

# MISSIONS

MATERIAL

## ELEVATOR RIDE TO HELL

SRM03-12 Elevator Ride to Hell

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**SRM3-12: Elevator Ride to Hell**

# ... A KNIGHT TO REMEMBER ...



Dominique Vittoria groaned as she wiped her mouth. Pressing the flush button on the toilet, she pushed herself to her feet and leaned on the sink, staring at her haggard reflection in the mirror. Her morning sickness was getting worse, and it was affecting her job performance. She hadn't told anyone at the corp yet about her condition. She hadn't told anyone yet, and didn't plan to. Not until she decided what to do.

She bent over, washed her face, and began putting her hair in place. Cosmetics would set things right. If they couldn't do it, she knew a stylist with a touch of magic who could clean her up. She had to play it off, keep it hidden as long as possible. Until she knew for sure. Then she would make the decision.

That night was a mistake. She knew that, but he was charming, witty, knew all the right things to say. It wasn't planned, though she knew people would assume it was. That he was 30 years older than her hadn't mattered. He barely looked it, and those eyes! She melted every time he turned his gaze toward her. She was putty in his hands.

She had assumed that he, of all people, would have taken some precautions, some measure to prevent this sort of thing from happening. Dominique hadn't even given it a second's thought during that night. Now, two months later, she was definitely giving it a second thought and a third.

She had an appointment on Monday to have it tested. It had taken a large chunk of her life savings and no small amount of work and favors owed, but she'd gotten a copy of his DNA records. Before she made a decision, she needed to be sure that the baby was his.

His baby. Maybe it would have his eyes? Dominique shook her head. She wasn't under any fantasy, any illusion. He wasn't going to sweep her off her feet, help raise the child. He couldn't, even if he was inclined to.

Still, there were other ways this could be beneficial. If it was his baby. She'd know soon, and then she would decide.

Isabelle was a nice name, if it was a girl. Isabelle Vittoria. Isabelle Knight-Vittoria?



# INTRODUCTION

*SRM 03-12 Elevator Ride to Hell* is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

*SRM 03-12 Elevator Ride to Hell* is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the Shadowrun rules.

### ADVENTURE STRUCTURE

*SRM 03-12 Elevator Ride to Hell* 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.

**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 offer 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 03-12 Elevator Ride to Hell* (or any Shadowrun Missions adventure).

#### Step 1: Read The Adventure

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

#### Step 2: Take Notes

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

#### Step 3: Know The Characters

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

#### Step 4: Don't Panic!

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



# GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, 20th 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 compose 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 in the Cast of Shadows section.

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.

## TABLE RATING

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

## SELLING OUT

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see Corporate Interests), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as “deniable assets,” “covert agents,” or to put it bluntly, “spies.”

### Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a “cleaner” to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

### Cleaner Table

#### Table Rating Cleaner NPC\*

- |   |   |
|---|---|
| 1 | Use stats for Triad Lieutenant (p. 284, <i>SR4A</i> )   |
| 2 | Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i> )   |
| 3 | Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i> )   |
| 4 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> )                                    |
| 5 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +2 bonus to all dice pools. |
| 6 | Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +4 bonus to all dice pools. |

\*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

## LOSING CORPORATE AFFILIATION

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

## A NOTE ON COMLINKS

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  $(TR/2) + 1$  (round-up). 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.





INCOMING FEED.....



## PLOT SYNOPSIS

Our story begins almost 17 years ago. Then, a young Dominique Vittoria was clawing her way up the Ares corporate ladder. A chance encounter at a corporate-sponsored fundraiser led to a dalliance with none other than Damien Knight himself. Both having ulterior motives, the affair was short and passionate. Not long after Dominique found herself with child. This wasn't part of her long-term plans, but the possibility of Damien Knight himself being the father could be an ace in the hole if anything threatened her climb up the corporate ladder. Needing to remove any doubt it was Damien's child and not her then-current live-in boyfriend, Dominique quietly paid Doctor Hayden Cage to perform a DNA test. With confirmation, Dominique went on without fear to rise up the ladder by any means necessary. After all, she had an insurance policy — Isabella "Izzy" Vittoria/Knight.

All was well until Dr. Cage, now retired from his private practice, found himself traumatized by the most recent Matrix crash. He lost everything he'd worked for due to investing poorly and suffering from AIPS (Artificially Induced Psychotropic Schizophrenia Syndrome, a psychological disorder most common to survivors of the Matrix Crash of 2064.). A few short years after, Dr. Cage was living on the streets a broken man. This was until a young man named Sid recruited him and brought him into his inner circle. It was then that Doctor Cage, now a convert under the spell of Sid's charisma and his own delusions, divulged his long-held secret.

Sid was born with natural charisma and leadership skills. His corporate education only served to foster these personal abilities, honing them to a razor's edge. These things combined to put him on the fast track to a comfortable, high-level management position after graduation. That was until he attended a student demonstration that turned into a riot, and his then lifelong girlfriend was killed by an overzealous corporate response team. In his grief Sid found himself experiencing a latent Awakening and became a drake. It was during this period that Sid remade himself. Renamed and focused on revenge, he now felt it was his destiny to make the corporate monoliths pay! He travelled around the UCAS and immersed himself in the Neo-Anarchist movement, gaining converts to the cause wherever he spent time. Gathering a core group of fanatical followers, he soon found himself in New York City. It was here he became a local celebrity using his natural charms to begin to foment the masses of the Terminal district. He maintained a popular MeFeed and promised the people real change.

Recently, Sid was approached by two FBI agents claiming to be former government agents who wanted to back his cause against the perceived corporate oppressors. They claimed to have a device he could use to bring about the kind of change he promoted in his speeches. Sid was unsure of their offer at first, so these new allies began to bankroll Neo-A activities and actually produced a biological weapon and delivery system.

A plan was hastily formed. Kidnap Isabella Vittoria from her private school and force her mothers hand to gain access to ID codes and a transport with the proper clearances to move the



bio-weapon. This will allow Sid to get the weapon to downtown Manhattan atop the MDC building itself, showing New York and the rest of the world that the corporations aren't as untouchable and all-powerful as they promote themselves to be. In Sid's mind, this would be a clarion call for the under-appreciated of the Terminal and surrounding boroughs to rise up and claim New York in the name of Anarchy.

Sid's partners (actually undercover FBI agents) convinced him he needed to have a backup plan just in case things went to hell in a hand basket. Set up a team of runners to take the fall if need be. Of course these "former" feds have another motive for setting up the team as well. Their intent is to show the world that corporate intrigue and Shadowrunner lapdogs were the spark for the Neo-A uprising. Then there would be no choice but for New York state guard troops to rush in and restore order in the name of the UCAS government.

The runners start the adventure finding themselves uninformed and unarmed, not to mention nearly naked! They won't have a chance to get their bearings before having to confront armed foes and deal with a cocky, young, fellow female victim. With sirens fast approaching and nothing but confusion for intel, the team must act fast if they want to stay alive.

After dealing with the situation in the hotel, it's time to decide where to go next. The streets are full of raucous crowds moving towards the check points out of Terminal. With only a name to go on once Izzy gives it up, the team will have to keep from being victims of the crowds and make their way to the clinic if they want answers.

This leads the team to having to face their own hardware and Dr. Cage's defenses. Clues from the clinic will fill in the blanks behind the plotters' bigger plans regarding Dominique's capture, the DNA information, and the bio-weapon Sid is transporting. It's after realizing her mother is in danger that Isabella comes into her own transforming from cocky, manipulative teenager to Ms. Johnson.

If the team accepts Izzy's offer, they'll have to find a way back through the rapidly deteriorating crowds that are looting and torching around the check points. At the Post, the team will find Axemen gang members defending the path to the roof where Sid and his allies are facing off against Dominique and her security detail.

No matter their efforts, the Axemen buy Sid enough time to get what he needs and to flee aboard Vittoria's chopper with the device. This leaves the team with a wounded Dominique who is desperate to clean up this mess before her ace in the hole becomes a lead weight around her neck. Her DocWagon bio-monitor has already gone off, and another chopper approaches swiftly. Can the team stop Sid and keep Izzy's secret?

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Scene 3 - Dr. Who?** Secondary objectives are always delivered discreetly (e.g., by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

**Ares:** Keep Izzy and Dominique safe and alive and prevent anyone else from getting Izzy's DNA for leverage.

**Aztechnology:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**Horizon:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**NeonET:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**NYPD, Inc.:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else. Also, capture and turn in any of the participants in Sid's scheme.

**Renraku:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**Saeder-Krupp:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else. Also, capture Sid alive and turn him in to the corp.

**Shiawase:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**Spinrad:** Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

**Neo-Anarchists:** Aid Sid and help him succeed in his plans.

Urgent Message...

ELEVATOR RIDE TO HELL

## SCENE 1: SHAFTED

### SCAN THIS

The runners awake in a hotel room with a strange girl without their clothing and gear. They have no memory of how they got there. The streets are in chaos and an NYPD SWAT team is bearing down on the runners. The girl, Izzy, is the only thing they have to go on to figure out what's going on.

### TELL IT TO THEM STRAIGHT

It takes some effort, but you slowly force your eyelids to open. Neon outside the window stabs into your brain, and you feel like you're coming off a weekend long bender. Every muscle is stiff and aches as you push yourself up into a sitting position on an old, grimy bed and realize you're wearing a hospital gown. Looking around the room, you see the rest of your team in a similar situation and state of undress. A young woman wearing a blue and red school uniform is bound and gagged along the headboard next to you. In the distance, you can hear the approaching sirens of NYPD, Inc.

Your memory is hazy, clouded. You remember a meeting in the Terminal, in an old loft apartment building that had been turned into a squatter's haven. There was an old man at the door who looked like he was just one hip fracture away from the Grim Reaper. The last memory you have is entering an ancient freight elevator that shrieked like a banshee. Everything is blank after that.

### BEHIND THE SCENES

The plan was simple. Sid's men were supposed to place the runners and the girl in this rundown, abandoned hotel in the Terminal, dress them, and wait for a signal. When Sid's men got the signal, they were supposed to slap antidote patches on the runners and get out, allowing Sid's "x-agent" friends (the undercover FBI) to swoop in and rescue the poor, hapless victim. But, as is always the case, something went wrong. In this case, two somethings.

First, Sid's speeches have worked very well. A little too well. Residents of the Terminal have already taken to the streets, whipped into a frenzy by members of the Neo-Anarchists. For the moment, it's merely a loud and raucous demonstration, but tension fills the air like an electric current. It's only a matter of time before things break down into a full-scale riot, and the mobs start moving into Manhattan proper.

The second problem with Sid's plan is that someone spotted and recorded Sid's men carrying the girl into the hotel and has called NYPD, Inc. The cops managed to ID the girl and sent in a SWAT team to retrieve her. When the clogged streets of the Terminal started slowing them down, they broke radio silence and turned on the lights and sirens to clear the way as quickly as possible. The (FBI) agents were monitoring the local police band, and contacted Sid, who contacted his men. Sid's men began to panic, unsure of what to do. They threw a slap patch on everyone and bolted. The "x-agents" rush upstairs to try and salvage the situation, and they expect to find everyone still unconscious.

In the room on a dresser there are (6 – TR, minimum of 2) ancient Colt America L36's mostly held together with duct tape and luck, each with a full clip of ammunition. There is also a Street Sweeper in the top drawer of the dresser, along with a pouch containing 8 black powder cubes to fire the Sweeper and a bag full of

small nails as ammo. The runners have no gear and are only wearing faded yellow hospital gowns with an out-of-date DocWagon logo on it (Any Corporate, History, or Medical Knowledge skill with 2 hits will recognize the logo as an older one used by DocWagon during the 2050s. They've changed the logo twice since then). The runners have 3 combat rounds to search the room before the "x-agents" arrive.

The "x-agents" are not expecting resistance and are in a hurry, so a Perception (TR/2) test will hear them coming and will allow the runners to prepare an ambush. If the runners fail, roll a surprise test when the agents burst into the door. If the runners don't start shooting and demand the agents surrender, the agents will do so willingly. Each agent has a set of metal handcuffs. They also have a standard black Ford Americar (use the Mercury Comet stats) parked behind the hotel. They both also have commlinks (one with some hacker programs on it and the command codes for the Americar). Each is wearing an armored vest sized for a human. It can fit an elf and an ork with some adjustment, but dwarves will suffer a -1 penalty to all Agility and Reaction tests while wearing it and a troll can't wear it at all. The agents will give the access codes to the commlinks, but there is a failsafe they neglect to mention that erases the agents' IDs as soon as they're activated. The commlinks are still usable, and the programs intact otherwise.

With the sirens approaching, the runners need to hurry. The "x-agents" will willingly tell them that NYPD, Inc is on its way. Izzy is tied to the bed post and gagged, wearing the corporate school uniform of an Ares Corporate student (A cross between a catholic schoolgirl outfit and a Japanese schoolgirl "Sailor Suit", only in Ares colors, dark blue and red with gold trim). If the runners ignore her, she'll start raising a fuss and trying to yell from behind her gag. She'll insist they take her with them and beg for them not to let the cops find her or leave her with the agents. She will stay quiet other than to urge the runners to get moving and "get the hell out of here" until they are on their way. If the runners still don't want to take her, she'll tell them she knows something but won't say anything until they're free.

### DEBUGGING

Emphasize the time pressure that the PCs are under, the noise of the protestors outside, the approaching sirens. This is a tense moment, and the runners need to think quickly on their feet. Keep this scene moving fast. Don't give the players too much time to deliberate or plan. At lower Table Ratings, encourage them to try to capture the (FBI) agents as that makes their re-gearing and escape a little bit easier. At higher Table Ratings, let them sweat it and choose for themselves. A shootout with the Feds could be nasty.

If the players refuse to leave, NYPD, Inc. will eventually show up. Encourage them to do so before that happens as they will be massively outgunned. If the players try to leave Izzy, that ends the adventure, so don't let them do that.

Some runners may have cyberware that would have recorded what happened to them in the elevator and stored it in an implanted storage device, such as an internal commlink. They will find a blank spot on their recordings, as if someone hacked and erased just that portion of their recording, ending just as the runners entered the elevator. Leave the exact nature of how the runners were knocked out a mystery. If runners really push, just hint that it could have been a combination of magical and technological means, involving spells and drugs.



INCOMING FEED.....

ELEVATOR RIDE TO HELL .....

Urgent Message

### MAXWELL ADAMS, UNDERCOVER FBI AGENT

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

**Skills:** Athletics Skill Group 4, Dodge 4, Negotiation 2, Perception 2, Pistols 5, Unarmed Combat 4

**Gear:** Ares Predator IV, 2 clips of standard ammo, armor vest

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

### DON SMART, UNDERCOVER FBI AGENT

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

**Skills:** Athletics Skill Group 2, Cybercombat 4, Dodge 3, Electronic Skill Group 2, Electronic Warfare 3, Hacking 4, Negotiation 4, Perception 4, Pistols 3, Unarmed Combat 2

**Gear:** Ares Predator IV, 2 clips of standard ammo, armor vest, commlink (Novatech Airware w/ Iris Orb OS, Response 3, Signal 3, Firewall 3, System 3), Hacking Progams (Analyze 3, Armor 3, Attack 4, Browse 4, Command 3, Decrypt 3, Edit 3, Exploit 3, Scan 4, Spoof 3, Stealth 4, Solitaire, Minesweeper, Virtual Shooter)

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

### NYPD, INC. SWAT TEAM (PROFESSIONAL RATING 3)

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

**Skills:** Clubs 4, Dodge 4, Firearms Skill Group 4, Law Enforcement (Professional Knowledge) 3, Perception 5, Unarmed Combat 4

**Gear:** Armor jacket (8/6), Ares Predator IV w/2 clips APDS ammo, Remington 990 with 2 magazines of flechette ammo, Defiance EX Shocker, helmet (+1/+1, with built in mic, headset, and smartlink), stun baton, 2 hits of Jazz (+1 Reaction, +1 IP)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m), smartlink adapted], stun baton [Club, 6S(e), -half AP, +1 Reach], Remington 990 [Shotgun, 9P(f), +5AP, Ammo: 8(m), smartlink adapted]

### OTHER GEAR

**Street Sweeper** [Shotgun, 7P(f), +2AP, Ammo: 1(b), Special: Uses a block of black powder to fire, can be loaded w/small, hard shrapnel. The nails found will add +1 to the weapon's Power)]

**Colt America L36** [Light Pistol, 4P, 0AP, Ammo: 11(c), not smartlink adapted]



## SCENE 2: DUDE, WHERE'S MY CAR?

### SCAN THIS

The runners have to deal with a lack of gear, a scared school girl, a rioting mob, and NYPD, Inc. on their tail. To make matters worse, the Terminal has been locked down, and no one is being let in or out. The runners get a moment to regroup, talk to Izzy, and figure out their next move.

### TELL IT TO THEM STRAIGHT

Rushing past a few squatters, you make your way out of the dilapidated hotel to see the streets in chaos. Throngs of people clog the streets, many carrying signs decrying the corporate rule or sporting the Neo-Anarchist symbol. It appears to be a mass demonstration, but as you watch, it rapidly descends into a full-scale riot.

### BEHIND THE SCENES

The runners are stuck without any of their usual gear nor do they likely have access to it. If they're smart or lucky, they have some extra gear from the "x-agents" and access to their car. If they search behind the hotel near the old service entrance, they'll find the agents' car. Otherwise, they're moving on foot.

Provided they don't stick around and tangle with the NYPD, Inc. SWAT team, the runners have a moment to catch their breath. Izzy puts up a tough, brave front trying to act like an adult and making snide remarks, but it's clear she's a corp-raised kid, and everything she knows about the street and shadowrunners comes from the Trid. She's 16 going on 30. She's a privileged kid, so she'll fluctuate from being pampered and expecting to be obeyed to trying to act like an independent, tough, streetwise kid.

She doesn't remember much from when she was kidnapped other than several masked men in body armor grabbing her as she was leaving school, and then everything went black. She does remember being conscious for a while in a building. She heard someone referred to as "Dr. Cage."

If the runners have one of the agent's commlinks (and its ID wasn't erased), it beeps during this scene with an auto-update from a news feed about the riots in the Terminal and that NYPD, Inc. has shut off all access for the time being, letting no one in or out. Feel free to send this to an appropriately interested runner via other means, like a headware commlink, if desired.

Tracking down Dr. Cage is relatively simple. Almost any local contact should be able to point the runners in the right direction (See the Legwork section). If the runners have any Neo-Anarchist contacts (including Peace Man), give them (7-TR) bonus dice for the legwork test. Dr. Cage has been operating a shadow clinic out of the abandoned St. Martin Playhouse, a former Fuchi owned theater.

### DEBUGGING

This is a short, straightforward scene to let the runners catch their breath and try to figure out what's going on. The mobs and rioters make moving around the Terminal difficult, and until the runners find some clothes, they stand out in their hospital gowns. Play up the noise and the chaos of the crowd. If the runners start accosting people or cause a commotion, a number of the protesters can attack the group equal to the TR+2.

Izzy has the only clue to go on. The runners are stuck inside the Terminal for the time being. If they try to call any drones or vehicles remotely, let them know about the lockdown and explain that NYPD, Inc. will likely confiscate or shoot down anything attempting to cross into the district. If they ask about any vehicle they would have used to go to the original meet, they simply cannot establish a connection to it (or any drones that may be racked on it).

If the runners come up empty on the legwork to find Cage, Izzy can suddenly remember seeing a playbill with the name of the theater on it.

### NEO-ANARCHIST PROTESTORS (PROFESSIONAL RATING 1)

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

**Skills:** Blades 3 or Clubs 3 or Exotic Melee Weapon 3, Dodge 2, Intimidation 3, Unarmed Combat 2

**Gear:** Bat, knife, commlink (DR 3)

**Weapons:** Knife [Blade, (Str/2+1)P, 0 AP, 0 Reach], baseball bat [Clubs, (Str/2+1)P, 0 AP, 1 Reach], chain [Exotic Melee Wpn, (Str/2+1)P, 0 AP, 1 Reach]

Urgent Message...

## SCENE 3: DOCTOR WHO?

### SCAN THIS

Checking with their contacts, the runners come across the name of a street doc that operated out of the Terminal a couple years ago and the location of his old clinic. There they have to deal with the good doctor and his Neo-Anarchist pals. They also get to recover their gear here.

### TELL IT TO THEM STRAIGHT

You still don't know what this is all about, and you want some answers. Hopefully, this mysterious street doc has some for you. Armed with a couple crappy weapons and a bad attitude, it's time to make whomever did this to you pay!

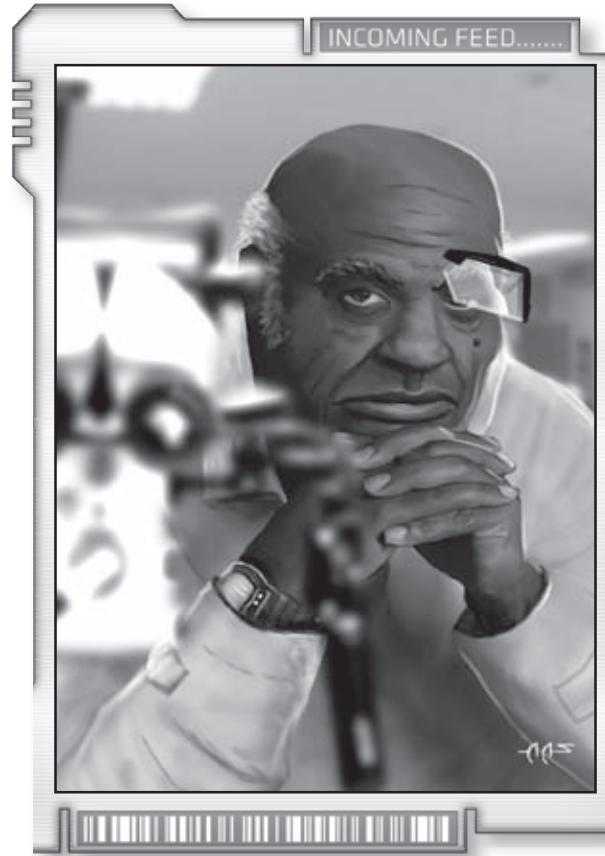
### BEHIND THE SCENES

St. Martins Theater is a small, off-off Broadway theater designed to hold 80-100 people (See Handout #1: St. Martins Theater Map). It was owned by Fuchi-North America and closed down when the corp went under. Dr. Hayden Cage moved in and began using this building to run a street clinic last year shortly after hooking up with the Neo-Anarchist movement. The building is run-down, dirty, and the upstairs storage, catwalks, and lighting have all deteriorated over the years. Debris litters the place, though Dr. Cage keeps the Green Rooms spotlessly clean for patients and uses the main stage to perform operations on.

All the windows are boarded up, and all the entrances but the center front have been sealed. The main door is Maglocked (Rating 4). There are several hidden cameras and RFID motion sensors scattered through the Lobby and Gallery. These are all simple devices linked to single basic local node (Device Rating (TR/3+2) that sets off a silent alarm in the kitchen where Dr. Cage and (TR/2+1) Neo-Anarchist guards are sitting around a table playing cards. The sensors are hard to spot due to the lack of lighting in the front gallery and the scattered debris (Visual Perception Test (4) with a modifier of -TR).

Dr. Cage panics when he sees the runners, yelling at the guards to take them out but ordering them not to harm the girl. A Perception (2) test will let the runners realize that some of the Neo-A's are wearing or carrying some of their missing gear. Cage locks himself in one of the Green Rooms while the runners slug it out with the Neo-A's. The Neo-A's fight to the death, but Dr. Cage will give himself up if the runners bust down the door (Average Structural Material, Armor 4, Structure Rating 5). When Dr. Cage surrenders, he will tell the runners about his DNA testing of Izzy and who her father is (Izzy was unaware of this fact until now as well). He also knows that Sid was planning to blackmail Dominique Vittoria with the information to gain access to the MDC Building downtown, though he doesn't know what for. He'll offer up the DNA data in exchange for his life.

Also in the same room that Dr. Cage was holed up in, there is a trid, a re-transmitter, and an editing studio. On the trid, Sid is giving a speech in front of The Post, the old James A. Farley Post Office on 8th Avenue in the Terminal. In the speech, he's issuing a call to arms, urging the crowds and everyone listening to gather at the Terminal checkpoints and prepare to storm Manhattan.



ELEVATOR RIDE TO HELL .....

"In the name of the people, I urge you to gather your strength and courage. In the name of freedom, rally at the checkpoints, no the chokepoints that the corporate lapdogs have placed upon the free citizens of this great city. In the name of Anarchy, we shall take back what is ours! For too long we have suffered for corporate greed, for corporate convenience, for corporate comfort. That all ends tonight! This is our city! My friends, we shall end the stranglehold the MDC has on this city tonight. I'm on my way now to drive the final nail in the MDC's coffin. What we started at MDC Harmony Center earlier this year, we shall finish tonight! We will show the world that Manhattan isn't as safe and insulated as the corporate dogs would have them believe. By sun up, the city will once again belong to you, the people of New York!"

(The MDC Harmony Center was destroyed several months earlier under mysterious circumstances by an explosion. This happened during 2008's Shadowrun Scramble event at Gen Con)

Behind Sid is a helicopter with Ares markings. Izzy briefly loses her composure when she notices it but regains it a few moments later. After that, she becomes determined, all business. All pretenses are gone. The helicopter is the one her mother uses, and Izzy believes that her mother may be dead or injured or at least in Sid's custody. She wants to hire the runners to stop Sid and recover her mother, and she insists on going with them. They now know who she is and what she's worth. If they help her, she offers them each TR\*1000 ¥, plus TR\*100 Shares of Ares stock, valued at 40¥ each. She refuses to negotiate, though if the runners push it, she'll point out that Sid is the man responsible for their current situation. She also notes that obviously they had been set up as the fall guys for her kidnapping by Sid. She's offering them

a fortune and a chance at revenge. If that's not enough, she'll find someone else.

The runners find all of their missing gear on the Neo-Anarchists or stashed nearby. Any vehicles they may have been driving are parked behind the theater in a garage coated in AR dampening paint to prevent any remote signals from reaching them.

### NEO-ANARCHIST THUG (PROFESSIONAL RATING 2)

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

**Skills:** Athletics Skill Group 2, Blades 2, Dodge 3, Perception 3, Automatics 5, Unarmed Combat 3

**Gear:** UZI IV, armor jacket, knife, 3 clips EX EX ammo, commlink (DR TR/2+2)

**Weapons:** UZI IV [SMG, 6P, -1 AP, 1 RC, 24 (c)], knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

Urgent Message...

### DEBUGGING

This is a straight-up but tough fight. Don't pull too many punches, especially at higher table ratings. Feel free to look at the players' character sheets and assign some of their gear to the Neo-Anarchists (armor, weapons, etc). If the runners kill Dr. Cage before getting information from him, his commlink is unlocked and they can quickly find a personal log detailing the info that he knew.

If the runners refuse Izzy's request, she pushes the point about Sid being the guy who set them up and calls them cowards. If they still walk away, well... Run over. Thank the players and pack up.

## SCENE 4: HOME AWAY FROM HOME

### SCAN THIS

By the time the runners arrive at The Post, Sid has already gotten what he needs and has left. The runners have to get through a street gang named the Axemen to reach Izzy's mother, Dominique, who's being held captive on the roof.

### TELL IT TO THEM STRAIGHT

8th Street in front of The Post seems eerily deserted today, the crush of metahumanity mostly absent. Papers, empty soycaf cups, and other trash litter the streets, and a few junkies and BTL-heads lay limply here and there, lost in their own drug-addled dreams. On the steps of The Post, a couple of orks casually stand guard. Their jackets are emblazoned with a pair of crossed, stylized hand axes.

### BEHIND THE SCENES

Sid brought Dominique Vittoria here under the pretense of negotiating for her daughter's release. He had members of the Axemen gang lying in wait magically hidden and ambushed Dominique and her guards during the negotiations. She sustained minor wounds, as she wouldn't give up her commlink without a fight, but Sid eventually got the information he needed, codes to allow him to land safely atop the MDC Building where he plans to deploy his bio-weapon. Dominique was left under the guard of Michael Lee, the troll "General" of the Axemen, awaiting Sid's return when he'll broadcast one final speech before detonating his weapon.

There are two Axemen at the front door of the post. If they spot the runners approaching, they will head inside to warn the others. There are TR/2 additional Axemen inside on the first floor. There are TR/2+2 more on the roof, along with General Lee. They will remain on the roof and attempt to ambush the runners when they come up.

The Axemen are reasonable, and if the runners try to negotiate before any shots are fired, they will escort the runners up to General Lee. Sid is paying the Axemen very well, and the charismatic Neo-Anarchist has promised the Axemen control of the entire Terminal once he's taken control of Manhattan. Lee is unaware of Sid's plan to use biological weapons, and between the runners and Dominique, they may be able to convince the General to stand down. (Unopposed Negotiation Test (2+TR). Runners get (TR-6)+2 bonus dice from Dominique's aid in convincing the General).

Whether the runners bargain with Lee or fight the Axemen, a DocWagon High Threat Response team helicopter will arrive on the 4th combat round after the runners arrive on the roof. Dominique's DocWagon Super Platinum alert bracelet activated when Sid ambushed her earlier. The remaining Axemen will scatter as the heavily armed DocWagon team lands.

Izzy is ecstatic to see that her mother is more or less all right and thanks the runners. Dominique, on the other hand, is pissed that the runners would bring her daughter into a firefight and demands to know who they are. When they (or Izzy) explain, she calms down and tells the runners about Sid's plan, and since her daughter is already paying them an exorbitant amount of money,

she asks that they help her if they want to collect their fee, since Izzy doesn't really have any money of her own. She also demands the return of any data that the runners may have obtained from Dr. Cage.

Sid's plan is simple, if a bit crazy, and like all megalomaniacs, he couldn't resist sharing his plan with Dominique before he left. Somehow, Sid has acquired a large quantity of the Doom variant of the biotoxin Bedlam tweaked with an airborne rather than injected vector. He has a device that he's setting up on top of the MDC Building that is capable of launching canisters of the biotoxin across most of Manhattan with each canister capable of releasing the toxin over at least a city block. Even if they did manage to destroy the launcher, it's rigged to disperse the biotoxin locally which would likely infect at least a square kilometer of Manhattan. Further, Sid claims he has a biomonitor on his wrist that is connected to the launcher. If the signal is severed at any point, the weapon will automatically detonate. The biomonitor is a fake, but Dominique doesn't know that.

Dominique will commandeer the DocWagon Helicopter. Both she and Izzy insist on coming along (They fight about it during the flight to the MDC Building). If one of the runners is capable of flying a helicopter, Dominique will let them fly it (they do not get to keep it, however). Otherwise, she'll have the DocWagon pilot fly them.

## DEBUGGING

There is a potential double fight here with the Axemen down below and General Lee and his Axemen on the roof. If the adventure is running short, play this up and out to pad out the time. If you're running long, you can shorten these fights some by reducing the number of Axemen or combining the two encounters into one. If the Axemen take severe casualties, they could break and flee, or Lee could surrender.

If the runners try to refuse the run, or insist on additional payment, they can Negotiate with Dominique. Each success adds TR\*250¥ to the final payment (to a maximum of 4 Net Hits). If the runners flat-out refuse the run, Dominique and Izzy go on their own with a couple of the DocWagon HTR guards with her. The runners shortly find out that she failed as Doom floods the city, killing hundreds of thousands of people.

If the runners ask about Sid's motivations, Dominique thinks he's completely insane. She asked about all the death as well, and he just mumbled something about "casualties of war."

## AXEMEN GANGER (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	3(4)	4	5(6)	2	3	1	2	4.75	7	1	6/4	11

**Skills:** Pistols 3, Clubs 3, Dodge 2, Etiquette (Street) 1 (+2), Perception 2, Pistols 2, Unarmed 2

**Augmentations:** Cyberhand (hand razors), muscle replacement(1).

**Gear:** Armor vest, Fichetti Security 600 and extendable baton.

**Weapons:** Fichetti Security 600 [Light Pistol, 4P, 0 AP, -1 RC, 30(c), Laser Sight] extendable baton [Clubs, (Str/2+1)P, 0 AP, 1 Reach]

## AXEMEN GENERAL

Leadership in the Axemen gang is a matter of patriarchal seniority. Older members are respected and generally obeyed without question. The General the team will be facing is a grizzled Troll veteran of the conflicts that drove the Axemen to abandon their traditional turf in the Pit. He will do whatever it takes to reestablish and maintain the gang on their new turf. He dresses more like middle management than a thug in his neo-Japanese suit. He is calm and soft spoken until angered.

B	A	R	S	C	I	L	W	Edge	Ess	Init	IP	Arm	CM
8	4	5	9	4	3	3	4	3	2.75	8(9)	1(2)	14/8	12

**Skills:** Blades 4, Etiquette 3, Intimidation 4, Leadership 3, Dodge 3, Pistols 4, Unarmed 4.

**Qualities:** Guts

Augmentations: Dermal plating 2, wired reflexes 1, cyber-hand (w/shock hand).

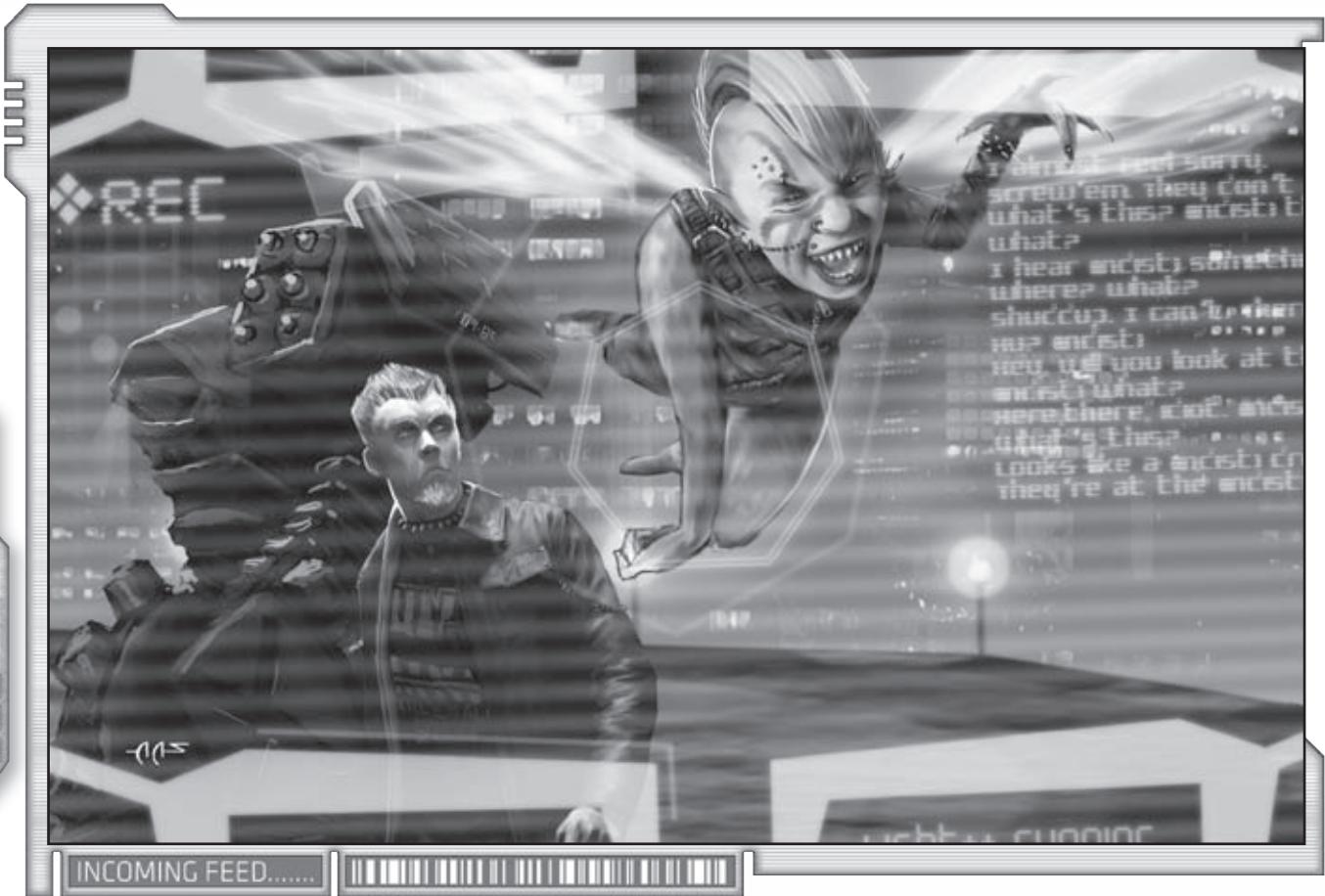
**Gear:** Combat axe, Ares Predator IV w/ 3 clips of APDS ammo, sunglasses (w/lowlight, AR display, smartlink), Actioneer Business Clothes (5/3), full suit form fitting body armor (6/2).

**Maneuvers:** Disarm, Full Offense

**Weapons:** Ares Crescent Laser Axe [Blades, (Str/2+4) P, AP -1, 2 (3) Reach, Personalized Grip (+1 Dice Pool to attack)], Ares Predator IV [Heavy Pistol, 5P, AP-5, Ammo: 15(c)] shock hand [Unarmed Combat, 6S(e), -1/2 Impact, 0 Reach]

Urgent Message...





## SCENE 5: BETTER A CHOPPER THAN A HANDBASKET

### SCAN THIS

The team has now acquired a DocWagon chopper and rushes to the MDC Building to confront Sid and stop him from killing hundreds of thousands in Manhattan.

### TELL IT TO THEM STRAIGHT

As the chopper approaches the MDC Building, you can see the stolen Ares helicopter sitting on the far landing pad of one of the thirteen towers adorning the massive structure. Dominique motions toward it and yells over the roar of the rotor blades "That's Ares' tower there. There's a second landing pad on the far side. Swing around the building and land on it so Sid's goons don't shoot us out of the sky!"

### BEHIND THE SCENES

The Manhattan Development Consortium building is a huge structure. The first 10 floors are a wide, squat structure that houses joint offices, meeting rooms, and records storage for the MDC as a whole. Thirteen towers jut up from the main building, each housing offices for the individual members of the MDC. Building security is tight, and automated defenses can take down even the most heavily armed and armored aircraft with ease if you don't broadcast the proper ID signal. Since Sid is already using

Dominique's ID code, it's a tense moment as the DocWagon chopper approaches the building as she isn't certain how the system will respond to the code being broadcast a second time. The code passes, though, and the chopper can land safely.

Ares' tower has two helicopter landing pads on its roof, one stationed on either side of the tower's central spire. The spire takes up the majority of the roof, and various air ducts, air conditioning units, and other housings for electronics litter the rest of it. The runners have to make their way around the spire to the far landing pad where Sid has set up the launch mechanism for his Doomsday delivery device.

Sid is on guard waiting for MDC security or NYPD, Inc., so he's prepared for a fight. Besides his two lieutenants, the razorgirl Van and the pixie Joelle, Sid also has TR/2+3 Neo-Anarchist thugs with him. The Ares' chopper sensors can detect the DocWagon chopper coming in, so as soon as they land, Sid sends half of his thugs to either side of the Spire to check it out. It takes 2 combat turns to circle around the spire from one pad to the other at running speeds.

Once the runners are in sight of the Doomsday weapon, Dominique will insist that the runners not fire in the direction of the device for fear of hitting it. If necessary, she'll remind them once again of who holds the purse strings. If the runners follow Dominique's demands, Sid figures out what's happening after one combat turn and orders his men to pull back to the launcher. They will hunker down there and fire at the runners while Sid tries to finish getting the launcher set up. It takes him 15-TR combat

rounds once the runners land to finish setting up the device, at which point he runs to the Ares' chopper, which has been left running with the pilot inside, and bolts.

Joelle is on a ledge on the spire using cover and her Concealment power to remain hidden, and she sustains a Physical Barrier around Sid while he works for as long as possible (Force TR/2+4). Van is inside the chopper but will rush to Sid's side when the runners appear. She'll stay behind cover until the runners are close enough to charge, and then she'll close in to use her monofilament whip. The remaining thugs will stay back and fire ranged weapons.

Sid will not detonate the weapon while he is on the roof. He will try to save Van and Joelle but is willing to sacrifice them if necessary. The biomonitor he told Dominique about is strapped to his wrist and is sending out a signal, but it's a fake which can be easily determined if it's hacked into (Device Rating is TR/2+3). If things start to go bad, Sid will attempt to break for the chopper early. If pressed, or if Joelle or Van is killed, he'll attempt to parlay as he edges toward a roof edge. Once there, he reveals his true nature as a drake and unleashes a blast of fire toward the runners before diving off the roof, changing in midair, and attempting to fly away. If he had time to set up the launcher, he'll activate it three rounds after he flies off. Otherwise, he just tries to escape.

## DEBUGGING

This is a slugging match that should test the runners' creativity. If they insist on shooting toward the Doomsday device, give them a -TR dice penalty to avoid hitting the launcher (plus cover modifiers if Sid and his men are hiding behind it). A simple miss result means the shot(s) graze the machine but don't penetrate. A glitch result means that the machine was hit, and a small jet of Doom is released in a random direction, and the breeze carries it towards the runners. A critical glitch detonates the weapon, flooding the entire area with concentrated Doom (double the Power of the toxin).

On turn 5, Dominique will tell the runners that it looks like Sid's almost done setting up the weapon, and that they need to hurry. She'll start to panic 2 turns before she finishes. If Sid manages to arm the weapon and leave, he'll start launching the Doom. The runners are mostly safe on the roof for a couple turns. But the gas is being launched all over the city, and the runners have failed. Dominique not only refuses to pay them once they escape to safety (she suggests flying to New Jersey), but she will blackball them in New York altogether through Ares and the MDC. If Sid detonates the weapon on the roof, see the critical glitch result above.

## DOOM II BIOTOXIN

Doom II is a variant of Bedlam (see p. 133, *Augmentation*)

**Vector:** Contact (Modified from Injection), Speed: 3 Days (3), Penetration: 1, Power: 6, Nature: Toxin

**Effect:** Agony, Attribute Debilitation.

Following each Disease Resistance Test, subtract one point from Strength if the Power is not reduced to Zero, to a minimum of Attribute of 1.

## NEO-ANARCHIST THUG (PROFESSIONAL RATING 2)

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

**Skills:** Athletics Skill Group 2, Blades 2, Dodge 3, Perception 3, Automatics 5, Unarmed Combat 3

**Gear:** UZI IV, armor jacket, knife, 3 clips EX EX ammo

**Weapons:** UZI IV [SMG, 6P, -1 AP, 1 RC, 24 (c)], knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

Urgent Message...

ELEVATOR RIDE TO HELL.....

## SCENE 6: ROTTEN TO THE CORE

### SCAN THIS

The run is over, and the runners have been paid. Unfortunately, not everyone is happy with the way they saved New York.

### TELL IT TO THEM STRAIGHT

This has been a tough one. You're beaten, battered, and exhausted, but hey, you saved New York! Your pockets are full; you even have some Ares stock that you figure you should cash in ASAP. You're looking forward to kicking back, taking a week or two off to recover, and do some partying.

Then your commlink beeps, indicating you have a call. Flipping the AR display, you check to see who it is. There's no number listed, but there's an Anarchy symbol floating there. This can't be good.

### BEHIND THE SCENES

The runners get a comm call from one of their fixers (if they have him, Peace Man does the calling). The Neo-Anarchists are pissed at the runners and have put a price on their heads. A big one. Many of them weren't really happy with what Sid was doing, but he was still one of their own, and regardless of his actions, they lost a huge opportunity thanks to the runners. The Corps are locking down the Terminal tighter than ever, and Neo-Anarchists around the city are being rounded up as co-conspirators. Peace Man likes the runners and wishes them well, but tells them he can't be caught dealing directly with them anymore. He suggests they go to ground for a while, find someplace to hide out. Take their pay and retire, maybe. Or maybe try Seattle... "I hear it's nice this time of year."

## DEBUGGING

The runners may have sided with the Neo-A's over Dominique and Ares. Or the runners may have just fragged up and set off Sid's device. In either case, gamemasters should modify the scene appropriately.

If the runners helped Sid, the MDC wants their blood. They put a bounty on the runners instead of the Neo-Anarchists, but the outcome is still the same. Manhattan is too hot to stay in right now. It's time for the runners to retire or move elsewhere.

If the runners simply screwed up and set off Sid's device by accident, nobody's happy with them. They may still have a price on their heads from the Neo-Anarchists, but the MDC is embarrassed at their failure. Their contacts dry up, and they're out of work.

Regardless, it's time to change cities and fake SINs and start again.

## PICKING UP THE PIECES

### MONEY

Payout is TR\*1000 ¥, plus TR\*100 Shares of Ares stock, valued at 40 ¥ each as base pay from Izzy. They can also possibly bargain for an additional TR\*250 ¥ from Dominique (to a max of 4 net hits).

### KARMA

- 1 – Keeping Izzy and Dominique alive.
- 1 – Stopping Sid.
- 1 – Preventing the Doomsday Weapon from being launched.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is 6 Karma.

## CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service according to the corporation or organization to which they are affiliated.

(Note: With the exception of the optional bounties, it is not possible to gain more than a single Corporate Reward. Players with more than one Affiliation should be made aware of the nature of the reward (but not the exact amount) before choosing which to complete. i.e., "Weapon" or "Vehicle" reward, but not the ¥ amount.)

**Ares:** Any single weapon up to a max Availability of 20, worth up to 20,000¥.

**Aztechnology:** Any vehicle worth up to 60,000¥ (it doesn't come with any weapons).

**Horizon:** Legal Horizon Corporate SIN, TR\*1,000¥, and +1 Public Awareness (Horizon will publicly tout the runner as a "Hero who saved Manhattan." Runner may turn the reward down in which case Horizon will give them TR\*2000¥, and they gain +1 Street Cred).

**NeoNET:** A custom-built commlink with programs (common use and hacking only) worth up to 40,000¥.

**NYPD, Inc.:** Legal Bounty Hunter and Weapons License, plus TR\*250¥ per captured Neo-A, and/or TR\*1000¥ for Sid himself.

**Renraku:** Fake Rating 6 SIN with up to 3 Rating 6 Fake Licenses attached to it.

**Saeder-Krupp:** Up to 60,000¥ worth of cyberware and a one-time access to a Beta Clinic to have it installed, or any single magical Focus worth up to 50,000¥. SK will also pay TR\*1,000¥ for Sid's capture.

**Shiawase:** Any gear with a max Availability of 16 that is not forbidden with a total value of up to 20,000¥.

**Spinrad:** Up to 60,000¥ worth of bioware.

**Neo-Anarchists:** Any single weapon up to a max Availability of 20 worth up to 10,000¥, 250 rounds of APDS ammo for that weapon, and TR\*1000¥.

## LEGWORK

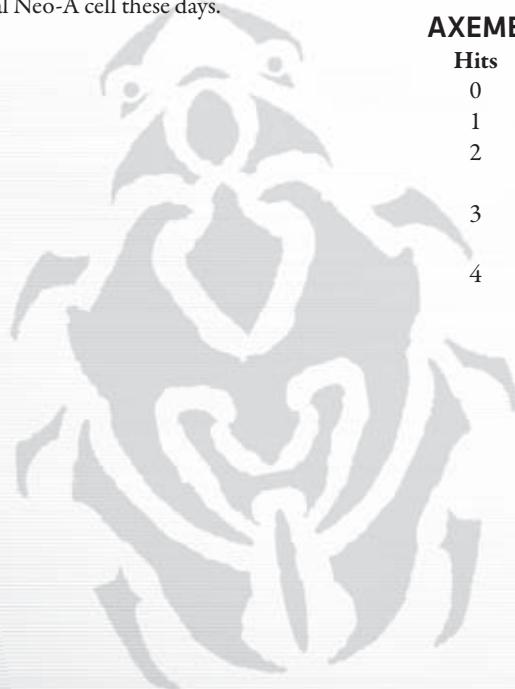
When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then 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 50Y \* TR.

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 a Connection + Connection (20 minutes) Extended Test. Additional information will be available at a cost of 200Y \* TR.

A Data Search may also be utilized to gather information from the following charts. Players may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 230, SR4A). Hits on this extended test may be substituted for hits from a contact, per the standard Matrix Search Table (p. 230, SR4A).

## DOC CAGE

Hits	Information
0	Think I had some of those comics when I was a kid.
1	He's a last resort street doc.
2	Crash messed him up. He's as likely to install a piece of ware as he is to lop off the wrong limb.
3	He's set up a new shop in the old abandoned Fuchi playhouse.
4	Careful, he's really lost it and hooked up with a seriously radical Neo-A cell these days.



## ISABELLA VITTORIA

Hits	Information
0	Is she a model?
1	She's the kid of someone involved with the MDC, right?
2	Didn't she win some kind of city-wide scholastic challenge last spring?
3	Yeah, I remember she got caught cheating in some scholastic competition last spring.
4	Her mom's Dominique Vittoria. Stay away from her chummer.

## DOMINIQUE VITTORIA

Hits	Information
0	Wasn't she on the cover of that swimsuit issue?
1	I think she's connected to Ares.
2	Yeah, she's a high-ranking suit at the corp.
3	She's ruthless and will do anything to get ahead.
4	Dominique came up outta nowhere a dozen or so years ago. Rumor has it she's got blackmail material on someone high ranking.

## SID

Hits	Information
0	That have something to do with babies in a crib?
1	Think I seen something about him on the comm.
2	I've seen his McFeed. I think he really makes sense.
3	Only been in town a few months, but he's really shaking up the local Neo-A community.
4	He's got some big plan supposed to happen tonight to teach the corps a lesson. They're having some big protests at the Terminal check points.

## AXEMEN

Hits	Information
0	Asian Trog gang.
1	Long timers all got their hands replaced with cyber.
2	They're holed up in Terminal these days after losing turf in the Pit.
3	Doing mostly muscle work, hooked up with some Neo-A's lately.
4	Bunches of em headed to the check points and some of em still over at the Post.

## CAST OF SHADOWS

### SID HERESY

The sort of guy who can go to bed with his clothes on and get up without combing his hair still looking like he's ready for a photo shoot. Sid has the ability to talk to and befriend almost anyone anywhere. Can walk into a room and become the center of attention while still appearing humble. Son of a pair of corporate scientists and the product of an arcology education. His adept abilities put him on the fast track to success. That would have been the end of Sid's story had it not been for the death of his fiancée at the hands of corporate security. His grief and rage ended in another sort of awakening for him. A rebirth, a new name, a new purpose, and a self proclaimed destiny. After a few years of wandering the UCAS with his parents' financial support, he found the direction his destiny was to lead him at a virtual Neo-A rally. He worked his way around the New York boroughs gaining followers and allies. Eventually pirating a MeFeed and moving into the Terminal area, Sid feels his destiny fast approaching.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
5	5	4	4	7	5	4	6	6	7	7(9)	3	15/13	4

**Skills:** Con 5, Dodge 3, Etiquette 5, Exotic Weapon (Elemental Attack) 4. Leadership (Persuasion) 7 (+2), Negotiation 5, Perception 4, Unarmed Combat 5

**Qualities:** First Impression, Aptitude (Leadership), Exceptional Attribute (Charisma)

**Initiate Grade:** 1

**Metamagics:** Masking

**Adept Powers:** Improved Ability (Leadership) 1, Improved Reflexes 2 and Mystic Armor 7

**Gear:** Armor jacket (8/6), wrist biomonitor, Ares Alpha Assault Rifle w/ 2 clips of APDS ammo, contact lenses (w/thermo, enhanced vision 3, AR display)

**Weapons:** Ares Alpha [Assault Rifle, 6P, -5 AP, 5 RC, 42 (c)]

### SID (IN DRAKE FORM)

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

**Qualities:** Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor (4), Mystic Armor (4), Natural Weapons

**Weapons:** Elemental Attack [Fire, 7P, AP half impact.], Bite/Claw [Natural Weapon, (Str/2+2)P, AP0], Reach 1]

### VANESSA "VAN" CORRIGAN

Her distinctive close-cropped pink mohawk stands out against her deep ebony complexion. Born and raised in Jersey, always the girl you didn't mess with because she wouldn't hesitate to beat you unconscious for looking at her wrong. Growing into the job of enforcer, she worked for several small crime outfits even pulling off one well paying job. Young and reckless, she put half her cash into a fast car and a fast summer of fun. A horrible drunk driving accident left her tattered and near death. Using the last of

her big score, Van acquired some serious cyber replacements and came out of the hospital a more reserved and calculating street samurai. Sid's new allies have provided him with cash flow that not only has sped along his plans but put Van on his payroll.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	5	4(6)	4	2	3	3	3	.35	7(9)	1(3)	14/9	10	

**Skills:** Athletics Skill Group 3, Exotic Melee Weapon (Monowhip) 5, Dodge 4, Infiltration 4, Pilot Rotorcraft 3, Pistols 5.

**Qualities:** High Pain Tolerance(3)

**Augmentations:** Wired reflexes (2, alpha), full obvious cyberarm (w/gyromount and armor 2), synthetic cybertorso (w/armor 2) and synthetic cyberskull (w/armor 2).

**Gear:** Victory Camouflage Jumpsuit (5/3), form fitting shirt(3/0), contacts (w/lowlight, flare comp, and smartgun link).

**Weapons:** Monofilament whip [Exotic Melee, 8P, AP-4], Ares Predator IV [Heavy Pistol, 6P, AP-1, RC2, 15(c), w/firing selection change (bf), gas vents(2), personalized grip, smartgun link and 5 clips ex ammo].

### JOELLE AMBROSE

A pixie whose quiet disposition doesn't match her brightly colored wings. She has come to the city from Quebec where her mother was part of an Evo project involving ergonomic modification of household items to her unique size. She was extracted by shadowrunners and sold to a dwarven broker in Manhattan. Held prisoner in his penthouse as part of a sadistic trophy collection, the only one she could find that would listen to her problems was Sid. Someone in the Neo-A movement had a friend who worked in the building and confirmed Joelle's mother had been in the penthouse but had recently passed away. Sid, Joelle, and Van extracted the dwarf during his morning commute and took him for a long swim. Joelle had become enamored with Sid from that moment on. Even though she realizes he can't very well return the feelings she will give her life for him if need be.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
2	5	5	2	4	4	4	5	6	7	9	1	8/1	9

**Skills:** Assensing 3, Banishing 3, Binding 3, Dodge 3, Perception 2, Sorcery Skill Group 4, Summoning 5.

**Qualities:** Concealment (self only), Flight

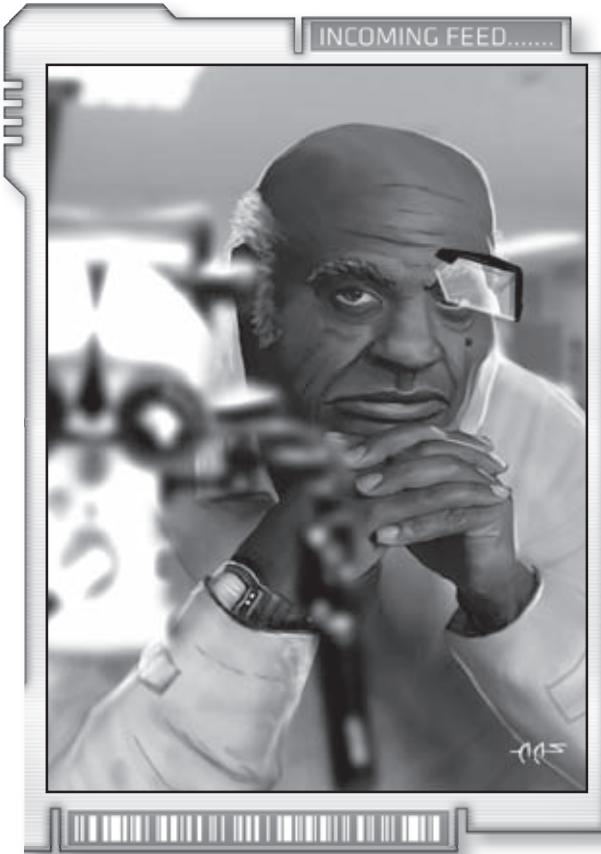
**Initiate Grade:** 1

**Metamagics:** Shielding

**Gear:** Spellcasting Focus 3, Counterspelling Focus 2, armored clothing(4/0), form fitting half body suit(4/1) all armor modified for size.

**Spells:** Manabolt, Increase Reaction, Decrease Attribute (Willpower), Chaotic World and Physical Barrier.

**Bound Spirits:** Spirit of Beasts x2 (force5)



INCOMING FEED.....

### DR. HAYDEN CAGE

Became a doctor late in life after serving as a paramedic for almost two decades. Wanting to get away from the bloodshed on the streets, Dr. Cage went into private practice specializing in fertility and DNA testing. He was discreet and went out of his way helping certain corporate patients. He made house calls and after hours consults for these special clients. It was during this time he met a young Ms. Vittoria, confirmed her pregnancy, and performed DNA testing for her. He did not realize the significance of this job until he caught a report on the news showing Damien Knight attending a local fund raiser, and there was Dominique close by, her eyes locked lovingly on the speaking Mr. Knight.

Doc Cage would have taken his assumptions to the grave had it not been for the Matrix crash. He just happened to be online that day performing a virtual procedure in another city. The crash left him broken with missing bits of memory and an overwhelming sense of paranoia. Diagnosed with AIPS, he drifted to the east coast. A broke and broken man, he eked out a living doing street medicine in Terminal. In one of his darker moods, he had locked himself up in his squat and just happened to see a MeFeed. Sid's words struck a chord in the good doctor. He decided he wanted to help, wanted to make a difference again. To strike back against those he blamed for his condition.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	2	3	4	5(8)	3	5.4	7	1	8/6	10

**Skills:** Cybertechnology 5, First Aid 5, Medicine 5, Pistols 2, Perception 2.

**Qualities:** Natural Immunity(Neuro-Stun)

**Augmentations:** Cerebral booster (3)

**Gear:** K-10(1 dose), Neuro-Stun grenade(x12), armored vest(6/4) and helmet(2/2).

**Weapons:** Colt America L36 [Light Pistol, 4P, 11(c), w/one clip of regular ammo.]

### DOMINIQUE VITTORIA

Intense, focused, and domineering, Dominique is a woman used to getting what she wants. She used Isabelle's parentage to blackmail her way up the corporate ladder, and she will not let anything stand in her way, least of all a washed-up doctor and some psychotic Neo-Anarchist. The only thing she cares about other than her position and power is her daughter.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	3	3	2	6	5	4	5	6	8	1	5/2	0

**Skills:** Athletics Skill Group 2, Computer 4, Con 4, Data Search 4, Etiquette (Corporate) 6 (+2), Intimidation 4, Leadership 5, Negotiation 6, Pistols 4

**Augmentations:** (All betaware) attention coprocessor (3), math SPU and tailored pheromones(3)

**Gear:** Zoe Executive Suit, armored clothing (short jacket, skirt, blouse, 5/2), contacts (w/AR display, visual enhancement 3)

### ISABELLA "IZZY" VITTORIA

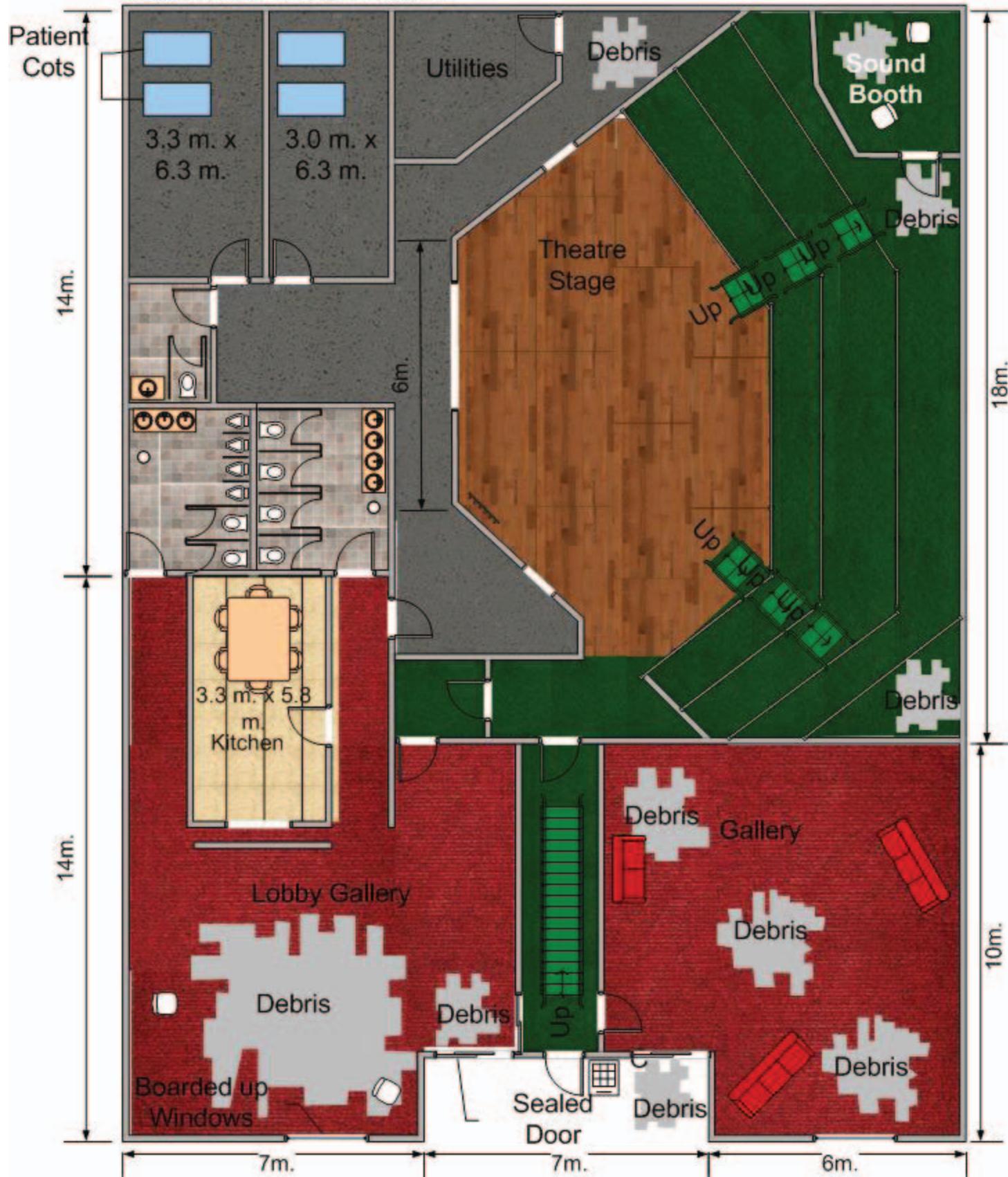
Recently celebrating her fourteenth birthday, Izzy is the spitting image of her mother albeit perhaps with her father's eyes. Grew up believing her father left the family before she was born, because he couldn't take her mother's success. She's a streetwise kid who hasn't spent much time on a "real" street. Raised by nannies and security guards for the most part, Izzy can play the part of a lady as well as win at a hand of poker. While not as ruthless or driven as her mother, she's been forced to quickly become an excellent negotiator in dealing with her. Her mother recognizing her talents and perhaps wanting to live vicariously through her daughter, has paid exuberant sums to get Izzy the best 'ware that will give her an edge. The kind of edge Dominique never had.

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

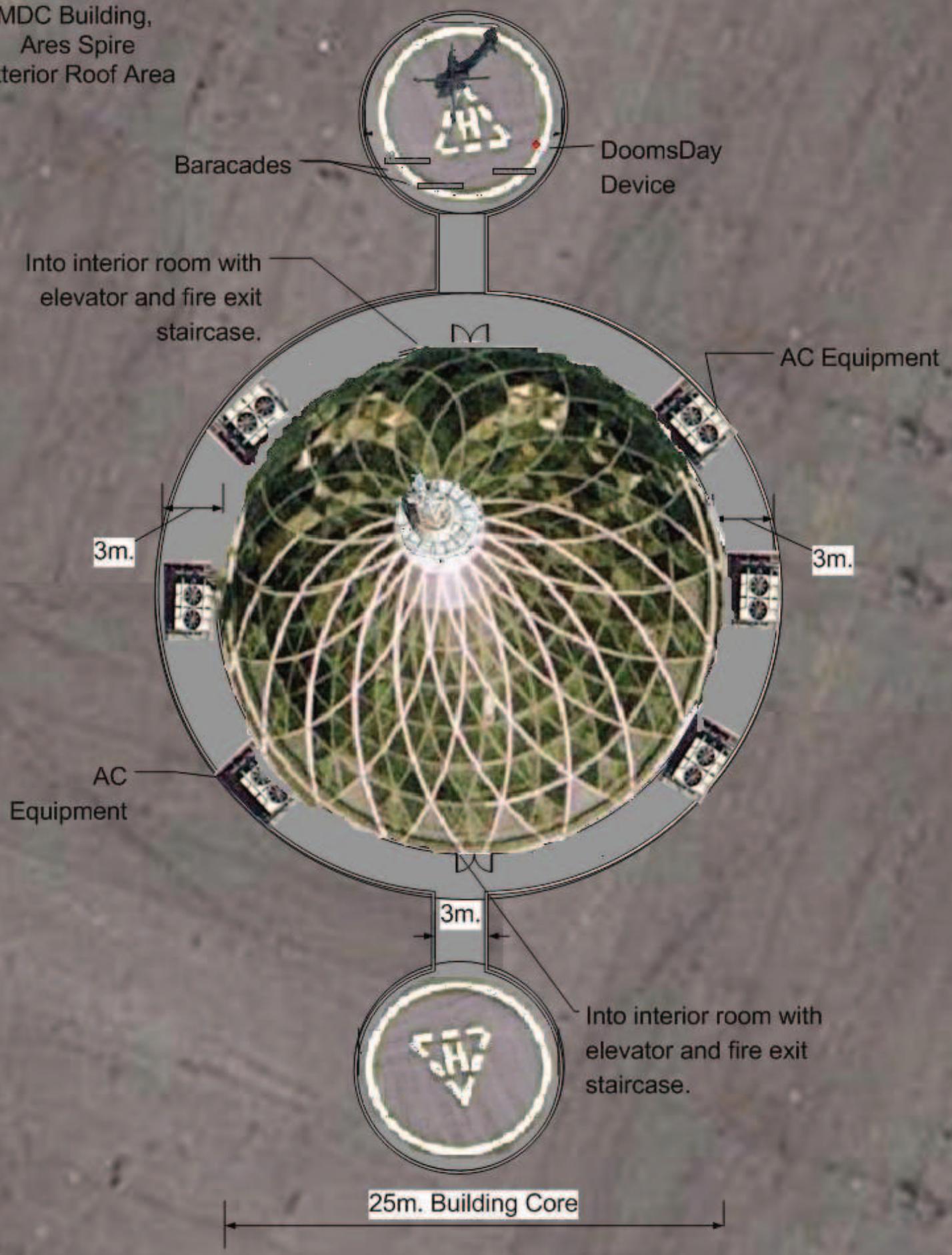
**Skills:** Computer 3, Etiquette 3, Intimidation 3, Leadership 2, Negotiation (Bargaining) 2 (+2)

**Gear:** Ares high school uniform (blue and red blouse and skirt).

## Green Room 1 Green Room 2



MDC Building,  
Ares Spire  
Exterior Roof Area



# SHADOWRUN

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

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

## PERSONAL INFO

### **SRM03-12 Elevator Ride to Hell**

Because sometimes a handbasket isn't big enough!

- 1. GREEN       4. VETERAN
- 2. STREETWISE       5. ELITE
- 3. PROFESSIONAL       6. PRIME

## TABLE LEVEL

- Izzy Vittoria survived
- Dominique Vittoria survived
- Sid stopped
- Doomsday Device stopped
- Doomsday Device launched

## SYNOPSIS

## MISSION RESULTS

Character Improvement	Karma Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- NYPD, Incorporated
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Corporation
- Spinrad Industries
- TransOrbital
- Neo-Anarchists

## TEAM MEMBERS

## AFFILIATIONS

## ADVANCEMENT

Previous Available \_\_\_\_\_

Street Cred \_\_\_\_\_

Earned \_\_\_\_\_

Notoriety \_\_\_\_\_

Spent \_\_\_\_\_

Public Awareness \_\_\_\_\_

Remaining Available \_\_\_\_\_

New Career Total \_\_\_\_\_

## KARMA

## REPUTATION

Previous Available \_\_\_\_\_ ¥

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

Earned \_\_\_\_\_ ¥

\_\_\_\_\_

Spent \_\_\_\_\_ ¥

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

Remaining \_\_\_\_\_ ¥

\_\_\_\_\_

## NUYEN

## VALIDATION

## CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG .....

