



SHADOWRUN

MISSIONS



SMUGGLER'S BLUES

CREDITS

Writing

Andrew Coen

Art

Ian King,
Andreas "AAS" Schroth

Proofing

A.A. Salati, Jean-Marc Comeau,
Jeremy Weyand, Matt Manganaro

Maps

Patrick Sullivan

Shadowrun Missions Logo

Brent Evans, Matt Heerd

Layout & Design

Matt Heerd

Art Director

Brent Evans

Shadowrun Missions Coordinator

Steven "Bull" Ratkovich

Shadowrun Line Developer

Jason Hardy

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The weather was changing again, but that was nothing unusual for Mt. Rainier this time of year. It looked like a storm was coming up from the coast. Dark grey and heavy with rain, the clouds made a slow march in from the coast. Fiona would have to hurry with the satellite uplink, but at least it looked like she'd have time to place a few calls before the weather drowned out the signal. Fiona adjusted the angle on the small dish again, pointing it out the east window to make a connection. A small chime through her AR feed let her know that she was connected with one of a myriad of satellites. Her AR was already starting to sync all of the information and messages that she had missed being out here for a week. She called up the first contact she needed and got right down to business.

"This is Colt," the voice came right through but with video disabled. "Did you find what we were looking for?"

"Yeah, Claiomh Solais has definitely got something to it. Looks low-grade upon my initial analysis, but the damn thing seems to mask itself," Fiona responded. "We're gonna need a really close look at this thing."

"Then the Falcata was the real deal? Good to know this contact wouldn't burn us." Kellan sounded relieved, like a weight had been lifted.

"Yeah, but the thing is we hit a problem." Fiona knew this was going to set her on edge again, "There was a snag at the pickup. My smuggler was taken out by someone. I was running late, but he was giving me an extra thirty-minute window since he had more to load. When I finally showed up, the place was torn all to hell. Someone did a number on his crew and vehicle. I need to find a new route out!"

There was a pause on the other end of the line. Fiona had already thought of one answer, but she didn't want to have to be the one to say it. She glanced towards Seattle from the back window, already seeing the lights play off the incoming storm clouds. At this rate she'd have about five more hours of time before the storm cut off communication for a few hours.

"It's gotta go then, doesn't it," Kellan cut in, "We just don't have much choice. You have some extra cash from the Morel Stone still. Can you front a team to get you out of there?"

"Yeah, but I know we want a closer look at this, the four from the Tuatha Dé Danann ... It might give us some clue what the Tirs are up to."

"Yeah, but you have the Lia Fáil to get your hands on." Kellan interrupted, "which will give us all sorts of other leads. You have the notes and the frames and all from this thing? You talked to the spirit? We have what we can, unless you want to make the sacrifice to bind that thing."

Fiona shuddered. The spirit had demanded much. More than she was willing to give at this time. Although it promised much, and the artifact looked powerful, she was not ready to have that kind of companion.

"No, your plan sounds best," Fiona couldn't keep a shiver out of her voice as she responded. "With the storm rolling in, I only have a few hours to get this thing together. Hopefully, this will blow over quickly and I can get some people up here"

"Well then, good luck. I'm sure you can find buyers for the thing. Just don't get word out to those damn dandelion eaters or they'll be on your case in a heartbeat."

"Yeah," Fiona said, "and so will whoever else came looking for my smuggler. I'm out, gotta make arrangements. See you back in the city." Fiona cut the call and let the AR drop. The cabin was washed in black for a second as her eyes adjusted. She checked to make sure the case with the sword was secured. The clouds were already making things get dark faster than she was expecting. It lent a sinister air to the cabin, the way the streaks of light played upon the shadows of the trees.

No sense in waiting, she thought to herself. She pulled out her old notebook and thumbed through a few pages. Looking back over her notes from the Morel Stone she let her mind wander over the descriptions of the rescuers she had. Instantly, their contact information sprang to mind. She called up her AR again and began inputting data.

"Hopefully I can get good help again, or at least they'll know someone who can help," she sighed to herself. "I don't fancy a walk back into Seattle!"



INTRODUCTION

SRM 04-04 Smuggler's Blues is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at www.shadowrun4.com/missions, which includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-04 Smuggler's Blues is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-04 Smuggler's Blues 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.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location 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. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to

anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-04 Smuggler's Blues* (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, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure that the PCs will not necessarily compose a balanced party. It's entirely possible that the party will be made up 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 throughout the adventure.

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

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

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

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical

defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try and remain neutral, but some decisions they make inevitably favor one Faction over another. These choices earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

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

A Note on Commlinks

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

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain 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 (p. 265, *SR4A*).

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, certain modules will request that you use the web reporting form available at www.shadowrun4.com/missions to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSIONS FACTIONS

ARTIFACT RUSH PLOTLINE

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

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

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

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

MISSION SYNOPSIS

The runners get a call from Dr. Fiona Craig asking for help getting her back across the border from Salish lands into the Seattle Sprawl. After meeting her in a virtual space to negotiate the deal, the runners are faced with crossing over the border. They should spend some time having to make a plan to do this and perhaps make some new contacts on the way.

At the location of the pick-up, the runners instead find that Dr. Craig had to leave an ARO encoded to one of their comms. This ARO should give the runner's information as to Dr. Craig's backup location for the pick-up. While they are busy decoding this information they are jumped by members of the Aleph Society. They engage the runners for a short time until they realize that Dr. Craig is not actually with the group. The Aleph agents then mark one of the group for tracking.

Before the runners can get to the second safehouse that Dr. Craig has indicated, they must try and pass through a Salish Shidhe town without stirring up the locals. If they do, the sheriff unleashes the hounds (literally) on the runners to chase them out of town.

The runners manage to find some way to the safehouse Fiona is using, and she is glad to head back with them. If the runners haven't yet negotiated with her on a percentage of the artifact she's bringing back over, she suggests it as a bonus for all their hard work. As she does not yet have a specified buyer for the artifact, she lets the runners give her a hand in making calls and arranging a deal for the group.

The Aleph agents have been tracking the runners, and they use a sophisticated set of spoofs to intercept and change the messages coming across to the runners. They instead set up the meet in an abandoned warehouse in the Barrrens. When the runners arrive the Alephs have bolstered their forces and again try and take the artifact and kidnap Dr. Craig.

After the runners have dispatched the Aleph agents, they can finish getting in contact with the faction they are selling the artifact too. That part of the exchange goes off without a hitch.

SCENE 1: THE MEET

SCAN THIS

The runners are contacted via satellite communication by Dr. Fiona Craig. She needs to get out of a sticky situation (again) and thinks the group is the right mix to help. She is unable to negotiate face-to-face and has to set up a virtual site in which to do business.

PREVIOUSLY IN SHADOWRUN MISSIONS ...

Fiona Craig previously turned up in *SRM 04-00 Back in Business*, where she was kidnapped by a smuggler known as "Cap'n Jack" Turner while trying to smuggle an artifact known as the Morel Stone, a small chunk of obsidian that gave off a faint magical aura that resembled a living aura but had no other discernable purpose. The runners are hired by the ork fixer MacCallister on behalf of her father, Moreau, to find and rescue her.

TELL IT TO THEM STRAIGHT

Your group receives an incoming call, and the display indicates it is being beamed directly down from orbit. Accompanying the call is a text ARO. "This is Dr. Craig, you might remember me. Please pick up, I have a business proposal."

When the runners pick her up, continue:

"Thanks for taking this, chummer! I got myself into a little bit of a bind. I came out to the wilds here to make a pick-up and seem to have been left behind by my ride. I have a hot item that needs to get back

into the Seattle borders, and if you could help a girl out, I could make it worth your time. I have reserved a virtual room for us at Virtual Underworld 93 in three hours. I can give you details there."

VIRTUAL UNDERWORLD 93

LTG# 4206 (30-9095)

VU93 is a digital copy of the famous Puyallup club that was set up as a virtual hangout for Seattle's shadow community by a former runner named Bull. He maintains classic style Matrix iconography and architecture in the virtual landscape of the bar, and he has set it up to override all but the strongest reality filters. VU93 also acts as a semi-private BBS, and utilizes a copy of the old Shadowland BBS system, circa 2057, where some local Seattle biz gets discussed.

- Low-rez icons, time and date stamps, and a strictly virtual bar with no AR interface ability? Yeah, definitely something Bull put together.
- Slamm-0!

BEHIND THE SCENES

Fiona Craig sends the runners a passcode for Underworld 93. When they log on to the node, they see a simple grey square with a pink neon sign that says "Virtual Underworld 93." Beneath the sign is a red triangle that marks the door into the node. Standing in front of the door is a large troll in a tuxedo, though the icon is very basic and very blocky. Virtual Underworld 93 utilizes a lot of classic Matrix design. Older runners, or those with programming skills, may recognize the triangle as the old universal Matrix symbol for an input/output port.

The troll is a representative of the Analyze program running for the system, scanning anyone who attempts to access the node to see if they have the proper passcode.

Once the runners are inside, if they are running a Reality Filter program they must make an opposed test (Reality Filter + Response vs. the node's System + Response). If they don't override it, the interior of the bar looks like a very low-rez version of the real Underworld 93. There are a dozen or so users inside, and on the stage a music file is playing a classic Psychedelic Phlegm concert from 2058. The drinks are virtual but tasty. After a few minutes in the node, a virtual waitress offers to escort the runners to their meeting in one of the back rooms, which resembles a simple unadorned conference room with a long table and a number of chairs. At one end sits an icon of a young elven woman, Fiona Craig.

Once the runners are seated, Dr. Craig gives them a bit more information. First off, she lets them know her ride scooted out because they were smugglers and were afraid that they had been spotted by local law enforcement (it was the Aleph Society, but the good doctor doesn't know this). Second, she has already hiked up to one of the safehouses she had planned for the route to take cover, and this place has a satellite uplink she is using. Third, she is willing to pay the group 3,500 nuyen each for the job.

The runners probably want to negotiate this offer. Remember, being in a virtual setting may rob the face of some of their dice that

KNOCKDOWN

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

Condition Monitor: 12

Armor (B/I): 8/6

Dicepools: Clubs 7, Intimidation 7, Perception 4, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: Stun Baton [Club, Reach 1, DV 65(e), AP -half]

DRAG OUT

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

Condition Monitor: 11

Armor (B/I): 8/6

Dicepools: Clubs 7, Intimidation 7, Perception 4, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: none

usually help them out, such as dice from Tailored Pheromones or Empathy software. Have them make a Negotiation Opposed Test roll against Dr. Craig, with each net hit providing an additional 250 nuyen, making the maximum possible for each runner 5,000 nuyen. Additional hits grant the runners a single, one-time bonus upfront for expenses, 250 nuyen per hit up to 8 additional hits, or 2,000 nuyen. This is a single nuyen amount for the group, not per runner.

The runners may inquire about her "hot" cargo coming back with her. If they are persuasive enough, allow her to give them some detail. She will tell them it is an artifact that poses no danger to the group

NODE: VIRTUAL UNDERWORLD 93

Sculpting: The core node resembles the physical Underworld 93 in many ways, though the resolution and iconography are quite dated in style. There are four private nodes that are not connected directly to the Matrix and are only accessible through the main "bar" node, and each of these meeting room nodes are small, simple, unadorned rooms with a long table and a number of chairs.

Authentication:

Node 1 User: Passcode

Node 1 Security and Admin: Biometric Passkey

Privileges: Standard

Attributes:

Node 1: Firewall 7, Response 7, Signal 5, System 7

Nodes 2-5: Firewall 5, Response 5, Signal 1, System 5

Spiders: 1 Security Decker

IC:

Node 1: 4 Black Attack IC Rating 6

Node 2-5: None

Resident Programs:

Node 1: Analyze 6

Node 2-5: None

ARC:

Node 1: Scramble Black Attack IC

Node 1: Alert Spider

Node 2-5: None

SECURITY DECKER (PROFESSIONAL RATING 5)

Bull, the system admin for VU93, insists that all security spiders refer to themselves as deckers. If he catches any of them referring to themselves as hackers, he challenges them to Matrix duel and fires them if they lose.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	2	4	2	3	5	5	4	5.0	12*	3*

Condition Monitor Boxes: 11*

Armor (B/I): 0/0

Dice Pools: Computer 14* (base skill 6), Data Search 13* (base 5), Cybercombat 13* (base 5), Electronic Warfare 12* (base 4), Hacking 14* (base 6), Etiquette 8, Perception 10

Augmentations: Commlink, sim module (hot-sim modified), datajack, control rig

Gear: Commlink (Firewall 6, Response 6, Signal 5, System 6)

Programs: Analyze 6, Armor 6, Attack 6, Black Hammer 6, Blackout 6, Bio-Feedback Filter 6, Browse 6, Command 6, ECCM 6, Edit 6, Encrypt 6, Exploit 6, Medic 6, Scan 6, Sniffer 6, Stealth 6, Track 6)

***Stats in the Matrix, hot-sim.**

but avoids giving any further description. Also have her note she does not have a buyer for it yet. The runners at this time might already be thinking about a bonus for their work. They can make a Negotiation + Charisma (4) Test to have her add five percent of the sale as a bonus to their payout.

Once they agree to this, ask and then note the runner with the lowest Firewall rating in the group. This will be important for Scenes

3 and 5. At the present moment, a spider that is hiding and watching the proceedings tags that runner's commlink for part of Scene 3. Dr. Craig then gives the runners coordinates to her cabin safehouse at the foot of Mt. Rainier.

PUSHING THE ENVELOPE

Not much can really go wrong with this section, unless the runners start trouble in VU93. The system itself is designed as a meeting place for runners and as such has a fair amount of security (Black IC that resembles ork and troll bouncers). There is also a skilled security spider on duty at all times.

DEBUGGING

If the runners seem to think the pay is too low on this initial offering, the gamemaster might wish to remind them that there is a chance for more money later down the line. If the runners still don't take the mission, let them walk away. Have them lose 1 point of loyalty on Dr. Craig's contact sheet (to a minimum of 1). If there is a powerful hacker or technomancer in the group, there is a chance that they will detect Dr. Craig's spider in the virtual meet. Allow her to diffuse it saying that he is there to ensure privacy and that he is a trusted associate.

SCENE 2: RUN FOR THE BORDER

SCAN THIS

The runners now need to figure out how to cross over the border. Fortunately, if they look over the map, they should see that the Puyallup Barrens shares a large portion of its border with their next destination, so there should be multiple solutions to getting across undetected.

TELL IT TO THEM STRAIGHT

Now that the deal is done, you only have one thing to occupy your mind ... how does one run across the border to the Salish-Shidhe? Time to put on the planning caps.

BEHIND THE SCENES

This might be one of the most difficult parts of the adventure to keep flowing. The runners need to find all sorts of resources to get across the border and into the foothills of Mt. Rainier. Here are a few the runners might think of.

Salish-Shidhe Border Passes

These week-long passes are available for 50 nuyen when applied for in person at the Salish-Shidhe council halls on Council Island. If you are running short on time, allow runners to apply for shorter-term passes online for 25 nuyen. These passes will only last eight hours, and they require a SIN in order to be purchased.

Coyotes

A coyote is a professional smuggler of people. Some runners may have taken one as a contact or might have contacts who can get them a coyote. For the purposes here, treat the coyote as a typical item; have it cost 450 nuyen per person with an availability of 6. Otherwise, treat it as a standard contact.

Falsified Papers

The runners might have the contacts to get themselves some papers authorizing them to travel into tribal lands. Treat this again as another standard item at a cost of 400 nuyen per vehicle + 50 nuyen per person with an availability of 8.

Ground Run into the Barrens

The runners might want to just make a straight run for the borders through Puyallup, as most of the Barrens there are unwatched. Go ahead and make sure you give their vehicles a hard time. Unless they have prepared the vehicles to do a run across the ash flats left over from Rainier's eruption, make sure to have them do a few Reaction + Pilot Ground Craft + vehicle sniper (3) Tests to keep from having issues. They will also have to avoid Salish-Shidhe patrols once they begin crossing.

More Smugglers

The runner's might have a few smuggler contacts who can help them get across. They might try and call in a favor; go ahead and let them. Make it a bumpy ride. Look over Sleep Deprivation (see p. 256, *SRAA*) and make a few Reaction + Pilot Ground Craft + vehicle handling (3) Tests for the smuggler (assume he has at least a Pilot Ground Craft skill of 3) and assign damage from crashes. It's not the most elegant way to ride over, but it'll get the runners there.

PUSHING THE ENVELOPE

This is another scene that doesn't really have lots to push. If you want to give your runners a hard time, though (and who doesn't want to do that from time to time), here's a few suggestions.

Have the coyote or smugglers that are helping with the crossing double-cross the runners and leave them stranded. This will cause them to need to find some help when they are isolated in the wilderness. Or have them run across another group doing the border crossing near them, one who wants to remain secretive about their operations as well.

If you want to go out on a limb and really mess with your runners, have the Aleph Society be the coyotes/smugglers that get the runners over the border.

DEBUGGING

One of the bigger problems you can run into here is the adventure bogging down in planning or the runners not knowing their own resources. If the runners have bogged down with time (give them a five-minute "prep window" at the table), start keeping an hour tracker at the table to make sure they understand how much time they are



wasting. Turn every ten minutes of planning into one hour in the game world, and let them know the time is passing.

If they seem to be making planning an all-out uber-huge run-and-gun across the border and back, you might want to rein them in. Make sure they understand that loud border crossings can be a very, very bad thing.

The other thing that might cause problems is that the runners, accustomed to doing all the research and planning on the Matrix, will feel out of sorts here. Most runners at least have a fixer that can “friend of a friend” them into a coyote who will facilitate the crossing. Make sure you’ve looked over the players contacts so that you can help them out of this rut.

SCENE 3: THE LAYOVER

SCAN THIS

The runners arrive at the first safehouse that Dr. Craig has directed them to and find that she had to run. Then they get to meet the Aleph Society.

TELL IT TO THEM STRAIGHT

You head up the narrow road to the cabin indicated on your GPS ARO. This area of forest has recovered remarkably well since the destruction that Rainier unleashed on Seattle years before. The area around the cabin is dense with underbrush that looks specifically like it was cultivated for privacy. The tall forest around the cabin keeps the area well shaded with only the area directly above the cabin being open to the sky. The cabin looks like the windows have been darkened as you approach the front.

BEHIND THE SCENES

At this point allow the players a Perception + Intuition (4) Test. Those who succeed notice that there are a few newer boot prints near the cabin. Those making seven or more hits on the test notice that the satellite uplink has been removed from the roof. At this point have the group roll a Surprise Test (p.165, *SR4A*), with a +2 going to anyone who noticed things out of the ordinary during the Perception Test. Aleph cultists make their move and drop the hammer on the runners. Depending on the time of day, there may be various light modifiers at play here. During dawn or dusk, use partial lighting and have anyone facing east or west (dependent on the time of day) suffer from glare (see p. 136, *SR4A*).

The Alephs have had time to prepare for the runners. The acolytes are sustaining Rating 4 Armor spells. Styrac (see **Cast of Shadows**) has Armor 5 and Mana Barrier 4 sustained. Styrac is escorted by 4 acolytes and a number of thugs equal to the number of players. The

ALEPH THUG (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm
4	4	4(5)	4(6)	2	2	3	3	3.5	2	6(7)	1(2)	8/6

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Dice Pools: Dodge 6 (base skill 1), Firearms skill group 8 (base skill 4), Infiltrate 6 (base skill 2), Perception 5 (base skill 3), Unarmed Combat skill group 9 (base skill 5)

Adept Powers: Critical Strike 2, Killing Hands, Mystic Armor 2

Augmentations: Muscle augmentation 2, wired reflexes 1,

Gear: Armored vest, concealed holster, AR contacts (lowlight, thermo, smartlink), commlink (DR3)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, -5 AP, RC -, 15(c), w/ APDS ammo]

Unarmed Strike [Reach -, DV 5P, AP -]

ALEPH ACOLYTE (PROFESSIONAL RATING 4)

B	A	R	S	C	I	L	W	Ess	M	Init	IP
5	5(7*)	5(7*)	5(7*)	3	4	2	4	4.2	4	9(11*)	1(3*)

Condition Monitor Boxes: 11

Armor (B/I): 14/9

Dice Pools: Athletics skill group 10 (base skill 3), Automatics 10 (base skill 3), Blades (Swords) 12 (14**) (base skill 5), Dodge 11 (base skill 4), Perception 8 (10**) (base skill 4), Pistols 12 (14**) (base skill 5), Stealth Group 11 (base skill 4)

Qualities: Adept

Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (Audio Enhancement, Low-light Vision, Thermographic Vision, Visual Enhancement), Mystic Armor 2

Augmentations: Muscle augmentation 2, muscle toner 2, synaptic accelerator 2

Gear: Armor jacket, commlink (DR 4), AR Contacts (smartlink, flare comp)

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP -2, RC -, 15(c), w/ 3 clips EX-Ex rounds]

Colt M23 [Assault Rifle, DV 7P, AP -2 AP, RC 1, 40(c), w/ 2 clips EX-Ex ammo], katana [Blade, (Str/2+1)P, -1 AP, 1 Reach]

* Bonus from cyber- and bioware

** Bonus from Adept Abilities

ALEPH HACKER (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	2	4	2	3	4	5	4	5.0	7*	2*

*Stats in the Matrix.

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Dice Pools: Computer 9 (base skill 4), Data Search 8 (base 3), Cybercombat 9 (base 4), Electronic Warfare 8 (base 3), Hacking 9 (base 4), Etiquette 6 (base 3), Perception 6 (base 2)

Augmentations: Commlink, sim module, datajack, control rig

Gear: Commlink (Firewall 6, Response 5, Signal 5, System 5)

Programs: Analyze 4, Armor 4, Attack 4, Blackout 4, Bio-Feedback Filter 4, Browse 4, Command 5, ECCM 4, Edit 4, Encrypt 4, Medic 5, Scan 4, Track 4)

Aleph agents use Drop Prone actions at the end of most of their full actions. Make sure to use this and the terrain to give them maximum cover. The runners suffer many Firing Blind penalties to shoot at this group. Remember this group has had a few hours on the runners to scout out the terrain. Use it to their advantage.

During the combat, someone might think to try the door on the cabin. It is unlocked and easy to open. When they look inside, they find that Dr. Craig has already left the building. At this point the Alephs start to withdraw from combat, as they know their target is not at this location. The Aleph's hacker, who is operating as a spider on one of the Aleph's comm, then scans the group and puts a tracer on the comm with the lowest Firewall. If the runners are using a vehicle, they also try to fire a tracer onto it. One of their number also assenses and sends a spirit out to track the runners. Allow the combat to taper off as the Aleph agents leave in staggered numbers to keep the runners busy and thrown off.

If the Alephs start to sustain too many casualties (three or more members) they withdraw and send spirits back to track and report on the runners.

After all the combat is done, the runners likely investigate the cabin. Remember the runner with the lowest Firewall score? That runner will find an ARO that is encoded to their comm only. It is imbedded video from Dr. Craig detailing the fact that she believes she has been followed to the cabin now, and that she has another safehouse located west of their current location in a little town called Ashford (**Scene 4: Ashford Blues**).

GLOAMING OWL

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

Condition Monitor Boxes: 9

Dice Pools: Flight 6 (base skill 2), Infiltration 7 (base 3), Perception 9 (base 5), Spellcasting 11 (base 6), Unarmed Combat 8 (base 4)

Movement: 10/35 (flight)

Powers: Enhanced Senses (low-light vision, thermographic vision), Fear, Innate Spell (Vision Removal), Silence

Weaknesses: Allergy (Sunlight, Mild)

Weapons:

Natural Weapon [Claw, Reach 0, DV 3P, AP -1]

HORNED BEAR

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
13	6	4	13	1	4	4	5	2	6	5	8	2

Condition Monitor Boxes: 15

Armor (B/I): 4/6

Dice Pools: Astral Combat 10 (base skill 5), Climbing 15 (base 2), Intimidation 5 (base 4), Perception 7 (base 3), Running 15 (base 2), Tracking 7 (base 3), Unarmed Combat 11 (base 5)

Movement: 25/45

Powers: Armor (4/6), Dual Natured, Enhanced Senses (Smell)

Weapons:

Natural Weapon [Claw/Bite, 7P, 0 AP]

PUSHING THE ENVELOPE

Before the runners get to the cabin, feel free to throw some wildlife from *Running Wild* at them to keep them on their toes. If the runners are making the hike at night, two gloaming owls attempt to keep the runners away from their nests. During the day the runners stumble upon a horned bear and her cubs; she will try and drive the runners off. During the ambush; double the numbers of Aleph members going up against the runners, or give them no perception and allow them all to suffer -2 on the surprise. If you're feeling really mean, have the Aleph members all have spirits summoned, all of whom are using Concealment.

Also, on the way to Ashford is another place that a Paracritter encounter might happen.

DEBUGGING

Hopefully there is little that can go wrong here, but if the runners are having trouble, feel free to reduce some of the numbers of Alephs. In the reverse, if the runners seem like they might overwhelm the Alephs, have them seem to withdraw (Concealment), and they will just watch the events unfold. Styrc needs to survive this encounter, so he will burn Edge if necessary to facilitate his escape.

SCENE 4: ASHFORD BLUES

SCAN THIS

The runners must now head to Ashford to pick up Dr. Craig. Ashford lies right along the regular smuggling routes out of Seattle, and most runners will think this one will be a breeze. Unfortunately for them, the newly appointed sheriff in this town wants to clean things up, and he's ready to cause some trouble for the runners. In the end, though he's not really such a bad guy—he knows how useful it can be for a little grease to keep the wheels of business running.

TELL IT TO THEM STRAIGHT

Ashford seems like a quiet little town, left behind from the last century. Although it looks like a few modern conveniences are up and running, there is no glitter of AR traffic or massive skyscrapers here. Looks like this should be smooth sailing in and out of town.

That is, until the SUV with the sheriff's star rolls up to you.

BEHIND THE SCENES

Sheriff Stone isn't really all that concerned with the runners. He knows that his town serves as a smuggling port, and he knows some of this smuggling is actually supporting medical needs. The sheriff has decided to act as the "conscience" of his town. By levying fines and "taxes" on shipments he doesn't want to see come through, he has managed to clean things up somewhat. Using this tax, he has supported a hacker and a wide network of detection devices to monitor traffic through his town.

The runners represent an X factor, one the sheriff needs to investigate. Since they are not known as smugglers in the area, he will approach cautiously and ask a few questions about their business in Ashford. If the runners play it straight with him, he actually goes the easiest on them. He asks for a 2,000 nuyen tax for the business they're doing in town, and then he leaves them alone. If the runners act coy, or try and con their way through, make the appropriate tests. If the sheriff is suspicious, he has his spider launch some drones to tail the group. He then tries to impose his tax on them when they try to leave town, but he raises it up to 4,000 nuyen. If the group runs for it, he'll let them go but launch drones and ready at least one pack of his hounds. If the group goes full out to kill him, he takes off and starts making preparations to deal with the runners later.

PUSHING THE ENVELOPE

There is plenty of room for the runners to get lost in the wilderness here. Break their GPS units or have them jammed by thunderbirds, then send them on a wild chase.

Have the runners spotted way in advance and give the sheriff plenty of time to get ready. Have the deputy come with him and bring a pack of hounds (2 gabriel hounds, 4 hellhounds, 2 barghests) for the fun of it. All the dogs have been trained to operate as a pack using the Advanced Pack Training rules (pp. 37–39, *Running Wild*) focusing on close combat, initiative, and tracking.

ASHFORD DEPUTY (PROFESSIONAL RATING 3)

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

Condition Monitor Boxes: 10

Armor (B/I): 9/7

Dice Pools: Clubs 7 (base skill 3), Law Enforcement (Professional Knowledge) 7 (base 4), Perception 7 (base 3), Pistols 10 (base 6), Unarmed Combat 8 (base 4), Counterspelling 8 (base 4), Spellcasting 9 (base 5)

Qualities: Magician (Shamanic)

Gear: Armor jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, helmet (+1/+1, with built in mic, headset, and smartlink), stun baton, commlink (DR 5), sustaining focus 1

Spells: Chaotic World, Detect Enemies, Detect Truth, Improved Reflexes

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, RC -, 15(c)]

Defiance EX Shocker [Pistol, DV 8S(e), AP -half, RC -, 4(m)]

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

FORD-ARES EXPEDITION 2069 (SUV)

The Ford-Ares Expedition 2069 is an off-road capable vehicle designed to actually be used off-road. These are popular with rural police departments since they frequently have to go places the roads don't reach. Cost: 23,500¥.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+2	25/40	140	2	10	8	2

Std Upgrades: Amenities (Low), Anti-Theft System 2, Multi-Fuel Engine, Off-Road Suspension, Smart Tires



GABRIEL HOUND

These are a fairly common paracritter throughout North American sprawls. They are noted for having a disturbingly metahuman-like face but otherwise resemble a large dog. They are usually solitary, nocturnal predators that are masters at using urban terrain as cover while they hunt. Typically they take smaller prey such as raccoons and pigeons but attacks on humans are not unheard of, particularly around full moons.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	5	6	7	2	3	2	4	2	6	5	9	3

Condition Monitor Boxes: 10

Dice Pools: Infiltration 9 (base skill 4), Perception 7 (base 4), Running 6 (base 3), Shadowing 8 (base 3), Spellcasting 7 (base 2), Tracking 7 (base 4), Unarmed Combat 10 (base 5)

Powers: Compulsion (Immobility), Concealment (Self), Enhanced Senses (Thermographic Vision), Movement, Innate Spell (Mask, Self Only, See Notes), Natural Weapon (Claws/Bite: DV 5P, AP -1)

Weaknesses: Allergy (Sunlight, Mild)

Note: Gabriel Hounds use the Mask spell to give them a metahuman appearance. They immediately drop the spell if injured.

HELL HOUND

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	5	4	3	4	2	3	3	6	9	3

Condition Monitor Boxes: 10

Movement: 15/50 (flight)

Dice Pools: Exotic Ranged Weapon 8 (base skill 4), Infiltration 8 (base 4), Intimidation 6 (base 3), Perception 7 (base 3), Tracking 9 (base 5), Unarmed Combat 7 (base 3)

Powers: Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon (Bite: DV 4P, AP 0)

BARGHEST

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	5	6	5	3	3	1	3	4	6	9	2

Condition Monitor Boxes: 12

Movement: 15/50

Skills: Intimidation 7 (base skill 4), Perception 6 (base 3), Tracking 6 (base 3), Unarmed Combat 8 (base 3)

Powers: Dual Natured, Enhanced Senses (Sonar), Fear, Natural Weapon (Bite: DV 5P, AP 0)

PACK TRAINING SUMMARY

Pack training allows a group of critters to function as a cohesive unit. This training acts in a similar fashion as a tac-net (see p. 126, Unwired), gaining a +1 bonus die to the appropriate test per member of the pack engaged in the same activity. In this instance, they get a +1 bonus die to Initiative, Close Combat, and Tracking tests for every member of the pack active.

DEBUGGING

The worst thing the players can do here is just open up with guns blazing. Not only should the SUV provide plenty of cover for the sheriff, but it has manual controls and can't be hacked (he's old

fashioned that way). If the runners are that trigger-happy, feel free to unleash the full fury of Ashford's drones and hounds (3 packs total) on them. They should make enough noise for the Salish-Shidhe patrols to come down hard after they've run out of ammo.

SCENE 5: THE PICKUP

SCAN THIS

The runners will attempt to actually pick up Dr. Craig and head back to Seattle. If things went smoothly in the previous scene, this should pretty much be a cakewalk. If not, there may well be hell to pay.

TELL IT TO THEM STRAIGHT

You found it, off the main strip some, almost backing up to the wilds around Rainier. It is a little ranch dwelling set back from the road some, but still near enough to neighbors. As you approach you receive a ping on your comms.

"About time, I'm getting sick of the sticks. Need to get back to town and into a proper sushi dive!"

BEHIND THE SCENES

Dr. Craig has been watching for the runners comm signals and is anxious to get moving. She has a small 0.5 x 0.5 x 0.75 meter package to load up, and then the team can move.

If the runners have given the sheriff problems, however, he's tracked them down and is waiting for them to make their move. He'll have one of his packs of hounds, the deputy, and a group of drones (with the spider over-watching) ready to make things miserable. If the runners have not been outwardly hostile, he will approach them again and let them know that smuggling goods out of his town will cost the group. He'll (subtly) request a 4,000 nuyen bribe from the runners. Runners can negotiate with the sheriff to bring this down.

If the runners take an interest in his hounds, allow them to make a Memory roll (Logic + Willpower (3) Test). They might recall that a certain fixer (Moreau) occasionally still dabbles in paracritters. If they mention this connection, give them +1 die on any Negotiation Tests against the sheriff.

If the runners have been outright hostile, the sheriff does not hesitate to act. He's still willing to talk if the runners can calm him down, but he is likely to wait until the barghests have worn the runners down or paralyzed them before he makes any speeches.

If he has to bring out the hounds, note they have been trained as a pack and consist of 4 hellhounds, 2 barghests, and a gabriel hound. They use the coordination of Paralyzing Howl and Compulsion (Immobility) before charging in headlong. They also try all their Fear effects before charging.

PUSHING THE ENVELOPE

Bring in the SWAT team and all 3 packs of hounds. Have the deputy have the maximum number of bound spirits and a border patrol on call.

DEBUGGING

Again, the worst the players can do here is to just start firing off weapons. The town isn't huge, but it is also common to see border patrols here. Perhaps even have the players see signs of a patrol on their way to this meet, if you think it will help them keep their trigger fingers calm.

SCENE 6: DEALS ON WHEELS

SCAN THIS

Time to head home. Dr. Craig suggests that the runners did a great job and offers to have them help her to sell off the artifact in her possession for a cut of the profits.

TELL IT TO THEM STRAIGHT

"Ok, I have one more small request to make," says Dr. Craig. "I need to get this thing off my hands when we get over the border, and I know you guys have been making inroads with some of the prime buyers. You willing to help a girl out one more time?"

BEHIND THE SCENES

If the runners have been quiet and prompt about this mission, Dr. Craig will offer five percent (or increase her offer to ten percent, if she already offered five) of the sale with the runners as a bonus. If the runners however have been rude bores, blowing up things as they went, she will stick to the five percent bonus. If she has not made this offer before, she will make it, regardless of the runners' manners.

The runners should have a few contacts in mind for this, and they can call around and see if they can get a bidding war going. In the end the artifact should get a price of 500,000 nuyen (most contacts will start at 250,000 nuyen and can be worked up from there). The Draco Foundation, however, will be willing to start at 350,000 nuyen. Have the runners make Negotiation + Charisma Opposed Tests. Each hit will net them 45,000 nuyen more. They can place a bidder "on hold" and negotiate with their



next bidder. The runners can make up to two Negotiation Tests with each bidder, adding +1 to their roll for every bidder in the contest (these guys want to outbid the other at all costs). The Atlantean Foundation tops their bid off at 450,000 nuyen, the Draco Foundation can go up to 550,000 nuyen, Saeder-Krupp tops out at 600,000 nuyen, and the maximum bid for Lung's agents is 500,000 nuyen.

The last messages coming from their contact, however, indicate that the runners are to make their way to a warehouse in the Puyallup barrens. The Alephs have managed to intercept the calls and have created a drop-off point of their own design.

When the runners arrive at the arranged site, they are allowed to enter a warehouse. The Alephs have prepared an ambush there and spring it on them. Proceed to **Scene 7: A Sort of Homecoming**.

PUSHING THE ENVELOPE

Give the runners a chance to find out they have been bugged here. If the bug is found, have the hacker get into cyber combat with the Aleph's spider.

DEBUGGING

The runners might try to negotiate with Fiona at this point, but she has to remain firm in her offer, as she owes someone part of this haul as well. Let them know that the final price of the artifact is where their Negotiation skills will truly shine.

SCENE 7: A SORT OF HOMECOMING

SCAN THIS

The runners have been tricked. As they think they're headed to the meet, they're actually wandering into an Aleph ambush.

TELL IT TO THEM STRAIGHT

The warehouse looks dark and deserted as you roll up. From out of the shadows by the bay doors a quick flash of light comes, and you see that there are two men standing guard. They roll back the doors so you

can make your way into the warehouse. Bathed in a pool of dim light you see a Mitsubishi Nightsky with the back door open, a bodyguard at the ready.

"Ahh ...," a voice croons, "you have brought me what I was looking for! Excellent! Servants, take it from them!"

BEHIND THE SCENES

Styrac has brought in as many guns as he can afford to have. He has 5 acolytes on call with him (all with Armor 3 sustained). They have

ALEPH THUG (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	4	4 (5)	4 (6)	2	2	3	3	3.5	2	6 (7)	1 (2)

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Dice Pools: Dodge 6 (base skill 1), Firearms skill group 8 (base 4), Infiltration 6 (base 2), Unarmed skill group 9 (base 5), Perception 5 (base 3)

Adept Powers: Critical Strike 2, Killing Hands, Mystic Armor 2

Augmentations: Muscle augmentation 2, wired reflexes 1

Gear: Armored vest, concealed holster, AR contacts (w/ low-light vision, thermographic vision, smartlink), commlink (Device Rating 3)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, RC -, 15(c), w/ APDS ammo]
Unarmed Strike [Reach -, DV5P, AP 0]

ALEPH ACOLYTE (PROFESSIONAL RATING 4)

B	A	R	S	C	I	L	W	Ess	M	Init	IP
5	5 (7*)	5 (7*)	5 (7*)	3	4	2	4	4.2	4	9(11*)	1(3*)

Condition Monitor Boxes: 11

Armor (B/I): 14/9

Dice Pools: Athletics skill group 10 (base skill 5), Automatics 10 (base 3), Blades (Swords) 12 (14) (16**) (base 7), Dodge 11 (base 4), Perception 8 (10**) (base 4), Pistols 12 (14**) (base 5), Stealth skill group 11 (base 4)

Qualities: Adept

Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (Audio Enhancement, Low-light Vision, Thermographic Vision, Visual Enhancement), Mystic Armor 2

Augmentations: Muscle augmentation 2, muscle toner 2, synaptic accelerator 2

Gear: Armor jacket, commlink (Device Rating 4), AR Contacts (smartlink, flare comp)

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP -2, RC -, 15(c), w/ 3 clips EX-Ex rounds]

Colt M23 [Assault Rifle, DV 7P, AP -2, RC 1, 40(c), w/ 2 clips EX-Ex ammo]

Katana [Blade, Reach 1, DV 5P, AP -1]

* Bonus from cyber- and bioware

** Bonus from Adept Abilities

ALEPH HACKER (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
3	2	4	2	3	4	5	4	5.0	7*	2*	10*

*Stats in the Matrix.

Dice Pools: Computer 9 (base skill 4), Data Search 8 (base 3), Cybercombat 9 (base 4), Electronic Warfare 8 (base 3), Hacking 9 (base 4), Etiquette 6 (base 3) (base 2)

Augmentations: Commlink, control rig, datajack, sim module

Gear: Commlink (Firewall 6, Response 5, Signal 5, System 5,

Programs: Analyze 4, Armor 4, Attack 4, Blackout 4, Bio-Feedback Filter 4, Browse 4, Command 5, ECCM 4, Edit 4, Encrypt 4, Medic 5, Scan 4, Track 4)

two spirits of air (Force 3) and one spirit of earth (Force 3). Styrac has Armor 5 and Mana Barrier 4 sustained as well. Styrac also has summoned a Force 5 spirit of earth with orders to protect him. There are a number of thugs equal to double the runners at this encounter, as Styrac does not intend to underestimate the runners group again.

After the fight, Fiona (or the runners) can make some calls and find out that the Alephs managed to redirect the meet. The contact they were planning to sell the artifact to is waiting in a completely different location, wondering where they are. They can arrange a new meet, and this time it goes off without a hitch.

PUSHING THE ENVELOPE

Double the number of Alephs in the warehouse if your runners have been having too easy a time of it.

DEBUGGING

If the runners seem completely overwhelmed, feel free to have the contacts they are actually selling the artifact to sweep in and save them (assuming you want them saved). Make sure the contact at that point renegotiates the sale price in light of the proceedings.

PICKING UP THE PIECES

MONEY

- Up to 5,000 nuyen per runner, plus a onetime 2,000 nuyen bonus to the whole group to be used for expenses for the rescue.
- Up to ten percent of the sale price of the artifact (up to 600,000 nuyen) for the group to split.

KARMA

- 2—For getting Fiona home safely
- 1—For helping her sell off the Artifact
- 1—For getting out of the last ambush
- 2—Additional reward depending on the difficulty of the Mission

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

FACTION REP

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

Atlantean Foundation	+1 if received the artifact
Draco Foundation	+1 if received the artifact
Saeder-Krupp	+1 if received the artifact
Lung	+1 if received the artifact

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (see p. 265, *SR4A*). Besides the scenario-specific gains listed below, gamemasters

should consider the characters' actions throughout the game and award additional points as appropriate.

- If the runners engaged in combat with the Sheriff of Ashford they gain 1 Notoriety.
- If the runners get caught by a Border Patrol they gain 1 Public Awareness

CONTACTS

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

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

- **Fiona Craig**—For bringing Fiona home safely the runners gain her at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).
- **Moreau**—If the runners sell the artifact to Moreau, they gain +1 Loyalty for him. Runners without this contact do not gain him.
- **Laurent Nazaire**—If the runners sell the artifact to Nazaire, they gain +1 Loyalty for him. Runners without this contact do not gain him.
- **Simon Andrews**—If the runners sell the artifact to Simon, they gain +1 Loyalty for him. Runners without this contact do not gain him.
- **Lin Yao Chang**—If the runners sell the artifact to Lin Yao, they gain +1 Loyalty for him. Runners without this contact do not gain him.

LEGWORK

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

more, additional information requires a payment to the contact of 200 nuyen.

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

A Data Search may also be utilized to gather information from the



following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (see p. 64, *SR4A*).

DR. FIONA CRAIG

Contacts to Ask: Talismonger, University Professor, Smuggler

CONTACTS	DATA SEARCH	INFORMATION
0	0	Yeah, I have some sims of her ... wait, you said Craig? Nevermind.
1	3	New prof over at U-Dub, I believe.
2	6	I hear tell she does some side work.
3	10	Got in some trouble recently with some smuggler or something in the Ork Underground. Definitely into some extra-curricular activities.
4	18	She definitely has worked with some talismongers before, and rumor has it she's been working to collect even bigger magical stuff. Artifact-level goods.
5	—	A really vague rumor places her dad at the Draco Foundation. Sounds like she's been selling to the highest bidder, however.

ALEPH SOCIETY

Contacts to Ask: Magical Security, Mage

CONTACTS	DATA SEARCH	INFORMATION
0	0	Did they open for Mercurial last month?
1	3	Some sort of magic society, like those Atlantean guys I suppose.
2	6	Burnouts to the core. Most of these guys are pretty cybered up.
3	10	The cyber doesn't seem to impede the magic on these guys though. Thing is these guys are still like gutter punks though.
4	—	The organization seems to be there for recovering burnouts. Even with all the cyber, they've found a way to get people back on the magic pathway.
5	—	Rumor goes that they have at least one magic artifact that helps them regain their magic. They've sent out some guy called Styrac to search up more things. They must be making some sort of power move.

ASHFORD

Contacts to Ask: Smuggler, Law Enforcement, Seattle local

CONTACTS	DATA SEARCH	INFORMATION
0	0	Didn't they do an old holo-trid about that place? All happy golden city or something?
1	3	Small stop on one of the common routes from Seattle to the Tir.
2	6	Used to be used for lots of smuggling, but law enforcement has stepped things up.
3	10	Law enforcement is a combined operation there, magic and meat working together!
4	18	... and by "meat" I mean paracritters. The sheriff knows someone with connections, as he's got a pack of little helpers.
5	—	Thing is, I hear this new sheriff just uses it as a big screen. He had to get the money for his "pets" somewhere. Figure he takes a cut from smugglers in the know.

SALISH SHIDHE BORDER CROSSING

Contacts to Ask: Smuggler, Coyote, Other criminal archetypes

CONTACTS	DATA SEARCH	INFORMATION
0	0	Good luck, they have the borders pretty locked down.
1	3	Easiest run is south of town. The barrens there aren't as heavily patrolled.
2	6	Got diplomatic contacts? You can try the "fake papers" route.
3	10	They have people who do this for a living. "Coyotes" they call 'em.
4	18	<give direct information to contact Coyote>

CLAIOMH SOLAIS (KLEE-UHV SULEESH)

Contacts to Ask: Arcanoarcheologist, Magic Foundation (i.e., Draco or Atlantean) Staff

CONTACTS	DATA SEARCH	INFORMATION
0	0	What the... what language you speakin?
1	3	The Sword of Light? Well yeah, that's what it means literally.
2	6	Isn't that one of the four treasures of the Tuatha Dé Danann?
3	10	Hear that there was an artifact recovered over in Britain with that name. The people who found it didn't make it off site before it was stolen from them.

STYRAC

Contacts to Ask: Talismonger, Magic Security

CONTACTS	DATA SEARCH	INFORMATION
0	0	Smunk?
1	3	He leads some sort of team for the Aleph Society.
2	6	He recently transplanted to Seattle to do some work for the Alephs.
3	10	He's a creepy guy—something about

his manner unnerves people who meet him.

4 18 Like most Alephs, he's interested in finding a way for burnouts to regain their magic powers. He's particularly focused on artifacts.

5 — He's a magic-cyber hybrid, and he's trouble. Stay away.

CAST OF SHADOWS



FIONA CRAIG

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

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

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
3	4	3	2	6	4	4	5	3	6.0	5	7	1

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

Armor (B/I): 0/0

Active Skills: Conjuring skill group 2, Data Search 2, Dodge 2, Infiltration 2, Negotiation 3, Sorcery Group 4, Survival 1

Knowledge Skills: Archeology 5, Astral Research 4, Geology 3, Magic Theory 4, Smuggling Routes 3

Languages: English N, Gaelic 2, Sperethiel 3

Qualities: Astral Beacon, Day Job (2,500¥/20 Hrs), Gremlins 2, Mystic Adept (2 points Adept, 3 points Magician, Chaos Magic Tradition), SINner (Standard)

Adept Powers: Analytics 2, Eidetic Sense Memory, Linguistics, Magic Sense, Piercing Senses

Gear: DocWagon basic, forensic thaumaturgy kit, quicksilver camera w/ 10 manasensitive film plates, science tools, survival kit, smart canteen, backpack, Mapsoft 4, Aztechnology Crawler (Sensor Upgrade 3, Clearsight 3, Firewall 3, Encrypt 2, Improved Sensor Array, Geiger Counter, Atmosphere Sensor 3), Hermes Ikon commlink (w/ Iris Orb OS, biometric lock, Analyze 3, Browse 3, Command 3, Edit 3, Encrypt 2)

Spells: Analyze Device, Analyze Magic, Astral Armor, Heal, Physical Barrier, Stunbolt

SHERIFF BRONSON STONE

Sheriff Stone is a big, burly, and intimidating individual. Standing over two meters tall with curly blond hair, he's almost always very calm and collected. Stone knows that smugglers use Ashford as a way station, and he also knows that he doesn't have the manpower to stop them. H has opted, then, to utilize them for the good of the town, collecting "taxes" and "tolls" on the shipments that come through.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4 (7)	4 (5)	4 (7)	4	4	3	4	1.0	8 (9)	1 (2)

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

Armor (B/I): 10/5

Skills: Athletics skill group 4, Dodge 4, Perception 5 (7), Pistols (Revolvers) 5 (7), Unarmed Combat 4, Infiltrate 3, Law Enforcement 4, Smuggling Routes 3

Qualities: Toughness

Augmentations: Muscle replacement 3, wired reflexes 1

Gear: Half-suit form fitting body armor (4/1), armored vest (6/4), commlink (DR 5), mirrored "cop" sunglasses (with AR display,

low-light vision, thermographic vision, smartlink, vision enhancement 3, and vision magnification), 3 x speed-loaders

Weapons:

Ruger Super Warhawk (APDS) [Heavy Pistol, DV 6P, AP -6, RC —, 6(Cy), laser sight, APDS rounds]

STYRAC

Styrac is the worst of two worlds—he's a cyber-dinosaur who casts spells. He has a ring of retractable horns around his head, Kid Stealth cyber legs, and modifications to his skin that look like scales. Despite all his cyber, he also has magic abilities, which makes him formidable in any circumstances. He carries himself as someone who is accustomed to intimidating anyone who gets in his way.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	5	4	5	4	5	5	5	4.2	6	9	1

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

Armor (B/I): 6/4

Skills: Athletics skill group 4, Automatics 3, Conjuring skill group 4, Dodge 4, Exotic Weapons (foot spurs), Exotic Weapons (horns) 5, Perception 4, Sorcery skill group 5, Stealth skill group 4, Unarmed Combat 3

Qualities: Magician (Hermetic)

Initiate Grade: 2

Metamagics: Shielding, Centering (Dinosaur behavior)

Augmentations: Retractable horns (Alpha), Kid Stealth Raptor Cyberlegs (Alpha, with retractable spurs)

Gear: Armor vest, commlink (DR 4), AR contacts (w/ image link, thermo, lowlight)

Spells: Chaotic World, Firebolt, Heal, Heat Metal, Improved Invisibility, Manaball, Manabolt, Stunbolt, Trid Phantasm

Weapons:

Cyber horns [Exotic, Reach -1, DV 4P, AP —]

Cyber foot spurs [Exotic, Reach —, DV 7P, AP —]

CLAIOMH SOLAIS (KLEE-UHV SULEESH)

This artifact takes the shape of a falcata (a curved sword with a weighted end meant for chopping attacks). It is inhabited by a free spirit called Airgetlám. The spirit uses its Aura Masking powers to disguise the artifact (Rolling 24 dice on Masking). The artifact itself appears to be a powerful combination focus and acts as both a Rating 6 power focus and a Rating 6 weapon focus. The rituals needed to bond this focus can only be performed by an elf. Before allowing the possessor to even attempt the ritual, Airgetlám will demand that the one wishing to bind Claiomh Solais enter into a spirit pact with him. In addition to wanting the possessor to sacrifice 24 Karma to him to bind the pact, Airgetlám also demands that the binder be of perfectly sound body and mind. Any physical imperfections can only be fixed with pure silver replacements. Anyone with Addiction, Allergy, Bad Luck, Combat Paralysis, Infirm, Scorched, Spirit Bane (Guardian Spirits), Weak Immune System, Cursed, Focus Addiction, AIPS, Amnesia, Asthma, Mental Handicap, Pacifist, Paraplegic, Quadriplegic, Reduced (Sense), or any negative mental qualities will be unable to bind the artifact. Airgetlám will then have the binder declare an Oath to challenge one of the leaders of Tír na nÓg or Tír Tairngire to a duel for leadership. Airgetlám will also note to the person wanting to bind Claiomh Solais that there are many other powers it has.

What Airgetlám will not tell anyone is that once the sword is drawn in anger to combat a foe, it must kill that foe before being sheathed. If the user is unwilling to finish the task, Airgetlám can break any bindings and manifest to finish the job. This is the only way to get Airgetlám to manifest outside of learning the spirit's True Name. Even unbound, Airgetlám will pester anyone who has made contact to take up crusades in the name of the Tuatha Dé Danann (elves) and reclaim their lost glories. Airgetlám will also be condescending to any fomorians (Trolls) and fir bolg (Orks) to the point of outright hostility. If bound, Airgetlám will demand that all of these unclean lesser races be removed from the binder's acquaintance.

In official Missions play, players should not generally get hold of the artifact to get a chance to bind Claiomh Solais, but if they do something unexpected and actually manage to get their hands on it, Airgetlám will find some reason why none of the player characters are worthy, refusing to allow them to bond with it.

If in your home campaign you feel like letting your players run about with this artifact, remember a few things. Fiona will demand recompense for the artifact in the tune of the payout (at least 500,000 nuyen) before parting with it. Then Airgetlám will demand that the binding can only take place at the Lia Fáil (the Coronation Stone of Tara at the Inaugural Mound in Ireland where the ancient kings of Ireland were crowned) to ensure that the binder is worthy. Since the binder must convince Airgetlám that this is unavailable, he will then insist that a site holy to the Tuatha Dé Danann be used. Carter Lake will do fine! Feel free to make it hell on your players even before they dump the 90 required Karma into the basic binding (24 for Airgetlám and 66 for the focus levels.) Have Airgetlám unlock even more of the powers for even more Karma drain! Go crazy, they deserve it!

AIRGETLÁM

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
13	13	15	14	12	12	12	12	12	12	12	25	2

Movement: 15/40

Skills: Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat, Swords, Spellcasting

Spells: Stunball, Powerbolt, Lightnig Bolt, Firewater, Slaughter Orks, Slaughter Troll, Shatter, Magic Fingers, Levitate, Foreboding,

Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, Concealment, Psychokinesis, Elemental Attack (Electricity), Astral Gateway, Aura Masking, Banishing Resistance, Regeneration, Spirit Pact



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FIONA CRAIG

Mystic Adept Arcacoarcheologist

Faction: None

Female Elf

Connection Rating: 2

Loyalty:

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

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

Uses: Magical Theory, Magical Rumors

Places to Meet: Hotel bars, clubs



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Places to Meet: Hotel bars, clubs

PLAYER _____ DATE / /
 CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 04-04 SMUGGLER'S BLUES

Fiona Craig is in trouble again, stranded in the wilderness outside of Seattle. The runners need to get to her and escort her and the artifact she's carrying back to Seattle and protect them from the Aleph Society.

- Rescued Fiona
- Did not rescue Fiona
- Sold the artifact
- Let the Aleph Society get the artifact

SYNOPSIS

MISSION RESULTS

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

TEAM MEMBERS

FACTIONS

ADVANCEMENT

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

KARMA

REPUTATION

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

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

