

For Whom the Bell Tolls

In the corporate world, fights are not only in boardrooms, but in the streets. What if the future of an entire company were held in the hands of a team of shadowrunners?

For Whom the Bell Tolls is the final adventure in the Rose Croix series for the Shadowrun game system and the Shadowrun Missions campaign setting. It is designed for all characters. For use with Shadowrun, Third Edition $^{\text{TM}}$





A Savior?	3
INTRODUCTION	4
Preparing the Adventures	4
Adventure Structure	4
Gamemastering the Adventure	4
General Adventure Rules	
Non-Player Characters	5
Campaign Background	
ADVENTURE BACKGROUND	6
PLOT SYNOPSIS	6
FOR WHOM THE BELL TOLLS	7
Dirty Business Opportunity	7
Hitting in the Dark	8
Job's done?	10
Job's done? Reversal of fortunes	
Reversal of fortunes	10
	10 12
Reversal of fortunesAn Empire Crumbling	10 12 14
Reversal of fortunes An Empire Crumbling Picking up the pieces	10 12 14
Reversal of fortunes	10 12 14 15

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A Savior?

Garrett Walsh was preparing for a meeting with his board of directors. In two weeks, the third quarter plan was to be presented to the executive branch of DocWagon. The Atlanta headquarters had been expressing serious concerns about the Seattle franchise.

Recent events had generated bad publicity for the Seattle operation, and the whole corporation was beginning to feel it. Walsh was dreading the scheduled meeting, because he knew that a very solid plan had to be presented. Usually, bringing bad news was paired with explanations about the current economic situation, asset value fluctuation, legal battles and such. This time, the enemy had a name: Rose Croix. The competing corporation had managed to force him to fight on a field where he wasn't comfortable – the shadows.

The last time he tried hiring shadowrunners, things went poorly. He'd lost a trusted exec, and worse yet, a news story broke that DocWagon was suspected of organ harvesting. To top that, DocWagon Seattle's latest business venture, the Griffin Biotech complex in Everett, seemed to have gathered too much attention. He'd begun to feel that the price was too high to pay for the probable return.

If only Michael Davenport, their late COO was still around. For once, his style could have truly helped the corporation.

Walsh entered the meeting room. He was in shock when he saw an intruder with his four trusted directors. The fifth man was in the room, silent and solemn.

Craig Gillespie, his CFO, took the lead. "Mister Walsh, this gentleman goes by Saint James. He contacted us with a possible solution for our problems. Please, have a seat".

Walsh never liked to use consultants to solve his problems. At the same time, he didn't want to bring bad news to Atlanta. He sat down, and reluctantly listened to what the mystery man had to offer.

INTRODUCTION

For Whom the Bell Tolls is a Shadowrun Missions campaign adventure. It is the final adventure in the Rose Croix story arc. This is only the adventure portion of For Whom the Bell Tolls – the maps, player handouts, sample characters, and other playing aids are included in SRM01-09B, For Whom the Bell Tolls Playing Aids.

Preparing the Adventures

For Whom the Bell Tolls is intended for use with Shadowrun, Third Edition, and all character and rules information refers to the third edition of the Shadowrun rules. The Shadowrun Gamemaster Screen is a recommended resource, since it contains all of the necessary tables organized for easy reference and is accompanied by the Critters book, which provides more detailed information on the abilities of various paranormal creatures and spirits. Also, Mr. Johnson's Little Black Book contains quick resolution rules for matrix runs and vehicle combat, as well as rules for reputation.

Other books that gamemasters may find useful in running the adventure including the following:

- Magic in the Shadows, which presents advanced magic rules for Shadowrun. A number of the encounters in this scenario involve powerful magic, so these rules may be useful.
- *New Seattle* provides an overview of the Seattle Metroplex during the 2060s, including the downtown area where this scenario takes place. Gamemasters may find this a useful reference for background information on this area.
- The *Sprawl Survival Guide* contains valuable background information about daily life in the 2060s.

Gamemasters may also want access to the other advanced rulebooks of *Shadowrun*: *Man & Machine* (cyberware, bioware and other implants), *Magic in the Shadows (magic)*, *Matrix* (decking and computers), *Rigger 3* (vehicles and drones) and *Cannon Companion* (weapons and gear). These books are useful, but not necessary, for running *For Whom the Bell Tolls* once you are familiar with any gear or abilities used within this adventure.

Adventure Structure

For Whom the Bell Tolls consists of several scenarios. Some of these 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 scenario and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scenario 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.

What's up, chummer? provides a quick synopsis of the scenario's action, allowing you to get a feel for the encounter at a glance.

Tell it to Them Straight is to be read aloud to the players, describing what their characters experience upon entering the scenario. 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 scenario by different means or under different circumstances than the text assumes.

Hooks describes the mood and helps set the stage for the encounter, pointing out different "staging tips" for the gamemaster to help make the scene come alive for the players. It also points out different plot twists or hidden things in the encounter the character might not notice right away.

Behind the scenes covers the bulk of the scenario, 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 necessary descriptions of important items, and so on.

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 scenario to liven it up, if need be.

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 any major problems and offer suggestions for dealing with them.

Gamemastering the Adventure

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Follow your own personal 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. Most *Shadowrun Missions* adventures are designed to run in a standard four to five hour convention time slot. 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" (see below). This section offers some guidelines you may find useful in preparing to run *For Whom the Bell Tolls* (or any *Shadowrun Missions* adventure).

The adventure is written with the intent of challenging, but not overwhelming, new *Shadowrun* players. The basic main fields of expertise – combat, negotiation, magic, rigging and the Matrix – are all covered to some degree.

Because *Shadowrun Missions* covers a wide range of players, there is a good chance of having teams lacking in some of those areas of expertise. You should take this into account when running *For Whom the Bell Tolls*, and avoid situations where a group may be lacking.

Step One: Read The Adventure

Carefully read the adventure from beginning to end. This gives you a complete overview of the whole series and how events in the early scenes flow in to the later ones on up to the finale. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step Two: 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 Three: Know The Characters

Prior to the start of the adventure, examine the characters' 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 scenarios if such a dynamic has been included.

Step Four: 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, Third Edition (SR3) and various sourcebooks for the game. In addition, there are some "house rules" which the campaign uses to govern various aspects of the game, accounting for character advancement, and metagaming activities. Standard rules such as success tests, the Rules of One and Six, Perception Tests, Negotiation Tests and other common mechanics are described in SR3 and are not repeated in this adventure. Special rules regarding the Shadowrun Missions campaign can be found online and downloaded for your convenience.

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 scenarios and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

All NPCs are given Karma Pool (p. 246, *SR3*) and Professional Rating (p. 248, *SR3*) to help level them out against player characters. Note that some NPCs may have a variable Karma Pool or other attributes or abilities based on the composition of the team.

Campaign Background

For Whom the Bell Tolls is the final adventure in the Rose Croix story arc. Hopefully, most characters have also played other SRM01 series adventures prior to this one.

Walter Broward (formerly known as Michael Davenport) has been called the next Damien Knight. His meteoric rise in DocWagon Seattle hit a glass ceiling when he became Chief Operations Officer – no matter what he proposed to grow the business, it seemed that the shortsightedness of the company's CEO would overrule him. After much soul searching, he decided to go it alone and hatched an elaborate plan. First, he hired two teams of shadowrunners – one to extract him from the clutches of DocWagon, and one as a diversion that would make an "assassination" look believable.

After returning from the Caribbean League with cosmetic surgery, he set about establishing his empire. He'd decided to compete directly against DocWagon as Rose Croix, a biomedical technology company that would provide medical services, as well as bid on contracts that DocWagon would never touch. In order to speed DocWagon's fall, Broward executed a chess match of shadowruns that would weaken the de facto heavyweight while strengthening Rose Croix.

The first move was against the vault, a secure facility where DocWagon stored tissue samples, full cloned bodies, and donor organs for their customers. The facility was also the main center for vat-grown tissue development. Shadowrunners acting on Broward's behalf entered this facility and made off with some of the higher profile clones, and some tissue samples as well. The rest of the organs and tissues were destroyed, leaving DocWagon Seattle seriously crippled. Many of their Platinum contracts shifted over to Rose Croix.

Next, Rose Croix hired shadowrunners to organize a campaign of shearing against DocWagon. With their organ vaults empty, DocWagon hired a team to perform some organ theft on a low-life community. Rose Croix used this to their advantage and DocWagon's reputation took a serious hit.

However Rose Croix sudden rise to fame had it's cost. An oversight in an employee background check made for a near disaster in the Caring Gardens Asylum.

In the meantime, a series of hits on the Griffin Biotechnologies complex in Everett have started to irritate DocWagon, one of its main investors. Rose Croix has been linked to these acts, and DocWagon is now ready to stop the war in the Seattle market once and for all.

ADVENTURE BACKGROUND

Rose Croix aggressiveness and opportunism has struck a massive blow to Seattle's DocWagon branch. At this rate, the company could easily disappear in the next few months. DocWagon has tried to stop this through legal means, but Rose Croix has acted too skilfully to apprehend through legal action. Economically, Rose Croix deserves its reputation in its financial business.

Its CEO, Dr. Walter Broward, announced recently that in the next month Rose Croix will hold their Initial Public Offering. Investors are already drooling over this. If Rose Croix can maintain their recent growth, there will be a substantial short to mid-term return on investment.

The latest series of shadowruns against DocWagon have raised questions about Rose Croix. Fortunately, shareholders don't care too much about how a company can make its money. At least as long as their reputations aren't touched.

Walter Broward knows that he must be calm in the coming months. His various shadowrunning teams and good investments have given him a comfortable position in Seattle's market. With the results obtained the last time DocWagon hired shadowrunners, he knows that all he has to do in the next month is to be patient, generate a subtle but efficient marketing and wait for the flock of investors to cash in on his success. Consequently, shadowruns have been on hold.

A fixer named Saint James, one of Broward's favourite allies, eventually realized that the stream of contracts from his regular Mr. Johnson has dried up. He made the link with the upcoming IPO, and understood that his client was laying low until then. He's a smart man, and decided to use this knowledge for himself.

With a few well-placed calls, he managed to get in touch with DocWagon Seattle's top executives. He gave them the low down and proposed a way to trap Rose Croix. DocWagon reluctantly accepted the proposal. Saint James was given carte blanche to lay an intricate web to catch Rose Croix redhanded.

He received the keys to an important, but not crucial deposit in the city. A quick call was then made to Walter Broward to offer him the opportunity to patronize an elementary but lucrative run against DocWagon. Broward agreed, not realizing that DocWagon would use this opportunity to engineer a hostile takeover.

FOR WHOM THE BELL TOLLS

PLOT SYNOPSIS

Saint James's plan is fairly straightforward. He wants to provide DocWagon with photographic evidence of Rose Croix's exploits. DocWagon can then use this evidence to leverage a contract buy out or a lawsuit in the Corporate Court against Rose Croix.

The 'runners are patsies in the first part. They make a Rose Croix sponsored run against a DocWagon warehouse. The entire run goes smoothly, but is captured on film.

After "completing the 'run", they're contacted by Saint James. He hires them to work security on a private meeting between the DocWagon Seattle CEO and the Walter Broward. During this meeting, the PCs will have an opportunity to control the fate of Rose Croix.

Dirty Business Opportunity

What's up, Chummer?

Saint-James doesn't want to have too much implication in this story, so he arranges a conference call with the runners. Walter Broward contacts them for an urgent run.

Tell it to Them Straight

Drek! You had just managed to close an eye. Who could call you at 4A.M.? *Better be something good*, you think. In a part drowsy, part angry voice, you let go a "What?!". You hear other voices on the line let out similar mutters.

It's a conference call with a Johnson and other runners. Your caller starts talking in an excited but firm voice. 'Good morning. This is Walter Broward, Rose Croix CEO. I'm sorry to wake you, but I need a quick response team. You surely know about my generosity to compensate for runs. Well, tonight is the night that I'm ready to open my purse wider since I require immediate action. Urgent sabotage. Who's in?'

<After they agree to learn more>

It's an easy run, but it requires a faster execution than most. A power failure has hit a DocWagon supply depot. Security there is minimal at the moment. I need you to go there and destroy all goods stored there. I don't care what you do with it. I just want it to be destroyed at once. I don't have time to send you any equipment, so you'll have to find your own means to do it. All I'll provide you is a paycheck of

20,000¥ each once it's done. Security there is minimal, so be quick before reinforcements arrive!

Once I have your agreement, I'll send you the coordinates and a map of the building. I have very little time for questions, every minute spent on the phone is a minute more for DocWagon troops have time to arrive, or worse yet, for the power to come back. I want absolutely no witnesses or leads. Use of lethal force is perfectly acceptable. I'll leave you a number to contact me once the job's done. Are you ready?

Hooks

The first part of this scenario is meant to be a high-adrenaline run. There is no time to think at all, they have to act fast. Broward wants immediate action. Show this by making him impatient if the runners are wishy-washy or ask too many questions. Be prompt. Show them that the situation is all in their hands. The only constraint is time. The pressure must be very high. It's an "act now" mission.

Behind the scenes

After the moment they accept, the runners get an electronic copy of the floor plan (**Handout One**) and an address, located in the southern part of Downtown Seattle, in an old industrial district called the Duwamish industrial area. Hand them the appropriate map from the player aids. Broward can answer some very basic questions, but he can't tell much more. Saint James contacted him a few minutes before he called the runners, so Broward will have very few details. Due to the short time span, he won't negotiate. The compensation is already excellent.

He will answer the following questions, as long as the delay isn't too long. For everything else, he has no idea or no time to elaborate.

- What kind of defense can be expected?

Security guards are very probable. Threat level is hard to guess. Since this is a hit and run mission. Magic defense is possible but improbable. Matrix defense is irrelevant since the entire power grid there is down and there's no alternative power source.

- What is kept in this depot?

Medical equipment

- What is the time frame?

Act as soon as possible. The more time passes, the greater the chances of failure.

After this, Broward will wish them good luck and he'll hang up. They can continue on the conference call and make the necessary preparations.

Pushing the envelope

If the runners try too much to pull the sleeve in their direction, warn them that any shadowrunning team could do such a simple task. Explain that Broward called them first because of their reputation. Allocation of funds at the last moment is tough to get, so they'll have to get along with that.

Debugging

The runners might refuse the run. If they do, the scenario isn't necessarily over. Broward will hire another team. You can move to the second part of the scenario, the meeting supervision. Saint-James will offer them the run. Some modifications will be necessary however. If they refuse the run, proceed to **Job's Done.**

Hitting in the Dark

What's up, Chummer?

The runners do the thunder strike at the DocWagon warehouse. The building has no power, so it's pitch black there. Security is minimal, unorganized, and panicked. This is the very definition of a milk run.

Tell it to Them Straight

You spot the features of your fellows for the run in the dark. A little nod serves as a first greeting. This section of downtown is a heavily industrial area and is busy during the day, but a dead area at night. With no nearby residential areas, this is a perfectly isolated spot. You grab your gear, and meet the rest of your partners. Time to test DocWagon's emergency measures.

Hooks

This scene gives total freedom to the 'runners. There are very few constraints, so they should have fun. The difficulty level is just enough to give the PCs an interesting challenge. If the team is more interested in stealth, arrange the challenge as such. If the runners want total carnage, let them have it. This is the "beer and pretzels" part of the scenario.

The description in this area is deliberately vague. There are many ways to do this run. Adapt to the players' styles, and give them what they want. However, take note that this part doesn't take more than half of your allowed time. If they take too much time, pressure them into finishing quickly. Don't hesitate to work in elements to make sure that you aren't taking too long.

Behind the scenes

The run is a lure against Rose Croix. Everything here is a set up. Saint James, knowing how shadowrunners work, has betrayed Rose Croix, and sold his services to their competitors. Saint James knows this is a risky move, because shadowrunners are very unpredictable in nature. He's ready to take the risk, and DocWagon is as well. They didn't take the time to plan for every possibility. But, in the end, their goal is simple for this part of the plan: Get visual proof that shadowrunners were hired to do a hit on DocWagon. The following sections will explain the setup established by Saint James and DocWagon.

The Warehouse

The warehouse was used a lot in the DocWagon Seattle branch inception, but with recent years and with growth, it has become too small for their operations. For about eight years, the warehouse has been used for stocking ambulance equipment. Because this is one of the main focuses of DocWagon, Rose Croix wants to put a stick in DocWagon's wheels.

However, DocWagon has already removed their most valuable equipment. Consequently, the warehouse is only stocked to 25% capacity. To keep credibility, there is still lot of material, worth about 100,000¥. It's mostly bandages, syringes, disinfectant, blankets and clothing. There's nothing explosive, but everything will burn.

The crates are made of cardboard. They have been organized to allow for easy filming of the shadowrun. The boxes are heavy, but a regular strength (5) roll will be enough to lift one manually. 2 propane-powered forklifts are in the room.

There are 2 entrances to the warehouse: the cargo bay and the main door. Both are closed, but the front door is unlocked. The front door is used for normal employee and visitor entrance. The cargo bay door is used for loading equipment and usual deliveries, but without electricity it can't be opened. Both doors are made of steel and have a barrier rating of 8. The walls of the warehouse are made of concrete and steel covering. Their barrier rating is 10. The building is 20 feet high and only has windows for the office area, as indicated on the maps.

The Surroundings

The Duwamish industrial area was a much busier area in the previous century. These days, it's used mostly for low-cost warehousing. It's located in the South Seattle, north of the Sea-Tac area. The various buildings are all similar in the immediate area of the warehouse. It's considered low-class, and has a "D" security rating, so Lone Star presence is very

rare. For the duration of the run, there won't be any external witnesses, and the runners shouldn't meet anyone other than the token DocWagon security.

Electricity

Saint James' plan required a power shortage for the building. This was done by sabotaging a nearby electrical transformer. The result is that 6 buildings are currently completely disconnected from the electrical network. 3 of them are unused, and the other 2 are rarely accessed warehouses. It will take some time before the authorities are even aware of the situation.

If a runner with electrical skills searches the area to examine the electrical network, let him make a roll of the appropriate skill with TN 5 to let him find the transformer. It is encased in a steel box, at ground level. A perception (5) roll will show that the box has been recently opened, and a second electrical background (4) roll will point that there has been a sabotage in the transformer, and that only a Gaeatronics technician has the necessary equipment to replace one.

Every electrical device in the warehouse is unusable. This includes the telecom, the 2 computers, the maglock locking the front door, the lighting and the system required to open the loading bay door. The place is totally isolated from the Matrix. The 2 computers have had their memory completely wiped.

The Observation Equipment

There are 8 cameras inside the building. Each one is battery powered and has enough power to film all 'runner activity. They are installed in the steel railings used for ceiling support. They emit no light and heat and are very small. A perception (18) roll, made by an actively searching character, would be necessary to notice one. They are remote controlled and each of them immediately transmits images captured over radio waves. A technician located in a nearby van records the images and retransmits them to Saint James and the DocWagon executives. They are set up so they can catch all the action inside the building. Two cameras have been set up outside in case the 'runners try to demolish the building.

The security

Saint James has used a mix of mercenaries and DocWagon employees to act as security.

The mercenaries are low-grade fighters dressed in DocWagon security guard uniforms. They have been hired to act as security officers. They have been on the night shift for three days and have no idea of Saint James' plan. They are SINless and are very happy to have a decent paying job. They didn't know about the power outage and were initially trapped inside. They are currently scared, and were relieved when two

DocWagon security guards arrived to assist them. They will fight well enough to make sure they get paid, but will try to flee before they'll put their lives on the line. There are **two** mercenaries for each runner in the team.

A team of two HTR team members has been assigned to supervise the power outage. They also don't know about the plan. DocWagon is well aware that odds are good that they might lose these employees, but they've accepted the risk. The two agents will be in contact via commlink with their dispatch office. The HTR team members have been assigned to support the other security guards in the building. They have parked their van, a modified Ares Citymaster, in front of the building and stormed in. They aren't used to working with inhouse security agents and won't really care about the other agents. They will give orders to the mercenaries if needed. The command center can give orders based not only on the guard reports, but also based on the camera input.

Pushing the envelope

This scene is intended to take roughly half of your game session time. If the challenge is way too easy for your team, feel free to add another HTR team or two. Keep in mind that this encounter is intended to be challenging but not deadly. DocWagon wants the runners alive for the second part of their plans.

Debugging

Combat can be very fast or very slow, depending on various factors. However this scene shouldn't take too long. If things are stalling, make things evolve by making the mercenaries lose their nerve and try to escape. Also use their professional rating at the right level. Even the HTR team has its limits. They will surrender if they feel overwhelmed. Except for the HTR team, the fight should be very simple however.

A possible problem would be if the runners lack imagination on how to destroy the wares. Usually, every team of runners is very creative when destruction is involved, but it's possible that your team don't manage to find a way to do it. If that's the case, don't hesitate to give them hints, or add things that aren't written in the scenario to help them do this. This scene is supposed to be there to let the players have fun, so feel free to alter the elements to make it so.

There is a small but realistic possibility that a player figures out that things aren't right. If that's the case, have the guards switch from defense to offense. The runners will have to react, and then DocWagon will be able to film the necessary elements needed for their proof.

Job's done?

What's up, Chummer?

The runners are ready to contact Broward and get their paycheck. Is this already over? Not really. Saint James has plans for them.

Tell it to Them Straight

You dial the number you received and contact Walter Broward. A very enthusiast voice answers you. "The job's done? Excellent. I'm sorry again for the disturbance at this late hour, but this was necessary. I'll make sure the job has been completed according to our agreement, and the payment is yours. Thanks again, and I hope to have a chance to work with you again in the future, my friend." The phone disconnects. Job's done.

Hooks

This is a very simple, but challenging scene. You have a complicated job to do: make the players feel like they indeed did the job in a much faster way than they thought. The players should be looking at their watches, thinking "what? That's all?"

Behind the scenes

Do the usual debriefing you do after a mission. Congratulate the players for their work, and announce them that the runners return back to home and learn that the 20,000¥ is received. Act like you're looking for the Debriefing logs and adding up Karma, then read them the following section:

What's the best way to conclude a perfect run like that? A good night's sleep! You prepare for a well-deserved day of sleep and lay down. And what's the worst way to make a runner angry? Wake him up 2 hours after he comes back from a run! You pick up the phone, but hesitate before you throw it at the wall. You recognize a familiar voice. British. Saint James, the fixer. "Good morning lad. You dropped a tooth yesterday and the fairy is ready to pay you back for it. You lost something precious, but I can make you get something valuable in exchange. Bring your little self to the base of the Space Needle at 4 PM. I don't think I need to give you instructions on how to find it. Cheers!"

Debugging

The dangerous part of this scene is if players clean up their stuff too quickly, thinking the scenario is indeed over. If you see any signs that the players are thinking this is over, accelerate the pace and get their attention back.

If the runners never met Saint James before, inform them that they've already heard that name. He's a rising star in the shadows. He's the kind of fixer most runners are glad to have to work for.

The part about the tooth dropping will obviously puzzle the runners. They might feel that they have not enough information to go to the meeting, or that they don't trust Saint James. If it's the case, make him call them back again, this time telling them very aggressively that they were screwed on their last assignment and that their reputation is on the line. He wants to do business with them and he's got an offer for them. If this doesn't work, tell the players that if they want to witness the end of the story arc, they'll have to go.

Reversal of fortunes

What's up, Chummer?

The runners meet Saint James and his DocWagon partners. They have an offer to make, half business, half blackmail. The darker side of Saint James's business ethics is revealed and the runners finally learn the full story.

Tell it to Them Straight

It's normally part of the landscape, but you can't ignore the beauty of the Space Needle, especially it's dominating aspect when you're standing at its base. You meet your partners from yesterday's run. They all seem very tired, just like you. And confused. Saint James has brought lots of questions in your mind, and you want answers.

Let the runners discuss the situation together for a few moments. When it seems appropriate, continue to the next part.

A black limousine accompanied by two black SUVs pulls up next to you. A door opens and Saint James exits. "Good day. I invite you to enter the limo and meet your new business partners." You're impressed by the high class accommodations used just to pick you up. You hesitate, then enter the car. Saint James enters last and closes the door. The limo starts moving. What is going on, you wonder.

There are 3 other men in the car. They are dressed in tres chic clothing, the latest corporate fashion. One of the men

starts talking in a very crisp English accent. "I'm Craig Gillespie, Chief Financial Officer at DocWagon Seattle. The winds have turned, and it's time to get things back on track. Your hands are stained in blood, but not ours. We offer you the chance to redeem yourselves. This will be our one and only offer. Accept or you'll be eradicated. Saint James, please continue."

"Lads, as you may know I take care of my 'runners. Finding good people is a complex process in Seattle with all the strong competition. You're my best prospects and I don't want to lose you. I received an interesting business opportunity from DocWagon and I'm sure you'll appreciate it too. I've worked for Rose Croix before, but I believe that the winds are changing. I suggest you jump that ship before it sinks."

"With yesterday's run, Rose Croix made their last mistake. The bad thing is that you're the cause of it, but we all know that you were only doing your business. The run was a set-up, a trap, to which Rose Croix fell prey. This was my idea. Great isn't it?"

"So, now you and Rose Croix have been caught redhanded, but only you have the chance to erase everything. Tonight, these men will meet Walter Broward and let him sign his death warrant. We'll need your help to supervise the meeting in case Broward pulls a trick out of his pockets. Your mission is simple: Make sure Broward signs the contract. After, you're free to go. A 15,000¥ compensation will be awarded to each, and more importantly, a complete erasure of your dossier at DocWagon. Everything you have done against them will be erased, and you'll be ready for a fresh new start, this time on the right side of the track. How does that sound?"

Hooks

This is supposed to be an uncomfortable scene. 'Runners don't like to be forced into a situation, and it's clearly the case here. They will probably figure out that they have been played. The pressure is on them, so be firm when talking to them. The DocWagon executives are deadly serious. They want all the trouble to stop, and they don't like working with runners but will be honest with them. On the other hand, Saint James reputation toward the runners has been stained. He's proud of having made a great hit like that and will pride himself with it. He will be arrogant, but is trying to be comforting.

Behind the scenes

The runners are presented their mission from Saint James. Their work will be to act as bodyguards during a meeting

between Walter Broward and Garrett Walsh, DocWagon's chief executive officer of the Seattle's branch. It will be held at 6 PM in the restaurant "Selenium", in downtown Seattle. The restaurant will be closed to the public during the meeting, and an agreement with the security services will allow the runners to enter the place 15 minutes before Broward arrives. All they have to do is to make sure that Broward signs the contract. So they'll have to make him cooperate if needed, and prevent any external disturbances. Once the deal is signed, they must make sure that the contract is back in the same limousine they are currently in. Saint James and the other DocWagon executives will be waiting here. At the arrival of the contract, they will be paid 15,000¥ in certified credsticks. This price is not negotiable. So the summary of the mission is: enter the restaurant, make sure Broward signs the contract, bring the contract to the limo. Once this basic presentation is done, Saint James will ask the runners if they have any questions.

Here are the answers to a couple of questions the runners might have :

Can we use force or magic to make sure he signs the deal?

They'd prefer not. They don't want any possible legal problems with the consequences. However, they will tolerate any form of persuasion as long as it's reasonable. In the case that it's necessary, they'll have to be discreet and efficient. Also, keeping the restaurant in good state is essential.

What is the opposition expected?

Unknown. They don't know what Walter Broward could be hiding in his bag of tricks.

What is the security present in the surroundings?

As an AAA area, Lone Star will be very prompt to answer in case of a problem. They can shut down the place very quickly if an alert is launched, so efficiency is necessary. A PANICBUTTON terminal is available, but the personnel inside have been asked to not use it unless their life is in danger. A weapons detector is present on the entrance. There are 3 security cameras that cover the restaurant, and their feed is sent to the central security office in 1st floor. In case there's a decker in the team, they can manage to get a temporary security access to the network so they can supervise the meeting.

Who will be present in the restaurant during the meeting?

12 employees from the restaurant staff will be waiting in the kitchen, waiting for the meeting to end so they can reopen the restaurant. There will be no patrons at all. The only other

people present will be the runners themselves, Walter Broward and Garrett Walsh.

Is there a way we can get in touch during the mission?

Saint James will be able to talk with the team with a radio commlink. He should not intervene, but will be present if a question arises during the operation.

Why should we help DocWagon?

Because it's that or they disappear from the scene just like Rose Croix will do. Broward made some serious mistakes and there is plenty of evidence to link him to the runners. This publicity would be bad for their reputation, and DocWagon is offering them a chance for redemption.

What is the contract?

It's the death warrant of Rose Croix. Essentially, the contract is a low-balled buyout agreement that they'll be signing to avoid a messy fight in the Corporate Court.

Why not hire more neutral bodyguards?

This question will not be answered.

Once the meeting is done, Saint James will signal the driver that they are done and will bring back the runners to the Space Needle. They are asked to come at 5:30 PM to Selenium's address. The same limo will be there waiting for them to start the run. Until then, the runners are free to do legwork or preparations.

Debugging

The main problem in this scene is if the runners decide to back off. Runners usually don't like to be pushed into a deal. If that's the case, Saint James will be very aggressive toward them and won't hesitate to throw insults, but he won't prevent them from leaving. If Saint James' diplomatic speech doesn't work, Craig Gillespie will stop Saint James and tell them clearly how the situation the following the IPO of Rose Croix shares and the negative impact the recent shadowruns will have on Rose Croix. Rose Croix fell into a trap, and it won't survive. Also DocWagon has evidence against the runners, and it's in their best interest to cooperate. If with all that the runners still want out, the scenario is over, but DocWagon will still succeed in getting the contract signed.

An Empire Crumbling

What's up, Chummer?

The runners supervise the meeting between DocWagon and Rose Croix. Walter Broward prepared himself by having a team of mercenaries ready to intervene, but Garrett Walsh quickly realizes that this is in fact Micheal Davenport, his old business partner. The runners are faced with a dilemma: Who they should help?

Tell it to Them Straight

Being in corporate Seattle in full day's light isn't something shadowrunners usually like... The frequent Lone Star patrols and the throngs of corporate sararimen leaving their jobs particularly irritates you. You're ready to conclude this deal and to forget the past 24 hours. And to finally get some sleep...

You make your way to the limousine, parked in front of the skyscraper hiding Selenium. Saint James greets you, martini in hand, and welcomes you inside the car. You can immediately feel the pressure of the moment when you see the DocWagon executives. Based on their look, they are anxiously awaiting this meeting. "Okay, lads, time to put yourselves to work. Here are your microphones, so we can keep in touch. You'll follow Mr. Garrett Walsh here inside the restaurant. And then it's up to you. I don't want to see your little faces until I get the contract signed. Now get ready!" Garrett Walsh gets out of the limousine, and closes it's door. He throws a quick glance to you, and starts walking to the inside of the building. His attention seems more directed to his briefcase. Once inside, you take the elevator up to Selenium. A host welcomes you and directs you into the main room. It's a very chic restaurant, with red and chrome design. This will be your playground.

Hooks

This scene's goal is to conclude the entire story arc. So the important thing is to deliver the punch. The ambiance of the scene should show that at any moment, something big could happen. The various elements of this scene should help convey the pressure that the various persons have at the moment. And if you don't have time or your runners have already got their share of danger in the scenario, feel free to skip the assault on the restaurant and just cover the essentials. The scene is really scripted, showing a "normal" course of events. But it's certain that the actions of your runners will make the flow change a bit. As long as the main story

elements are present, it will be ok to add or remove things from this scene.

Behind the scenes

Selenium is a high-class restaurant, and DocWagon managed to get it to close for an hour thanks to a connection and a pay-off. The employees of the restaurant (3 cooks, 4 waiters, 2 cook assistant, 1 barman, 1 host and 1 manager) have been asked to stay in the surroundings since the restaurant will reopen after the meeting. In the meantime, the host will stay at the entrance lobby and will tell customers that the restaurant will be open later. The other employees will either be waiting in a park nearby, or cleaning the kitchen. They have been instructed to absolutely not intervene during the meeting. The security of the restaurant has been reduced as well. The cameras covering the restaurant have been cut down, but the silent weapons detector in the restaurant entrance is still working. In case of an intrusion, an earbud in the host's ear will notify him that the person is carrying a gun. He has a similar microphone to the runners, so the host may warn them of an intrusion before it happens. There is a PANICBUTTON terminal inside the restaurant.

The employees will trigger an alarm only if they feel that things are getting out of hand. In this case, the security office of the building, held by Knight Errant, will intervene and secure the place. They are aware that an independent security force will be in place, and they have been asked to contact the DocWagon executive supervising the meeting in the limousine before taking action. If the team has a decker, he will get a temporary password, giving him access privilege to the slave nodes related to the restaurant. He'll be notified that every one of his actions will be logged and supervised. If the security thinks that the decker is abusing his privileges, they will attempt to cut down his privileges and force him out of the Matrix.

The meeting will be held at a booth table, on the side of the wall directly in front of the entrance doorway. Walsh will take his time before the meeting to set the table right for the meeting. He won't even talk to the runners.

Saint James supervises the operation and asks questions to the runners about the current situation over the commlinks. Once Walter Broward arrives, Saint James notifies everyone that the man is coming, and he's alone. Two minutes later, Broward enters the place, and is greeted by Walsh. You can have the runners make a perception (6) roll or a related psychology skill to notice that Broward seems surprised to see the runners, but it's Walsh that surprises him the most. Broward will look at the runners and will show his disgust by calling them sewers rats. Walsh counters that the runners are professionals who take care of business just like everyone, and

that he should not worry about that since it's not the worst thing that will happen to him today. He then invites him to have a seat at the table. Walter Broward will then subtly shake his fingers and do a money hand sign while looking at a runner. He's hoping that he can manage to get some help from the runners.

Walsh will present the contract to Broward. It's quite thick, about 20 pages. Broward will read each one of them very cautiously, and it will be obvious that this is not good news to him. He will regularly look at Walsh and throw coughed down insults. Walsh won't even react to them. After about 15 minutes, he will finish reading the contract, close it and say to Walsh, "I never thought that a weakling such as you would be able to do such a thing. Disgusting! However, I have my counter-proposal... Now." This is the signal for a team of mercenaries to intervene.

They have been waiting in an "out of service" elevator since shortly before Broward arrived here. He hired 3 mercenaries with whom he had a contact from a previous run. They have been asked to help him get out of the place if things go badly. At Broward's code phrase, the mercenaries open the elevator doors on the restaurant level. The host will try to warn them off, but a bullet in the head quickly silences him. Once they enter the restaurant, they'll most likely see the PCs before Broward. They came expecting opposition, so they'll open up a can of firefight at the earliest opportunity. Use the stats of the shadowrunners provided in **Cast of Shadows**.

As soon as the bullets start to fly, Walsh will wisely dive for cover. Unless there's an obvious opening to the exit, Broward will wait for his team to finish their work so that he can be extracted. If he manages to exit, he'll go down to the underground parking in the business and will leave once he thinks he's safe.

When the lead stops flying, Walsh will tell Broward to sign the contract at once. Broward later will sigh, and let out an exasperated, "Holy pig!"

Immediately, Walsh will ask "What did you say?"
Broward will shrug and sit down. He'll check a couple of pages of the contract and reluctantly say, "That's it. Rose Croix is yours. May you die young, fragger". He will then pull out a luxury blue pen from his coat.

At that moment, Walsh gets the confirmation of what he suspected. "Davenport?! That's the pen I gave you at your anniversary. And I know only one guy who would say that stupid holy pig line. So your assassination was all set up? You're the devil himself".

Davenport is now unmasked, and he would prefer this to not be known. He will then offer bluntly to the runners 100,000\foat\text{each} to let him get out of this. Walsh will counter

that they should ignore him, as his career is over anyway. He tells them that they'll never see the money.

The scene concludes based upon the runners actions. Ultimately, it depends on if they bring the signed contract back to the limousine or not.

Debugging

The confrontation with the runners shouldn't be a problem. If it becomes too dangerous, have a team of Knight Errant security guards enter and put down the opposition. They won't give any problems to the runners, but will ask that everyone leaves soon. For everything else in this scene, the main problem is that the runners will probably do something unexpected. One way or another, there should be one winner in this scenario: Rose Croix or DocWagon. And the goal of the scenario is to give the choice to the runners. It's very possible that the runners get very creative and find something you would never imagined. But as long as the story elements are presented, the story shouldn't derail too far.

In the event that a PC decker manages to identify the mercenaries and shut down the elevator, Broward will be warned. The mercenaries will attempt to over-ride the shutdown or get into the restaurant another way. This may set up quite a game of cat and mouse between the mercenaries and the PCs.

Picking up the pieces

What's up, Chummer?

The runners either come back with the contract, or allow Micheal Davenport to escape. Most likely, Saint James plan succeeded and DocWagon has managed to retake its place as the leader of the medical industry in Seattle.

Tell it to Them Straight

Ending 1: Saint James take the contract and look at the signature. "Ahhh, I knew I could trust you! You know, the shadows have it's own justice and that idiot learned it the hard way." He hands down the contract to the other DocWagon executives who give him a very convincing handshake. Saint James gets out of the limousine and hands you your certified credsticks. At the moment he closes the door, the car leaves with the prized contract. "Ah rats, they could at least have give me a lift... Anyway, let's forget all that over a round of drinks. This one's on me!"

Ending 2: You're on your way back to home, and all you can think about is how Micheal Davenport has managed

to trick everyone. And you hope that he won't forget you. But after a few days waiting for a call from him, you figure that you'd better keep looking for some other work. At least, your street rep is left untouched. DocWagon learned the hard way that you can't control shadowrunners.

Awarding karma

Award individual Karma according to the guidelines on p. 244, *SR3*. No more than THREE points of individual Karma may be awarded. This is a mission that has a great impact throughout corporate Seattle, and the shadowrunners business ethics should be awarded in consequence. Most of the award is based on monetary figures stemming from the level of success of the mission. Team Karma, therefore, is awarded solely based on the success or failure of the mission:

Destroy the items stored in the warehouse 1

Getting the acquisition contract signed 2 -OR-

Deliberately prevent the contract from being signed 1

Therefore, each character can earn a MAXIMUM of 6 Good Karma for this adventure, 3 from the adventure, plus an additional 3 for *exceptional* roleplaying, tactics, et cetera as outlined in *SR3*.

CAST OF SHADOWS

Some NPCs may be adjusted based on the composition of the player characters at the table. To reflect this adjustment, a value known as the Table Rating (TR) is used. The TR value can be used to increase the number of opponents, various attributes, skills, or pools, or whatever else is necessary to pose a challenge to the player characters.

The TR value can be determined by the predominate makeup of the table's characters, or by finding the average of all the characters by adding up their Total Career Good Karma and dividing by the number of players. Then consult the chart below to determine the class of the table based on where the average Karma fits.

The TR value is based on the following:

TR	Class	Karma Range
1	Green	0 - 19
2	Streetwise	20 - 49
3	Professional	50 - 89
4	Veteran	90 - 149
5	Elite	150 - 249
6	Prime Runner	250 +

If the characters have appropriated any gear, the fence value is shown for each item. This is the base price that a fixer or fence will offer for the item, which can be modified by standard Negotiation tests. Note that if characters desire to keep the gear, they do not need to annotate anything special on the Debriefing Log if it is something that can be readily purchased during character creation. Exceptions to this would be drones, vehicles, or other special/unusual items. Exceptional items will be listed already on the Debriefing Log for the GM to sign.

Note that these NPCs are NOT player characters and therefore may or may not conform to established character generation rules. GMs may feel free to add any skills, cyber/bioware, spells, talents, or gear necessary to advance the story. NPCs listed here are given the relevant skills and abilities to fit them to this adventure at the time of writing.

DocWagon Security Mercenaries

(2 for each runner)

B Q S C I W E R 5 4 4 2 3 3 6.0 3

Initiative: 3 + 1D6

Pools: Combat 4 Karma 2

Pro Rating: 2

Active Skills (Relevant):

Athletics 3, Stealth 4, Clubs 2, Pistols 4, Unarmed Combat 3

Knowledge Skills (Relevant): Mercenary Background 3 Cyber/Bioware: None

Talents/Abilities/Spells (Relevant):

None

Armor (0/0): None

Weapons: Fichetti Security 500 pistol (SA, 6L) with 2 clips

of regular ammo **Gear**: Small flashlight.

These mercenaries are from various backgrounds, but all have a point in common: they desperately need cash, and they are ready to fight for it.

DocWagon HTR Team Member

(2 at the Warehouse)

B Q S C I W E R 4(5) 5(7) 5(7) 3 5 4 0.4 6(8)

Initiative: 6 + 1D6 (8 + 2D6) **Pools:** Combat 8 Karma 3

Pro Rating: 3

Active Skills (Relevant):

Biotech 5, Negotiation 3, Pistols 4, Assault Rifle 6

Knowledge Skills (Relevant):

Medicine 2, DocWagon Procedures 4

Cyber/Bioware (Known):

Datajack, Bone Lacing (Plastic), Cybereyes (Thermo, Flare Comp), Muscle Replacement 2, Smartlink 2, Wired Reflexes 1, Enhanced Articulation

Talents/Abilities/Spells (Relevant):

None

Armor (5/3): Armor Jacket (5/3)(150 Y)

Weapons: AK-98 Assault Rifle (6M Stun - gel)(750 ¥)

Gear:

Commlink (Rating 2)(200 ¥), Silver ID Credstick (Individual names, balance 1D6 x 1,000 ¥)

DocWagon High Threat Response (HTR) teams are very highly trained. Many of them come from military units or even occasionally from the shadows. Using standard military training methods and procedures, they work together to escort medical technicians in the field and extract clients, if necessary.

They are highly loyal to their employer. They are among the highest skilled agents in the DocWagon arsenal, and they know it, having often to intervene in unusual occasions. They are highly respected from their lower level coworkers.

Broward's Mercenaries

(2+TR at Selenium)

B Q S C I W E R 6 4 4 3 3 5 6 3

Initiative: 3 + 1D6

Pools: Combat 4 Karma 3

Pro Rating: 3

Active Skills (Relevant):

Athletics 4, Stealth 4, Pistols 6, Unarmed Combat 4, Edged

Weapons 4, Etiquette 2

Knowledge Skills (Relevant):

Security Systems 3, Military procedures 4

Cyber/Bioware : Smartlink 2 **Talents/Abilities/Spells (Relevant):**

None

Armor (5/3): Armor Jacket (5/3)

Weapons: Ares Predator II (SA, 9M) with 3 clips of regular

ammo, Combat Knife (str L) **Gear**: Commlink (Rating 2)

These shadowrunners are ex military that quickly left the army. They decided to use their skill for their survival instead of protecting the others. They have worked with Walter Broward once for their first big shadowrun, and they definitely want to keep this kind of contact alive.