

Dave's Not Here! (Run Dave Runn)

**A Two-Round Shadowrun: Virtual Seattle 2.0 Scenario
VS02-CL08**

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A man is supposed to be innocent until proven guilty. Your Johnson has been presumed guilty and has asked that you help prove his innocence. Did he do the crime or is he being framed as he claims? This scenario is Part 2 of a Two Round Scenario and is preceded by "See Dave Runn".

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This is a RPGA Network adventure game. A four to five-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three or four hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly

recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tiering and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma of each player character and dividing by 10 (round up). Add to this the Force rating of any conjured Elementals (Hermetic mages may have one (1) Elemental of their Charisma in Force rating which does not figure into this calculation – this is to help offset the Shaman's ability to summon a single spirit at any one time) and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" (round up) to determine the average "Threat Rating" for the scenario.

Example: Player character 1 has a total Karma of 27, PC 2 has 35, PC 3 has 15, PC 4 has 24, and PC 5 is new with only 1 point. PC 2 is a hermetic mage with a Charisma of 5 and 3 Elementals, Force 5, 5, and 3. Since PC 2 has a Charisma of 5, one of the Elementals does not count towards the TR. PC 1 is a rigger with a drone of Pilot rating 3. The TR for this party is therefore:

$$\begin{aligned} \text{PC1+PC2+PC3+PC4+PC5} &= 27+35+15+24+1 \\ \text{Average} &= 102 / 10 = 10 \\ \text{Extras} &= \text{Elementals (5 + 3) + Pilots (3)} = 11 \\ \text{Total} &= 10 + 11 = 21 \text{ and finally,} \\ \text{TR} &= 21 / (5 \text{ PCs, 2 Elementals, 1 Drone}) = 3 \end{aligned}$$

The Threat Rating (TR) is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

	TR
Beginners	0-4
Veteran Shadowrunners	5-10
Elite Shadowrunners	10 +

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Administrivia

Lifestyle:

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

Please consult the current Virtual Seattle information for the effects of Lifestyle on Charisma based rolls and character interaction, hospitalization costs, et cetera.

Initiates:

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action – maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any other roll means the corp sets up distant surveillance on the character.

Die Roll	Corporation
1	Wuxing
2	Renraku
3	Aztechnology
4	Mitsuhama
5	Saeder-Krupp
6	Ares Macrotechnology

For more information on Initiates and "corporate recruitment" see the latest Virtual Seattle information.

Adventure Summary and Background

Many of the scenes presented here deal with the Argus offices and Huitzilopochtli Plaza. As a result, much of the information is the same as that presented in Round One of this event. Since it is assumed that judges would rather not carry around both rounds of a tournament in order to cross check information, some material is re-presented here for convenience.

David Runn is an up and coming financial analyst for Argus International. He has a brilliant financial mind, and as such is in line for the position of senior financial analyst at the age of 29. However, fate seems to be against Dave, and it looks like he will never get promoted. In fact, he is about to be demoted and removed from a position of importance - he is currently under investigation for embezzlement. Even if he is able to clear his name, his immediate supervisors and coworkers will continue to suspect him of wrongdoing in the future, and his chances for advancement will be squashed. Although nobody would admit it and his records would never show it, there would indeed be a "glass ceiling" above Dave on the corporate ladder.

However, clearing his name will permit him to be hired by another corporation, provided he can be "released" from his current employer. Even if he is not promoted, his dealings in the financial records for Argus International make him a retainable asset by the corporation, and one they don't want to let go. He is in the proverbial Catch 22 situation: if he can clear his name and stay with the corporation, he'll be stuck in a dead end job, never to be trusted again by his co-workers; if he doesn't clear his name, they will re-assign him to an out-of-the-way office branch where he can do little harm; and if he tries to leave, Argus will try to eliminate the threat of him sharing any "proprietary information."

Runn has therefore been able to think of only one path: clearing his name while simultaneously seeking gainful employment with another corporation. As luck would have it, information sources of Shiawase have learned of Runn's predicament and have approached him on the matter of "reassignments." A "headhunter" has therefore taken up David Runn's case, and asks Claudia and her network of "specialists" to investigate the matter and find out if Runn was indeed framed. If so, they are then to conduct an extraction. The difficult part of this mission is

conducting the initial investigation without alerting Argus assets, which would make the extraction more difficult. To make matters worse, Argus (and Dave) currently is a tenant in the Huitzilopochtli Plaza, owned by Aztechnology, which happens to be directly across the street from the Aztechnology pyramid.

The Story So Far:

This is the second part/round of the scenario. In the first round, the team discovers that Robert Butler, one of Runn's coworkers, was responsible for the stolen funds and had framed Dave to take the rap. Turning in the data, and possibly Butler himself, the team has successfully proven Dave's innocence. This round begins in Danny's Bar & Grill, as explained in the last scene of the first round. Maxkopf is not finished with the party just yet. They have proven themselves competent, and now he wants them to assist him in "relocating" Dave Runn to his new employer and home.

Enter the Runners:

This part of the scenario is a textbook extraction mission. The runners must hit the streets once again to find out information about the physical layout of Argus and develop a plan for getting David Runn out of the building and to Fort Lewis.

Along the way, they will get a lead that the sewer system may be the best way into the building. The team can go about this any way they choose, but taking over from the Shiawase Public Works team is the easiest. When they proceed through the sewers, they find that something has made the tunnels its home, a group of "wererats" - rat shapeshifters led by a rat shaman.

After defeating the shapeshifters and finding their way into the building and up to Dave's apartment, they encounter the next problem - Dave won't leave without his brother Robert. Unfortunately, Robert has a tenuous grasp on reality and doesn't always know when his BTL fantasies have ended. Once the team gets the Runn brothers out of the building, then they just need to get them safely to Fort Lewis.

Other information:

David Runn has a brother, Robert. Robert Runn used to work for Argus as well in the role of a corporate decker, until his brain was cooked by a shadowrun decker one night. With his brain damaged and talent virtually gone, Robert immersed himself in his virtual world and

eventually turned to BTLs. The Runns were relocated to Seattle from Manhattan shortly after Robert Runn had become a BTL addict and gotten arrested for various misdemeanors. Dave now takes care of his older brother and watches out for him.

Although it has been mentioned that Argus is a tenant in a building owned by Aztechnology, the GM should understand that being a renter is where the relationship ends. Argus has no business dealings with AZT, nor are they a subsidiary – they just aren't big enough yet to build their own building in Seattle yet. AZT does provide basic security services for the building, mostly physical measures and guards, since they own the property, and they also have the astral ward in place as a service to their renters/customers. They also have a Jaguar shaman on duty that provides watcher support and basic magical security for the building as a whole. AZT does NOT provide magical support or any other security services to Argus outside of protecting the building. For example, if an employee of Argus were to be extracted, Aztechnology would supply security to protect the building's resources and possibly fire upon the extraction team, but once they leave the building and immediate area, AZT will not follow unless the runners have damaged a large portion of the building or killed important AZT assets.

Argus offices in Seattle cooperate fully with Lone Star in matters dealing with criminal activity.

Introduction

The Negotiations

Tell It To Them Straight

Everett at night - a beautiful view greets you as you arrive at Danny's in the south part of the suburbs. Freighters and tugboats off shore are all lit up, looking like some sort of weird dance in the middle of the harbor. Even the smoke from the paper mills seems suppressed tonight, and the fresh smell of the sea and the mountains behind you seems to raise your spirits. Yep, you're betting that this next assignment will be even more lucrative than the last, and you might even take in some other rewards. All you have to do now is find

Maxkopf inside and listen to what he has to say.

Entering the jovial climate of Danny's, you easily spot Maxkopf along the back wall in a large booth. He notices your entrance, and raises his tankard in welcome.

"Thanks for coming. I've asked you all here again because I'm impressed with the way you handled the last task I set before you. Now we can really work together. Suffice it to say that I am not just another fixer or agent such as our mutual friend Claudia. What I am is a "recruiter" for a major corporation here in the Seattle area. It doesn't matter which one, but the important thing is that they are now interested in employing our friend Mr. Runn, now that he has been cleared of any wrongdoing. Unfortunately, his current employers are less than receptive to approaches with offers of hiring David away from them. My employers really cannot take no for an answer, and therefore have asked me to "arrange" for his "relocation." I assure you that they are very excited with the possibility of working with David, and will show a great deal of appreciation for any assistance in this matter. Are you interested?"

Behind The Scenes

Obviously, the characters should accept the mission. If they don't, then they won't get any of the neat toys or other benefits from playing this scenario! Once they accept the mission, Maxkopf will explain the terms of the job. The team will be offered 20,000 ¥ (not each), with half up front. Dealing with Maxkopf (Negotiation (9)) can net the team (again, not each) up to 5,000 ¥ more (1,000 ¥ per net success). Because of the nature of Dave's job, he has been exposed to sensitive data of the corporation, and has therefore become an asset to be protected - he is being watched to prevent any chance of his "wandering off." Argus would "eliminate the threat of Runn talking" before allowing him to pass off corporate secrets. He can't run and he can't hide, so he has turned to Maxkopf to get him out of this situation. When the team is ready to spring Runn, they can let Maxkopf know and he will tell Runn to get ready (he has a discrete way of contacting Runn, but he can't chance letting the runners use this method) - this should be done no sooner than one hour before the actual extraction is to take place. They are to deliver Dave Runn to Sharkey's, a retired UCAS Marines owned bar in Fort Lewis.

Once the team has accepted the information and the negotiations for payment have been concluded, Maxkopf will transfer half the promised funds to a certified credstick and tell the team that they can contact him as before once they are ready to “liberate” Runn. Maxkopf’s last statement as he rises from the table will be to tell the team to make sure that Runn is not seriously injured in his “transfer.”

Once again, as far as Runn is concerned, he knows that someone will be trying to get him out but does not want to be seen associating with non-corporate entities at this time, as he is afraid it will tip off the corporation that he is trying to leave.

He doesn’t know anything about shadow ops, and so has not provided any means for contacting him other than via his home and work telecom. He is very nervous about this whole affair.

If the runners investigate Maxkopf, they can find that he is a “headhunter” for Shiawase (see **Legwork** section). He is in charge of scouting out talent to come and work for his corporation.

What If They Call Claudia

If the team should call Claudia, she will tell them to take the job. She will, for this part of the job, take her usual commission of 10 percent. She will tell the group that this is good money that they shouldn’t pass up.

Debugging

Not much to debug here, they either accept the job and continue, or they can have this time free to wander around the rest of the convention. Keep in mind that if they’ve made it to the second round, they shouldn’t be stupid as far as shadowrunners go. Therefore, a simple reminder to them about professionalism and maintaining reputation should be enough to make them realize they should take the job.

Turbo Mode

No need for turbo here, just have Maxkopf get up and leave. He has no information for the team (otherwise why would he need to hire them?) and will become annoyed if the party asks him any questions. They are supposed to be the professionals, aren’t they? Perhaps he should look to hire someone else...

Scene 1

Takin’ It To The Streets - Again

Tell It To Them Straight

Here we go again! You’ve got a much bigger bank roll this time to make things worth your while, and now it’s time to earn your pay. In order to snatch Dave from his current employers, you’ll need to come up with a good plan - and a good plan usually requires some good information...

Behind The Scenes

This scene is very similar to the one from Round One of “See Dave Runn.” The characters should try and use their contacts and other means to learn information that they can use to develop a plan to extract Runn from Argus safely. Use the **Legwork** section for any information the characters wish to investigate. Other than standard checks on building security and personnel, you may want to have contacts steer clues to the runners about the sewer system and possible access to the building through this path. Below are some tips for addressing some likely paths the characters may take.

Talking to Dave directly

Now that Argus International has solved their little money problem, they are worried that something else like this may happen again. As a result, they have tightened security in their offices around the world, including the ones here in Seattle. They are watching all employees closely, afraid that some of them may decide to switch company loyalties. Dave is no exception. Argus knows the situation that Dave is in, and they are still wary of how he may react - he has been placed on the “watch list.” If the team physically tries to encounter Dave by visiting the offices, they will find two security goons in the lobby on duty, both in light security armor. The receptionist will try to delay the team as long as possible, while she covertly informs security. Security teams will observe and visually record the team members and will then try to escort them from the building. Even if they come up with some wild plan, the team will not be allowed to see Dave. Of course, they could forcibly enter the offices and make their way to Dave, but since the lobby is under surveillance, security teams will be on them in no

time - augmented by Aztechnology building security. Under no circumstances will the team be able to get Dave out of the building at this stage. If they try, remember that this is the Huitzilopochtli Plaza, and security for the whole building is provided by Aztechnology.

Talking to Dave over the vidphone, email, or other methods of contact

Since Dave is under suspicion, all indirect contact with him is being monitored. First of all, they have to bluff their way past the receptionist for vidphone calls. The receptionist will not put the call through unless they are using video mode, and she can identify the calling location. If they are successful, the call will still be monitored and recorded by security. All email will be intercepted and simply deleted - Dave will never see it.

Matrix investigation

If the team has a decker (or access to an NPC decker such as Hondo from part one), then this is one of the best ways to gain information about the case. First, the decker must find the access node for Argus International (Claudia and Hondo can do this with no problem). Character deckers must learn this information through contacts or by asking Claudia, unless they got it in Round 1. Once the system is found, the decker can attempt to retrieve evidence from the Argus computer. Simply have the decker character make a single Computer skill test (Decking specialization ok) against a target number of 8. If the character gains no successes, then he cannot pass the system's security features and is attacked by both IC and corporate deckers. Inform the character that he/she has chosen the smart path and pulled out of the system before getting caught. For each success the character does get, the team may download one file or find out one piece of information (see **Legwork** section for matrix information from Argus). If the decker sent in a frame to find the information, increase the target number to 10 for gaining information. If no successes are generated, the frame was destroyed!

Astral investigation

The team could find out some important information here. The Huitzilopochtli Plaza is surrounded by a ward (Force 6) that does nothing but protect the building and its residents from astral threats. Those trying to cast spells through the ward have their Force reduced by 6. Spirits will not cross the ward, due to its construction techniques. This is because it was created

through the use of blood magic, by Aztechnology mages. A character with astral perception may discover this through examination (see **Legwork** section for astral information about Argus). If a mage wishes to astrally project, he may cross the ward if he wishes (but try to describe the ward as something they wouldn't want to risk, and remember that they are across the street from Aztechnology - try to scare them, but don't stop them if they are determined to try). Once inside, he can try and find Dave, but this will require an Intelligence (10) test unless they have somehow seen his aura before, in which case it is a 4.

Dave always has a bodyguard (heavily cybered) outside his office and outside his apartment upstairs. Both his office and apartment are bugged, but not under video surveillance. An enterprising team member could manifest in Dave's office or apartment when he is alone and talk with him. The bugs will not pick up the voices from manifesting characters, but will pick up if Dave is talking. If the character checks out Dave's apartment, they will find Robert in the middle of the living room, "brain dead" experiencing a simsense movie (just think about what somebody looks like after watching mindless TV after a few hours). Robert will freely talk with any "ghosts" and think that he is just hallucinating. Luckily, security will think he is just going bonkers strung out on BTLs. The best way to handle this is to have Dave answer the questions by gestures. If the character questions Dave and does not have Dave respond via gestures, then the bugs will pick up Dave conversing with someone, and security will send someone to investigate. Security will also be tightened around Dave and prevent further contact with him.

Physical Examination / On Site Inspection

The characters may possibly want to check out the physical layout of Argus and Huitzilopochtli Plaza. If they perform a drive-by for some surveillance, they will instantly notice that traffic seems pretty heavy, heavier than normal for downtown. As they approach the building, have them make a Perception (8) test. They may notice that traffic is backed up due to a Shiawase Public Works site where a manhole usually is. Right now it is cordoned off with orange traffic cones and yellow tape with SPW, the Shiawase logo, and CAUTION alternating on the tape in bold black lettering. As the runners can find out from the **Legwork** section, later there will be a crew doing some maintenance on the sewers. *This is ideally how the team should approach Argus during the actual extraction.*

Eventually, the runners can find more information on the sewers by talking to contacts. If they ask Maxkopf, or already know of his involvement with Shiawase, they can obtain a mapsoft of the sewer area showing the construction of the Plaza's sub basement and its proximity to the storm drain tunnel wall. They can also get this same information through decking, either by a PC, Hondo, or Claudia (see below).

What If They Call Claudia

Claudia will at first be upset with the team calling her every time they get in a bind, but eventually will agree to look into some things for them. Give the team up to three pieces of information (from different areas of the **Legwork** section) you think will be enough for them to continue. If they keep calling Claudia for information, she will refer them to Hondo (see **Turbo Mode** below).

Debugging

There should be no threats to the team at this point in the scenario. The one thing that is important here is time. The team should not spend more than 30 minutes on this section. If they are floundering, you can have Claudia call them and ask how they are coming along, and suggest they contact Hondo, as below in **Turbo Mode**. They may become frustrated with the inability to talk to Dave directly. Point out to them that Dave is being watched, and doesn't like dealing with shadowrunners to begin with. Also, Runn is merely a financial analyst - he knows very little about information a shadowrunning team would need to infiltrate a building and conduct an extraction. All they need to do involving Dave is to inform Maxkopf when they are ready, and he will contact Dave using discrete channels and let him know to be ready to move.

Turbo Mode

The team may not have the experience, contacts, or equipment to get a lot of information, so you may have to drop a clue to them if things start to lag. If the team is just spinning their wheels, have one of the character's contacts approach them and say that they've heard the team was looking into something over at Argus, and that they know a decker that may be able to get them some info. If they decide to hire an outside decker, his name will be Hondo - they may contact him via vidphone (only his icon, that of a cowboy, appears) or email only. He will charge the team a fee of 5,000 ¥ to do any matrix investigation that they need for the rest of this run.

If one of the characters obtained Hondo as a Level 2 Contact during round one, then he will help out the team for no fee! (However, he will not turn down any money offered, and will also expect a share of any loot obtained from the run itself. Remember, you have to take care of your "Buddies".) Hondo has access to 8 dice (computer skill and hacking pool combined) for finding out information from the Legwork section - he will also automatically discover the information about the sewers and its proximity to the building's basement (hand the players their copy of the Sewer Map). He will not accompany the runners, but will stay on call if the team needs any other information. Under no circumstances will he do any matrix runs for active shadowruns - he obtains information only.

Scene 2

Touring The Sewers

Tell It To Them Straight

Your investigations have led you to one conclusion. The best way to get into the building would be through the sewers. It's a dirty job, but...

Behind The Scenes

The legwork that they did in Scene 1 should have gotten them the information about the pathway through the sewers. If they were successful enough, they also received information about the maintenance schedule of Shiawase workers and learned of the scheduled work to be performed on Wednesday at 2 a.m. A good team will realize that the easiest way to gain entrance into the building would be to replace the maintenance team, either through bribes, spells, or force (use standard human statistics).

Any character with a Shiawase contact can get the shadowrunners in as a work crew, provided the contact is treated properly (we recommend a "consideration tip" of 500 ¥). Otherwise, the team will have to overpower the on-duty crew before proceeding into the sewers.

Once they gain access to the sewers, they can orient themselves to the sewer map found in the previous scene. If the team is using thermographic vision enhancements, or ultrasound sights/goggles, they will begin to detect the writhing mass of small bodies coming out of the side tunnel. If the team is using a light source,

they can see the brown mass undulating along the walkways and walls. Even the water is filled with these rats. Following shortly behind and driving the rats are four rat shapeshifters, one of which is also a Rat shaman. The shaman will hang back in a side tunnel and peek around the corner occasionally to try and snipe at party members with spells. After two of the shapeshifters have fallen, the shaman will retreat and escape through the sewers (he may return in a future adventure!).

These shadowrunners are invading their home, and the shapeshifters and rats will do anything to drive away the threat.

As you can see from the **Cast of Characters** section, the rats are more a nuisance than anything else. 2D6 rats will swarm over characters if possible (cannot get through magical barriers, etc) and try to find exposed flesh to bite. If a character is not fully enclosed in armor or has a protective spell of some sort up, then a rat can bite exposed flesh on a roll of 6 on a 1D6. The character must then make a Body (8) test to avoid a toxic disease of Serious (Stun) damage. This disease also causes diarrhea, vomiting, and high fever which will incapacitate a character in 1D6 hours. The disease will naturally pass its course in 2D6 days unless treated by trained medical personnel, which can inoculate against the disease and have it gone in as little as 2 days. Of course, a Cure Disease spell successfully cast will eliminate the disease and symptoms also.

Once the characters are covered in rats, the three shapeshifters (not the shaman) will close and attack.

After the runners have neutralized the threat from the rats and the shapeshifters, they can proceed to the penetration point. A Demolitions (5) test is necessary to place a successful charge of 1/4 kilo of C-4 or 1/8 kilo of C-12 to blow through to the ventilation system. If there are any trolls in the party, the characters will have to use double the explosives in order to make the opening large enough for the troll to pass through.

Magic may be used to open the hole as well. The walls are of concrete and reinforced with steel structure bars, so the Object Resistance of the sewer wall for spells is 8 and the Barrier Rating is 16. The Shiawase work crew does have drilling equipment *IN THE TRUCK TOPSIDE*, so the team can use that if they don't have any demolitions or magics. Characters with enhanced hearing (or sensors from drones) who wish to listen first may hear the low oscillating hum of the machinery in the sub-basement room. This will be enough to cover over the noise generated by the explosion.

Once the hole is opened between the sewer and the ventilation duct, the characters can easily hear the sounds of the machinery from the sub-basement.

What If They Call Claudia

Well, if they are in the sewers, they may find a little difficulty in using any cellular or satellite communications. They shouldn't have any need for calling Claudia at this stage anyway. Use your own judgment in what information Claudia can provide, if any.

Debugging

If the team decides they don't want to use the sewers, make sure that they notice the amount of security surrounding the building and of course, the pyramid across the street (see GM Note at the start of Scene 3). Smart players will realize that security is just a little too tight to just try and go through the front doors. However, if they come up with a clever enough plan and can pull it off, then let them. Getting out will be a little harder than getting in...

Turbo Mode

If running short on time, eliminate the encounter with the shapeshifters. Just describe the rat infested sewers and the rats scurrying away from the party into the cracks and the darkness.

Cast of Characters

Rats (up to 2D6 per character)

B	Q	S	C	I	W	E	R
1	5 x 3	1	1	2	3	6	4

Attacks 4L, -2 Reach (claws) [see bite below]

Bites exposed flesh on a roll of 6 on a 1D6. The character must then make a Body (8) test to avoid a toxic disease of Serious (Stun) damage. This disease also causes diarrhea, vomiting, and high fever which will incapacitate a character in 1D6 hours. The disease will naturally pass its course in 2D6 days unless treated by trained medical personnel, which can inoculate against the disease and have it gone in as little as 2 days. Of course, a Cure Disease spell successfully cast will eliminate the disease and symptoms also.

Rat Shapeshifter (3)

These creatures, commonly known as "wererats," inhabit the sewers and underworld of

Seattle. They stand about the same height as dwarves if erect, but normally walked hunched over. When in rat form, they are about the size of a large devil rat, and in fact are related to them. The party will encounter them in human form with the stats as follows:

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

Attacks 5S, -1 Reach
Pro Rating: 3
Combat Pool: 6
Karma Pool: 2
Powers: Regeneration
Weakness: Allergy (Sunlight, Mild), Allergy (Silver, Severe), Vulnerability (Silver)
 Silver weapons receive a +2 Power bonus and a +1 Wound Level bonus.

Rat Shapeshifer Shamanic Adept (Toxic Rat totem)

Same basic description as above, except attributes as follows, and the fact that this one can cast spells as listed.

	B	Q	S	C	I	W	E	R
	2	5 x 3	2	4	5	4	6	5

Attacks 4S, -1 Reach
Pro Rating: 4
Combat Pool: 7
Spell Pool: 5
Karma Pool: 5
Spells: Stench 6, Chaotic World 5, Control Pack 5, Mask 4 (used primarily for interacting topside when necessary)
 Note that the other Rat Shapeshifters and the rats themselves are immune to the effects of the Stench spell (hey, they LIVE in this stuff!)

Scene 3 Into The Breach

GM Note-It should be highly stressed to the players that this part of the run takes place dangerously close to the Aztechnology Pyramid, which is not known for its hospitality toward shadowrunners. Make an effort to have the players feel anxious or nervous about doing this portion of the run. Don't have them encounter Aztechnology directly (that'd kill the PC's) but make sure that it's always in the back of the player's minds.

Tell It To Them Straight

(To be used if the team entered through the sewers)

Once the dust clears, you find that you have blown a hole into what appears to be an old access tunnel which has been clogged at one end with rubble. It looks like a tight fit, but you could probably squeeze through to reach the sub-basement.

A short crawl later and around the corner, you find a metal louvered grate covering the end of the tunnel.

(Allow characters to open the grate however they choose)

If they look through the grate, or once they remove it:

You see the sub-basement of the building. Large machinery sits off to either side of the area, and the sound of heavy fans turning drowns out most other noises. A large containment tank sits against the wall to your left. Directly ahead of you, you can see what appears to be a chain-link cage, with shelves and cabinets inside. You also see what appears to be a service elevator with a small panel set into the wall to the right. There is no-one currently in this room.

Behind The Scenes

Once the characters move into the sub-basement of Huitzilopochtli Plaza (see map), they find the high volume heating and air conditioning equipment (HVAC), as well as two reserve generators (5). The access tunnel used to provide access to the Aztechnology Pyramid but was sealed off after completion of the arcology. The large tank (3) contains potable water for emergencies. Contrary to popular belief and movies, most of the ventilation ducts are NOT large enough to crawl through (besides, they would have to crawl up over 15 floors to get to Dave). In addition to the HVAC equipment, there is also a service elevator, maintenance cage area (4), and waste management processor (2).

The service elevator is called by inserting a codekey (a simple mag strip card) into a slot where the call button normally would be. Security Systems (6) or Electronics/Electronics B/R (10) tests will bypass the system and call the elevator.

Prying the doors open is also possible with a Strength (8) check. This test can be modified by equipment on hand, e.g. a prybar, toolkit, or other similar levers to result in a modified Strength (5) test. There is a crowbar in the maintenance cage

(if the characters think to look), which is locked with a regular Master key padlock, but the cage is made of regular gauge chain link fencing.

Unfortunately for the runners, the service elevator is not currently in the sub-basement – it must be on one of the many floors above. There is noise indicating that the elevator is functional, and characters with lowlight vision can see the elevator up approximately 9 floors. Every so often, roll dice to move the service elevator – 1D6: 1-2 elevator moves down the shaft; 3-5 elevator doesn't move; 6 elevator moves up; then roll 1D6 to determine how many floors it moves (this keeps the runners on their toes, as the elevator can move up or down at random times). The elevator interior and controls are monitored, so if the team disables it or takes control of it, consider them detected (the top and bottom of the elevator are NOT monitored, however). Building security will shut the elevators down after positive confirmation of intruders.

There is an emergency ladder in the shaft, which the team may want to use to climb up the shaft, but remember that the elevator is often in use. The inside of the elevator shaft is also protected against vermin (like the shadowrunners, uh, I mean rats):

Sensors (in the elevator shaft, every 5 floors), Level 6

These sensors can be disabled with an Electronics (6) or Electronics B/R (4) test.

Proper tools are still required (just knowing how to disable it won't do the trick). Destroying the sensors will set off the alarm. If the sensors are set off, it will not set off an alarm, but an electrically charged field will pass across the shaft to "neutralize" any vermin. Designed to kill large rats and other pests, shadowrunners take 6M Stun damage (Impact armor applies) from the field by simply setting off the sensor array. Roll 6 dice for the sensors against a target number of 4 to determine accuracy of the electrical field. Characters which are electrocuted must make a Quickness (4) test in addition to a Damage Resistance Test to determine if they lose their muscular control and possibly their grip to fall down the shaft – ouch!

Keep in mind that the sensors / taser field shut down for the passing of the elevators.

Once they get out of the elevator shaft, the party will have to worry about the main security measures of the building. A short summary of security procedures and notes are as follows:

Astral Security: Astral presence is mostly limited to watcher spirits, but more spirits can be called upon by the security mages on hand. (Reminder to GM: Elementals take a long time to be summoned; Nature Spirits can be summoned in a complex action. The building security mage currently on duty is an Aztechnology Jaguar shaman.)

Technical Security: Cameras are located at the junction point of the hallways. They are thermographic as well as visual; *these cameras cannot be fooled by improved invisibility, due to the thermographic mode of the sensors.* However, spells such as Physical Mask, Trid Spectacle, and others will work as normal.

This will most likely be what tips off security as to where the team is.

The maglock on the door to Dave's apartment (or any other door in the building) requires both a keycard and numeric code (Rating 8 and proper tools needed to bypass).

Problems: Dave will not leave without his brother, Robert, who is in his own room on BTL. (*Insert title of a Living City module currently running at the convention here if possible*)

Robert won't leave without his "magic items" (no magical aura in the room, assensing Robert will not show him to be magically active – he is just playing out a BTL fantasy and cannot tell between virtual and real worlds). The team will have to convince Robert to come along – Dave will be upset if the team tries to force Robert or mistreat him in any way.

What If They Call Claudia

What, are you on Crack?

- A. You're in the middle of a run.
- B. Your signal is more than likely jammed, if not monitored by Aztechnology.
- C. She's not there anyway!

Debugging

The team must successfully stealth their way up to Dave's room on the 15th floor. If they decide they want to break into other rooms or otherwise derail from the task at hand, then patrolling guards can stumble upon them or they can be spotted by cameras, wandering tenants of the building, et cetera. Remember that there are people living in the building and that some of them may be up late (assuming that the characters are entering during late night hours).

If the team is going in during the day and has a plausible cover, costumes/uniforms, et cetera

and a workable plan, then let them proceed to the 15th floor unmolested (unless they wander off course, as above).

Turbo Mode

No sensors in the elevator shaft to disable, and no guards are encountered unless they set off the maglock alarm (i.e. The guard watching the cameras is not paying attention and doesn't notice the party if invisible or using stealth). Also, Dave and his brother are packed and ready to go, and don't put up a fight. These measures cost the team 1 Karma, as normal for Turbo Mode.

Scene 4

What Goes Up Must Come Down

Tell It To Them Straight

You've got your charge and his spaced-out brother – now all you have to do is get them out of the building and to the rendezvous point.

Behind The Scenes

The ideal way to leave is the way they came in (this is the path of least resistance). Unfortunately for them, one of the watchers detects them as they are leaving Dave's apartment and alerts the security mage, who in turn alerts the security teams:

If the team decides to go down the elevator shaft, and if the team was detected at any time, then on the way down the shaft, the elevator doors on Floor 3 open and gunfire pours upward at the team. Security has also shut off all power to the elevator shaft (so much for riding the elevator!). A 6-man Argus strike team (50% of Argus' total security forces here in the building) will dog the team until they can get away, starting with firing at the team in the shaft. The Argus team will follow them to the sub-basement, but will not follow because of the certain death trying to get through the ventilation duct. They will instead notify another unit to follow topside (another team of 6).

If the alarm has been raised:

The lobby will have approximately 30 armed Aztechnology security guards with light security armor.

The roof is even further away, and there are no transport pads on the roof. Where are they going to go?

When the team manages to escape the building, Argus will send troops after the runners to recover Dave. If things start to go badly for Argus, they will try to kill him to protect the company.

NOTE: If the team does anything to endanger Aztechnology, which is directly across the street, the Jaguar Guards will respond with extreme prejudice (a stray bullet is considered endangering, as is the use of heavy weapons, explosives, or high force area effect magics). Security in this area is tough, and while Lone Star will eventually respond, six Jaguar Guards can be on the scene in 90 seconds, with reinforcements (10 Jaguar Guards) two minutes later.

What If They Call Claudia

Claudia will tell them that they had best find a safe path out of the building – how about the one they came in with? Other than that, she cannot help them – the matrix node for Argus has been beefed up and is being guarded by security deckers, so she can't get in to help the team open doors, shut off alarms, et cetera – they are on their own.

Debugging

This is the one encounter where the team could bite it. If they are not stealthy or smart enough to avoid detection, then the alarm will be raised and everything breaks loose. Going out the front door is a definite death sentence, unless they have very powerful magics on their side or are extremely lucky. If they are greedy and trying to steal stuff from the building rather than just extracting Dave and his brother, then show no remorse.

On the other hand, if they are just having bad luck or bad dice rolls but had a workable plan, then go easy on them. Have guard squads of only four or so. The team should be kept running and moving along, rather than having the time to stop and worry about stuff. They need to get to a vehicle and get away from Argus as quickly as possible.

Turbo Mode

If time is running short, then only have them encounter one squad of four Aztechnology security guards in light security armor.

Cast of Characters

Argus Security Strike Team Member (2 teams of 6)

B 5 **Q** 5 **S** 5 **C** 2 **I** 5 **W** 4 **E** 2.8 **R** 5(7)

Initiative 5(7) +1D6 (+2D6)

Pro Rating: 4

Combat Pool: 7

Karma Pool: 4

Skills Clubs 4, Biotech 4, Demolitions 2, Corp Etiquette 2, Pistols 6, Gunnery 4, Brawling 5, Security Systems 1, Battletac 2

Cyberware Cybereyes w/Flare Comp., Low-Light, and Thermo; Dermal Armor Level 1; Smartlink; Wired Reflexes Level 1

Gear Light Armor (6/4 + Helmet), Savalette Guardian [Heavy Pistol, 12(clip) SA/BF*, 9M, w/2 extra clips, Recoil Reduction 1, Integral Smartlink], FN-MAG 5 [MMG, 50(box) FA, 9S, Recoil Reduction 2, Integral Smartlink], Commlink-4/Battletac

*- Savalette Guardian can fire one three-round burst as a complex action.

Argus Security Vehicle: *Chrysler-Nissan Patrol One (1)*

Handling 4/8 **Speed** 60/180 **Body** 3 **Armor** 2

Signature 4 **Autonav** 3

No mounted weapons, but there are various firing ports for the passengers to shoot from.

Aztechnology Security Guard (30)

B 5 **Q** 4 **S** 4 **C** 2 **I** 4 **W** 3 **E** 2.5 **R** 4

Initiative 4 + 3d6

Pro Rating: 4

Combat Pool: 5

Karma Pool: 2

Skills Corp Etiquette 4, Street Etiquette 2, Assault Rifle 5, Stealth 3, Brawling 3

Bio/Cyberware Smartlink II, Synaptic Accelerator Level 2, Trauma Damper

Gear Heavy Armor (8/6 + Helmet), Commlink-4, Ares Alpha Combat Gun [Assault Rifle, 42(clip) SA/BF/FA, 8M, w/1 extra clip, Recoil Reduction 2, Integral Smartlink II, underbarrel grenade launcher]

Jaguar Shaman (2)

Jaguar Guards (6 initial, 10 more after two minutes)

See Appendix 2 for stats on these foes

Scene 5

Escape To Fort Lewis

Tell It To Them Straight

You've gotten your charge out of the building, and now you have to get to the rendezvous point in Fort Lewis. As you pile into your vehicle, a squad of Argus security goons round the corner of the building, firing in your direction. You floor it and peel away, leaving the plaza and the shadow of the pyramid well behind.

After a few moments, you get onto Interstate 5, and get into the far left lane as you cruise through Tacoma. You notice that the southbound side (yes, the same way you're traveling) is devoid of vehicles, which allows you to open up the throttle and move at top speed towards your journey's end.

Behind The Scenes

Once they have left Huitzilopochtli Plaza, the team then has to make its way to Fort Lewis. More than likely, the team will have to elude the pursuing corp strike teams. If the team has a rigger, then this is his time to shine. If not, then it will be that much harder to escape...

With a large corporation pursuing the team, time is of the essence. The fastest way to the rendezvous is straight down I-5 through Tacoma and into Ft. Lewis. If a team member has an Eye-Fiver contact or anybody elects to make an Etiquette: Street (10) test, direct them away from Interstate 5 and *proceed to the next scene*. Otherwise, the team will hop on the interstate and make for Fort Lewis.

The southbound side of the interstate is devoid of vehicles. This allows the team to move at top speed, which is a blessing in disguise. As the team approaches the Tacoma/Fort Lewis city limits, vehicle sensors (if they have them) can pick up several motorcycles ahead (an Etiquette: Street (8) reveals the riders to be wearing Brown & Gold: Spike Wheels colors) and a lone motorcycle from

behind (the rider is wearing Blue & White: Eye-Fiver colors, which can be determined by an Etiquette: Street (8) test). The lone motorcycle gets right behind the team vehicle and tries to stay as close as possible in order to stay hidden from the other gang. A Perception (4) test will reveal to the team that the lone biker has a kilo of C-12 and the detonator in his hand! A Demolitions (4) test will let the character know that the detonator is on a deadman's switch that goes off once the trigger is released. The motorcycles ahead are traveling at a very slow speed and once the team passes, the lone biker kamikazes into the gang, setting off a large explosion in the process. Ideally, the team should never stop. ***If they try to, Dave will remind them that a large corporation is after him and he doesn't feel safe.***

What If They Call Claudia

She will inform the team that Argus is mobilizing most of its fleet of vehicles to pursue them. They are even considering asking Aztechnology for assistance ("As I see it, you have about a seven minute head start."). This should get the team motivated enough to high tail it to Fort Lewis. She will also inform the team of an Eye-Fiver retaliatory strike against the Spike Wheels. She suggests to them to take an alternate route to Fort Lewis. (No Karma reward for evading the gang encounter by receiving this tip from Claudia.)

Debugging

This encounter plops the team right in the middle of a gang attack. If they are smart, they'll stay out of it. If not, then feel free to have the other gang (what's left of them after the explosion) chase after them and attack. After all, they were helping to shield that scum Eye-Fiver, weren't they?

Turbo Mode

Have the team take an alternate route to Fort Lewis. This will avoid the Go-Gang encounter entirely. (No Karma reward for avoiding gang encounter, but no penalty for using a Turbo Mode either)

Cast of Characters

If you should need stats for the gangers, use the PC Troll Sprawl Ganger archetype in the front of SR3.

Picking Up The Pieces The Big Finish

Tell It To Them Straight

The city limits of Fort Lewis are just ahead. You pull off the highway after a couple more exits, and head to Sharkey's. With no other trouble, you manage to make it to the bar and park the vehicle outside. Time to meet with Maxkopf, turn over the "package" and collect your pay. Entering the bar, you easily spot Maxkopf in one of the rear booths. He has a large smile on his face.

"Ah, there you are. Excellent. Hello, Mr. Runn, my superiors are very pleased to extend to you an offer of employment and relocation, and we are sure that you will be a valuable addition to our family. I assume this is your brother?"

"Yes," Dave says. Robert is still under the influence of the BTL, and spouting off medieval drivel. "I'm afraid that I must insist that my brother be allowed to accompany me – otherwise it's no deal."

"No problem, Mr. Runn, no problem. I quite understand. Now, if you will excuse me, these individuals and I have some business to settle." Maxkopf pulls you aside and thanks you for a job well done. In addition, he distributes to each of you a certified credstick with the balance of your payment. He then excuses himself and takes the Runn brothers with him into an awaiting Mitsubishi Nightsky.

Behind The Scenes

This is the big payoff. The characters get the balance of their payoff. If the Runn Brothers are BOTH in good shape and took NO damage (taking a light wound and healing it doesn't count), then Maxkopf will be so impressed with the team's performance, that they can mark him down as a Level 1 Contact (Corporate Headhunter: Shiawase).

David Runn will be so happy that he and his brother were successfully "relocated" that for those characters who treated him (and his brother) well – talked politely to him, healed him, basically were professional – he will offer to arrange for a credstick for them. He will also be a Level 1 Contact for the characters (Corporate Financial Analyst: Shiawase).

The characters have a choice. They can either get a Rating 8 or a Rating 4 fake ID credstick. The color of the credstick is determined

by how much nuyen the character wants to switch over to it, up to a maximum of a Gold rating stick. For those that choose the Rating 4 stick, it is permanent (or at least until they screw up enough for Lone Star to find out). The Rating 8 stick degrades after each adventure that it is used. For instance, if they use it during the next run, even one time, it becomes a Rating 7 at the end of the adventure. Once it has been reduced to a Rating 1, the next use will automatically determine it to be a forgery. The advantages of having an ID credstick are many, including being able to get weapon permits for small arms such as pistols, DocWagon contracts, buying legal goods at list price such as civilian vehicles and electronics, and so on.

The player is responsible for coming up with the information and name that will be associated with the fake ID stick.

Robert will be so happy with the team for helping out him and his brother that he will knight those characters which were kind to him (yes, he's a loon, and a plunger as a scepter does not a king make).

Side note: if the team retrieved the mapsoft about the sewers, they can keep it. It is worth 10,000 ¥ and has Rating 15 copy protection on it. You can display it at any time by inserting it into a reader, Datajack, etc – you just can't copy it until you defeat the encryption.

What If They Call Claudia

They should not have any reason to call Claudia, since this is the end of the shadowrun. If so desired, she can inform the party of the events described above in **Behind The Scenes**. She will also remind them, however, that she is due a ten percent cut of the total payment.

Debugging

No debugging to be done here. Even the worst team can't screw this scene up. Proceed to **Picking Up The Pieces**.

Turbo Mode

No need for Turbo Mode here. This is the end, just talk fast!

The End

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

	Karma
Killing in self defense only	2
Dave Runn extracted successfully	1
Dave and Robert Runn receive NO physical wounds	1
Avoiding Gang Encounter in Scene 5 (through Etiquette, not fighting, etc)	1
Robert Runn receives a Serious physical wound or dies	-1
For each use of Turbo Mode past the first (except Scene 5)	-1
Calling Claudia more than three times during scenario	-1
Only one of the following:	
Dave Runn receives a Serious or greater physical wound	-2
OR	
Dave Runn killed during extraction	-4
Total Karma for objectives	sum above Karma
Discretionary roleplaying award	0-3 Karma
Total possible Karma	8

Note that members of the Tyger's Tail must take one less karma than awarded.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any

reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed. Contacts must be specifically defined by level, name, and affiliation.

3. Theft is against the law and professional code of Shadowrunners. Items which are worth more than 1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

See **Picking Up the Pieces** for a breakdown of treasure for this scenario.

Treasure if characters defeat Azzie Squad as shown on page 21. After each item, the Retain Price and Fence Price are given in parenthesis. If the character keeps the item, the Retain Price is counted against the 100,000 nuyen maximum. If sold, the Fence Price is added to the "pot" and distributed up to the normal limit. Items marked with a T are only available to Tyger Team members. An R followed by a number indicates the Rating of the device or item.

2 Armor Jacket (750/250)
2 Commlink, R4 (12,000/3,000)
2 Dart Pistol (1,200/300)
10 Gamma-Scopolamine Darts
(minus any used) (1,000/250)
2 Gold Rings w/ Jaguar Heads
(Force 1 Reusable Anchor Focus)
(60,000/15,000/T) OR (0/1,000)
if sold unaware of magical properties
10 Ares Alpha Combat Gun w/ dual select clips,
Recoil reduction R3, Individual Biometric
Safety (requires Assault Rifle B/R (10)
to reprogram) (10,000/2,500)
10 Cougar Fineblade Knife (long) (4,500/1,000)

GM Aid: Legwork

Argus International, Incorporated

General Information: Etiquette/Street (6), Etiquette/Corporate (4), any Corporate contacts.

1. Never heard of them, must be strictly small potatoes...
2. Yeah, Argus, heard they've been doing a lot of cutting edge cyberware stuff.
3. Argus is on the brink of becoming a full-fledged megacorp. They have offices right here in Seattle – heard they're leasing some space in Huitzilopochtli Plaza, across from the Azzie pyramid.
4. Argus made their big play about six years ago by developing one of the first rigger cranial decks. Made a ton of nuyen off a deal with Ares as well. Heard they made 3rd tier status about six months ago. They're definitely someone to watch...

Matrix Information: Etiquette/Street (6), Etiquette/Matrix (4), any Decker, Corporate contacts.

1. You're in 404 land there, buddy, I can't seem to find any matrix address for them at all!
2. Heard they have their own system for internal use, and it ties into the Azzies. If you want to get in through the matrix, you have to cut through the Aztechnology Pyramid system first. Plan on doing that? Nice knowing ya chummer!
3. You can get an email address easily enough, but everything is screened by Argus "public affairs" officers.

Astral Information: Etiquette/Street (8), Etiquette/Magic (6), any Mage/Shaman, Talismonger contacts.

1. Argus? They don't have enough spellcraft to light a cigarette...
2. Last I heard, they worked out a deal with Aztechnology for their astral protection.
3. In addition to having spirits on call from the pyramid, there is an astral ward around the office building that protects against astral scrying and intrusion.
4. The ward surrounding the building is Force 6, and breaching it will alert forces at the pyramid. You'll have about a minute and a half before you're face to face with some nasties courtesy of the Azzies.

David Runn

Etiquette/Street (10), Etiquette/Corporate (6), any Corporate contact

1. Wasn't he the drummer in Maria Mercurial's last music trideo?
2. Some kind of financial genius I hear. Last I read in the "Journal", he had correctly predicted the fall of the British Pound and saved his company over three million nuyen.
3. A quick burner, that one. He's only in his late twenties and already up for a senior position at Argus. Hey, I heard he also got mugged or something down at Hugo's the other night...
4. He's a fairly new transfer to the Seattle branch. Came over from the Manhattan offices with his brother.
5. He has an older brother, Robert, who used to be a cyberjockey. Heard he burned out some synapses protecting Argus during a corporate raid.

Robert Runn

Etiquette/Street (8), Etiquette/Matrix (6), any Corporate, Decker contacts:

1. Wasn't he the drummer in Maria Mercurialness last music trideo?
2. Way I heard it, he used to be a drek-hot decker over in New York City. Haven't heard anything about him in years though.
3. Yeah, Robert used to be one of the best corporate deckers on the east coast. Used to work for a firm called Argus until a run-in with some shadowrunners that got the jump on him. Fried a little of the old gray matter, from what I hear.
4. Robert lost his edge after some neural damage while decking against a shadow op. He's been a BTL junkie ever since. Word on the grid is that his kid brother is taking care of him.

Law enforcement contacts:

1. Wasn't he the drummer in Maria Mercurial's last music trideo?
2. Let me see...here it is. Seems your Mr. Runn has had some run-ins with Lone Star in the past. Petty theft, possession of controlled substances. BTLs, illegal simsense gear, that sort of stuff.
3. Guy's lost all touch with reality. He's so hooked on simsense, he doesn't know anymore what is real and what is chipped. At least lately he's been clean – no entries in his record for over a year.
4. His record shows he moved here from Manhattan. Seems he was arrested in a big BTL scam. Word here is that his younger brother, a David Runn, and some corp called Argus shipped them out west here to cover up the mess.

Robert Butler

Etiquette/Street (10), Etiquette/Corporate (8), Corporate contacts:

1. Isn't he the anchor for KSAT News?
2. I remember seeing something about him in the local trades. Financial analyst of some kind.
3. He's one of Argus International's hot finance analysts. Been with the company since it started 15 years ago. I wonder why he's not a Vice President by now?
4. Butler's got class. He was just in Matchstick's the other day with a new Hunt Ball suit. His wife was looking nice too. And that new Westwind (dark blue) of his – a hot car for sure...

Karl Maxkopf

Etiquette/Street (5), Etiquette/Corporate (4), Corporate or Fixer contacts:

1. Isn't he the leader of that German policlub, Der Nightmocking or something?
2. Maxkopf works in the upper circles, chummer, a professional through and through is what I hear...
3. Maxkopf is what you would call a "headhunter" – a fixer that specializes in "relocating personnel".
4. Maxkopf's paychecks are signed by Shiawase. His loyalty is to them first. Otherwise, he can be trusted to keep his word.

Other Data

Use whatever contacts and skills/target number seem appropriate to advance the story

From Dave Runn or his secretary, Gina Hernandez:

1. One of the primary items pointing to Dave's guilt is the fact that the computer file, Schedule 47: Foreign Market Shares, was "erased" from the Argus computer system. System logs show that it was Dave's ID that scrapped the file. This happened about a week and a half ago.
2. Dave does leave the building from time to time, but the building contains most everything he needs. Lately, he's been "escorted" while leaving the building. The last time he was out alone was the night he went to Hugo's, about two weeks ago, where he was mugged – his wallet and credstick both taken.

From Matrix searches on Dave Runn:

1. Dave's Office is on the 15th floor
2. Dave's residence is on the 23rd floor, suite 18
3. Dave usually works 8:30 AM-6:00 PM Monday through Friday, and 7:00 AM to 12:00 PM on Saturday
4. A lucky search will turn up a police report describing David Runn being mugged at Hugo's Bar – both wallet and credstick were stolen by two assailants.

Gina Hernandez

Gina is Dave Runn's secretary. She knows very little other than office gossip, and that she believes Dave could not have done it. She has met Dave's brother, Robert, and thinks he is a waste of resources. She knows that Dave's credit records have also been tampered with, but has no idea who would/could have done it.

Carol Temple

Robert Butler's secretary. She has been kept in the dark about Robert's plans, but she has noticed that Robert has worn some new suits and jewelry to work. She hasn't heard anything about him getting a raise – in fact, he hasn't had a raise in the two years she's known him. She has heard Robert complain in the past about David Runn and his "young, rash ideas" but about three months ago he stopped and actually started to befriend Dave, and would encourage his secretary Gina and Carol to have lunch together.

Soguro Wakirasi

Soguro is the Chief of Security for Argus International's Seattle branch. He is a decorated veteran of the Desert Wars and knows from years of experience how the shadows work. He knows how to use the tactical situation to his advantage, and is not afraid to call in help. Here in Seattle, he has close ties with the security forces of Aztechnology.

Hugo's Bar/Hugo Sarkharov

Hugo's is a hangout for the yuppies of 2070. Definitely a high class place, Hugo's is decorated with a cedar bar and matching stools and booths. The clientele in here are all wage slaves. The only shadowrunners that would be seen in here are the ones that would fit into the corporate environment. Hugo Sarkharov, the owner, is a large Russian man who came to Seattle with his family from Khabarovsk just after the turn of the century. In his early fifties, Hugo is too old to put up with any crap, and will push the Lone Star PanicButton at the first sign of trouble.

Danny's Bar and Grill

Danny's is an Irish pub / sports bar. Large screen trid units around the bar show football, urban brawl, and other games/sporting events. The high backed booths serve to keep things private, and patrons are usually watching the trids and downing beers anyway, so they tend not to pay attention to what is going on around them. This is one of Maxkopf's favorite meeting spots for just these reasons – and the wings are good too!

Huitzilopochtli Plaza

- Building is 42 stories tall. No landing pads on the roof.
- There are two basement levels to the building. B2 is below B1 and contains the heating/A/C for the building. B1 is the service area, laundry and other building services.
- Elevator Service in Huitzilopochtli Plaza - There are three banks of elevators:
 - Group A: Residential (3 cars)
 - Accesses floors 1,2,7-11,19-23,31,32,37,38
 - Group B: Businesses (4 cars)
 - Accesses floors B1,1,3-6,12-14,17,18,24-26,29,30,33,41,42
 - Group C: Private Tenant Businesses (Separate elevators that must be accessed through business floors) (2 cars)
 - Note: Group C elevators are all isolated and called with keycards used by each tenant company in the building. An individual's card will only allow that person to travel to other floors rented by the corporation he is an employee of. For instance, an Argus employee can only travel floors 14-16 with his keycard, since they are the floors rented by Argus.
 - Accesses floors 14-16 (Argus), 26-28 (Gamma Productions), 33-36 (Aztechnology subdivisions), 39,40,41 (smaller individual tenants)
- There is stairwell access for Floor Groups A and B. They are accessed through the lobby, but security will stop anyone trying to use them. The doors are alarmed and are for use in an emergency only (they are properly marked as such).
- The tenants of the building are Argus, Gamma Productions (a simsense production company), various Azzie subdivision companies, and a dozen or so smaller firms such as insurance companies, lawyers, and other white collar professionals (no medical or dental though).

Shiawase Corporation

Investigation will reveal that Shiawase's maintenance crews will be there over the next five nights to work on some blockage in the drain.

The Sewers

Shiawase work teams will have a mapsoft of the sewers in the area. The map will essentially show which is the best route of entry. This is included as a Player Handout.

One of the walls of the tunnel is close to an access tunnel which leads into Huitzilopochtli Plaza

GM Aid: Aztechnology

The following team will be dispatched to subdue and capture any Initiates which enter the Huitzilopochtli Plaza and are detected.

Jaguar Shaman (2)

Jaguar is +2 dice Detection, Forest spirits; -1 dice Health

B	Q	S	C	I	W	E	R	Initiative
4	5	2	5	6	6	6	5	5+1D6 (+4D6)

Professional Rating: 4

Magic Rating: 9 (Initiate Grade 3 – Masking, Quickening, Anchoring)

Combat Pool: 8

Spell Pool: 7

Karma Pool: Table Average

Skills Conjuring 8, Sorcery 8, Etiquette / Corp 4, Etiquette / Street 3, Pistol 4, Brawling 2

Gear Armor Jacket (5/3), Commlink-4, Dart Pistol [Light Pistol, SA, 10D Stun, 5(clip) Gamma Scopolamine darts], Ring w/ anchored Improved Invisibility

Spells Increased Reflexes +3 (5)#, Mana Bolt (8), Power Bolt (6), Armor (5)#, Improved Invisibility (8), Spell Shield (5)#

Quickened Spells with 5 successes each

Jaguar Guards (10)

B	Q	S	C	I	W	E	R	Initiative
5	6	5	3	5	6	0.5	5(12)	12+4D6

Professional Rating: 4

Combat Pool: 8

Karma Pool: Table Average

Skills Edged Weapons 4, Demolitions 3, Etiquette Corp 3, Assault Rifle 8 / Ares Alpha Combat Gun 10, Gunnery 4, Leadership 5, Military Theory 4, Stealth 5, Brawling 4

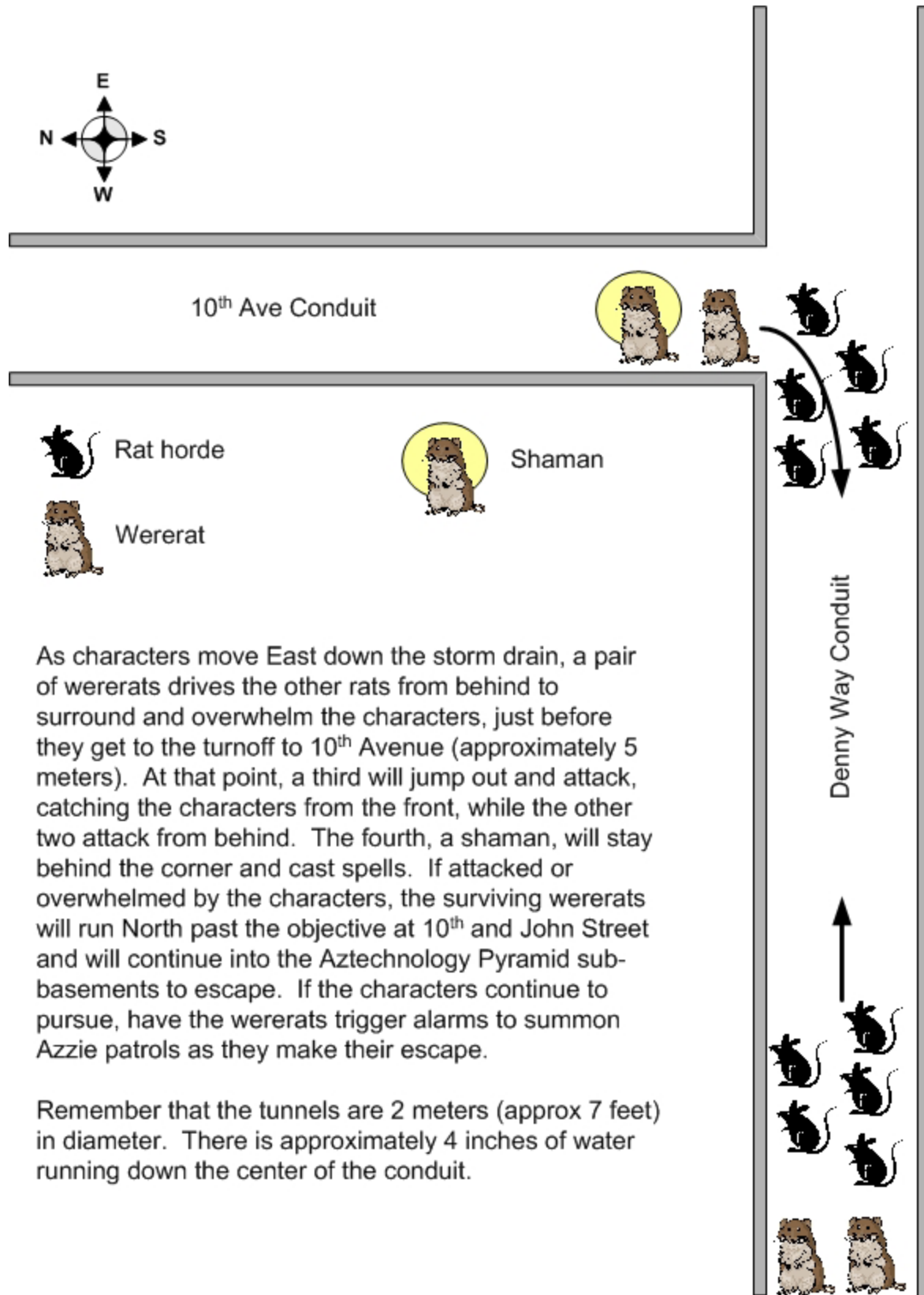
Cyber/Bioware Smartlink II, Wired Reflexes Level 3, Enhanced Articulation (added in already)

Gear Ares Alpha Combat Gun [Assault Rifle, 42(clip) SA/BF/FA, 8M, w/dual selectable clip modification, Recoil Reduction 3 (upgrade), Integral Smartlink II, underbarrel grenade launcher, Individualized Biometric Safety], Cougar Fineblade Knife (longblade, [6M], Medium Military Armor (12/8 +Helmet with enviroseal, commlink-4, thermographic, and flare compensation), Ring w/ anchored Improved Invisibility

Note that Guards can switch between APDS or Gel rounds as a free action through the smartlink and the dual clip configuration. This allows them to hose down the non-initiates and attempt to stun the magically active. Captured weapons must have the biometrics disabled or reprogrammed (B/R target 10) before being used by player characters.

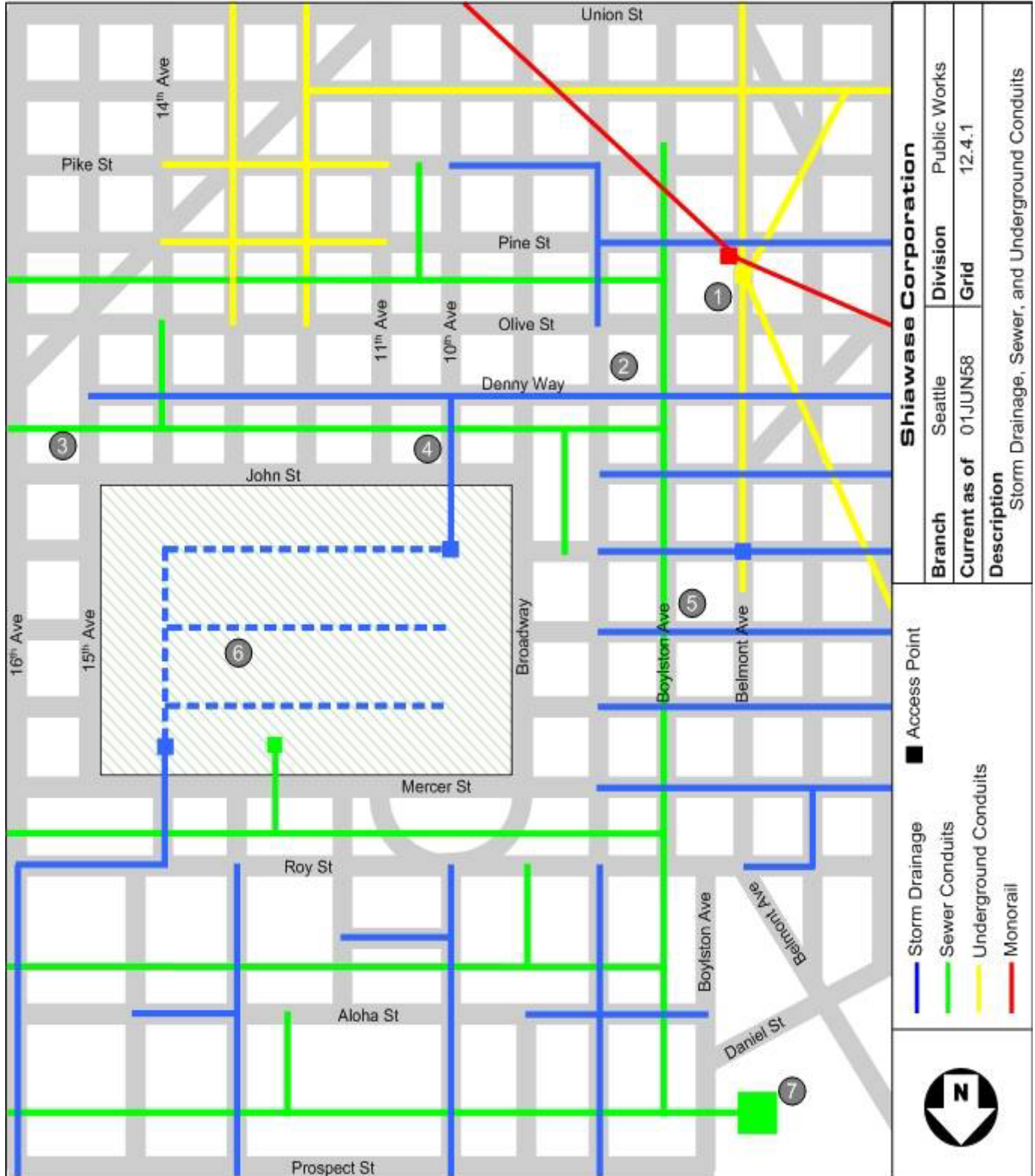
Note that should the characters be lucky enough to defeat this group, they will only have a few rounds before full Azzie squads show up – there will be a short window of opportunity to obtain the items listed in the Treasure section of the scenario – no other items may be obtained!

GM Aid: Sewer Encounter Map



Player Handout: Shiwase Sewer Schematics

- 1. Gracie's For Ribs
- 2. Hugo's Bar
- 3. Seattle General Hospital
- 4. Huitzilopochtli Plaza
- 5. Health Maintenance Organization
- 6. Aztechnology Pyramid
- 7. Boylston Water Treatment Plant & Pumping Station #27



Shiwase Corporation		Division	Public Works
		Grid	12.4.1
Branch	Seattle	Current as of	01JUN58
Description		Storm Drainage, Sewer, and Underground Conduits	

■ Access Point

- Storm Drainage
- Sewer Conduits
- Underground Conduits
- Monorail



Player Handout: Sub-Basement B2 Layout

