

SHADOWRUN

NEW DAWN

DAWN OF THE ARTIFACTS



THE FINAL PIECE

One more artifact. One more chance for a big payday. One more run to distant lands and high seas, racing against time and the wealthy, ruthless powers who want the artifact for themselves. At the end of this, if you succeed, four powerful artifacts will be gathered together, and they will be poised to shake the world.

To finish the quest for the artifacts, runners will have to travel to Hong Kong, track down the mobile city of Karavan, penetrate the corp enclave of Neo-Tokyo, and survive an assault on the high seas. The final adventure in the *Dawn of the Artifacts* series, *New Dawn* brings the story of the gathering of the artifacts to a rollicking conclusion while setting the stage for the changes the Sixth World will experience once the true power of these artifacts is tapped and unleashed.

New Dawn is the fourth chapter of the *Dawn of the Artifacts* storyline. This storyline explores the secret history of *Shadowrun* and offers clues to the mastermind behind the hunt for the artifacts.



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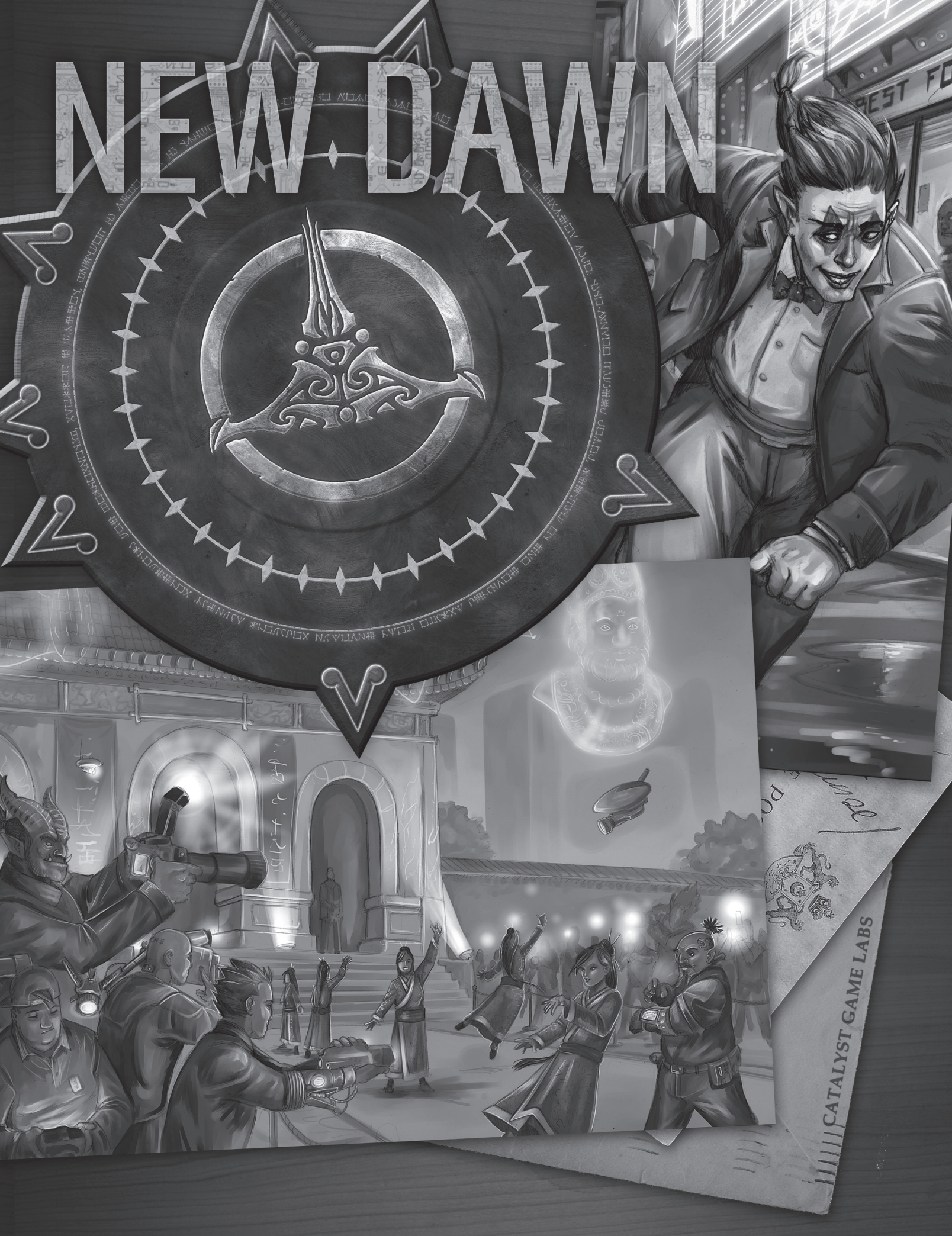


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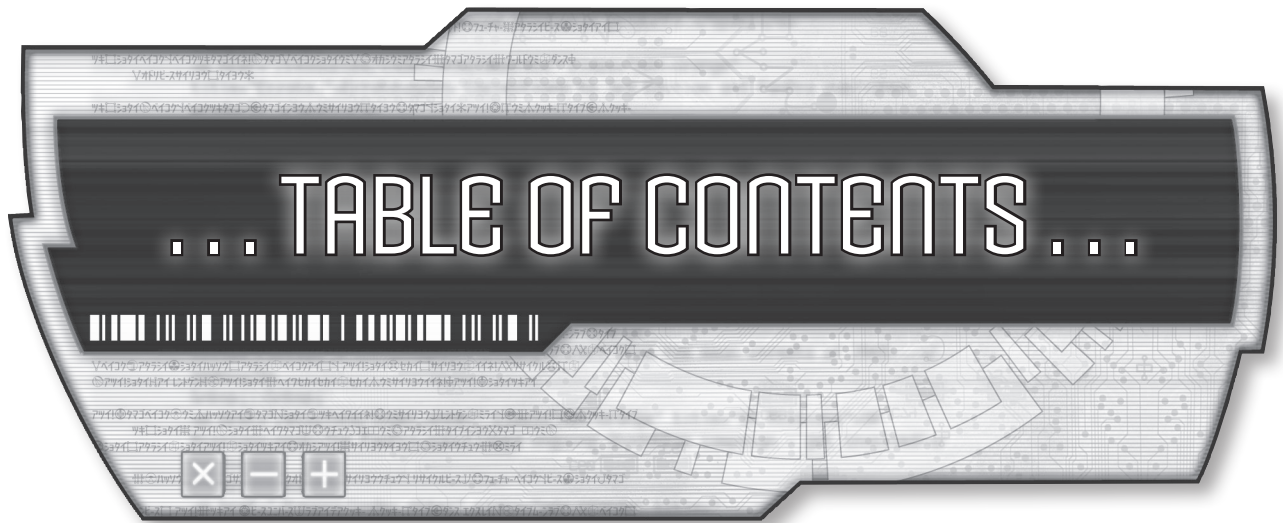
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NEW DAWN



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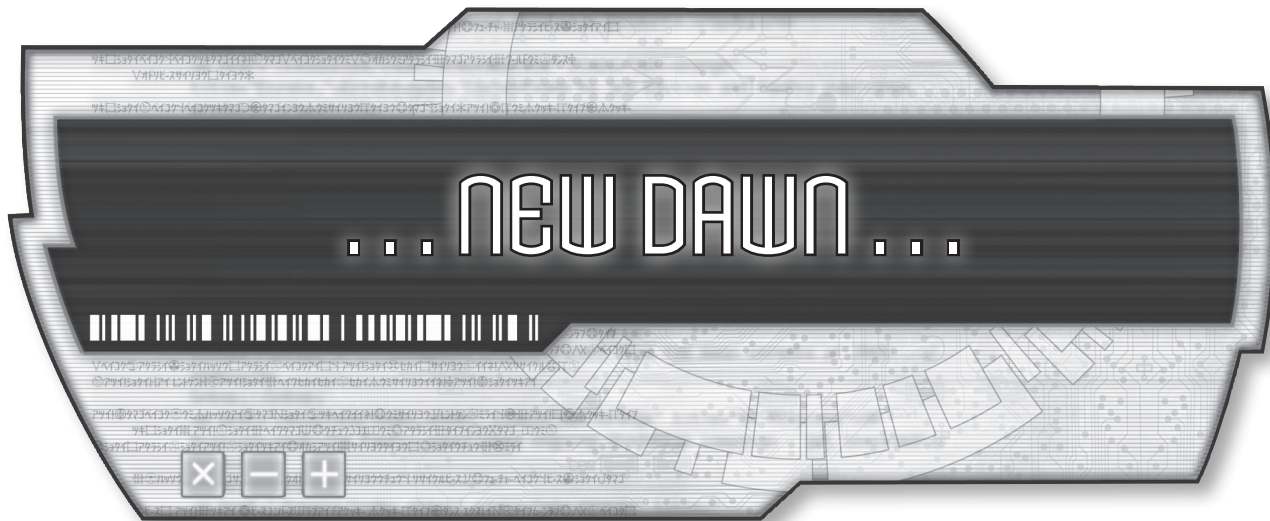
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DEDICATION

This *Shadowrun* adventure is dedicated to the memory of Lisa Elbert: warrior, linguist, and *Shadowrun* fan.

INTRODUCTION

New Dawn is the final installment of the *Dawn of the Artifacts* adventure series designed for *Shadowrun, Twentieth Anniversary Edition (SRAA)*. It is intended for veteran characters, though the difficulty of this adventure can be tailored to specific teams using suggestions in the Subplots and Pushing the Envelopes sections of various scenes.

If you are playing the *Dawn of the Artifacts* series in order, you will already have met many of the major players, organizations, and environments in this adventure. The players will have interacted with these characters in previous encounters. The gamemaster is highly encouraged to fine-tune this adventure to match the players' prior experiences with these people and places.

WARNING—GAMEMASTERS ONLY BEYOND THIS POINT

Only gamemasters should read this adventure. The following text reveals secrets and plots that, if read prior to the adventure, could diminish the enjoyment of the adventure for players. On the other hand, if you like spoilers, knock yourself out; just be sure to tell your gamemaster that we warned you first.

PREPARING THE ADVENTURE

New Dawn is intended to be run with the *Shadowrun, Twentieth Anniversary Edition* rulebook. Many of the characters presented in this adventure draw from the additional core supplements *Street Magic, Arsenal, Augmentation, Unwired*, and *Runner's Companion*. This adventure is intended to be used with the core rules but will work with any of the optional rules that you and your friends choose to use, as best fits your game.

This adventure takes the runners to a number of sites in Asia, then ends in Portland. This adventure has some information about each location in the relevant scenes, but more information can be found in other *Shadowrun* products. The first city, Hong Kong, is

described in detail in *Runner Havens* (p. 5). Karavan, the second locale, can be found in *Feral Cities* (p. 121). The third location in which the shadowrunners will find themselves is Neo-Tokyo, described in *Corporate Enclaves* (p. 56). These books offer a number of contacts, information, and additional plot hooks that can be used to further enrich the experience of this adventure.

ADVENTURE STRUCTURE

The team is contacted directly by Eهران the Scribe, an important figure in world politics. He describes a doomsday scenario and hires the team to avert it. All they have to do is collect one more artifact and keep the Atlantean Foundation from finding them or it. When they collect the artifact, it seems they remain ahead of the Foundation, but not the art enthusiasts that have the two parts of the artifact. The quest for Shantaya's Compass takes the team across Asia, from the relative civilization of Hong Kong to the wilds of a city on wheels in the Central Asian steppes to the near-panopticon of Neo-Tokyo and beyond, to an encounter in the middle of the Pacific.

Over the course of this adventure, there are many optional “mini-scenes,” secondary objectives and situations that could be included in the adventure. While these are all optional, the gamemaster can use any or all of them to offer her players a richer experience in each of the locations in which the players find their characters. These side arcs are listed under **Subplots**. This adventure is designed without a strict time limit for the runners to allow the gamemaster as much leeway as desired for subplots, but if a more frenetic pace is desired, these can be skipped or adapted for other adventures outside the scope of *New Dawn*.

MAIN SECTIONS

This book is divided into several sections designed to assist you in bringing the adventure presented herein to your table.

- **Introduction:** This section, offering suggestions on how to use this adventure, background on the adventure, a plot synopsis, background information, and a few other useful tidbits.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.



- **Picking Up the Pieces:** A list of awards for completing the adventure.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the player characters will interact during the adventure.
- **Player Handouts:** Information designed for players.

ADVENTURE SCENES

The adventure plays out over a series of sequential scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions that might help draw the players into the scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions.
- **Subplots:** Secondary adventures—or red herrings—that are avenues for the gamemaster to develop, making the plot less linear and extending play time. Each subplot has its own Karma award.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the **Cast of Shadows**.

with whom the player characters interact during a shadowrun. Descriptions and stats for important NPCs are listed in each scene's *Grunts and Moving Targets* section. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end of this book. NPCs in groups benefit from Group Edge (p. 281, *SR4A*), while individual NPCs in this adventure possess their own Edge stat to use.

Some of the major NPCs in this adventure are recurring characters from previous adventures in the *Dawn of the Artifacts* series. These have additional background provided that reveals some of their motivations.

ADVENTURE BACKGROUND

The shadows of the Sixth World have been thrown into turmoil by the emergence of a series of powerful artifacts, whose existence has been discussed for centuries. Various powers have gathered to find these artifacts and attempt to unlock their potential.

The first artifact to emerge was the Piri Reis Map, which was offered for sale at a black-market auction in the city of Lagos, Nigeria. Soon after that, the Sextant of the Worlds, which had been stolen, was traced to Chicago. The map and the sextant are linked, and the map played a role in locating the sextant, though not before it was taken to LA in an attempt to bring it to Aztlan.

The activities in pursuing the first two artifacts only brought more attention to a third artifact, the Phaistos Disc. Some believe that the disc could play an important role in decoding the secret meaning of the Piri Reis Map. Finding the disc was complicated by the fact that other runners and thieves were tasked to track it down. On top of this, the disc had a longstanding security mechanism—a series of intricate fakes had been constructed, fooling many of the object's pursuers. Eventually, the disc was traced to one of the most feral areas of Europe.

Much of the pursuit of the artifacts has been engineered by Eهران the Scribe, a former Prince of Tír Tairngire. His purposes for the artifacts have not been made known, but the fact that he is interested in them has drawn the attention of some of his peers. If the runners continue the pursuit of the artifacts, they will be mixing with some very powerful individuals.

One of these individuals is Hiroshi Yakashima, president and CEO of the Yakashima Corporation. Yakashima has heard about the appearance of these artifacts around the world, and he has become curious about what they can do and why people are after them. He has sent a number of teams, both his own and subcontractors, to find and recover one of these rumored artifacts, but none has succeeded. His most solid lead seems to be for Shantaya's Compass, and he has sent one of his personal operative teams to fetch it for him. If Eهران the Scribe wants to get his hands on this particular artifact, he'll have some competition.

SHANTAYA'S COMPASS

Shantaya's Compass is a two-part artifact. The first part is a disc made of bronze with gold and silver inlays. It is about fifteen centimeters in diameter and about one centimeter thick. The front of the disc appears to be the mater and plate of an astrolabe, lacking any rete or rule. There are sixty points around the edge of the disc, each with a different marking that appears to be in the Indus script. The back features a recessed circle with a short, flat

Urgent Message.....

METATYPE ADJUSTMENTS

Some of the entries in the Grunts and Moving Targets section of each scene are for generic types of characters rather than specific NPCs. These stats are given for human examples of the type. For other metatypes, apply the following modifiers.

Metatype	B	A	R	S	C	I	L	W	Edg	Init
Dwarf	+1	-	-1	+2	-	-	-	+1	-1	-1
Elf	-	+1	-	-	+2	-	-	-	-1	-
Ork	+3	-	-	+2	-1	-	-1	-	-1	-
Troll	+4	-1	-	+4	-2	-1	-1	-	-1	-1

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are key to bringing any adventure to life. NPCs are the allies, enemies, and contacts



GAMEMASTERING THE ADVENTURE

New Dawn is the final installment of the *Dawn of the Artifacts*—a series of adventures that immerses the characters in some of the greatest mysteries of the Sixth World. Here are a few suggestions that will make running the adventure smoother.

Step One: Read the Adventure

Reading through the adventure prior to introducing your group to it ensures that you know what's coming down the line and are familiar with the entire story. This helps when your players (inevitably) come up with something not presented in the adventure.

Step Two: Assess the Adventure

Rarely does any gamemaster take a written adventure and run it without any changes. You may decide it needs to be more challenging for your players, or perhaps they form a specialized team (such as all mages) who will undoubtedly approach certain tasks in unique ways. You may want to switch certain NPCs with characters your players are familiar with in their game, for example trading a common fixer or gang contact for one that is better known in your gaming group. Assessing the adventure lets you make notes on how you want to customize it to best fit your game and your gamemastering style.

Step Three: Know the Characters

You should have a copy of each player's character prior to running the adventure so that you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to fly a plane through the Rockies, and none of them have the Pilot Aircraft skill, you may need to tweak the scene so the team will have a chance at success. If a character might be sidelined for parts of the story due to lack of abilities or skills, you should consider adding scenes that play to the character's strengths.

Step Four: Take Notes

Written notes help you keep things organized. You may want to jot down a note to give a particular handout to players at a specific moment or highlight important details about an NPC or combat scene. Taking notes during the adventure helps you remember characters' actions, which can be useful when awarding Karma and handling contacts at the conclusion. Since this is the fourth adventure in a series, if these characters played through earlier episodes, you may want to refer to your notes from those games. It is not unlikely that the players' decisions in this adventure might come back to haunt them later as the artifacts and the characters interested in them continue to influence the Sixth World.

Step Five: Don't Let the Dice Run the Game

Dice rolls normally dictate the outcome of events in a roleplaying game. Sometimes, however, the dice fall in such a way that they interfere with the story. Remember, as gamemaster, you can always tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the die rolls to *hurt* player characters, but occasionally might tweak the roll to help them out or to help the story progress (softening a roll to seriously injure a player rather than killing them is one example).

Step Six: Don't Panic

You'll make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, which is far more important than a flawless performance. If you or the players make a mistake, do your best to straighten things out, then keep moving forward.

alidade that rotates within the indentation; the alidade appears to be gold, but close examination reveals it to be made of orichalcum. Near the edge on the back is a pair of bronze spiral hooks, about a quarter-circle apart, that were added in the sixth century BCE to allow the chain to hook to the compass and form a medallion.

The chain, the second part, is about seventy centimeters long and wrought with alternating bronze and silver links. Every other silver link is decorated with a smooth, polished gemstone, no two alike, along the chain's entire length.

In astral space, the compass looks much as it does on the material plane, but it has various slots and notches set into it, as if it is one piece of a larger puzzle.

Little is known of the origin of the compass, although it is known that it was passed among the kings and leaders of the sixteen Great Kingdoms of India since around 550 BCE. It was believed that the compass was a medallion given to the mythical King

Dasharatha by his daughter Shanta on the day of her wedding to the hero Rishyasringa. The compass is therefore commonly known as *Daśaratha ka padaka*, or Dasharatha's Medallion. The artifact passed into Persian hands at the height of that empire's expansion and was taken to Persepolis, only to be taken by Alexander the Great and given as a gift to King Porus after Alexander beat him on the edge of India. The compass remained on the subcontinent until the British Victorian era, when it came into the possession of a British colonel who retired to Hong Kong. There it remained in private collections until about one week prior to Ebran's message to the player characters, when it was donated to the Hong Kong Museum of Ancient Art.

Unbeknownst to anyone in the museum, the chain had been swapped for a very good fake. It had been taken by a group of shadowrunners as a bit of collateral income during a heist, and the benefactor had to replace the chain in order to write off the donation.



PLOT SYNOPSIS

The team gets a message from Eهران the Scribe, a powerful elf who has been connected to runs involving other artifacts. After a bit of mayhem involving one of his peers, Eهران reveals some of what has been going on behind the scenes and contracts the runners to find and retrieve one final artifact to avert disaster. He sends the team to Hong Kong to retrieve Shantaya's Compass.

Some research and adventure in Hong Kong leads the shadowrunners to the Hong Kong Museum of Ancient Art. The compass, mistaken for a royal medallion, is part of a new exhibit that will be kicked off with a formal dinner and ball, complete with VIP guests and media attention. The team gets in, recovers the compass, and calls in Eهران.

Unfortunately, Eهران recognizes that the compass is incomplete. The chain attached is a very good forgery, and the compass needs the original to function. The team hits the streets once again, tracking the chain to another shadowrunning crew. The other team has ties to the mobile city of Karavan, and apparently took the chain there to be fenced.

The runners follow the clues to Karavan and become embroiled in local politics when a tribal princess takes one of the player characters as her betrothed. The team eventually finds that the chain was traded a number of times and finally given to the Kizilkristal, the highly influential tribe that owns and operates the zeppelins that lead the travelling city from locale to locale.

The team gets an invitation to join the Kizilkristal, giving them a chance to get the chain from them. The tribe offers the team guest accommodations while the chain is "tracked down" and negotiations are made, as the zeppelins will be lifting off shortly and the journey will be quite a long one. While there, they run into Jane "Frosty" Foster, who is visiting Karavan on her own business (and who can help the team get in good with the Kizilkristal if they have trouble doing it themselves).

During the flight, the runners' zeppelin is raided by an outside force that takes the chain and puts Frosty in danger. The team identifies the raiders as members of a Neo-Tokyo AA corporation, Yakashima, and follows them to Japan.

Upon entering the corporate enclave of Neo-Tokyo, the team is overcome by a strange cloud. They wake up in a Yakashima detention center. As they sneak, fight, or finagle their way out, they meet a Yakashima woman named Syd, who offers to help the team recover the chain and escape if they get her out as well. Upon reaching the edge of the Yakashima campus, the world turns white and the team once again awakens in the detention center. They had been dosed with laes and trapped in an ultraviolet node as a means of interrogation, but now have been released by Syd. The team uses the knowledge of the grounds and security that they gained in the UV node (which is identical to the real detention center) to grab the chain and escape, and to rescue Syd, who is really a metasapient artificial intelligence.

Once they escape Yakashima, the team gets back into contact with Frosty, who arranges berths for them on a cargo ship. While the team travels east by sea, Frosty takes a suborbital flight as a diversion. Halfway across the Pacific, the ship is assaulted in open water by multiple factions, most of whom are after the chain, though some are after the cargo.

Assuming the climactic battle on the high seas ends well for the team, the ship docks in Portland, and the compass is turned over to Frosty, who offers both gratitude and gratuity.

AN OLD, OLD FRIEND

SCAN THIS

The team is hired by Eهران the Scribe, a prominent and powerful person on the world stage. This scene can be set anywhere; in the interests of smoothly integrating this adventure into your home game, we suggest that it be set in your campaign's home city. The narration uses the names of streets in Seattle; feel free to modify them to match an urban corner in your campaign's setting.

This scene assumes that the player characters have played through *Dawn of the Artifacts: Darkest Hour*. If this is not the case, there are directions in the **Debugging** section of this scene.

TELL IT TO THEM STRAIGHT

"Hello my friend" is the subject line of the message. You would normally dismiss it as a piece of spam that got past your firewall, but the "From" line says it's from Eهران the Scribe. It's not easy being pals—however informally—with one of the most powerful elves in the world, but it has its perks; at least Eهران isn't a dragon. With luck, this message is simply a social call, maybe crafted by an administrative assistant to keep in touch with the little people.

"I hope this finds you well," the message reads, "I have need of your unique and most superior services once again. Please meet me tomorrow on the west-most corner of 8th and Cherry at 23:45. We can have some tea and discuss terms. Please arrive ready for action, for we will be departing soon after our meeting." It is signed simply, "E."

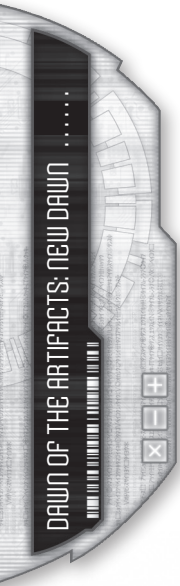
To be read when the team reaches the meeting site:

The corner in question is a lovely commercial area. The slope of 8th Street rolls down gently to meet Cherry Street at a little plateau before continuing downhill. Businesses line both streets on the ground, and offices and condominiums rise about a dozen stories, topped by cheerful neon advertising holograms. The neighborhood is peaceful, and even the air pollution doesn't seem as bad here.

The area is filled with a casual hum of vehicles both from the nearby interstate and darting through the air. As you wait on the corner, a lull in traffic allows you to hear more clearly the sounds of an already-quiet neighborhood. Birds chatter, muffled music drifts from open windows high above you, while the sounds of jet engines from the distant airport rumble.

Suddenly you are aware of an odd sight: a man in a somewhat disheveled tuxedo is running in your direction down the middle of the street. Odd that you hadn't seen him there sooner. He appears to be an elf wearing clown make-up. As he passes by, he seems to notice you abruptly and skids to a halt.

"Ah, hullo, folks," he says between ragged breaths, "Waiting for Eهران, then, are you? I'm sure he'll be along in a bit, but first maybe you could do me a little job?" He gestures and your commlinks inform you that he has just transferred five thousand nuyen to each of you. "Great, thanks!" He waves and sprints around the corner and out of sight.





“There they are!” the shout comes from the same direction as the clown-man. Gunfire covers the peaceful sounds of the neighborhood. You are under attack.

To be read after Ehran and the team reach an agreement on payment:

After offering to freshen your drinks, Ehran sits back heavily against the leather seat. He toys with his glass and looks up solemnly. “You have been a great boon to me, and to Miss Foster. I want to offer an explanation for what is happening and what you have become a small, anonymous part of. I think you deserve it.

“There are, as you no doubt have realized, several very old artifacts imbued with more than their share of magical power. Shantaya’s Compass is the last of the group that is of interest to me. Individually they are trinkets, delightful playthings. Together, they represent a threat to the world as we know it. I wish that was hyperbole, but it isn’t.

“But listen to me prattle. What would you care for such worldly matters? This is business. I have a rival—more an organization than a person. As far as I can tell, they have not yet been able to deduce what your labors on my behalf could mean for their plans. I prefer to keep it that way.

“This means that there is good news: We are far ahead of them. You will have plenty of time to complete the task set before you. Secrecy is worth more than haste in this case, although the time for swiftness may come.

“Once I have all of the artifacts, I will be invoking magical constructions that this fragile world has not seen for millennia. This will guard them once and for all against any misguided idiots who would meddle in affairs beyond their understanding. Present company excepted, of course.”

He raises a glass. “A toast, then? To business, and to saving the world?”

HOOKS

A direct and personal message from Ehran the Scribe is akin to getting a phone call from the leader of a major world power. If the player characters mention the message to others, play up their reactions, whether they be incredulous, impressed, or even awed.

The meet site should be quite peaceful. Feel free to add descriptions of cozy businesses, real plant life, and normal people going about their lives. The subsequent fight should be fast-paced and chaotic, with stone facade flying through the air and gunfire and spells echoing off the buildings. The runners are probably veterans who are no strangers to combat, but try to emphasize the pandemonium of battle.

BEHIND THE SCENES

Ehran the Scribe (see **Cast of Shadows**) is supremely confident at this point in the adventure, and he has sent his invitation directly from his personal commcode. The corner at which he wishes to meet the team is a commercial/residential area of Downtown Seattle. The area has a number of small specialty shops and restaurants, most of which are closed at this hour. There is one nameless little cafe that is open until midnight; it is on the corner specified in Ehran’s message.

Harlequin's Front

The man in the makeup is Harlequin (see **Cast of Shadows**), an immortal elf and friend of Eهران. He is in his own bit of trouble, being chased by eight mercenaries, including the group's leader. In the moment that the player characters are distracted by the transfer of the nuyen to their commlinks, Harlequin casts an illusion spell that makes the runners appear to be Harlequin and some of his friends. He then departs hastily, leaving the mercenaries to be fooled by the illusion. Upon seeing what they believe to be their quarry, the gunmen attack without warning.

The mercenaries are professionals, and act as such. They spread out and make use of the cover of parked cars, doorways, and buildings. They target any obvious spellcasters first and prioritize targets based on threat after that. They coordinate their fire and use suppressive fire as necessary. If four of them are disabled, or their squad leader is disabled, the rest will withdraw. If you would like some hints on running a combat with professional soldiers, there is more information in *Warfare 101*, p. 145, *War!*

The mercenaries are members of Pikemen Security Services (see **Legwork**). While the identification data on the mercenaries' commlinks indicate that they are Pikemen employees, there is no evidence that they were acting under orders from the company; both the Foundation and Pikemen will have quite plausible deniability in the attack.

Truth and Money

Shortly after the fight, Eهران pulls up in a limousine. He apologizes for his delay and urges the team to join him in the limo before the authorities arrive; this neighborhood has a three-minute response guarantee. Once the team is inside, the limo heads toward a private airfield in Everett.

Eهران offers the team free run of the limousine's well-stocked and expensive wet bar, and he conducts the meet during the thirty-minute drive to the airport. Eهران thanks them for their previous work with both himself and Jane Foster, who the team may better know as Frosty. He requires the team's services again, this time to recover an artifact he calls Shantaya's Compass. He describes the artifact (see **Shantaya's Compass**, p. 4) and sends a rough sketch of the artifact to the team's commlinks (for an idea of what the compass looks like, see cover illustration). According to his information, the compass can be found in Hong Kong. While Jane Foster will not be able to assist the team this time, he assures them that his intelligence is reliable, and he is confident that they will be able to find and recover the artifact with little trouble.

Eهران is willing to pay the team 25,000 nuyen each, half paid up front. The runners can negotiate with Eهران. Make a Negotiation + Charisma Opposed Test (Eهران's dice pool for this test is 19). For each net hit the team gets, he adds 2,000 nuyen in equipment to their base pay, with Availability being no obstacle, deliverable anywhere in the world within 24 hours on request. The team has a +2 dice pool bonus to Social Tests with Eهران if they successfully completed *Dawn of the Artifacts: Darkest Hour*. After the team agrees to the job, read the appropriate portion of **Tell It to Them Straight**.

If Harlequin's appearance is mentioned, Eهران becomes thoughtful and wonders aloud, "What is my old friend up to now?" but he will not be more forthcoming. He appears intrigued if the Atlantean Foundation is mentioned, and admits that they

are the rivals he referred to previously. If pressed, he tells the team that the Foundation is planning an earth-shattering event, and they need the artifacts he is collecting to bring this about. If asked about the history of Shantaya's Compass, he relates the story in **Handout: King Dasharatha**.

Eهران has arranged transportation to Hong Kong in the form of a private suborbital jet. The inside of the aircraft is as opulent as the limousine, and the jet is capable of transporting all of the team's equipment and drones, along with no more than one motorcycle-sized vehicle per player character.

SUBPLOTS

Integration into Your Campaign

If you want to have this adventure mesh with your own campaign, you can have Eهران appear in adventures prior to this one. The easiest way to do this is to run this adventure after *Darkest Hour*. If you run a few adventures between *Darkest Hour* and this one, the integration into your game will be even better.

Midnight Rush

In the fighting, several innocent bystanders, pedestrians or cafe patrons and employees are critically wounded and need to be stabilized and treated immediately (p. 253, *SR4A*). There are a number of victims equal to the number of players plus 1D6. If the team cannot stabilize and heal all of the victims themselves, the Harborview Medical Facility is about two hundred meters to the southeast, and two more medical centers are nearby: Horizon Mercy to the northeast and CrashCart-Mason Medical to the northwest, both about half a kilometer away.

Unfortunately, the police are already closing on the scene. Knight Errant, the security contractor for the neighborhood, already has six MCT-Nissan Roto-Drones in the air with directional jammers (Rating 6) jamming unauthorized signals, including the runners', making it difficult for the team to call for help. Squad cars are arriving, and no one will be stopping to ask questions. If the team needs to get people to a hospital, they'll have to do it through a neighborhood crawling with cops.

Use the Lone Star Police Squad Member and Lone Star Lieutenant (p. 282, *SR4A*) for the Knight Errant personnel, giving them Ares Predator IV heavy pistols in place of the pistol listed; there are six squad members and one lieutenant for every city block. There is one Ford LEBD-1 (p. 120, *Arsenal*) armed with an Ingram White Knight light machine gun loaded with gel rounds in the air for every two runners on the team, along with one Renraku Stormcloud drone (p. 350, *SR4A*) acting as a spotter.

If you choose to use this subplot, Eهران's car does not join the team until they either leave the victims to fend for themselves, finish treating them, or deliver them to a hospital. Once Eهران is involved, Knight Errant leaves the team alone.

PUSHING THE ENVELOPE

If the team is heavily oriented toward magic, add a Combat Mage (p. 99, *SR4A*) to the Pikemen squad. For more firepower, add a Drone Rigger (p. 101, *SR4A*) to the team, along with his drones.



DEBUGGING

If your usual game is not set in Seattle, feel free to change the location of the meet to a similar corner in the area in which your game is set.

If the team waits for Ehran in the café, move the encounter with Harlequin to the inside of the café. Have him run in the front door and disappear into the back of the café; the attack comes from the front.

If the team asks why Ehran has not simply located Shantaya's Compass on the Piri Reis Map, he tells them that the Map showed the location of the compass as Hong Kong until about a week ago. The compass no longer appears on the map. Everyone working for him in this matter is assigned to other tasks, and so Ehran contacted the player characters to find the artifact.

If you wish to run this adventure at a hectic pace, you should omit the material under **Subplots**.

PLACES OF INTEREST

The Café on the Corner

The corner café is a staple of any relaxed neighborhood. This café has entrances on both streets and large plate-glass windows that let the light in during the day and after midnight illuminate the street with a cheery glow. The ferrocrete walls are covered on the outside with a stonework facade and inside by faux cherrywood paneling. The inside houses a coffee bar that takes up the middle of the main room and splits the two entrances to the back room, where can be found a dining area, the kitchen, and the restrooms. The back entrance is off the kitchen and leads to a cul-de-sac that lets out on the far side of the block.

GRUNTS AND MOVING TARGETS

Pikemen Security Services Mercenary (Professional Rating 4)

These mercenaries are professionals. They make use of the cover of parked cars, doorways, and buildings, prioritize targets based on threat, use thermal smoke grenades to conceal their movement, coordinate fire, use suppressive fire, and take advantage of their TacNet capabilities.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5(6)	5(6)	4(5)	3	4	3	4	3.2	9(10)	2

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Athletics skill group 3, Blades 3, Dodge 4, Etiquette (Military) 3 (+2), Firearms skill group 5, Infiltration 3, Perception 3, Unarmed Combat 4

Qualities: Toughness

Augmentations: Cybereyes [Rating 3, w/ smartlink, low-light vision, flare compensation], muscle augmentation 1, muscle toner 1, wired reflexes 1

Gear: Armor jacket, medkit (Rating 6), commlink (Device Rating 4, with Analyze 4 and TacNet 2)

Weapons:

Vibro knife [Blade, Reach —, DV 4P, AP -2].

HK G12A3z [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, Ammo 32(c), w/ smartgun]

2 fragmentation grenades [Grenade, DV 12P(f), blast -1/m, AP +5]

2 thermal smoke grenades [Grenade, blast 10m radius]

Pikemen Security Services Squad Leader

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5(6)	5(7)	4(5)	4	4	3	4	2.2	9(11)	3

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Athletics skill group 3, Blades 3, Dodge 4, Etiquette (Military) 4(+2), Firearms skill group 5, Infiltration 3, Leadership 4, Perception 3, Unarmed Combat 4

Qualities: Toughness

Augmentations: Cybereyes [Rating 3, w/ smartlink, low-light vision, flare compensation], muscle augmentation 1, muscle toner 1, wired reflexes 2

Gear: Armor jacket, medkit (Rating 6), commlink (Device Rating 4, with Analyze 4 and TacNet 2)

Weapons:

Vibro knife [Blade, Reach —, DV 4P, AP -2].

HK G12A3z [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 32(c), w/ smartgun]

2 fragmentation grenades [Grenade, DV 12P(f), blast -1/m, AP +5]

2 thermal smoke grenades [Grenade, blast 10m radius]

HONG KONG BLUES

SCAN THIS

During the scene, the shadowrunners touch down in Hong Kong, get their bearings (give them Handout 1 to help), and do some research on both the compass and the building in which it is housed. There are also a number of subplots available for the players. Hong Kong is a rich setting, where the ancient and the occult mix with modern corporatism, offering opportunities for intrigue, corruption, crime, and a bit of shadowrunning on the side. Remember that this adventure is not on a tight time limit; if you have not had a chance to use the city in your campaign, feel free to spend some time here.

TELL IT TO THEM STRAIGHT

Suborbital flights are quite possibly the pinnacle of metahuman ingenuity when it comes to transportation. Despite the uncomfortable g-forces of takeoff and acceleration, the half-hour of free-fall, the terrifying void of space, and the nerve-racking period of fiery atmospheric braking, being able to travel from Seattle to Hong Kong in just under two hours is very convenient.

The aircraft lands at a private airfield and taxis to a private hangar. The ramp unfolds, giving you a view of a sharply dressed ork and two human porters, framed in the hatchway. The ork introduces herself with a formal bow, "My name is Penelope Wang. I work for Ehran the Scribe, and he has put me at your disposal for the duration of your stay in Hong Kong. Do you wish to inspect your cargo before my men transport it to your hotel?"



When the team starts traveling through Hong Kong:

As you ride through the streets of Hong Kong, your commlink chirps to announce an incoming file. It is a visitor's brochure of Hong Kong. It describes a bustling city of some eight million souls, a trade gateway, and a transportation and commerce center for half the world.

HOOKS

The people the runners deal with while working for Ehran—mostly Wang and the Peninsula Hotel staff—treat the team with the utmost respect and deference due to the high social standing that results from being associated with the Scribe.

BEHIND THE SCENES

Penelope Wang has been sent to aid the team in any way she can. She knows the city well and can act as a combination driver, guide, fixer, and extra muscle for the player characters. She drives Ehran's custom Nightsky and makes it available to the runners; she prefers to drive it, but defers to another driver if asked. The car is flagged around the entire city as a VIP limo; the local GridGuide clears routes for it, and it always has a space on the ferries.

Wang takes the team to the Peninsula Hotel, the premiere hotel for out-of-town guests. Ehran has covered the team for as many rooms as they need, up to one per runner, with full service. If the team wishes to use another hotel, Wang does not object, but they have to cover the costs of their stay themselves; if this is the case, the team is still welcome to use the services of Wang and the limo.

The team will be safe in their hotel. The staff knows how to keep their mouths shut, and no one is actively hunting the runners—at least for now.

Finding the Compass

Finding the compass should not be a difficult task. It is one of the primary attractions at the Museum of Ancient Art, which debuts three days after the team arrives in town. The team will find this through legwork, or simply by asking Wang. Once they have this information, they can start planning how they will get the compass.

SUBPLOTS

Two Butterflies

While doing research and legwork for the museum and the compass, the runners find the name of one Beauregard Shan. Shan is a sub-boss in the Red Dragon Triad, and a team of shadowrunners in need of information is just what he is looking for. He knows a lot about the museum, and is willing to impart information in exchange for the kind of favor only shadowrunners can provide.

He is in love with a young woman named Tia Ying, a member of the Smoke Circle Triad who is betrothed against her will to a *sheung fa* (overboss) of her triad. Shan and Ying are in love, but Ying's family is held hostage against her proper conduct. Shan will give the runners his information in exchange for the team extracting Ying before the ceremony, which is scheduled for 10:00 a.m. the following day.

From the time the team approaches Shan to the time of the wedding, Ying is a "guest" of her Triad at a Dynasty Mansion on

the southern coast of Hong Kong island. She is guarded by six of her fiancé's personal guard (use Triad Lieutenant, p. 284, *SR4A*), who accompany her to the site of her wedding and reception in Hong Kong's Central District at about 8:00 a.m. Should she refuse to marry their boss, they send word to make her family suffer. Should she instead be kidnapped, her family would not be held responsible.

Should the team succeed, Shan has a lot to offer by way of information. He works at the museum (although he is currently on leave) and knows many of the employees, though none of the security staff. He can offer blueprints, the location of the compass within the museum, the guest list for the reception, and the access ID (but not any passcodes) of the museum's node. He does not know the staff magician, but does know that she maintains wards around the museum.

Should they fail, Shan becomes depressed, even suicidal if the team cannot offer any hope or comfort, and the runners lose any advantage Shan could have offered.

Close Encounters

The room next door to the team's room (or one of their rooms) at the Peninsula is occupied by two Atlantean Foundation representatives. The team discovers the pair when they leave their room and head for the elevators. In the elevator, one of the representatives notices something about one of the runners and guesses aloud that he or she is a shadowrunner.

The representatives are here on an unrelated mission to gain permission for the Foundation to start an archeological dig in the Northern Reaches. They have been around the world negotiating for the Foundation, and so will be vaguely amused by an encounter with shadowrunners. If they discover that the team is connected to Ehran the Scribe in any way, or that the team is looking for an ancient artifact, they will investigate. The representatives are not field operatives, but the Foundation will investigate if they are injured, dead, or missing.

This subplot should, if handled poorly by the player characters, create a sense of urgency. If the players feel that the AF is nipping at their heels, they might be less inclined to follow subplots in future scenes. If it is your intent to use most of the subplots in this adventure, you may want to skip this subplot if your team has a propensity for blowing their cover.

DEBUGGING

There is not too much that could go wrong in this scene, but the few pitfalls that exist are deep. If the team strikes out on its own, the runners may get into trouble. Wang can help smooth over clashes in culture, but if the team sets even her help aside, they could cause a large disturbance between the various Triads, Wuxing, and local authorities.

PLACES OF INTEREST: HONG KONG

Hong Kong is a modern merger of high-tech sprawl, Western capitalism, British traditionalism, and Chinese culture.

Hong Kong Culture

Social status is extremely important in Hong Kong. This is not to say that it is something to be sought, or bought and traded (although many do), but rather it is a system that is supported





INCOMING FEED.....



DRAWN OF THE ARTIFACTS: NEW DAWN
 X
 +

by the people of Hong Kong at every rung on the social ladder. Servants make a show of attending their employers, bowing, and rushing to carry out duties, all to help display the social standing of the one they are serving. By the same token, those with more social standing make a show of being magnanimous and generous.

There is also a strong undercurrent of xenophobia among natives of Hong Kong, particularly those who are not in the service industry. Outsiders (called “*gwailo*”) are looked upon with suspicion. Reactions from those unaccustomed to working with non-native people range from passive aggression to open hostility.

There are a wide range of superstitions held in Hong Kong. Numerology is strongly popular, to the point where “bad numbers” like four are avoided in everything from making dinner party arrangements to numbering floors of buildings. Animals are also held to embody powers, and the parts of mundane and paranormal animals are in high demand for ingestion or display.

The Chinese practice of *guanxi* is strong in Hong Kong. It is the practice where connections and relationships are held in high regard, even more so than the law or even certain human rights. One’s connections to one’s contacts are, for all intents and purposes, tangible as far as the resident of Hong Kong is concerned. Going against *guanxi* in Hong Kong is an offense as severe as streaking in a public preschool would be in the West.

The concept of “face” is also vitally important in Hong Kong. It is often described as one’s prestige and honor, though in truth it is far more complicated. The Chinese use no less than ten different words to describe the complex facets of face in Hong Kong, and Westerners are often surprised (or worse) by the lengths to which a person in Hong Kong will go to increase their standing.

More information on the culture of Hong Kong in the Sixth World can be found under *What Every Gwailo Should Know* (p. 8, *Runner Havens*).

The Peninsula Hotel

The Peninsula Hotel is the place to go for luxury accommodations in Hong Kong. The décor is opulent; the furnishings are sumptuous. The staff is ready to provide any service that can be found in a five-star hotel. All of the guests at the hotel are of high social standing, and the employees of the hotel treat them accordingly. The hotel maintains a fleet of luxury sedans, each with a chauffeur, for the use of its guests.

The hotel only caters to out-of-town guests, each on their own business. While this means that the runners will be unlikely to run into fellow guests out in the city proper, it also means that the team will be visible as outsiders. Teams that wish to eat small children might want to stay at a different hotel.

GRUNTS AND MOVING TARGETS

Ehran’s Custom Nightsky

Hand	Accel	Speed	Bod	Arm	Sens	Pilot	CM
-1	15/25	100	12	18	1	3	14

Modifications: Armor (concealed), Personal Armor 2, Life Support 2, Amenities (Luxury)



Atlantean Foundation Representatives

These representatives are in town on business. They are businessmen first and magicians second, although they all share an interest in interesting or unexplained magical phenomena.

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

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Astral Init/IP: 8/3

Skills: Arcana 2, Computer 2, Con 2, Conjuring skill group 2, Sorcery skill group 3, Data Search 2, Enchanting 1, Etiquette 4, Instruction 2, Intimidation 1, Negotiation 4, Perception 3

Qualities: Magician (Hermetic)

Spells: Analyze Truth, Control Emotions, Detect Individual, Knockout, Mindlink, Silence, Stunbolt

Gear: Armor vest, commlink (Device Rating 5, Analyze 5, Baby Swarm 4)

SUPPORT THE ARTS

SCAN THIS

In this scene, the team makes their move to recover the Compass from the Hong Kong Museum of Ancient Art. If they are successful and get in touch with Eهران the Scribe, he tells them he will meet them in their hotel room in an hour.

TELL IT TO THEM STRAIGHT

The Hong Kong Museum of Ancient Art is awash in colored lights. In augmented reality, computer-generated ghosts of Antiquity are displayed as busts four stories tall in the air above the museum, slowly rotating: among them the Macedonian conqueror Alexander holding a carved ivory horse, Chinese advisor Zhuge Liang holding an ancient crossbow, and of course, King Dasharatha and his “medallion.”

If the team is infiltrating the reception:

The main foyer is gilded and decorated in marble. AR decorations meld flawlessly with the catering table to make it appear as though the gourmet food and champagne fountain are spilling from the heavens. The music of a harp wafts through the air while the string quartet is taking a break. The upper crust of Hong Kong is here in their best formal wear, a mix of Chinese, Indian, Japanese, and European fashion. A long red ribbon blocks the sweeping staircase to the upper levels.

If the team approaches by water:

Victoria Harbor is surprisingly smooth as you make your approach. The museum seems tiny compared to the Wuxing building towering over it to the west. Both buildings overhang the water by nearly ten meters, overshadowing docks for the lower level of each building. The docks are dimly lit after sunset, so as not to disturb the nighttime view.

HOOKS

The reception is a high-class affair for high-stakes people. Champagne, tuxedos, paparazzi, and an underpinning of politicking and drama permeate the atmosphere. Runners in the mix should feel like glamorous spies.

The rest of the museum is dark, quiet, and clean. The ghosts of the dead haunt the halls of artifacts, and so do the security drones and patrolling guards.

BEHIND THE SCENES

The compass is at an undisclosed location when the team arrives in Hong Kong, and it will be delivered by boat during the afternoon of the reception, which by coincidence is scheduled for the evening of the third day of the team’s visit to the town.

The Museum

The Hong Kong Museum of Ancient Art is a three-story building built from synthetic marble, polished to shine. It is Victorian in style with hints of Ancient Chinese architecture. Each story is 6 meters in height. The roof is flat (though slightly canted for drainage during rain), with HVAC equipment dotting it here and there. Like most buildings on the shoreline, it juts out about ten meters over the waters of Victoria Harbor, with a lower-level landing for passenger and cargo boats.

The Museum’s main exhibit, called the Artifacts of Antiquity, takes up about half of the second level. It is surrounded floor-to-ceiling with plastiboard sheeting with AROs all around advertising the debut date.

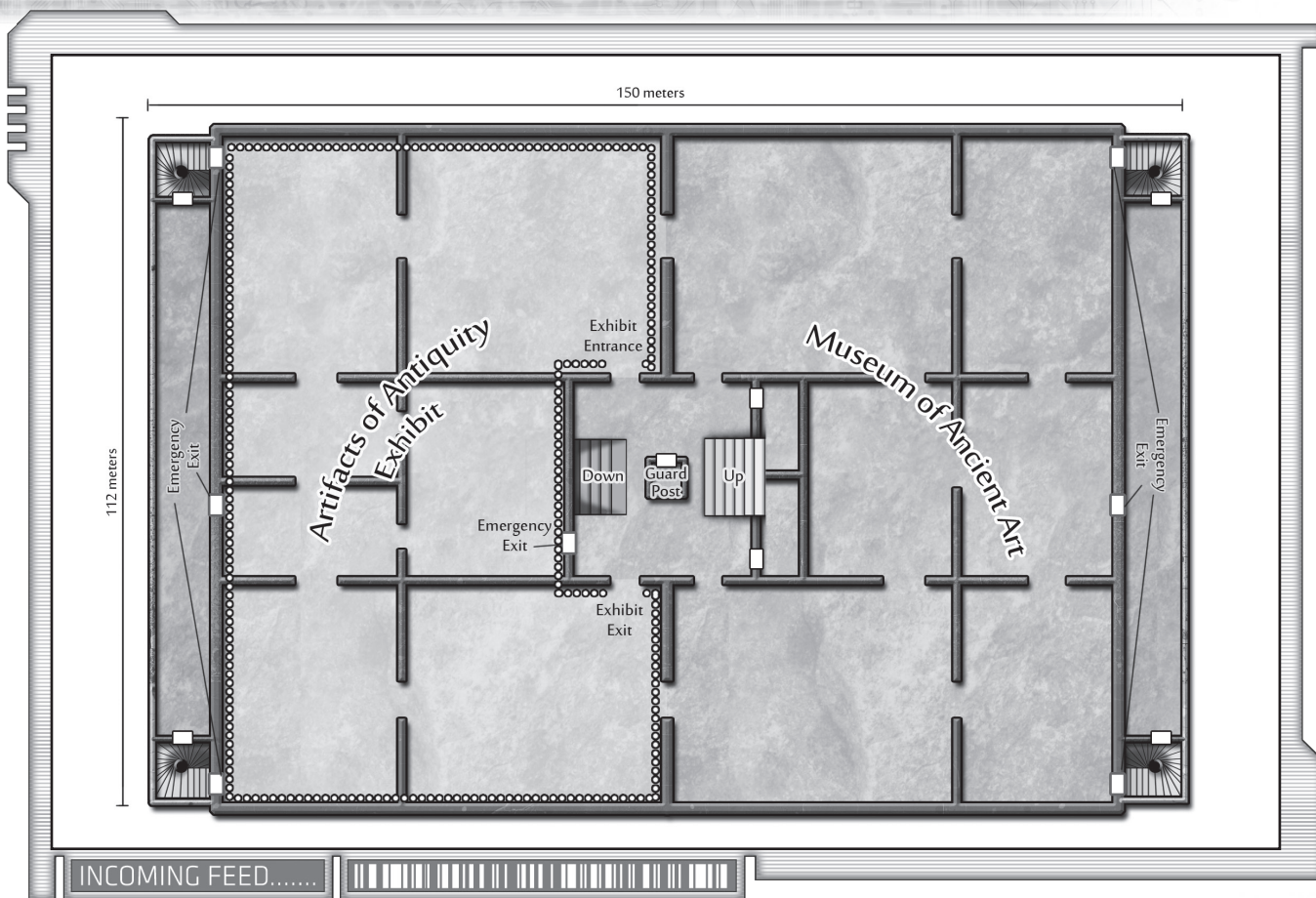
OTHER EXHIBITS

Some players may wonder about the other exhibits in the museum. The museum is dedicated to “ancient art,” so any object of any interest that dates before about 1,600 years ago is fair game, whether that be pottery, statues, papyrus, jewelry, stone paintings, garments, tools, carvings, weapons, or any other object. The gamemaster is encouraged to use her imagination in describing the exhibits in the museum.

The runners may choose to do a little extra-curricular activity and “liberate” some of the pieces in the museum. Most of the antiquities here are not worth much on the open market (aside from those in the Artifacts of Antiquity, of course), but some are. All of the pieces in the museum have stealth tags (p. 329, SR4A) discreetly attached to them; the museum’s spider is alerted if one of the tags is moved or deactivated. Fencing an antiquity can also be difficult; if the runner is not extremely discreet, he could be tracked down through his transaction (resulting in Notoriety at the gamemaster’s discretion; the Museum is a non-profit organization). Use the rules for fencing stolen goods (p. 312, SR4A) except when determining the market value of a particular relic; to calculate that value, roll three dice, multiply the values of the dice together, then multiply that result by 100¥.

Game Info.....





The Reception

The museum reception is a formal dinner. The *crème de la crème* of the Sixth World are in attendance, many of whom are donors or sponsors of particular pieces. The guest list includes such notables as Ares CEO Damien Knight, the dragons Lung and Ryumyo (both appearing in metahuman form), and Wuxing CEO Wu Leng-Wei and his wife, Sharon Chiang-Wu. Other benefactors, patrons, and honored guests are in attendance as well, including the donor of the compass, Mrs. Hsui Li Bennett. In all, there are about 120 guests; the gamemaster is encouraged to include other notables from the Shadowrun universe or from her campaign, but Eهران, Harlequin, and Frosty are not among those who will attend, even if invited.

Of particular interest to the gossip media is the attendance of all five of the twelve-year-old Wu quintuplets: Fo, Shui, Moak, Tou, and Gum. “The Quints” are media darlings, and their presence has nearly doubled the media coverage of the event. The parking lot is swarming with reporters, gossip columnists, fans, and media drones, all hoping to catch a glimpse of the famous family and other guests as they arrive.

Most guests will be arriving by the front door on the red carpet. Another red carpet has been set out along the westernmost dock on the north side of the building. The room on the lower level with the elevator has been properly appointed to receive honored guests. More discreet guests, such as the dragons, arrive here.

The guests begin to arrive around 19:00, walking a red carpet that stretches from about the center of the parking lot and into the museum. Guests are treated to drinks and hors d’oeuvres until about 20:30, when dinner is served. After about an hour for

dinner and speeches of gratitude, the director of the museum will cut the ribbon and the guests will be permitted to peruse the new exhibit on the second floor. After about an hour, the guests will begin to depart the party, which will wrap up around 00:30. The clean-up crews will take an hour to clean the second floor and another two to finish the foyer on the first floor.

The museum has increased security for the reception. There are five squads, each with four guards and one lieutenant, on the grounds, along with a dozen Fly-Spy drones outside controlled by the museum’s spider. Most of this security is focused on the first floor and basement, to protect the guests. Ironically, this makes the compass more accessible to the runners. The guards perform a sweep of the second floor at 18:00, one hour before the guests are slated to start arriving, and then secure the lower levels.

During the dinner, security on the upper floors will be limited to five patrolling Fly-Spy drones per floor, which gives runners about fifteen seconds between the sweep of one drone and the next. Fifteen minutes before the ribbon cutting, two of the squads make a final sweep of the second floor and then station themselves there. After the last guest has left, four of the guard squads go home, and security returns to normal.

Wuxing Center for Culture and Fine Arts

The Wuxing Center for Culture and Fine Arts is the building directly to the west of the Museum of Ancient Art. The business conducted in the building actually has very little to do with culture or fine arts: it houses Wuxing’s main advertising and public relations departments. It is 58 stories tall (each story being 4 meters in height except the top floor and basements, which are 6



INCOMING FEED.....

meters to accommodate engineering facilities), with one basement level and five sub-levels for parking. The roof features a garden and a helipad.

The building is not open to visitors. Those with business are joined by Wuxing employees in meeting space on the first floor. Each floor is covered by a team of four security specialists who can call in backup from the security center on the 29th floor; they are immediately suspicious of anyone who does not have their PAN in Active mode and a Wuxing passkey. Every inch of the interior of the building is covered by cameras with thermographic and low-light enhancement, except the restrooms, which are covered by motion detectors.

The team assigned to the 58th floor is also responsible for the roof. This means they are spread a bit thin on these levels, leaving four-minute gaps of coverage every eleven minutes.

Wuxing Center for Culture and Fine Arts Node

The priority of the spiders in this node is to remove any intruder, but should they successfully trace an unauthorized icon, they will send a squad of six security troops (use Red Samurai Detachment, p. 283, *SR4A*) to the location to capture the intruder for questioning.

Sculpting: The sculpting is understated, a peaceful fiefdom of medieval China, where the data can be found on nearby farms and administrative processes in the nearby village.

Hardware: Processor Limit 50

Authentication: Passkey

Privileges: Standard

Attributes: Firewall 7, Response 6, Signal 3, System 7

Spiders: Two Risk Management Engineers (p. 69, *Unwired*), plus a third on call

IC: 5 x Baby Swarm 7 (patrolling), 3 x Trace IC (patrolling, Track 7)

Resident Programs: Analyze 7

ARC: Load Trace IC

Topology: Single node cluster with the entire building slaved to it.

SUBPLOTS

Mixed-Up Files

While inside the building looking for the compass, the team encounters two human siblings: Chang-Xiao, a girl of eleven, and Jian-Min, a boy of nine. The children are orphans who have escaped the worst consequences of homelessness by living in the museum. Both of them are technomancers and have been compiling sprites to help them avoid detection, get food from the vending machines, and use the staff facilities to bathe. They are friendly to the runners, as they are quite accustomed to having guests in “their” home.

The children are quite curious about the team and recognize them as shadowrunners. They are quite taken in by the commercialized romanticism of shadowrunning. They firmly believe that, as orphans who have made it on their own for nearly ten months, they are quite qualified to run the shadows. They had a brief conference when they first realized the team was on the premises and have decided that the player characters are their ticket to destiny.



The children will approach the team via the Matrix at first, revealing themselves once they feel the team does not consider them a threat. They know the museum and its node like the backs of their hands, and are willing to aid the team in exchange for a promise of mentorship. They are also in a position to give the runners a very hard time, should they be refused.

PUSHING THE ENVELOPE

If you need a more challenging scene, add more guards to the mix. Another possibility is a drunk celebrant blundering into the runners, potentially alerting the authorities. The gamemaster may also make infiltration more interesting by changing the fifteen-second window between drone sweeps to 4D6 seconds between each sweep.

DEBUGGING

If the team is having trouble getting the compass, have the guards distracted by a drunk guest at an opportune moment.

GRUNTS AND MOVING TARGETS

Museum Guards (Professional Rating 3)

These guards fight if necessary, but prefer to take cover and call for backup. They will do everything possible to prevent damage to the artifacts at the museum, but not at the price of personal injury or death.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3	3	3	4	3	3	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Ancient Art Knowledge 1, Clubs 3, Museum Layout Knowledge 3, Perception 3, Pistols 3, Unarmed Combat 3

Gear: Armor vest, commlink (Device Rating 3, Analyze 3)

Weapons:

Fichetti Security 600 [Light Pistol, DV 6S(e), AP -half, SA, RC (1), 30(c), w/ laser sight, stick-n-shock ammo]
Stun baton [Club, Reach 1, DV 6S(e), AP -half]

Guard Lieutenant (Professional Rating 3)

Each squad's lieutenant is responsible to both the museum and to those under him, and he or she takes the job seriously.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3	3	4	4	3	4	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Ancient Art Knowledge 1, Clubs 3, Leadership 2, Museum Layout Knowledge 3, Perception 3, Pistols 3, Unarmed Combat 3

Gear: Armor vest, commlink (Device Rating 3, Analyze 3)

Weapons:

Fichetti Security 600 [Light Pistol, DV 6S(e), AP -half, SA, RC (1), 30(c), w/ laser sight, stick-n-shock ammo]
Stun baton [Club, Reach 1, DV 6S(e), AP -half]

Fly-Spy Drones

Hand	Accel	Speed	Bod	Arm	Sens	Pilot	Init	IP	CM
+1	3/15	15	1	0	2	3	6	3	9

Modifications: Improved take-off and landing.

Autosofts: Clearsight 3, Maneuverability 2

Museum Spider (Professional Rating 3)

The spider's only job is to observe, record, and report. The museum administration considers the use of drones as physical security to be too risky to the exhibits. She is quite happy with the job and takes her role as information-gathering hero a bit too seriously for many of her colleagues.

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	2	1	3	4	4	3	4.8	6	1

Condition Monitor Boxes: 10

Armor (B/I): 4/0

Matrix Init/IP: 9/2

Skills: Cracking skill group 4, Electronics skill group 3, Perception 4, Pilot Aircraft 3, Pilot Ground Craft 3

Augmentations: Commlink implant (Device Rating 5, Analyze 5, ECCM 4), control rig, simrig

Programs: Analyze 3, Armor 2, Attack 3, Browse 3, Command 3, Decrypt 3, Encrypt 3, Exploit 3, Scan 4, Sniffer 3, Stealth 3, Track 4

Gear: Armor clothing

Security Magician (Professional Rating 3)

The security magician is off the clock, but still on call should a security team call for backup or if she should sense interference with one of her wards. In these cases she will go to her car (taking about one minute) and then investigate astrally while the car's pilot drives to the museum. Once her car is in the parking lot (about ten minutes after she leaves), she returns to her body.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	3	2	3	4	5	4	6	4	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Astral Init/IP: 8/3

Skills: Assensing 3, Astral Combat 3, Close Combat skill group 2, Conjuring skill group 4, Dodge 2, Etiquette 2, Perception 2, Sorcery skill group 4

Qualities: Magician (Wuxing)

Initiate Grade: 1

Metamagics: Centering

Spells: Stunbolt, Fix, Glue, Heal, Physical Barrier

Bound Spirits: Plant spirit (Force 2, 3 services)

Gear: Armor vest





INCOMING FEED.....

Chang-Xiao

Chang-Xiao is an eleven-year-old girl of mixed Chinese and English heritage. She is very bright and worldly for her age. She and her brother have run away from their orphanage and have no intention of ever returning. She has been living in the Museum of Ancient Art for almost ten months with her brother, attending a virtual school online while staying out of sight of the museum's security.

B	A	R	S	C	I	L	W	Ess	Res	Init	IP
2	3	4	1	4	5	3	4	6.0	4	9	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Climbing 3, Compiling 4, Computer 3, Con 3, Data Search 3, Decompiling 1, Disguise 1, Dodge 3, Electronic Warfare 2, Escape Artist 2, Etiquette 3, First Aid 2, Gymnastics 1, Hacking 4, Infiltration 3, Leadership 2, Negotiation 2, Perception 4, Registering 2, Running 1, Survival (Urban) 1(+2)

Qualities: SINner, Technomancer (Cyberdept)

Living Persona: Firewall 4, Response 5 (6 in VR), Signal 2, System 3

Complex Forms: Analyze 2, Armor 3, Bio-Feedback Filter 4, Browse 2, Exploit 1, Spoof 2

Registered Sprites: Crack sprite (Rating 2, 3 services), machine sprite (Rating 3, 2 services)

Jian-Min

Jian-Min is nine years old and of mixed Chinese and English heritage. He has a mischievous streak a mile wide and loves breaking into places he shouldn't be and taking things that do not belong to him. He is devoted to his sister, Chang-Xiao, who is the only person who can keep him in check. He attends a virtual school online with his sister, where he keeps excellent grades despite never doing his homework by acing all his tests.

B	A	R	S	C	I	L	W	Ess	Res	Init	IP
2	4	4	1	3	4	4	3	6	3	8	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Climbing 4, Compiling 2, Con 1, Cracking skill group 2, Dodge 4, Electronics skill group 3, Escape Artist 3, Gymnastics 2, Locksmith 2, Perception 3, Running 2, Stealth skill group 3, Survival (Urban) 1(+2)

Qualities: SINner, Technomancer (Cyberdept)

Living Persona: Firewall 3, Response 4 (5 in VR), Signal 2, System 4

Complex Forms: Analyze 2, Bio-Feedback Filter 3, Command 2, Data Bomb 2, Scan 2

MALTESE FALCON SYNDROME

SCAN THIS

The team returns the compass to Ehran the Scribe. Unfortunately, he discovers that while the compass itself is the real deal, the chain is a fake, and the artifact is useless to him without it. The team hits the streets once again to find the lost chain.

TELL IT TO THEM STRAIGHT

Ehran gingerly knocks on your door. He seems a bit weak and is holding a handkerchief to his nose as he slouches onto a couch. “Bring me the compass,” he says, “and some of that scotch in the wet bar.”

Once he has the artifact, he toys with it a bit, turning it over in his hands. He gently runs a finger over the etching and spins the alidade on the back. He smiles gently, takes a sip of scotch and sits up straight. His eyes stare into the distance as he inspects the compass from astral space. His face drops into a frown, and you hear him curse softly in a language you do not recognize. He solemnly places the compass on an end table and closes his eyes.

“This is the compass. I thank you for the professional manner in which you have completed your objective thus far. I am afraid that I must inform you that your task is yet incomplete. The chain that should accompany the compass is not here. This chain is a very good fake.”

HOOKS

Ehran is elated if exhausted when he arrives; if you play up his enthusiasm before he determines the chain is a fake, the discovery of the forgery will have a greater impact.

BEHIND THE SCENES

The compass is, unfortunately, useless to Ehran without its chain. He insists that the runners’ contracted job is not finished, and he says that they must continue their quest. The team may attempt to negotiate more from Ehran, which will sour his disposition somewhat, but he is willing to add a stock portfolio worth 1,000¥ per net hit on a Negotiation + Charisma Opposed Test (Ehran’s dice pool for this test is 19). If asked for additional aid, he apologizes for not having the time or resources to spare to help them, but assures the player characters of his utmost confidence in their abilities. He also reminds them that they are not on the clock this time around, and there is plenty of time to prepare and execute any plans they have.

If anyone mentions the story of King Dasharatha and Shanta, Ehran smiles bemusedly and mutters something like, “Amazing what changes and what stays the same as we travel through the cosmos.” He leaves the decision of whether he or the team takes the unfinished compass to the runners.

A Chain of Events

Hsui Li Bennett is one of the benefactors of the Hong Kong Museum of Ancient Art and the contributor who donated the compass. She is a wealthy woman with a mansion on Victoria Peak. She is also the world’s foremost authority on metagenetics.

If the team chooses to contact her with regard to the chain, she recognizes the player characters as shadowrunners. This does

not dissuade or impress her; she has been the target of enough runs to know that many shadowrunners are willing to negotiate. In exchange for a promise to return the chain and the compass to the museum, she will give the team a copy of her security footage from the incident in which the chain was stolen.

Bennett is acquainted with Ehran the Scribe, having met him through her work. If his name is dropped in conversation, she will send him a text message to confirm the team’s involvement with him. She will receive an affirmative response within half an hour, and thereafter will cooperate with the team out of professional courtesy.

The security footage Bennett offers the team shows a group of three shadowrunners entering her home. They are detected immediately on entrance, but the security spider gives an order to observe but not hinder, as long as they do not take or damage any of Ms. Bennett’s possessions. The trio attempts to enter her vault and fails. The team’s hacker then realizes that they are being watched, and the team makes a hasty exit. On the way out, one of the runners takes the compass’ chain from a display near their point of departure. Security is deployed at that point, but too late as the runners melt into the night.

If the player characters analyze the footage, a successful Browse + Computer (1) Test or Perception (Visual) + Intuition (2) Test allows them to notice that each member of the failed runner team wears a variation on the same set of three Chinese characters. Characters need to succeed on a Mandarin Test to recognize these characters as *di er hu*, which means “Second Tiger” in Mandarin.

Second Tiger

There are three members of Second Tiger, but only two of them are still in town. Lung Ping is the leader of the trio and a magician. Xui-Batterman Katherine is the team’s muscle. The third member, Stepan Martinez, is the team’s hacker and face, and is currently out of town looking for work; he is the one who stole the chain.

Legwork (p. 34) should lead the team to the Drunken Monkey, a mercenary bar and shadowrunner hangout on the Southern Coast. Either or both of the members of Second Tiger who are still in Hong Kong will be in the bar at any given time of day, along with 3D6 mercenaries who mostly mind their own business.

Lung and Xui-Batterman are both willing to talk to the player characters, but will part with information dearly. They ask for 3,000¥ or its equivalent in gear, and can be talked down by 250¥ per net hit on a Negotiation or Intimidation Opposed Test, to a minimum of 1,500¥.

If they can be persuaded, Lung or Xui-Batterman will tell the team that their partner, Martinez, has gone to Karavan to follow a lead for a job. They have not heard from him for three days, but this is normal for him on his trips to the moving city. They know that he has been wearing a necklace lately; a bronze and silver chain with gemstones in it, but they do not know where he got it.

If the team is overly threatening or start a fight, the mercenaries in the bar join in the battle. Most of them try to get a piece of the player characters, who are outsiders in “their” bar. They use non-lethal force (except against those who are using lethal force themselves) and do not target anyone who has left the bar or stays on the floor. Once a fight has started, it carries on for some time; brawls are a tradition at the Drunken Monkey.



Finding Karavan

Even though Karavan is a city on the move, finding it when it is at rest is not a difficult task. There are a number of government and corporate interests that track the city, along with at least a dozen fan sites on the Matrix. You can have the players come up with a way to discover the location of Karavan themselves or simply use the standard **Legwork** table (p. 34).

Getting the location is relatively easy, but getting there is half the fun. Luckily, there is a smuggler who operates out of Hong Kong (among other places) named Sergei Vipin. The runners can find him (again, through Legwork or local contacts) and hire him to take them to Karavan's current location. He's heading that way anyway, and has some room, so he charges 500¥ per runner, plus another 500¥ for each piece of luggage larger than an average human; these costs may be negotiated with the standard Negotiation Opposed Test (10 percent discount per net hit).

SUBPLOTS

Trading Favors

Rather than ask for money, the Second Tiger ask that the team complete their mission at Hsui Li Bennett's home. The team was supposed to enter Bennett's vault and take detailed holoimages of the artifacts contained within with Mr. Johnson's "special" camera, which the Second Tiger provides. If the team gets the data and brings it to them, they consider it an even trade for the location of Martinez.

The security around the estate includes cameras (with low-light and thermographic enhancements) and motion sensors along each entry and window. There is a full-time spider watching the security 24/7 (use the Security Consultant, p. 69, *Unwired*), who will not call for a physical interception as long as the team does not disturb anyone or anything in the mansion. Physical security is handled by a nearby security service (use Lone Star Lieutenant, p. 282, *SR4A*), which can have up to twenty operatives on the premises within two minutes of being called.

The vault itself is made of heavily reinforced material, with a Rating 7 lock with no wireless access requiring a nanotech passkey. The vault's interior is a room about the size of a small studio apartment, filled with Ms. Bennett's collection of nineteenth century artifacts. While there is nothing particularly special about the artifacts, the camera that the team is supposed to use contains an agent that activates when the camera is used to take a picture of one of the artifacts. It attempts to hack into the secure node in the vault and install a back door. Unless the runners do something to interfere, the agent fails, alerting the security spider, who scrambles the security team.

The Mouth of Madness

This subplot occurs when the runners are on their way to Karavan. The team's flight travels along the northern border of Tibet, skirting the Maya Cloud (p. 124, *Street Magic*). Suddenly, a tendrill of the storm lashes out against the aircraft, which abruptly shuts down. The runners crash on a mountain slope, but the aircraft can be repaired. The runners must spend a night with a mana storm as a neighbor.

The storm affects any paranormal characters, such as sentient paracritters or free spirits, making them more irritable and hostile. When narrating the perceptions of these characters to their players, couch everything in violent terms; for example, when one player declares that she is cleaning her weapon, tell the paranormal character's player, "she is servicing her weapon, glancing furtively between her work and you. You think you see a sneer."

The storm also creates random spell effects every now and again, mostly Illusion and Manipulation spells. Use them at your discretion, keeping it both unpredictable and entertaining. Feel free to bend the characters' (and possibly even the players') sense of reality.

The edge of the storm tends to attract paranormal critters and free spirits, all of whom are hostile due to the Maya Cloud's proximity. Choose any alpine critters you like (p. 102, *Running Wild*) to harass the team through the night.

As if this were not enough, keep in mind that the team is in the frigid environment of the high mountains (see *Polar Hazards*, p. 164, *Arsenal*).

PUSHING THE ENVELOPE

If the team is moving too quickly, the members of Second Tiger are far more belligerent to the player characters and refuse any offer for their information. As a further complication, the mercenaries in the Drunken Monkey are on very good terms with the Second Tiger and back them up in a fight.

DEBUGGING

If anyone asks why Ehram does not simply use the Piri Reis Map to discover the whereabouts of the chain, he points out that without the chain, the artifact is incomplete and will not appear on the map.

GRUNTS AND MOVING TARGETS

Lung Ping, Second Tiger Leader

Lung Ping is an experienced shadowrunner, which means he is cagey and cautious with what he knows. It also means he's pragmatic—he's not going to get into a fight if he doesn't need to, and he is willing to make deals when he can see a clear upside for himself. He's not going to do anything for a stranger out of the goodness of his heart, though. Lung is human, 1.9 meters tall, and he dresses like a businessman.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	3	4	3	5	5	5	4	6	5	9	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Astral Init/IP: 10/3

Skills: Assensing 4, Astral Combat 4, Close Combat skill group 3, Conjuring skill group 4, Dodge 2, Etiquette 3, Leadership 4, Perception 4, Sorcery skill group 5

Qualities: Magician (Hermetic)

Initiate Grade: 1

Metamagics: Centering

Spells: Armor, Combat Sense, Detect Enemies, Flamethrower, Heal, Invisibility, Mass Confusion, Mindlink, Mob Mood, Stunbolt

Bound Spirits: Spirit of air (Force 3, 3 services)

Gear: Armor vest

Weapons:

Knife [Blade, Reach —, DV 3P, AP —]

Xui-Batterman Katherine, Second Tiger Muscle

If a fight starts, Xui-Batterman likes to finish it quickly. She is built for speed, and she uses that to her advantage to get deadly blows off quickly and put her opponents down before they can start thinking they have a chance against her. She doesn't go out of her way looking for fights, but she's always ready for one to pop up. She is a human (1.6 meters tall) with long, straight black hair that she keeps in a bun at the back of her neck.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	5 (9)	4	3	5	3	4	1.0	10 (14)	1 (3)

Condition Monitor Boxes: 11

Armor (B/I): 8 (10)/6 (8)

Skills: Athletics skill group 3, Automatics 5, Blades 5, Heavy Weapons 5, Infiltration 4, Perception 5, Pilot Ground Craft 2, Pistols 5, Unarmed Combat 5

Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, protective covers, smartlink, and thermographic], dermal plating 2, reaction enhancers 2, wired reflexes 2

Gear: Armor jacket, commlink (Device Rating 3, Analyze 3)

Weapons:

Monofilament sword [Blade, Reach 1, DV 5P, AP -1]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15 (c), w/ quick-draw holster, smartgun]

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC 2(3), 28 (c), w/ gas-vent 2, smartgun, sound suppressor]

Drunken Monkey Mercenary

Since these mercenaries are off-duty, they are not at their most disciplined. They're willing and eager to fight, but they do not employ any coordination—in fact, their attacks are quite sloppy.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3	4	3	3	3	3	6	6	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Close Combat skill group 4, Clubs 3, Perception 3, Pistols 3

Gear: Armor vest, commlink (Device Rating 3, Analyze 3)

Weapons:

Colt America L36 [Light pistol, 4P, AP —, SA, RC —, 11 (c), w/ laser sight]

Stun baton [Club, Reach 1, 6S(c), AP -half]

STRANGERS IN A STRANGE LAND

SCAN THIS

The shadowrunners find Karavan in the foothills of the Hindu Kush. They navigate the physical and social obstacles and trace the compass' chain to the Selukok tribe. After some negotiations, the team learns that the chain has been given to the Kizilkristal tribe in the city's airships.

TELL IT TO THEM STRAIGHT

Your guts lurch as the t-bird hugs the ground at nearly Mach-1, bobbing and weaving over the mountains of the Hindu Kush. As you crest the last ridge, a green valley opens below. On a winding river, you see a small town with white buildings that your commlink marks as Yargul Gharah. Beyond, nearer the mouth of the valley, you see a sprawling city of trailers, trucks, tankers, and temporary buildings, slouched across both sides of the river. The city is a commotion of colors, all of them dusty. Slightly offset from the center of the city, a pair of massive airships rest on the ground.

As you approach, the t-bird's lock-on warnings blare. Vipin waggles the wings and starts talking with about a dozen different people via wireless, presumably some form of aircraft control operated by the tribes in the city. As he sets down in a clearing between town and city, your own commlinks receive a welcome message from the *Kizilkristal* tribe; the message has a file containing the laws of the city, a document the message calls the *yassa*. "We're *yabanci* here," Vipin says, "Outsiders. Try to behave or ..." he draws a thumb across his throat and hisses.

HOOKS

"*Yabanci*" is pronounced "yah-bahn-djee." If the team did not hire Vipin to fly them to Karavan, modify the text above.

Karavan is a very friendly and very dangerous place. Everyone is armed but willing to work with others, even strangers. Try to emphasize the fact that everyone old enough to hold a weapon is capable of injuring or killing the team without warning. This is especially effective in light of the fact that everyone is expected to enforce the *yassa*, and so any misstep could lead to violence.

BEHIND THE SCENES

When the team gets within Signal range of Karavan, a copy of the *yassa* is sent to each of their commlinks (give the players **Handout: The Yassa**, p. 46). The *yassa* is the set of laws by which everyone in the traveling city is expected to live. The social pressure to behave according to this law is enormous. If that were not enough, any member of a tribe may enforce the *yassa* at any time. This combination makes Karavan a polite, friendly place in which violent vigilante justice occurs rarely but without warning.

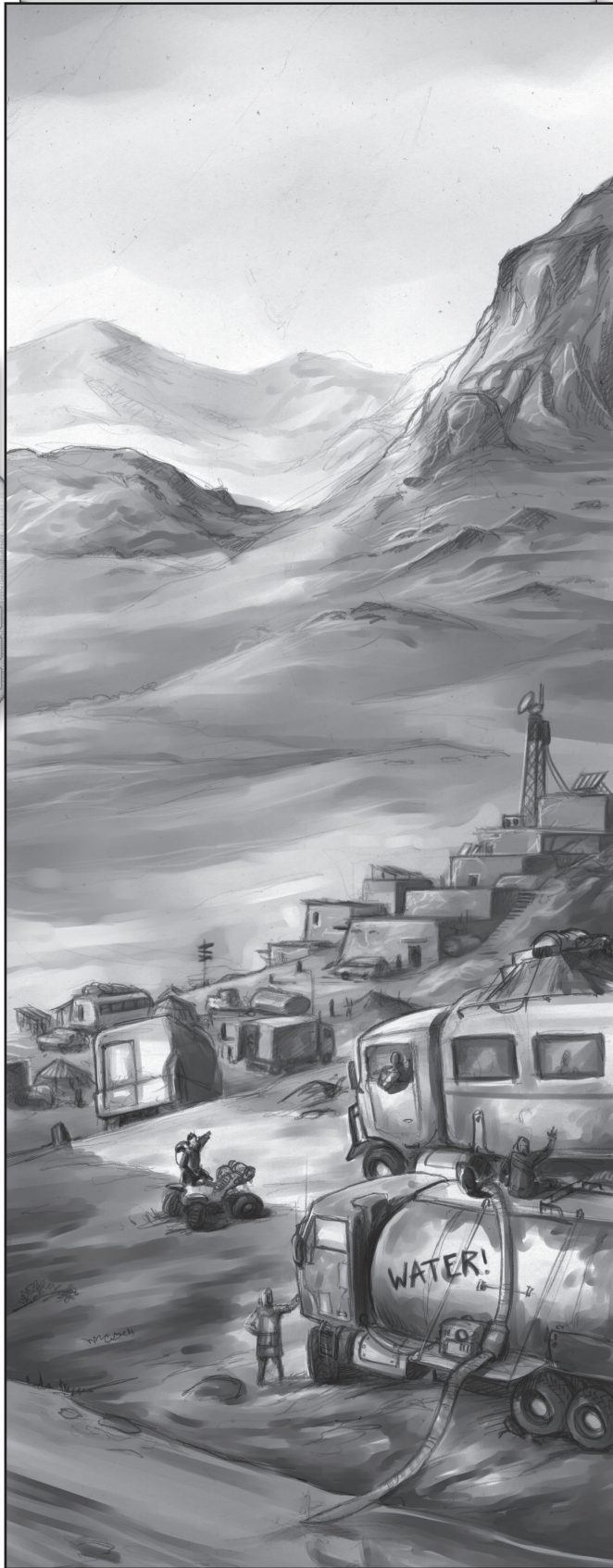
In order to track down Stepan Martinez and the compass' chain, the team will have to do some legwork in the traveling city. Legwork in other cities, however, is not the same as legwork in Karavan, where everything has a price. Vipin will not be available to help, as he has his own business in the city.

Finding Martinez

The search for Stepan Martinez should be simple for the player characters, but that does not mean it will be easy. Nothing



INCOMING FEED.....



DAWN OF THE ARTIFACTS: NEW DAWN

in Karavan is free, and that includes information. Trade in Karavan is rarely done with cash or credit transfers, so the runners will be asked for goods and/or services in return for information. The *Trade Bait* sidebar has some suggestions for what the people of Karavan might ask in exchange for some paydata.

Most people in Karavan have no knowledge of Martinez or his deals, but they know that a yabanci with jewelry will most likely have gone to the Asma or the Seljukok tribes. The Asma tribe did not deal with Martinez (a fact that they will, of course, barter to tell the team), which should lead the runners to the Seljukok.

Game Info.....

TRADE BAIT

Here are some suggestions for exchange in Karavan: Goods and services that are not useful to survival in Karavan are worth less than in other parts of the world. A diamond necklace, for example, is valued less than a case of assault rifles. Fuel, food, water, ammunition, portable housing, and Matrix equipment are the most practical trade goods in Karavan; pretty things are secondary to survival. Additionally, due to the time the city has spent in the area, the market is currently flooded with fruit, nuts, opiates, rugs, shoes, soap, textiles, and wheat, so these goods will be undervalued.

Trading services for goods is a bit trickier. Use the Availability Interval Table (p. 312, SR4A) as a rough guide when equating time of service with cash value. The more specialized or sophisticated the service, the more valuable it is. For example, an item of 100¥ or less is worth about twelve hours of unskilled labor, eight hours of mechanical repair, or six hours of medical care or of setting up wards.

Romancing the Seljukok

The Seljukok tribe's territory is like a fortress. Its vehicles, buildings, and members are bristling with weaponry, higher than normal even for Karavan. The furnishings are spartan but comfortable. Except for jewelry, decorations are few and far between.

The team can find a Seljukok willing to cut a deal with them for information easily enough. While the negotiations are in progress, Yasamin, daughter to the tribe's leader and heir apparent to that position, strolls by and fall in love (or at least in lust, or perhaps deep interest) with one of the runners (see the *Object of Her Affection* sidebar). She interrupts the tribesman, who shows her great deference. Yasamin offers the information as a gift directly to the player character she has chosen. If the runners have done their homework, they may realize that the Seljukok princess is proposing marriage.

If they accept the information, Yasamin takes it to mean that her proposal has been accepted, and she takes her betrothed to her mother, the sultana of the tribe. If they do not accept the information, she becomes angry and insists that the negotiation for the information be conducted before the sultana. In either case,

the team is invited (by force, if necessary) to have an audience with the tribe's leader.

Sultana Ozgur spends most of her days in her "office," an open courtyard decorated with tapestries and shiny baubles. She has a throne of sorts, decorated with furs, silks, and animated nano-sheeting, but she rarely sits in it. She spends most of her time dealing with other tribes, internal affairs, and planning defenses and raids. When the team arrives, she is in the middle of planning a midnight raid on Yargul Ghara to capture some new vehicles.

If Yasamin's proposal was accepted (deliberately or inadvertently), Ozgur appears relieved. She immediately begins negotiating a dowry, offering her daughter's chosen spouse a collection of silks and furnishings, along with a Lone Star Black Mariah (p. 115, *Arsenal*) with Amenities (High), and armed with a White Knight LMG. If everything goes smoothly, the brief ceremony will occur that evening, and the newlywed shadowrunner will be expected to take up his or her new responsibilities as spouse of the next leader of the proud Seljukok tribe.

If the runner protests, Ozgur makes a disparaging comment about outsiders and reminds the character that the yassa is specific on the point of marriage proposals, and that enforcing the yassa is the duty of everyone in the city. Yasamin is less understanding, burning with a seething anger. The team can try to negotiate a way out of the promise, and Ozgur will accept goods or services in excess of 1,200¥ to "soothe the outrage of the Seljukok." One way to make amends is to volunteer to help with the raid (**Joining the Raid**). Ozgur is also willing to postpone the wedding for up to a year, should the runners take this approach, although Yasamin will be pouty.

In either case, the Seljukok love their princess dearly, and they act accordingly. Runners that make her unhappy will face the equal wrath of her tribesmen. On the other hand, they will show great affection for her chosen betrothed and his or her friends.

Tracking the Chain

Once the Seljukok are appeased, they can inform the team that Martinez sold them the chain. Shortly after they received it, the chain was made a part of an offering to the Kizilkristal tribe, who are the owners and operators of the two zeppelins that guide the city from location to location. The offerings would have gone to the *Aman Iki*, the primary airship of the two. To respect the generosity of the tribes that give it offerings, the Kizilkristal tribe does not trade the items it has been given as offerings for at least one year unless they have very good reason. Such negotiations would be held in private, on board their airships, and not while on the ground.

The team must figure out a way to get onboard the *Aman Iki*. Simply asking is not enough; the Kizilkristal tribe does its business on the ground and reserves its zeppelins for itself and its invited guests. If one of the team members is to be wed to Yasamin, the Kizilkristal may invite the happy couple and their friends aboard as guests in celebration. The team may also sneak aboard, but if they are caught they will be removed from the airship unless the team can do a lot of fast talking. If the team is having trouble getting onto the airship, refer to the *Debugging* section of this scene.

Game Info.....

OBJECT OF HER AFFECTION

As the gamemaster, it is up to you to select which player character Yasamin chooses to be her betrothed. You have a number of options when making this decision (one per player character, actually), and your choice can shape the story you and your friends can tell with this scene. A good match might start a romantic subplot for this and future adventures. The choice of an uninterested runner could become a comedic scene. The team might also see Yasamin's interest as an opportunity, making the encounter one of intrigue and negotiation. Or your players might want to let her down gently (either out of concern for her feelings or fear of her retribution), and run a con that lets them get away consequence-free. Your choice of the target of her affection will shape the scene.

It is your job as gamemaster, of course, to facilitate a fun game. Choose the character that would be the most enjoyable pick to yourself and the players, without regard to metatype, gender, or sexual preference. Yasamin doesn't worry about any of it: she lives in 2072, a time where modern genetic techniques can provide any couple with their own offspring. On the other hand, a character who is not a homo sapiens of some variety (for example, a centaur or AI character) might be a lot more tricky; one of Yasamin's goals is to find someone who can help her maintain the bloodline. Run with whatever you feel would be most entertaining, whether you play it for laughs, drama, or something in between.

SUBPLOTS

Joining the Raid

If the team agrees (or offers) to help the Seljukok with their raid on Yargul Ghara, they are allowed to tag along with the raiding party. They will travel along with eight Seljukok tribesmen (p. 23), who have two Tata Hotspurs (p. 109, *Arsenal*). The raid takes place at midnight, by starlight.

The village is on alert for raids, as they have dealt with Karavan's visits before. The raid will be met by a foot patrol at the edge of town composed of fifteen defenders (use *Triad Posse*, p. 284, *SR4A*, armed with AK-97s) and a shaman (use *Radical Eco-Shaman*, p. 107, *SR4A*). The raiders are looking to take a few vehicles and make off with them; they are not out for blood, but will defend themselves.

The Heart of Darkness

A woman carrying a large amount of various items bustles past one of the shadowrunners and drops a latched cigar box. "Could you grab that for me, friend?" she asks as she disappears around a trailer. When the runner picks up the box and turns the corner, she is gone, along with everything she was carrying, without a trace. The box is locked and warded. In the box is a transparent plastic biohazard bag containing a blackened organ that appears to be a human heart.

The blackened heart is fleshy and cold to the touch, as one would expect from a dead organ, but it does have some strange

DRAWN OF THE ARTIFACTS: NEW DAWN



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properties. The heart will not decay, in or out of its biohazard bag, and will even heal damage at a normal human rate. In astral space, it has no aura and casts no astral shadow; it is as if it does not exist in astral space. Immortal elves have trouble concentrating on the heart, or even keeping it in mind.

The heart and its story are not covered in this adventure. This subplot may be used to add a bit of mystery to the game, and to foreshadow events in *Artifacts Unbound*.

PUSHING THE ENVELOPE

If your players are having too easy a time in Karavan, feel free to add to the fun. A group of hostile Karavanli or a breach of the yassa might be a good way to set off a running gunfight through the alleys of the town. Remember that the runners will be expected to uphold and enforce the yassa as well, and so may fall afoul of the yassa simply by letting someone else get away with breaking it.

Another issue to consider is language. Most people in Karavan speak Turkish, Uzbek, and Kazakh, which are rarely spoken outside of Central Asia. Add to this the fact that almost every tribe also speaks its own language, and yabanci will have an even more difficult time. If you emphasize the language barrier, your players may find navigating Karavan much more challenging.

DEBUGGING

Luckily for the team, Frosty is a friend of the Kizilkristal tribe and an occasional guest of the city. If the team is having trouble fitting in, she can help in a number of ways. If the team is falling afoul of the yassa, she can arrive and help guide the team to better

behavior with stern reminders and warnings. She will not interfere with Yasamin's nuptial plans, but she can help smooth over any misunderstandings. If the team has trouble getting invited onto the *Aman Iki*, or gets caught sneaking aboard, she can vouch for the team and get them berths on the zeppelin.

PLACES OF INTEREST

Karavan

Karavan is a nomadic city. Everything in it is capable of being packed up and mobile inside of three hours. The city has nearly every type of ground vehicle built in the past twenty years, from motorcycles to mobile homes to bridge-layers to tankers to tanks. When the city is not moving, streets and alleyways are formed by the parked vehicles, and the city becomes a bazaar where locals come to trade.

Thanks to a number of satellite uplinks, the city has access to the Matrix and to credit sources, but whether due to the realities of nomadic life or a cultural bias, nuyen is held in fairly low value. The primary means of trade in Karavan is barter. Commerce is performed with goods, services, and favors, and everything—absolutely everything—has a price. “Nothing is free in Karavan” is a popular saying in the city.

The Tribes of Karavan

Tribes are formed and disbanded constantly in Karavan, almost with every stop. They form from schisms in existing tribes, from tribes joining the city from the outside, or from unaffiliated newcomers grouping together. They disappear when they depart

from Karavan, are subsumed by other tribes, or are destroyed and scattered by a grievous breach of the yassa. There are thirty-one tribes in Karavan when the player characters visit, but the following tribes are the main movers and shakers.

Asma: The Asma is the largest of the tribes of Karavan. They are by custom the first to open trade with the locals the city visits, and they take great pride in being the last to close when the airships of the Tagnuul lift off and lead the city to a new location. If it can be had in Karavan, the Asma are the most likely tribe to have it. The people of the tribe are shrewd negotiators, and their leader, Chairman Sharivar Phelka, wields a comfortable amount of influence over any issue she chooses in the Kurultai.

Kizilkristal: This tribe is the wealthiest tribe in Karavan, and would be its leading tribe if the city were so organized. They live exclusively in the two zeppelins, *Kalabalik* and the *Aman Iki*, which guide the city and its members from place to place. They are the recipients of a number of gifts from the other tribes, who bring them their needs and help them determine where the city should be moved next. The tribe speaks Finnish among its own members, but communicates in Turkish with outsiders. The leadership of the tribe is shared by Markus Lax and Miia Vanhanen, the captains of the two airships.

Lhassos: The Lhassos tribe has attracted a number of engineers and mechanical specialists in the past few years, many of them absorbed from military units fragmented by the conflicts of Central Asia. The tribe has the greatest stockpile of weapons in the city; nearly every weapon in Karavan has been in the hands of a Lhassos tribesman at one point in its lifetime. Their chieftain, Remy, is a genius in his own right, using his monstrous troll strength to easily build and repair military vehicles for his own and other tribes. The Lhassos own both of the bridge-laying tanks that are used by thousands of Karavanli when the city is on a river.

Pjelykostos: The Pjelykostos tribe is the premiere Awakened tribe in Karavan, and they suffer as little competition as they can without breaching the yassa. The tribe has more than its share of the city's magically active residents, and its Awakened members all belong to the tribe's magical group. They actively recruit from yabanci who visit the city. Their leadership is for all appearances on a rotating schedule that outsiders have thus far failed to be able to predict.

Seljukok: The Seljukok are proud warriors who value fighting spirit. Their demeanor is polite but aggressive, as are their dealings with other tribes. Most of their sport involves sparring with wooden sticks, and the able-bodied are trained to a level that rivals special ops units. Their leader is Sultana Ozgur.

GRUNTS AND MOVING TARGETS

Karavanli Tribesman (Professional Rating 2)

These are far from the most disciplined fighters a runner may encounter, and they have no specific protocols they follow. They are skilled, though, at taking care of trouble and keeping the peace in Karavan.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	3	5	3	3	2	4	6	6	1

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Skills: Athletics skill group 3, Blades (Swords) 5 (+2), First Aid 3, Intimidation 2, Perception 3, Street Knowledge 3, Survival 3, Unarmed Combat 5

Qualities: Ambidextrous

Gear: Armor vest

Weapons:

Combat axe [Blade, Reach 2, DV 7P, AP -1]

Survival knife [Blade, Reach —, DV 4P, AP -1]

Karavanli Magician (Professional Rating 2)

Karavanli magicians are happy to let their tribesman colleagues do the dirty work while they sling spells from farther back. They avoid touch spells and have a few backup spells that allow them to disappear quickly if things go wrong.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	4	4	5	5	3	4	3	4	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Assensing 2, Counterspelling (Combat spells) 4 (+2), Ritual Sorcery 3, Perception 3, Spellcasting (Combat spells) 5 (+2), Street Knowledge 3, Summoning 3, Unarmed Combat 4

Qualities: Focused Concentration 1

Spells: Clout, Invisibility, Lightning Bolt, Manabolt, Mob Mood, Stabilize, Stealth, Stunball

Gear: Armor vest

Seljukok Tribesman (Professional Rating 4)

The Seljukok are more disciplined than the run-of-the-mill Karavanli. Their strength is well known, and they use this to their advantage, using intimidation instead of violence.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	3	5	4	3	3	4	6	6	1

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Skills: Athletics skill group 4, Close Combat skill group 5, First Aid 3, Intimidation 4, Perception 3, Street Knowledge 3, Survival 4, Tracking 3

Qualities: Ambidextrous

Gear: Armor vest

Weapons:

Katana [Blade, Reach 1, DV 6P, AP -1]

Survival knife [Blade, Reach —, DV 4P, AP -1]

SKY PIRATES

SCAN THIS

The team has boarded the *Aman Iki*, whether by invitation or by stealth. Once it is in the air, its internal security is reduced and the runners have a chance to grab the chain and make their getaway. Unfortunately, a number of Yakashima operatives, who



also know of the chain and want it just as badly, are one step ahead of the team.

TELL IT TO THEM STRAIGHT

The ramp to the zeppelin's interior is wide, nearly as wide as the carrier module beneath the envelope of the airship. You have a clear view of a palatial ballroom, richly and tastefully decorated in a mixture of old and new, Asian and European, comfortable and opulent.

You are greeted by a young man, a dwarf, who speaks to you formally in Finnish before switching to English. "Welcome aboard the *Aman Iki*. My name is Tapio, and I will be your liaison to the captain and the tribe. We will be lifting off very soon, and you are invited to join us on our journey and conduct your business in the air. Please, follow me to your cabins."

At the beginning of Death from Above:

Frosty's voice hisses in your commlink: "Did you hear that? Topside." You think you may hear the muffled stutter of silenced gunfire, coming from somewhere above.

When Frosty and the runners confront the Yakashima team:

Jane plants her feet on either side of the gangway, blocking your view of the special ops team. She spreads her arms outward and breathes deeply. You hear a low hum and catch the faint scent of ozone, and she is bathed in a golden glow.

"I am the student of Har'lea'quinn. I am the culmination of Forces. I am the embodiment of the Path and the Way. You are weak, your shells are brittle, your magic is feeble. You have no power to harm me!"

"Fair enough," calls out one of the ops team members, "but how about the catwalk?"

There is a flash and the sound of rending metal. When the brightness clears, the gangway is broken across a four-meter gap. Looking through the torn metal and ripped fiber of the wreckage, you see Frosty, visibly fuming even from six meters away, clinging precariously to the twisted wreckage.

HOOKS

This airship is the pride of the Kizilkristal tribe, and of all Karavan. Use images of every luxurious Middle Eastern setting you have seen to paint the picture in exotic sights, scents, sounds, tastes, and textures. The *Aman Iki* is a taste of Western civilization in Central Asia, but with Karavan's ever-present undercurrent of polite aggression.

BEHIND THE SCENES

The *Aman Iki* is one of the Tagnuul of Karavan, the airships that lead the city from location to location. It is also the home of half the Kizilkristal tribe, the most affluent tribe in Karavan. To be offered accommodations during flight is a great honor, which will not be lost on Yasamin if she is with the team.

Once the flight is underway, Tapio will be at the team's beck and call. However, he feels that the runners do not deserve the honor of a berth on the airship. While he will never hinder or even inconvenience the team, he will not miss any chance to insult them as politely and intelligently as possible.

The team has the opportunity to rub elbows with the Kizilkristal, the elite of Karavan. If they play their cards right, some of the runners may gain important contacts that can assist them with all things Central Asia.

Also aboard is a delegation of seven executives from the Yakashima Corporation, an AA corp from Neo-Tokyo. The members of the delegation are polite but keep mostly to themselves. The delegation is here to discuss the possibility of adding a corporate Yakashima "tribe" to Karavan, and what that would entail. In truth, the delegation is a team of Yakashima shinobi, here with the same goal as the runners: get the complete Compass.

Frosty's Back

Jane "Frosty" Foster is a guest of the Kizilkristal on this flight. She has been a friend of the tribe for nearly half a decade, and has a standing open invitation to join them whenever she wishes. She reveals her presence to the team once the zeppelin is in the air. She is not here to assist the team directly, but is willing to offer what help she may, as she plans to be on board for the duration of the four-day flight.

Frosty will explain that she is headed to the Caspian area, which is where the airship is headed. She is also willing to tell the team that she is being hunted by fairly powerful beings from the deep astral, and if she summons a spirit, she will be found and attacked; the runners are free to use their own powers, however. She can also report that both Ehran and (if it comes up) Harlequin are safe, and the search is progressing, and that Harlequin has laid odds against the team recovering the chain.

Death from Above

Once the team has had time to familiarize itself with the zeppelin, interact with its denizens, meet up with Frosty, and play through any of the subplots you want to run, the real fun begins. One night, the Yakashima shinobi team makes its move. If the shadowrunners have the compass, one of the shinobi attempts to sneak into its hiding place and take it. Meanwhile, a number of other members have stolen the chain and made their way to the catwalk above the main cabins, in the far aft of the airship.

When the player characters make it to the upper deck along with Frosty, they see a half-dozen dead Kizilkristal guards. The shinobi have just released some two dozen drones through a tear in the zeppelin's outer fabric, one of which holds the chain (with the compass in another, if the Yakashima operatives have managed to steal that as well). The drones streak off in different directions, ultimately headed back to Yakashima HQ. The shinobi then turns to confront the runners, and Frosty steps forward along the gangway, telling the team, "I've got this." Read the appropriate section of *Tell It to Them Straight*. Frosty is dangling by one hand from the wreckage, facing forward and away from the Yakashima operatives. She doesn't currently have any magical means of helping herself, and so needs help from the team.

The shinobi team consists of five Yakashima shinobi and two Yakashima monomi. They are loyal to the death. They are each wearing slim-form parachutes and could escape at any moment by leaping from the catwalk and tearing through the fabric of the outer hull, but they wish to give the drones as much time to escape as possible, and so will fight the team. Their first strategy is to

fill the area with thermal smoke, which gives them the advantage with their ultrasonic vision. They maneuver as much as possible, striking from hiding when they can.

The battlefield in this fight is not the most friendly to combatants. The entire area is freezing, with the rip in the hull. The catwalk has rapidly become slippery, requiring a successful Agility + Reaction (2) Test to avoid falling when moving faster than a walk. Any damage to the gas envelopes about three meters above (Armor Rating 6, Structure Rating 7) will result in the destruction of one of the gas cells in the zeppelin. If more than one is destroyed, the airship begins to lose altitude; more than two holes in the envelopes causes the entire zeppelin to crash (note that the zeppelin has two separate envelopes, one fore, one aft; two holes in one envelope, or one whole in each, cause the craft to go down).

If a character falls from the catwalks and onto the fabric envelope, have that character make a Body + Strength (3) Test, with a +1 dice pool bonus for every 10 kilos he is carrying. If the test succeeds, the fabric tears beneath him and he has one last chance to make an Agility + Reaction (3) Test to avoid a three-hundred-meter fall onto a rocky mountainside (200P damage, resisted with Body + half Impact, on the third Combat Turn after falling).

When the battle is over, Frosty rescued, and the holes patched, the theft(s) are discovered, and the team needs to chase the chain (and possibly the compass) to Yakashima in Neo-Tokyo. When the team begins pondering its next move, go to the next scene, *Neo-Tokyo Rose*.

SUBPLOTS

Mistaken Identity

One of the player characters (preferably the most greedy) is grabbed by a passerby. "It's you! It can't be you! You died!" The man is named Joona, and he is an elderly patriarch of the tribe, and obviously extremely wealthy. He swears up and down that the player character looks exactly like his dead grandchild, all grown up.

The child, Marjut, survived his parents' deaths but was lost at age eight, having fallen from a moving vehicle and into a deep chasm. The body was never found, and so Joona has been holding out hope ever since.

Joona's relatives agree that the player character looks exactly like Marjut's parents. The runner will be harangued with questions about what happened, how he or she survived, and how he or she found his way back. The player may choose to try to bluff his way into a fortune (the family is quite prosperous), or to dash the hopes of Joona and his family.

If you have a character in your group that has a mysterious past or has the Amnesia quality, you can decide that he or she really is the long-lost Marjut and has inadvertently come home.

PUSHING THE ENVELOPE

Holes in the airship's hull may allow the frigid winds into the upper deck, reducing dice pools or causing Stun damage to those in it. You can also add to the number of shinobi, or have Kizilkristal guards arrive and assume that everyone not from Karavan is an enemy.

DEBUGGING

Some members of the team may not wish to make the flight aboard the *Aman Iki*. If this is the case, either Yasamin or Frosty can remind the errant team members that the invitation is one of the greatest honors in Karavan, and turning it down would be an insult. If player characters still wish to remain off of the airship, allow it, but they must find some way to tag along or be left behind.

If the team is having trouble with the shinobi and monomi, simply have the Yakashima stop fighting and escape with their parachutes.

GRUNTS AND MOVING TARGETS

Kizilkristal Guard (Professional Rating 3)

Well trained and well disciplined, these guards have ascended to their position because they know what they are doing. They watch each others' backs carefully and fight effectively as a group.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	5	5 (7)	4	4	4	5	5.6	9	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Athletics skill group 4, Close Combat skill group 5, First Aid 3, Intimidation 4, Longarms 5, Perception 3, Pistols 4, Street Knowledge 3, Survival 4, Tracking 3

Augmentations: Muscle augmentation 2

Gear: Armor jacket

Weapons:

Katana [Blade, Reach 1, DV 6P (7P), AP -1]

Hammerli 620S [Light pistol, DV 4P, AP —, SA, RC 1, 6 (c)]

Mossberg AM-CMDT [Shotgun, 9P(f), AP +5, SA/BF/FA, RC —, 10 (c)]

Yakashima Shinobi (Professional Rating 5)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5 (8)	6 (8)	4	3	4	3	5	3.8	10 (12)	3

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Skills: Automatics 4, Climbing 4, Close Combat skill group 5, Dodge 5, Etiquette 3, First Aid 2, Gymnastics 5, Intimidation 2, Parachuting 2, Perception 4, Pistols 2, Running 3, Stealth skill group 6, Survival 2, Swimming 3, Throwing Weapons 4, Tracking 2

Qualities: Martial Arts (Ninjutsu) (5 BP)

Advantages: +1 die for Gymnastics Dodge

Maneuvers: Evasion

Augmentations: Damage compensator 6, muscle toner 3, synaptic accelerator 2

Gear: Airfoil suit, goggles (w/ ultrasound sensor, smartlink), chameleon suit

Weapons:

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]

Vibro-sword [Blade, Reach 1, DV 6P, AP -2]

2 thermal smoke grenades [grenade, blast 10m radius]



Yakashima Monomi (Professional Rating 5)

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

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Astral Init/IP: 8/3

Skills: Assensing 4, Astral Combat 3, Automatics 4, Climbing 4, Close Combat skill group 4, Conjuring skill group 3, Dodge 4, Etiquette 3, First Aid 2, Gymnastics 5, Parachuting 2, Perception 6 (8), Pistols 2, Running 3, Sorcery skill group 4, Stealth skill group 6, Survival 2, Swimming 3, Throwing Weapons 4, Tracking 5

Qualities: Mystic Adept (Shaman), Martial Arts (Ninjutsu) (5 BP), Mentor Spirit (Cat; +2 to Illusion spells, +2 to Infiltration Tests)

Adept Powers: Cool Resolve 2, Enhanced Perception 3, Improved Reflexes 1, Improved Sense (Low-Light)

Advantages: +1 die for Gymnastics Dodge

Maneuvers: Disorient

Spells: Clairvoyance, Detect Enemies, Detect Life, Mindlink, Improved Invisibility, Physical Mask, Stealth

Gear: Airfoil suit, chameleon suit, mage sight goggles

Bound Spirits: Spirit of air (Force 4, 5 services)

Weapons:

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]

Vibro-sword [Blade, Reach 1, DV 6P, AP -2]

NEO-TOKYO ROSE

SCAN THIS

The team is planning its move against Yakashima, only to suddenly awaken in a detention cell. The team breaks out and finds an unexpected friend to help them escape with the chain (and compass). When they leave the area, they awaken again, realizing that it was all a dream, and this is the reality ... or is it?

TELL IT TO THEM STRAIGHT

While you are debating what to do next, you are approached by Frosty and Captain Miia, one of the leaders of the Kizilkristal. "I have an idea," the captain tells you. "We have an aircraft that you can ..."

There is a loud clang and you find yourselves each lying on a bare bunk in a seamless plasteel room, a three-meter cube. One wall is a woven metal grate with two-centimeter-square holes. There is a drain in the floor, a single phosphorescent panel in the ceiling, and a plasteel toilet in the corner. The scent of ammonia clings to your nostrils. You are wearing a bright yellow plastic jumpsuit that chafes when you move.

You have no idea how you got here.

When the team escapes the UV node:

There is a loud clang and you find yourselves each lying on a bare bunk in a seamless plasteel room, a three-meter cube. One wall is a woven densiplast grate with two-centimeter-square holes. There is a drain in the floor, a single phosphorescent panel in the ceiling, and a plasteel toilet in the corner. The scent of ammonia

clings to your nostrils. You are wearing a bright yellow plastic jumpsuit that chafes when you move.

When you sit up, you feel a tugging at your scalp, and peel a trode net off of your head. Your head has been shaven clean, undoubtedly to make a better connection with the trodes.

When the team reaches Hiroshi Yakashima's office in the real world:

An elderly gentleman, a human of Japanese descent, stands waiting for you in the middle of the room. "I am impressed—no, amazed—at what you have accomplished," he says with a wry smile. "I see you have bested me in my own building." He chuckles. "The artifact is yours," he says, gesturing to a display table near the door, "and well deserved. Take it with my compliments, and please convey my regards to Master Eهران."

HOOKS

Make the transition from the zeppelin to the cell as abrupt as you can. If you play music during your game, try to find a way to change the song or stop it entirely when the shift happens. If you can quickly change the lighting, that might help. The players should be as confused as their characters.

BEHIND THE SCENES

Each player character awakens in her own cell, lined up along the same wall of the detention center. They can each see into the hallway, and hear one another, but not see one another.

What happened was this: The team took the Kizilkristal's aircraft from the zeppelin and made their way to Neo-Tokyo. Unfortunately, Yakashima was waiting for them and captured them in an ambush. The team had a chunk of their memories erased and are now plugged into a UV node via hot-sim and a trode net. The UV node is a nearly identical copy of the real Yakashima Headquarters. The corp has put the runners under this treatment to find as much information as possible about the runners' clients and what they know about the artifacts appearing around the world.

The players will play through this scene twice: first while in the UV node, and again once they are released from the virtual reality prison. Most of the scene will play out identically, but there will be subtle changes between the two versions; feel free to add more, like the color of a corridor or a scent present in one place but absent in the other.

When the runners awaken (both times), it is about 01:00 a.m., early in the morning, when the building is empty of employees.

Game info.....

FANTASY VS. REALITY

Things in the fantasy universe of the UV node are skewed toward the player characters, because Yakashima wants to find out what the team knows. Use the stats given in this scene, but when the team is in the UV node, reduce all thresholds by 1 and impose a -3 dice pool penalty on all NPCs that are fighting the runners.

Remember to stop imposing these penalties once the team has escaped into real life.



Out of the Metal Menagerie

There are a number of ways out of the cells. The mesh can be popped off of its hinges with a Body + Strength (4) Test, or by simply damaging it enough (it has Armor Rating 8 and Structure Rating 2). The toilets are merely holes into a shared cesspit four meters below; if a runner can figure out how to drop into it and make it back out one of the cells that is open, he will be free—and likely in need of some cleaning.

Most of the means of exiting are loud and will alert the two guards in the detention control station. One will trigger an alert, which is a loud klaxon and flashing lights that lasts for only one Combat Turn before being suddenly turned off (to the guards' surprise, if they are still conscious and alive when it happens). This is because Syd, a metasapient AI who is confined to this node, has canceled the alarm, although the team does not know this yet.

Once the team has dealt with the guards, one of the guards' commlinks beeps. This is an incoming call asking after the alarm and its sudden cancellation. The team will have to think fast to prevent another alarm from sounding.

Break Out Session

Once the team is free of the detention center, they must make their way through the building, ideally in search of both their gear and the chain (and compass if the team had it with them). The general description of the building is offered here, and specific rooms are listed under *Places of Interest* in this scene.

The lower level of the building is the sub-basement. It houses the detention center, the physical plant, the utilities, and storage. It has plascrete floors and unfinished ceilings. The entire floor is covered by cameras.

The basement of the building contains parking, storage, and certain offices. The floors are plascrete and the ceilings unfinished, but the walls have a plastic veneer designed to look like wood, and the floor has a thin green carpet on it. There are motion sensors covering most of the floor.

The first floor of the building is finished in natural woods, with faux-marble floors and drop ceilings. Behind the wood facing in each room is Rating 6 wireless-inhibiting wallpaper. The floor is covered by motion sensors, with cameras on the entrances.

The second floor is much like the first, only with a raised floor rather than a drop ceiling. The wood paneling is gone, and only the dead, dreary colors of wireless-inhibiting wallpaper (also Rating 6) decorate the walls. This floor also uses motion sensors.

The third floor is more opulent, with tile floors, walls with a real wood finish, and a high, vaulted ceiling with chandeliers and artful lighting. The walls also use a wireless-inhibiting coating, Rating 8. The security on this floor is cameras and hidden gun emplacements.

In addition to the guards listed at each location, there are three guards and a lieutenant patrolling each floor except the sub-basement.

As the team approaches any door or elevator that will bring them closer to the Matrix Lab, Syd opens it remotely. She doesn't communicate with the team any other way, but tries to get them into the Matrix Lab so she can talk to them in secret.

False Escape

When the team reaches the edge of the Yakashima campus, Syd reminds them (by message, if she is not with them) of their promise to get her out of Yakashima. When the team exits the campus (something that is outside the UV node's parameters, as Syd well knows), they are released from the UV node and awaken in the (real) detention center; read the appropriate part of *Tell It to Them Straight*.

Escape from Tokyo

Once the team is clear of the Yakashima building, Syd thanks them and leaves as quickly as possible, since she wants to leap into her newfound freedom. Frosty then calls the team. She has been worried about them, as they dropped completely off the radar. This has been especially worrisome for her, since it seems that time has run out and the Atlantean Foundation has caught scent of the compass. She had been concerned that the Foundation had gotten to the runners.

She is in Neo-Tokyo, and has been planning a way to get the chain (and the compass, if present) back to Ehran's compound with the rest of the artifacts. The plan is to use herself as a decoy on a flight to Seattle. Meanwhile, the team will travel by cargo ship to Portland, where she will meet up with them.

Urgent Message.....

THE YAKASHIMA NODE

Sculpting: The sculpting is a traditional Japanese home office, with modern accoutrements.

Hardware: Custom system (Persona Limit 20, Processor Limit 65).

Authentication: Passkey

Privileges: Standard

Attributes:

Main Node: Firewall 6, Response 7, Signal 1, System 7

Sub Nodes: Firewall 6, Response 5, Signal 1, System 5

Spiders: 3 Yakashima Hackers, 1 on duty, 1 on standby

IC: 2 Renraku Oniwaban programs (Rating 7) (patrolling)

Resident Programs: Analyze 6, Encrypt 6 on all nodes

ARC: Scramble Security Hacker (Yakashima Hacker)

Topology: Yakashima has a central node and a number of sub nodes, all connected to the main node.

The UV node has no paydata in it. The real one has some data on paranormal plant genetics and genetic manipulation in the main node, which would be worth (2D6 x 1,000¥) to the right buyer.

PUSHING THE ENVELOPE

If the team is having too easy a time of it, add more guards, or add some Yakashima shinobi and monomi (p. 31) to the mix.

DEBUGGING

This should be fairly straightforward. The players are trapped and need to find their way out, and there's really only one way out.



PLACES OF INTEREST

Detention Center, Sub-Basement

The detention center is where the runners awaken. The entrances and the detention hallway are covered by cameras (all cameras in the complex are Rating 4 unless otherwise noted). There is a sub node here.

Physical Plant, Sub-Basement

The building's heating and backup power generation are in this room. The door is covered by a camera.

Utility Room, Sub-Basement

This room houses the custodial staff's supplies, including tools to change light panels, make basic repairs, and stock expendables like toilet paper and facial tissue. There is a camera in the hallway, but not in the room.

Storage, Sub-Basement

This room is for long-term storage. Here is where this branch of the Yakashima Corporation stores extra furniture, desks, floor tiles, and the like. There are no security devices in the room.

Security Office, Basement

The security office is the guards' home base, staffed with three guards and a lieutenant at all times. There is a sub node here, as well as a number of cameras. The team's gear is stashed here as well.

Maintenance Office, Basement

This is where the custodial staff keep their cleaning supplies. There are no security devices here.

Storage, Basement

This storage area is smaller than the one in the sub-basement. It has some furniture, but mostly has smaller objects, tchotchkes employees have lost or left behind, and the like. It has no security devices.

Parking Garage, Basement

This is a gated underground parking lot. There is camera coverage in this area. There is a single guard at the gate.

Matrix Lab, Basement

The Matrix lab is in the basement to help protect against outside hacking or other electromagnetic interference. There is a sub node here, along with a camera (Rating 5).

When the team enters while in the UV node, Syd appears here as a young woman in a lab coat. She tells the team that she has been helping them and promises to help them escape from Yakashima if they also extract her. She will not take no for an answer. Syd will not tell the team that they are trapped in a UV node; she is not entirely certain of the difference between this node and reality, herself. In the UV node, she can follow the runners as a human woman.

The second time the team enters, Syd is in the sub node, a metal computer about the size of a toaster. She asks the team to bring her along. She is willing to move to a runner's commlink, but such a move might take some convincing.

Reception, First Floor

The reception area has a desk for the receptionist (who only works from 09:00 to 17:00). There is a camera covering the entrance.

Office Space, First Floor

This entire area is covered with cubicles. Each cubicle is decorated per the tastes of the person who works there. Each contains a counter on which to work, a chair, and a set of drawers. There are motion sensors that cover the area.

Conference, First Floor

These are conference rooms. Each houses a large table, a number of comfortable chairs, and a large trideo player in the center of the room. There are no security devices in these rooms.

Restrooms, First Floor

These are very similar to the restrooms of today. Not a lot changes in six decades, at least in the lavatory. There are no security devices here.

Office Space, Second Floor

This is much like the office space on the first floor, but with a better view.

Offices, Second Floor

The offices on the second floor are a step up from the cubicles on the office floor.

Restrooms, Second Floor

These are very similar to the restrooms of today. There are no security devices here.

Security Office, Second Floor

The second-floor security office is really just a large closet for security personnel to use to store things. There is a camera (Rating 5) here. In the UV node, the chain (and the compass if present) is here; Syd can lead the team to the artifact piece(s) if asked. In reality, the chain and compass are elsewhere.

Executive Offices, Third Floor

These offices are well appointed and spacious, each with a fine view of Yokohama and Tokyo Bay. There are no devices in the offices, but there are cameras that cover the hallways and doors.

Executive Conference Room, Third Floor

This room is even larger and more comfortable than the first-floor conference rooms. It has a top-of-the-line trid projector, along with state-of-the-art simsense rigs in each overstuffed leather chair.

Yakashima's Office, Third Floor

This room has no security devices. It is beautifully crafted to recall a traditional Japanese garden without losing any facility as a working office. When the team enters in real life, they will find both Hiroshi Yakashima himself, but also the chain (and compass, if it is in Yakashima's hands); read the appropriate part of *Tell It to Them Straight*. Yakashima neither calls the guards nor acts against the team himself, as he is content with what he has accomplished ... for now.

Restrooms, Third Floor

These are like those on the floors below, but each is more lavishly decorated, and offers more space and comfort for the client.

GRUNTS AND MOVING TARGETS

Yakashima Guard

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4	4	3	4	3	5	5.7	8	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Automatics 4, Climbing 4, Close Combat skill group 3, Dodge 4, First Aid 2, Intimidation 2, Perception 4, Pistols 2, Running 3, Survival 2, Throwing Weapons 4, Tracking 2

Augmentations: Damage compensator 3

Gear: Armor jacket, goggles [Rating 2, w/ low light vision, smartlink, thermographic vision]

Weapons:

- HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]
- 2 thermal smoke grenades [Grenade, blast 10m radius]
- Knife [Blade, Reach —, DV 3P, AP —]

Yakashima Lieutenant

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	5	4	4	4	3	5	5.1	9	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Automatics 4, Climbing 4, Close Combat skill group 3, Dodge 4, First Aid 2, Intimidation 2, Leadership 3, Perception 4, Pistols 4, Running 3, Survival 2, Throwing Weapons 4, Tracking 2

Augmentations: Bone density augmentation 2, damage compensator 3

Gear: Armor jacket, goggles [Rating 3, w/ low-light vision, smartlink, thermographic vision]

Weapons:

- Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16 (c), w/ laser sight, smartgun]
- HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]
- 2 thermal smoke grenades [Grenade, blast 10m radius]
- Knife [Blade, Reach —, DV 3P, AP —]

Yakashima Magician

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	3	5	4	3	4	5	5	4	6.0	9	1

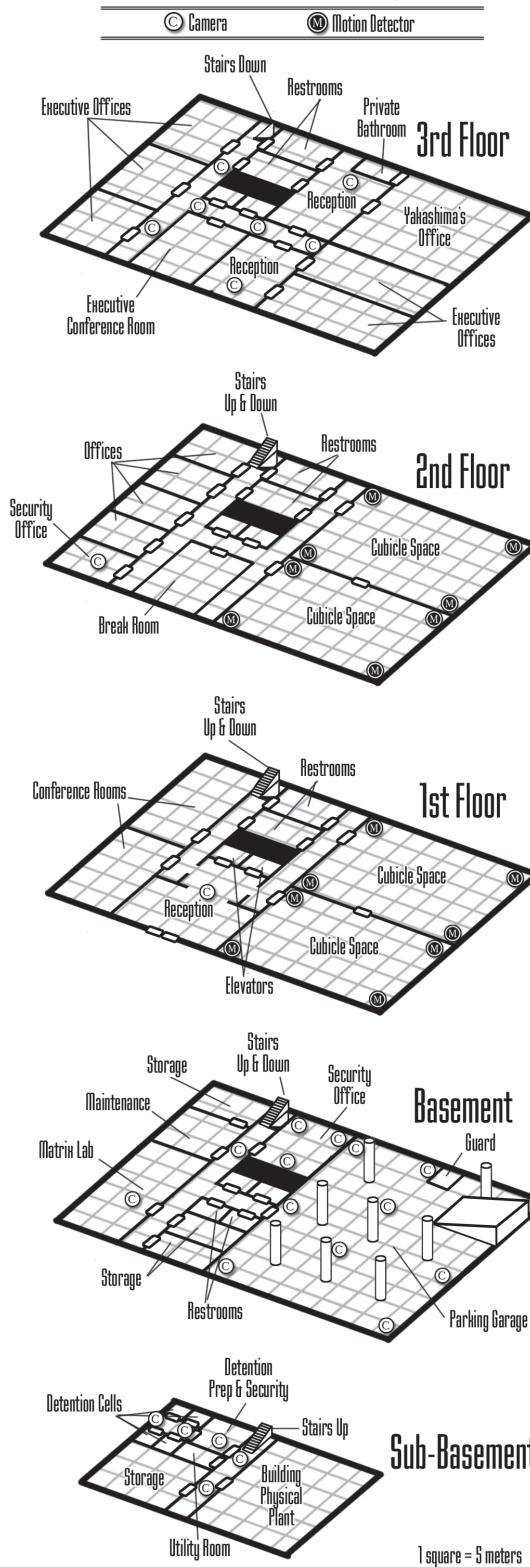
Condition Monitor Boxes: 11

Armor (B/I): 6/4

Astral Init/IP: 8/3

Skills: Automatics 4, Climbing 4, Close Combat skill group 3, Dodge 4, First Aid 2, Intimidation 2, Leadership 3, Perception 4, Pistols 4, Running 3, Survival 2, Throwing Weapons 4, Tracking 2

Yakashima Detention Complex



DRAWN BY THE ARTIFACTS: NEW DAWN

Spells: Armor, Clout, Control Emotions, Detect Magic, Improved Invisibility, Stunball

Gear: Armor vest, goggles [Rating 2, w/ low-light vision, smart-link, thermographic vision]

Yakashima Hacker

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	3	4	5	5	5	5.1	9	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Matrix Init/IP: 12/3

Skills: Automatics 4, Climbing 4, Close Combat skill group 3, Dodge 4, First Aid 2, Intimidation 2, Perception 4, Pistols 2, Running 3, Survival 2, Throwing Weapons 4, Tracking 2

Augmentations: Cybereyes [Rating 3, w/ low-light vision, microscopic vision, thermographic vision], implanted commlink (Device Rating 6), datajack, sim module (hot-sim modified)

Programs: Analyze 5, Armor 4, Attack 5, Browse 5, Command 4, Edit 4, Exploit 4, Reality Filter 4, Scan 6, Sniffer 5, Stealth 5, Track 6

Gear: Armor vest

Weapons:

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]

Knife [Blade, Reach —, DV 3P, AP —]

PREPARE TO REPEL BOARDERS

SCAN THIS

The team takes a cargo ship from Tokyo Harbor to Portland. On the way, they are attacked by a number of factions, all for different reasons. This scene is the climactic battle of the adventure.

TELL IT TO THEM STRAIGHT

“There she is,” says Frosty, “that’s the *Calico Ghost Town*. She should get you to Portland in four days, no trouble. And with me making a lot of noise, I’ll be the one who gets followed by the Atlantean Foundation.”

The ship looks quite sturdy. Nearly three hundred meters long and rising thirty meters from the sea, the ship is nearly fully open in the back and being loaded by large cargo drones. It does seem to be a formidable ship.

“Like her?” asks a stocky woman in her mid-forties. “The *Calico* is mine. I’m yer captain, Erika Gwyn. I’m yer crew, too!” she laughs at her own joke. “Seriously, come aboard! Pick whatever cabin you like, they’re all empty, ‘cept for mine.”

When the pirates begin their attack:

The captain bursts in. “It’s pirates,” she says, “They’re off the port bow. We can’t outrun them, and my insurance doesn’t cover piracy. I’ll lose my charter if they take any of the cargo. I’ll give you 1,500¥ each if you help me fend them off.” You hear a thunderclap, followed by a distant rumble.

HOOKS

The team needs to get home, so getting them on the ship should not be difficult. They are not required, of course, to assist in the defense against the pirates, but things may be quite difficult for them if they don’t.

BEHIND THE SCENES

The *Calico Ghost Town* is a good vessel. It’s very fast for a cargo ship, using a streamlined design and state-of-the-art azimuth engines (see *Calico Ghost Town Deck Plan*, p. 33). The ship sails under a UCAS flag. The players may choose any of the berths for their characters, as the ship is controlled entirely by Gwyn and her drones.

On this run, Captain Gwyn is carrying consumer trinkets, ground vehicle parts, electronic components, and a variety of Asian paranormal critters. The creatures include a griffin, a pair of arnwerre, a half dozen humped horses, three greater wolverines, and a golden boar (all can be found in *Running Wild*). Unbeknownst to her (or the team), she also has seven Yakashima operatives aboard.

The trip goes uneventfully the first day, and is actually quite relaxing. Near the end of the day, the players may spot a high-flying drone circling above the ship. If asked, the captain will tell the team that recon drones could mean a military exercise, or a corporate ship in the vicinity, or pirates. If it is pirates, they will most likely attack tomorrow around 10:20 a.m., when a storm is forecast to hit the ship.

Riders on the Storm

Right on cue, the pirates begin their attack when the storm approaches; read the appropriate section of *Tell It to Them Straight*. The pirates approach in four Zemlya-Poltava Crests (p. 111, *Arsenal*) off the port bow. They broadcast a demand that the ship cut its engines and prepare to be boarded. If not interrupted, the pirates pull alongside the *Calico* and board her with their grapples. They intend to look for valuables—as much as they can haul off.

While the pirates are on approach, a TerraFirst! cell approaches from starboard in a pair of GMC Everglades hovercraft (p. 351, *SR4A*). They will be unnoticed if the team focuses all its attention on the pirates. Their aim is to board the ship and free the paracritters aboard, taking them back in their hovercrafts if necessary. Should the TerraFirst! fighters actually free any of the animals, the critters panic, charging chaotically about the deck and attacking anything that gets in their way.

The Plot Thickens

Once the team opens up on the pirates, or shortly after the pirates board the cargo ship (whichever comes first), the Yakashima operatives, five shinobi and two monomi, take the opportunity to come out of hiding and take out the team so they can recover the compass. They avoid direct conflict, preferring to strike from the shadows when a target is not looking. Their primary targets are the runners, but they will take out pirates or eco-terrorists as they deem necessary.

Over the Top

Once the fight is really going, the Atlantean Foundation makes its appearance. An Aztechnology Aguilar-GX (p. 116,



Arsenal) with a mounted White Knight LMG (loaded with gel rounds) flies out of the storm and opens up with suppression fire onto the deck. It then comes in close enough for the Foundation squad to drop in, six soldiers and two mages. The rigger stays in the chopper to maintain and protect the team's network. All of the soldiers' commlinks are slaved to the rigger's 'link, while he runs the group's tacnet.

The Atlantean Foundation is after the chain (and compass, if present), and they are not prepared to take no for an answer.

Mission Accomplished

Once the various attacks have been turned, the team's trip to Portland is literally smooth sailing, barring complications from the fight.

PUSHING THE ENVELOPE

To be fair, this scene pushes the envelope by itself. If you need more of a challenge, you may wish to have the attackers ignore one another and concentrate on the runners. Failing that, have your favorite faction call for backup.

DEBUGGING

If the team is too readily squashed by the myriad attackers, have the attackers fight amongst themselves for a Combat Turn or two. This will give the player characters a bit of breathing room between shots.

GRUNTS AND MOVING TARGETS

Yakashima Shinobi

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5 (8)	6 (8)	4	3	4	3	5	3.8	10 (12)	1 (3)

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Skills: Automatics 4, Climbing 4, Close Combat skill group 5, Dodge 5, Etiquette 3, First Aid 2, Gymnastics 5, Intimidation 2, Parachuting 2, Perception 4, Pistols 2, Running 3, Stealth skill group 6, Survival 2, Swimming 3, Throwing Weapons 4, Tracking 2

Qualities: Martial Arts (Ninjutsu)

Advantages: +1 die for Gymnastics Dodge

Maneuvers: Evasion

Augmentations: Damage compensator 6, muscle toner 3, synaptic booster 2

Gear: Goggles (Rating 3, w/ ultrasound sensor, smartlink), chameleon suit, grapple gun (with 300m stealth rope)

Weapons:

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor],
2 thermal smoke grenades [Grenade, blast 10m radius]
Vibro-sword [Blade, Reach 1, DV 6P, AP -2,]

Yakashima Monomi

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

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Assensing 4, Astral Combat 3, Automatics 4, Climbing 4, Close Combat skill group 4, Conjuring skill group 3, Dodge 4, Etiquette 3, First Aid 2, Gymnastics 5, Parachuting 2, Perception 6 (8), Pistols 2, Running 3, Sorcery skill group 4, Stealth skill group 6, Survival 2, Swimming 3, Throwing Weapons 4, Tracking 5

Qualities: Mystic Adept, Martial Arts (Ninjutsu) (5 BP), Mentor Spirit (Cat; +2 to Illusion spells, +2 to Infiltration Tests)

Tradition: Shamanism

Adept Powers: Cool Resolve 2, Enhanced Perception 3, Improved Reflexes 1, Improved Sense (Low-Light)

Advantages: +1 die for Gymnastics Dodge

Maneuvers: Disorient

Spells: Clairvoyance, Detect Enemies, Detect Life, Mindlink, Improved Invisibility, Physical Mask, Stealth

Gear: Chameleon suit, mage sight goggles

Bound Spirits: Spirit of air (Force 4, 5 services)

Weapons:

HK-227X [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun, sound suppressor]
Vibro-sword [Blade, Reach 1, DV 6P, AP -2]

TerraFirst! Fighter

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

Condition Monitor Boxes: 11

Armor (B/I): 8/6

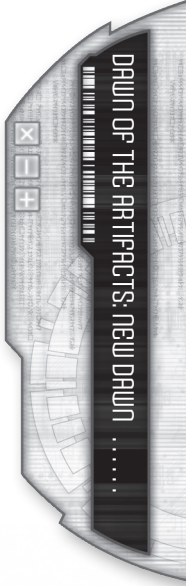
Skills: Animal Handling 3, Athletics skill group 4, Automatics 3, Clubs 3, Demolitions 4, First Aid 3, Leadership 2, Locksmith 2, Outdoors skill group 4, Perception 2, Survival 3, Throwing Weapons 3

Qualities: Animal Empathy

Gear: Camouflage suit, 10kg commercial explosives, commlink (Device Rating 3), 3 detonator caps, 3 doses of cram, goggles (Rating 2, w/ low-light vision, flare compensation), lockpick set, medkit (Rating 6), survival kit, thermite bar

Weapons:

AK-97 Carbine [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 30(c), w/ laser sight]
Flash-pak grenade [Grenade, gives -4 modifier, -2 with flare compensation]
Stun baton [Club, Reach 1, 6S(c), AP -half]



Pirate

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(6)	4(5)	5(7)	2	3	2	3	1.7	7(8)	1(2)

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Armorer 2, Athletics skill group 3, Close Combat skill group 4, Firearms skill group 4, Intimidation 3, Nautical Mechanic 3, Navigation 2, Perception 2, Pilot Watercraft 4, Survival 3

Qualities: Toughness

Augmentations: Cybereyes [Rating 2 w/ flare compensation, low-light vision, smartlink, thermographic vision], muscle replacement 2, wired reflexes 1

Gear: Armored jacket, commlink (Device Rating 2), grapple gun with 500m standard rope, pirate swag (gold earring, bandana, eye patch, or possibly a parrot)

Weapons:

Ares Crusader [Machine Pistol, DV 5P, AP -1, SA/BF, RC 2, 40(c), w/ EX-explosive rounds, smartlink]

Sword [Blade, Reach 1, DV 6P (7P), AP —]

Atlantean Foundation Rigger

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	5(7)	2	3	4	5	4	4.4	9(11)	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Matrix Init/IP: 11/3

Skills: Aeronautics Mechanic 3, Computer 5, Cybercombat 4, Data Search 4, Electronic Warfare 5, Gunnery 5 (6), Hacking 3, Hardware 4, Heavy Weapons 4, Infiltration 3, Navigation 3, Perception 3, Pilot Aircraft 6, Pilot Ground Craft 4, Pilot Watercraft 3, Pistols 2, Shadowing 3

Augmentations: Control rig, cybereyes [Rating 2 w/ flare compensation, low-light vision, smartlink, thermographic vision], datajack, reaction enhancers 2, reflex recorder (Gunnery)

Gear: Armored jacket, custom commlink (System 6, Response 6, Firewall 5, Signal 4, w/ hot-sim module)

Programs: Analyze 6, Browse 3, Command 6, Edit 5, Encrypt 6, Scan 6, Armor 5, Attack 5, Biofeedback Filter 5, Decrypt 5, Exploit 3, Sniffer 4, Spoof 5, Stealth 6, Track 4, Tacsoft 2

Weapons:

Browning Ultra-Power [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10(c)]

Aguilar-GX

Hand	Accel	Speed	Bod	Arm	Sens	Pilot
+1	15/60	400	16	16	2	2

Modifications: Personal Armor 3, 3 Weapon Mounts (external, remote-controlled, 1 turret, 2 fixed), ECM 4, ECCM 4

Weapons:

Ingram White Knight [LMG, DV 5S, AP +1, BF/FA, RC 2(3) 100(belt), w/ gel rounds]

4 HE rockets [Rocket, DV 14P, AP -2, blast -2/m]

Atlantean Foundation Soldier

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5(8)	4(8)	3	3	4	3	4	1.05	8(12)	1(2)

Condition Monitor Boxes: 10

Armor (B/I): 8 (11)/6 (9)

Skills: Climbing 3 (4), Close Combat skill group 4 (5), Dodge 4 (5), Firearms skill group 5 (6), First Aid 3, Infiltration 4 (5), Perception 3, Running 3 (4), Shadowing 3 (4)

Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, ultrasound sensor], enhanced articulation, muscle toner 3, orthoskin 3, reaction enhancers 3, wired reflexes 1

Gear: Armored jacket, commlink (Device Rating 5), medkit (Rating 6)

Weapons:

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

Knife [Blade, Reach —, DV 3P, AP —]

FN HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35(c), w/ smartlink, laser sight]

3 flash bangs [Grenade, DV 6S, AP -3, blast 10m radius]

3 thermal smoke grenades [Grenade, blast 10m radius]

Atlantean Foundation Mage

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	3	3	2	5	4	4	6	6	6	7	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Astral Init/IP: 8/3

Skills: Arcana 5, Assessing 5, Astral Combat 5, Blades 4, Conjuring skill group 5, Infiltration 4, Leadership 4, Palming 3, Perception 5, Pistols 3, Sorcery skill group 6, Unarmed Combat 3

Spells: Fireball, Detect Artifacts, Detect Magic, Heal, Ice Sheet, Manabolt, Mass Confusion, Mind Probe, Physical Barrier, Physical Mask, Stunball

Qualities: Magician (Black Magic)

Bound Spirits: Spirit of fire (Force 6, 3 services), spirit of water (Force 5, 4 services)

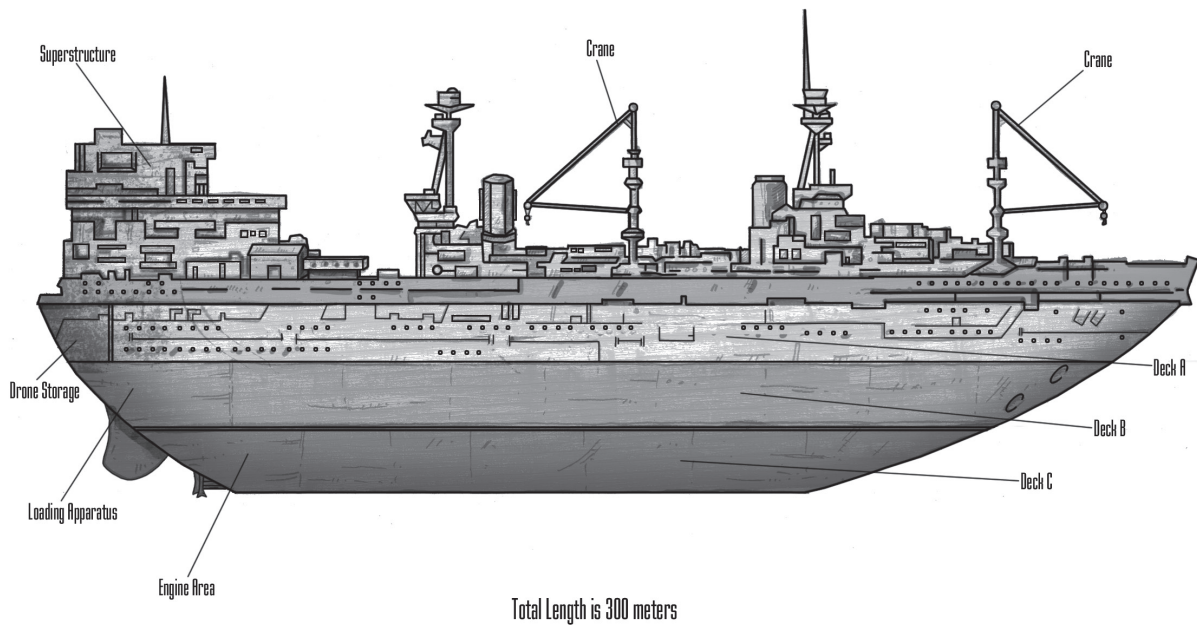
Gear: Armored jacket, power focus (Rating 2), sword (weapon focus, Rating 3), sustaining focus (Rating 6)

Weapons:

Ancient Sword (Weapon Focus) [Blade, Reach 1, DV 4P, AP —]

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16(c), w/laser sight]

Calico Ghost Town - Deck Plan



INCOMING FEED.....



DRAWN BY THE ARTIFACTS: NEW DAWN

BACK HOME

The runners take the compass back to Ehran. The artifacts have been gathered, leaving an open question as to what he and the other various powers of the world are going to do with them.

TELL IT TO THEM STRAIGHT

When you arrive back in town, Ehran happily accepts your call and sets up a meeting. It's a simple setup—he'll drive to wherever you are and pick you up in his limo.

Drinks are waiting for you when you climb inside the luxurious auto. Ehran looks pleased, but some concern or another also appears to be weighing on him.

When you give him the compass, he takes it slowly, then exhales. You don't see him make the gesture that transfers the payment to your accounts, but you are abruptly somewhat wealthier. Ehran remains focused on the object in his hands.

"We have them," he says. "Now we see how long we can hold onto them."

You're certain he did not say that aloud by accident, but you are not sure what his words mean for your future.

BEHIND THE SCENES

Ehran is in a hurry to pick up the compass, which is why he arranges the meet the way he does. He knows that the artifacts gathered in the course of the *Dawn of the Artifacts* adventures tend not to remain in the same location for long, so he wants to tap into their power as much as possible before they go their separate ways.

PUSHING THE ENVELOPE

The runners have done their job, and it's time to let them be done. All of your envelope pushing should have happened earlier.

AFTERMATH

The *Dawn of the Artifacts* series is done, but the artifacts themselves are just starting to have an effect on the Sixth World. The upcoming campaign book *Artifacts Unbound* will show some of these effects, right up to a possible cataclysm that could reshape some of the powers of the world.

While the powers are going about their business, though, the players can reap their rewards. They've already gotten their nuyen, but there are contacts and Karma to be had.

AWARDING CONTACTS

Based on how they performed at different points of the adventure, the players may have the chance to add new contacts to their roster.

If the runners behave themselves in Hong Kong and show the proper amount of respect for Penelope Wang while getting the job done, they gain her as a contact. Her influence does not go far beyond Hong Kong, but she is a respected figure in the shadows of that city.

The runners may meet Hsui Li Bennett. She is not favorably disposed to runners in general, but if they conduct themselves exceptionally well, she may see the advantage in working with them, as opposed to runners who occasionally target her. Her loyalty to the runners is not high at the outset, though.



If the runners pay Sergei Vipin generously and don't make any trouble for him while they're making their way into Karavan, they can gain him as a low-level contact.

Both the Sultana Ozgur and her daughter Yasamin can be obtained as contacts, but it will be tricky—if Yasamin's heart was broken, or if she felt she was poorly treated by the runners in any way, neither woman will become a contact. If the runners were able to smoothly extricate themselves from the situation while preserving the dignity of the Seljukok tribe and Yasamin in particular, both women can be obtained as contacts. They have considerable influence in Karavan, and a lesser extent of influence in the areas Karavan visits.

If the runners successfully free Syd, she can be a contact. Initially her knowledge of anything besides the Yakashima complex is very limited, but given enough time she will learn about the Matrix and about other AIs.

If the runners successfully defend the *Calico Ghost Town* and keep its captain from losing too much of her cargo, they gain Erika Gwyn as a contact. Her connections on both sides of the Pacific make her a good person to know.

AWARDING KARMA

At the end of any Shadowrun adventure, Karma is awarded to each player character for their part in the adventure. Just surviving deserves some Karma, and accomplishing specific goals earns more. Most player characters won't earn every point of Karma available, which is normal.

For awarding individual Karma, it is a good idea to keep notes on each player character's performance during the adventure. Exceptional roleplaying, humor, or heroics deserve to be rewarded, so keep notes on those actions (or others) to ensure you have an accurate tally by the end of the adventure. Along the same lines, don't be afraid to subtract Karma from characters who do particularly foolhardy or out-of-character actions. Karma represents the universe's award for hard work and a job well done, and it can be lost just as easily as earned.

You do not need to share your rationale for giving out Karma with your players. Allow them to play the adventure as presented, without informing them of what actions will result in a Karma award or deduction. This will help keep them from second-guessing themselves (and you) as they go through the adventure.

Generally, Karma is awarded at the end of the adventure. Occasionally, some gamemasters like to award a point of Karma during the game, to reward a particularly impressive feat, exceptional roleplaying, or even a particularly brilliant in-character joke.

Game Info.....

TEAM KARMA

Situation	Karma
Saving all of the victims in Midnight Rush	1
Successfully lifting the compass from Hong Kong Museum of Ancient Art	1
Resolving the situation with Yasamin without making enemies of the Seljukok	2
Securing an invitation to board the Aman Iki	1
Helping Syd escape from the Yakashima facility	1
Finding and encountering Hiroshi Yakashima	1
Surviving the conflict on the Calico Ghost Town	2
Delivering the goods to Eهران	1

INDIVIDUAL KARMA

Situation	Karma
Surviving	1
Good roleplaying	1-3
Guts/bravery	1
Humor	1
Pushing the story along	1

LEGWORK

As the runners go through the adventure, they'll have numerous opportunities for research. This section gives some results for legwork the runners may attempt. Research can involve the Matrix, checking with contacts, or any other method the player characters devise.

Note that some information is best presented to the players as handouts. These are found at the end of the book. You can provide them as handouts prior to starting the game or give the player characters the information only after they research the topic. Some information may be best presented during specific scenes.

SEARCHING THE MATRIX

Player characters may elect to search for information themselves by scouring the various data havens and informational dumpsites throughout the Matrix. In this case, have the player character perform a Data Search + Browse Extended Test, with intervals of one minute. Extended tests can be limited by the addition of a cumulative -1 dice modifier to each test after the first. For example, a character with Data Search 3 and Browse 3 would roll 6 dice for their first test, 5 in their second, 4 on their third, and would be only able to roll 6 tests total (p. 64, SR4A). After this, any data not uncovered is simply too obscure or well hidden in the Matrix for that hacker to find. Not everything is available in the Matrix. Gamemasters may decide what data is reasonably available in the Matrix, what data is available inside secured nodes and requires hacking to discover, and what data simply isn't available at all.

USING CONTACTS

Rules for using Contacts for legwork are detailed on p. 286, *SR4A*. Networking may be particularly useful when the characters are away from their home turfs and contacts (p. 287, *SR4A*).

EHRAN

Contact	Matrix Search	Results
0	0	"That's the cute redhead who hangs out at O'Toole's, right?"
1	2	"You mean the elf? The powerful elf? The powerful elf you maybe shouldn't be messing around with? Is that who you mean?"
2	4	"Ehran, also known as Ehran the Scribe. Former Tír Tairngire Prince, permanent Tír Tairngire power."
3	6	"Ehran the Scribe stepped down from the Tír Council about ten years ago to join the Dunkelzahn Institute of Magical Research. If DIMR is involved in something, he knows about it."
4	12	"He's spent the past year or so running around after a few ancient artifacts that have popped up. Who knows what he's planning on doing with them."

DASHARATHA MEDALLION/ SHANTAYA'S COMPASS

Contact	Matrix Search	Results
0	0	"There's a great jewelry shop downtown ..."
1	2	"I remember hearing about that on the news. Something old, right?"
2	4	"The Hong Kong Museum of Ancient Art is featuring it, along with a number of other ancient artifacts, for their new exhibit."
3	6	"A lot of big names will be at the opening of the exhibit, and a lot of them are huge donors to the exhibit. I've heard that a dragon will be there!"
4	12	"The medallion will be held in an undisclosed location until the afternoon of the opening of the exhibition, when it will be transported to the museum."
5	16	"The medallion will be transported by boat to the museum's dock."

PIKEMEN SECURITY SERVICES

Contact	Matrix Search	Results
0	0	"They kicked some serious ass back in the 16th century."
1	2	"Good firm. Not the best known, but they have good people."
2	4	"Pikemen is valued for their discretion. They protect their clients in every way, not just physically."
3	6	"They've got some pretty powerful clients, but finding out who they are is tough. They cover their tracks well."

HONG KONG MUSEUM OF ANCIENT ART

Contact	Matrix Search	Results
0	0	"Don't ask me. I'm already bored."
1	2	"It's beautiful. It's got a wealth of items from the past of Hong Kong and nearby areas."
2	4	"It's a cultural institution, one of the rare things that's above corporate and national politics. Everyone views it as a treasure, so they try to look after it."
3	6	"A lot of their stuff is only interesting to college eggheads, but some of the older items might bring in some nice nuyen on the open market."

HSUI LI BENNETT

Contact	Matrix Search	Results
0	0	"There are a lot of people in the world. She's one of them."
1	2	"She's got plenty of scratch. You see her at big charity deals and stuff like that all the time."
2	4	"She lives up on Victoria Peak. Museums love her—she's always got good stuff to donate."
3	6	"She circulates in some elite circles, and has some pretty old friends. <i>Really</i> old, if you take my meaning."

SECOND TIGER

Contact	Matrix Search	Results
0	0	"Um ... do they ... come after the First Tiger?"
1	2	"They're runners. A small group, but pretty good."
2	4	"I think they're usually at a bar called the Drunken Monkey."
3	6	"Their leader is a guy named Lung Ping. He's a spellslinger."



KARAVAN

Contact Matrix Search Results

0	0	"I don't have a minivan."
1	1	"That's the city that moves, right?"
2	4	"Karavan can be found in different places in Asia Minor. It's kind of a floating market, only with raiders and weird laws."
3	6	"I heard that Karavan is currently in the Hindu Kush, which is technically in Afghanistan, but nobody really controls it. They said it was near Afghanistan's border with Pakistan."
4	12	"I heard from Vipin, a smuggler based out of Hong Kong, that Karavan is camped outside Yargul Ghara."
5	16	"Karavan is about to make a big move, all the way to the banks of the Caspian Sea."

SERGEI VIPIN

Contact Matrix Search Results

0	0	"Isn't he dating your mom?"
1	2	"He's a smuggler. And a grouch."
2	4	"He specializes in getting stuff into and out of Karavan. He seems to always know where that place is."
3	6	"He'll take passengers, if they pay and aren't too much trouble. Here's his commcode."

CAST OF SHADOWS

EHRAN

Male Elf, Connection Rating 6

Ehran speaks carefully. His middle-aged look belies the wisdom of centuries. Every word he says is lovingly crafted to move the listener to the effect he desires.

Stats:

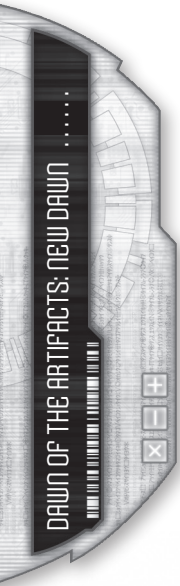
Ehran is not expected to be in any kind of combat in this adventure, so no stats are provided. Should dice need to be rolled for him, the gamemaster should keep in mind that he is a being of impossible age and can be capable of whatever the gamemaster deems appropriate.

PENELOPE WANG

Female Ork, Connection Rating 3

Penelope Wang is an ork of 26 years. She was born and raised in Hong Kong, and adheres to the traditions of both Chinese and British formal behavior. She is in the employ of Ehran the Scribe, who retains her for his visits to Hong Kong, when she serves as a (mostly ceremonial) bodyguard and friendly native guide.

Wang speaks quite formally, but only when addressed. She is proper, polite, and perfectly attired. Both her words and her actions are graceful. She keeps her opinions to herself unless asked, and when asked her opinions are astute and perceptive. She makes



a show of service in the Hong Kong tradition, proclaiming by her attention the high status of those she serves, which is usually Ehren the Scribe but in this case is the team.

B A R S C I L W Edg Ess Init IP
 6 4 4(5) 4 6(+3) 5 4 4 3 3.52 9(10) 1(2)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 5 (8) / 2 (5)

Skills: Automatics 3, Cantonese N, Close Combat skill group 2, Cracking skill group 2, Dodge 3, English N, Electronics skill group 4, First Aid 3, Forgery 4, Influence skill group 6 (+3), Japanese 6 (7), Stealth skill group 4, Perception 6 (+3), Pilot Aircraft 3, Pilot Ground Craft 6, Pilot Watercraft 2, Pistols 5, Running 3

Qualities: Bilingual, Exceptional Attribute (Charisma), First Impression, Low-light Vision (Ork)

Augmentations (all alphaware): Attention coprocessor 3, engraved datajack, cyberears [Rating 3, w/ audio enhancement 3, damper, select sound filter 6, spatial recognizer], mnemonic enhancer 3, orthoskin 3, sleep regulator, synaptic booster 1, tailored pheromones 3

Gear: Autopicker (Rating 6), biomonitor (Rating 6), cellular glove molder (Rating 3), commlink (Device Rating 6), contacts [Rating 3, w/ image link, smartlink, low-light vision], DocWagon contract (Platinum), maglock passkey (Rating 5), sequencer (Rating 6), Zoé Executive Suite suit (short jacket, blouse, skirt)

Weapons:

Ares Executive Protector [SMG, DV 5P, AP—, SA/BF/FA, RC (1), 30(c), w/ smartlink, sound suppressor]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/smartlink, silencer, concealable holster]

Mitsubishi Nightsky

Hand	Accel	Speed	Bod	Arm	Sens	Pilot
-2	15/25	100	12	20	1	3

Modifications: Anti-theft, armor (Rating 20, concealed), chameleon coating, interior cameras, life support 2, personal armor 2, weapon mount (normal, concealed, turret, remote-controlled)

Weapons:

Ingram White Knight [LMG, DV 7P, AP -2, BF/FA, RC 12, 100(belt), w/EX-Explosive rounds]

HSUI LI BENNETT

Female Human, Connection Rating 4

Hsui Li Bennett became a rather young heiress during the Year of the Comet, when every other member of her family fatally goblinized. Rather than live a life of luxury, she used her money to fund a world-class education, and she now holds doctoral degrees in Genetics from Harvard University and in Metaphysics from Jiaotong Wuxing University. She is the foremost world authority in metagenetics.

Given her prominence in the field of magical genetic research, she finds herself no stranger to shadowruns, but as a target rather than a participant. In this role she is a veteran of two failed extractions and a number of datasteal runs. She has developed a knack for spotting shadowrunners and feels rather unimpressed by

them. She has found that the most effective way to deal with them is to negotiate honestly and openly. She will approach the team politely, but with a good deal of caution, since her last encounter (with Second Tiger) ended poorly for her.



B A R S C I L W Edg Ess M Init IP
 3 2 3 1 5 5 6 5 2 6 1 8 1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 4/0

Skills: Arcana 6, Assensing 6, Astral Combat 2, Chemistry 4, Computer 5, Con 2, Cybertechnology 2, Data Search 5, Etiquette 5, Exotic Melee Weapon (Garrote) 3, Exotic Ranged Weapon (Tiffani Elégance Shooting Bracer) 3, First Aid 5, Infiltration 2, Instruction 5, Leadership 4, Medicine 6, Negotiation 6, Perception 5, Pistols 2, Running 2, Software 3

Qualities: Astral Sight

Gear: Armored clothing, biomonitor, commlink (Device Rating 5), DocWagon contract (Platinum), earbuds [Rating 1, w/ audio enhancement 3], glasses [Rating 4 w/ image link, low-light vision, vision enhancement 3, vision magnification], long haul (4 doses)

Weapons:

Tiffani Elégance Shooting Bracer

[Exotic Ranged Weapon, DV 4P, AP —, SS, 1(b)]

Yamaha Pulsar [Taser, DV

6S(e), AP —half, SA, RC

—, 4(m), w/concealable holster]

Garrote [Exotic Melee Weapon, Reach —, DV

1P, AP —]

SERGEI VIPIN

Male Ork, Connection Rating 4

Vipin is a burly man, though not the largest ork in the neighborhood. His speech is curt and thick with a Russian accent. His clothes and personal appearance are unkempt at best. His look and demeanor belie the intelligent spark of a self-made, successful entrepreneur.

Vipin is a smuggler who deals almost exclusively with Karavan. Aside from his Karavanli contacts, he has a “home base” in Hong Kong, Mumbai, Istanbul, Dubai, and Moscow, making him one of the most well-connected smugglers in Asia. He maintains a small staff in each of his home cities, but he prefers to run his smuggling routes alone in his t-bird, *Lilya*.

B A R S C I L W Edg Ess Init IP
 7 4 5(7) 6 1 4 3 3 4 4.5 9(11) 1

Condition Monitor Boxes (P/S): 12/10

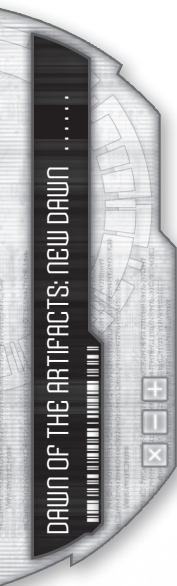
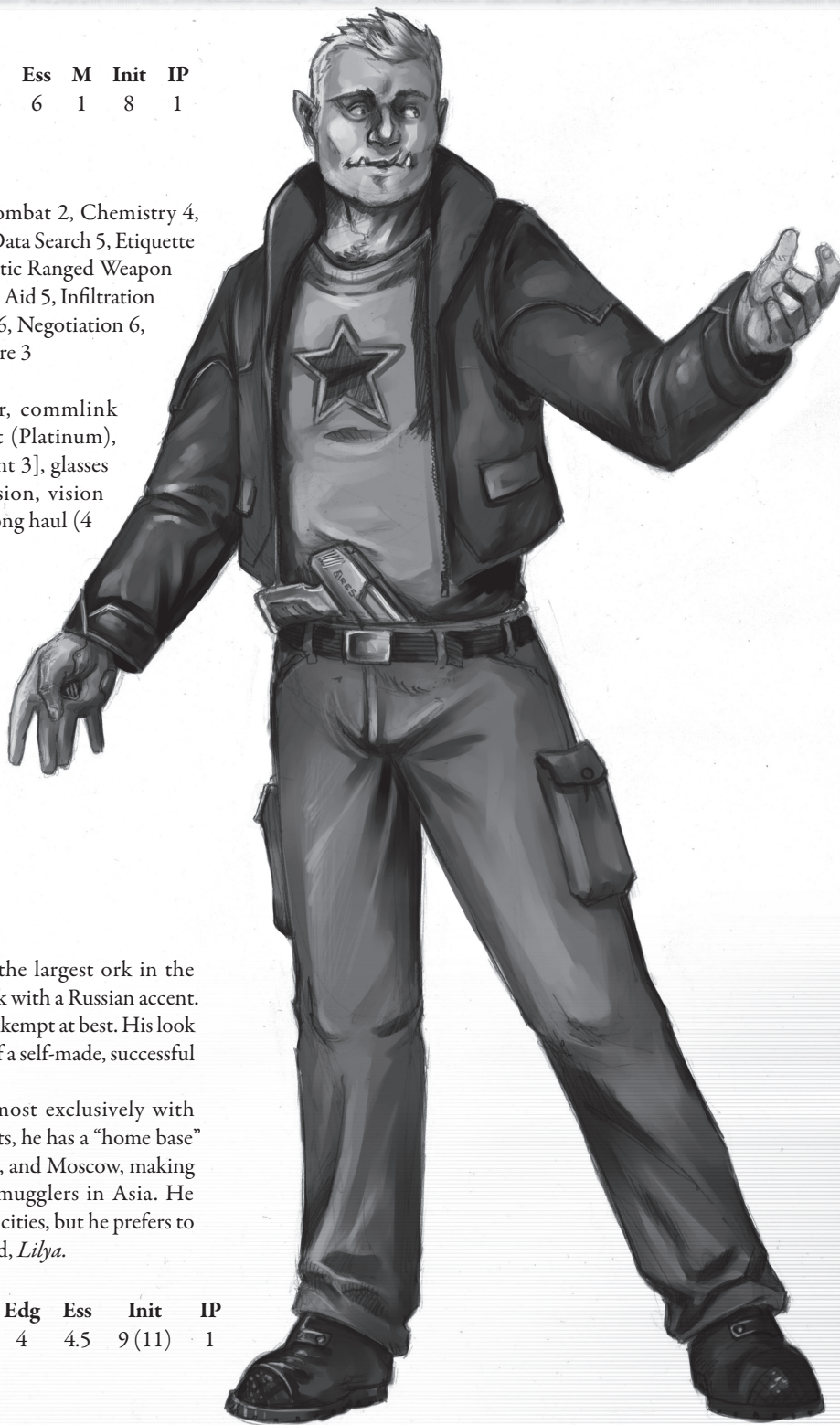
Armor (B/I): 6/4

Skills: Aeronautics Mechanic 5, Armorer 5, Automatics 3, Automotive Mechanic 4, Computer 3, Con 3, Data Search 3, Electronic Warfare 5, Etiquette (Smugglers) 3 (+2), Forgery 4, Gunnery 5, Hardware 2, Heavy Weapons 4, Industrial Mechanic 2, Infiltration (Vehicle) 4 (+2), Intimidation 3, Longarms 4, Navigation 4, Negotiation 4, Palming 2, Perception 3, Pilot Aircraft (Vectored Thrust) 5 (+2), Pilot Ground Craft 3, Pistols 2, Running 2, Shadowing (Tailing) 2 (+2), Survival 3, Unarmed Combat 4

Qualities: Gearhead (thunderbirds)

Augmentations: Control rig, cybereyes [Rating 2, w/ flare compensation, low-light vision, thermographic vision, vision enhancement 2], datajack, reaction enhancers 2

Gear: Aeronautic mechanic toolkit, custom commlink [System 5,



Response 5, Firewall 5, Signal 4, w/ Biofeedback Filter 5, Analyze 5, Scan 5), lined coat, survival kit

Weapons:

- Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16(c), w/ laser sight]
- Remington 990 [Shotgun (Slug rounds), DV 7P, AP -1, SA, RC (1), 8(m)]
- Remington 990 [Shotgun (Shot rounds), DV 9P(f), AP +5, SA, RC (1), 8(m)]

Customized Thunderbird (Lilya)

Hand	Accel	Speed	Bod	Arm	Sensor	Pilot
+2	50/250	1,000	20	18	5	2

Modifications: Additional fuel tank, ECM (Rating 4), improved sensor array, lock-on countermeasures, missile defense system, rigger adaptation, rigger cocoon (enhanced), smuggling compartment (enhanced), weapon mount (reinforced, internal, turret, remote-controlled)

Weapons:

- Ultimax HMG-2 [HMG, DV 7P, AP -3, FA, RC 20, 100(belt), w/ tracer rounds]

SULTANA OZGUR

Female Human, Connection Rating 2 (+2 in Karavan)

Ozgur is a tall, strong woman in her late 40s or early 50s (even she is unsure). She has green eyes, light brown skin, and wears her salt-and-pepper hair long, with two braids on either side of her face. She favors military fatigues and wears slightly more weapons than the average denizen of Karavan.



Ozgur is the leader of the Sekjukok tribe in Karavan, and a great warrior. She is a Seljuk, which is a mark of strength among some Turkic peoples, and a “white-bone,” descended from Ghengis Khan himself, a mark of virtue in Central Asia. She is cordial, but does not suffer fools gladly. She is as quick to reward loyalty, ability, and good faith as she is to punish the untrustworthy and the incompetent. She loves her daughter and her tribe, and will go to great lengths for either; as a result, she enjoys great devotion from both.

B A R S C I L W Edg Ess Init IP
4 4(5) 3(4) 5(6) 4 4 3 4 4 1.7 7(8) 1(2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6(8)/4(6)

Skills: Armorer 2, Artisan 1, Athletics skill group 3, Close Combat skill group 4, Con 4, Dodge 4, Escape Artist 2, Etiquette 5 (Karavan) 5 (+2), Firearms skill group 5, First Aid 2, Forgery 2, Infiltration 4, Instruction 3, Intimidation 3, Leadership (Morale) 5 (+2), Locksmith 3, Negotiation 5, Outdoors skill group 4, Stealth skill group 3, Palming 3, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 4, Shadowing 3, Throwing Weapons 3

Augmentations: Cybereyes [Rating 2 w/ low-light vision, smartlink, thermographic vision], dermal plating 2, muscle replacement 1, wired reflexes 1

Gear: Ammo bandoliers, binoculars [Rating 2 w/ vision enhancement 3, vision magnification], commlink (Device Rating 2), lined coat, lockpick set, medkit (Rating 6), survival kit

Weapons:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), w/ gas vent 2, smartlink]

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

Combat axe [Blade, Reach 1, DV 7P, AP -1]

Streetline Special [Hold-Out Pistol, DV 4P, SS, AP —, 6(c)]

Survival Knife [Blade, Reach —, DV 4P, AP -1]

Throwing Knives (3) [Throwing Weapon, DV 4P, AP —]

YASAMIN

Female Human, Connection Rating 1 (+2 in Karavan)

Yasamin is 21 years of age and as tall as her mother, Ozgar. She has light brown hair that she wears in a tight French braid down to the nape of her neck. She is slightly darker than her mother and has somehow managed to find the balance of workouts and personal care products to be both a gifted warrior and a beautiful woman.

Yasamin is a princess, in every sense of the term. She can be both a noble leader of her people and a fussy, demanding brat. She commands the loyalty and the love of her tribe, and as a Seljuk and white-bone herself, she shares the respect that is given to her mother by other tribes.

B A R S C I L W Edg Ess Init IP
3 5 4(5) 4 5 3 3 4 3 3.7 7(8) 1(2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/2

Skills: Artisan 3, Athletics skill group 3, Automatics 3, Close Combat skill group 3, Computer 3, Con 3, Data Search 3,

Disguise 2, Dodge 4, Escape Artist 3, Etiquette (Karavan) 4 (+2), First Aid 2, Forgery 2, Hacking 1, Heavy Weapons 1, Infiltration 4, Leadership 3 (Sekjukok) 3 (+2), Locksmith 2, Negotiation 3, Outdoors skill group 3, Palming 4, Perception 4, Pilot Aircraft 1, Pilot Ground Craft 3, Pistols 4 (Semi-Automatics +2), Shadowing 2, Stealth skill group 3, Throwing Weapons 3, Tracking 2

Qualities: Fame (Local)

Augmentations: Cybereyes [Rating 2 w/ flare compensation, low-light vision, smartlink, thermographic vision], wired reflexes 1

Gear: Climbing gear, FFBA (full-body suit), commlink (Rating 4, w/ Analyze 4, Browse 4, Stealth 4, Exploit 3, sim module), lockpick set, medkit (Rating 6), sim recordings, survival kit, zen (10 doses)

Weapons:

Cougar Fineblade Knife (Short Blade) [Blade, Reach —, DV 3P, AP -1]

Ingram Warrior-10 [SMG, DV 5P, AP —, SA/BF, RC 3, 30(c), w/ gas vent 3, smartlink]

Morrissey Alta [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 12(c), w/ smartlink, personalized grip]

Throwing Knives (3) [Throwing Weapon, DV 3P, AP —]

Fichetti Tiffani Self-Defender [Hold-Out Pistol, DV 4P, AP —, SS, RC —, 4(c)]

TAPIO

Male Dwarf, Connection Rating 1 (+1 in Karavan)

Tapio is of average size for a dwarf and about 40 years of age. He has black, slicked-back hair, a clean-shaven face, tan skin, and piercing black eyes. He wears an embroidered Turkish robe and a matching kufi.

Tapio is the consummate servant: polite, direct, helpful, and anticipatory to the team’s needs. Even so, he despises them with the passion of a burning sun. He will never directly hinder or inconvenience the team, but he will politely insult them at every chance, with a sparkle in his eye. His wit is sharp and his insults clever. His tone always remains civil, but that doesn’t dull the impact of his words.

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

Condition Monitor Boxes (P/S): 10/11

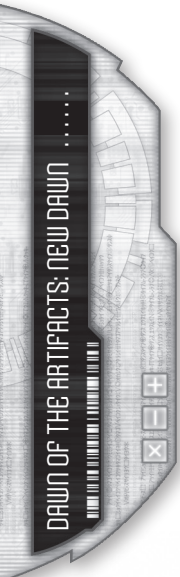
Armor (B/I): 4/0

Skills: Climbing 2, Clubs 2, Computer 4, Con 2, Data Search 4, Etiquette (Karavan) 4 (+2), First Aid 3, Forgery 2, Negotiation 3, Palming 3, Perception 5, Pilot Aircraft 1, Pilot Ground Craft 3, Pistols 2, Shadowing 3, Survival 3

Gear: AR gloves, armored clothing, commlink [Device Rating 4, w/ Analyze 4, Browse 4, Fetch module (Rating 4)], glasses [Rating 3 w/ image link, vision enhancement 3, vision magnification], holo projector, medkit (Rating 6)

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11(c)]



JANE FOSTER/FROSTY

Jane “Frosty” Foster is an accomplished magician in her mid-forties. Physically, she appears to be in her early twenties due to her elven heritage. She has long, curly white hair. Her eyes are a clear blue, and she’s attractive, with a stunning smile. At first glance, she appears human, although she’s much taller than average for a human woman. She also has a very slight limp. Frosty has a casual attitude and a very pragmatic outlook on life. She is very loyal and basically honest, despite her career as a shadowrunner. She has a well-developed sense of humor and enjoys a good joke. She doesn’t like surprises, however, and tends to lash out at unpleasant surprises with a hot temper—and significant amounts of mana.

After twenty years in the shadows, she’s made some very well-placed contacts, in both low circles and high. She’s met FastJack in person and is a member of his VPN JackPoint. In addition, she’s connected through her mentor to some very powerful individuals. On occasion, she has even met dragons—she was bequeathed a ring from Dunkelzahn in his will, a power focus that she never removes.

Due to her magical training, Jane knows several spells and metmagic techniques that aren’t common knowledge (or even believed possible) in the magical community of 2072. Jane uses an arcane language and symbols during her rituals that are not recognizable to any magicians who observe her. Her magical talents are also unique—or at least not known beyond a handful of other people, like her mentor.

Stats: Frosty is a high-level initiate magician (at least grade 8) with some unique spell and magical abilities. Her magic follows a different paradigm than other magicians in the Sixth World, though it looks vaguely hermetic. Jane eschews cyberware. No stats are provided, as Jane should be as powerful as the gamemaster needs her to be and balanced with the group. She never bothered to learn the Levitate spell, though, as she finds that spirits are much more efficient when she needs something (or herself) moved. Unfortunately, she is currently being tracked by astral beings, and summoning a spirit during her journey would be perilous.

SYD

Female Metaspient AI, Connection Rating 1

Syd appears in the Matrix as a pale young human woman with chin-length golden hair. She wears a casual suit under a white lab coat. She uses a soft-spoken, earnest voice.

Syd was “born” in the Yakashima mainframe node. She has been “employed” by Yakashima, but she wants to be free. She has been unable to escape on her own and finds the presence of shadowrunners to be an opportunity she cannot pass up. She is aware that she needs the runners as much as they need her, so she tries to stay on their good side.

Sys	Firewall	Response	Signal				
7	4	5 (7)*	3 (5)*				
C	I	L	W	Init	IP	CM	Rating
4	3	5	3	10*	3	12	4

* These higher Attribute ratings apply only when Syd is in her home node. If Syd moves to a different node, the lower Attributes must be used.

Skills: Computer 5, Con 2, Cybercombat 2, Data Search (Corporate) 6 (+2), Electronic Warfare 4, Etiquette (Yakashima Corp) 4 (+2), Forgery 2, Hacking 3, Negotiation 3, Perception (Visual) 5 (+2), Software 4

Qualities: Code Flux, Real World Naivete

Programs: Analyze 4†, Browse 5†, Command 4, Edit 4†, Encrypt 5†, Scan 4, Decrypt 4, Exploit 3, Stealth 3

† These programs are inherent to Syd and are considered always loaded with the Ergonomic and Optimize program options.

HIROSHI YAKASHIMA

Male Human, Connection Rating 5

Mr. Yakashima is the president, CEO, and owner (along with his family) of the Yakashima Corporation. He is elderly and preparing to retire, but he has engaged in the race for the artifacts out of fascination with the paranormal. He is far outclassed by the other players, and knows it, but he is satisfied in getting what he can.

Hiroshi Yakashima is tall for a man of Japanese descent, and his demeanor makes him seem even taller. He wears his silver-gray hair combed back, and his piercing brown eyes miss very little. His tone is gentle, and his demeanor amused.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	4	3	3	6	5	4	5	3	3.41	8	1

Condition Monitor Boxes (P/S): 9/11

Armor (B/I): 5(8)/3(6)

Skills: Arcana 1, Artisan 3, Blades 4 (Swords) 4 (+2), Climbing 2, Clubs 3, Computer 4, Con 5, Data Search 5, Dodge 2, Etiquette (Corporate) 6 (+2), Gymnastics 2, Instruction 5, Intimidation 5, Leadership 6, Negotiation (Bargaining) 6 (+2), Palming 3, Perception 5, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 3, Running 3, Shadowing 2, Throwing Weapons 4, Unarmed Combat 3 (Martial Art) 3 (+2)

Qualities: Martial Arts (Aikido) (5 BP), Privileged Family Name

Advantages: +1 die for Full Parry

Maneuvers: Disarm, Riposte

Augmentations: (all betaware) Cybereyes [Rating 3 w/ flare compensation, low-light vision, retinal duplication 6, thermographic vision, vision enhancement 3, vision magnification], data lock (Encryption 8), datajack, orthoskin 3, pathogenic defense 6, platelet factories, sleep regulator, tailored pheromones 1, toxin extractor 6

Gear: Biomonitor, custom commlink [System 6, Response 6, Firewall 8, Signal 4, w/ Analyze 6, agent (Rating 6, w/ Attack 6, Armor 6, Track 6, Black Hammer 6), Encrypt 6], DocWagon contract (Super-Platinum), Vashon Island Synergist Business Suit (suit jacket, slacks, high-collar shirt)

Weapons:

Ancient katana [Blade, Reach 1, DV 5P, AP -1]

Hammerli 620S [Light Pistol, DV 4P, AP—, SA, RC 1, 6(c), w/smartlink]



ERIKA GWYN

Female Human, Connection Rating 2

Erika Gwyn is the owner and captain of the fastship *Calico Ghost Town*. She is tall and stocky for a human, and is frequently mistaken for an ork. She keeps her head clean-shaven under a Scottish cap. She wears grungy overalls with a long maritime coat.

Captain Gwyn is a straightforward old salt. She spends her time at sea on deck, inspecting the various components of the ship. When she is not strolling along, she is sitting on the upper deck making scrimshaw.

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

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/4

Skills: Armorer 3, Athletics skill group 4, Automatics 4, Automotive Mechanic 2, Close Combat skill group 4, Computer 2, Con 3, Data Search 2, Diving 3, Etiquette 3, Gunnery 3, Heavy Weapons 3, Intimidation 3, Leadership 4, Longarms 2, Nautical Mechanic 5, Navigation 5, Negotiation 5, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 2, Pilot Watercraft 6, Pistols 4

Qualities: High Pain Tolerance (1), Home Ground (Calico Ghost Town)

Gear: Commlink (Device Rating 3), lined coat, contacts [Rating 3, w/ image link, low-light vision, smartlink], long haul (5 doses)

Weapons:

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

Club [Clubs, Reach 1, DV 4P, AP —]

Ingram Smartgun X [SMG, DV 5P, AP —, BF/FA, RC 2(3), 32(c), w/ gas-vent 2, smartlink]

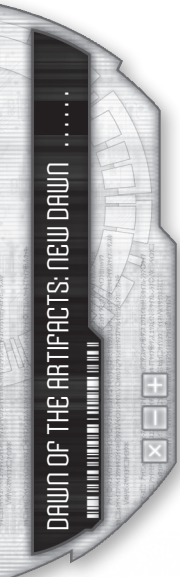
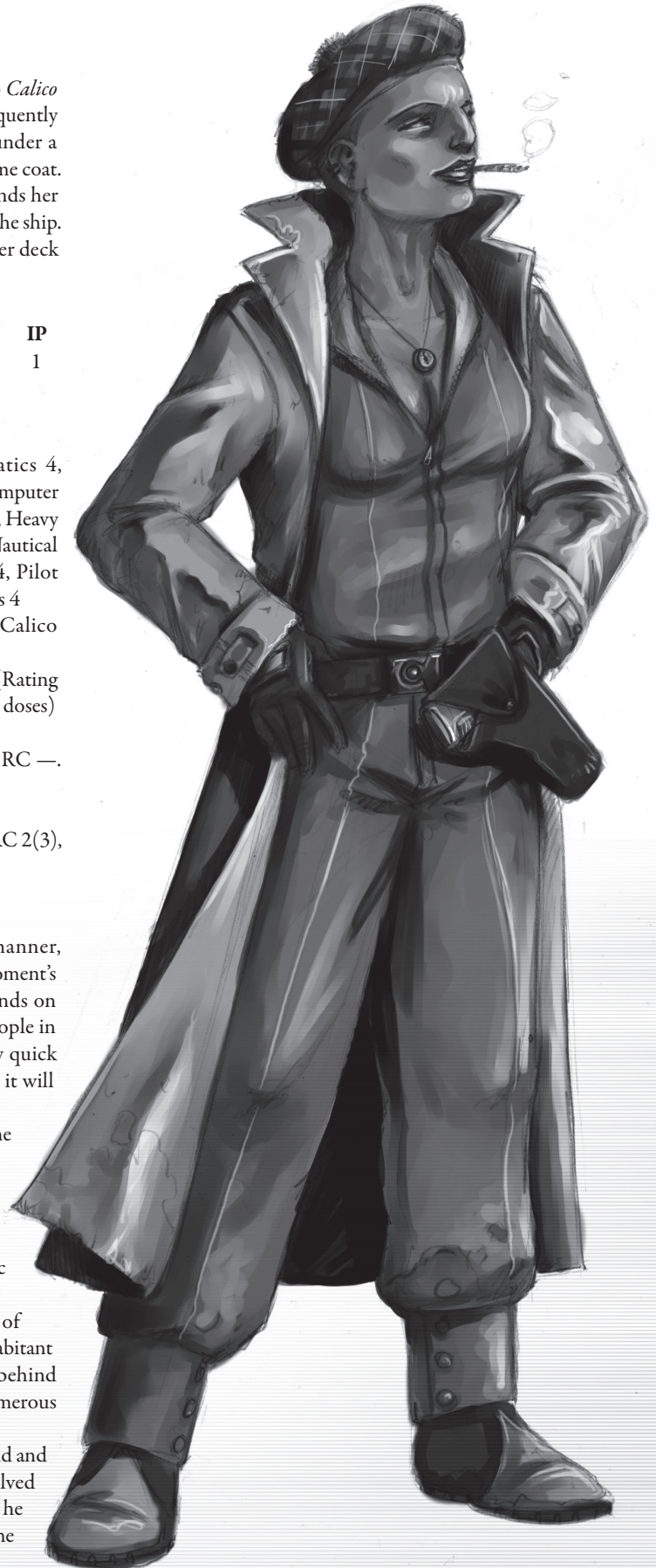
HARLEQUIN

Harlequin is chaos personified. His attitude, manner, philosophy, dress, and accent are subject to change at a moment's notice. He is quick-witted, but sometimes his wit depends on some obscure reference that possibly only three other people in the world understand. He is quick to anger and equally quick to forgive ... usually. If his anger lasts, as it has for Ebran, it will become a consuming passion.

Harlequin is a wild, almost elemental force. He is prone to rambling and raving on the most arcane subjects, but what he says is often fascinating and revelatory. Both he and Ebran are powerful mages. Unlike Ebran, however, Harlequin will display that power openly, even to the point of clearly showing that he is capable of a level of magic the runners are not.

Harlequin is half a head shorter than Ebran and of slightly lighter build. His clothes are more typical of an inhabitant of the Sprawl except that he always seems to be slightly behind the times. He wears a long, many-pocketed coat with numerous patches.

Stats: As is the case with Ebran, Harlequin is quite old and has built up a wide range of skills. He should not be involved in a confrontation with the players, but if somehow he is, he should have the skills necessary to extricate himself from the situation.



APPENDIX

THE ATLANTEAN FOUNDATION

Created by Sheila Blatavska shortly after the Awakening in 2012, the Atlantean Foundation is a private organization publicly dedicated to restoring the glory of the lost golden age of Atlantis, a supposed Mecca of wonders and knowledge that disappeared into the mists of time. More than just a group of eccentric history buffs and new-agers, it is an organization with branches worldwide, popular trid shows, monthly newsletters and chats, major research centers, sponsored archeological digs, and cadres of respected scientists. It boasts millions of members worldwide and operates at a level just shy of an AA corporation.

DUNKELZAHN INSTITUTE FOR MAGICAL RESEARCH

The Dunkelzahn Institute of Magical Research (DIMR) is the Atlantean Foundation's biggest archaeological rival. Backed by millions of nuyen from the great dragon's will, the Institute has spearheaded research projects across the globe. They've set up offices in cities around the world, including Denver, Hong Kong, Prague, Athens, Bangkok, Neo-Tokyo, Vladivostok, and Buenos Aires. Among the many factions digging for ancient history and power, the DIMR has maintained the cleanest record. Their connection to Dunkelzahn gave them a reputation that almost immediately equaled the one the Atlantean Foundation took years to establish—which did nothing to garner the AF's favor.

The DIMR continues to work to cultivate partners that will help them grow to the AF's size. Wuxing remains their strongest partner, and Hong Kong has become a strong base for DIMR's Southeast Asian operations. The Draco Foundation remains distant from the DIMR—the egos of the leaders involved have prevented what would seem to be a natural partnership from ever emerging.

DIMR's research is accompanied by the academic education of young mages. Their practical field work isn't restricted to archaeological digs, and it includes the investigation of various magical phenomena, the search for power sites, analysis of mana lines, and behavioral studies of Awakened fauna in their natural habitats (an area of growing interest to parabiologists across the planet).



HONG KONG TOURIST BROCHURE

Welcome to Hong Kong! The excitement and glamour of the world's greatest city awaits you. From the sparkling harbor area to the peace and calm and quaint surroundings of the Northern Reaches, from the stately luxury of Victoria Peak to the bustling markets of Yau Tsim Mong, Hong Kong offers a full range of attractions for visitors.

Traveling through a city as large and varied as Hong Kong can be daunting, but it does not have to be. This brief guide will acquaint you with the major areas of the city, putting you well on your way to becoming a local expert.

Downtown: This is the face of the city, the image with which most people are acquainted. Soaring skyscrapers, glowing lights, and energetic throngs of people all await you as you visit the heart of our city. Whether you are visiting the lively center of financial power in the office district, shopping the glamorous boutiques of Wanchai-Causeway, or touring the spectacular residences of Victoria Peak, you should find plenty of brilliant architecture and energy to engage you. Don't miss the museums and other cultural offerings that dot the downtown area.

Eastern Hong Kong: Home to many of Hong Kong's corporate workers, Eastern Hong Kong also boasts fantastic shopping. Be sure to visit Taikoo Shing if you are searching for bargains.

Kwai Tsing: The heart of the city's vast shipping operations, Kwai Tsing welcomes many visitors to Hong Kong as they arrive at shore, ready to explore.

Kwun Tong: Kwun Tong is Hong Kong's muscle, full of industry and factories building goods for the world. The wealth of transportation options here means that many visitors pass through this area as they tour our city.

Yau Tsim Mong: This is the area where many of the people who make Hong Kong special live, and its dense, energetic feel comes from their presence. Be sure to shop the Golden Mile, a seemingly endless collection of stores, street markets, and other vendors who sell just about any item you can dream of.

Kowloon City: Visitors are advised to avoid Kowloon City.

Tolo Harbor Complex: This area is dedicated to those who help keep Hong Kong safe, as it includes bases for Hong Kong's Marine Authority along with the city's Special Police Forces. The splendid Xuan Wu Aquacology is located here; check with your local Evo representative about options for visitors. Be advised that appropriate military clearance is needed to visit many areas of the complex.

Sai Kung: The small, charming seaside villages of Sai Kung provide a strong contrast to the hustle and bustle of the city. Visitors are cautioned about visiting this area by boat—land travel provides the safest, most enjoyable way to visit this district.

Lantau Island: Long one of the most beautiful sections of the city, thanks to its vast nature preserves, Lantau Island has only been improved by the increased integration of residents with this space. The opportunity to live close to the island's natural beauty and bask in its glow is something few would ever want to turn down. Some of the newest, most exciting entertainment options the city has to offer, including Virtual Horizons Disney, make their home on Lantau Island.

Southern Coast: The efforts of the Wuxing Corporation have helped the past come to life here, and the famed Wuxing Skytower is one of the most impressive buildings in this or any other district. Setting the urban glamour of that structure aside, life on the Southern Coast is often simple. Villagers fish with nets, people purchase their food for the day in bustling open-air markets, and the entire area feels as if it were something carried over from a previous century.

Northern Reaches: If you need to take a break from the energetic urban lifestyle that characterizes the city, the Northern Reaches are waiting for you. Full of farms and small villages, walking through the Northern Reaches is rejuvenating and relaxing, turning your thoughts to an earlier, simpler time.



KING DASHARATHA

It is an old tale, even for my kind. I cannot speak to its veracity, except in that Shantaya's Compass does exist, lending some credibility to the tale. Still, the details may be inaccurate, as the story was part of oral tradition for a very long time, written accounts having been out of favor hundreds of years prior to ... I apologize, we have little time, and I digress.

In those days there was a king of Tharachosia, most of which is what we now call India. Daharan was his name, and I can only assume that the modern story of Dasharatha actually refers to him. He was of the folk called elves in this enlightened modern age. He had many children, all destined to become heroes, including a brave daughter named Shantaya.

It so happened that the kingdom fell under a great affliction. Stories conflict about whether this was a disease, or a curse, or a loathsome foe, but it threatened the country and all living beings within it. It happened that a hermit, one of the troll folk named Erekhiz'ha'a, was living deep in the wild and dangerous forests of Tharachosia. It was known that Erekhiz'ha'a was a wise scholar and had studied many blights, including the one threatening the kingdom.

Daharan sent his eldest son into the treacherous forest to fetch the scholar back to him and save the kingdom. The son, Vemaharan, fought his way through the forest and asked Erekhiz'ha'a for his aid, first asking, then demanding, then begging. But Erekhiz'ha'a said only, "I am not interested in the lives of the folk of your kingdom. They are confused and foolish, and only seek knowledge when it is of their benefit. I will stay here with my studies and my thoughts."

When Vemaharan returned in failure, the king sent his next eldest, a daughter named Kothaya. She fought her way through the forest and asked Erekhiz'ha'a for his aid, first asking, then offering herself to him, but Erekhiz'ha'a said only, "I am not interested in the lives of the folk of your kingdom. They are confused and foolish, and only seek knowledge when it is of their benefit. I will stay here with my studies and my thoughts."

When Kothaya returned in failure, Shantaya, the youngest of Daharan's children, barely a woman, said, "I will go to him, Honored Father, and I will bring him back, for I know his mind, and I will convince him to save our world." The king sent his youngest daughter, for he knew that she was the wisest of his children.

Shantaya fought her way through the forest. When she met Erekhiz'ha'a, he said only, "I am not interested in the lives of the folk of your kingdom. They are confused and foolish, and only seek knowledge when it is of their benefit. I will stay here with my studies and my thoughts."

"Why are the people so confused and foolish?" Shantaya asked.

This gave Erekhiz'ha'a pause. "They speak without thinking. They agree with the last person to speak. They are like children at best, and like cattle at worst. I wish to be separate from them."

"All the people have needs," said Shantaya, "some that are unknown to themselves. It is all they can do to reach beyond themselves to seek aid, even if they do not know what to request."

"I will think upon your words," said Erekhiz'ha'a.

"And I yours," replied Shantaya, and she went apart from Erekhiz'ha'a. The next day she returned, and asked, "Why do the people only seek knowledge when it is of their benefit?"

This gave Erekhiz'ha'a pause. "They do not reach beyond that they can see. They are content with their lot and seek nothing beyond it."

"All the people have ambitions," replied Shantaya, "some that are unknown to themselves. A mother's ambition for the health of her baby will impel her to seek shelter and food for her child above all else. A daughter's ambition to serve her father will drive her into the most dangerous of forests. A man's ambition for knowledge will separate him from his tribe and kinfolk."

"I will think upon your words," said Erekhiz'ha'a.

"And I yours," said Shantaya, and she went apart from Erekhiz'ha'a. The next day she returned and asked, "Why will you not return with me to my father and grant us the benefit of your knowledge?"

This gave Erekhiz'ha'a pause. "I will not return with you because I do not have a place where I can be alone with my studies and my thoughts. I do not have one who knows me and can share her knowledge and understand mine."

"All the people have a place," said Shantaya, "and yours shall be a tower that will separate you in your thoughts but allow you to pass on your knowledge to the few students you choose among the people. You will take me as your wife, who knows you and shares her knowledge and understands your own."

"I will think upon your words," said Erekhiz'ha'a.

"And I yours," said Shantaya, and she went apart from Erekhiz'ha'a. The next day she returned, and Erekhiz'ha'a said, "I will return with you as my wife, and I will live in my tower apart from the people and I will share my knowledge with the students I choose from among the people."

Erekhiz'ha'a and Shantaya returned as husband and wife, and the kingdom was cured of its dark affliction. For her wisdom, King Daharan gave his daughter a palace with a tall tower. For his service to the kingdom, Daharan gave to Erekhiz'ha'a a medallion that could read the skies.

Thereafter, Shantaya was known for her wisdom, and many of the people, from shepherds to kings, would seek her out to judge disputes. Erekhiz'ha'a was known for his knowledge, and many scholars from across the four corners of the world came to the palace, hoping to become his student.

So there you go. I imagine that the "medallion that could read the skies," which describes perfectly an astrolabe, is our compass. If I was to make a conjecture, I would imagine that Erekhiz'ha'a and Shantaya, or whoever the real people on which the tale is based, took a perfectly ordinary astrolabe and changed it somehow into the artifact it is today.



The following is an excerpt from the yassa of Karavan.

All tribes will stand ready to defend all others
and to enforce the Yassa.

Religious leaders, monks, pilgrims, teachers of children,
physicians, and morticians are to be free of hindrance.

The designated leader of a tribe holds the lives of that tribe
in trust to that tribe.

It is forbidden under penalty of death that a person or tribe proclaim
themselves ruler over all others.

It is forbidden under penalty of death that a person or tribe arrange
trade or bargain with any person, tribe, or external government,
corporation, or organization to the exclusion of others.

It is forbidden under penalty of death that a person or tribe raid or
pillage within three days of arrival in an area.

It is forbidden under penalty of death to prepare food contrary to
the food safety findings of the World Health Organization
Department of Food Safety.

A person who wishes to wed another shall send gifts to the
intended, who shall be bound to marry if these gifts are
accepted. There shall be no limit to the number of spouses a
person may have.

It is forbidden under penalty of death that a person steal a vehicle or
item of equal value. Should a person steal an item of lesser value,
the punishment shall be chosen by the item's rightful owner, but
no less than beating until unconscious.

No person may be a slave for more than one year's time.

It is forbidden under penalty of death that a person commit adultery.

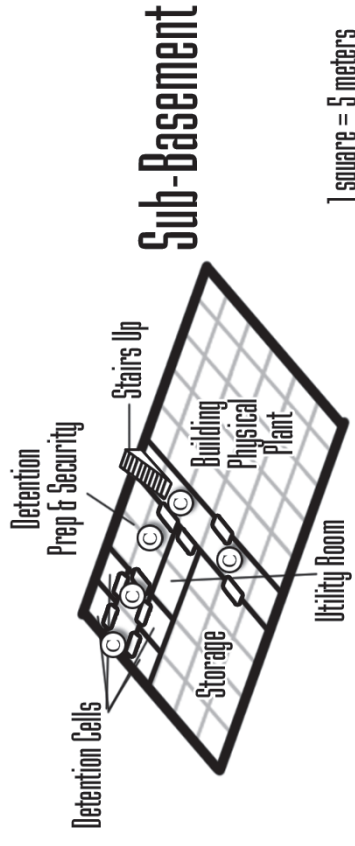
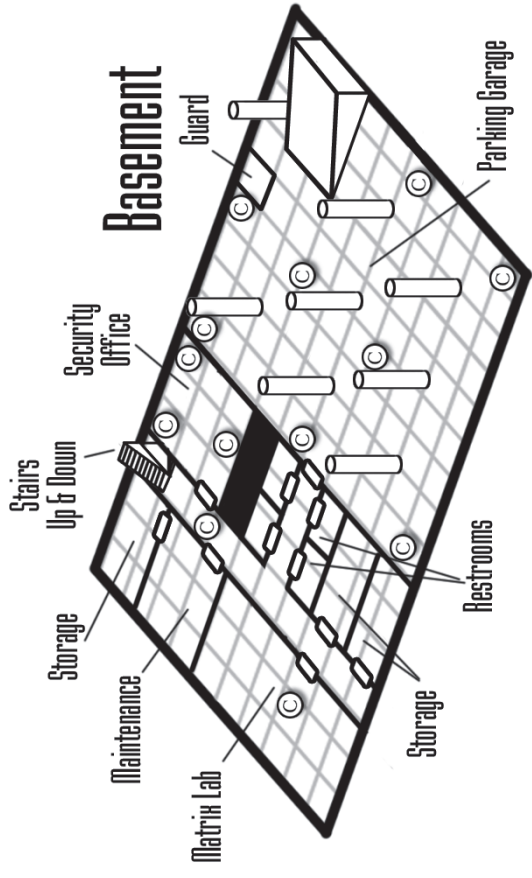
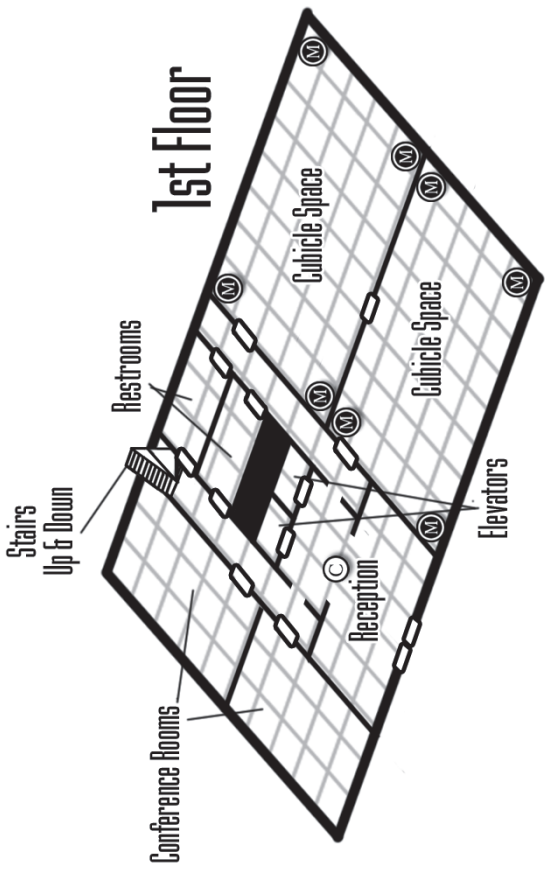
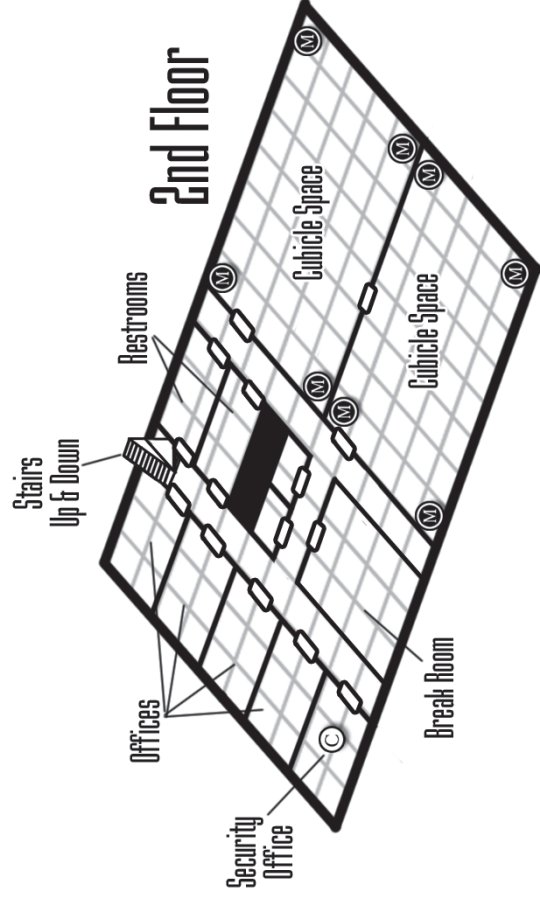
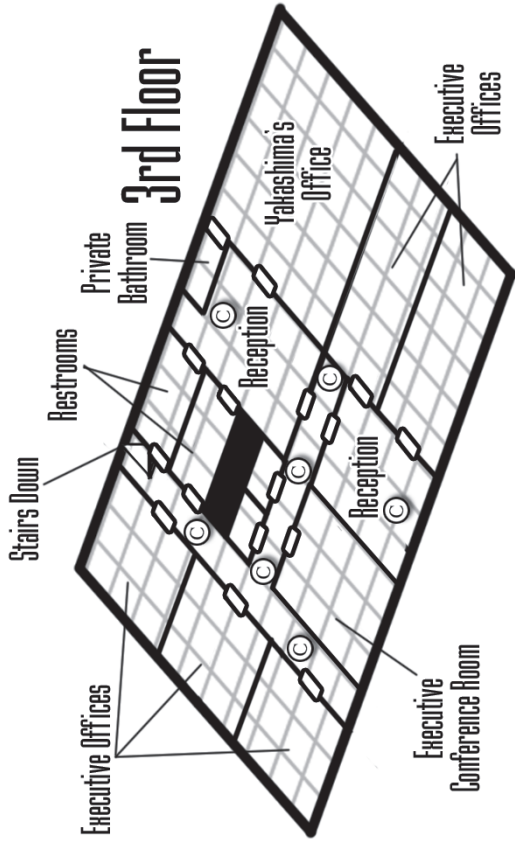
It is forbidden under penalty of death that a person fail to aid
another tribesman while Karavan is following the Tagnuul.

It is forbidden under penalty of death that a person or tribe hoard
water.

It is forbidden under penalty of death that a person bear false
witness.

Yakushima Detention Complex

- Ⓒ Camera
- Ⓜ Motion Detector



1 square = 5 meters

Calico Ghost Town - Deck Plan

