P, AP -5, Mode SA/BF/FA, RC 3(4), Ammo 50(c), w/APDS ammo, 1 extra clip], stun baton [Club, DV 6S(e), AP -half impact, Reach +1]

COMBAT MAGE

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
5	3	4	3	3	4	4	5	6	5	8	1	15/13	11

Dice Pools: Dodge 9, Perception 11, Firearms 10, Athletics 5, Stealth 8, Influence 6, Conjuring 8, Sorcery 10, Astral Combat 10, Drain 11

Gear: Full body armor (w/chemical seal, nonconductivity Rating 6), helmet (w/smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3, audio enhancement Rating 3, commlink DR 5), pocket of combat fetishes

Spells: Armor (Currently sustained by spirit service at 3 hits), Stunbolt, Powerbolt, Manaball, Heal, Detect Individual

Weapons: Ingram Smartgun X [SMG, DV 5P, AP 0, RC 2(3), Ammo 32(c), w/2 extra clips]

ARES CITYMASTER

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
-1	5/30	120	3	16	20	3

Weapons: Ultimax HMG-2 [HMG, DV 7P, AP -7, Mode FA, RC N/A, Ammo 250(bin), w/ smartlink, APDS ammo.], Mitsubishi Yakusoku MRL [Missile Launcher, DV 16P, AP -2/-6*, Blast -4/m, Mode SA, Ammo 8(m), w/smartlink, Anti-Vehicle missiles, *-2 vs. people / -6 vs. vehicles]

LOCKHEED OPTIC-X

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	5/20	75	3	2	0	2

NORTHRUP WASP

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	15/30	130	2	10	6	2

Weapons: Horizon Hawk [LMG, DV 6P, AP -5, Mode BF/FA, RC N/A, Ammo 250(bin), w/ smartlink, APDS ammo.]

TOYOTA GOPHER

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	5/20	100	1	14	8	1

YAMAHA GROWLER

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	15/40	150	1	6	4	1

SCENE 3B: THE DRACO FOUNDATION

SCAN THIS

Former company man and shadowrunner, Moreau will be the point man for the Draco Foundation. He is not amused by the Horizon new hire's antics and is weary of inter-corporate bullshit like this. He'll pay well for the book and perhaps Parker Acson's entire head, but the rest goes back to Horizon.

Objectives in order of priority (Moreau will not be interested in a deal until he learns about the stolen book):

1. Acquire a copy of the Thaljun Cordex from Parker Acson.
2. Send Parker back to Horizon, dead or alive.
3. If Horizon doesn't know about the Cordex theft, keep Parker's head.

TRIGGERS

- The shadowrunners reach out to the Draco Foundation.
- The Draco Foundation learns about the stolen tome and goes after it to prevent another party from getting it.

TELL IT TO THEM STRAIGHT

"Parker Acson? Who? Ok, the Horizon arcanoarcheologist, right. Sure, I'll talk."

"Remind me why we're meeting? You just skipped out on Horizon. Why do I want a piece of that drek?"

"Yeah, we'll buy it. Your defection? Right, we got that covered. The Draco Foundation knows the short path to success, you scan?"

BEHIND THE SCENES

The Draco Foundation is actively searching for arcane artifacts and lost arcane knowledge, and Moreau is their point man in Seattle. He will only be mildly interested in Parker Acson as an arcanoarcheologist until Parker reveals that he has copied the Thaljun Cordex, a set of tomes of which Horizon possesses the only known copy. Once Moreau learns this, his interest will be intense, and he will focus the Foundation's resources on acquiring it at any cost. Moreau is old and has no tolerance for the politics of the situation. He doesn't want to piss off Horizon by taking in a defector so he has no intention of keeping Parker. If he gets a hold of Parker, he will download a copy from Parker and then turn him over to Horizon. If Horizon doesn't know that Parker stole a copy of the Thaljun Cordex, Moreau will remove Parker's head and make the body look like its head was blown off. Then he will return the body to Horizon so they have no evidence to uncover the theft.

Draco Meeting One

The first meet can take place anywhere the shadowrunners want. If they don't have an idea, Moreau will recommend somewhere fast (he doesn't want to waste time with them) and public like downtown Pier 60's You Should Not Eat So Much!

Although Parker Acson will reveal to Moreau (without telling the runners if possible and if they don't already know) that he acquired the Thaljun Cordex, Parker never reveals where it is and never admits he has it on him. After Moreau shows interest, there will have to be a second meet. This is perfect for Parker who wants to shop over at the Atlantean Foundation as well to see who has the better deal. Moreau and Parker won't reveal the offer between them (it's seven figures though), but Moreau will offer the shadowrunners each 10,000¥ for bringing Parker to the drop off. They may make an opposed Negotiation + Charisma Test against Moreau, who has a dice pool of 16, with each net success raising the offer by 250¥ to a maximum of 11,000¥ each. Sometime after, he will message just the shadowrunners and offer them a bonus of 1,000¥ each plus a favor in the future if he's ever in a position to pass biz their way.

REMEMBER: Horizon is scanning for key phrases. If Parker, the runners, or even Moreau put out these key phrases over the Matrix, Horizon may catch wind (see **Scene 1: Extraction Setup**, Horizon data spiders sidebar).

Draco Meeting Two

If the shadowrunners do not have a preference, Moreau will ask them to bring Parker Acson to Kobe Terrace Park downtown off 6th Avenue S. and S. Washington St. for the exchange (see **Map 2**). Moreau would like this to play out by having the runners turn the

YOU SHOULD NOT EAT SO MUCH!

Pier 60

The view from this downtown all-you-can-eat family-style restaurant makes just looking out the windows worth the price of a meal, and it's nearly always packed, so be sure to call ahead to get a table, especially for any party larger than four. You can expect the same buffet of American, Italian, and Chinese-style dishes, all available for the same low price.

- ...and made of the finest processed soy food-like product. This place, and all the others like it, is a classic example of excess. People mound their plates (platters, more like) with food and stuff themselves until they can barely roll out the door. The food here is so heavy with artificial fillers it barely qualifies as "food" although, sure, it's plenty tasty (especially to those who don't know the difference) and there's a lot of it. You see a lot of families in here, including some low- and mid-level corporate types, who might be, you know, distracted by everything that's going on.
- Khan-A-Saur
- The Pier 60 franchise is unusual in that it has a few natural items on the menu like apple pie with cinnamon sauce and real coffee.
- Pistons
- [Archive-Retrieved Message] The manager is a former low-level Aztechnology exec who still has many friends inside the mega-corp.
- Connie Connoisseur (05:41:37/11-24-50)



arcanoarcheologist over to him peacefully. He will pay them. They will leave. He will download Parker's tome, and then (if he knows where it's stored) cut Parker's head off. Moreau will take the head in a med-transport box, leave the body, call Horizon to inform them of where to find their missing man, and then leave.

The scene is more likely, however, to play out with interruptions and ambushes. Moreau's for-show transportation is a white van parked in the cul-de-sac entrance to the park on S. Washington St. The van's windows are opaque white externally, but it is empty. His real ride is a Toyota Gopher parked in the parking lot northwest of the park. This parking lot exits onto Yesler Way to the north.

Moreau has a Draco Foundation helicopter far overhead with a Draco magician providing 12 Counterspelling dice to Moreau, Parker, and anyone helping them. With Moreau is a troll with a duffle bag, and a machine gunner is covering them from the back of the Toyota Gopher. See **Pushing the Envelope** below for possible ways to play this out.

Draco Meeting Three

Should Meeting Two fall apart due to ambushes, Moreau will call the shadowrunners after they all escape and recommend that they meet at the Daisy Motel in the Barrens (see **Scene 5: Daisy in the Barrens**). You can postpone this as long as you like if you have other scenes you'd like to run first and you have the time to run them.

PUSHING THE ENVELOPE

If this is the shadowrunners' first attempt to physically hand off the arcanoarcheologist, have it interrupted by one of the four other

KOBE TERRACE PARK

Downtown, 221 6th Ave S

The park is located on a serene terraced hillside on the northeast edge of the International District and is adorned with Mt. Fuji cherry trees. The pathways are laced with ground vines and wind alongside the freeway. The trees and a four-ton, 300-year-old Yukimidoro stone lantern near the entrance on S Washington were gifts from the people of Seattle's sister city, Kobe, Japan in 1974. The park is respite from the Seattle sprawl with peaceful viewing and walking between S. Washington and S. Main featuring an eye-level view of the cars traversing the freeway.

- Yukimidoro means "View of the Snow". What a great place to view for Mount Rainier to the south. Good naming, Takahashi-san!
- Chibi Mayupon
- The south half of Kobe Terrace is the Danny Woo Community Garden. The garden is divided into small plots of vegetables, herbs, and flowers tended by community residents.
- Cherry Sakura 6868
- Check out Me-Feed CCRazOO, Seattle Downtown hood. Knight Errant was engaged in unusual activity there last night. Aww hell, SPOILER! Bwow chicky bwow bwow! Wicked!
- Chang Chang Razool

MOREAU'S MUSCLE (PROFESSIONAL RATING 3)

TROLL WITH A DUFFLE BAG

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
9(11)	3(4)	3(4)	8(9)	2	4	2	5	.5	8	2	12/10	11

Dice Pools: Dodge 8, Perception 9, Firearms 9, Heavy Weapons 8, Athletics 9, Close Combat 10

Augmentations: Wired reflexes (Rating 1), dermal plating (Rating 3), aluminum bone lacing, muscle replacement (Rating 1)

Gear: Armor jacket (w/nonconductivity Rating 4), commlink (DR 4)

Weapons: Combat axe [Blade, DV 10P, AP -1, Reach +3], Yamaha Pulsar [taser, DV 6S(e), AP -half impact, Mode SA, RC 0, Ammo 4(m), modded for troll hands, laser sights]

MACHINE GUNNER

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

Dice Pools: Dodge 13, Perception 12, Firearms 13, Heavy Weapons 16, Athletics 12, Stealth 12, Blades 13

Augmentations: Cybereyes (Rating 4, w/smartlink, image link, flare comp, thermographic, low-light, vision enhancement Rating 3), reaction enhancers (Rating 2), muscle toner (Rating 3).

Gear: Armor jacket, commlink (DR 4)

Weapons: Ingram White Knight [LMG, 7P, AP -2, RC 5(6), Mode BF/FA, Ammo 100(belt), w/ smartlink, EX-Explosive ammo], katana [Blade, DV 5P, AP -1, Reach +1]

TOYOTA GOPHER

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	5/20	100	1	14	8	1

interested parties **before** the runners get paid. The runners will likely have met with the Draco and Atlantean Foundations, but if they haven't met with Saeder-Krupp or Lung's agents, this is a great

SCENE 3C: THE ATLANTEAN FOUNDATION

SCAN THIS

The Atlantean Foundation representative in this mission is Laurent Nazaire. Although hesitant and wary, he will want both the stolen book and the arcanoarcheologist. He will not pay the most but can be earned as contact.

Objectives in order of priority:

1. Acquire a copy of the Thaljun Cordex from Parker Acson.
2. Take Parker Acson into custody as a defector.
3. Keep knowledge of their acquisition of the arcanoarcheologist and especially the Cordex secret.

TRIGGERS

- The shadowrunners reach out to the Atlantean Foundation.
- The Atlantean Foundation learns that Horizon has discovered Parker Acson stole something valuable from them. Nazaire reaches out to shadowrunners.

opportunity to throw them into the mix (see *The Eastern Great Dragon Lung* and *Saeder-Krupp* for examples of how to introduce them before or during the meet).

If the shadowrunners have already been through the wringer with ambushes already, you can play this as their payday. If they turn over Parker despite Moreau's subtly ominous demeanor and stick around to watch from hiding, they'll witness the arcanoarcheologist's gruesome fate. Otherwise, they can hear about it the next day.

Knight Errant on the Terrace

If you have time (especially if you're running this as a home game), tell runners who scout the area that they found a Knight Errant patrol car with its driver-side window down parked beneath a tree on South Main Street on the south border of the park. If they investigate, a Japanese Knight Errant officer is in the front with his partner engaged in risqué behavior. His partner (a man, though you can't tell at a glance) is dressed head to toe in a Godzilla skin suit with a pink maid's apron over it. Godzilla's head is in the officer's lap, and the officer has an intense look of focus on his face. Play this out however you desire.

DEBUGGING

Try to avoid having Moreau targeted by other NPCs. He is a recurring Season 4 Missions contact. Let the players do as they will, but Moreau will use Edge to escape if necessary.

Also avoid killing Parker Acson by your NPCs' actions. If the runners do something stupid like drop a grenade on themselves and Parker, that's fine, but use your judgment as to whether that damages his headware sufficiently to lose the Thaljun Cordex. No Cordex means no pay.

TELL IT TO THEM STRAIGHT

"Parker Acson?" ...silence, "MIT&T graduate, arcanoarcheologist, wagesla... er, fresh employee of Horizon. Yes, what has this man to say?"

"You are a hot commodity, mon frère. Perhaps too hot. What is this deal of which you speak?"

"You are resourceful. We like this. You cannot sit still. We like this, also. We may have use for you. Oui."

BEHIND THE SCENES

The Atlantean Foundation is actively seeking out arcane artifacts and knowledge before the Draco Foundation can acquire it and lock it away. A sharp arcanoarcheologist could help them at this time so they will be interested. Once they find out about the Thaljun Cordex, they will be very interested in the tomes and even more impressed with Parker Acson. Since they want the defector as well as the tomes,

Nazaire and the Atlantean Foundation will be even more cautious and paranoid about secrecy than the Draco Foundation. If Horizon finds out they took Parker Acon, the Atlantean Foundation could gain the megacorp as an enemy.

Atlantean Meeting One

Nazaire will invite the shadowrunners to Suite 2808 at Hotel Nikko. It has a private kitchen, and the entire suite is protected by a Force 4 ward (see *Mana Barriers*, p. 194, SR4A).

Nazaire's favorite Japanese-French fusion chef Harukun will prepare a seven course meal of Kobe beef strips served rare in ponzu sauce, hotaru ika (lightning bug squid) sushi, asparagus ice cream, ise ebi (ee-say ay-bee) giant Japanese shrimp that look like lobsters without the claws which will be cooked live on a hot plate on the table then served split down the middle in soup, ginger and shark fin gelatin, onion soup with a pie crust topping, and finally a rice bowl topped with foie gras and shiitake mushrooms in mint-orange glaze. For those whose palates are not easily offended, it will be the meal of emperors. Nazaire will serve a mild, almost fruity sake from a frosted pink bottle with the meal, but the private kitchen has any drink you could ask for.

During the meal Nazaire will talk business. Although Parker Acon will reveal to Nazaire (without telling the runners if possible and if they don't already know) that he acquired the Thaljun Cordex, Parker never reveals where it is and never admits he has it on him. After Nazaire shows interest, there will have to be a second meet. This is perfect for Parker who wants to shop over at the Draco Foundation as well to see who has the better deal. Nazaire and Parker won't reveal the offer between them (it's in the high six figures, though), but Nazaire will offer the shadowrunners each 8,000¥ for bringing Parker to the drop off. They may make an opposed Negotiation + Charisma Test against Nazaire, who has a dice pool of 11 (with an additional +2 bonus for hosting such an extravagant meal), with each net success raising the offer by 250¥ to a maximum of 9,000¥ each.

REMEMBER: Horizon is scanning for key phrases. If Parker, the runners, or even Nazaire put out these key phrases over the Matrix, Horizon may catch wind (see **Scene 1: Extraction Setup**, Horizon data spiders sidebar). Nazaire is very good at keeping his phrasing under the radar, but he cannot account for how open the shadowrunners may accidentally be.

SURVEILLANCE NOTE: The Eastern Great Dragon Lung's agent Lin Yao Chang has been watching the Atlantean Foundation's movements. When he heard the head of the Foundation's Seattle branch was meeting at Hotel Nikko, he snuck into the Hotel as a server and sprayed Nazaire's chef Harukun's apron with a nano-array camera. It appears as a faint yellow smudge on the front of his chef's apron, but minutes after they were applied, the nanites joined to build a nano-camera. The camera will piggyback through the active wireless of the electronic cookware in the kitchen back to broadcast to Lin Yao. With a range of only 1m, the signal will be extremely difficult to detect unless someone stands next to Harukun and scans him. If a runner does find the camera and confronts Harukun, his face will turn red, and he will deeply apologize. It was not his intention to spoil their privacy, and he remembers a Chinese server downstairs in the kitchens that he bumped into. "It must have been him!" He will call hotel security and have them send the runners the man's picture from their security footage. It is Lin Yao Chang, but he is nowhere to be found now.

Spy Trigger: Saeder-Krupp

Simon Andrews, fixer and agent for the Great Dragon Lofwyr and Saeder-Krupp, got a tip from one of his men trying to keep an eye on Lin Yao Chang. That tip included an image of the runners at their dinner. After the meeting, have Simon Andrews try to get in touch with the shadowrunners through their fixer. Their fixer can call and tell the runners that he hears Andrews is looking for them and has some info they may want to hear. Their fixer can connect them. See *Saeder-Krupp* below.

HOTEL NIKKO

Third Avenue & Pike Street

The Asian decor of the lobby and restaurant of this boutique hotel appeals to foreign visitors and those seeking a sleek, understated sense of style. The restaurant has a fine selection of sake, sashimi, and sushi, all expertly prepared, and some suites have private kitchens and dining rooms where the hotel's staff can prepare individual meals for guests.

- No surprise, the Hotel Nikko is a popular stay for visiting Japanese suits. Some of those in-suite dinners are also high-powered business meetings, and anyone who can, say, slip a listening device or spy-cam in with the kitchen staff can trade the recording for a decent payoff.
- Mika
- Although owned by the Lucas hotel chain, the Nikko maintains its "boutique hotel" style and feel. For once, the management was smart enough not to mess with something that was already working.
- Pistons
- A little CCR told me Nikko hired Libra TipC to do warding, up their privacy appeal, you know, but I hear that chic's eco-rad all the way. Those jap suits won't put up with her spiel for long, know what I mean? Bunraku parlor, anyone? Oh CLICK! Alt + F4 = <sound clip of Obi Wan Kenobi powering down the death star's tractor beam>. Peeeeece!
- Francesconi Amour

Atlantean Meeting Two

If the shadowrunners do not have a preference, Nazaire will ask them to bring Parker Acson to Kobe Terrace Park downtown off 6th Avenue South and South Washington Street for the exchange (see Map 2). Nazaire would like this to play out by having the runners turn the arcanoarcheologist over to him peacefully. He will pay them. They will leave. He will download Parker's tome, and then bring Parker Acson with him to a safe location in Salish-Shidhe lands.

The scene is more likely, however, to play out with interruptions and ambushes. Nazaire's for-show transportation is a green van parked in the cul-de-sac entrance to the park on South Washington Street. The van's windows are opaque green externally, but it is empty. His real ride is a heavily armored Honda Spirit subcompact painted to look old and beat up. It is parked on South Main Street, south of the park. His protection will be riding older model Dodge Scoot scooters.

With Nazaire is a pair of dwarf bodyguards, members of the Atlantean Foundation's Mystic Crusaders. See *Pushing the Envelope* below for possible ways to play this out.

Atlantean Meeting Three

Should Meeting Two fall apart due to ambushes, Nazaire will call the shadowrunners after they all escape and recommend that they meet

at the Daisy Motel in the Barrens (see *Daisy in the Barrens*). You can postpone this as long as you like if you have other scenes you'd like to run first and you have the time to run them.

PUSHING THE ENVELOPE

If this is the shadowrunners' first attempt to physically hand off the arcanoarcheologist, have the meet interrupted by one of the four other interested parties **before** the runners get paid. The runners will likely have met with the Draco and Atlantean Foundations, but if they haven't met with Saeder-Krupp or Lung's agents, this is a great opportunity to throw them into the mix (see **Scene 3D: The Eastern Great Dragon Lung** and **Scene 3E: Saeder-Krupp** for examples of how to introduce them before or during the meet).

If the shadowrunners have already been through the wringer with ambushes already, you can play this as their payday. If they turn over Parker he will successfully defect to the Atlantean Foundation and be taken in.

Knight Errant on the Terrace

If you have time (especially if you're running this as a home game), tell runners who scout the area that they found a Knight Errant patrol car with its driver-side window down parked beneath a tree on South Main Street on the south border of the park. If they investigate, a Japanese Knight Errant officer is in the front with his partner engaged in risqué behavior. His partner (a man though you can't tell at a glance) is dressed head to toe in a Godzilla skin suit with a pink maid's apron over it. Godzilla's head is in the officer's lap, and the officer has an intense look of focus on his face. Play this out however you desire.

DEBUGGING

Try to avoid having Nazaire targeted by other NPCs. He is a recurring Season 4 Missions contact. Let the players do as they will, but Nazaire will use Edge to escape if necessary.

Also avoid killing Parker Acson by your NPCs' actions. If the runners do something stupid like drop a grenade on themselves and Parker, that's fine, but use your judgment as to whether that damages his headware sufficiently to lose the Thaljun Cordex.

MYSTIC CRUSADERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4(7)	3	5	2	5	4	6	.2	8	1	14/8	11

Dice Pools: Dodge 7, Perception 10, Firearms 10, Exotic Weapon Cybergun 12, Athletics 11, Close Combat 12

Augmentations: Wired reflexes (Rating 3, alpha), right custom obvious cyberarm (w/SMG cybergun, enhanced Agility, retractable spurs, alpha), plastic bone lacing, orthoskin (rating 2)

Gear: Tres chic clothes, armor vest (w/nonconductivity Rating 6), full body form-fitting armor, commlink (DR 5)

Weapons: Cybergun [SMG, DV 6P, AP -1, Mode SA/BF, RC 2, Ammo 12(m), EX-Explosive ammo, 1 extra clip 24(c)], cyberspur [Blade, DV6P, AP 0, Reach 0, retractable]

SCENE 3D: THE EASTERN GREAT DRAGON LUNG

SCAN THIS

Represented by his assassin Lin Yao Chang, Lung is curious to discover what is at play between these magical research organizations. Lin Yao is there to find out and dampen the situation by killing the arcanoarcheologist. If he finds out what Parker stole, he will steal his headware in addition to killing him.

Objectives in order of priority:

1. Find out what Lofwyr and the Foundations are up to.
2. If he knows Parker has the Thaljun Cordex: Kill him and take his headware.
3. If he does not have the opportunity to take his headware, he will destroy it.

TRIGGERS

- The runners reach out to triad contacts or Lin Yao Chang himself.
- Lin Yao gets any intel on the runners' meet with the Atlantean Foundation.

TELL IT TO THEM STRAIGHT

"Sometimes the hardest path is the one we find most difficult to follow."

"The Foundation is a slippery stone upon which to build. They're not who you think."

"Why does the Lord of East want it destroyed? Perhaps he wrote it."

BEHIND THE SCENES

Lin Yao Chang, agent of the Eastern Great Dragon Lung, is the spoiler of the mission. At the behest of his master Lung, his purpose is not only to acquire intel on arcane-related movements but to squelch and stymie them when possible. Initially, he will be curious about the Foundations activities, but should he learn that a copy of the Thaljun Cordex has escaped Horizon, Lin Yao will attempt to prevent it from seeing the light of day. Should the Cordex fall into someone's hands, he will no longer be capable of keeping the information secret and will have little purpose left in this mission.

Lin Yao Chang has been watching the Atlantean Foundation's movements. When he heard the head of the Foundation's Seattle branch was meeting at Hotel Nikko, he snuck into the Hotel as a server and sprayed Nazaire's chef Harukun's apron with a nano-array camera in order to spy on Nazaire's meeting with the shadowrunners. What he learns will determine his purpose.

Did not learn what Parker stole:

If Lin Yao failed to learn why an inexperienced arcanoarcheologist, even one who graduated from MIT&T, is so appealing to the Draco and Atlantean Foundations, he will call the runners. His image will be changed to a black teen with a frizzy

afro and cheek piercings, but her voice will have a slight Chinese accent. Keep this call secret between you and the player if this is a home game, because Lin Yao's deal is only for one person, so choose someone you think looks greedy. "Hi, got your number from an acquaintance. Hope you don't mind. I paid him well for it if that makes you feel better. I know you met with the Atlantean. Why?" She smiles sweetly and continues, "I want to know the real score. Tell me, and I'll make your cred rise. 2,500¥."

If the runners only reply with information about Parker Acson and his defection from Horizon, she replies, "No, I already knew all that. If you want the cred, you'll have to do better." Lin Yao only pays for information about what Parker stole. If the runners ask for more, they may make an opposed Negotiation + Charisma Test against Lin Yao's dice pool of 14. Each net success raises the bribe by 100¥ to a maximum of 3,000¥.

Learned what Parker stole:

If Lin Yao learns Parker Acson stole the Thaljun Cordex, he will be looking for the opportunity to kill him and bury the tomes. Using Lung's resources, he will discover Parker visited Chiba a few years ago and will deduce that he got implants, probably cybereyes. His plan will be to take the whole head and tip off Horizon as to the location of the body. If he has the opportunity, he will try to force Parker to admit where his copy or copies are.

Opportunities to go after the arcanoarcheologist:

- If the runners are hiding out a lot, he may try to infiltrate their safehouse and take Parker out.
- If the runners are going to a meet to drop him off, he will ambush the meet.
- If Horizon is also ambushing the meet or on Parker's tail, he will try to stop them right before they reach the drop off spot.

When he goes after Parker openly with his assassin companion, he will give the shadowrunners the opportunity to leave the arcanoarcheologist to him. "The offer is simple. This credstick," he holds up a black and gold plastic key, "containing 100,000¥, and you walk away leaving Mr. Acson to me." The credstick is a fake. If they agree, he will palm the key and toss them a high explosive grenade. Give the person he tosses it to an opposed Perception + Intuition Test (give them +2 dice if they're suspicious, -2 if they're blinded by greed) against Lin Yao's Palming + Agility (with a dice pool of 16). A tie goes to the runner. If Lin Yao wins, the runner catches the grenade and must resist 10P damage as it explodes on contact. If the runner survives, their hand has been blown off. If the runner wins, allow him and his companions to move Agility / 2 meters before it lands and detonates. high explosive grenade [Grenade, 10P, AP -2, Blast -2/m]. After he tosses the grenade, his assassin companion only will attack. If Lin Yao is about to be killed, he uses a point of Edge granted him by the Great Dragon Lung to save himself and flee. He is a recurring figure in Season 4 Missions, so let him go if possible, even if he managed to kill some of the shadowrunners (and blow off their hands).

LIN YAO CHANG'S ASSASSIN

Dressed in a Chinese martial arts suit currently set to appear as non-reflective black suede, he will change its ruthenium polymer finish to match his surroundings as necessary. His face bears vertical ritual scars from ear to ear, and he will not go down easily. If either him or Lin Yao are about to die, they will use Edge to attempt to escape.

B	A	R	S	C	I	L	W	Edge	M	Init	IP	Arm	CM
5	8*	6(8)*	4	5	5	4	6	5	6	13*	3	12/6	11

Skills: Dodge 6, Perception 6, Stealth 6, Firearms 5, Heavy Weapons 4, Close Combat (6), Exotic Weapon (monofilament whip, 6), Athletics 5, Electronics 3, Influence 5, Pilot All Vehicles 3

Dice Pools: Dodge 14, Perception 14, Stealth 14, Firearms 15, Heavy Weapons 14, Close Combat 14, Exotic Weapon (monofilament whip) 21, Athletics 13, Electronics 7, Influence 10, Pilot All Vehicles 11

Qualities: Adept, Blandness, Exceptional Attribute (Agility)

Adept Powers: Attribute Boost (Agility, 1), Attribute Boost (Reaction, 1), Improved Ability (monofilament whip, 3), Improved Reflexes (2), Spell Resistance (3)

Gear: Weapon Focus (Rating 4) jade pen/monofilament whip, commlink (Rating 6's), ruthenium polymer suit/clothing, chameleon suit (w/nonconductivity Rating 6, chemical protection Rating 6), form-fitting full body armor, polished silver shades (w/ flare compensation, image link, smartlink, ultrasound, vision enhancement Rating 3), earbuds (w/audio enhancement Rating 3), quick draw holster for Eichiro Hatamoto II, respirator (Rating 6)

Weapons: Eichiro Hatamoto II [Heavy Pistol, 8P, AP -2, RC 0, Ammo 1(m), w/smartlink and EX-Explosive ammo, +5 rounds], monofilament whip [Exotic Melee, DV 8P, AP -4, Reach +2, weapon focus Rating 4, looks like a jade pen], high explosive grenade [Grenade, 10P, AP -2, Blast -2/m]

If he gets Parker Acson, he will take his head, drop it in a med-seal bag, message Horizon where they can find their man's body, and then he will disappear.

If the players successfully drive off Lin Yao Chang and keep Parker alive, they will get a brief voice message on their commlinks toward the end of the adventure informing them that "I am impressed with your skills and your tenacity. Here is a commlink number for Lin Yao Chang. I have instructed him to aid you as he can in your future endeavors."

PUSHING THE ENVELOPE

Lin Yao Chang is lethal. He is an assassin after all. His tactics are ruthless and unforgiving. If you decide to have him and Horizon ambush the same meet, your shadowrunners could easily be wiped out unless they are Elite so be cautious.

If this is a home game, he may only call one specific runner, choosing to deal with just a single person.

DEBUGGING

Monofilament whips and hand grenades. What could go wrong?

SCENE 3E: SAEDER-KRUPP

SCAN THIS

The great dragon Lofwyr's agent Simon Andrews will learn of Parker Acson's theft and try to get his hands on the arcanoarcheologist. Andrews will attempt to have his hacker download the book data before hanging Parker out to dry and messaging Horizon with his whereabouts.

Objectives in order of priority:

1. Make contact with the runners. Find out what Lung and the Foundations are up to.
2. Download the tomes from Parker.
3. Tip off Horizon on where to find their arcanoarcheologist.

TRIGGERS

- The runners reach out to any Saeder-Krupp contacts or Simon Andrews himself.
- The runners meet with the Atlantean Foundation and are spotted by Lin Yao Chang.

TELL IT TO THEM STRAIGHT

"Sweet twiglets, baby! Can I lick you later?"

"I feel where you're at, bobs. These bastards don't give a damn for naught else but their bloody trinkets."

"This ain't gonna go your way, and you don't deserve that. Let me pass you a way out."

BEHIND THE SCENES

Simon Andrews is no genius, but he is intuitive. He is very good at reading clues, assessing a situation, and figuring out what is going on. He has a man trying to watch his rival Lin Yao Chang's movements, a very difficult task. His man, however, will be able to obtain some images of Lin Yao at Hotel Nikko as well as Laurent Nazaire and the shadowrunners. Two arcane-interested parties in one location? Simon will know something is afoot. A Data Search on Parker Acson will tell him Parker is a Horizon new hire, but he's out of their grasp. Simon will know Parker is defecting, but why is he so special? Simon will already guess that Parker took something of value with him, and *that* will interest Master Lofwyr.

Simon has no direct connection to the shadowrunners, so he will spread the word with Seattle fixers that he wants to get in contact with these runners. Within one or two hours of their dinner with Nazaire of the Atlantean Foundation, have a runner's fixer call with the following message: "A 'man' named Simon Andrews, a fixer and Saeder-Krupp agent, has been trying to get in touch with your team. I can give you his number, or you can find him at The Alabaster Maiden downtown at East Mercer Street and 12th Avenue."



THE ALABASTER MAIDEN

Downtown, E Mercer St. & 12th Ave.

One of Seattle's many oddities stands outside the entrance to the nightclub named after it. The life-size white stone statue of a beautiful, mysterious woman is said to be all that remains of Gabriella Dematto, one of the area's first magicians. As the tale goes, Ms. Dematto, menaced by a gang, overreached her magical talents and the resulting backlash left her petrified. Her statue passed through various owners before it ended up outside the club, where it has remained for decades. Visitors to the club regularly touch the statue on their way in and on their way out for good luck.

- This story has been proven to be nothing more than an urban legend; there are no records of a woman named Gabriella Dematto in Seattle after the Awakening, although a lot of information was lost in the Crash of '29. Astral examination of the statue shows a faint magical aura, but not that of a human being who has been calcified through sorcery. It's something else, but no one has been able to unravel exactly what as yet.
- Snopes
- There are a number of stories about the Maiden moving from time to time, while no one is looking. Interestingly, there is even some photographic evidence of this—very slight shifts in position, posture—and such. The more fanciful stories

talk about her granting wishes to people in need, while the more lurid ones talk about her feeding on the blood or souls of the living.

- Etherernaut
- If you stare at the Maiden long enough, you can see her move. You just have to be very patient.
- Pistons
- Or really plastered.
- Snopes

Inside, the Alabaster Maiden is a high-class nightclub with the latest in dance music and holographic light shows. Magical acts sometimes appear on weekends; be sure to get tickets for such shows in advance; the ticket line is no place to be seen the night of a show!

- The Maiden's current owner is an elf named Cheri Ostler, who has no apparent magical talent of her own, although she does have a grey cat with an unusual aura. Patrons claim to have seen a similar, but much larger, animal prowling the area near the club late at night.
- Lyran

JWUIGG THE HACKER

Jwuigg is a dwarf hacker with a tuft of curly blond hair on the top of his head with the sides and back shaved. He has neon color-changing piercings in his nose, lips, and eyebrows, and he wears a spandex bodysuit striped yellow and brown underneath a grey hoody.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	2	2	4	3	5	5	5	4.7	7	1	0/0	10

Dice Pools: Cracking 10, Electronics 9, Athletics 5, Dodge 5, Perception 10, Influence 4

Augmentations: Datajack .1, cybereyes (Rating 4 w/everything), cyberears (Rating 4 w/everything), internal commlink (DR 5)

Gear: 1 hit of Novacoke

If they call Simon Andrews first, he will inform them that Lin Yao Chang was on to their meet with the Atlantean Foundation. He'll invite them to the club that night where they can talk privately.

Simon can put the shadowrunners' names on the VIP list so they should have no trouble getting in. He has a u-shaped booth all to himself and has his hands all over a laughing waitress with a holographic medusa snake hairdo. The club is alive with holographic light and laser displays pulsing to the dance beat. It is distracting and loud, and the shadowrunners and Simon will have to yell to hear each other. Simon will tell the shadowrunners what he knows about Lin Yao Chang and that Lin Yao works for the eastern great dragon Lung as an assassin. "A dragon's assassin is no one to tuss with, mate!" Simon will try to work the angle with the runners that they're in over their heads, and that Parker should come with him. Simon will draw this out as long as possible.

During the conversation, as pre-arranged by Simon, the medusa-haired waitress will come over, pass out holo party headbands to everyone, and put one on Parker's head. They display one preprogrammed image that either gives you a crazy holo-hairdo or projects orbiting shapes with light trails around your head. The images pulse and move to the beat of the music. The headband she puts on Parker (who takes it with a boyish grin as he stares at her curves) is actually a skinlink signal booster. Simon has a hacker two booths over who then tries to hack into whatever active devices he can find, including Parker's cybereyes. The hacker will be unable to find much

unless Parker for some reason turns on his internal commlink, though he will broadcast what Parker is seeing to Horizon security. He will also transmit his own audio feed that is selectively filtering out everything but Parker's voice and the voices of those at the runners' table. This is an unencrypted feed. The hacker will make a mistake as he switches on the re-broadcast that will make Parker's eyes go dark for a split second, causing Parker to shake his head and ask, "Did the lights just flicker?" This may tip the shadowrunners off that something is wrong. Alternately, if they are actively scanning for signals, they may pick up on the fact that Parker is broadcasting a strong one (the video feed).

Horizon security will be incoming! Simon will protest his innocence if the ploy is discovered and he is accused by saying, "I was trying to help the lad! This is Lin Yao Chang's doing, not mine!"

In trying to delay Parker and the shadowrunners, Simon will sincerely offer to buy any stolen artifacts or anything the arcanoarcheologist made off with, but he doesn't have the resources to offer a defection home. Therefore, Parker won't be interested in a deal. Simon Andrews will then hit on any females in the party to further delay them.

PUSHING THE ENVELOPE

There are lots of possibilities for high threat at The Alabaster Maiden:

- Horizon security's scout team picks up the trail of Parker Acson.
- Horizon's scout team actually enters the club and tries to grab Parker.
- Lin Yao Chang tries to make a play for Parker Acson.

DEBUGGING

Simon Andrews is a recurring figure in Season 4 Missions so try to avoid getting him killed in the club. He can use Edge to avoid dying.

Although chaotic, the club is a public location. Encourage discretion here. If a major battle erupts in the club, it will create publicity for the runners.

If the party discovers the broadcast and apprehends and confronts the hacker, the hacker will scream, throw his hands up, and claim that Lin Yao Chang hired him. He is lying. He works for Simon Andrews.

SCENE 4: SAFEHOUSE STAND

SCAN THIS

The shadowrunners make it somewhere safe to regroup, grab some intel, and wait for The Scion's call.

TELL IT TO THEM STRAIGHT

"Who are you guys, and why are you doing this to me?"

BEHIND THE SCENES

Good shadowrunners have safehouses for occasions like these. If not and you are kind and one of them has a safehouse knowledge skill, recommend a warehouse in the barrens that hasn't collapsed yet. If they stay out in the open, things will get interesting quickly. Horizon is scanning video feeds for their arcanoarcheologist's face.

Horizon and the Safehouse

Did the runners make a sloppy, noisy exit from the extraction? If so, then within 1-3 hours, consider having the Horizon scout team show up. The consequence of this is that whether they are beaten back, killed, or not, the main force will not be far behind them. If you decide to bring Horizon in at this point, try to give the runners some time to sort things out, call contacts, search for data, and talk to Parker first.

Parker Acson IS The Scion!

Have the runners figured out that the arcanoarcheologist Parker Acson is The Scion and has orchestrated his own extraction? If so, they're going to demand immediate payment and discover Parker is completely broke. If this occurs, Parker will try to renegotiate. His first tactic is to tell the shadowrunners that the Draco and Atlantean

Foundations really would want his abilities in their organization. "Get me a face to face with a rep from each of them, and I'll get you your extraction fees. They'll be beating down my door to hire me on. Chip-truth!"

Cunning shadowrunners might not buy that. They might even suspect his theft. If he absolutely must, Parker will admit his theft of the Thaljun Cordex tomes. He does want to defect, but he wants to sell not only his services but the tomes as well to the highest bidder. "Until now, Horizon had the only surviving tomes. When the Foundations find out the Cordex is on the table, they'll pay, and you'll get yours. Chip-truth!" Parker will not reveal the presence of his internal delta-grade commlink or the fact that he is storing it there.

Cutthroat shadowrunners might consider calling Horizon themselves at this point. "They'll kill you for sure as an example and broadcast their success on the nightly news. Don't trash this opportunity!" Parker will cry. In this case, he's right. That is the chip-truth.

The runners' options, if they decide to help Parker, will be to agree to set up the face-to-face meets or try to do some of it over the Matrix. Remember, the more keywords they toss around on the Matrix, the closer Horizon will get to finding them (see **Scene 1: Extraction**

Setup, Horizon data spiders sidebar). Note: Once they reveal the Thaljun Cordex is in the open, Horizon's mission will change (see **Scene 3A: Horizon's Strike Team**)!

PUSHING THE ENVELOPE

Depending on how sloppy they've been, Horizon may be knocking on the door shortly. You can increase the difficulty at their safehouse by having Lin Yao Chang try to infiltrate and take out Parker.

DEBUGGING

If the shadowrunners discover that Parker has the tomes on his internal commlink and want to cut the data out of his head, they can, assuming they have appropriate skills and don't destroy the data in the process. However, if they're thinking they can sell it off to any Foundation, don't let them get away with it so easily. Unless they discover this late in the mission and have already been through several scenes (and thus spent lots of real time), have Horizon burst in on the negotiation and spoil it. Then have the other Foundation send agents for it. Either Foundation will pay if they can avoid Horizon's vengeance.

SCENE 5: DAISY IN THE BARRENS

SCAN THIS

If the shadowrunners attempted to hand off Parker Acson to an interested party at the Kobe Terrace Park or other location but were interrupted, the interested party will recommend a more secluded location in the Barrens, the Daisy Motel. The motel is located off Avondale road just south of Cottage Lake.

TELL IT TO THEM STRAIGHT

You head east into the Redmond Barrens along Redmond Way. The scenery changes as the neighborhood around you rapidly deteriorates. Debris on the road rattles your chassis. Paper and wrappers blow by. The tall apartment buildings are missing glass in their windows. Brown squatters scatter along the road as someone pours trash and filth out of a window. *Someone* is thrown out of another. Further on, you swerve around overturned asphalt chunks, and flame-lit barrels as you turn north onto Avondale Road.

Eventually you see it up ahead on the left across a strip of grasses and chunks of asphalt. What's left of the sign just says "Daisy," and it's your classic old-style, L-shaped, two-story motel. Surrounded by parking and abandoned lots, it fits right in. The doors and glass of the office part of the L are smashed in and broken. Fire lights and the occasional flashlight can be seen in a handful of the rooms. It's not abandoned, but the cracked walls and corroded metal of the roof tell you it's uninhabitable nonetheless. Stepping across the cracked concrete and pushing open the office doors, you come face to face with your appointment.

BEHIND THE SCENES

The Daisy Motel is a good location to wrap up the mission and hand arcanoarcheologist Parker Acson over to the party he and the shadowrunners chose. By this point all parties involved are likely to be weary and will just want to complete the handoff and payment. Have the receiving party take off with Parker via chopper or VTOL.

PUSHING THE ENVELOPE

If you are a devious, nasty GM, then by all means have one of the interested parties who hasn't caught up with the runners do so now. Or have any of them here to settle scores or retry grabbing the arcanoarcheologist. This is fine if you're running *SRM 04-02: Extraction* as a home game. If you're running it in a four hour time slot, you're probably out of time.

PICKING UP THE PIECES

MONEY

- 11,000¥ per runner, plus 250¥ per net hit (max 4 hits) from Moreau and the Draco Foundation for delivering Parker Acson (or his head). OR
- 8,000¥ per runner, plus 250¥ per net hit (max 4 hits) from Nazaire and the Atlantean Foundation for delivering Parker Acson.
- 2,500¥, plus 100¥ per net hit (max 5 hits) from Lin Yao Chang and Lung for telling Lin Yao that Parker Acson stole the Thaljun Codex.

KARMA

- 1 – Surviving the mission.
- 1 – Surviving the Simon Andrews meet.
- 1 – Surviving the Lin Yao Chang meet.
- 1 – Surviving the Kobe Terrace Park (or other location) handoff attempt.
- 2 – Handing over Parker Acson to a paying party (e.g., Draco or Atlantean).

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, but the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

FACTION REP

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

- Atlantean Foundation**
- +1 Faction Reputation if the players turn Parker Acson over to the Atlantean Foundation.
 - +0 Faction Reputation if either Saeder-Krupp or Lung ends up with Parker Acson.
 - 1 Faction Reputation if the players turn Parker Acson over to the Draco Foundation.

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

Draco Foundation

+1 Faction Reputation if the players turn Parker Acson over to the Draco Foundation.

-1 Faction Reputation if the players turn Parker Acson over to the Atlantean Foundation.

Saeder-Krupp

+1 Faction Reputation if the players turn Parker Acson over to Simon Andrews.

Lung

+1 Faction Reputation if the players turn Parker Acson over to Lin Yao Chang.

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 from that Faction. Each favor can only be earned once per Faction Rep, 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 (*SR4A*, p. 265). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate.

+1 Street Cred for successfully extracting Parker Acson from Horizon.

+1 Street Cred for surviving two or more ambushes.

+1 Public Awareness for not taking precautions against being recognized during the Scene 2 extraction.

+1 Notoriety for undue bloodshed during the Scene 2 extraction.

+1 Public Awareness for engaging in ranged combat or lethal melee in The Alabaster Maiden.

+1 Notoriety for cutting Parker Acson's cyberware out and selling it rather than handing him over.

CONTACTS

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

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts with a maximum Loyalty of 4. Gamemasters should

not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Moreau – For turning Parker Acson (or his head) over to the Draco Foundation, the runners gain Moreau at Loyalty 1 or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

Laurent Nazaire – For turning Parker Acson over to the Atlantean Foundation, the runners gain Nazaire at Loyalty 1 or gain +1

Loyalty if they already had him (to a max Loyalty of 4).

Simon Andrews – For turning Parker Acson (or his head) over to Saeder-Krupp and/or for sleeping with Simon Andrews, the runners gain Simon Andrews at Loyalty 1 or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

Lin Yao Chang – For surviving Lin Yao's attack and keeping Parker alive, the runners gain Lin Yao Chang at Loyalty 1 or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

LEGWORK

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

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

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

ARCANE FACTIONS, SEATTLE

Contacts to Ask: Talismonger, Wage Mage, Street Shaman, Fixer

CONTACTS DATA SEARCH INFORMATION

0	0	Ask any megacorp, and they'll tell you they're at the pinnacle of arcane research, but that's only partially true. They'd like to be.
2	6	The Draco and Atlantean Foundations are the obvious ones, but you probably knew about them. They're all about artifacts these days. Word is that Saeder-Krupp, and you know who's behind them, and the Eastern Great Dragon Lung have agents in Seattle, too.

ATLANTEAN FOUNDATION

Contacts to Ask: Any Arcane, Laurent Nazaire, Fixer

CONTACTS DATA SEARCH INFORMATION

0	0	The Atlantean. Strong, powerful, sexual-Xtreme! Building an imperial
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foundation for excitement this summer at a Tridshow near you!

1 3 The Atlantean Foundation is actively seeking out arcane artifacts and knowledge. Not much is known about them.

2 6 They've been competing with the Draco Foundation, a rival organization.

3 10 They have a dwarf in Seattle, Laurent Nazaire. He's the area head. He'll do anything to try to stay a step ahead of the Draco Foundation.

6 — *[If this legwork is done AFTER the Atlantean Foundation finds out about the Thaljun Codex]* They're hot on the trail of something, something big, and they're tight-lipped about it.

DRACO FOUNDATION

Contacts to Ask: Any Arcane, Moreau, Fixer

CONTACTS DATA SEARCH INFORMATION

0	0	<i>[From a blog]</i> God that Johnny Draco is F F F-ing hot, like laser, you know, ok? Found out he's so big that...
1	3	The mysterious Draco Foundation is on the lookout for arcane artifacts and lost arcane knowledge.
2	6	They've had some successes, but not much is known about what happened. Whatever they find or learn gets locked away in a flash. Guess they're not out to make the world a better place through magic.
3	10	There's a fixer here in Seattle named Moreau. I hear he tops the Draco's totem pole here. He's old school and about as merciful as a slab of concrete.

5 — [If this legwork is done AFTER the Draco Foundation finds out about the Thaljun Codex] Their man Moreau is after something big, some scrolls or something. Better stay outta his way if you want to keep your head on tight.

3 10 The building hosts a number of Horizon events in a banquet hall on the 28th floor. Tonight is a party for their new hires ... important ones like wage mages. They got the place spruced up with magic as usual.

4 — Keep in mind this is sovereign Horizon territory. Their rooftop is heavily armed with men and fast-response drones. Internal security is just as nasty. If you're planning on a "visit," and I ain't sayin' you are, and I ain't askin', you better make it brief... like under a minute brief.

HORIZON'S ACTIVITY

Contacts to Ask: High-Level Horizon Employee, Any Underworld, Wage Mage

CONTACTS DATA SEARCH INFORMATION

0	0	Horizon's got a new trid coming out about this Atlantean barbarian. Conan's gonna look like a sick schoolgirl compared to him. And he's <i>huge</i> if you know what I mean? You know???
1	3	What? Right now? What aren't they up to? I don't know, didn't get an invite, but heard they're having some new-hire banquet tonight downtown at the Horizon Splendor building.
2	6	[If this legwork is done AFTER Parker Acson is extracted] Heard their security's buzzing like mad. Buzz-bomb mad, yo. One of their own's been snagged.
4	—	[If this legwork is done AFTER Horizon finds out the Thaljun Codex is stolen] Hell, I don't want any piece of this, you hear? Horizon's elite strike teams are scouring Seattle for someone who stole some potent paydata from them. They're also gunning for whoever helped him. I shouldn't even be having this conversation. They hear too much <click>.

HORIZON SPLENDOR BUILDING

Contacts to Ask: Any Horizon, Any Municipal, Tourist-related, Law Enforcement

CONTACTS DATA SEARCH INFORMATION

0	0	Located in prime downtown Seattle real estate, this 50-story building is easily recognized by its tapering height reminiscent of an obelisk and its reflective silver paneling that captures the mood of the sky and clouds. Its 28th floor features a great open balcony on the south face with a tremendous view of Mt. Rainier. The building is an extra-territorial extension of the Horizon Corporation.
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LAURENT NAZIRE

Contacts to Ask: Any Arcane Fixer, Talismonger, Magician, Street Shaman, Mafia, Tamanous

CONTACTS DATA SEARCH INFORMATION

0	0	Lauren Nazarr has a crush on you! Click here to hear her hot, steamy secret crushes!
1	3	Laurent Nazaire is the head of the Atlantean Foundation's Seattle branch. He's a Haitian dwarf with a strong accent. He's been pretty active lately in the Foundation's hunt for ancient magical artifacts.
2	6	You can keep asking around, but nobody I know has any dirt on this guy. Down-to-earth? Open? Honest? I don't trust anyone like that myself. Gives me the jitters, you scan?
4	18	The guy is obsessed in his quest to acquire and study arcane artifacts before the Draco Foundation can get their hands on them. He's got a personal rivalry with them.

LIN YAO CHANG

Contacts to Ask: Any Arcane Fixer, Triad, Yakuza, Knight Errant

CONTACTS DATA SEARCH INFORMATION

0	0	Yao! Lin can't find her panties AGAIN! Touch here to join her Live-Broadcast (courtesy of Big Chang) as she looks everywhere!
2	6	Lin Yao Chang? There's a name I don't get many requests for. Chinese and an elf, works for the Eastern Great Dragon Lung. Reserved, quiet, seems like a calculating guy. Stays under the radar real well.
4	18	Probably because he's an assassin for Lung, at least that's the word.

At the least, he's Lung's highest agent in Seattle, and that alone says something. I'd watch out for him. This guy's movements are unnatural. I'd try to describe him for you, but he's hard to spot. However, I hear he keeps his hair short and tight. Natural black hair.

3	10	some troubleshooting for the Draco Foundation.
4	18	In fact he's been the eyes and ears of the Draco Foundation in Seattle for years now. Keeps an eye on the artifact trade in the city for them. If you gotta deal with him, keep your tongue in check and your wits sharp. This guy's an old pro with no tolerance for bullshit. He's seen it all already. He's done it all, even the nasty stuff... hell, especially the nasty stuff, and he won't hesitate to do it again... to anyone.

LUNG, GREAT EASTERN DRAGON

Contacts to Ask: Any

CONTACTS DATA SEARCH INFORMATION

0	0	Lung emerged from his slumber atop Mt. Emei in 2012, near Leshan, Sichuan, China. He was spotted flying over the Great Wall of China then disappeared until 2017, when he was seen at the site of a Triad war. The local headquarters of the Majestic Peacock Association Triad went up in flames with Lung bursting through the roof of the burning building and vanishing into the clouds. At the beginning of the Chinese New Year in 2062, Lung occupied T'ai Shan Mountain and claimed it as his new lair. He made several public appearances and interviews that year. The media blitz ended at the next Chinese New Year, and Lung has, as far as I know, become a recluse again.
4	—	Word is that Lung has agents watching for movements involving arcanoarcheology and the like. Lung's own movements have been slow, patient, methodical, and very calculated, so who knows whether he's a spoiler or just another artifact-grabber. With a great dragon, it's anybody's guess.

MOREAU

Contacts to Ask: Fixer, Any Underworld, Old Shadowrunner, Talismonger, Street Shaman, Paracritter Professional

CONTACTS DATA SEARCH INFORMATION

0	0	<i>Did you mean More O?</i> Would you like to experience more orgasms? Like buzz-bomb mind-blowing orgasms? Touch here to learn more.
1	3	Moreau? Yeah, he's always got something going on even now that he's no longer a company man or a shadowrunner. The guy's an expert animal trainer, a fixer, and does

PARKER ACSON

Contacts to Ask: Arcane Researchers, Executive Recruiters, Young Arcane Professionals ("Yappies")

CONTACTS DATA SEARCH INFORMATION

0	0	Do you know Parker Acson, too? Parker just join me in the quickest way to make munny from your own living space! This patent-pend method was develop by Hong Kong banker Ty and his advisor Nigerian Prinse Naseem! Touch here to learning more!
1	3	Parker Acson is a recent graduate of MIT&T's School of Thaumaturgy. He has been hired by Horizon.
2	6	Horizon began sponsoring him early in his graduate studies. That's a wiz deal for arcane students without a lot of nuyen. You get a stipend, and your tuition is covered. You just have to work for Horizon when you get out, forever.
—	10	Oddly enough, there's not much else on this guy out there.
4	18	<i>[If they do a search on him AFTER he is extracted]</i> Word has it this guy's been snagged right out from under Horizon! <i>[If they do this search AND Horizon has also learned the Thaljun Codex was stolen, add the following]</i> And Horizon's hot about it for some reason! Their Avenge team is swarming on the hunt for him and his team.
—	24	After hours, your data search yields a bizarre hit. It's a still image from a Watashi-Feed (a Japanese Me-Feed) in Chiba, Japan two years ago. Parker is walking down the street behind a smiling Japanese girl who is making the peace sign. He is wearing a white,

synth-fur hat and white wrap-around goggles over his eyes, but the ID match is 92.4 percent. [Note: If the players do an image search on those goggles, they can learn that they are post-recovery, medical issue protective goggles. Don't offer this tidbit if they don't do a search. The original Watashi-Feed has been deleted.]

SAEDER-KRUPP ACTIVITY

Contacts to Ask: Corporate Experts, Day Traders, Financial Analysts

CONTACTS	DATA SEARCH	INFORMATION
0	0	Decades ago, there was a company named BMW that was the backbone of the Saeder-Krupp empire. In 2037, in a move that may have coined the phrase "Never deal with a dragon," the great dragon Lofwyr announced that, through various avenues, he owned a 63-percent share of the company's stock and was thus taking over as president. He got rid of the current board and completely overhauled management. Through some very astute maneuvering, Lofwyr made Saeder-Krupp an even larger corporate empire, shooting it straight up into the AAA league. What Lofwyr is up to now is anybody's guess.
4	18	[If this legwork is done AFTER Simon Andrews finds out about the Thaljun Codex] Heard they're making a play for an old dragon book that recently surfaced. They got a sharp guy in the shadows in Seattle who's probably on it, Simon Andrews.

SCION, THE

Contacts to Ask: Any Matrix-related, Talismonger, Wage Mage, Blogger

CONTACTS	DATA SEARCH	INFORMATION
0	0	Little Scion diapers! Two-packs now on the shelves. Touch here for coupons! Little Scion puts the man in mandiapers!
1	3	The Scion? Nope, never heard of that icon. Must be new.
4	18	Yeah, I heard someone was using an avatar that looked like that, some reptilian pharaoh, to put together a job, but I didn't hear any of the details.

SIMON ANDREWS

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

CONTACTS	DATA SEARCH	INFORMATION
0	0	From a blog: Simon and Andrew are finally getting married, oh HOT HOT HOT, those bad boys! Mmmmm! Time to break out my tux with the ass-less chaps! HELLOOOOO!
1	3	Simon Andrews? Isn't that a fixer or company man for Saeder-Krupp?
2	6	Simon is a full-body changeling who took the change well, though some girls will tell you he was already a snake. He's covered in green, scaly skin like a lizard, has a British accent, and is an all-around freak, especially when anything female with two legs catches his reptilian eyes. He's a regular at The Alabaster Maiden downtown.
3	10	Agent for Saeder-Krupp? Yes, in fact he's Lofwyr's eyes and ears in the Seattle underworld, or so I heard.
4	18	Who the hell knows what he's up to? He works for a dragon. What else can you say but never deal with a dragon? Well, that and don't pick his pocket. <Contact shudders.>

THALJUN CORDEX

Contacts to Ask: Any Arcane (Artifact/History Specialists best), High Level Horizon, Dragon

CONTACTS	DATA SEARCH	INFORMATION
0	0	Nada.
2	6	I recall references to it but never got enough context to have a clue what it is.
4	18	It's a collection of arcane tomes the last copy of which is rumored to be held by Horizon.
5	—	Nobody outside of Horizon knows what knowledge they contain. They're supposed to be written in a forgotten Draco script, so it's possible even Horizon doesn't know. Yet another dragon secret, eh?

CAST OF SHADOWS



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 obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

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

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

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

Qualities: Magician

Initiate Grade: 3

Metamagics: Masking, Shielding, Psychometry

Gear: Commlink (Firewall 6, Response 4, Signal 4, System 4), sustaining foci x 3 (Small golden lizard pin (rating 5), an emerald tie

pin (rating 4), and small silver rose pin (Rating 4)), power focus (1m long gnarled mahogany staff topped with a large pearl, Rating 3), Zoe Executive Line suit (long coat, shirt, trousers, 7/2)

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

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



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.

He wears his black hair short and close to his scalp. He is neatly groomed and dressed ambiguously. At a glance, his suit would appear to fit in with everyone else's attire whether you saw him at a club, a megacorp headquarters, or leaping across a rooftop.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM		
5	7	(9)	6	(8)	6	4	5	5	5	6	9	11	(13)	1(3)	10/5	11

Active Skills: Arcana 4, Assensing 5, Athletics Skill Group 5, Automatics 4, Blades 5, Clubs 5, Disguise 5, Dodge 6, Infiltration 6,

Intimidation 5, Longarms (Sniper Rifles) 6 (8), Negotiation 4, Palming 4, Pistols 5, Shadowing 5, Unarmed Combat (Offensive Moves) 6 (8)

Knowledge Skills: Buddhist Teachings 5, Magical Theory 4, Martial Arts 5, Seattle Area 4

Qualities: Adept

Initiate Grade: 5

Metamagics: Adept Centering, Masking, Extended Masking, Infusion, Sensing

Adept Powers: Astral Perception, Critical Strike 4, Enhanced Perception 2, Improved Attribute (Agility) 2, Improved Ability (Unarmed Combat) 4, Improved Reflexes 2, Killing Hands, Penetrating Strike 2

Gear: Heritage Line Armored Chinese Mao Suit (6/4), Form Fitting Armor, Half-Body Suit (4/1), AR Contacts (w/ Thermographic, Smartlink, Vision Mag, Vision Enhancement 3), Commlink (DR 6)

Weapons: Barrett Model 121 [Sniper Rifle, 9P, -8 AP, 2 RC, 14(c), APDS Ammo, Smartlink, Biometric Lock, Skinlink], Ares Predator IV [Heavy Pistol, 5P, -5 AP, 0 RC, 15(c), APDS Ammo, Biometric Lock, Skinlink], Unarmed Attack [Unarmed, 7P, -2 AP, 0 Reach]



MOREAU

A former company man and shadowrunner, Moreau is an expert animal trainer and works as a fixer and troubleshooter for the Draco Foundation. He has been operating out of Seattle for several years as the Draco Foundation's eyes and ears in the shadows keeping an eye on the artifact trade coming into and out of the city. He still does some personal side business from time to time as well. Moreau is sarcastic and world-weary. He's seen and done it all. He finds the antics of younger shadowrunners tired and cliché and isn't afraid to tell them so.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5(7)	5(7)	4(6)	7(10)	5	4	6	2.49	10(12)	1(3)	10/6	10

Active Skills: Animal Husbandry 6, Athletics 4, Automatics 6, Data Search 4, Dodge 4, Etiquette 5, Exotic Ranged Weapon (Dart Rifle) 5, First Aid 3, Infiltration 4, Longarms 4, Negotiation 6, Perception 5, Pilot Ground Craft 4, Pistols 3

Knowledge Skills: Biology 4, Business 2, Corporate (MCT) 3 (5), Corporate Security 3, Criminal (Mafia) 3, Parazooology 5, Procedure (Border Patrols) 2 (4), Procedure (Security) 2(4), Security Design 4, Shadowrunner Hangouts 3

Languages: City Speak, English, Gaelic, Greek, Japanese, Sperethiel

Qualities: Animal Empathy, Black Market Pipeline — Animals, College Education, Dependent (medium), Enemy (2), Exceptional Attribute (Charisma), First Impression, Records on File, SINner

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

Gear: DocWagon Platinum, form fitting body armor (half suit), Mortimer Greatcoat, commlink (Core Rating 6's, all common use programs Rating 6, Armor 3, Attack 3, biometric lock, hardening Rating 6, environmental resistance, armor case Rating 7)

Weapons: Parashield Dart Rifle [Exotic Weapon, 10S, -2 AP, 3 RC, 10(c), Neuro-Stun darts, smartlink, biometric safety, personalized grip, barrel extension, bipod], Steyr TMP [SMG, 4P, 0 AP, 3 RC, 30(c), smartlink, biometric lock, thermal Suppressor, gas vent Rating 3]

PARKER ACSON

Parker is young, 22. He looks young. His features are fresh. His hair is all implant, synthetic white. He wears it short and tight to the skull. His clothes are worn loose and flowing, but they are mod and topped off by a high-collared longcoat. The rimless glasses he wears are true corrective lenses, almost an impossibility in the Sixth World. His voice is youthful, still high.

Parker is a good study. Despite his young appearance, he's clever. While a freshman at MIT&T, he crossed paths with an outgoing Masters graduate, a specialist in data creation and deletion. In exchange for daily Detox spells, Parker received two weeks off the record, two weeks he spent in Chiba, Japan implanting headware. Horizon loaned out nuyen against future earnings to its contracted prospects, no questions asked. Parker considered it a good investment despite the cost to his Essence. He relies heavily on tech for his studies and research, and the implants in his head are his ace in the hole. They are extremely difficult to detect even by magical Assensing, requiring 5+ hits on an Assensing Test.

His demeanor is amiable, but he has an itch for adventure and the rush of high stakes that lead him to push the limits in everything he does. He will make a blazingly hot arcanoarcheologist if he survives the rapids ahead.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	5	2	4	4	6(8)	5	5.40	4	9	1

Active Skills: Sorcery 4, Conjuring 2, Astral Combat 2, Assensing 4, Arcana 6, Perception (Visual) 4 (6), Dodge 2, Computer (commlink) 3 (5), Data Search (Magic) 4 (6)

Knowledge Skills: Magical History 6, Archeology (Arcane) 5 (7), Arcane Research Organizations Knowledge (Major Players) 5 (7)

Qualities: Magician, Erased [5]

Augmentations: Cybereyes [Rating 1, deltaware], commlink [deltaware], cerebral booster [Rating 2, alphaware], mnemonic enhancer [Rating 1, alphaware]

Internal Commlink: Hermes Ikon w/Novatech Navi (all Rating 6's except Signal 3). Leaves its wireless off unless necessary. Has wired link to cybereyes.

Gear: Pseudo old-looking, synth-leather over-the-shoulder bag, Sony Emperor w/Renraku Ichi OS (for-show commlink), spare clothes, grooming kit,

Spells: Analyze Device, Detect Enemies, Detect Life, Detect Object, Detox, Heal, Ignite, Physical Barrier



SIMON ANDREWS

Simon is a full-body changeling, a bipedal lizard-man with green, scaly skin, a tail, and no hair. He wears a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons and revels in being a freak. Endearingly, he has a British punk accent, an affinity for people, and high empathy. On the flip side, Simon will hit on anything that moves, likes to snack on live white mice, and his reptilian yellow eyes blink disturbingly. He's direct and in your face when riled and is utterly loyal to "Master Lofwy." He serves as the dragon's eyes and ears in Seattle, working as an independent agent and fixer for Saeder-Krupp.

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

Active Skills: Arcana 5, Athletics Skill Group 4, Assensing 6, Banishing 4, Binding 5, Con 5, Counterspelling 5, Dodge 5, Negotiation 5, Pistols 4, Ritual Spellcasting 5, Spellcasting (Combat Spells) 6 (8), Summoning 5

Knowledge Skills: Kaiju Monster Movies 4, London Area 5, Magical Theory 5, Neo-Anarchist Movement 5, Saeder-Krupp Politics 3, Seattle Area 4

Qualities: Class III SURGE, Scales (Green lizard skin), Critter Spook, Unusual Hair (Lizard Frill, no body hair), Deformity (Elongated skull resembling a snout), Functional Tail (Balance), Claws (non-retractable), Fangs, Thermographic Vision, Magician

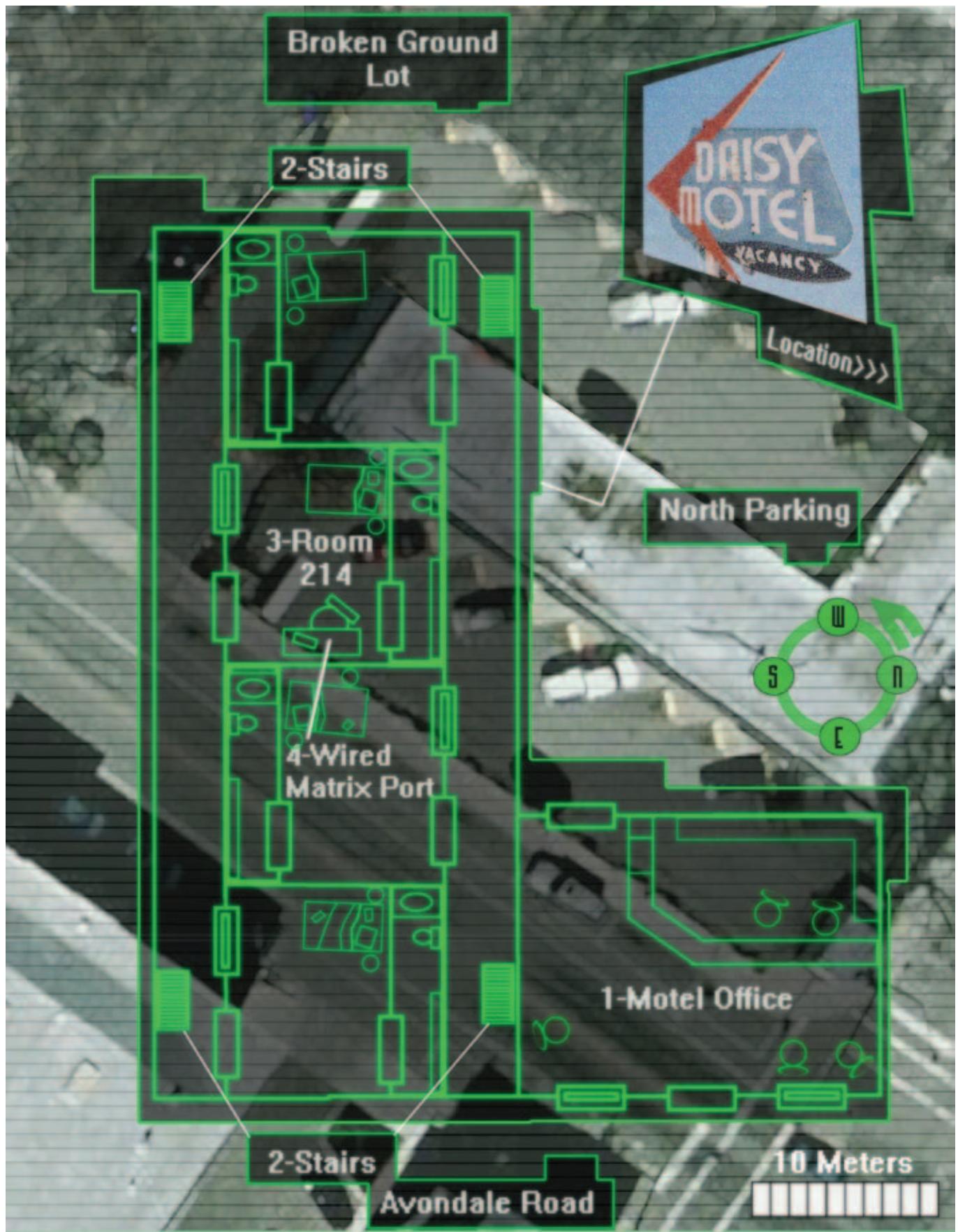
Initiate Grade: 5

Metamagics: Anchoring, Masking, Extended Masking, Reflecting, Shielding

Gear: Armored Vest, AR Contact Lenses, Commlink (DR 6), Suzuki Mirage, Sustaining Foci (Ramones Button, Force 4), Spellcasting Focus (Golden Eyebrow Ring, Combat Spells, Force 4), Power Focus (Silver Skull Ring, Force 2)

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

Bound Spirits: Air spirit (Force 5, 4 Services), Fire spirit (Force 6, 6 Services)



Horizon Splendor Building

Restrooms

Dry Storage

Kitchen

Walk-in
Freezer

Yojirushi building

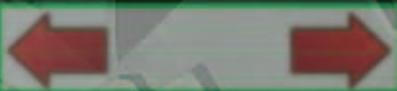
Hall

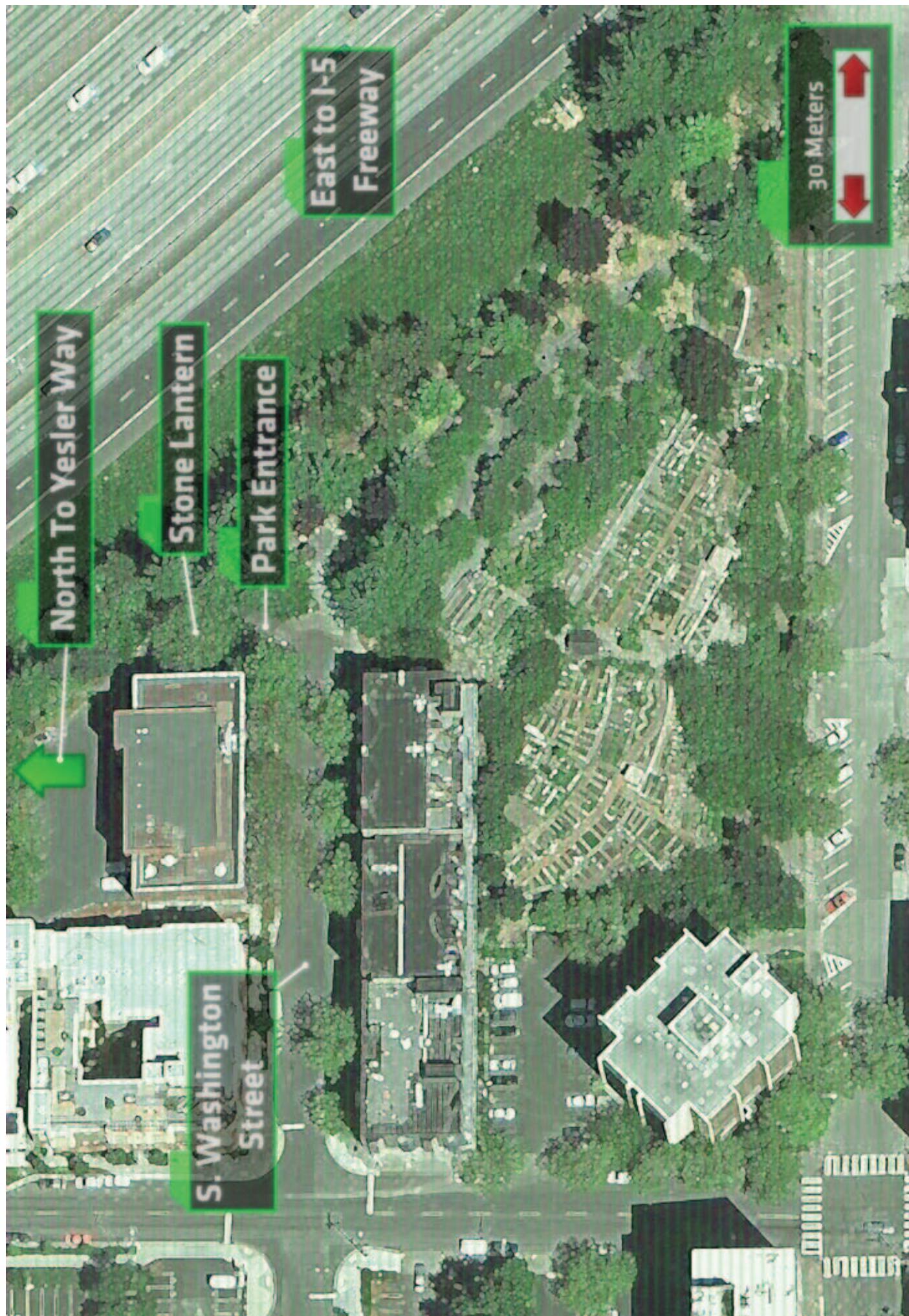
Elevators

Stage

Balcony

30 Meters







LAURENT NAZIRE

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

LAURENT NAZIRE

President of Atlantean Foundation, Seattle

Faction: Atlantean Foundation

Male Dwarf

Connection Rating: 5

Loyalty:

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

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

Uses: Jobs, Corporate or Magical Information, Magical Gear

Places to Meet: Fine restaurants, exclusive night clubs



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

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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.

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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PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO**SRM 04-02 EXTRACTION**

Horizon has some of the best and brightest college grads working for it in every field of study. Arcanoarcheology is a new field, and Horizon has just hired on one of the most promising minds to ever graduate from MIT&T. Both the Draco and Atlantean Foundations want this student working for them, and they're both willing to pay big to get what they want.

- Parker Acson defected to Atlantean Foundation
- Draco Foundation got Parker's head. Horizon got the rest.
- Lung got/didn't get Parker's head. Horizon got the rest.
- Saeder-Krupp got/didn't get Parker's head. Horizon got the rest.
- Horizon retrieved Parker dead/alive, kept/didn't keep the tomes secret, learned/didn't learn about the theft.

SYNOPSIS**MISSION RESULTS**

Names

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

Lung, Eastern Great Dragon
-5 -4 -3 -2 -1 0 1 2 3 4 5

TEAM MEMBERS**FACIONS****ADVANCEMENT**

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

Street Cred _____
Notoriety _____
Public Awareness _____

- Laurent Nazaire
- Moreau
- Simon Andrews
- Lin Yeo Chang

KARMA**REPUTATION**

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

GM's Name _____

GM's Signature _____

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

DEBRIEFING LOG

