

SHADOWRUN

Missions

SRM02-25 DONE DEAL
BY: JOHN DUNN



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INTRODUCTION

Done Deal is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Done Deal* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-25B, *Done Deal, Playing Aids*.

Preparing the Adventure

Done Deal is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

Done Deal consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

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

Tell it to them straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (**SR4** p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to *SR4*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (**SR4** p.59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through game play.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (**SR4** pp.257-8).

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

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

GMs Note

This adventure is specifically focused on events that the PCs have completed in previous Shadowrun Missions adventures. The NPCs are also all characters who have appeared in previous scenarios. Before beginning play, circulate a copy of the Missions Campaign Log and the Factions/Contacts/Reputation Log (see Handouts) around the table. This will be a very helpful reference as you run the adventure.

Note that this scenario includes two optional scenes – **The Shuffle** and **Wild Cards**. If the GM chooses to integrate those, the directions to move between scenes may not be accurate.

Adventure Background

An item known as The Dragon Stone has been in circulation in the Denver shadows for a bit. While it started out in Yakuza control, the events of *SRM02-08 Chasing the Dragon* put it in the hands of a Triad lieutenant. During *SRM02-24 Hubris and Humility*, she lost the item. Now, there's a mad scramble in Denver's Underworld to recover the item. The team unwittingly finds that they have the rare artifact. The question that is raised is – to whom will they give it?

The various factions of Denver all want a piece of the action. However, Ghostwalker is interested as well. The team must decide the level of risk that they're willing to undertake to achieve their reward.

Plot Synopsis

The team has recovered an artifact with a potent astral presence. (Either through SRM02-24, or through the alternative introduction.) Not surprisingly, a number of parties in the Shadows are interested in this.

This adventure puts the PCs in a position where they're in control of the situation, and their actions will drive NPC reactions. As a consequence, most of the adventure is sketched out in terms of how various NPC groups will react, as opposed to the more traditional scene-based format. Encounters will not necessarily occur in the order they are described. The PCs will also not necessarily go through all of these scenes.

If the PCs didn't acquire the Dragon Stone in SRM02-24, they'll get it in "The Shuffle." The scene involves a simple bodyguarding job at Lakeside Casino. The PCs unwittingly acquire the Dragon Stone through a bit of strange luck. As they leave the park, a fortuneteller warns them of their acquisition.

Nothing travels faster than rumors through the Shadows. In successive order, the PCs will be contacted by a number of different parties in the shadows, with a number of different allegiances. Each will offer them a different payment for the stone. Each will also offer them a different threat. As the adventure continues, the value of the offers and the severity of the threats will continuously escalate.

The team will ultimately have to choose who to empower and who to infuriate. All the while, dealing with choices they've made in the past.

The Shuffle

What's up Chummer?

If the PCs don't already have the Dragon Stone, they receive it in this optional scene. They acquire it when a vending machine at Lakeside Amusement Park Casino in the PCC sector park short-circuits and literally drops it into one of their bags.

Tell it to them straight

As jobs go, this one's been pretty quiet. Rich kid wants to spend a night out on the town. Rich kid's parents decide they want someone keeping an eye on him. Your fixer decided that you were due an easy job. So, you've found yourselves looking inconspicuous at Lakeside Amusement Park Casino, while your target's been steadily losing money at the roulette table.

Behind the Scenes

This scene delivers the Dragon Stone into the PCs' hands, if they didn't already have it. Those who have been following the campaign closely should have obtained it at the end of SRM02-24. In that case, bypass this scene. Note that SRM02-24 involved an assassination attempt on Sottocapo Chavez. Entering a Chavez controlled venue would be an extremely poor decision for those characters to make.

The scene begins *in media res*. The PCs are already at the Lakeside Amusement Park Casino. They've entered the facility without issue, and have managed to look inconspicuous (no matter how unbelievable this might seem). The target they're observing is having a peaceful evening. She's a college-aged, Latino female ork, named Maria Alvarez. She's not looking for trouble, nor will she encounter any, unless the PCs choose to create some. If it's necessary to have a stat line for Ms. Alvarez, use the Blogger (**SR4**, p.282).

It's best to just role-play through a few minutes of quiet time at the Casino. Beautiful people, casual gamblers, and members of the Chavez Mafia fill most of the gaming floor. The PCs might run into an old contact while they are here, but the meeting should be incidental.

As one of the PCs walks past a claw vending machine game, the machine collapses. When it collapses, the plexiglass upper portion fractures and the area surrounding the character will suddenly be littered with stuffed animals, cheap jewelry, and an assortment of other trinkets. In the course of the incident, the Dragon Stone will fall into the PCs possession. It might land in a pocket, in their satchel, become attached to their belt, or any number of other places. A Perception + Intuition (4) test will determine if the PC notices. Alternatively, any PC who is astrally perceiving will immediately notice its presence. Moments after this happens, apologetic Casino staff



will come to the collapsed machine to clean up the mess. The staffers will not notice the Dragon Stone.

The Dragon Stone is a small rock laced with threads of a golden metal creating a marbled appearance. Astral perception of the rock will show that it is ablaze in astral space, and currently feeding on the mana around them. The Stone introduces a rating 2 mana ebb (SM, p.119) for 10 meters around its bearer.

Shortly after this, Ms. Alvarez will leave the Casino for the night and head back to her dorm room on the University of Denver Campus in the CAS sector. The remainder of her evening will be uneventful. The PCs will each receive an e-mail from their fixer, which accompanies a transfer of 1500¥ to their accounts for the completion of a successful night's work.

After the payment has been received and the team has prepared to separate for the night, the PC who has the Dragon Stone will discover it, if he has not already done so.

Debugging.

The worse case scenario here is if the PCs decide to deliberately cause some trouble at the Casino. In the event this happens, security will initially be called in to handle things. Security will be as confrontational as the situation requires. Start off by using Corporate Security guards (**SR4** p.275). If the situation escalates, respond with PuebSec agents (use Lone Star Police Squad, **SR4** p.275). If necessary, follow up with ZDF officers (use Red Samurai Detachment, **SR4** p.276).

Alternatively, the PCs may try to turn in the Dragon Stone to casino management. In this event, for the duration of this scene, no one from the Casino will be able to identify the item. They will politely insist that the PCs in question take it with them, since it's clearly not something that belongs to the Casino.

Pushing the Envelope

Ms. Alvarez is an ideal subject for additional complications here. If the PCs seem to be itching for a complication, she can create one. Possible options are for her to become drunk and argumentative, run into an old boyfriend, or insist on leaving with the "wrong sort" of person.

The Deal

What's up Chummer?

Now that the PCs have the Dragon Stone, they'll be challenged to determine what it is, who wants it, and what it's worth.

Tell it to them straight

By an odd series of events, you've come into the possession of an artifact. It's clearly magical. However, you haven't had any luck figuring out anything more than that basic detail.

Behind the Scenes

The PCs may start investigating the Dragon Stone directly. While it will not be apparent to the PCs, it is a draconic memory stone. Such an object is rumored to be a common item contained within a dragon's horde. These items are a physical portion of the dragon's memories. With it, it's believed that a dragon can recall specific memories for reflection. Without it, it's believed that the dragon has permanently lost those memories. For this reason, the story goes that if these stones exist, they are quite precious to the dragon that created them.

If they attempt to use technological means to investigate the stone, have them use the appropriate knowledge skills. Using non-destructive means, they will be able to determine that the item is very old, synthetic, electrically conductive, and solid. If they attempt to use destructive means, they will first notice that it is as hard as a diamond. If they continue to pursue destructive attempts, treat it as a barrier with Armor 15, Structure 1. If they destroy it, it will explode in a circular pattern as if it were a kilogram of Rating 15 plastic explosive. The Stone will be vaporized in the process. Attempts to access the memories on the stone by electronic means would require time and equipment that goes beyond the scope of this adventure.

If the PCs directly investigate it using magical means, have them make an Arcana + Logic ((TR/2)+1) test. Failure indicates that they are unable to determine its nature. (Note that the PCs might also summon an appropriate type of spirit to aid in their research.) Success means that the PCs

have determine that the item is probably a draconic memory stone. However, the associated mana ebb strongly suggests that the stone has become unstable. It appears that if something isn't done with the stone, something bad will happen soon. However, the nature or precise time frame of that "something bad" is very unclear. For the duration of this adventure, repairing or accessing the stone is not possible.

If the PCs start to ask contacts about the stone, first consider whether they are contacting any of the NPCs involved in the **Diamonds, Clubs, Hearts, and Spades** scenes. If they are contacting one of those characters, or a character who would be in contact with one of those characters, refer to the appropriate scene for more information. If they are contacting a completely unrelated NPC, refer to **Legwork**.

Debugging

If the PCs inadvertently destroy the stone, the adventure need not end. Other NPCs may still contact the team with questions about the artifact. These NPCs might not believe that the item was destroyed.

If the PCs take no interest in the Dragon Stone, proceed with the adventure as indicated. Free spirits in Denver will notice that the PCs have this item in their possession. This will lead to contacts from a number of the following NPCs.



Face Cards

What's up Chummer?

This section covers the circumstances under which a number of established campaign NPCs will contact the team about the stone.

Behind the Scenes

It's likely that one or more groups in this section will contact the team. The interaction between these different contacts and their respective organizations is more fully detailed in **The Call**. Note specifically that the type of backup possessed by each NPC will explicitly determine the forces that they bring into play in **The Call**.

Take care to allow an opportunity for any relevant NPCs in this section to interact with the team. Only after all of these interactions have occurred should you proceed. Note further that these events need not occur in their listed order. It might be wisest to begin with the NPCs that have the highest faction and/or loyalty ratings for the team.

Note that almost all of the NPCs listed in this section are described more fully in **Cast of Shadows**.

Diamonds

This subsection covers some of the key criminal elements that might have an interest in the stone. These NPCs may contact the PCs if they have a reasonable way of discovering that the PCs have the stone.

The various Denver crime syndicates may or may not be aware that the PCs have possession of the Dragon Stone. If they obtained it from Lin Yao, it's possible that another syndicate knew she had it and suspects that the PCs took it from her. If they obtained it at Lakeside Amusement Park Casino, then analysis of the security footage may reveal that the PCs obtained it there.

If the PCs attempt to contact the Chavez Mafia or the Triads, they will find that neither of these organizations are responsive. The Chavez are still reeling from the death of Sottocapo Chavez in SRM02-24. Neither Lin Yao nor An Peng, the most likely contacts for the Triads, remain active in the campaign. As a consequence, the Triads do

not currently have a person within their organizations who is well equipped to deal with the Dragon Stone.

If the PCs attempt to contact the Yakuza, refer to Mayuri under **Queen of Hearts** or Zhang Wong in **King of Spades**.

Jack of Diamonds

If the PCs, on average, have +2 or better faction with the Casquilho Mafia or if any have a 2+ loyalty for Dean Costello specifically, he will contact them about the stone, if they don't contact him first. Dean has heard rumors about the stone through his connections. He believes that the stone may be a data storage device. He'd like to try to hack it, as he feels he has the skills and equipment necessary for such an attempt.

Dean is willing to pay each of the PCs 20,000¥ in exchange for the Dragon Stone. He'll also provide the team with Rating 5 fake IDs, and airline tickets to get them out of Denver and to a location of their choice. Payment is subject to an opposed Negotiation test, with an additional 2,000¥ available for each net hit up to a maximum of 5. Dean is sincere in his offer, and will provide 10% of the payment prior to the meeting. Dean has Enforcers (**SR4**, p.93) for his backup.

If the PCs agree to this deal, Dean will request that they meet him, with the stone in hand, at the Tower of Babel on the UCAS side of the hub. The Tower of Babel is an odd sort of nightclub. It's basic with white tables, chairs, and white marble floors. The tall glass windows are etched with binary strings and snippets of code, including in large font, "Hello World." Appetizers and drinks are offered from the white marble bar. Without a commlink on, it's fairly quiet with echoing footsteps and the hiss of white noise generators.

It's the AR of the club that makes it the Tower of Babel. The walls are dynamically splashed with color, like rain spattering from outside. A cacophony of instruments is played from the sides of the room by agents interpreting matrix traffic passing through. The sounds sometimes come together into music. The randomness of music and color are based off of Matrix traffic filtered into one of 9 floors of Babel. Hundreds of personas hang out on the 9 virtual floors of the Tower

of Babel listening to different versions of filtered traffic, and, on higher floors, viewing decrypted data.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the Tower of Babel, go to **The Call**.

Queen of Diamonds

If the PCs, on average, have +2 or better faction with the Kirillov Vory, Maria Kirillova will contact them. She has heard that a number of players in the Denver shadows are trying to track them down. She's willing to offer them a way out, if they are willing to turn the Dragon Stone over to her.

Maria will offer to pay each of the PCs 30,000¥ in exchange for the Dragon Stone. She will also agree to smuggle them out of Denver to Moscow using a series of t-bird smugglers that she knows. She'll offer assurances that the team will be given important positions within the Vory once they complete their move. Payment is subject to an opposed Negotiation test, with an additional 5,000¥ available for each net hit up to a maximum of 5. No pre-payment is available. Maria has Enforcers (**SR4**, p.93) for her backup.

Maria knows very little about the artifact. The Kirillov are only interested in it because so many other factions are also interested in it. She believes that the artifact will be a valuable tool for the Vory's continuing effort to manipulate other syndicates in Denver. She also has no intention of staying true to her deal. If she manages to obtain the Dragon Stone, she will double cross the team.

If they agree to transaction, Maria will request that they meet her at her father's warehouse in the Aurora Warrens. The large warehouse is in active use. It is filled with shipping crates and the drones and workers necessary to store and organize these goods. Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the warehouse, go to **The Call**.

King of Diamonds

If the PCs, on average, have +2 or better faction with the Koshari, or if any have a 2+ loyalty with Mark "Raven" Longfeather, he will contact them. He has heard about the

Dragon Stone, and knows that a number of different factions are seeking it. He is not certain if the Koshari are interested in possessing it, because he believes that it may be extremely dangerous for its owner.

At the same time, Raven is very interested in examining the artifact. If the PCs admit to having it in their possession, he requests that they bring it with them to Denim immediately. He's willing to pay them 2,000¥ each just for the opportunity to examine it for an hour. This amount is not negotiable. Raven is sincere in his offer.

If the PCs bring the artifact to Denim, the bartender will immediately direct them to the private meeting room downstairs. The basement room is set up like a medicine lodge. The floor is covered in what appear to be authentic skins. Several cushions surround a fire pit in the center of the room, where a small brazier burns. The atmosphere is aromatic and smoky, but a metal chimney above the brazier seems to be pulling most of the smoke out of the room. The warm smoke also obstructs normal and thermographic vision (-2 dice). Directly across from the door, behind the brazier, a man dressed in a grey business suit, but wearing a traditional Hopi mask (emblazoned with a stylized Raven) sits.

Raven will transfer the payment to them, and then enter a state of astral perception while he examines the artifact for one hour. After he examines the artifact for an hour, he will explain that it is an extremely dangerous item. He is not willing to take possession of it, and asks that the players leave and take it with them. He will suggest that the PCs should turn the artifact over to the ZDF.

If they ask him for further information, Raven will explain that he feels it would require an extended vision quest to fully appreciate the artifact's power. However, he can immediately tell that this ancient artifact was not something crafted by metahumans. He believes that the ZDF have the best connections to deal with it. He'll also explain that he believes the artifact has become unstable. He's uncertain about the ramifications of this instability but is uncomfortable having it in his presence.

If the PCs approach the ZDF, see Col. Benjamin's encounter in **Clubs**.

Clubs

This subsection covers some of the key corporate and government elements that might have an interest in the stone. It's unlikely that any big players in the shadows will know that the PCs have the Dragon Stone, until the PCs start conducting some legwork. At that point, it's readily possible that any of these three might contact the PCs. Consider loyalty ratings and past adventure relevance before choosing whether to involve any of these characters.

Jack of Clubs

If the PCs have a 2+ loyalty with Jaron Falcone, he will attempt to contact them. He will explain that some of his contacts with a certain AAA corporation (Ares) have expressed an interest in an artifact that's circulating on the streets of Denver. His legwork has suggested that the team might have the item in their possession. If that's the case, he's willing to make a very generous offer to obtain the artifact from them.

Falcone will offer the PCs a payment of 15,000¥ each, in exchange for the artifact. In addition, the PCs will be offered transport to Detroit, and a luxury 6-month stay in an Ares facility. Their security will be insured for the duration of their stay – in case there are repercussions for selling the artifact. In addition, they'll be given the opportunity to spend time training with Ares Firewatch teams. The payment is subject to an opposed Negotiation test. Each net hit on the test will increase the payment by 1500¥ up to a maximum of 5 net hits. No prepayment is available. Falcone is lying about his offer. Falcone has Ares Firewatch troopers (use Red Samurai Detachment **SR4**, p.276 plus a Combat Mage **SR4**, p.90) for his backup.

If they agree to the terms, the team will be asked to meet Falcone at the Horse Trot Ranch in the Sioux Sector. It runs from 120th St to 145th and from Washington St. to halfway to Colorado St. Most of this area has been cleared of the developments from the late 20th century and given over to pastureland for the horses. Falcone Corporate Consultants does their best to maintain the feeling of untouched rolling hills. Small groves of trees are carefully spread throughout and manicured to appear

“natural” despite their layout for meeting places and trust exercises. Falcone will conduct the meeting inside of the horse barn.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the ranch, proceed to **The Call**.

Queen of Clubs

If the PCs have a 2+ loyalty with Tabby, she will attempt to contact them. She explains that rumors about the Dragon Stone have recently heated up on the streets of Denver. Her sources say that the team has gotten their hands on it. She'll then frankly explain that if she knows about it, then it's likely that some folks who are willing to double cross the team are probably also aware of it. As a consequence, she's willing to negotiate a deal for them.

Tabby can offer them 20,000¥ each, in exchange for the Dragon Stone. The payment is subject to an opposed Negotiation test. Each net hit on the test will increase the payment by 1500¥ up to a maximum of 5 net hits. No prepayment is available. Tabby will be up front and explain that she cannot offer any assurances for their safety after this delivery is completed. Tabby is sincere in her offer. Tabby has S-K security troopers (use Red Samurai Detachment **SR4**, p.276) for her backup.

Tabby's contact will require them to bring the Dragon Stone to Centennial Airport in the southern portion of the CAS sector. She'll send a passcode to their commlinks, then explain that, the passcode will provide them with security access to to drive directly onto a small runway. Once there, they should look for a T-Bird emblazoned with Saeder-Krupp logos, and a wing number of SK-001.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the airport, proceed to **The Call**.

King of Clubs

If any of the PCs have previously encountered Col. Benjamin of the ZDF or if any of the PCs have a Public Awareness of 3+, he will attempt to contact them. Col. Benjamin will explain that the PCs have become “persons of interest” to the ZDF.

He's heard that they have obtained an item that is of substantial interest to him. He has orders from “higher up” to obtain that item.

Col. Benjamin cannot offer the PCs any form of cash payment. In his mind, this is a government matter. He firmly believes that the team is in over their heads. However, he can offer to put them through a witness relocation program. This program will transfer the team members separately or together to cities of their choosing. Once there, they'll be issued a new SIN, a cushy government job, and six months of pre-paid accommodations that will be the equivalent of a high-lifestyle. The duration of the pre-paid accommodations are subject to an opposed Negotiation test. Each net hit on the test will increase the duration of the stay by 2 months up to a maximum of 5 net hits. Col. Benjamin is sincere in his offer. Col. Benjamin has ZDF troopers (use Tir Ghosts, **SR4**, p.276) for his backup.

If they agree to the offer, Col. Benjamin will instruct them to bring the Dragon Stone to ZDF headquarters on the UCAS side of The Hub. He'll send a passcode to their commlinks which will identify them to base personnel for admittance. Headquarters is a large bunker, surrounded by parking lots for military grade vehicles and landing facilities for military aircraft. A three-meter electrified fence topped with Monofilament wire encloses the entire facility. ZDF troopers in full security armor, carrying an assortment of heavy weapons patrol the base.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the airport, proceed to **The Call**.

Hearts

There are a few people in Denver who could owe the PCs a favor or who occasionally think about things other than profit and their own survival. It's unlikely that any of these NPCs would know to contact the team and offer their assistance. However, if the PCs find themselves in a desperate situation, they might try contacting them.

Jack of Hearts

If any of the PCs have Dahlgren as a contact, she will attempt to contact them. Dahlgren has heard that the PCs are in a

tough situation with heat coming down on them. She's willing to offer them a safe way out. It's probably not the best offer they could get, but it might be an offer that's best for the planet.

In exchange for the Dragon Stone, Dahlgren can offer them passage on a T-Bird out of Denver, and into the jungles of Amazonia. There, they'll be welcomed as brothers in arms into GenePeace. They'll be able to live a life "off the grid" in Amazonia, which will make it near impossible for them to be tracked down. GenePeace will then be able to negotiate a deal using the Dragon Stone as collateral that will be in the planet's best interest. She does not have any additional resources to negotiate with on this deal. Dahlgren is sincere in her offer. Dahlgren has no backup.

If the PCs agree to this deal, she'll ask them to meet her at Kentucky Supermarket on W. Kentucky in the PCC. The T-Bird will be waiting at the delivery dock next to the dumpsters at the back of the building.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the supermarket, proceed to **The Call**.

Queen of Hearts

If any of the PCs have played through *SRM02-11 Rising Sin*, Mayuri will attempt to contact them. She's heard that they are in trouble, and she feels that she owes them a favor for what they have done for her in the past. She cannot accomplish much, but she is willing to try.

If the PCs choose to abandon the Dragon Stone – she suggests that a number of magically active forces are using it like a homing beacon – she will put them in contact with a smuggler who can safely extract them from Denver. Her contact can only get them as far as Los Angeles. However, once they are there, she suggests that they should definitely assume new identities. Mayuri is sincere in her offer, however, her husband overhears the conversation and has ties to the Yakuza. Her husband will double cross the team. Mayuri has no backup. Her husband will bring Yakuza soldiers (use Triad Posse, **SR4**, p.276) as his backup.

If the PCs agree to this deal, she'll ask them to meet her at Aikiwa in the Cherry

Creek neighborhood of the CAS. It's a teahouse built to resemble the traditional style found in old Japan: paper walls and all. The outside walls merely look the part, being in reality made of far more sturdy modern materials. Authentic cherry blossom wood, delicate tissue walls and flowing soft Japanese music, as well as the lingering aroma of various teas create a very relaxing atmosphere. Upon entering Aikiwa, all characters should immediately notice that their wireless connections drop. The building has WiFi inhibiting wallpaper (Rating 4) and no internal network.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to Aikiwa, proceed to **The Call**.

King of Hearts

If any of the PCs have Matty Zorn as a contact with loyalty 2+, or if they have a Street Cred of 3+, he will attempt to contact them. He'll explain that he's heard the heat's coming down on them, and that he thinks the smuggling community owes them a favor. He remembers when they helped defend Five by Five, and he's willing to pay off that favor now.

Matty has no interest in the Dragon Stone. He believes it's way too hot of a commodity at the moment. He thinks the team should just dump it, and beat feet. If they're not willing to do that, then he thinks they should quickly pawn it, and then proceed to Five by Five. Once they reach the bar, he'll have them meet with Loco, who can smuggle them through the sewers out of Denver and into the PCC. He feels that if they ditch the Dragon Stone and then live off the grid for a few months, the heat should die down. At that time, he'll be willing to smuggle them back into the city so that they can resume their lives. Matty is sincere in his offer. Matty has no backup.

Five by Five is a quaint locals' bar with few direct entrances from the sewers. This is a place for smugglers to get away from work but still be amongst people who understand their unique stressors. Comfortable and small without being cramped, it mainly serves as a place for smugglers to blow off steam and have a few drinks. The clientele is skittish but willing to talk for the price of a few drinks.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the Five by Five, proceed to **The Call**.

Spades

The Dragon Stone is a powerful magical item, and it's projecting a significant mana ebb. Any NPC who has extensive dealings with spirits in Denver, will become aware of its current location. In addition, the PCs may start their legwork by talking to members of Denver's magical community. Consider that the rumors of an item such as this would spread like wildfire among that community. Also consider that there is at least one entity in Denver who would have a very practical interest in the artifact.

Jack of Spades

If any of the PCs have played through *SRM02-18 A Very Bad Day*, or if they have a Street Cred of 2+, Aaron Drey will attempt to contact them. Aaron will explain that he knows they now have something that belongs to a very close personal friend of his. His friend needs the item back, and he'll be terribly disappointed if they don't return it to him. While Aaron won't threaten them, he will suggest that it would be a poor life decision to disappoint his friend. If the team asks about the identity of his friend, he'll explain that his friend is someone who is highly placed and very well known in Denver. It would be inappropriate for him to name drop.

Aaron will explain that, in the interests of expediting things, he can make them a very simple deal. In exchange for the Dragon Stone, he can offer each of the PCs 5,000¥. In addition, he'll see to it that they are issued new bulletproof fake SINs (Rating 6), and bulletproof fake licenses (Rating 6) for any illegal gear they possess. These SINs and licenses will enable them to pass through any Denver checkpoints at will without a need for any inspection, as long as they aren't being too blatantly obvious about illegal transport. Further, all records of them, including images and biomarkers will be deleted from all law enforcement records in the Denver region. Finally, Aaron will assure the team that there will be no repercussions for accepting this deal. His friend will take care of any issues that might

arise with other Denver organizations. The payment is subject to an opposed Negotiation test. Each net hit on the test will increase the payment by 500¥ up to a maximum of 5 net hits. No prepayment is available. Aaron is sincere in his offer. Aaron has ZDF troopers (use Tir Ghosts, **SR4**, p.276) for his backup.

If they agree to the terms, Aaron will ask that they meet him at the Tower of Babel in The Hub. (See **Jack of Diamonds** for details.)

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the Tower of Babel, proceed to **The Call**.

Queen of Spades

If any of the PCs have Felicity as a contact, she will attempt to contact them. The ganger has heard that the heat is coming down on them big time and knows it's over a magical artifact. She knows that they're swimming with sharks but is willing to stick her neck out to help them. Felicity believes that she can keep the heat off of them long enough to provide them with the time they need to complete their investigation and will offer to do so.

Felicity explains that they should bring the Dragon Stone to her at All the World's a Stage, a karaoke bar in the Bow Mar district of the PCC sector. The ganger will explain that she has a Mana Lodge established in the basement. To the best of her knowledge the lodge should be able to conceal the Dragon Stone and enable the team to further investigate it. While she cannot afford to purchase it from them, she will agree to provide them with the opportunity to lay low and use the lodge for a few days in exchange for permission to briefly examine it. Felicity is lying about her offer. She plans to sell out the team to the Yakuza. She brings Yakuza soldiers (use Triad Posse, **SR4**, p.276) as her backup.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the All the World's a Stage, proceed to **The Call**.

King of Spades

If the PCs, on average, have +2 or better faction with the Yakuza or if any of the PCs

have Zhang Wong as a contact with loyalty 2+, he will attempt to contact them. Zhang Wong is well aware of the existence of the Dragon Stone and knows that it is a dangerous artifact that is causing ripples throughout the shadows of Denver. He knows that the team has been aware of it for some time but has only heard recent rumors suggesting that they might possess it.

Zhang Wong will then explain that the Yamato clan of the Yakuza needs to retrieve the artifact quite badly. They have promised it to another party and are already late in their delivery. Its delay has caused the clan a great loss of honor.

Zhang Wong will offer the PCs 10,000¥ each, and the protection and services of the Yamato in exchange for the artifact. The team will be able to stay at a Yamato safehouse indefinitely. Body sculpting and new Fake SINS will be available upon request. The payment is subject to an opposed Negotiation test. Each net hit on the test will increase the payment by 1000¥ up to a maximum of 5 net hits. Zhang Wong is sincere in his offer. He has Yakuza soldiers (use Triad Posse, **SR4**, p.276) as his backup.

If the PCs agree to the deal he will ask them to meet him at his shop – Mystic Curiosities in the Chinatown district of the CAS sector. The shop has a traditional Chinese exterior, with a flashing neon sign in the window that proclaims its name. The interior is tightly cluttered with a vast assortment of prop and authentic magical talismans and teslas.

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the Mystic Curiosities, proceed to **The Call**.

Ace of Spades

If any of the PCs have a Public Awareness of 3+, or if the team has agreed to a deal with anyone other than Aaron Drey or Colonel Benjamin, then Ghostwalker will contact them directly.

All of their commlinks will indicate an incoming call simultaneously. The caller identification will be blocked. If they choose to answer, they will find themselves viewing the image of Caucasian human male with white hair. He will not initially identify himself. Instead, he will calmly explain that

while they have not met, he is aware of their reputation, and they are no doubt aware of his. Then, he will explain that they have an item in their possession that was taken from him. He wishes to have this item returned with all due haste. If they comply, they will be adequately compensated, and he will see to it that they are kept safe from any repercussions.

If the PCs ask for his identity, he will immediately change his appearance to his natural form – that of a pale white great western dragon, with blue highlights. At that point, the focus on the commlink connection will zoom back, and an ork male will come enter the image. An Area Knowledge (Denver) + Intuition (1) test will identify the ork as Nicholas Whitebird, Ghostwalker's agent on the Council of Denver.

Whitebird will explain that his master is willing to offer each of them 5,000¥ and his protection. If they are unwilling to accept these terms, then they will be subject to his wrath. The matter is not subject to negotiation. Ghostwalker is sincere in his offer. He has ZDF troopers (use Tir Ghosts, **SR4**, p.276) and force 10 great form Guardian spirits (5 hits on invoking) for his backup.

If a statline for Ghostwalker becomes necessary, use the Western Dragon, modified as a Great Dragon (**SR4**, p.297). Assume that Ghostwalker has any unlisted relevant skills at rating 5. Further assume that he has Analyze Truth, Deflection, Armor, and Astral Armor spells all quickened at Force 24 with 24 hits.

If the PCs agree to the deal, Ghostwalker will request that they meet him at ZDF headquarters in The Hub. (See **King of Clubs** above for detailed description.)

Make sure the PCs have an opportunity to deal with other appropriate contacts before proceeding. If the PCs proceed to the ZDF headquarters, proceed to **The Call**.

Wild Cards

What's up Chummer?

This scene offers optional suggestions to further complicate or simplify the process of selling the Dragon Stone.

Behind the Scenes

Note that the NPCs used in this section are described more fully in **Cast of Shadows**.

Waldo

If any of the PCs have a Public Awareness of 3+ or if any of them have Wharez Waldo as a contact, he will attempt to get in touch with them. He's heard the rumors about the Dragon Stone and desperately wants to cover the activity. He'll pay them 7,500¥ each to allow him and his camera crew to follow them around and get live coverage of the transaction. The payment is subject to an opposed Negotiation test. Each net hit on the test will increase the payment by 1500¥ up to a maximum of 5 net hits.

If they agree to the terms, Waldo will show up with 10 camera drones and follow them around for the rest of the scenario. He will interrupt at every opportunity with questions about what they're thinking and what they're next steps are. Note that his coverage will be broadcast live.

Duke

If the PCs are attempting to escape Denver or run for cover, they may be looking for an additional mechanism. If any of them have Duke as a contact, he will contact them if they haven't contacted him already. He'll explain that he's heard they're in some trouble and he has something that might help out. Duke has a vehicle that has been heavily customized to resemble a DocWagon ambulance. He's willing to rent it to the team for the price of 2,000¥ per day. The "ambulance" is equipped with an authentic DocWagon transponder. It will enable the team to pass any Denver borders without having to stop at the checkpoints.

Duke's shop is located in the Old Downtown district of the CAS sector. The loading bay door is new and the side entrance is a solid steel door. From inside, you hear the pounding bass of some Troll thrash metal that almost drowns out the screeching sound of metal being cut through the closed doors. Inside, Duke will be cutting a car door with a reciprocating saw when they arrive.

Tamanous

If the PCs have previously interacted with Tamanous, all of the circulating rumors will be enough to bring that organization out of the woodwork. Tamanous ghouls (see **SR4**, p.292) will be stalking the team at every opportunity. The ghouls have no interest in negotiating. They simply wish to obtain the Dragon Stone or inform other NPCs of the team's current location. Feel free to liberally insert groups of TR *2 ghouls into the scenario at any time that would be inconvenient for the team.



The Call

What's up Chummer?

This scene directly addresses transferring the Dragon Stone to one of the NPCs detailed in the previous scenes. Refer to those scenes for the location of this one.

Tell it to them straight

It's time to dump the Dragon Stone. The shadows have gotten hot, and things seem dangerous. You feel that you've made the decision that's in your best interest. The question remains – Did you make the right one?

Behind the Scenes

This scene will, almost certainly be a chaotic mess that will escalate into an unavoidable large combat. There are a substantial number of factions involved, and it is likely that more than one of them will know the location of the transaction. Once the team arrives at the location of the transaction, they will immediately notice their contact NPC, accompanied by TR * 3 members of their backup type, plus 2 lieutenants (if applicable) in tow.

No matter where the transaction takes place, Ghostwalker will be aware of it. Unless the PCs are surrendering the Dragon Stone to Col. Benjamin or Aaron Drey, he will arrive during the transaction and demand that the Dragon Stone be surrendered to him. If the PCs have previously destroyed or abandoned the Dragon Stone, he will demand a recounting of how this happened. No good can come of the PCs attempting to combat Ghostwalker.

If there is an imaginable way for Zhang Wong to be aware of the transaction, he will arrive with his backup, unless the PCs are dealing with Mayuri or Felicity. He will explain that the artifact belongs to the Yamato clan, and demand its return.

If the PCs have dealt with Tabby, unless they have been explicitly going to extraordinary means to secure all of their commlink communications, she will know the location of the transaction. She will arrive with her backup and explain that

Saeder-Krupp cannot permit the artifact to fall into another party's hands.

If the team has dealt with Dean, unless they have been explicitly going to extraordinary means to secure all of their commlink communications, he will know the location of the transaction. He will arrive with backup and explain that he really needs the Dragon Stone, and offer to renegotiate. If negotiation isn't an option, he'll hide behind the Enforcers and let them handle it.

The PCs will, most likely, find themselves trying to play the role of mediator at this point. All of the other parties should be considered hostile, for purposes of negotiation. They are all ready and willing to use killing force. In spite of the ridiculously stacked odds, the Yakuza, the Casquilhos, and the Saeder-Krupp forces are in fact willing to attempt to compete with Ghostwalker and his forces. If it comes to blows, many of these forces will first target the PCs – after all, they're holding the Dragon Stone and much softer targets than Ghostwalker.

If the meet is at the ZDF headquarters, other parties will attempt to intercept the team before they enter the fenced-in grounds -- Ghostwalker or Col. Benjamin will be waiting with support just inside the fence. In all other cases, the relevant parties will arrive moments after the PCs.

If the NPC offer that the team has chosen to accept is a sincere offer, then the NPC will attempt to deliver it at this time, once they are provided with the Dragon Stone. If the PCs have accepted a deal that includes transportation to another location, then they can escape intact if they can somehow deliver the artifact safely.

If the NPC planned to betray the team, then this will happen now as well. NPCs who planned a betrayal will be unwilling to negotiate further and will be trigger-happy.

Pushing the Envelope

This is the final adventure in the Denver story arc. Do not pull your punches. Make sure that your NPCs fight intelligently and concentrate fire on the biggest threats. If the PCs are magically focused, and the opposition does not have any relevant magical support, add in a Radical Eco-Shaman (**SR4**, p.98) or a Street Shaman (**SR4**, p. 102). If the TR is 3+ add in both.

Picking up the Pieces

Money

The team's payment is highly variable based upon who they've chosen to deal with. See the relevant section above to determine their payout.

Karma

- 2—Surviving the adventure.
- 1—Successfully selling the Dragon Stone.

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

Faction

If the team sold the Dragon Stone to an NPC affiliated with a faction, they receive +3 to that faction. They then receive -3 to all other factions that appeared in the scenario.

Reputation

Surviving the adventure earns 1 point of Street Cred and 1 point of Public Awareness.

If the PCs dealt with Ghostwalker directly, they receive 1 points of Street Cred, 1 point of Notoriety, and 1 point of Public Awareness.

If the PCs accepted the deal with Wharez Waldo, they receive 2 points of Public Awareness.

If the team agrees to a deal, and then doublecrosses a contact (even if the contact was going to doublecross them), they earn 1 point of Notoriety.

Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ * TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ * TR.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

The Dragon Stone

- 0. Is that like Deepweed?
- 1. Some sort of rock one of the Yaks had.
- 2. This thing's been moving through the shadows for a bit. It's created a real stir.
- 3. From what I heard, there's a team of 'runners that just got their hands on it. Sure wouldn't want to be one of them.
- 4. Way I hear it, this thing might be a memory crystal.

Draconic Memory Crystals

- 0. Old fashioned commlink storage?
- 1. I've heard of these, dragons use 'em.
- 2. Rumor has it that they're part of a dragon's horde.
- 3. The way I heard it is that a dragon uses them to store their personal memories, the way most people use a pocket secretary.

Cast of Shadows

Dean Costello (Casquilho Hacker)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3 3 2 4 3 5 4 3 6 6 1 10

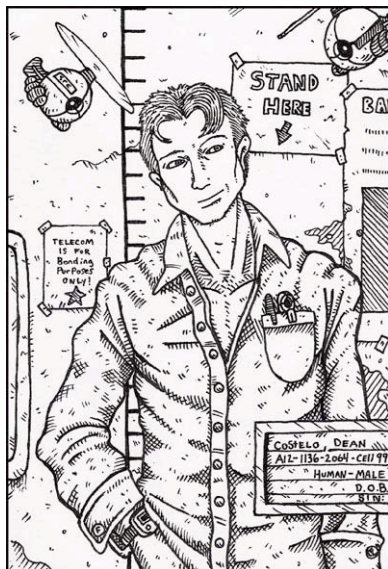
Active Skills: Computer 4, Data Search 3, Etiquette 2 (Mob +2), Seduction 4, Hacking 4, Hardware 2, Perception 2, Pistols 1

Knowledge Skills: Business 3, Law 4, Mob Politics 5, Police Procedures 2

Gear: Hammerli 620S, Armor Vest, Transys Avalon running Iris Orb, Contacts w/image link & smartlink, Electronics tool kit, AR Gloves, Satellite Link

Matrix Programs: Analyze 5, Armor 4, Attack 4, Biofeedback Filter 4, Black Hammer 4, Browse 5, Command 5, Decrypt 3, Edit 5, Scan 5, Encrypt 4, Spoof 5, Stealth 4, Track 4, Exploit 5

Dean is a late 20-something hacker for the Casquilho family. His good looks and charms, have lead him to seducing corporate secretaries/female wage slaves to gain access to their corporations for schemes of blackmail and extortion. Only once was he caught in a sting operation. That put him away for 5 years, but he gained respect, as he never gave up the family to police. He's moved away from his previous MO, to working money laundering and writing fake licenses for the Don.



Maria Kirillova (Vory Princess)

Human Female; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3 3 2 5 5 3 4 6 8 1 10

Active Skills: Computer: 2; Data Search: 2; Etiquette: 3; Perception: 3; Pistols: 1

Knowledge Skills: Business: 3; Law: 4; Local Politics: 3

Gear: Steam Punk Outfit 7/7 (Shades of grey patterned Petticoat, corset, and blouse), Colt Manhunter w/ HE Ammo and concealed holster, Hermes Ikon Commlink w/Mangadyne Deva OS, Sun Glasses w/Image, Smart link, and low light

The only daughter of Nikolai, Maria grew up in her father's shadow. She never saw the direct release of her father's anger but knows that he and his "friends" can be violent men. Thick, wavy brown hair and roasted coffee eyes give her a doll-like appearance. Skittish, yet bold, Maria knows that daddy will be very upset when he finds out what she has done, but is hoping he will also be pleased at some of the outcome.



Mark Longfeather (Koshari Chief)

Human Male; Connection Rating 4

B A R S C I L W M E S S I N I T I P C M
3 3 3 3 5 5 4 5 5 2 6 8 1 10

Active Skills: Conjuring: 4; Sorcery: 4; Etiquette: 4; Leadership: 2; Negotiation: 4
Knowledge Skills: Underworld Politics: 4; Drugrunning: 5; Magical Theory: 3
Spells: Stunbolt; Analyze Truth; Mind Probe; Mass Confusion

Advantages: Magician; Mentor Spirit (Raven)

Gear: Power Focus (2) – Mask; Actioneer Business Clothes, DocWagon Gold

Mark is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.



Jaron Falcone

Human Male; Connection Rating 4

B A R S C I L W E S S I N I T I P C M
3 3 3 2 5 5 3 4 6 8 1 10

Active Skills

Computer 3, Data Search 4, Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3

Knowledge Skills

Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2

Gear: Berwick Line Corporate Suit 5/4, Ares Predator w/2x extra clips of AP ammunition, Hermes Ikon Commlink w/Mangadyne Deva OS, Contact Lenses w/Image Link, Smart Link, Wheelchair (Wheeled Drone [Body 3, Armor 3, Sensors 1, Acc 5/10] [Pilot 4, Signal 4, Firewall 4, Response 4] with Clearsight 3, Maneuver 3, Defense 3, touchlink connection)

Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.



Tabitha "Tabby" Morgan

Changeling Female; Connection Rating 3

B A R S C I L W E S S I N I T I P C M

3 3 3 3 5 5 4 5 5.7 8 1 10

Active Skills: Con: 4; Dodge: 2; Electronics Skill Group: 2; Etiquette: 5; Ground Craft (Car): 2 (+2); Intimidation: 3; Negotiation: 5; Perception: 3; Pistols: 2

Changeling Features: Cats Eyes, Enhanced Pheromones 1, Hearing Enhancement, Minor Biosculpting

Gear: Zoe Heritage line (Salish) 6/4, Comlink (Hermes Ikon w/Mangadyne Deva OS upgraded to 4/4/5/5), Subvocal Mic, Contacts w/ Image link, Smartlink, Ares Predator IV w/ Concealable holster and stick-n-shock Ammo

Tabby is a human female, 1.7m who weighs in at 62 kg. Athletic and furry are two of the first words to come to mind when describing her. She has tawny two-toned fur and cat slit eyes. (Note these do not give her night vision)

On the surface, she's playful and to the point. It's said that Tabby believes that she has the nine lives of a cat. Four of them have been used already in circumstances she's not willing to comment on, but she has five to go. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.



Shadowrun Missions

Col. David "Juggernaut" Benjamin

Human Male; Connection Rating 5

B A R S C I L W E S S I N I T I P C M

5 6 6(9) 5(8) 6 5 6 6 1.7 11(14) 1(4) 11

Active Skills: Athletics: 4; Dodge: 5; Etiquette: 3 (Military+2); Firearms: 5; Intimidate: 4; Influence: 4; Perception: 5; Stealth: 3; Unarmed Combat: 4

Knowledge Skills: Denver Area: 5; Military Background: 5

Cyberware: Wired Reflexes Delta(3); Muscle Replacement Delta(3); Cybereyes Delta(Rating 4, w/ Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)

Gear: Full Body Armor + Helmet and Chemical Seal, Commlink (DR: 8), HK XM30 w/ APDS ammo, 2 Flask-paks, 2 Flash Bangs, Subvocal mic

Colonel Benjamin has served with the UCAS military since he turned eighteen and as the ZDF Commander for more than eight years. He was handpicked by Ghostwalker to remain at the post and knows the Denver scene and politics intimately.

His wife left him, but his only child followed in his footsteps, his daughter Jolee. She is the apple of his eye, and he's extremely hostile about her injury or death.

Benjamin is cold, stubborn, and impatient. He won't tolerate any attempts at deception or inappropriate behavior. He will, however, show some respect for a worthy opponent.



Done Deal 21

Dahlgren

Dwarf Female; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 2 3 2 4 5 5 3 5.9 8 1 10

Active Skills: Cybercombat: 3; Dodge: 2; *Electronics:* 3; Electronic Warfare: 4; Etiquette: 2; Perception: 2; Pistols: 2

Knowledge Skills: Biology: 4; Data Havens: 3; Matrix Theory: 3; Operating Systems: 4; Megacorp Law: 3; Radical Groups 4

Languages: English: N; Spanish: 3

Cyberware: Datajack

Gear: Fichetti Security 600; Armor Vest; Fairlight Caliban running Novatech Navi

Matrix Programs: Attack: 4; ECCM: 3; Exploit: 4; Sniffer: 3; Spoof: 5; Track: 3

A hacker with a background in biology, Dahlgren is a representative of the GenePeace group. Her convictions against genetic engineering have pushed her to attack the big names in the field. Her mix of technical skills and strong ethical sense has made her an important asset in the eco-terrorist organization. She considers herself a misunderstood heroine, forced to use unorthodox methods. She strongly believes that metahumans shouldn't allow the corps to rule what is life. She picks her fights with cunning, knowing when it's time to retreat and move on to another target.

While only 25, she has travelled the world. Her skin has a light dark tone, a remnant of her family's African-American origins. Her thick black hair is in dreadlocks and tied in a high ponytail. She is usually wearing her favorite outfit, made of a long fabric skirt, a black tanktop and a second-hand military armored vest, with a backpack to carry her gear.



Mayuri (Geisha)

Human Female; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

3 5 3 2 5 4 4 4 6 7 1 10

Active Skills: Etiquette: 4; Negotiation: 3; Blades: 1; Perception: 3; Con: 4

Knowledge Skills: Yakuza: 3; Tea Ceremony: 4; Small Talk: 4; Art: 3

Gear: Moonsilver Line evening gown (Japanese Style 4/1), several concealed knives, Contacts w/lowlight & Thermal, Commlink (w/Fairlight Caliban & Novatech Navi OS)

A slender, graceful Japanese, Mayuri was once a geisha. Mayuri is in her mid-twenties, and has the misfortune of having fallen in love, something forbidden by her past masters. However, she has been released from her obligations, quit her life as a geisha, and run away with her lover to a new life. Her husband is a Yakuza man.

Mayuri is a smart, beautiful and talented woman. She has strict conservative Japanese values, which means, amongst other things, that she considers metahumans to be inferior. Only pure Japanese are truly honorable to her eyes, though in her present situation she is willing to be a little more flexible on the subject.

She speaks quickly in a soft flowing voice. All of her moves, from the way she moves her hands to the way she tilts her head when spoken to, are graceful and purposeful. She embodies grace and refinement.



Matty Zorn

Human Male; Connection Rating: 3

B A R S C I L W E S S I N I T I P C M

2 3 2 3 4 3 2 3 6 5 1 10

Active Skills: Automatics: 3; *Electronics*: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4

Knowledge Skills: Mixed Drinks 4, Denver Clubs 3, Matrix Rumors 4

Gear: HK MP-5 TX (w/ EX Explosive ammo), Armor Jacket, Control Rig, Cyber eyes (Rating 3, w/ Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (Rating 2), Touchlink

Vehicles and Drones: 2 GM-Nissan Doberman Drones (Pilot 4, Signal 4, Firewall 4, Response 4, W/Ingram White Knights, 2 belts of 100 rounds each), 2 MCT-Nissan Roto Drones (Pilot 4, Signal 4, Firewall 4, Response 4, w/Hk-227x, 10 clips of ammo)

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. 5'10" and 160 lbs, Matty sells drinks at honest prices to dishonest men, but they all pay in advance. Brown hair with red highlights that give hint at an Irishman several generations back, the bartender has been a sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.



Shadowrun Missions

Aaron Drey

Elf Male; Connection Rating 5

B A R S C I L W E M E S S I N I T I P C M

2 3 3 2 4 5 4 5 4 12 6 8 1 9

Active Skills: *Conjuring*: 5; Dodge: 2; Enchanting: 4; Etiquette: 3; Negotiation: 3; *Sorcery*: 5; Unarmed Combat: 3; Arcana: 4;

Knowledge Skills: World History: 3; Artifacts: 3; Archeology: 4; Mythology: 3

Languages: English: N; Latin: 3; Greek: 3; Speredhiel: 4; Spanish: 4

Gear: Lined Coat; Spellcasting (Detection) Focus (Rating 6), Bound Force 5 fire spirit with 5 Services, Sustaining Foci (Manipulation, Rating 6), Commlink (TransAvalon w/ Iris Orb), Staff

Spells: Stun Bolt, Power Bolt, Analyze Device, Analyze Magic, Catalog, Improved Invisibility, Preserve, Armor, Astral Armor

MetaMagic: Masking, Shielding, Absorption

Aaron Drey is an elf a bit on the chubby side. His brown hair is tied back in a pony tail. Under his charcoal trenchcoat, he's wearing what appear to be woolen clothes, also in warm shades of grey. There is a juxtaposition of magical materials he wears: a copper band with Hermetic runes, tied with Shamanic Feathers and beads; A dream catcher with an embedded Celtic cross on his jacket; and a Silk ribbon in his hand with both Hebrew and Kanji lettering. His tradition of magic is unusual and can be assumed is Chaos. He is of a high enough initiation to have a masked aura to any astral perception of the runners.

Aaron Drey is a collector of antiques and lore working under Ghostwalker on retrieving things forgotten.



Done Deal 23

Felicity

Human Female; Connection Rating 2

B A R S C I L W M E D G E S S I N I T I P P M S M
3 3 4 2 4 4 3 4 4 2 6 8 1 10 10

Active Skills: Astral Combat 3, Summoning 4, Sorcery Skill Group 4, Dodge 3, Negotiation (Diplomacy) 1(+2) Perception 2, Pistols 2, Pilot Ground Craft (Bike) 2(+2), Assensing 2

Knowledge Skills: English N, Spirits 3, Gang ID 2

Gear: Armor Vest, riding leathers, Colt America L36 with 2 clips regular ammo, Force 4 Bound Beast Spirit w 5 Services, Sony Emperor Commlink w/Redcap Nix

Spells: Trid Phantasm, Mass Confusion, Heal, Ice Sheet

Advantages: Magician(Shaman); Mentor Spirit(Cat)

Felicity is the Lieutenant of the Ghostriders Go Gang and a calming influence on the gang. She tends to play the mediator when tensions rise.

Felicity maintains a surprising number of ties through the PCC mystical community. For a ganger, she has a surprising knowledge of spirit activity in the sector.

Her cat side comes out in her social dealings. She'll quickly and randomly move from cold and aloof to close and personal.



Zhang Wong

Human Male; Connection Rating 3

B A R S C I L W E D G M I N I T I P C M
3 3 3 3 3 4 4 5 3 4 7 1 10

Active Skills: Biotech: 4; Etiquette: 2; Negotiation: 2; Sorcery: 4; Enchanting: 3; Assensing: 3; Conjuring: 4

Knowledge Skills: Underworld Rumors: 3; Eastern Mysticism: 4; CAS hospital procedures: 2; Magical Background: 3; Magical Goods Value: 4

Spells: Analyze Magic, Detect guns, Stun Ball, Decrease Reflexes, Heal

Gear: Heritage Line (6/4), Erika Elite Commlink w/Novitech Navi, Force 4 bound Guidance spirit with 6 Services

A Talismonger who makes a modest living in the international district of Denver's CAS Sector, Zhang Wong is the owner and proprietor of Mystic Curiosities, a shop that specializes in exactly what the name implies. He is a venerable man, a traditionalist in a non-traditional world, whose knowledge of things arcane and keen insight into the ebb and flow of life make him an invaluable source of information in the streets of the Treaty City.



Wharez Waldo

Elven Male; Connection Rating: 2
B A R S C I L W E S S M I N I T I P C M
 4 4 5 3 5 4 3 4 6 4 7 1 9

Active Skills: Assensing: 2; *Conjuring*: 3; Etiquette: 3; Negotiation: 3; Perception: 4; *Sorcery*: 2; Dodge: 3

Knowledge Skills: Denver Gossip: 4; Tres Chic Fashion: 4; Celebrities: 3

Spells: Fashion, Makeover, Animate, Hot Potato, Analyze Device, Blast, Entertainment, Improved Invisibility, Light, Influence, Stun Bolt

Gear: Full body Suit under Leather Jacket (8/4) in the style of Indiana Jones w/ Fedora and Fiber optic Whip, Quicksilver mana Sensitive Film Camera, Pocket Mage Library, Erika Elite Commlink w/Novitech Navi, Satellite link, Electronic Kit, Agent (Pilot 4, to help coordinate the drones), Trideo Camera (w/ Low Light)

Vehicles and Drones: 10 Microskimmers (w/ ClearSight 4, Maneuvers 4, Trideo Camera [w/ Low Light] & Directional Microphone)

Wharez Waldo is an elf reporter who appears to be in his mid twenties. He produces the matrix-cast show "Wharez Waldo Now?" His style of fashion rangers from the "Tres Chic" to "Are you Color-challenged?" with bold color choices and patterns. He uses his magic as a stand-in for a camera crew as well as getting him into places. He also carries a few Frisbee cam drones for the riskier shots. He's known mostly for his show, as he finds ways into many exclusive/invite only parties, impromptu raves, and advertising local designers of clothing and jewelry. The news reporting is just to keep soy on the table and yen for the coffin motel; his show is where his heart is.



Duke

Troll Male; Connection Rating: 2
B A R S C I L W E S S I N I T I P C M
 7 3 3 7 2 3 4 3 6 6 1 12

Active Skills: Automotive Mechanic: 5; Computer: 2; Gunnery: 2; Hardware: 4; Industrial Mechanic: 4; Pilot Groundcraft: 2

Knowledge Skills: Chop Shops: 4; Vehicles: 4; Troll Thrash Metal: 6

Gear: Armor Jacket

Vehicles & Drones: Doc Wagon SRT Ambulance

Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he'll be pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion. Meanwhile, the syndicates who've hired him in the past have been impressed enough with his work to decide to let him continue operating in whatever way works for him.

