

# SHADOWRUN MISSIONS



## ROMERO & JULIETTE

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# ONE GOOD SNIPE DESERVES ANOTHER

Shotglass stared down the smartlinked sights of his Ares Vigorous at the dark form of Doctor Auslander. He was the only one left of his team still standing—the rest lay writhing on the ground in agony from Auslander's last spell. Even though he was still standing, the dwarven merc still felt the effects rippling waves of agony from that spell. He had dropped to one knee, as much to endure the pain that wracked his soul as to steady his shaking weapon. Shotglass knew he had only one shot at the doctor. If he missed, he would die. The rest of his team, already incapacitated, would also die. Auslander would cover Neah Bay in darkness, the essence of death and the hantavirus he had already unleashed.

One shot.

In what felt like an eternity, Shotglass threw his entire soul into that shot.

As the monster Auslander fell, it screamed a bean sidhe's wail.



Kellan Colt awoke from her vision, still staring at the jade cup in her hands. She and Fiona Craig had brought the cup to Seattle a few nights ago from an obscure island somewhere south of Fiji. They both knew the cup was strange even for their brand of relic hunting. Kellan could not explain the vision she had just seen, but somehow she knew it to be as much divination as psychometry—as much a vision of the future as one of the past.

As her vision cleared, Kellan could make out symbols around the cup's rim. She remembered wondering why a cup she had found in South Pacific ruins would be engraved with symbols that resembled Sanskrit. It was a dialect she hadn't seen before, but it was related to the language. Tonight, she could make out a translation:

*A Water Snake passes from the Ring of Fire,  
A mage's blood fuels the Harvest's End,  
A hallowed grave for unhallowed guests,  
In the pure the unpure rests.*

Lightning flashed outside.

"Welcome back to Seattle," Kellan murmured to no one in particular as she looked to the window. "I guess it'll be raining soon."



Meanwhile, Ardra stared down the length of her Barrett Model 121 through a window a click away from Kellan. She was zoomed in tightly on the window, looking at Kellan, but she kept space open in her AR view for the tacnet display that Bitspeak, the team's technomancer, had set up earlier in the day. In it, she could see feeds from the rest of her team.

"The place is warded," Darkbright whispered over the tacnet. "It'll take too much time for me to get inside astrally without forcing it."

"We'll just have to make it quick," Shiny replied. "Ardra, are you in position?"

"I have the target."

Lightning flashed. It wasn't raining yet, but it wouldn't be a dry Seattle night.

"She's seen us!" Glitter panicked as he saw Kellan look at the window in the tacnet feed. He hit the signal. "Ready or not, here we go!"

The light went up in Ardra's AR, telling her the rest of her team was ready, since she was ignoring the chatter to concentrate on her line of fire. She took her two shots. The first shot took the reinforced glass with an explosive round, and the second shot took Kellan with a Stick-n-Shock round.



Kellan could barely make out a female elf, glowing brightly in the astral, as the round struck her.

VN\*

XHYU

# INTRODUCTION

*SRM 04-10: Romero and Juliette* is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at <http://www.shadowrun4.com/missions> and includes a guide to creating *Missions* characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

*SRM 04-10: Romero and Juliette* is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the Fourth Edition of the *Shadowrun* rules.

### Adventure Structure

*SRM 04-10: Romero and Juliette* 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 scene and be a little more generous with clues, target numbers, and other requirements to guide the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle the 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, and provides any descriptions of important items.

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

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

## RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15 to 20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-10: Romero and Juliette* (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 Character

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 previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

### Step 4: Don't Panic!

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

## GENERAL ADVENTURE RULES

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



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

### Non-Player Characters

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

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

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

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

### Mission Difficulty

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

### Choosing Sides

During the course of a scenario, the players will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and opposing Factions who butt heads

### PREVIOUSLY IN SHADOWRUN MISSIONS...

This *Mission* is a direct sequel to *CMP 2010-04 Humanitarian Aid*. It is suggested that gamemasters run or read that *Mission* before running this one, though it is not necessary. This adventure summarizes *CMP 2010-04 Humanitarian Aid* so the gamemaster (and the players, if they do their research) can get all the relevant details.

About a year ago, a master shedim plagued the town of Neah Bay, a small seaside town in Salish-Shidhe territory. That master shedim had possessed the body of Dr. Auslander, a doctor in the local hospital, and had several other shedim possess an archaeological team who had uncovered a prehistoric Makah shrine on nearby Waadah Island. The possessed Dr. Auslander created an outbreak of the hantavirus in the town by pouring rats and rat excrement into snow blowers aimed at the town, thereby making it an airborne virus. The Salish government quarantined Neah Bay when the virus' death toll rose into the double digits. Horizon was already running a clinic in Neah Bay, and it manufactured several thousand doses of the appropriate antiviral over the next two weeks. The shedim stole the antivirals within hours of his arrival in Neah Bay.

Horizon, through John "Spazz" Silva, hired a runner team to recover the antivirals and arranged for the runners to gain access to the Neah Bay quarantine zone by way of the Kingston-Edmonds ferry dock. The runners began their work by searching the clinic and found that an amateur, though superhumanly strong, thief stole the antivirals and nothing else. After talking with the locals, the runners found the archaeologists' room at the Cape Motel, at the eastern end of town. The few remaining notes and maps in the room led them to Waadah Island, where they discovered Dr. Auslander's plot. In an extremely tough fight, the runner team killed the body of Dr. Auslander and disrupted the master shedim possessing his body.

constantly. Characters can try to remain neutral, but often any decision they make favor one Faction over another. These choices earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

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

### A Note on Commlinks

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

### Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain

## MISSIONS FACTIONS

### ARTIFACT RUSH PLOTLINE

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

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

**Saeder-Krupp:** For now, Lofwyr is content to sit back and watch as mortals scramble about for baubles from a past life. He's just gathering data.

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

to fill this out and sign off on it for each character. In the interest of time, you may have each player fill out the sections with the appropriate values you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR44*).

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

Finally, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at [forums.shadowrun4.com](http://forums.shadowrun4.com) and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the overall campaign.

## MISSION SYNOPSIS

Since last year's defeat in Neah Bay (See *CMP 2010-04: Humanitarian Aid*), the master shedim who had possessed the body of Dr. Auslander began calling himself Auslander as a reminder of his failed plot at Neah Bay. He has regenerated and possessed the body of Brent McPherson, a Horizon wagemage who was sent into Neah Bay as part of the cleanup crew after the shadowrunners left and who was victimized when he went astral at the wrong time.

Last month, street mage-turned-artificer Kellan Colt (p. 30, *Street Legends*) and archanoarcheologist Dr. Fiona Craig found the latest of many artifacts, a jade cup, at a dig on a tiny island in the South Pacific. They knew instantly that the cup was potentially valuable and definitely magical, but they could not determine the particulars of the artifact's power. Last week, they smuggled the artifact into Seattle. Last night, an unidentified team kidnapped Kellan and stole the cup. Although Kellan was shot with a Stick 'n' Shock round, some of her blood ended up in the cup. This completed the prophecy engraved on the cup and set into motion a terrible plot.

In its day, the jade cup was used in death rituals. Eventually, these rituals led to the destruction of the civilization that crafted it, and the current plot is the beginning of a replay of that destruction. The cup is a sort of astral beacon, linked by the blood of a mage at a particular time to the metaplane of the shedim (p. 155, *Street Magic*). This time around, the cup's inscription refers to the Water Snake in the Chinese calendar (February 2073 to January 2074) following the eruption of the Ring of Fire, the set of eruptions and earthquakes that occurred around the Pacific Rim on October 27, 2061 (p. 87, *Sixth World Almanac*). In the culture that crafted the cup, the Harvest's End is a celebration of death that draws some parallels with All Hallow's Eve (that is, Halloween).

Once the cup has been activated by Kellan Colt's blood, shedim are able to appear in astral space in greater numbers than usual. Eventually so many appear in astral space that the runners are likely to spot them hanging around there, waiting for someone to die or project astrally, allowing them to possess them.

Meanwhile, the kidnappers have picked up Kellan, the cup, and probably a few other trinkets. Early this morning (on the beginning of All Hallow's Eve), they delivered Kellan and the cup to Auslander/McPherson, and he nearly killed them for their trouble. By the time the runners are hired, the kidnappers are hiding out at the nearby Lakeview Inn (p. 87, *Seattle 2072*) trying to lay low and lick their wounds. They know something has gone seriously wrong, and they know by now that McPherson is not just another Johnson, but they do not yet know the full depth of their mistake.

Shaun Davies, Kellan's boyfriend, contacts the runners and hires them to find and recover Kellan from the kidnappers, not knowing that she has already been handed off. Dr. Fiona Craig, still in the

### RUNNING SRM 04-10: ROMERO & JULIETTE

Gamemasters have several styles of game they can run with this adventure. The first is more lighthearted, playing with the in-jokes taken from movies like *Shaun of the Dead* and *Return of the Living Dead*. In this style of game, the gamemaster should play up the camp, the humor, and have fun with cheap scares and thrills.

The other style is to play it straight horror, more *Night of the Living Dead* and *Dawn of the Dead*. More George Romero, less Sam Raimi. Gamemasters in this game should play up the sheer horror and creepiness of the situation. The very concept of undead should be a fairly terrifying one, so feel free to force composure tests on the players whenever they see something particularly horrifying.

South Pacific doing additional research, has provided Shaun with MacCallister's contact information and additional nuyen through which to hire a team to search for the stolen artifact, a jade cup that was recently brought in from an island in the South Pacific. Laurent Nazaire attempts to hire the runners to bring him the cup instead. After this last meeting, the runners become witnesses to a gangland assassination, where the victim rises as a zombie, possessed by a shedim.

Alternatively, the runners may be contacted by Kresh Marout, a low-level administrator in DocWagon's North Tacoma clinic. He sends the runners to investigate the loss of communication with the Lynwood clinic, which turns out to be overrun with zombies.

As more and more zombie risings occur, the situation in the Seattle Metroplex becomes tenser. Anyone watching the news, or anyone with police or medical contacts, will soon find out that the recently deceased are rising and walking out of the local morgues. Although it is possible to trace the source of the risings by examining the pattern of where they occur, such an approach requires enough risings that the Metroplex will soon declare a state of emergency.

Once the runners locate the kidnappers, their approach may determine how much information they get from their quarry. The kidnappers are scared and hurt at this point, and by the time of their encounter with the runners, their mage will be possessed. Although this guarantees a fight, the scale of the fight can be limited by the runners' actions. If any are left alive, the kidnappers eventually give the runners the location of their betrayal: the Cypress Lawn Memorial Park (1615 SE Everett Mall Way, near Everett Beacon Mall; p. 84, *Seattle 2072*).

Then comes the final confrontation with Auslander and his servants. Kellan and the cup are here, and Auslander is draining more of her blood to strengthen the beacon.



# SCENE 1: SHAUN OF THE GHOST

## SCAN THIS

In this introductory scene, the runners are contacted by MacCallister for a job. (By this point in Season 4, the runners at least should have heard of MacCallister, and many have him as a contact already.) The runners meet with their Johnson, Shaun Davies, who is desperate for help.

## SHIRLEY'S GHOST

### 208th Street & 132nd Avenue SE

- This bar and grill was called “the Terror Pit” back in the ‘50s and early ‘60s, decorated with the same faux-Halloween and neo-Goth crap as it is now, and serving the same “un-appetizers” designed for their gross-out factor: fake eyeballs, “pasta ‘n’ guts,” and stuff like that. It changed hands and names when the prior owner, Shirley McElyea, passed away in ‘67. Huggable Shirley (as her customers called her) was a former wagamage with MCT before she lost her right arm and leg defending some completely worthless corporate tailchaser. She set up the Terror Pit as her retirement gig, and local magicians and wannabes adopted it, delighting in scaring the newbies with freaky illusions and whatnot. Shirley died after developing complications with her by-then twenty-five-year-old implants.

To honor her memory, the new owners changed the name of her establishment, and the regulars frequently make her “ghost” appear there, with the same bitter laugh they recall from years past.

- Khan-A-Saur
- Some people speculate that Shirley's ghost is not always an illusion and that her spirit really does haunt the place. If so, she seems content doing what she did with the last years of her life. She always said getting screwed over and forced out by MCT turned out all right for her in the end, because it gave her a new home and family.
- Ethernaut

## TELL IT TO THEM STRAIGHT

Ah, it's that time of year. The time when the little kids—and more than a few not-so-little kids—put on those corp-generated fifty-nuyen costumes and go begging for candy. It's 2074, though, so few of them are as scary as the real things that go bump in the night, but the occasional “Mister Johnson” mask does give you pause. And there's more than one gang of kids out tonight with their NERPS guns, pretending to be shadowrunners.

The scary Mister Johnson mask should have been an omen, because your commlink chimes with a message headed by a red smiley-face icon with tusks: “Hoi, chummers, MacCallister here! I have some work for you. Meet a guy named Shaun at Shirley's Ghost in Renton in an hour.”

### If the runners accept the meeting with Shaun:

As you enter Shirley's Ghost, the first thing you see is the old Winchester rifle mounted above the bar. You see the Winchester because it's out of place with the rest of the establishment, which seems to have been decorated several Halloweens ago. A “genuine” Dunkelzahn mask rests in a display case next to the door, a

blood-stained Halloweener jacket hangs on another wall along with several decaying Jack-O-Lanterns, and a framed “Welcome Back, Halley's Comet” poster hangs near the restrooms.

The bar is almost completely silent except for the haunting electric guitar solo that seems to have entranced the patrons. A synthesized transition moves the music into the title track of Dark Angel's *Flaming Wings* album, and the small stage lights up with a trideo recording of a dark-skinned human male, with flaming wings, wailing on an electric guitar. As the aged trideo recording continues, the patrons return to their conversations.

A manifest female spirit flits about the room in some combination of taking orders and socializing. “Hi, welcome to the Terror Pit, I'm Shirley's ghost,” she says to a troll couple seated with a male elf and a female dwarf near the door.

As you approach, the bartender nods at you. “Looking for Shaun, right? Over there.” He motions to a short human male seated alone at a table in the corner.

“My girlfriend has been kidnapped, and MacCallister said you'd be able to help. Dr. Fiona Craig, research associate at UW, gave me MacCallister's number on the condition that I also ask you to recover an artifact that was stolen along with Kellan. It's a jade cup, with some markings around the rim. I can offer you each five thousand nuyen for recovering her safely, and Dr. Craig has offered to match that in exchange for the artifact. I'll pay you twenty percent up front.”

## DARK ANGEL

### Major Albums

*Flaming Wings* (2050)

*Earthdown: The Scourge* (2053)

### History

Dark Angel had an interestingly short career. He was an amazing musician with an unsurpassed talent with the electric guitar. His albums were solid hits, but after he announced his next album, *Earthdown: The Scourge*, he and his wife/manager Icelady vanished mysteriously, and their house was burned to the ground. No bodies were found, and neither has been heard from since.

- Snippets of music rumored to be from the unpublished album still circulate. I believe that playing the music backwards in its entirety will open a rift to a nightmare realm. I think that's what happened to him when he found out that his wife was manipulating his music.
- Plan 9
- I'm not saying I know what happened to Dark Angel, but Occam's razor looks at the above theory and says, um, probably not.
- Snopes



## BEHIND THE SCENES

In this scene, Kellan Colt's boyfriend, Shaun Davies, hires the runners to find Kellan. He contacts the runners through MacCallister and asks to meet them at Shirley's Ghost in Renton (p. 96, *Seattle 2072*). This being the Halloween season, play up the ambiance. If they don't have MacCallister as a contact, use either a fixer or talismonger contact to set up the meet. MacCallister doesn't have any other details about the job, just that it came from a reliable source.

Shaun knows that Kellan was kidnapped, but he doesn't know why. Kellan just got back from an expedition to the South Pacific about a week ago. Shaun has scraped together as much money as he could, so he can offer the runners 5,000¥ each (plus 500¥ each per net hit, to a maximum of 4 net hits) to return Kellan safely. Fiona has funneled some nuyen from her latest research grant to match the fee if the runners recover the jade cup. The Negotiation test should be rolled only once unless the runners insist on making separate rolls; the default is that Fiona matches Shaun's pay exactly (making the total 10,000¥ plus 1,000¥ per net hit, to a maximum of 4 net hits, per runner). Should the runners insist on more upfront money, an additional Negotiation Test can yield an additional five percent per net hit (maximum 6 net hits, for a total of 50 percent in advance). Shaun also offers the runners access to the scene of the kidnapping, the apartment that he and Kellan share just a few blocks away. If the runners investigate the apartment, proceed to **Scene 2: Seattle Noir**; otherwise, proceed to **Scene 3: Tales of the Jade Cup**.

## TRICK OR TREAT!

The adventure takes place during Halloween in the Sixth World, and despite the frequent violence on the streets, kids will always love Halloween. In the nice, neat corporate enclaves and arcologies the children do their trick or treating while it's still daylight out, probably a day or two early to ensure their safety. But on the mean streets the children run wild; Halloween in the daylight isn't fun as any child will tell you. So as the runners travel around, they should see parades of kids, teens, and even adults wandering around in costume trick or treating and having a good time. Play this up for maximum effect.

If you're playing a more light-hearted game, the kids can be used as a distraction, an annoyance, or a hindrance. They'll bug the runners for candy, ask them who they're dressed as, or even recognize the runner if their Public Awareness is high enough. Runners with a Public Awareness of 6 or better may even see kids dressed as that runner! The shedim may pose a minor threat to the children, but in this type of game kids shouldn't come to harm.

In a darker, more serious game though, the kids could prove to be an added layer of complexity. They're highly vulnerable to the undead, and there are few things more terrifying than a shedim-possessed six-year-old. This can be played up for the sheer horror factor, as dead adults are one thing but dead children are something completely different. Be cautious, though, in using this element, and work to make the scares authentic, rather than putting children in the story in danger simply because you can.



If the runners have Fiona Craig as a contact, they can try to call her, but she is still on a remote island in the South Pacific somewhere. It is only three hours difference between the runners' local time and Fiona's, but Matrix reception there is spotty at best. If they try to call her, roll a single d6. On a result of 1, the call cannot connect. If they get through, every ten seconds that they talk to Fiona, roll again; on a 1, the call loses signal. This can be played up for comic relief or as a hindrance to the players, at the gamemaster's discretion. Fiona has already provided Shaun with all the information about the jade cup that she can, and she's unable to return for at least another week. That's why she had Shaun call MacCallister.

Shaun is an amateur here; he has never played the shadows aside from being involved with Kellan Colt. Therefore, he has made several rookie Johnson mistakes: He is alone and unarmed, he has no backup other than having Fiona on speed-dial, and he makes no effort to conceal the names of his contacts.

## PUSHING THE ENVELOPE

Shirley's ghost could recognize one of the runners by reputation and start talking to that runner about his/her exploits. You might achieve a chilling point of foreshadowing by having Shirley's ghost approach a runner who has played *CMP 2010-04 Humanitarian Aid* and ask for an account of the incident. (Word travels in the astral plane, especially at special times of year like Halloween!)

If you're looking for an additional crunchy challenge, a group of six Halloweeners could wander in and try to reclaim the jacket that's hanging on the wall. In this case, it's up to the gamemaster how long the jacket has been hanging there. For an easier challenge, the jacket has been hanging there since the '50s, and it is considered a rite of initiation by the Halloweeners to send new recruits in to try to recover the jacket. Over the years multiple attacks have been repelled by the patrons, and it's become a bit of a game between both parties that rarely turns deadly. For a harder challenge, a bartender found the jacket last week and decided to make one addition to the traditional décor. The Halloweeners have taken its loss personally, and a group of hardened veterans are attempting to reclaim it.

## DEBUGGING

If the runners refuse to take Shaun's mission, there are still some hooks to get them involved. Fiona calls the runners to make the offer again (base 10,000¥ total, but only an additional 500¥ per net hit, to a maximum of 4 net hits, per runner), but the entire payment is then contingent on returning both Kellan and the artifact. Laurent makes his own offer (in the next scene) in any case.

If the runners refuse all of the offers on the table, let them face the rising without getting paid. Even if they walk away from the bargaining table, events already have been set into motion that involve the runners unless they leave town immediately. The same goes if the runners attack Shaun; in this case neither Fiona nor Laurent initiates contact with them until they actually have the artifact in hand (in this case, skip directly to **Scene 4B: The Rising**).

## HALLOWEENER RECRUITS (PROFESSIONAL RATING 1)

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

**Dice Pools:** Automatics 6, Close Combat skill group 6, Etiquette (Street) 4 (+2), Intimidation 4, Perception 6, Pistols 7, Unarmed Combat 6

**Gear:** Armor jacket (orange & black w/ Halloweeners logo, 8/6), commlink (DR 3)

**Weapons:**

AK-97 [Assault Rifle, DV 6P, AP -1, RC -, 18 (c), w/ 1 extra clip, smartlink]

## HALLOWEENER VETERANS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4 (5)	3	2	3	2	2	3.5	7 (8)	1 (2)	9/7	11

**Dice Pools:** Automatics 8, Close Combat skill group 7, Etiquette (Street) 5 (+2), Intimidation 7, Perception 7, Pistols 9

**Augmentations:** Dermal plating 1, wired reflexes 1

**Gear:** Armor jacket (orange & black with Halloweeners logo, 8/6), commlink (DR 3), goggles (lowlight, smartlink, thermographic vision), Suzuki Mirage racing bike

**Weapons:**

AK-97 [Assault Rifle, 6P DV, AP -5, 18 (c), RC -, w/ smartlink, ADPS rounds, 4 extra clips]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC -, 15 (c), w/ smartlink, 2 extra clips]



# SCENE 2: SEATTLE NOIR

## SCAN THIS

This scene immediately follows **Scene 1**. In this scene, the runners have the opportunity to examine the scene of Kellan Colt's kidnapping. Kellan and Shaun live together in an apartment in Renton, only a few blocks from Shirley's Ghost. If the runners accepted the job from Shaun, he gives them access to the apartment.

## TELL IT TO THEM STRAIGHT

Kellan Colt's apartment looks like a guy's apartment at first glance; it seems more like Shaun's place than Kellan's, at least from the entrance. A pair of guitars, one an old acoustic model and the other a sleek chromed electric ax, lay on the couch. Dust bunnies in the corners tell you that the place hasn't been vacuumed in some time. The sink is full of dirty dishes, a testimony to someone who must have been waiting until every dish was used before putting one in the dishwasher. The only signs that Kellan ever lived here are the luggage on the floor, still bearing her weeks-old airline tags, and a strange feeling of silence as you enter the apartment, as if you'd just entered a library.

Indeed, the second bedroom almost looks like a library. Old dead-tree books line three of the walls; only the large bay window prevents the fourth wall from being like the others. One of the panes, about a half-meter on a side, lies shattered on the floor along with a bit of rainwater. A large examination table dominates the center of the room, and a book lies open near one of the chairs. The chair has been knocked over, and a few drops of blood lie near it on the floor.

## BEHIND THE SCENES

The interior of the apartment has a background count of +1, aspected toward the hermetic tradition (Kellan Colt's tradition), with the exception of the area within about two meters of the examination table. This area also has a background count of +1, but the aspect is a combination of hermetic and death magic that provides a net zero effect to either tradition, but the normal background count effect to other traditions (giving non-hermetics a -2 penalty).

The space above the table glows darkly in astral space, as if a dark ritual had been performed on that spot. An Intuition + Assensing (3) Test reveals that a gateway was recently opened to a metaplane of death. An assensing character who has played *CMP 2010-04 Humanitarian Aid* (or who succeeds in an Intuition + Assensing (4) Test) recognizes the metaplane as the home of the shedim.

Using the clues they find here, the runners should be able to piece together the kidnapping (see **One Good Snipe Deserves Another**). The window pane was shot out by an explosive round from a sniper rifle, but Kellan was shot with a Stick-n-Shock round, so there isn't much blood on the floor. A hacker crashed the apartment's security node before anyone else went in, so there is no camera footage of the incident; a Matrix Perception (Computer + Analyze) (3) Test confirms this, and a Matrix Perception (5) Test indicates multiple presences (or the presences of a technomancer and sprites) in the node immediately prior to the crash.

Although the apartment's node has no footage of the kidnapping, it does have footage of Kellan examining the jade cup. A Matrix

Perception (2) Test is sufficient to download good-quality images of the cup and its inscriptions (see **Scene 3: Tales of the Jade Cup**).

It is possible that some other means is used to reconstruct the incident. In particular, an initiate magician with Psychometry meta-magic (p. 57, *Street Magic*) makes a good crime scene investigator; an Intuition + Assensing + Initiate Grade (2) Test, with a -3 dice pool modifier (+1 for the violence of the incident, -2 because the subject is a place, and -2 for multiple significant impressions), gives a fairly clear vision of the kidnapping.

None of the neighbors heard or saw anything unusual the night of the kidnapping, and they'll tell runners, "I already talked with the Tin Men. Who are you and why are you nosing around? Get lost before I call them in to do something useful and arrest ya!" ("Tin Men" is derogatory street slang for Knight Errant.)

## PUSHING THE ENVELOPE

Given that this scene is still early in the mission, there is no need to make things harder on the runners. The sole point of this scene is to allow the runners to piece together the particulars of Kellan's kidnapping and the theft of the jade cup. If you really need to turn up the difficulty, it is plausible that neighbors found out about the incident and have called Knight Errant. In this case, KE detectives might be examining the scene when the runners arrive, or they may arrive while the runners are investigating. Suggested KE personnel include one uniformed officer per runner (use Lone Star Police Squad Member, p. 282, *SR4A*), assigned to secure the scene, plus two detectives (use Lone Star Lieutenant, p. 282, *SR4A*) and one forensic mage (use Occult Investigator archetype, p. 106, *SR4A*).

Gamemasters who want to have a little fun can play up the neighbors. There are three neighbors near Shaun and Kellan's apartment: Kevin "Spike" Greene, Misty Evans, and Cpt. Matt Stone, UCAS Army, retired. None of the neighbors heard or saw anything, but they can make for a fun diversion.

Kevin "Spike" Greene is a young elf who's heavy into the underground dwarf punkbilly scene (a strange mix of country bluegrass and British punk played primarily by all-dwarf bands that was popular for a few months in the early '60s) and dreams of becoming a star someday, playing electric banjo for a band like the Bluegrass Halfers. He's excitable, energetic, and can't seem to focus on anything for more than a few seconds. If there's any dwarf in the party, Spike latches onto him, asking him what he thinks of the new punkbilly revival that's going on, and lamenting the fact that he was born a "weed-eater" and not a "good, stout halfer."

Misty Evans is a changeling stripper who works down at the Foxhole two blocks over, a strip club that features exotic strippers. Misty took on raccoon-like characteristics during the Year of the Comet and is covered in light fur with raccoon markings. She has raccoon ears on top of her head and a furry raccoon tail. She's exceptionally curvy and attractive (if you go for the furry look), and she's very playful. She flirts with any of the runners, male or female (choose at random, switch targets if they don't seem interested), and she invites one or more of them to stay and visit.

Matt Stone is a retired UCAS Army Captain and a former ranger. He's 74 years old now, and life has truned him into a mean, ornery,



weather-hardened piece of leather. Play him up as Clint Eastwood crossed with R. Lee Ermey. He's not happy with the interruption, but is less happy with the kidnapping and possibly murder of a young woman in his building (Captain Stone does not own the building, but refers to it as "his" nonetheless). He barks orders at the runners, demands respect from them, criticizes their posture, their weapon loadout (if they're wearing any weapons), and the condition of their gear. He is, in short, a general pain in the ass. As long as the runners don't piss him off, though, he wishes them luck finding whoever took Kellan and tells them to "put two in his head for me."

## DEBUGGING

There is not much debugging to do here, unless the runners somehow manage to find absolutely nothing from this crime scene. There are still opportunities to do legwork before the drek hits the oscillator. The worst that can happen is that the runners create their own crime scene; should they be arrested here (and the runners have to work hard for this to happen), Laurent Nazaire might offer to vouch for them, bail them out, etc., but he'll insist they owe him a favor and that the favor is to recover the jade cup for him without pay (see **Scene 4A: Who Ya Gonna Be Called By?**).

## THE FOXHOLE

### NE Park Drive & Garden Ave

The Foxhole is a strip club that exclusively features changelings and other exotic strippers, both male and female (the club is split into two sections, one for each). Owned by Harriett Chin, a fox-like changeling who calls herself a kitsune (a Japanese fox-spirit), the club opened for business in 2069. Chin is open and friendly, and she encourages her patrons to keep an open mind. Bigots find themselves thrown out the door quickly.

So far the club has weathered numerous attacks, both legal and physical, over the years. The city is constantly reviewing the club's licenses and sending

inspectors in to make sure that everything is above-board and legal, and Chin has been personally sued three times by private individuals for various spurious claims, none of which have stuck. The club has been robbed a number of times, and two attempts have been made to burn it to the ground.

- This is a favorite spot for Simon Green when he's not chasing Godzilla around the Rubber Suit. The Foxhole also has several private back rooms that are perfect for meets with the more open-minded Mr. Johnsons.
- Pistons

- Chin has some serious muscle working for her to keep the place safe. Seymour, her head of security, is a troll built like a battleship with more chrome in him than should be possible. And not all of her security is obvious. Lisha Jaywardene is one of the featured dancers at the club and a Nartaki, one of the 4-armed human metavariants. She's also a lethal physical adept who can turn anything into a weapon. She's dealt with more than one threat who snuck past the door security.
- Kat 'o Nine Tales

# SCENE 3: TALES OF THE JADE CUP

## SCAN THIS

Here's the runners' first chance to do some legwork and research about the artifact and (possibly) Kellan

## TELL IT TO THEM STRAIGHT

Now that you have a job, it's time to go to work. Your Johnson seems on the up-and-up, but his amateur status has given you relatively little to go on. You've already had a couple of big names dropped in your direction, so there's always the hope that you're not being totally hosed. Johnson did manage, at least, to give you a few pictures of the item and person you're seeking. Kellan's picture is of her and Shaun in front of a pub of some sort, and the pictures of the artifact look almost like crime-scene photos.

## BEHIND THE SCENES

Once the runners agree to perform the task, Shaun provides them with pictures of Kellan and the artifact. Kellan's picture is of her and Shaun in front of the Dub Pub & Grub, a brewpub in the U-District (University District) where Shaun tends bar. The runners can find

this out by asking Shaun, by completing a Data Search + Browse (6, 1 minute) Extended Test, or by talking with anyone with ties to the U-District. It's not Dante's Inferno, but most people who have reason to be in the U-District at least have seen the place.

As for the artifact, the runners can start by finding a couple of pieces of information about the jade cup (see **Legwork**). As far as anyone can tell, the cup has not surfaced since the kidnapping, so it appears no one has tried to fence it.

Once the runners find out (or otherwise deduce) that the cup came through Sea-Tac Airport with Fiona and Kellan, they may decide to look into Customs records. With some Matrix work and a Data Search + Browse (10, Complex Action) Extended Test on Node 2, a hacker could find evidence of an inspection record that was altered around the time that Fiona's and Kellan's flight arrived in Seattle.

The record was altered by Terry Simpson, a customs inspector, to delete the entry corresponding to a particular object. Terry, a human-looking male elf, has been altering such records for Fiona's entry into Seattle for several months, and he has made himself a useful tool in helping Fiona to smuggle in artifacts.



With the photos, the runners can piece together the inscription on the rim of the jade cup. It is written in an obscure dialect of Sanskrit (–2 dice pool modifier for those trying to read the language), but an Intuition + Sanskrit (2) Test reveals a translation:

*A Water Snake passes from the Ring of Fire,  
A mage's blood fuels the Harvest's End,  
A hallowed grave for unhallowed guests,  
In the pure the unpure rests.*

Alternatively, the runners may attempt a Matrix-assisted translation. Since the dialect is so obscure, and the runners are patching together pattern recognition and translation software, this requires a Data Search + Browse (15, 5 minutes) Extended Test. Meanings can be drawn from the Mission Synopsis with appropriate skills; for example, a Logic + History (2), Logic + Arcana (2), Logic + Magical Theory (2), or Memory (Logic + Willpower) (3) Success Test.

## PUSHING THE ENVELOPE

If your table has extra time, or if you just want to mess with the runners, it is possible that someone has heard about the cup and has created a counterfeit for the runners to buy or steal. This could be the case especially if the runners aren't careful about the photos they've been given. Once word gets out that someone is looking to find something, eventually someone will crawl out from a rock to try to sell it.

## DEBUGGING

It is possible that the runners will get bogged down at this point with the legwork and/or matrix research. If they don't seem to be getting anywhere, feel free to interrupt their research with Laurent's call (**Scene 4A: Who Ya Gonna Be Called By?**). The runners might have better luck with research later on. If the runners do happen to research the medical facilities in the area (for example, to see if Kellan was checked into a clinic), Kresh Marout may contact them for help (**Scene 5: A Bad Day for DocWagon**).

## THE UNIVERSITY DISTRICT

Known locally as the "U-District" and home to the University of Washington (or "U-Dub"), Downtown Seattle's University District is, in many regards, a typical "college town" contained within the larger metroplex. The area is still home to numerous UW students and businesses catering to their needs and interests, including the University Village shopping center and the Northgate Mall, as well as various brewpubs, cafés, and a local farmer's market.

- The U-District is also known for lore-stores, both established and informal, ranging from somebody with wares laid out on a brightly colored blanket on the street to an operation set up in an alleyway or alcove. With the popularity of UW's magical studies program, there's always somebody hawking something "magical" around there, although, more often than not, they're scammers selling worthless trinkets to the gullible. The "magic" comes when the sellers disappear as soon as they have cred in hand.
- Khan-A-Saur

## SEA-TAC CUSTOMS MATRIX NODE

### NODE LOCATION:

#### Seattle-Tacoma International Airport (Sea-Tac)

**Sculpting:** The sculpting of this node is UCAS federal standard, bland and grey. Node 1 is the business front end with public records access. Node 2 is the customs inspection database, and it holds a temporary database of inspection and declaration records for the last month.

### Authentication:

**Node 1:** Passcode

**Node 2:** Linked Passcode (Passcode + Fingerprint scan)

**Privileges:** Restricted

### Attributes:

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

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

**Spiders:** Customs Security Hacker

### IC:

**Node 1:** MCT Bloodhound (Rating 5)

**Node 2:** Rumpelstiltskin (Rating 6)

### Resident Programs:

**Node 1:** Analyze (Rating 5), Browse (Rating 5), Edit (Rating 5)

**Node 2:** Analyze (Rating 6), Attack (Rating 6), Track (Rating 6)

### ARC:

**Node 1:** Activate IC

**Node 2:** Activate IC, Scramble Security Hacker

## CUSTOMS SECURITY SPIDER (PROFESSIONAL RATING 3)

A basic working professional, based on the Professional Spider template (*Unwired*, p. 68).

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

**Dice Pools:** Cracking skill group 11, Electronics skill group 11, Con 7, Etiquette 7, Perception (Matrix) 9 (11)

**Augmentations:** Commlink, control rig, datajack, sim module

**Commlink:** System 5, Response 5, Firewall 6, Signal 4

**Programs:** Analyze 5, Armor 6, Attack 6, Biofeedback Filter 6, Blackout 6, Browse 5, Command 5, ECCM 5, Edit 5, Encrypt 6, Medic 6, Scan 6, Track 6



# SCENE 4A: WHO YA GONNA BE CALLED BY?

## SCAN THIS

In this scene, Laurent Nazaire contacts the runners and asks to meet them for dinner at the New Century Square Hotel, 2nd Ave & University St, Seattle (p. 58, *Seattle 2072*), near Seattle University. He's had Dr. Craig followed for a while because she is both capable of finding lost artifacts and prone to losing them again. He has his ear to the street about any strange mystic artifacts in Seattle. Nazaire doesn't care about Kellan, but he offers to pay the runners for delivering the jade cup.

If the runners refuse to meet with Nazaire, skip to **Scene 5: A Bad Day for DocWagon**. Alternatively, **Scene 5** can replace this scene and **Scene 4B** to suit personal preference or time constraints, or if one or more runners in the group have a background or contacts with DocWagon.

## TELL IT TO THEM STRAIGHT

No sooner do you find your first real lead than your commlink chirps. Did you suddenly become the social center of the Metroplex?

"Good day, my friend," says the dark-skinned dwarf on the other end with a slight Quebecois accent. "I'm Laurent Nazaire, and I'd like to meet with you to present a business proposition. Perhaps I could buy you dinner while you consider it. This being Halloween, how about the New Century Square Hotel in an hour?"

### If the runners accept the meeting with Laurent:

As soon as you roll up to the New Century Square Hotel, you see why Nazaire would think it's appropriate for Halloween. It looks far older than its twenty-three years, almost as if someone spent hundreds of thousands of nuyen to age it. Glowing orbs zip by as you enter the main lobby. A translucent gray troll acts as bellhop, as she carries too many bags for a spoiled tourist. Occasionally a dish flies up from a table in the dining room and then crashes to the floor in a heap of broken ceramic. Just past the broken plate, you see Laurent Nazaire sitting at a round table, already sipping a glass of wine.

## BEHIND THE SCENES

This being Halloween, the ambiance of the hotel should be emphasized, with more ghosts than usual. An astrally perceiving magician (with an Assensing + Intuition (3) Test) notice a shedim hanging around in astral form. Runners who have dealt with shedim in the past (say, by having played *CMP 2010-04 Humanitarian Aid*) or know about them (with a Parazoology + Logic (3) Test) know that shedim astral forms are fragile enough that they normally don't just hang around. If they're seen, they are waiting for bodies to possess. If the runners disrupt the shedim they see, there are more around. Since shedim are more vulnerable in astral space, they will not engage the runners until they have bodies to possess.

## NEW CENTURY SQUARE HOTEL

### Second Avenue & University Street

Opened in 2050, this hotel was infamous for breakdowns and mechanical problems, as well as strange poltergeist phenomena like levitating tables, knocking and tapping sounds, and floating lights, along with sightings of a spectral hound. Later investigation proved the hotel (technically the previous hotel it replaced) was haunted. Attempts to exorcise the ghost failed, so hotel management, faced with an ongoing problem, turned the haunting into an attraction. Guests are expected to sign a waiver acknowledging the presence of "paranormal phenomena beyond the management's control" in and around the hotel. Still, in more than twenty years, they have been no serious injuries resulting from the largely benign haunting by the spirit the staff has nicknamed "Baskerville," and the hotel offers guests a truly unique stay.

- There was an early attempt to cover up the haunting by calling them "practical jokes" or "live shows" performed by the hotel's manager, Bernie Siminich, who was in fact a mage hired to investigate and rid the New Century of the problem. It was only revealed as a poltergeist once it became clear to management that they weren't going to get rid of the haunt.
- Ethernaut
- Although Baskerville is portrayed as the hotel's friendly mascot, rumors abound about the hotel staff having to cover up less playful incidents, including a guest who hanged himself in his shower last year. Turns out there was no conclusive evidence that it was anything other than a conventional suicide, and he left a digital note confessing to a life as a child molester, so for many it was good riddance and case closed. The interesting bit is where the note said, "He knows what I've done" without any explanation of who "he" was. Baskerville, perhaps?
- Axis Mundi

Laurent Nazaire wants the jade cup, and he's willing to wine and dine the runners and match Fiona's offer. He knows Fiona has asked the runners to recover the artifact, and he has deduced the going rate for its recovery. He offers the runners 5,000¥ each (plus 500¥ per net hit, with a maximum of 4 net hits) to recover the cup for him. (Note that earning pay from Nazaire means losing equivalent pay from Dr. Craig.) The object here is not to get into a bidding war, but rather to make sure the runners can choose who gets the cup without significantly affecting their bottom line. The runners' loyalty to each contact and the contact's loyalty to them should be the guiding factors.



PUSHING THE ENVELOPE

For a very powerful team, or playing longer than a convention slot, you could add a real encounter with the ghosts of the hotel. Don't go overboard here, though—there's plenty of Mission left, and a difficult fight awaits the runners at the end of this Mission. At this point, the players should be no more than about an hour into a standard four-hour convention slot.

Should the runners want to deliver the cup to one of the other faction members, such as Simon Andrews or Lin Yao Chang, the monetary offer is similar. The only thing that should change is the team's choice of faction affiliation.

DEBUGGING

This is the last offer for the runners to get money for this Mission. If they have refused the offers from Shaun and Fiona and still refuse Laurent's offer, there's no more money to be had. It is too late for the runners to escape the subsequent events, though, because they are already in motion.

At this point, if a runner magically astrally projects, give him or her a chance to reconsider. The magician should see at least one shedim making a beeline toward his or her empty body; give them a chance to go back before a possession occurs. If the magician persists, the only ways to end a possession are banishing, killing the host, or engaging the spirit in astral combat.

SCENE 4B: THE RISING

SCAN THIS

This scene continues directly from **Scene 4A** (or an earlier scene, if appropriate, if the runners refused to meet with Nazaire, time is already running short or the runners were total amateurs in the early scenes). As the runners leave the meeting with Nazaire, they witness as pedestrian being gunned down in a gangland-style hit. The pedestrian dies in the incident, but he doesn't stay dead for long. After a short time (short enough that the runners are still around), the pedestrian rises.

TELL IT TO THEM STRAIGHT

Well, now you have offers and counteroffers from people looking for the jade cup. Oh, and Kellan Colt as well, but not as many people seem interested in her. Welcome to the shadows.

As you leave the hotel after a nice dinner, you immediately notice that you're not the only people working tonight. A plain white van slows to a crawl in front of a pedestrian less than twenty meters away. The sliding door opens and the pedestrian freezes just in time for one of the occupants to unload an AK-97 into his chest.

The bullet-riddled corpse hits the ground as the driver hits the gas. But the corpse doesn't stay dead. A moment later the body struggles to his feet and lunges toward the nearest targets—you!

BEHIND THE SCENES

After a short time (short enough that the runners are still around), the pedestrian rises (possessed by one of the shedim hanging around the hotel), still shambling from shattered bones and oozing blood, and begins attacking bystanders. The runners can either end this scene quickly by killing the newly risen zombie, or stand by as he makes more zombies. Either way, the runners should know by now that something terrible is happening this Halloween.

This is a Force 4 shedim, so the possession is obvious. This should serve as a warning to magicians or anyone who is familiar with shedim. A Parazoology + Logic (1) Test is enough to tell them that shedim are body-snatchers. Be sure to play up the presence of the shedim to anyone who astrally perceives. This is intended to be a warning that out-of-body scouting carries a new and imminent danger to the projecting magician.

Normally, it might take at least ten minutes for a shedim to find a body to possess (taking a normal Search attempt). In this case, however, there are shedim already here, waiting for someone to die. Unless

the runners have somehow cleared the local area of shedim, anyone who dies or astrally projects here will be possessed and rise as a zombie in the first Initiative Pass of the following Combat Turn.

PUSHING THE ENVELOPE

Feel free to have the shots hit additional bystanders if you want this scene to have more than one zombie. This encounter will be even more chaotic if the van stops and its occupants join the fight; after all, no assassin wants his or her target getting back up after the hit. More deaths mean more zombies rising unless the dead are fully disabled.

DEBUGGING

Perhaps the worst case for this scene is that the team's magician astrally projects, either missing or ignoring the threat of shedim possession. In this case, the magician should see shedim hanging around as soon as he or she projects, and an Assensing + Intuition (1) Test should warn the projecting magician that the shedim are making moves that indicate an impending possession.

This scene should present an opportunity to gauge what the runners can handle in future scenes. If this Force 6 shedim is too easy, upgrade the shedim in later scenes. If it is too much for the runners, Knight Errant can roll up in response to the gangland hit, but you'll also have to downgrade the later encounters to avoid overwhelming the runners. This scene should not take long in real time unless the runners really mess up; if you're over the ninety-minute mark in a four-hour convention slot, you're running behind schedule.

ZOMBIE

Shedim, Force 4

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
4	4	6	4	4	4	4	4	4	4	4	12	2	4/4	10

**Dice Pools:** Assensing 8, Astral Combat 8, Dodge 8, Perception 8, Unarmed Combat 8  
**Powers:** Astral Form, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience  
**Optional Powers:** Accident, Regeneration, Search  
**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

# SCENE 5: A BAD DAY FOR DOCWAGON

## SCAN THIS

This scene follows either **Scene 3** or **Scene 4A**, as appropriate (or **Scene 4B**, if time allows for a longer mission). In this scene, one of the runners gets a call from a DocWagon clinic requesting help. The volume of calls requesting medical assistance has skyrocketed in the last few hours, and all teams are out on calls. The contact has lost communication with one of the smaller clinics, and he wants the runners to check it out.

## TELL IT TO THEM STRAIGHT

Tonight is shaping up to be weirder than usual—and that's saying something for the Seattle shadows. You're making some headway in your investigation when you get a call. The ID on the commlink says Kresh Marout. Either this guy is good enough to give out is real name without having to worry about it, or he's a rank amateur.

"Hello," says the olive-skinned ork on the other end. "I'm Doctor Kresh Marout, and I work for DocWagon. I hear you're looking into the weirdness that's going on tonight, and I have something that may be connected. The Lynwood clinic is no longer responding to calls, and I don't have a response team to spare to send over there. Perhaps you would be willing to check it out for me?"

## If the runners go to the clinic:

Snohomish is as close as Seattle gets to "out of the way," rolling with farmland and the nearest skyscraper near the horizon. But even out here the AR spam gets you. Only the nature of the advertisements changes; here, you get more ads offering the best freshly harvested soy and discounted manure, and fewer ads for the latest in nightlife.

The DocWagon clinic sticks out like a sore thumb, since it's probably the only building in sight that's been renovated in the last two decades. It's just what you'd want a hospital to be, only smaller. It's eerily quiet—and dark—for a DocWagon clinic, and the smell of spent ammunition hangs in the air. The hairs on the back of your neck stand at attention at the sight of blood stains and body parts trailing across the parking lot.

## BEHIND THE SCENES

If one of the runners has a connection with DocWagon (for example, a contact, some sort of background involving the organization, or a medical background), that runner is the one contacted by Kresh Marout. Kresh is desperate to find out what's going on at the Lynwood clinic, and he's running through friends and friend of friends to get any help. He has no idea what's happened to the facility, just that normal communications have been cut off. The emergency call rate has increased more than thirty percent tonight, so Kresh has no response teams to spare. Kresh wants the runners to check out the facility and restore Matrix connectivity if possible.

## DOCWAGON

**Headquarters:** Atlanta, CAS

**President/CEO:** Denny Coleman

The world's leading provider in armed medical response, DocWagon has been a presence in Seattle since 2043, when the company opened its first clinics in the metroplex and began offering subscriber service. Their customer base has been steadily increasing ever since, and an estimated one-fifth of the residents of Seattle subscribe to at least basic-level DocWagon service. Crisis response teams are a common sight in Seattle, from their armored high-speed ambulances to tilt-rotor airlifters. DocWagon has faced still competition from many newcomers to the medical-response-services business, prominently from Evo's CrashCart Medical Services, but they remain number one in their field.

- DocWagon has also fended off buyout attempts by top-tier corps like Ares and Aztechnology. They would be a huge asset, but they're too big a bite for anyone but the AAAs to even consider taking on.
- Nephrine
- There's some friction between DocWagon and Knight Errant lately, mostly KE throwing their weight around and pointedly reminding DocWagon to follow proper procedure to the letter in their jurisdiction. DocWagon has a good working relationship with Lone Star, but KE tends to view them as a potential problem. We'll see if it escalates above the level of an inter-corporate spat.
- Snopes

Kresh is a low-level administrator, so he has very limited funds with which to pay the runners. If they ask for payment, he offers to put an ID in the system for each of them. This effectively grants each runner one year of DocWagon Basic service (p. 337, *SR4A*).

The Lynwood clinic is just off of Interstate 5 in the western part of Snohomish (p. 103, *Seattle 2072*). Kresh gives the runners a basic layout of the facility. It's one of the smaller DocWagon facilities, having only a few examination rooms and a basic testing laboratory, and lacking even basic garage facilities for its emergency vehicles. All of its emergency vehicles are away from the facility when the runners arrive.

When the runners arrive at the facility, they find the gruesome scene of a multiple zombie rising. There is no one left alive in the clinic. Spent ammunition litters the floors, and the corpses of at least one response team are scattered around the facility. The power is out, due to a few power lines that have been ripped away; a Hardware + Logic (6, 10 minutes) Extended Test restores power to the building, and then the Matrix node reboots itself with a System + Response (10, 1 Combat Turn) Extended Test (p. 231, *SR4A*). A security spider would





normally be on duty, but she has already been eliminated—her body is lying in the security office.

The zombies probably have already done a number on the clinic, so there's a limit to what the runners might loot. It's a smaller facility, which probably counts as several medkits, and a single Medical Facility (p. 124, *Augmentation*), which counts as a Rating 10 medkit and has a book price of 200,000 nuyen (fencing gives ten percent of that, per Missions rules; that is a total amount, not an amount per runner). Each runner could lift a Rating 6 medkit with two spare sets of supplies. Nearly everything else has been contaminated.

A successful Perception + Intuition (2) Test lets the runners discern bloody tracks leading away from the clinic with an irregular gait leading roughly northward. If the runners attempt to track the footprints, a Tracking + Intuition (2) Test leads them toward Everett. On a critical success (4 or more net hits, per p. 65, *SR4A*), the runners are able to track the zombies to the area near the Everett Beacon Mall (p. 84, *Seattle 2072*).

As in **Scene 4B**, there is the danger of shedim possession. A Parazology + Logic (1) Test is good enough to know that shedim are body-snatchers (gamemasters should give the runners a second chance at this Test if they played **Scene 4B** and failed the Test). Be sure to play up the presence of the shedim to anyone who astrally perceives. This is intended to be a warning that out-of-body scouting carries a new and imminent danger to the projecting magician.

Normally, it might take at least ten minutes for a shedim to find a body to possess (taking a normal Search attempt). In this case, however,

there are shedim already here, waiting for someone to die. Unless the runners have somehow cleared the local area of shedim, anyone who dies or astrally projects here will be possessed and rise as a zombie in the first Initiative Pass of the following Combat Turn.

## PUSHING THE ENVELOPE

This scene can be made more challenging by having the runners encounter some zombies inside the DocWagon clinic, or by having encounters with the local authorities or even a DocWagon response team arriving at the facility. The runners might be blamed for the carnage by anyone just arriving on the scene.

## DEBUGGING

This scene may start out as a straightforward investigation, but a lot can still go wrong. As in **Scene 4B**, the worst case scenario is that the team's magician astrally projects, either missing or ignoring the threat of shedim possession. In this case, the magician should see shedim hanging around as soon as he or she projects, and an Assensing + Intuition (1) Test should warn the projecting magician that the shedim are making moves that indicate an impending possession.



## DOCWAGON LYNWOOD CLINIC MATRIX NODE

**NODE LOCATION:** DocWagon Lynwood Clinic, Snohomish

**Sculpting:** The sculpting of this node is clinical and sterile, white and silver. Node 1 is the clinic front end with public records access. Node 2 is the medical records database and holds medical records for the local patients.

**Authentication:**

**Node 1:** Passcode

**Node 2:** Linked Passcode (Passcode + Fingerprint scan)

**Privileges:** Restricted

**Attributes:**

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

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

**Spiders:** None

**IC:**

**Node 1:** MCT Bloodhound (Rating 5)

**Node 2:** Rumpelstiltskin (Rating 6)

**Resident Programs:**

**Node 1:** Analyze (Rating 5), Browse (Rating 5), Edit (Rating 5)

**Node 2:** Analyze (Rating 6), Attack (Rating 6), Track (Rating 6)

**ARC:**

**Node 1:** Activate IC

**Node 2:** Activate IC

## ZOMBIES

**Shedim, Force 1d3+3**

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
F	F	F+2	F	F	F	F	F	F	F	(F+2)x2	2	F/F	8+(F/2)

**Skills (at rating equal to Force):** Assessing, Astral Combat, Dodge, Perception, Unarmed Combat

**Powers:** Astral Form, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience

**Optional Powers:** Accident, Regeneration, Search

**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

# DOCWAGON LYNWOOD SCENE 6: SEATTLE ZOMBIEPLEX

## SCAN THIS

In this scene, the runners try desperately to find any information about the risings. They start hearing news alerts about unusual attacks in the Metroplex. If they wait too long, the news alerts become public service warnings, then quarantine notices, then martial law if too much time passes. So far, attacks have been confined to the Seattle Metroplex. With enough data, a pattern begins to form, but discerning that requires the runners to wait for more zombie attacks.

## TELL IT TO THEM STRAIGHT

“As Knight Errant tries to get a handle on the zombie risings this Halloween,” the face in the trid says, “they urge people to avoid traveling alone. Sources at the local morgues confirm that the recently dead are rising even from the morgue tables, and several of the medical examiner’s staff have been injured during attacks by the risen dead. For now, the risings appear to be confined to the Seattle Metroplex, but there is no indication as to how far these events will spread.”

“In case this event has been caused by a virus, sources tell us that City Hall is considering a quarantine for the Metroplex, and Sea-Tac has stepped up to a heightened level of security. More news as we find it. This is Joe Martin, NewsNet Seattle, reporting.”

The 2070s are a strange time, but no one mentioned when they hired you that the dead would be up and walking the streets of Seattle. It’s too much of a coincidence that this all started after you were hired so, with your luck and knowing the shadows, it’s almost certainly not a coincidence at all. Time to get to work.

## BEHIND THE SCENES

As more and more zombie risings occur, the situation in the Seattle Metroplex becomes tenser. Anyone watching the news, or anyone with police or medical contacts, soon finds out that the recently deceased are rising and walking out of the local morgues.

Although it is possible to trace the source of the risings entirely through analyzing their patter, such an approach requires enough risings that the Metroplex will soon declare a state of emergency. The pattern of zombie attacks is along ley lines passing through the Metroplex. Several of those ley lines converge in a triangular pattern surrounding Silver Lake in Everett (p. 87, *Seattle 2072*). Completing such a pattern recognition task requires a successful Perception (Visual) + Logic (15, 2 hours) Extended Test. Feel free to allow a runner to substitute an appropriate Knowledge Skill (such as Magical Theory) for Perception for this test. The interval for this test is so long because it depends on



the speed of good data coming into the process; although the heads are talking on the vid, not everything they say is real, usable data.

This sort of pattern recognition is right up the alley for certain types of runners. For example, those with the Analytical Mind quality (p. 96, *Runner's Companion*), Encephalon cyberware (p. 36, *Augmentation*), or similar augmentations, will find themselves right at home with this sort of pattern recognition task. Such runners may be able to deduce the pattern of risings far earlier in the PSA-to-martial-law transition.

It is possible that the runners' contacts will lead them to the current location of the kidnappers (see Legwork). Although they have been seriously thrashed and are trying to lie low, the kidnappers have reached out to a few of their contacts for help. This may filter through the runners' own contacts to them.

From the beginning of this scene, the background count begins to climb. By the end of the scene, the whole of the Seattle Metroplex is blanketed in a background count of +1, aspected toward death (and the shedim), except for churches, magical lodges, and other areas that already have aspected background counts.

## PUSHING THE ENVELOPE

This scene is intended to give the runners a short breather and a chance to do some legwork. This scene can be made more challenging by having the runners encounter some more zombies, or by having encounters with the local authorities or even National Guard troops as the state of emergency becomes more severe.

## ZOMBIES

### Shedim, Force 1d3+3

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
F	F	F+2	F	F	F	F	F	F	F	(F+2)x2	2	F/F	8+(F/2)

**Skills (at rating equal to Force):** Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

**Powers:** Astral Form, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience

**Optional Powers:** Accident, Regeneration, Search

**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

## DEBUGGING

If too much time passes and it looks like the runners' networks are running dry, have one of their contacts (or MacCallister, if necessary) contact them with the kidnappers' location. By this time, the kidnappers (who are competent but hardly experienced shadowrunners) are growing desperate for help. Their screw-up has by this time hit the shadows, and no one else will touch them.

# SCENE 7: THE SILVER LAKE MASSACRE

## SCAN THIS

Here, the runners run the kidnappers to ground, only to find they're not the first to have done so. The kidnappers are in bad shape, and at least one shedim has found them by the time the runners arrive.

## TELL IT TO THEM STRAIGHT

With all the zombies roaming around the 'plex right now, could this place be any creepier? The Lakeview Inn seems to defy the standard procedure in Seattle to build everything higher and bigger. It's the same one-story motel you see in all the old slasher vids, with poor lighting and parking right outside each room door. The inn is almost perfectly centered between Silver Lake in back and a poorly-maintained gravesite across the street, which only adds to the slasher appeal. As you step out of your vehicle, the cold wet air blowing from Silver Lake cuts through your skin just as it carries a whiff of decay. A feeling of death chills you to your soul.

## BEHIND THE SCENES

The background count here is +2, aspected toward death (and the shedim).

If the runners arrive at night, Ardra is on watch with her sniper rifle behind the sign above the motel office, where she has a clear view down the entire row of doors on the side where her team is. She is

## LAKEVIEW INN

### 11850 19th Avenue, SE

A small, reasonably priced motor inn on Silver Lake, with adjacent lakefront view and access to water sports and hiking trails.

- Also the site of a string of unsolved murders dating back to the late 2030s, although the first of the bodies wasn't retrieved from the lake until the late 2050s. The Lone Star case file is still open, with no real leads on who abducted and killed some thirteen young men between the ages of 11 and 15 and sank their bodies in the lake. Needless to say, the nearby former gravesite is not listed on the brochures.
- Star Loner

wearing her chameleon suit (p. 326, *SR4A*), so the runners have a -4 dice pool modifier to Perception Tests to see her, in addition to the Perception modifier for Partial Light (p. 136, *SR4A*). Whenever the runners arrive, Darkbright has projected astrally. Her first action is to return to her body with the intention of warning the rest of her team, but she finds her body is already occupied by a Force 6 shedim.

The kidnappers are in bad shape overall, though Bitspeak still has a Rating 2 Tacnet (p. 126, *Unwired*) running. Therefore, everyone except Darkbright's astral form gets the +2 dice pool bonus. Fortunately, the shedim possessing Darkbright's body cannot interpret the tacnet signals, so it does not get the bonus even though the body counts for sensory input into the tacnet. Assume all five kidnappers have glasses, contacts, and/or earbuds where needed to provide the four sensor channels necessary to support the tacnet.

Since the runners are forced to fight off the shedim possessing Darkbright's body, she is probably lost. However, the runners can contain the situation and talk to the kidnappers, who are injured and desperate for help.

The kidnappers want either another place to hide or a way out of the city; the runners may be able to arrange either of these through their contacts, but the going rate is around 5,000¥ (total, not per runner) if the runners succeed in an Etiquette (Street) + Charisma (5, 10 minutes) Extended Test or call a contact with at least Connection 4; otherwise, the going rate is closer to 10,000¥ (again, total, not per runner). The kidnappers can cover the first 5,000¥ if asked, but that taps out their available resources since they were hosed on the payment for their job.

In exchange, the kidnappers reveal what they know. They were hired by a Johnson who called himself Auslander to steal a jade cup that had just been smuggled into Seattle. They tracked down the cup through a couple of Glitter's smuggling contacts who helped cover for its entry with Kellan and Fiona into Seattle. They still have tacnet footage from their smash-and-grab (see *One Good Snipe Deserves Another*) in which they took the jade cup and Kellan Colt. They also have footage of the exchange at Cypress Lawn Memorial Park, which went badly for them. They know that Darkbright felt a much more oppressive background count at the meet than is present here, and that she was almost useless in the fight that ensued (though they couldn't determine the particular level at the site, as only Darkbright had magical abilities). When Auslander turned on them, he hit them with area-effect spells that caused them to be wracked with pain, then followed up with single-target spells until they retreated, leaving him with the cup and the unconscious, bound, and gagged Kellan Colt.

The kidnappers will not join the runners against Auslander; they are both too scared and in no shape to confront him. If asked for help (and the runners trust him with access to their commlinks), Bitspeak compiles a sprite to sustain a temporary Rating 2 Tacnet for the runners' network; this will last just long enough to complete the mission.

## PUSHING THE ENVELOPE

To make this scene more challenging, restore all the kidnappers to full strength. In this case, the kidnappers are ready for intruders and are less likely to negotiate; this changes the nature of this scene from more potentially social to more combat-oriented, so be aware of the extra real time required for this option. This scene also becomes more challenging if shedim are on hand to possess any of the kidnappers who fall, which forces the runners to kill them twice.

## DEBUGGING

If the runners go in guns blazing, refuse to talk, or otherwise kill the kidnappers without getting any information from them, they could still find information from the bodies. One or more of the kidnappers (especially either Ardra or Glitter) might have recorded the exchange with Auslander at the Cypress Lawn Memorial Park, so the runners

could find trid footage of the disaster. A Data Search + Analyze (8, 1 minute) Extended Test can point them in the right direction given the footage.

If the runners are short of people, feel free to bolster their numbers with one or two of this group if the encounter goes that way. Ardra is at full-strength and a capable sniper, so you can hand-wave her action each pass to simply deplete one point of Edge from Auslander without bothering to roll attack or defense so she doesn't steal the spotlight from the runners. Shiny can be of similar help, but she's more of an up-close combatant so she won't last long. Glitter and Bitspeak flatly refuse to do anything but get out of town, and Darkbright is probably dead unless the runners were somehow able to banish the possessing shedim.

## ZOMBIE-POSSESSED DARKBRIGHT

### Shedim, Force 6

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
6	6	8	6	6	6	6	6	6	6	16	2	6/6	11

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

**Powers:** Astral Form, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience

**Optional Powers:** Accident, Regeneration, Search

**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

## THE KIDNAPPERS

### Ardra

Female elf, based on the Weapon Specialist archetype (p. 113, *SR44*). Ardra is the only one of her team who is currently at full strength.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	6 (8)	5 (7)	3	5	3	3	3	4	3.3	7 (9)	1 (2)	6/4	10/10

**Dice Pools:** Archery 10, Close Combat skill group 11, Demolitions 6, Dodge 11, Firearms skill group 12, Heavy Weapons 10, Negotiation 7, Perception 7, Throwing Weapons 10

**Qualities:** Guts

**Augmentations:** Cybereyes 4 [w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], move-by-wire 1, muscle toner 2

**Gear:** Chameleon suit (6/4), 4 flash-paks

**Weapons:**

Barrett Model 121 [Sniper Rifle, DV 9P, AP -8, Mode SA, RC (2), 14(c), w/ folding bipod, integral barrel-mounted silencer, smartgun system, 2 clips APDS (one loaded), 1 clip alternating EX-explosive (DV 10P, AP -5) and Stick-n-Shock (DV 6S(e), AP -half impact)]

Ruger Thunderbolt [Heavy Pistol, DV 5P, AP -5, Mode BF, RC 2, 12(c), 2 clips APDS ammo]

Combat Axe [Blade, DV 6P, AP -1, Reach 2]

Shock Glove [Unarmed combat, DV 5S(e), AP -half Impact]



## Bitspeak

Male gnome (p. 71, *Runner's Companion*), based on the Technomancer archetype (p. 112, *SR4A*). Bitspeak currently has two boxes of Physical Damage.

B	A	R	S	C	I	L	W	Edg	Ess	Res	Init	IP	Arm	CM
3	3	4	3	5	5	5	5	3	6	5	9	1	6/6	9/11

**Matrix Init/IP:** 11/3

**Dice Pools:** Cracking skill group 9 (skill rating 4), Dodge 6, Electronics skill group 9 (skill rating 4), Negotiation 7, Perception 8, Pistols (Heavy Pistols) 4 (+2), Tasking skill group 9 (skill rating 4)

**Qualities:** Arcane Arrester, Combat Paralysis, Natural Hardening, Neoteny, Technomancer, Thermographic Vision, Weak Immune System,

**Gear:** Urban Explorer Jumpsuit (6/6)

**Living Persona:** Firewall 5, Response 5, Signal 3, System 5, Biofeedback Filter (Natural Hardening) 4(5)

**Complex Forms:** Analyze 2, Armor 3, Browse 3, Attack 4, Decrypt 3, Exploit 5, Edit 3, Scan 3, Stealth 5, Track 4

**Weapons:**

Ares Viper [heavy pistol, DV 8P(f), AP —, RC —, 30(c), 2 clips armor-piercing flechette ammo (DV +2, AP —, p. 156, War!)]

## Darkbright (Astral Form)

Female ork, based on the Combat Mage archetype (p. 99, *SR4A*). Darkbright has been out of her body for about one hour.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	3	5	3	3	5	3	5	3	6	5	10	3	0/0	11/11

**Dice Pools:** Assensing 7, Astral Combat 6, Close Combat skill group 5, Conjuring skill group 9 (11\*), Dodge 6, Etiquette (Street) 5 (+2), Perception 8, Pistols 4, Sorcery skill group 10 (12\*)

**Qualities:** Magician (Druidic Tradition, p. 38, Street Magic), Sensitive System

**Gear:** Power Focus (Force 2), Sustaining Focus (Health, Force 2)

**Spells:** Armor, Heal, Increase Reflexes, Levitate, Physical Barrier, Powerbolt, Stunball, Stunbolt

**Bound Spirits:** Beast spirit (Force 5, 2 services)

\*Magic abilities with power focus bonus.

## Glitter

Male human, based on the Face archetype (p. 103, *SR4A*). Glitter has seven boxes of Physical Damage.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	3	3	7	5	3	5	3	6	8	1	6/6	10

**Dice Pools:** Electronics skill group 5, Influence skill group 12, Perception 10, Pilot Ground Craft (Car) 5 (+2), Pistols 6

**Qualities:** Exceptional Attribute (Charisma), Combat Paralysis

**Gear:** Urban Explorer Jumpsuit (6/6)

**Weapons:**

Ares Viper [Heavy Pistol, DV 8P(f), AP —, RC —, 30(c), 2 clips armor-piercing flechette ammo (DV +2, AP —, p. 156, War!)]

## Shiny

Female minotaur (p. 72, *Runner's Companion*), based on the Street Samurai archetype (p. 110, *SR4A*). She currently has nine boxes of Physical Damage.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
9	4 (6)	4 (8)	9 (11)	2	3	2	3	4	2.0	7 (11)	1 (3)	14/10	13/10

**Dice Pools:** Athletics skill group 8, Close Combat skill group 10, Dodge 12, Exotic Melee Weapon (Horns) 11, Firearms skill group 13, Intimidation 5, Negotiation 4, Perception (Visual) 6 (+2)

**Qualities:** +1 Reach, Goring Horns, High Pain Tolerance, Metagenetic Improvement (Body), Thermographic Vision

**Augmentations:** Bone density 4, cybereyes [Rating 4, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], move-by-wire 2 (Alpha), muscle augmentation 2, muscle toner 2, platelet factories, trauma damper

**Gear:** Form-fitting body armor (full-body suit, 6/2), lined coat (w/ Nonconductivity 6, 6/4), SecureTech PPP System (forearm guards +0/+1, leg & arm casings +1/+1, shin guards (+0/+1), vitals protector (+1/+1)

**Weapons:**

Savalette Guardian [Heavy Pistol, DV 5P, AP —5, Mode SA/BF\*\*, RC 1, Ammo 12(c), internal Smartlink, 2 clips APDS ammo, Burst Fire is a Complex Action]

Colt M23 [assault rifle, DV 6P, AP —5, Mode SA/BF/FA, RC 4(6), Ammo 40(c), bipod, gas vent 3, internal smartlink, shock pad, 2 clips APDS ammo,] Goring Horns [Exotic, Reach —, DV 6P, AP —]

# SCENE 8: RETURN OF THE DEAD

## SCAN THIS

This is the final encounter. Cue the zombies!

## TELL IT TO THEM STRAIGHT

The Cypress Lawn Memorial Park is an eerie contrast with the shiny stores across the street at the Everett Beacon Mall. The gates are rusted open, and the smell of decay pervades the air, even overpowering the soy grills of the Meat King down the street. The chill in the air goes well beyond the temperature and combines with the darkness in the sky to make you feel like you're wading through frozen sewage.

A single entrance leads to a road that circles the cemetery, surrounding a pair of crypts in the center. Roads branch out from the smaller of the crypts to intersect the outer road. The feeling of death grows more oppressive as you approach the larger central crypt, confirming that this is the place you've sought. The doors hang open off the crypt, as if powerful claws had torn them from their hinges. Blood stains the ground around the entrance and fresh impressions on the soft ground tell of a recent struggle just outside.

Just inside the crypt, Kellan Colt lies bound and gagged, unconscious on the floor. Although her chest rises with each breath, blood oozes from her toward the jade cup at her feet.

A partly decomposed human male appears in the doorway. "Rise!" he shouts into the darkness outside. This must be Auslander, since he is the only zombie you've seen speak. You feel the tremors as you hear the shifting of dirt from the graves around you.

"Bring them to death's door."

## EVERETT BEACON MALL

### 100th Street SE

Newly expanded several years ago, the Everett Beacon Mall remains the district's largest shopping center, with a wide selection of stores, and new and improved features for the safety and comfort of its customers.

- Those "new and improved features" include blanket surveillance monitored by expert systems, and regularly by online security monitors; uniformed guards armed with stun batons and rubber bullets; heavy gates able to seal off areas of the mall in an emergency. Essentially, the place is almost a fortress, just so people can feel at least somewhat safe while doing their window-shopping.
- Danger Sensei
- Window-shopping is the easiest kind to do at Everett Beacon, since they've got a lot of windows ... empty ones, that is. A number of storefronts remain vacant, despite the best efforts of the Mall Association to fill them.
- Kat o' Nine Tales

## BEHIND THE SCENES

At the gate, the background count is +3. It climbs to +4 by the time the runners reach the larger of the central crypts, where Auslander is with Kellan and the jade cup. In all cases, the background count is aspected toward death (and the shedim).

The feeling of death and decay is oppressive enough to affect even mundanes in the area. Near (within a hundred meters) and in the central crypt, all living beings (even those not normally affected by background count) must succeed with a Willpower (1) Test before rolling initiative each Combat Turn or take one box of Stun Damage; treat this as drain for all purposes (e.g., drain resistance for purposes of centering metamagic and drain damage for purposes of healing). This ongoing drain can be stopped by separating the jade cup from Kellan. At the start of this scene, the jade cup is an astral beacon for the shedim, and it is only growing stronger with each drop of Kellan's blood and each box of damage it drains from the runners.

At the start of this scene, Kellan is unconscious and has three boxes of Physical Damage. She is not affected by the ongoing drain; on the contrary, her continual bleeding into the jade cup is causing the drain. Auslander is bleeding her slowly to allow energy to build at what he considers a safe pace for the artifact to sustain without breaking. Kellan is being bled slowly enough that she is not taking physical damage, but rather is reducing her Magic rating by one point per hour. Assume the ritual has only recently started when the runners initially arrive, but the clock is running once they start this scene. If Kellan is rescued, her Magic will return to normal as she heals.

If Kellan's Magic attribute reaches zero, she dies and the sacrifice is completed. In this case, the background count increases to +5 and gives rise to a mana storm (p. 122, *Street Magic*) that encompasses the Metroplex within the next few hours and remains at least for the remainder of this mission.

At the start of the combat, there is one zombie per runner. During each Initiative Pass, two more rise from the surrounding graves. They are all shedim-possessed, and they are Force 1d3+3.

Auslander is a Force 8 Master Shedim (p. 155, *Street Magic*) and takes advantage of his aspected background count, but he has already spent 4 points of Edge to activate the ritual. If any of the runners has completed *CMP 2010-04 Humanitarian Aid*, Auslander targets them before others because he sees an opportunity for revenge. Recall that the Regeneration power does not heal magical damage, whether from spells, foci, or other magical sources (p. 215, *Running Wild*); at least in Auslander's case, Regeneration does not heal drain damage from his spellcasting, so he refuses to overcast spells unless the runners remove the cup or Kellan from the crypt (though even a Force 8 spell should give the runners pause). Remember that possessed entities have Immunity to Normal Weapons (p. 102, *Street Magic*), which gives Auslander 16 points of hardened armor as shown in his stat block (in other words, a non-magical attack whose DV fails to exceed his armor does no damage; magical attacks, whether from spells, weapon foci, or adept or critter powers, bypass the immunity entirely).

Auslander likely opens the first Combat Turn with a Force 8 Mass Agony spell to catch as many runners as he can with temporary damage; even though it's temporary, it's easy for him to cast and



relatively easy for him to sustain. If the runners somehow come at him spread out, he opens with a Force 8 Powerbolt targeting one of the runners who has completed *CMP 2010-04 Humanitarian Aid*. Although Auslander knows the Toxic Wave spell, he won't use it unless he can be sure of catching at least half of the runners in the area of effect while entirely avoiding the cup. Any runner tampering with the ritual (for example, attempting to either remove the cup or remove/heal Kellan Colt) draws Auslander's ire; if the runners somehow remove the cup or Kellan from the crypt before defeating him, Auslander then steps up to fully overcast spells as necessary even at the expense of potential disruption.

If Auslander is killed, his disruption causes an astral feedback that disrupts the astral beacon and cracks the cup. The various parties will still pay for the cup, however, since it has value as an artifact.

It is possible, though unlikely, that a runner magician may attack the cup directly in astral space; for this purpose, treat the astral beacon as a Force 8 untyped spirit with Astral Armor 8 and Counterspelling (only for itself). Directly disrupting the astral beacon cracks the cup and ends the ongoing drain.

In any case, disrupting the astral beacon prevents any further zombie risings and banishes any remaining shedim not possessing bodies back to their metaplane.

## PUSHING THE ENVELOPE

This scene should be deadly enough as it is. Auslander is Force 8, so remember that he starts the encounter with 4 points of his Edge 8 and is not afraid to use them; every point you increase his Force makes him much more deadly. Also keep in mind that the background count gives the shedim extra dice for Magical skill Tests and Drain Resistance Tests (p. 119, *Street Magic*).

If the runners really need more of a challenge, make all of the shedim possessions Force 6. Alternatively, refresh Auslander's Edge pool or increase Auslander's Force to 9 (which increases all of his attributes and skills by 1); beware, however, that the former turns an already difficult fight into a longer attrition war as most runner teams have to outlast his Edge pool, while the latter risks slaughtering all but a prime runner team. There are enough shedim around that any fallen (or astrally projecting) runners will be possessed at the end of the following Combat Turn. If all of this is still not challenging enough, increase the area drain (see *Behind the Scenes*, above) to require a higher threshold or cause more drain damage, or force the roll before each Initiative Pass in which the character acts.

## DEBUGGING

If the runners have had trouble with the zombies in previous scenes, feel free to lower the zombies in this scene to Force 4 (or even 3). For a more comedic or cinematic experience, make more of the zombies but keep them at Force 1 or 2.



## AUSLANDER

### Shedim Master, Force 8

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
8	8	11	8	8	8	8	8	8 (4)	8	8	19	2	16/16*	12/12

**Skills (equal to Force):** Assensing, Astral Combat, Counterspelling, Dodge, Perception, Spellcasting, Unarmed Combat

**Qualities:** Magician (but typically does not overcast\*)

**Powers:** Accident, Astral Form, Astral Gateway, Aura Masking, Banishing Resistance, Compulsion, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Noxious Breath, Possession (Dead or Abandoned Vessels), Regeneration\*, Sapience, Search, Shadow Cloak, Spirit Pact

**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

**Spells:** Agony, Armor, Ball Lightning, Death Touch, Levitate, Mass Agony, Mist, Poltergeist, Powerbolt, Toxic Wave

\* See *Behind the Scenes* for notes

## ZOMBIES

### Shedim, Force 1d3+3

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
F	F	F+2	F	F	F	F	F	F	F	(F+2)x2	2	F/F	8+(F/2)

**Skills (at rating equal to Force):** Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

**Powers:** Astral Form, Deathly Aura, Energy Drain (Karma, Touch range, Physical damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience

**Optional Powers:** Accident, Regeneration, Search

**Weaknesses:** Allergy (Sunlight, Mild), Evanescence

# PICKING UP THE PIECES

## MONEY

- 5,000¥ per runner, plus 500¥ per net hit (maximum 4 net hits) from Shaun for rescuing Kellan Colt.
- 5,000¥ per runner, plus 500¥ per net hit (maximum 4 net hits) for delivering the artifact to Dr. Fiona Craig.
- 5,000¥ per runner, plus 500¥ per net hit (maximum 4 net hits) for delivering the artifact to Laurent Nazaire.
- One year of DocWagon Basic service for completing Scene 5 to Dr. Kresh Marout's satisfaction.
- (Note: The maximum monetary pay for this Mission is 14,000¥ per runner (including maximum net hits on both Negotiation Tests), since the runners cannot receive pay from both Dr. Fiona Craig and Laurent Nazaire.)

## KARMA

- 3 — Surviving the Mission.
- 1 — Rescuing Kellan Colt.
- 1 — Recovering the artifact, regardless of buyer.
- 1 — Defeating Auslander.
- 1 — Restoring communication to the DocWagon facility.

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

## FACTION REP

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

### Atlantean Foundation

+1	for delivering the artifact to Laurent Nazaire.
–1	for delivering the artifact to anyone else.

### Draco Foundation

+1	for rescuing Kellan Colt and delivering the artifact to Dr. Fiona Craig.
–1	for failing to do either or both.

### Saeder-Krupp

+1	for delivering the artifact to Simon Andrews.
–1	for delivering the artifact to anyone else.

### Lung

+1	for delivering the artifact to Lin Yao Chang.
–1	for delivering the artifact to anyone else.

At the end of each adventure, runners will check their Rep with each Faction against the chart below. If their rep is high enough, they may obtain a favor useable one time (and one time only!) from any one contact from that Faction. Each favor can only be earned once per Faction Rep, even if the player loses Rep and then later gains enough



Rep to qualify for the reward a second time. If you dip into negative Rep, there are penalties associated with that Faction as well.

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

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

## REPUTATION

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

- +1 Street Cred for rescuing Kellan Colt.
- +1 Street Cred for stopping the Rising.
- +1 Notoriety for taking so long that the situation escalates to martial law.
- +1 Public Awareness for a lengthy public fight, including the initial Rising but excluding the graveyard fight.

## CONTACTS

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

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

**Fiona Craig:** If the runners deliver the artifact to her, the runners gain Dr. Fiona Craig at Loyalty 1, or gain a +1 Loyalty if they already had her (to a maximum Loyalty of 4).

**Laurent Nazaire:** If the runners deliver the artifact to him, the runners gain Nazaire at Loyalty 1, or gain a +1 Loyalty if they already had her (to a maximum Loyalty of 4).

**Kellen Colt:** If the runners successfully rescue her, the runners gain Kellan Colt at Loyalty 2, or gain a +2 Loyalty if they already had her (to a maximum Loyalty of 4)

# LEGWORK

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

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

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

## SHAUN DAVIES

**Contacts to Ask:** Fixer, Police Contacts, Talismonger

CONTACTS	DATA SEARCH	INFORMATION
0	0	"He's just this guy, you know?"
1	3	"I heard he's looking for one of those strange artifacts that's come into Seattle lately."
2	6	"He's dating Kellan Colt. I don't know how serious either of them is, though."
3	10	"He used to be a Mr. Johnson for one of the minor corps before he went independent."
4	18	"He has a long-lost twin brother who works for a subsidiary of Aztechnology."

## KELLAN COLT

**Contacts to Ask:** Shadowrunner, Fixer, Talismonger

CONTACTS	DATA SEARCH	INFORMATION
0	0	"Wasn't she a simsense star about 30 years ago?"
1	4	"She's a former shadowrunner. A mage, I think."
2	10	"Not so much a <i>former</i> shadowrunner. She's getting pretty involved in the artifact biz."
3	14	"She got involved in the artifact biz after pulling a fast one on Aztechnology."
4	20	"She just got back from somewhere in the South Pacific with Dr. Fiona Craig."

## DR. FIONA CRAIG

**Contacts to Ask:** Smugglers, Fixer, Arcane contacts

CONTACTS	DATA SEARCH	INFORMATION
0	0	"Wasn't she the character in the old game Crypt Robber?"
1	3	"I saw her speak at the UW Thaumatology department three or four months ago."
2	6	"She just got hired on as a research professor in arcanoarchaeology at UW."
3	12	"The last few years she's been a relic hunter, and she's cultivated a number of smuggling contacts."
4	20	"She went somewhere in the South Pacific with Kellan Colt."
5	—	"A group of shadowrunners rescued her from some nasty hombres in the Ork Underground early this year."

## THE JADE CUP

**Contacts to Ask:** Talismonger, Arcane contacts

CONTACTS	DATA SEARCH	INFORMATION
0	0	"Isn't that the Chinese version of the Holy Grail?"
2	12	"Something like that came through Customs in Seattle a few weeks ago."
4	—	"Some guy from Salish lands was asking around about it a few days ago."
5	—	"I heard there's all sorts of writing on it that doesn't belong in the South Pacific."

## AUSLANDER

**Contacts to Ask:** Arcane contacts, Shadowrunners, Fixers

CONTACTS	DATA SEARCH	INFORMATION
0	0	"Australian for 'beer,' right?"
1	3	"German for 'outsider,' right?"
2	10	"I think a doctor of that name used to work in a clinic somewhere in Salish lands."
3	15	"Neah Bay, I think. And I think he died last year when some shadowrunners pulled a job there."
4	20	"There was an epidemic of hantavirus at about the same time. Horizon has tried to cover it up."
5	—	"Dr. Auslander was possessed by a shedim and tried to infect the populace with the hantavirus."

## KIDNAPPERS

**(ARDRA, BITSPEAK, DARKBRIGHT, SHINY, GLITTER)**

**Contacts to Ask:** Fixer, Mr. Johnson, Shadowrunner (as appropriate for the individual kidnapper)

CONTACTS	DATA SEARCH	INFORMATION
0	0	"They sound like one of those teen bands."
1	3	"I've heard the name(s) before. New in the biz, but that just means they haven't sold out yet."
2	6	"Pretty standard talent mix for a runner team. Ardra's a sniper, Bitspeak is their Matrix support, Darkbright's their mage, Shiny's the muscle, and Glitter's the face. Glitter's a good face, but he hasn't learned yet to keep his cool under stress."
3	10	"I heard they pulled a job a couple nights ago. Hit the oscillator when their Johnson hosed 'em."
4	18	"They weren't hired specifically to kidnap anyone, just to steal some artifact. The kidnap was supposed to be the bonus plan. Their Johnson decided to wipe the floor with them, and they barely escaped with their skins mostly intact."
5	—	"They've been in hiding since then, which is convenient because no one else in the shadows wants to touch them right now. I heard they all took a beating and Shiny and Glitter almost didn't make it out. I heard they holed up at the Lakeview Inn, which is not the best of ideas, given the background count and gravesite, but it's the best they could do while on the run."



# CAST OF SHADOWS

## SHAUN DAVIES



Male human, 1.65 meters tall, weighs 70 kilograms. He is short, but not abnormally so, and he is pretty much average in most things except his relationship with Kellan. Shaun tends bar at the Dub Pub & Grub, a brewpub at the University Village shopping center in the University District (p. 44, *Seattle 2072*), so his stats are based on the Bartender contact (p. 289, *SR4A*). He has potential as a magician, but he has not developed that talent at all.

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

**Skills:** Etiquette (Street) 4 (+2), Intimidation 1, Longarms 1, Negotiation 3, Perception 2, Pistols 1, Unarmed Combat 2

**Qualities:** Magician

**Gear:** Commlink (DR 3)

## KELLAN COLT

Female human (for full stats and background, see pp. 30-33, *Street Legends*; only a small subset of her stats is listed here). During the scene *Return of the Dead*, Kellan's has three boxes of Physical Damage. At the start of that scene, her Magic begins to drop at one point per hour until the scene ends for good or ill. She has no gear on her, since her kidnappers left it all where they found her.

B	A	R	S	C	I	L	W	Ess	Edg	M	Init	IP	Arm	CM
5	5	5	3	5	5	4	5	6	6	7	10	1	0/0	11/11

**Skills:** Arcana (Ritual Spell formulae) 7 (+2), Assensing (Foci) 4 (+2), Astral Combat 4, Banishing 5, Counterspelling 5, Perception 5, Ritual Spellcasting 4, Spellcasting (Combat) 6 (+2), Unarmed Combat 3

**Qualities:** Aptitude (Arcana), Enemy (Aztechnology), High Pain Tolerance 3, Magician (Hermetic), Will to Live 3

**Initiate Grade:** 3

**Metamagics:** Cleansing, Masking, Shielding

**Spells:** Alter Memory, Analyze Magic, Astral Window, Awaken, Detect Enemies (Extended), Detect Magic, Detox, Heal, Ice Sheet, Mind Probe, Oxygenate, Spirit Barrier, Stunball, Stunbolt, Translate

**Bound Spirits:** Spirit of water (Force 6, 4 services)





## LAURENT NAZAIRE

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

## LAURENT NAZAIRE

**President of Atlantean Foundation, Seattle**

**Faction:** Atlantean Foundation

**Male Dwarf**

**Connection Rating:** 5

**Loyalty:**

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

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

**Uses:** Jobs, Corporate or Magical Information, Magical Gear

**Places to Meet:** Fine restaurants, exclusive night clubs



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## FIONA CRAIG

Fiona is a female elf, 1.85 meters tall with auburn hair and green eyes. She has an athletic frame, and no visible cyberware or bioware. She favors utilitarian clothing, as she is an archeologist. Overall, she's a cross between Lara Croft and Indiana Jones, with a dash of traditional "Damsel in Distress" thrown in.

Fiona is also a bit of a klutz, and completely disorganized. She keeps most of her notes in a handwritten, leatherbound journal, and her clothes often look disheveled and often have a layer of dust and dirt on them from her digs. She dives headlong into danger In search of her next find, though she rarely thinks through what she's doing.

## FIONA CRAIG

**Mystic Adept Arcacoarcheologist**

**Faction:** None

**Female Elf**

**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Conjuring, Infiltration, Negotiation, Sorcery,

**Knowledge Skills:** Archeology, Astral Research, Geology, Magic Theory, Smuggling Routes

**Uses:** Magical Theory, Magical Rumors

**Places to Meet:** Hotel bars, clubs



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## KELLAN COLT

Kellan is a female human, 1.68 meters tall with blond hair and blue eyes. She is athletic and has no visible augmentations. Kellan is a former shadow-runner and a skilled spell designer.

Kellan got into the artifact business near the end of her shadowrunning career, when she pulled a fast one on Aztechnology over a unique magical artifact. Now she works occasionally with Dr. Fiona Craig.

## KELLAN COLT

**Artifact Hunter**

**Faction:** None

**Female Human**

**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Arcana, Conjuring, Firearms, Infiltration, Sorcery

**Knowledge Skills:** Arcanoarchaeology, Languages, Magical Groups, Magical Theory

**Uses:** Magical Theory, Magical Gear

**Places to Meet:** Night clubs



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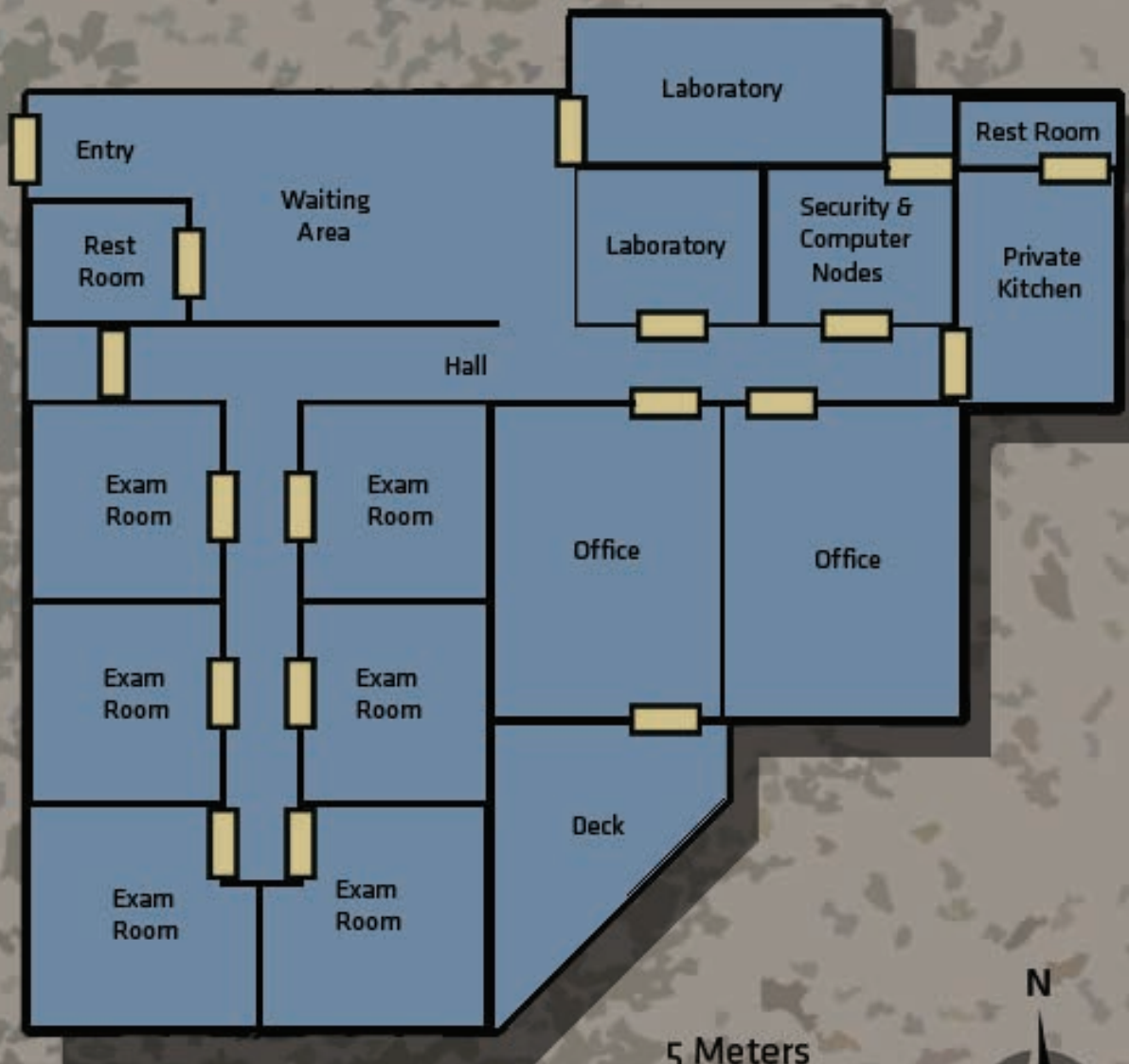
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**Uses:** Magical Theory, Magical Gear

**Places to Meet:** Night clubs



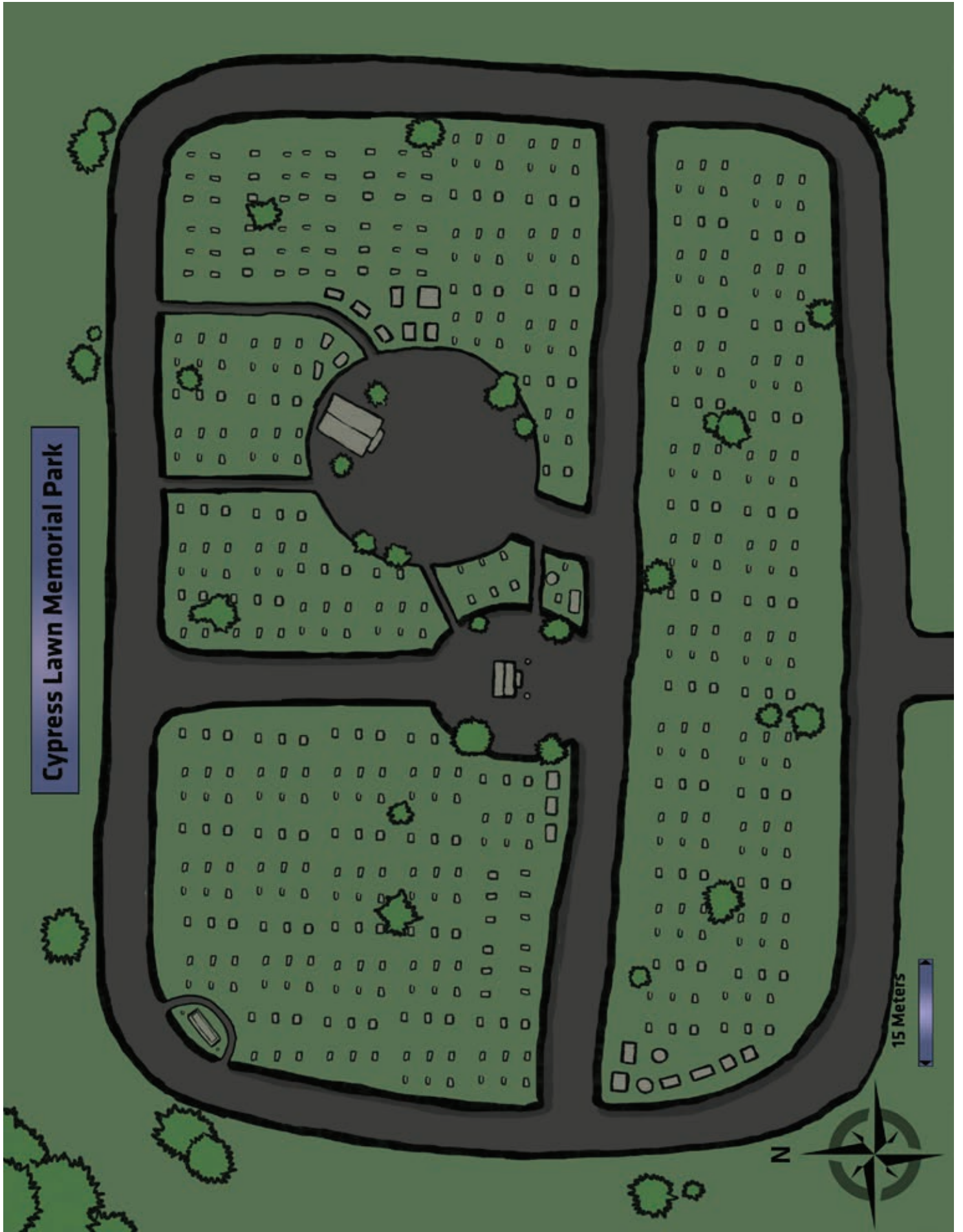
DocWagon clinic



5 Meters



Cypress Lawn Memorial Park





PLAYER \_\_\_\_\_ DATE    /    /

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

PERSONAL INFO

SRM 04-10 ROMERO AND JULIETTE

When a jade cup and an artifact researcher go missing, zombies begin to rise in Seattle. Can the runners stop the rising zombies, or will they become zombies themselves?

- ☐ Rescued Kellan Colt
- ☐ Defeated Auslander
- ☐ Recovered the jade cup for Dr. Fiona Craig.
- ☐ Recovered the jade cup for Laurent Nazaire

SYNOPSIS

MISSION RESULTS

Names _____ _____ _____ _____ _____	Atlantean Foundation -5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Character Improvement Karma Cost _____ _____ _____ _____ _____ _____ _____
	Draco Foundation -5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	
	Saeder-Krupp -5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	
	Lung -5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____	Street Cred _____	<input type="radio"/> Dr. Fiona Craig <input type="radio"/> Kellan Colt <input type="radio"/> Laurent Nazaire
Earned _____		
Spent _____	Notoriety _____	
Remaining Available _____		
New Career Total _____	Public Awareness _____	

KARMA

REPUTATION

Previous Available _____ ¥	GM's Name _____
Earned _____ ¥	
Spent _____ ¥	GM's Signature _____
Remaining _____ ¥	

NUYEN      VALIDATION      CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES