

SHADOWRUN

Missions

**SRM02-14 WETWORK, PURE
AND SIMPLE**
BY: MARK EDWARDS



INTRODUCTION 3
Preparing the Adventure 3
Adventure Structure..... 3
Running the Adventure 3
General Adventure Rules 4
Non-Player Characters..... 4
Table Rating..... 4
A Note on Commlinks 4
Crossing Borders 4
Contacts 5
Tracking Faction 5
Paperwork..... 5
ADVENTURE BACKGROUND .. 6
PLOT SYNOPSIS 6
THE CALL 7
MEET AT GIOVANNI'S 8
RUN FOR THE BORDER..... 10
BANGING ON I-70 12
STORM'S A BREWING..... 14
LEADVILLE..... 16
THE LODGE..... 17
PICKING UP THE PIECES..... 18
LEGWORk..... 19
CAST OF SHADOWS 21
Jaron Falcone..... 21
Alesandro Ibáñez 21
Gonzolo “Loco” Cabrera 22
Dimitri Galewind 22
Floyd Wassel 23
Wapasha Blackwolf 23
Dwarf Drone Rigger..... 24
Ork Bodyguards..... 24
Human Mage..... 24
Human Kick Artist..... 24
ACUTE MOUNTAIN SICKNESS
..... 25

WETWORK, PURE AND SIMPLE CREDITS
WRITER
 Mark Edwards

SHADOWRUN LINE DEVELOPER
 Rob Boyle

SHADOWRUN MISSIONS COORDINATOR
 John Dunn

PROOFREADERS
 Susan Dunn, Stephen McQuillan,
 Bruce Ford

CHARACTER AND INTERIOR ART
 Patrick Sullivan
squinkyproductions@yahoo.com

COVER DESIGN AND MISSIONS LOGO
 Andy Coen and Cullen Erbacher
<http://www.broomstickfighters.com>

MAPS
 Mark Edwards

Copyright© 2007 by WizKids, Inc.
 Shadowrun and WK Games are trademarks
 and/or registered trademarks of WizKids,
 Inc. in the United States and/or other
 countries. Shadowrun Missions and
 tournament details are part of the campaign
 setting sponsored by Catalyst Game Labs.
 All Rights Reserved.

This adventure may not be reproduced,
 repackaged, or redistributed without prior
 approval of Catalyst Game Labs.

Published by: Catalyst Game Labs
 PMB 202
 303 91st Ave NE, G-701
 Lake Stevens, WA 98258

Find us online:
info@shadowrunrpg.com
 (Shadowrun questions)

<http://www.shadowrunrpg.com>
 (official Shadowrun website)

<http://www.catalystgamelabs.com>
 (Catalyst Game Labs website)

<http://www.catalystdemos.com>
 (Demo Team website)

<http://www.wizkidsgames.com>
 (WizKids website)

INTRODUCTION

Wetwork, Pure and Simple is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Wetwork, Pure and Simple* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-14B, *Wetwork, Pure and Simple, Playing Aids*.

Preparing the Adventure

Wetwork, Pure and Simple 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

Wetwork, Pure and Simple 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 *Wetwork, Pure and Simple* (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.

Adventure Background

Nathaniel Howlingcoyote was a dutiful Koshari underling. He wasn't the toughest or the craziest among his fellows. However, he had a way of getting people to do what he wanted them to. When his Koshari superiors told him that he needed to undergo some 'body modification,' he never even asked why.

For years, the Koshari had been trying to make inroads in Xeverus Cosmetics Research, Inc. XCR was the perfect front for a number of Koshari extra-legal activities. However, its owner, Margaret Xeverus consistently put them off. She had a well-deserved reputation of getting other companies to do her dirty work for her. It was even said, when Evo finally brought XCR on board, that it was akin to God inviting the Serpent to live in Eden.

The only success the Koshari did have was getting Wapasha Blackwolf into XCR. Wapasha, a young up-and-comer, had a good head for numbers. This talent moved him up the corporate ladder to CFO.

That's where Nathaniel came in. Several months and thousands of nuyen later, he had a new face, a different build, a swarthy Euro-complexion, and an identity as 'Alesandro Ibáñez,' an idle and wealthy playboy from Madrid. Everything about his identity was designed to make him more appealing to Margaret. He was assigned to make contact and insinuate himself into her life. Playing his part to the hilt, he denied interest in her company or holdings. His identity withstood Margaret's scrutiny. The romance, courtship and wedding made the social columns nationwide.

Things only got better for the Koshari when members of the eco-terrorist group EarthFirst! murdered Margaret. Margaret's will made Alesandro majority shareholder and promoted Wapasha to chairman of the board. Alesandro played the part of the aggrieved husband perfectly.

When Knight Errant and other police organizations seemed to be dragging their feet, Alesandro made a public display using several friends in Evo's security division to find and bring in the triggermen. Trideo news was there as his 'Justice Squad' arrived at the EarthFirst! hideout. The entire event was captured in glorious, gory detail

as the eco-terrorists took credit for the hit then died in a hail of gunfire.

Alesandro's vengeance did not stop there. He began making inquiries to his superiors about the order to kill Margaret. His pointed questions were not unexpected. Alesandro had spent a great deal of time on this assignment. His superiors understood his need for closure. Feelers were sent out, but no one took the bait. After a while, the Koshari dropped the matter.

For Alesandro it was entirely different. In the time he spent with Margaret, he came to love her. When she was murdered, he wanted those responsible to pay. He felt certain that someone was behind the order.

When no information came from his superiors, Alesandro began his own investigation and went 'off the reservation.' He found the Kirillov Vory and they were willing to find the answers for him.

Within days, they returned to Alesandro with proof that Wapasha ordered the hit. They explained that the Koshari were sick of waiting for less invasive methods. Wapasha gave the triggermen all the data they needed. Of course, the Vory fabricated the evidence. They saw an opportunity to gain a foothold in Denver and in XCR. Alesandro was completely taken in.

Plot Synopsis

This run focuses on an assassination near the town of Leadville. The characters are hired because Mr. Johnson (a Koshari plant) believes that his superiors had his corporate wife murdered and that one of his rivals gave the order. The runners will have to cross the border into PCC territory, travel through almost 200 km of PCC territory, kill the target, and return. Mr. Johnson will also stipulate that the run must be completed in three days, the death must appear accidental, and collateral damage must be kept to a minimum.

On the way there and back, they will have to deal with tightened security at the borders, getting around a gang turf war, altitude sickness (and other high-altitude problems), and overly curious PuebSec officers. The target's residence contains a corp bodyguard team, magic and mundane defenses, and a few surprises.

The Call

What's up Chummer?

Jaron Falcone contacts the players. As a former corporate Fixer, he has many contacts in Denver. After asking around, Jaron believes the runners are willing to perform network.

Tell it to them straight

No matter the time of day, that incessant ring of the commlink always demands your attention. The buzzing just keeps going and going until finally you answer it. The face on the other end of the line introduces himself as Jaron Falcone. He was given your name from several contacts who told him that you run the shadows, know your way around network, and can keep your mouth shut. All qualities are necessary for a job. As you assent, he mentions the meet. Mr. Johnson will see you tonight at 10pm at Café Giovanni. Just before he hangs up, he repeats himself, Café Giovanni, in the Hub. He stares

silently into the video for several seconds waiting for you to acknowledge you understand what he means.

Behind the Scenes

If time is less of an issue, you may consider role-playing the interaction between the players and Jaron. This can be especially important if the players have or

have not met Jaron in previous Shadowrun Missions. If the players want to know more about Jaron Falcone or Café Giovanni refer to Legwork.

The scene begins at around 5:00 pm and the meet is not until 10pm. This gives the players approximately five hours to get their gear, check with any contacts/informants they want, and get into the Hub. Given the location of the meet, it is essential that the runners don't arrive loaded for bear. The Hub is crawling with security from several megas, not to mention both Lone Star and Eagle Security Services. Runners who come looking for trouble will find it all too soon.

Café Giovanni is located at 1515 Market St. near the heart of the Hub. When the players are ready to go, move on to Meet at Café Giovanni.

Debugging

Characters who won't take network contracts may participate in events leading up to the assassination. For example, street samurai may act as protection while traveling to the lodge. Technomancers and hackers may gather intel or bypass security that allows others to get the target.

However, if they flatly refuse, the adventure is over for them. Jaron will thank them for their time and seek elsewhere.

Before the runners go to the meet, get a list of what gear they are bringing. Obvious weapons or restricted equipment will make getting into the Hub difficult. Runners should be subtly discouraged from bringing all their firepower. If necessary, use an Area Knowledge test as a not-so-subtle reminder.



Meet at Giovanni's

What's up Chummer?

Runners meet with Mr. Johnson at Café Giovanni, an upscale eatery in the heart of the Hub that has a reputation as being a place to talk biz. The characters find Mr. Johnson to be cordial, friendly and not at all what they expect. That is, until the job comes up. Then Mr. Johnson spells it out for them.

Tell it to them straight

It is almost 10 P.M. before you can get through the security checkpoints, random searches, body scans and magical wards required for entry. Even your fake SIN gets scrutinized. It is checked and rechecked several times before you get across the border.

Now you make your way directly to the Café, arriving about 10 minutes before the meet starts. The restaurant oozes class, not the kind of place you're used to. The clientele consists solely of salarymen with outfits that cost more than you make in a year. The tables and chairs are real wood and framed artwork adorns the walls. Going up to the front, the maitre d' gives you the once over, and then offers to seat you in a private section in back. While you follow him in, the other patrons seem oblivious to your presence. As you enter the back room, a hostess takes your drink orders.

Behind the Scenes

The Café has plenty of big glass windows for those who wish to see and be seen. In the evening, however, the glass becomes one way, shielding the patrons from curiosity seekers. Dark wood paneling covers the walls, while antique brass ceiling fans turn slowly. The outside dining area is decorated with metal furniture and large umbrellas. If the runners look hard enough, they will notice that some patrons are armed. However, no one seems to notice anyone else. At this time of night, the place is packed.

When the runners show up at the Café, the maitre d' takes them back to the private room. He artfully deflects questions about the meet and assures them of their privacy

and confidentiality. Before he disappears, he wishes them a pleasant dining experience.

The large back room is well apportioned. The table, big enough to accommodate 12, dominates the room. A massive stone fireplace is on one wall. Opposite it, a buffet is set up. The lighting is atmospheric, enough to see without being harsh.

At the far end of the room sits Mr. Johnson (see **Cast of Shadows**). His dark grey business suit is very expensive. He is devilishly handsome with deeply tanned skin, short dark hair and brown eyes. To either side of him are two heavily muscled, corporate bodyguards (use Red Samurai Detachment, **SR4** p.276). One is human, the other Ork. They are wearing black business suits, dark sunglasses and earbuds. The bulges in their jackets indicate they are armed.

As the runners enter, Mr. Johnson stands and welcomes them. He invites them to have a seat, asks if they are hungry and encourages them to help themselves to the buffet. Through dinner, he asks about hobbies and even seems interested in the answers. Only after the runners have had their fill and are ready to get down to business, does their host's demeanor change.

He announces, without preamble, that this run is wetwork, pure and simple. Any runners who have a problem with that may as well leave now. The target is in the PCC. The runners are to find and terminate him. Mr. Johnson has several conditions. First, the run has to be done in the next three days. Second, the death has to look accidental. Third, the runners are to minimize the collateral damage.

Compensation for the run will be paid half now, half upon completion. The job pays (3,500¥ + 500¥ * TR) per runner. Payment can be increased by (100¥ * TR) per net hit on negotiation rolls. Mr. Johnson is willing to describe the job, the opposition and his part in this. However, he won't reveal the target or location until the runners agree to do the work. He explains that he does not want the target warned or the media alerted.

Once the runners have agreed, Mr. Johnson hands them a dossier containing directions, satellite photos and blueprints of the house, several holopics, and a secured

phone number. He then goes on to say they must travel to a vacation lodge (marked on the map, satellite photos, and layout) outside the city of Leadville. There they will find a man named Wapasha Blackwolf (the man on the holopics). The runners are to kill him and make it look like the death was accidental. Mr. Johnson explains this is a personal matter between the target and himself. Repercussions from this assassination will fall on either his or Mr. Blackwolf's shoulders. Wapasha will only be at the lodge for another three days. While there, he has a minimum of security. After his vacation, he will be beyond the runner's reach. Finally, Mr. Johnson fears that an increase of unexplained murders, especially in the vicinity of Wapasha's demise, might lead to suspicions that he did not die naturally. This could lead to questions Mr. Johnson would rather not answer. Therefore, collateral damage should be minimized.

Once the job is finished, they contact Mr. Johnson via a secured number (in the dossier). Mr. Johnson will then verify the 'accident,' and set up a meet for payment.

If the players ask about security at the lodge, Mr. Johnson mentions that, due to Wapasha's job, he is entitled to a professional security team. That includes two bodyguards, and a mage. In addition, the lodge comes equipped with a rigger who handles the security of the building. Finally, he adds that Wapasha could certainly afford to hire his own personal "extras."

If the runners want to know why they were contacted, Mr. Johnson ruefully tells them that he needs runners who are willing to perform wetwork contracts and he needs them in short order. They were the ones recommended by Jaron. For additional information about the target, Leadville or Mr. Johnson, see Legwork below.

GMs who wish to role-play the situation could have Mr. Johnson reveal some of the more 'personal' details behind his request. For instance, he could mention that he has evidence that Wapasha wanted his wife killed because she stood in the way of Wapasha's ambitions. Additionally, he has proof that Wapasha is Koshari and they are trying to take over his wife's company.

Debugging

The biggest problem at this point is runners who will not take wetwork contracts. They may be able to perform some of the peripheral actions. However, if they refuse, the run is over for them. Mr. Johnson will thank them for their time, pay for their drinks and meals and congratulate them on their sense of honor.

Another problem is the 'accidental' nature of the kill. Mr. Johnson does not want interested parties (law enforcement and the Koshari) to look into the death. Making the death appear to be suicide, an accident with a gun, death by one of his corp security, or the like is unacceptable. GMs are encouraged, however, to use their discretion when interpreting 'accidental death.'

Pushing the Envelope

At TR 2+ the dossier does not contain a layout of the vacation lodge. The runners will need to find it for themselves. That could be as simple as hacking into the hall of records in Leadville (where the floor plans have been submitted), or could require the runners to make a matrix run on PCC information systems. This is left to individual GM discretion.

For tougher runs (TR 4+), a 'drunken' patron (use Face, **SR4** p.94, and add eye recording unit, **SR4** p.332) could stumble into the meeting room. Appearing to be doing nothing more than looking for the bathroom, she overstays her welcome, and makes sure to look at everyone at the meet. In actuality, she is a trideo reporter looking for a scoop about Alesandro. After getting her holopics she makes her way out of the restaurant and heads down the street. The runners will have to catch her and keep her from telling what she knows.

Run for the Border

What's up Chummer?

The runners' crossing from CAS to PCC sector hits a snag as a go-gang turf war between the Godz and the Ghostriders causes security to go on high alert. Things get worse when none of the coyotes the runners know can make the run for them, at any cost. Only a desperate call to one of the runners' contacts reveals an option. A smuggler by the handle Loco needs some muscle to make his crossing into the PCC. In exchange for the runners help, he'll give them a ride.

Tell it to them straight

Given the quantity and legality of the ordinance you are bringing on this run, you've decided to cross using a coyote. However, you see plumes of smoke and flames rising from several fires in the PCC Sector. It seems things are never easy. Checking the local newsfeed, you find that two go-gangs, the Godz and the Ghostriders chose today to go to war. Officers dispatched to numerous skirmish sites were quickly overwhelmed. When backup arrived, the arrests began. However, the instigators still remained at large. The decision was made to contact the Zone Defense Force to discourage the gangers fleeing the jurisdiction.

Never the less, you begin calling the coyotes you know. Time after time, your contacts recommend that you wait until security loosens. However, the last time this happened, the situation remained for over a week. You can't wait that long.

Behind the Scenes

Regardless of which contact the runners use, they find all have reasons for not making the run. Perhaps fighting took out part of a tunnel they use, police are clashing with go-gangers on top of their exit, they already have a job, or maybe they are just unwilling to risk it at this time.

Whatever the reason, it appears the runners must go it alone. That is, until one of the runners calls on a fixer contact (choice is left up to individual GMs). The contact makes mention of the amount of biz

going on today and how this gang war has messed up a lot of runs. But as the fixer thinks about it, he may have a solution. Just a half an hour earlier, a smuggler named Gonzolo 'Loco' Cabrera (see **Cast of Shadows**) contacted the fixer. He was having some trouble getting access to his tunnel in the CAS and wanted to know if the fixer had some muscle who could help out. If the runners are interested, the fixer can contact Loco and see if he still needs the muscle and set up a quick meet. If the runners agree, the fixer will make arrangements to call them back in an hour. During that time, the runners can cool their heels or, if they wish, check out Loco (see **Legwork**).

An hour later, the fixer calls to say that he's set up a meet with Loco in 20 minutes. The address is 255 W. Dakota Ave, near the CAS/PCC border. No matter how early (or late) the runners are, Loco will leave them sitting for ten minutes. During that time, Loco pilots a Sikorsky-Bell Microskimmer (**SR4**, p.342) above a nearby building. Once he's assured the meet offer is legit and that the runners haven't been followed, he shows up in person. Assuming the runners have not spotted the Microskimmer, their first indication that Loco is coming is the used step-van which turns down the street toward them.

Once introductions are made, Loco explains the deal. The entrance to his tunnel is in a secured section of an old rendering plant facility. Periodically ghouls come wandering around (because of the smell) and they have to be 'dealt with.' The runners are to follow Loco to the secure section, and hold off any ghouls until Loco can get through the security door. They will be underground, so that will dampen the sound of gunfire. In addition, the neighborhood response time for Knight Errant is 'rarely.' So unless the runners use heavy ordinance, they are not likely to be interrupted. Once through the security door, Loco will lead them to the PCC Sector. Negotiation for this job can be as involved as the runners want, however, Loco's base compensation is a free ride into the PCC in exchange for dealing with the ghouls. Successful negotiation means that Loco will replace the ammo the runners use.

When the runners are ready, Loco drives to an abandoned rendering plant (248 W. Fox

St.) about a kilometer away. The smell is atrocious. The place is in ruins. In many places, the security fence has been torn down and the front gate lies in the middle of the street. Loco drives right through the ruins of the gate. He then immediately takes off at breakneck speed through a tight course known only to him. Runners will need to make several (Reaction + Driving, or Logic + Piloting for Riggers, Threshold equals TR) to keep up. If they are able to communicate, Loco refuses slow down until they reach the secure area. If asked he will explain that it is the only place his vehicle can turn around.

The runners are bounced around in their vehicle. On several occasions ghouls (**SR4** p.292) will attempt to jump onto the vehicle. A successful (Reaction + Driving, or Logic + Piloting for Riggers, Threshold equals TR) roll means the ghoul missed. Throughout the trip, they will hear the scrape and grind of metal as Loco's vehicle bumps and crashes against machinery. The mad dash only stops when Loco finally reaches an empty room about 30 meters across with a gigantic door on the opposite side.

This security door is three meters high and five meters across. It looks like it could survive all but the most damaging milspec weapons (assume Reinforced Armored Material). Loco gets out of his step-van and walks over to the door. The runners will now need to protect him until the door is open and all the vehicles are on the other side.

If any of the ghouls were successful in holding on to the runners' vehicle, they can attack immediately, the remaining ghouls will take one combat round to arrive at the scene. It will take Loco two actions to get the security door to open, another three actions for it to fully open, one action to drive through, and another 3 actions for the door to close once again. That is how long the runners will have to hold the ghouls off.

Once on the other side, the runners find themselves standing on a makeshift dock. Tied up at the end is an ancient low roofed tugboat. It's been retrofitted to allow one vehicle to drive up on its deck. As Loco makes himself busy getting the old ship ready to go, he urges the runners to drive on so that they can get going.

When their vehicle is secured, Loco his van behind, lets loose the moorings and takes off. The trip is dark, claustrophobic,

and eerie, however, without incident. They travel down the waterway approximately seven kilometers before Loco turns the boat into a side channel. At the end of the side passage is another dock.

Past the dock, runners see a maintenance shaft, complete with a heavy freight elevator (which can accommodate one vehicle). Peripheral inspection reveals the elevator is comprised mostly of rust that flakes off in several places. Despite appearances, it works effortlessly and quietly.

The elevator lets them out in a junkyard (Loco's U-Pull-It Auto Parts, 6595 W. Arkansas Ave.) on a dead end near the middle of Lakewood.

Borders

If the runners decide to cross the border using fake SINS, they find security has stepped up significantly. A crossing that would have taken an hour now takes almost three. To simulate this, the threshold for border crossing is now equal to the TR of the table. In addition, bribes and equipment losses are doubled.

Runners who attempt to cross illegally without a coyote find that patrols of ZDF agents (use Red Samurai Detachment and Red Samurai Lieutenant, **SR4** p.276) have been strategically placed throughout the border. Their placement ensures coverage of all weak points. Runners who want to try crossing are asking for a firefight.

Debugging

While its not likely, there is a possibility that runners defending the security door could use explosives to keep the ghouls at bay. Having a support beam fall after being blasted with some creaking and groaning of metal should be enough warning about the indiscriminate use of explosives.

It is also possible that the runners will not meet Loco. Not every character has the right kind of contacts. It's also possible that, after hearing about the offer, the runners decline. After all, it's a pretty big coincidence that he just happens to need runners and is going the same direction they are.

Runners who want to cross at a checkpoint could deal with the following scene. While the runners are checking out possible border crossing areas, they come

upon a checkpoint that is packed with people (Use Humanis Policlub Goon Squad, **SR4** p.275). They are angered and frustrated that the ZDF (Use Red Samurai Detachment, **SR4** p.276) and border guards (Use Lone Star Police Squad, **SR4** p.275) are taking too long. As the runners watch, the grumblings turn to shouts, and hurled insults. But before long, it escalates to pushing and screaming and then to throwing things. Unused to such resistance by 'normal' citizens, the ZDF and border guards are a bit more restrained than normal. In addition neither group of guards knows what the other will report. What's more, the possibility always exists that an important person (read: person who could make your life miserable) or member of the news media is among the crowd. During the excitement, runners see that several of the more enterprising (or furious) suits are simply driving off without being checked. Runners could join in, possibly overwhelming the border guards (after which time they could cross) or, more likely, they could attempt to get themselves and their vehicles across as the mob becomes more and more out of control.

Pushing the Envelope

The total number of ghouls that the runners will need to deal with is equal to TR x 3. In addition, for TR4+ runs, during their trip in the aqueduct, Loco's boat passes over a free water spirit (**SR4** p.295) by the name of Aelala. When it sees how the boat is dumping oil and other toxins in the water, it becomes enraged and attacks.

Banging on I-70

What's up Chummer?

The runners drive out of Lakewood and they head toward I-70. It is the easiest route from Denver to Leadville. The problem is that the Godz and the Ghostriders are currently battling it out between the runners and their destination. As if that wasn't enough PuebSec is on their way. The runners could be mistaken for combatants or worse.

Tell it to them straight

Leaving Loco's junkyard, you quickly head out of the city. Several fires still burn throughout the sector, indicating that the situation between the Godz and the Ghostriders has not been resolved. Word on the newsnets, however, has PuebSec and the ZDF regaining order in most areas.

You can attest to the truth of those statements as you head through Lakewood. At one point, PuebSec officers stop you to let an emergency vehicle leave the scene of a street brawl. Another time you are stopped by a paddy wagon filled with go-gangers. Here and there you see the unmistakable signs of scavengers, human and otherwise, picking over the remnants. Just another fine day in Denver.

The map in your dossier says that I-70 is the fastest route and the most traveled. Read: the most likely to still be serviceable and least likely be harassed by PuebSec or PCC military forces. Very soon, route 6 joins with I-70 and you can only see Denver in your rear-view mirror.

Behind the Scenes

Order has been regained in most of the PCC sector. However, the two go-gangs have taken their fight to the hills. Specifically, they are about to have their last battle right on I-70. That battle is between the runners and their objective.

Once the runners have settled down and are making good time up into the mountains, they are suddenly alerted that all is not well. The runners see a large ball of flame (actually HE ammo from a Stoner-Ares M202 hitting the gas tank of a nearby vehicle) just prior to hearing a good-sized

explosion about a quarter of a mile up the road from their position.

Immediately, other vehicles on the road begin slowing down, trying desperately not to get mixed up in whatever problem is up ahead. Eventually traffic stops and the runners will have to find 'other' means to continue. Because of the steepness of the mountains surrounding the highway, the shoulder is their only option.

As they approach the site of the explosion, they see cars stopped all over the road. Near the burning wreck, the runners witness a gun battle. The gangers (use Halloweeners Street Gang, **SR4** p.275) are hunkered down behind the cars of innocent bystanders or are using their discarded vehicles as cover to shoot at one another.

One of the gangers (use Halloweeners Lieutenant **SR4** p.275) is currently using the Stoner-Ares M202 (**SR4** p. 310) on a modified 3-wheeled Harley (Handling: 1; Accel: 10/100; Speed: 100; Pilot: 2; Body: 9; Armor: 5; Sensor: 1) to mow down the competition. He will assume that the runners' vehicle contains reinforcements for the opposition and change targets. Without the machine gun pinning them down, the opposition will use the runners' vehicle as cover to move up on their rivals. Very quickly, the runners will be at the very center of the battle.

Once the runners have battled their way past the gangers, they return to attacking one another.

Debugging

The most obvious problem in this scene is runners using a different route. The simplest remedy is for the go-gangers battle to move to whatever road the runners choose.

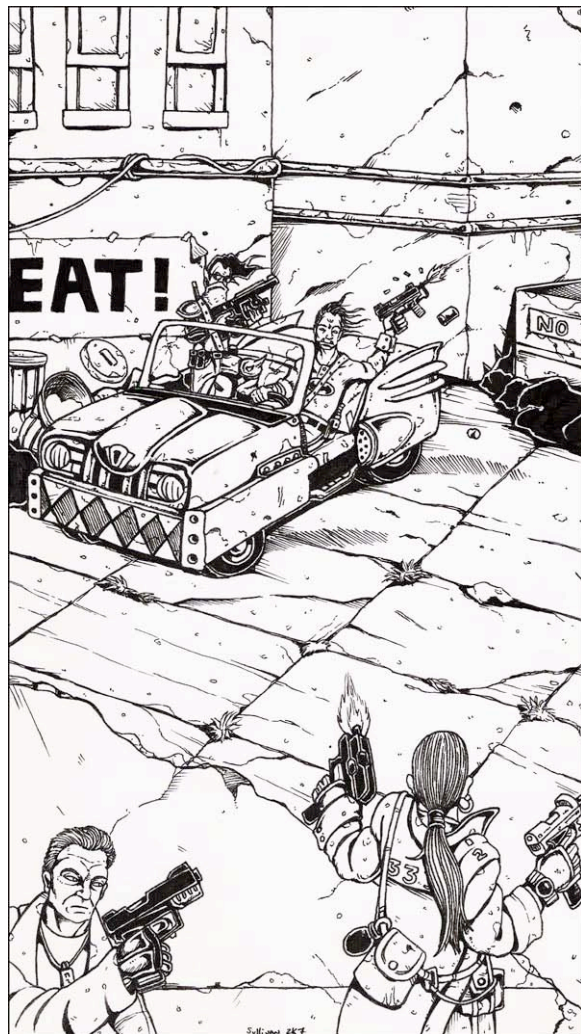
If the runners are using aircraft on their trip, the two gangs will both assume that the runners are PuebSec and begin shooting. In addition, Northrup Wasps (number equals TR, **SR4** p.342) could show up.

Pushing the Envelope

If time is not an issue or the runners are having an easy time getting past the gun battle, PuebSec can show up (use Lone Star Police Squad, **SR4** p.275) with a GMC Bulldog Step-Van (TR 2+ add an Ares CityMaster also, **SR4** p.342). For

particularly tough runners (TR 4+), a Northrup Wasp could also be added. Having had a day of battles in the streets, officers are in no mood to talk nice. They will arrest all who surrender and shoot all who don't.

Runners who are arrested are carted off to jail. If the runners have contacts with either the Godz or the Ghostriders, one of their contacts could be found among those arrested. A few days later, they will be arraigned and either released for insufficient evidence or bound over for trial. In either case, such individuals will then receive a criminal SIN, not to mention having lost the opportunity to complete the run.



Storm's a Brewing

What's up Chummer?

No run is ever as straightforward as it seems, and this one is no exception. As the runners move into higher elevations, they find that Mother Nature has her own agenda and she doesn't see fit to include the runners in her plan. A freak snowstorm blows in soon after the events of **Banging on I-70**. By the time the runners arrive in Frisco (the point at which they leave I-70 for Rt. 91), they find the only two passes to Leadville have been closed due to the snow. Runners will have to make a decision about how to proceed.

Tell it to them straight

Whatever the time of year, the Rocky Mountains are noted for their formidableness, majesty, and most relevant to you, snow. Soon after you successfully extricated yourselves from the gang war, you noticed the first few flakes. It becomes a steady downpour about twenty minutes later. Now, as you approach Frisco, the last bastion of civilization before you get off the highway, the snowfall is both thick and heavy. Worse, travel advisory signs along I-70 flash the warning, "Due to adverse weather conditions, Route 91 (Exit 189) closed one mile past Copper Mountain. Shrine Pass Road (Exit 190) closed, Highway 24 (Exit 191) closed past Dowd's Junction." According to your dossier, you need to travel Route 91 to get to Leadville.

Behind the Scenes

Where the runners go at this point is really up to them. However, their choices are, turn back and find another route, wait for the road to clear, or keep going. Turning back should be an adventure in itself as the runners find that the snowstorm is coming up from the southwest effectively blocking travel to Leadville all along I-70. What should have been a two-hour trip should take 5-7 hours along the back roads that crisscross the Rocky Mountains.

Waiting for the road to be cleared should also be an exercise in futility. While there are some important people who have vacation homes near Leadville, keeping I-70 open is the first priority. After all, it is the

lifeblood of travel and commerce for Denver and many nearby cities. Waiting for the snowplows should take about 10 hours.

If the runners choose to press on, they get about a mile past Copper Mountain and find that a heavy steel electronic gate (DR 4) blocks further progress. While that may not stop determined runners, they will need some way to remove the snow blocking their path or they will eventually get stuck.

While there are many ways that the runners may overcome this obstacle, some of the more obvious solutions include the following. Runners could liberate a snowplow and use it themselves to clear the road. A simple data search (TL 1) reveals that the PCC transportation commission maintains a small fleet of snowplows at a facility in Frisco (14 Copper Rd). The facility has an electronic gate (DR 4) and is surrounded by a chain link (AR 6, SR 7) fence topped with razor wire. At any given time, there are two guards (use Corporate Security Unit, **SR4** p.275) and a shift supervisor (use Humanis Lieutenant, **SR4** p.275). As for the snowplows, they are modified International Harvester XTS dump trucks (Handling -2, Accel 5/10, Speed 70, Pilot 3, Body 16, Armor 9, Sensor 1) equipped with GPS and location gear (DR 4).

Runners could also re-prioritize (via the matrix) the roads to be plowed, effectively speeding up the time that the regular plows clear Route 91. A simple data search (TL 1) reveals that the PCC Department of Highways controls the plow schedule. It is relayed via hardwire to local facilities that report wirelessly to the vehicles. This wireless node is DR 4.

For runners with magic, a spirit or elemental could be used to blow the snow, melt it or otherwise render it harmless. Details for this solution (and the relative utility any of the various elementals/spirits) is left up to individual GMs.

In addition, a kind word or two (and a hefty bribe) to a snowplow driver could get the road cleared for them. Rigger-drivers (use Humanis Lieutenant **SR4** p.275) around these parts are used to the rich and famous, and have gotten used to plowing roads on the basis of bribes rather than DoH schedules. A successful negotiation (TL 1) indicates the driver is willing to plow the road. For a bribe of 100¥ (-10¥ per net hit

on negotiation) the driver will take care of Route 91 first. However the runners will need to also kick in another 20¥ for the shift manager who will have to cover for him.

If it appears that the runners have gotten stuck, or there is a lag in the action, GMs can insert the following events to give players some helpful hints. Use of none, some or all of the events is up to the discretion of individual GMs.

First, several rigger-equipped plow vehicles passes by the runner's location. Runners will note that they all seem to be coming from/going to the same location (the DoH facility, 14 Copper Road).

Second, in view of the runners, one of the plow truck drivers stops in at a local restaurant (Salsa Mountain Cantina, 760 Copper Road) for a mug of soykaf. Runners will note that, at various times, several drivers stop in this same restaurant

Third, the runners should see another travel advisory sign that indicates that they should tune in the radio to channel 1590 for weather update, travel conditions and more information. This could take place on any of the roads or at the gate that blocks further progress on Rt. 91. The recorded message states that the PCC Department of Highways has issued a snow advisory and that Route 91 is closed between Frisco and Leadville. Shrine Pass Road is closed, and Highway 24 closed between Dowd's Junction and Crane Park. It notes that they are working on the problem and local crews have been dispatched. It goes on to state that the Dept. of Highways understands that delays are troublesome and have thus prioritized affected roads.

Debugging

It is quite possible that the runners will decide to look for another way up to Leadville. Highway 24 comes up from the south, and the runners could drive around. In that case, GMs are encouraged to use their best judgment about encounters. However, it should be pointed out that there is a limited amount of time to complete the run. If, despite warnings, the runners still go around, this scene can be run with the names of the roads changed to fit the new surroundings.

Runners using air transportation will quickly discover problems in continuing the

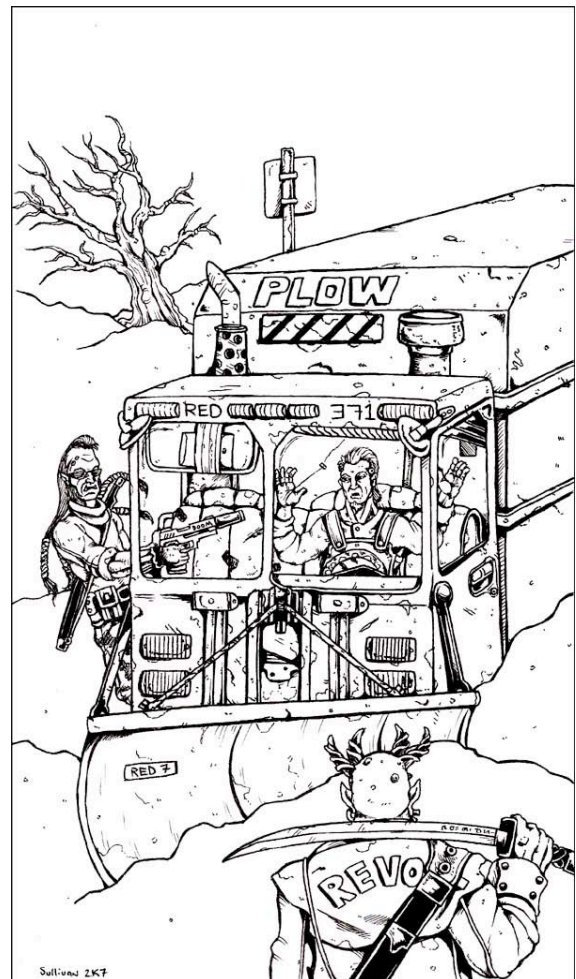
adventure. Most flying vehicles have difficulties flying into storms, not to mention landing in unfamiliar territory.

Pushing the Envelope

For runners who attempt to steal a snowplow, security officers at the DoH facility are equal to TR +1. In addition, for TR 4+ add a drone rigger (**SR4** p.92) with one GM-Nissan Doberman drone (**SR4**, p. 342) equipped with an HK-97. TR 5+ add another drone.

Runners who attempt to bribe the snowplow driver could be overheard. That person could attempt a bidding war with the runners to get the driver to plow a different road first.

Finally for particularly experienced runners, GMs may opt for having them deal with the effects of Acute Mountain Sickness (see **Acute Mountain Sickness**)



Leadville

What's up Chummer?

As the runners enter the town of Leadville, they are almost immediately pulled over by local PuebSec. The only people who come to Leadville are those who live there or who are on their way to privately owned resort lodges. As a result, Officer Dimitri Galewind has gotten to know everyone coming into and out of town. When he is informed of the runner's presence, he is curious. If the runners are not fast and convincing with their answers, they may have some trouble on their hands.

Tell it to them straight

The last fifty clicks have been interesting to say the least. Not only has it been the steepest climb you have ever experienced, but the air is unmistakably thinner here. To make matters worse, the snow that began just after you finished with the go-gangs has slowed but not stopped. As a result, you've had to slow down in order to keep your vehicle on the road. Fortunately for you, that hasn't been a problem, yet.

After driving this less traveled road for some time, you finally begin to level out somewhat. Up ahead you can see a small valley with houses, vehicles, and other unmistakable signs of civilization. A sign on the side of the road announces, "Welcome to Leadville elev. 3094 m."

According to your directions you will need to leave Route 91, and head up county route 2. At the end of CR2 is the driveway to your target's lodge. As you head toward town, all seems quiet.

Behind the Scenes

Leadville is a small town in the truest sense. Everyone knows everyone else's business and gossip is the most frequent pastime. The frequent snow and out of the way location, make outsiders a rarity. That has led to a haven for the distrustful. As such, a new vehicle coming into town is cause for a stir.

Regardless of how the runners get to CR2, one of Leadville's residents notices them. For all of the reasons described above, curiosity, distrust, something to talk

about, the runners' vehicle is reported to the local PuebSec Officer, Dimitri Galewind.

Though not really expecting trouble (there has been no real trouble to speak of in Leadville for many years), Dimitri gathers the other on-duty officer (Floyd Wassel) and they head out to catch up with the runners.

The runners are alerted to the problem when they notice flashing red and blue lights. Runners should realize that killing the officers will raise questions and lead PuebSec to make thorough inquiries. This is just the sort of problem that Mr. Johnson wished to avoid.

On the other hand, talking with the officers has its own problems. For example, if the runners are nervous, they are likely to arouse the officers' suspicions. In addition, the runners will have to come up with some very convincing, and fast, answers. Failure to do so could mean a thorough check of their fake SIDs, a search of their vehicle, or possibly even arrest. On the other hand, if the runners have an interesting story, that could cause the officers to remember them.

Debugging

One potential problem is players who are not very good under pressure. They may misspeak, give obviously wrong or conflicting answers, talk over one another, and the like. GMs may alleviate such problems by having social rolls substitute for smooth talking.

Additionally, runners may 'forget' Mr. Johnson's stipulation about keeping collateral damage to a minimum. They may also argue that 'to a minimum' could include one or two additional deaths.

In this situation, GMs should have the players make a Logic + Etiquette (TL 1) to earn a warning about possible negative consequences (i.e. one or more deaths near where target 'accidentally' died might make some suspicious enough to do a more thorough check of Wapasha's death).

Pushing the Envelope

Individual GMs can make this scene harder by increasing the officers' suspicion. Any number of police tricks could be employed to try and 'trip up' the runners. Some examples include: good cop/bad cop, separating the runners before questioning, asking for clarification, etc.

The Lodge

What's up Chummer?

The runners get to the lodge and their target. They find the lodge has several natural, mechanical, personnel, and magical obstacles that must be overcome, avoided, or controlled before they can gain entry. Once inside, they will have to neutralize or avoid the target's corporate protection in order to acquire the target. The target will then be executed while ensuring that the death looks accidental. Finally, they will have to leave without raising suspicions.

Tell it to them straight

The trip to the end of the road comes all too quickly. You are well above the tree line at this point, so the only cover comes from stunted shrubs and tall grasses. By your calculations, you are still 3-4 kilometers from the lodge. However, a sophisticated (and expensive) gate blocks further progression. It's time to earn your money.

Behind the Scenes

Throughout this section, GMs can refer to the handouts for maps of the lodge and the surrounding area.

The gate is the lodge's first defense. While it is not reinforced or defended by weapons, it does have a commlink (DR 4) and is hard-wired to report activity (i.e. being opened, closed, damaged, mechanically bypassed) back to the rigger at the lodge.

Once past the gate, the runners will have to contend with pressure sensors (DR 4) running the full length of the road and motion sensors (DR 4) placed every 100 m around the perimeter of the property. Again, all of the devices are hard-wired to report back to the rigger at the lodge.

Next the runners have to travel to the lodge. If they left their vehicle behind at the gate, they will need to run over 3200 meters to get to their target. This could cause additional problems if the runners are dealing with AMS.

An astral ward (Force 4), erected by the corp mage (see **Cast of Shadows**), prevents astral recon of the lodge. Astral recon outside the lodge turns up several spirits (a Watcher Spirit, Force 1; and Fire

Spirit, Force 4) who patrol nearby. For mundane defense, the lodge has bulletproof glass (treat as Armored Glass, AR 8, SR 9), reinforced walls and doors (treat as Structural Material AR12 SR 11), four drone gun emplacements (DR 4, Ingram White Knight, **SR4** p.310, with Targeting 2) covering the entire perimeter, motion/pressure sensors (DR 4), and IR cameras (DR 4) around the outside.

Inside, the rigger (see **Cast of Shadows**) handles controls for lodge. These include: climate, electrical, light and door locks. In addition, there are cameras (DR 2) in every room. While the bodyguards (see **Cast of Shadows**) are alert, these jaunts into the mountains are usually a milk run. It is possible to catch them off guard. Given the overlap of sensors and spirits, the bodyguards think they will have time to prepare for visitors.

Wapasha's final line of defense is his private joytoy (see **Cast of Shadows**). In addition to her other assets, she is an adept trained as a kick artist.

Locations for Wapasha and his security detachment will vary according to the time of day, and GMs should improvise according to the team's plan. In general, during the day, Wapasha enjoys the beauty of the mountain and relaxes. There is a great deal of activity throughout the house, and the only sedentary individual is the rigger who doesn't wander beyond the family room and kitchen downstairs.

At night their individual positions become more stable. Wapasha retires early taking his joytoy with him to the Master Bedroom (main floor). The bodyguards are on a four-hour rotation. While one sleeps, the other is active. The active Bodyguard spends the majority of time in the Living Room (main floor within earshot of the Master Bedroom), taking 10-15 minutes every two hours to walk the interior premises. While he will not enter any occupied bedrooms, he will scan all the rooms on every floor. The inactive Bodyguard then occupies the smaller of the two upstairs bedrooms. The Rigger, secure in his sensors, also goes to bed early in the smaller, windowless, downstairs bedroom. This is also where the controls for the house are located. Finally, the Mage occupies the larger of the upstairs bedrooms.

Debugging

It is possible that, despite careful planning, the runners could still mess up badly. After all, this is a secure facility with a high level of magic and mundane protections. All it would take is for one of the guards to become aware of the runners' presence and they could find themselves fighting for their lives. While this is one possible ending for the adventure, there is an alternative.

Because of their previous friction, Wapasha will quickly realize just who is behind this. Though not an excellent negotiator, he would have the advantage of being able to have the runners killed. If given the chance to talk, he could make deal with them. After all, those willing to murder for money might change their minds for more money. He knows quite a bit of information about their Mr. Johnson and given their previous rivalry, is willing to fill the runners in on the 'real' reasons for this job.

If the runners are willing to hear him out, Wapasha would be willing to match Mr. Johnson's fee (3,500¥ + 500¥ * TR per runner. Payment increased by (100¥ * TR) per net hit on negotiation skill) to hire the runners to kill Mr. Johnson. Unlike his rival, Wapasha has no qualms about the manner of death. The runners can make it as noisy and bloody as they want. He will simply tell his superiors that Mr. Johnson tried to make a deal with the wrong people and got geeked. He assures the runners that his investigation of the matter will be slipshod at best. He's even willing to pay them up front. His reasoning is that the runners know he is Koshari and if they don't follow through, they probably won't survive.

Pushing the Envelope

If the runners are handling the assault on the lodge adeptly, the quantity of opposition can always be increased. At TR 2+, add an MCT Fly-Spy (**SR4**, p. 342) to the outside defenses. As mentioned by Mr. Johnson, Wapasha can afford to hire his own security. For runs of TR 4+ add another joytoy (same stats). At TR 6 add a Steel Lynx Combat Drone (**SR4**, p. 342) with an Ingram White Knight and a third bodyguard. For every two TR above beginner, the DR for all electronic equipment should be increased by one.

Picking up the Pieces

Money

If completed successfully, each of the characters earn 3500¥ + (500¥ * TR). If the death does not look accidental or the runners fail to kill the target, Mr. Johnson will not be at the final meet. Instead he will send a hit squad (use Red Samurai Detachment, **SR4** p. 276) to eliminate the runners so that they cannot be traced back to him.

If the runners struck another deal with Wapasha, payment is left up to individual GMs.

Karma

2 – Eliminating Wapasha in a manner that appeared accidental

OR

2 – Striking a deal with Wapasha to eliminate Mr. Johnson.

1 – Keeping collateral damage to a minimum (excluding go-gangers).

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

+1 Faction with Kirillov Vory if they are successful (whether or not they are identified).

-1 Faction with Kirillov Vory if they strike a deal with Wapasha and eliminate Alesandro

+1 Faction with Godz if they help out with the fight on I-70

-1 Faction with Godz if they gratuitously start shooting both sides.

-1 Faction with Koshari if they kill Wapasha and are identified

+1 Faction with Koshari if they discover the relationship between Alesandro and the Vory, then make a deal with Wapasha.

Contacts

Runners can earn Gonzolo "Loco" Cabrera as a loyalty 1 contact for clearing out his escape route. He will, however, do a background check on the runners to ensure that they have no ties to Aztechnology nor to Ghostwalker. Should they have such ties, Loco will refuse to speak or deal with them again.

Reputation

Failure to complete the run will earn all characters one (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).

Jaron Falcone

0. Sounds like a mob guy.
1. I think he used to be a fixer in Seattle.
2. Retired here after he was shot in retaliation for a job he fixed.
3. A lot of his current contacts are in the Denver corps now.
4. Rumored to be working something personal currently.

Café Giovanni

0. Does it have good pasta?
1. Snooty place in the Hub.
2. Known for it's eclectic mix of customers.
3. Owner is rumored to have some shadow ties.
4. Some corp types have used it for biz.

Alesandro Ibáñez /Mr. Johnson

0. Who?
1. Kind of a swarthy Euro-playboy type, rumored to be from Madrid.
2. Ibáñez owns some business in the Hub. Inherited it when his wife was murdered.
3. Majority shareholder of Xeverus Cosmetics Research, Inc., he had his wife's murderers tracked down and shot live on trideo. There are rumors he and the CFO have had some friction.
4. Rumor is that Ibáñez went to certain 'organizations' to get at his wife's killers. His first stop was the Koshari, but they seem to have dropped the ball because Ibáñez now seems to be more at home with the Vory.

Margaret Xeverus

0. Sever what?
1. Owner/Majority Shareholder of Xeverus Cosmetics Research Inc.
2. Reputation as a shark in the water.
3. Was murdered by environmental extremists recently.
4. Her will named her husband majority shareholder (but without voting privileges), and CFO as her replacement.

Xeverus Cosmetics Research, Inc.

0. Never heard of it.
1. Sells cosmetics under Evo's umbrella.
2. Researches and sells cosmetics formula to major cosmetics manufacturers.
3. Deal that brought XCR under Evo's umbrella rumored to have been better for XCR than for Evo.
4. Rumor is that XCR is also unusually tight with the Koshari.

Leadville

0. Isn't that another name for the Warrens?
1. Resort community for skiers and back-to-nature types in the PCC
2. It's at really high elevation (3000+ meters).
3. A friend of mine got sick up there, because of the elevation, said it happens to a lot of people.

Wapasha Blackwolf

0. Not a clue.
1. Chief Financial Officer of XCR Inc.
2. Excellent head for numbers and business, but rumor says he's a poor leader
3. Became Chairman of the Board when Margaret Xeverus was murdered.
4. Rumored to have had some run-ins with Margaret's husband, Alesandro Ibáñez.
5. Smart money says he is the reason XCR is tight with the Koshari.

Gonzolo 'Loco' Cabrera

0. Sounds like a nut.
1. Owns a junkyard in Lakewood.
2. Rumor is he's involved with a pipeline of CalHots into CAS
3. Has a chip on his shoulder about "Old Pale Scales"

Cast of Shadows

Jaron Falcone

Male Human; Connection Rating 4

B A R S C I L W ESS INIT IP CM

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

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.

Alesandro Ibáñez

Male Human; Connection Rating: 3

B A R S C I L W ESS INIT IP CM

3 3 3 3 6 5 4 5 5.7 8 1 11

Active Skills: *Electronics*: 3; Con: 4; Etiquette: 5; Intimidation: 3; Negotiation: 6; Perception: 3; Pistols: 3

Knowledge Skills: Fine Cuisine: 3; Fine Restaurants: 3; High Society: 3; Denver Koshari: 3

Gear: Actioneer Business Clothing, Fairlight Caliban

Once known as Nathaniel Howlingcoyote, Alesandro is now a consummate corporate chameleon. Viewing every interaction as a contest of wills, he believes victory comes when others do his bidding. Handsome by just about anyone's standards, he appears to be an European human and stands just a shade under 2 meters tall. He has dark hair and brown eyes. With no set mannerisms, he prefers to 'get a feel' for his audience, then speak in their language (body language, mannerisms, tone and inflection, etc.). Particularly astute runners may notice that the look in his eyes rarely matches the tone of his voice. Think of Michael Douglas' character in Wall Street.

Unbeknownst to most, Alesandro is a Koshari plant in Xeverus Cosmetics Research. He was successful enough to marry the owner, Margaret Xeverus. When she was murdered, Alesandro, who had come to love her, vowed to get revenge on her murderers. He asked his superiors to look into the matter, but they didn't look very hard. So, Alesandro went 'off the reservation' to get his answers. Answers the Vory were only too happy to supply, in exchange for a foothold in XCR.

Gonzolo "Loco" Cabrera

Dwarf Male; Connection Rating 1

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

3 5 5(7) 2 3 5 4 3 3.5 11(12) 1(3) 10

Active Skills: Pistols: 3; Automatics: 3; Unarmed Combat: 3; *Stealth*: 3; Pilot Ground Craft: 4; Perception: 5; Pilot Water Craft: 4 Negotiation: 2;

Knowledge Skills: Smuggler Routes: 3; Aztechnology Procedures: 3

Gonzolo is a Hispanic Dwarf with no obvious cybertechnology save a trio of datajacks on his left temple. He walks around with a constant scowl on his face and in most situations can be counted on to be pessimistic. In addition, he is distrustful of most strangers, and will interact with them only as required by the dictates of the situation. He prefers to mumble to himself in Spanish. The content of these conversations usually involves his certainty of bad outcome. Astute runners may discover that he has these conversations with his dead ancestors. Part of his pessimism and paranoia stem from the fact that Aztechnology placed a cranial bomb in him when they installed the datajacks. Now that they are gone from Denver, Gonzolo has no idea if or when the bomb might go off. Think of pretty much any character played by Dennis Hopper (though I'm partial to Sponson in O.C. and Stiggs).

In his view, things would have been much simpler if Ghostwalker had not come to Denver. Not that he'd ever be unwise enough to voice those sentiments. Instead, he gets his revenge by breaking the dragon's rules. While working for Aztechnology, Gonzolo helped build several underground tunnels. These are the same tunnels he now uses to flaunt Ghostwalker's 'no smuggling' law.

Dimitri Galewind

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 4 4 3 4 3 3 3 5.25 7 1 10

Active Skills: Pistols: 4; Unarmed Combat: 4; Pilot Ground Craft: 3; Etiquette: 4; Negotiation: 4; Leadership: 4

Knowledge Skills: Western Movies: 4; Leadville Area Knowledge: 2; PuebSec Security Procedures: 4

Gear: Ruger Super Warhawk (w/smartgun link); Stun Baton; Armor Jacket; Plasteel Restraints; Commlink (DR 3)

Banishing: 5; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 5; Unarmed Combat: 3; Summoning: 5

Dimitri is the son of an Amerind Father and a Soviet Mother. Tall and husky, he is not particularly pleasant to look at, but is adept at diffusing tense situations. He lives by the belief that the less he talks, the more others must. This allows him to observe actions, which always speak louder than words. He is lightly cybered (lower arm, eyes, data jack) but tries hard to make them appear normal. Think Graham Greene in *Dances with Wolves*.

All Dimitri ever wanted in life was to be just like the cowboys in the old black and white trideos he loved as a child. So when he was old enough, he applied to the PuebSec Academy where he was trained in law enforcement. Sent to Las Vegas, he quickly came to realize that life does not imitate the movies and requested to be assigned back to his hometown. He has been in Leadville ever since.

Floyd Wassel

Human Male; Connection Rating 1

B A R S C I L W E S S I N I T I P C M
4 5(7) 4(6) 5(7) 2 3 2 3 0.8 7(9) 1(3) 10

Active Skills: Pistols: 4; Automatics: 4; Unarmed Combat: 3; Blades: 3

Knowledge Skills: PuebSec Security Procedures: 3; Zen Meditation: 2; Urban Brawl Stats: 3

Gear: Ares Predator IV, Ingram Smartgun X, Armor Jacket, Plasteel Restraints, Commlink (DR 3)

His whole life, Floyd was attracted to high stress, dangerous jobs. Some could point to the fact that he is smaller (just over 1.5 meters) or heavier (89 kilos) as the impetus for his love of risk. So it comes as no surprise that he joined PuebSec to get into their Special Forces division. He even went under the knife to become heavily cyber modified (one arm, both legs, chest) to increase his marketability. Unfortunately, during a live-fire training exercise, he accidentally shot the son of a highly placed PCC politician. While he did not kill the young man, he was severely disabled, and even bio-replacement to save his life ended a promising shamanic career. This was unforgivable, and led to Floyd's exile to Leadville. As a result, Floyd is angry, disappointed, and a little guilty about this event that has become the center of his life. The only thing keeping him from just going crazy with a gun (or 6) is his friendship with Dimitri. Think Michael Douglas in Falling Down.

No one, save Dimitri (who isn't talking), really knows whom Floyd pissed off to be exiled to Leadville. But everyone in town knows it must have been someone with a great deal of power, and a long memory. Floyd is the oldest officer in Leadville, and it is certain he will die here. Predictably, Floyd has more than a little chip on his shoulder. Surly, obstinate, and mean all around, the only person who seems to be able to tolerate Floyd for any length of time is Dimitri.

Wapasha Blackwolf

Human Male; 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 2 3 4 6 4 5.9 7 1 10

Active Skills: *Athletics:* 2; *Etiquette:* 3; *Negotiation:* 3; *Computer:* 4; *Data Search:* 4; *Electronic Warfare:* 2; *Hacking:* 3; *Pistols:* 3; *Hardware:* 2; *Software:* 6

Knowledge Skills: *Economics:* 5; *Denver Koshari:* 2; *Business Protocol:* 3

Gear: Armor Clothing, Commlink (Transys Avalon)

Wapasha is an average sized (1.7 meters, 86 kilos) Amerindian. He is quiet and unassuming, more inclined to talk about issues than talk to people. While he is very curious about human relations, he does not seem to understand them well (except to predict outcomes based on behavior). Numbers, he would say, are immutable and make sense, unlike humans. Think of Robert De Niro in Casino.

He can't really explain why he and Alesandro have come to loggerheads. But they have, and Wapasha accepts that. Secretly he is surprised by his rise to power. He's always just wanted to be the anonymous cog that keeps the machine going. This attitude, and his inability to understand others, has made for difficulties in both XCR and the Koshari. Especially since becoming CFO.

Dwarf Drone Rigger

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

3 4 4(6) 3 2 5 4 3 4.4 11(11) 1(3) 10

Active Skills: Pistols: 3; *Electronics*: 4; Pilot Aircraft: 4; Gunnery: 4; Perception: 3

Knowledge Skills: Leadville Area Knowledge: 3; Computer Background: 3; Country-Western Music: 2

Gear: Remington Roomsweeper, Commlink (Transys Avalon), AR Goggles w/Image Link, AR Gloves, Drone Workshop, Tools

Ork Bodyguards

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

4 5 5(6) 4 3 4 3 4 3.8 9(10) 2 10

Active Skills: Pistols: 4; Automatics: 4; *Athletics*: 4; Pilot Ground Craft: 3; Intimidation: 3

Knowledge Skills: Security Procedures: 3; Law Enforcement Procedures: 2; Hospital Routes: 2

Gear: Ares Predator IV, AK-97 (w/Smartgun Link), Armor Vest, Commlink (DR 4)

Human Mage

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 6 5 4 TR+2 6 9 1(3) 10

Active Skills: Pistols: 3; Assensing: 5; Astral Combat: 4; *Conjuring*: 4; Counterspelling: 5; Spellcasting: 6;

Knowledge Skills: Literature: 3; XCR Procedures: 3; Magic-Friendly Bars: 2

Spells: Armor, Clout, Increase Initiative*, Manaball, Manabolt, Stabilize, Mana Barrier

Metamagics: Quickening

Gear: Armored Long Coat, Counterspelling Focus (Rating TR)

**Quickened at Force TR*

Human Kick Artist

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

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

Active Skills: *Athletics*: 4; Blades: 5; Unarmed Combat: 5; Throwing Weapons: 4; Escape Artist: 3; Perception: 3; Con: 4

Knowledge Skills: Pleasure: 5; Sports: 3

Adept Abilities: Agility Boost 2, Killing Hands, Mystic Armor 2, Improved Reflexes 2

Gear: Knives, Throwing Knives, Armored Clothing

Acute Mountain Sickness

This table can simulate the effects of AMS on runners in high elevations. It is not meant to be an accurate depiction of the progress of AMS, rather an easy heuristic for GMs.

- Step 1:** Determine Altitude
- Step 2:** Body + Essence check
- Step 3:** Determine symptoms

Modifiers

Altitude

- 2600m - 3100m: no modifications.
- Above 3100m: +1 hits on Symptoms

Body + Essence check

- Runners with internal air supply do not make a roll until their air supply runs out.
- Runners with Adrenalin Pumps suffer a -1 dice pool modifier to roll
- Synthacardium, a -2 dice pool modifier

Symptoms

<i>Hits</i>	<i>Symptoms</i>
3+	None
2	Mild: drowsiness, weakness (during exertion), general ill feeling. -1 dice pool modifier.
1	Moderate: above, plus headache, insomnia, rapid pulse dizziness. -2 dice pool modifier.
0	Severe: all above, plus nausea and vomiting. -3 dice pool modifier
Glitch	High Altitude Cerebral Edema. -4 dice pool modifier (see below)
Critical Glitch	High Altitude Pulmonary Edema -4 dice pool modifier (see below)

Treatment

Runners suffering from AMS have two choices. Suffer through the symptoms until they acclimatize or move to a lower elevation. Acclimatization takes 24-48 hours but can be halved by the administration of Acetazolamide. It is an over-the-counter drug that can be found in most drug stores. (Logic + First Aid (TR/2) to be aware of the drug.)

Runners with High Altitude Cerebral Edema (symptoms include: headache, fatigue, visual impairment, bladder and bowel dysfunction, loss of coordination, paralysis on one side of the body, and confusion.) need to be moved to lower elevations. Symptoms of HACE can be temporarily alleviated through the use of Dexamethasone (which is available by prescription only). Use of Dexamethasone reduces the dice pool modifier to -3. (Logic + First Aid (TR) to be aware of the drug.)

Finally, High Altitude Pulmonary Edema (symptoms include: fatigue, severely painful breathing, and a dry cough which quickly progresses to the production of pink, frothy sputum.) is fast acting and life threatening. Runners will suffer one box of physical damage every 5 minutes until death. The only treatment is removal to lower elevation. However, magic can be used to heal the damage. In that case, the runner would still suffer a -4 dice pool modifier.