

Burnout - 501 Shadowrun Ideas

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I came up the following ideas many years ago by flipping through a Wargames West catalog, writing down the titles of every non- Shadowrun adventure I came across, and then adding a short blurb on how it may work as a SR adventure. Now that I look back upon these I honestly have no idea what in the world was going through my mind when I wrote some of them up. Many do not even begin to make sense. There are also tons of misspellings and typos. Some are just plain stupid. In any case I present them, unedited, to those desperate gamemasters who are looking for something, anything, to turn into a run. Enjoy.

1. Hallowed Ground: Take a sample of earth from spiritual lands located deep within an enchanted forest.
2. Hear The Rain: Search through indian badlands for the mysterious Running Rain and obtain his secret of weather control.
3. Truth: Gather video footage of a polition's nightly excursions for his election opponent.
4. Walking On Water: Eliminate a gang of assassins who's loader claims to be Jesus Christ.
5. Never Tell: Deliver a computer message from one place to another and not tell it's secret when it accidently goes off.
6. Sweet Misery: Capture a man who has been magically inducing suicide all over the city.
7. A Fire Burns: Capture a professional arsonist before he escaped to a different country.
8. Almost: Find a way to eliminate a man who has the power to act upon actions before they happen.
9. An Interlude: Stop an assassin who is to eliminate a famous conductor during the interlude between music.
10. Field Of Mars: Protect a mars mission rocket from attack by those who wish to steal it.
11. Just For You: Deliver an exploding package to the four year old daughter of a corporate official.
12. Secret Corner: Shut down the Secret Corner bar which is supposedly an establishment for drug dealers.
13. In Your Eyes: A runner must locate the creator of an exploding cyber eye and find a way to reverse its effects.
14. Taken: Rescue a young girl from the clutches of a psychotic, murderous go gang.
15. Balloon Man: Stop the infamous Balloon Man before he give a cyanide filled balloon to another child.
16. Dear God: Close the gates to a supposed "Highway to Heaven" for a group of Satanists.

17. Stone Roses: Travel to a castle inhabited by a madusa and destroy it.
18. Fools Gold: Get revenge upon a small company who sold the wrong group of tough guys land filled with fools gold.
19. Time To Return: Rescue a group of commandos from the forest where they are believed to be held captive.
20. Wasteland: Journey through a nuclear blasted wasteland in search of a radioactive orb.
21. Shut Your Mouth: Frighten the hell out of a Yakuza boss and explain that he should not mess with the mob.
22. Killing Moon: Capture a man who kills only by the light of a full moon.
23. Orange Crush: Defeat the Orange Crush battle brawl team in a tournament.
24. 10 Past 8: Destroy a corporate warehouse at exactly ten past eight P.M.
25. Gold Canyon: Steal a large gold stone from an indian cave and keep half the profits.
26. Faith: Stop the onslaught of a Satanic group who believe they cannot be killed.
27. No Killing: Stop a group of 50 squatter from food rioting without killing a single one.
28. Boobytrap: Rig an entire playground with boobytraps designed to eliminate children.
29. Countdown: Stop a bomb from detonating inside a crowded shopping mall.
30. Fold: Protect a small town from the creatures which have crossed through a hole in space.
31. The Long Wait: Wait along a rural road and ambush a group of illegal traders as they walk by.
32. Transformation: Transport a man with a horrible transformation disease to a major hospital.
33. Blitzkrieg: Investigate activity at a go gang headquarters unknowing they are about to attack en masse.
34. Blind Game: When an EMP knocks out cyber eyes on an investigative run what will the runners do?
35. First Contact: Travel to the location where a mysterious spacecraft has crashed.
36. The Escape: Rescue a group of prisoners from a maximum security prison.
37. Blue Wind: Destroy a small nuclear generator which produces a mysterious blue radioactive haze.

38. Homecoming: During a homecoming dance, assassinate a politician's daughter.
39. Battle Cry: A powerful, but primitive, group of indians is about to attack. Stop them.
40. Phantasm: Eliminate the creature which haunts a very old house.
41. Big Brother: Someone is watching the residents of a town block and wants whoever is doing it brought to the police.
42. Bursting Point: A powerful magical psychotic is about to go absolutely nuts but must be transported to an institution.
43. Paradise Lost: When a group of environmentalists lose their land to developers they do not give up easily.
44. A New Dawn: A man says he has the power to turn the world into pure evil. The runners know where he is.
45. Battle Hymn: A group of rebellious trolls is about to mount an attack. Eliminate some of the group so it is not possible.
46. Reckless: Capture an AWOL soldier who has fled into the countryside with an appaloosa.
47. Show Down: One man offers to pay a runner for an old-fashioned, western gunfight.
48. Wedding Bells: Extract a bride and groom during their wedding ceremony.
49. The Messenger: Keep a messenger from traveling from Los Angeles to Seattle.
50. Force Of Arms: Stop a go gang which has been menacing the streets using heavy weaponry.
51. Reconstruction: Protect a crew reconstructing a destroyed oil pump from attacking environmental radicals.
52. Tech Masters: Swipe a prototype microchip recently stolen by a group known as the Tech Masters.
53. Broken Heart: When a woman falls victim to a magical sadness disease, the quickened spell must be eliminated.
54. Rainy Nights: Find out why rain clouds keep coming from the same valley in the mountains.
55. Private Times: Break through shielding of a conference room and record the conversation which is taking place on the inside.
56. Season's Greetings: Find out who keeps putting explosives in children's Christmas toys.
57. To The Stars: Protect the underground silo of an experimental hyper space rocket from incursions.
58. False Start: Race against a woman and document her cheating.
59. Volunteers: Screw up the plans of a group of missionaries to

build a bridge for a village.

60. Half Moon: When the half moon rises a call is made by a man terrified by the creature the moon had brought.

61. Danger Zone: Transport weapons through an area know as hijacker's haven.

62. Prelude To Battle: Intelligence reports a surge of weapons into a bad neighbor hood. Get video proof.

63. The Trap: Go into a compound after a group of other runners and try to stop them before they enter a trap.

64. Metal Fire: Stop a mage who has a spell which easily ignights metals.

65. Star Dust: Steal a vial of magical stardust from a magical research facility.

66. Outsiders: Get a band of bikers to leave town without killing them.

67. Deja Vu: Rescue a man from a time loop from within a corporate facility.

68. New Recruit: Show a wanna be shadowrunner the ropes and make sure he gets killed by an enemy.

69. The Chamber: Deliver a captured man into a chamber within corporate grounds.

70. Love Song: Kidnap a simsense star and deliver her to a deranged man.

71. Hunters: Stop a group of vampires who use a neighborhood as their killing grounds.

72. Mind Game: Kill a cop who uses mind games on other cops to get his way.

73. Crisis Point: Stop a gang war any way possible before it erupts into full scale war.

74. Day Dreamer: Deliver a man into the desert and help him find his lost soul.

75. Final Nightmare: Journey to the castle of the damned and bring back scales from a black dragon.

76. Catastrophe: When a 747 crashes the runners must steal a shipment of drugs from within the wreckage.

77. Invasion: Protect a town when it is invaded by a warring tribe.

78. Lost City: Journey to an ancient lost city and bring back proof of its existence.

79. Soldier Boy: Find and retrieve a young soldier who is AWOL, hiding in the woods.

80. Survivors: When a boat sinks, rescue the political survivors before the people who bombed them have a chance to return.

81. Curtain Call: Assassinate a well known simeon star during the grand finale of her performance.
82. Hard Times: Convince a factory owner that he should hire a special worker.
83. Paper Hero: A news hero is found to be fake. Capture the media man who set up the fake.
84. Eulogy: Deliver a eulogy to the site of a very important funeral.
85. The Pit: Journey to the bottom of a pit to retrieve a scientist's dropped instrument.
86. The Secret Route: Enforce a fee that must be paid by all before traveling through a secret passage.
87. Fortress: Penetrate a makeshift fortress set up by a group of psycho kids and administer a drug to them.
88. Sandstorm: Destroy a creature which is causing a giant sand storm.
89. Separate Ways: Cut a man in two so the evil and good spirits within him way separate.
90. Metamorphosis: Deliver a drug into the depths of a riot area to stop a horrid change to a person.
91. Midnight Sun: Eliminate the lights surrounding an amusement park which bother neighbors.
92. Ghost Town: Find out why everyone suddenly disappeared from a town.
93. Frostbite: Deliver a man into a snowy region and leave him for dead.
94. Birthdays: Kidnap a group of babies who all have the same birth date.
95. Hired Gun: Take on an additional runner for a single shadowrun.
96. Apocalypse Blues: When a radio prank develops fears of an apocalypse, the runners must protect a street from looters.
97. Cat Fever: A rare disease is mutating normal felines into horrible creatures. Protect residents from them.
98. Cold: Restart an old electric generator which has been taken over by gang members.
99. Easy To Slip: Travel a hundred miles across an ice ridge to rescue a corporate official.
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100. No Shadow: When a murderous free spirit roams, the only sign is its nonexistent shadow.
101. AWOL: The runners are hired by the UCAS military to go and stop a band of AWOL men marauding the local countryside.

102. AWOL Betrayal: The runners are hired to kill a band of people who they say are AWOL and who they say are marauding the local countryside. The truth is that one man is a scientist who does not want the designs for a powerful laser weapon to get out.
103. Thieves World: The runners are hired to infiltrate a restaurant called Thieves World and to locate the kingpin and bring him to their employer.
104. Past Lives: Hired to follow a person through the ultimate gate of astral space. The one which supposedly leads to everyone's past life and report all he finds out.
105. Day Of Decision: Hired to assassinate an old lady in a nursing home.
106. March Of Eagles: Hired to patrol a length of trail where eagle poachers have been shooting from.
107. Jackson's Valley: Track down a person in a small town who keeps attempting to destroy the dam which keeps a river from destroying the town.
108. Lace and Steel: Fight the queen of the Urban Combat Zone and kill her.
109. Great Old One: Kill the oldest man on earth for the second oldest man on earth.
110. At Your Door: Kill a killer which knocks on doors and kills people.
111. Mansion Of Madness: Rid a house of free demon spirits.
112. Fatal Experiments: Shut down a private lab which does hideous experiments on animals.
113. Blood Brothers: Kill your childhood friend who is a free lance assassin.
114. World Killers: Destroy a company which dumps toxic waste for a living.
115. Flaming Eye: Steal the prototype for a laser eye from a large company.
116. Dark Cults: Bring in human sacrifices for a satanic cult.
117. The Hunter Plan: Destroy the Hunter drones wired with explosives before he releases them upon the town.
118. Castle Keistel: Capture the old man who has been living in the castle for over 100 years.
119. Solo Games: Play the modern version of russian roulette.
120. Views: Capture the man of eyes who has been selling eyes filled with explosives to the public.
121. Rick Griffin: Capture the shape changing griffin before he kills anyone else.
122. Heroes Of The Wargames: Hired to find the only men capable of defeating the ultimate Battletech champion who have not been

seen for five years.

123. Second Earth: Destroy the organization of masochists called Second Earth who wish to "refine" the planet for the purely violent.

124. Hallelujah Anyway: A college fraternity wishes to get back at another for a prank.

125. In Search Of Forever: Steal the research of a man who wishes to combine Magic and The Matrix in a way that would allow immortality.

126. Solar Wind: Travel to the Datalas space station to stop people who have taken it over and used a radar dish to "turn up the heat" on Seattle.

127. Last Ship Home: Find and rescue the survivor of an old secret crashed U.S. space probe before any other corps get to him.

128. Magnetic Storm: Destroy a fully automatic rail gun aimed at Seattle.

129. Dream Makers: Close down a simsence facility which brainwashes its customers.

130. A Closer Look: Steal the design for a Mag 5 eye through the matrix.

131. Showbiz: "Convince" a nightclub owner that it would be a good idea to hire a rich guy's daughter.

132. Magic Realm: Go through the gate to where magic is the norm and you must be special to go into regular space.

133. Longest Day: Go to the front lines of a real gang war.

134. Diplomacy: Peacefully convince two gangs that it is not a good idea to kill each other.

135. King Maker: Steal the amulet from someone's privet collection that signify's that your employer is the right king.

136. Squad Leader: Purposely lead a group of men into an ambush.

137. The Iron Cross: Steal a stash of solid gold German Iron Crosses which have been added to a museum collection.

138. Code Of Bushido: Lead a suppku ceremony and be the beheader.

139. Titan: Capture a runaway science experiment which is a large mutated man.

140. Troll Gods: Get rid of the government of trolls which have taken over a small town and made themselves gods.

141. Elder Secrets: Find the ancient elders who know all to find the cure to the employer's daughter's disease.

142. Lost City: Search the jungle for an underground lost city and bring back information on its location and content.

143. Firepower: Bring down a renegade in a tank in the desert.

144. Yellowstone: Track down someone who starts fires using plastics and a remote control.
145. Knights Of The Air: Lead an air strike on a cooperate chemical weapons facility.
146. Streets Of Fire: Fight with one gang to eliminate the other.
147. Hedgerow Hell Hotel: Burn down the hotel inhabited by demons.
148. Raid On St.Nazaire: Raid the religious town of St.Nazaire and capture the sacred skull which they worship.
149. Thunder At The Casino: Save the hostages taken prisoner at a casino by a Ex-Military mad man.
150. Enemy In Sight: Quietly snipe off a leading polition.
151. New World: Protect a religious group as they trek deep into Quebec looking for a mystical new world.
152. Dauntless: Stop a rich guy's son who is on his way to Dee-Cee determined to rid the city of crime by himself.
153. Circus Maximus: Bring back a vile of life from the mystical Circus Maximus which roams the desert.
154. Paydirt: Steal a lot of money from a rich guy's vault.
155. Stocks And Bonds: Transport a load of financial certificates from one place to another.
156. Twixt: Track a decker named Twixt and capture him for a company he stole millions for.
157. Speed Circuit: Race a bike in the road race for a company.
158. Mechnoids: Obtain the plans to mechnoid robots and fight some too.
159. Storm Bringer: Kill the man who has been bringing flood weather to many farms.
160. Artifacts: Steal a truck load of ancient egyptian stuff from a museum.
161. Time Drifters: Protect a group lost in time as they make their way back to a portal in exchange for technology.
162. Lindsey Gold: Bodyguard a star for several nights.
163. Rise and Fall: Help a tribesman become the leader of his tribe and then assassinate him so he'll look like a martyr.
164. Dark Dreams: Follow a man's out of body body into astral space and defeat the evil force which is giving him nightmares.
165. Fire & Fury: Stop an arsonist from burning down his girlfriends house.
166. Tunnels And Trolls: Help orks get rid of some trolls who have taken over part of the underground.

167. Eleven Lords: Assassinate the leaders of an eleven religious group in Tir Tangire.
168. Treasure Vault: Get a pendent out of a vault of treasures.
169. Force Eagle's War: Destroy the AWOL Force Eagle air wing.
170. House Divided: Assassinate one family so that the other will be able to have the house.
171. Deathwatch Program: Capture the member of a nightwatch program who is using the protection to rob and kill people.
172. Rotten To The Core: Beat the hell out of a biker because he won't pay his bar tab.
173. Into The Ruins: Take a magical sculpture from an ancient city in Azlan.
174. City State: Assassinate the leader of a small city state which has started in the Ozarks.
175. Over The Top: Assist a criminal's escape from prison.
176. Combined Arms: Make a weapons deal with an illegal company and transport the shipment.
177. Fire In The East: Help fight a fire raging through the forest.
178. Twerps Magic: Get a refund from a magician who is selling shotty magical goods.
179. Lord Of Death: Get a picture of the leader of one of the largest cults.
180. The Ork Beer Wagon: Protect a ork's beer wagon from marauders.
181. Men At Arms: Teach a group of wanna-bees to be real shadowrunners.
182. Weapon Master: Deliver the design for a new type of assault rifle to him.
183. Gadgets: Steal the design to one of the strangest toys ever made.
184. Enemies International: Go on a world wide assassination assignment.
185. Wrath Of Seven Horseman: Destroy the raiders of a small country side village.
186. To Serve And Protect: Follow a group of cops and get evidence of their wrong doings.
187. Voice Of Doom: Find out why there is a voice emanating from a brick wall in a basement.
188. Atlas Unleashed: A real atlas mech is built and must be destroyed before its creator uses it to destroy someone.

189. Star Hero: Rescue the Sonics star player before he is killed by his captors.
190. Mind Games: Find out why a decker is tormented every time he connects to his deck.
191. Classic Enemies: Receive a challenge from a defeated enemy.
192. Mystic Masters: Find them and get the spell formula for immortality.
193. Day Of The Destroyer: Stop a terrible creature formed on the mages day of warship.
194. Invaders From Below: Find the queen of a colony of rockworms and kill it.
195. Kingdom Of Champions: Join the group and bring back a membership certificate.
196. Demons Rule: Exorcise a evil spirit from a young woman.
197. Alien Enemies: Fight a Predator colony on your terms.
198. Mythic Egypt: Enter a pyramid and bring back the solid gold skull of an ancient mummy.
199. Claw Law: Journey the a region called The Claw and bring back information on their culture.
200. Spell Law: Stop a project that would mean the end to all magic.
201. Sailing: Sabotage the boat of the client's opponent's racing team.
202. Breakdown: Stop a important business man, who has gone psycho, without harming him.
203. Rose Cafe: Deliver drugs to rose cafe and them screw them out of their money.
204. Trouble: Break an important person out of a minimum security prison
205. Willing: Search the city for individuals who are willing to become the host bodies for an insect shaman cult.
206. April Fools: Stop a group of pranksters who's tricks are beginning to turn lethal.
207. Black Gold: Travel into the forest to a magical mind which holds a stash of powerful, and evil, black gold.
208. Growing Into You: Track down the person who has embedded an organic/mechanical creature into your client.
209. Homesick: Deliver a sasquatch back to his home, which has been taken over by human bigots.
210. Keep It Up: Travel into a warehouse under siege and provide support for as long as it takes.
211. New World: Blow up an entire city block for the New World

terrorist group.

212. Runaway Train: Stop a train which is rapidly heading towards a downed bridge.

213. Somebody To Shove: Kidnap anybody and deliver that person to a man who's ego is so bad it demands he have a slave.

214. The Sun Maid: Safely deliver a peaceful shaman across the countryside without using vehicles, electronics, or violence.

215. Without A Trace: Track down a group of children who have been missing for more than two years.

216. 99%: Take the last percentage of a crystal needed by a company from an armed magical group.

217. Bad Luck: Transport a man who is prone to horrible bad luck, over a far distance.

218. Born To Lose: Fix a one on one brawl so your client wins, without the opponent knowing you helped.

219. Bye Bye Baby: Kidnap a corporate official's child from his home and hold it for ransom.

220. Cold Feelings: Get rid of an ice creature which has been inhabiting a store owner's freezer.

221. Ghost Town Blues: Take the remaining money from a vault in a ghost town.

222. King Of Fools: Assassinate the king of an indian tribe for your client.

223. Making Believe: Snap a guy back into reality by using whatever means necessary.

224. Sometimes: Get aboard a ghost train which occasionally shows up at a city stop.

225. This Time: Attempt to assassinate a man who always manages to avoid the shot.

226. Her Beginning: Find the past of a young amnesic and report it to the police.

227. 99 To Life: Eliminate a 99 year old man who continues to run a large crime ring.

228. Hanging For You: Stop a woman before she hangs herself for an ex boyfriend.

229. Just A Dream: Administer a nightmare drug to a high level politician.

230. Pirate: Eliminate a pirate who constantly harasses shipping on land, sea and air.

231. Question Mark: A man who thinks he's the riddler keeps pranking the city. Stop him.

232. Red Balloons: Stop a shipment of poisoned balloons from reaching an orphanage.

233. Candyman: Find out who is poisoning children through the use or candy.
234. Cannons: Fire off a group of well guarded cannons on a naval base.
235. Cities In Dust: Stop a magical onslaught which has the power to turn cities into dust.
236. An Execution: Rescue a woman who is about to be executed by guillotine.
237. Lands End: Travel to a place where a crevasse has opened up revealing an apparently bottomless pit and find the bottom.
238. Lullaby: Place a hypnotic toy into a baby nursery so the children will go nuts.
239. Party Fall: Crash a drug party and eliminate the people who put it on.
240. The Dog: Find an innocent looking dog which is really the good form of an evil shape shifter.
241. Sweetest Chill: Inject a man and his girlfriend with a drug that instantly freezes their bodies.
242. The Unrest: Calm a squatter camp before they decide to riot in the city.
243. Umbrella: Deliver a magical, and wanted, umbrella focus to its owner.
244. Catapult: Take out a high tech catapult which threatens the city and capture its creator.
245. Laughing: Deliver a load of laughing gas into the city council's central chambers.
246. 9 To 9: Kill a dissatisfied workers slavedriving and mean boss.
247. Morals: Capture a moral less killer who is responsible for the deaths of many people.
248. Perfect Circle: Screw up a mage's hematic circle before he has a chance to summon a powerful demon.
249. Walking: Eliminate the gang which threatens a walkway in the city.
250. Pilgrimage: Protect a group of religious people as they make a dangerous pilgrimage for their god.
251. Radio Free Everywhere: Knock out a free radio station which is operating illegally.
252. Shaking Through: Steal a corporate potion which gives its assassins the ability to walk through walls.
253. Sitting Still: Petrify and lock the spell of a famous singer so she can be a statue in a sicko's house.

254. Deadly Passion: Protect a professional singer from a messed up fan.

255. Cherry Red: Add firepower to an attack of a car company to steal a line of new vehicles.

256. The Next Stop: Stop a killer who knocks out the electricity on trains and kills people.

257. Perfectly Strange: Find out what is causing the extreme strangeness of a high level official.

258. Three Wise Men: Assassinate three men who are a symbol to their religious cult.

259. New Tricks: Transport a sealed case of spell formulas out of the area for later pick up.

260. Scene Of The Crime: Protect the scene of a crime from the murderer who is very likely to return.

261. Silent Partner: Find the story behind a guy who has been following and playing mind games with a woman.

262. The Secret Garden: Find a hidden treasure within the depths of a secret garden located by a mansion.

263. Leave In Silence: Take out a politician completely silently without anyone noticing.

264. Monument: The city has just built a beautiful monument. Blow it up.

265. Meaning Of Love: Make a young woman fall in love with a runner and then break her heart.

266. Nothing To Fear: Travel into the cave of fear and find out what the "worst nightmare" is.

267. Sun & Rain: Blow up a weather control device which is causing screwed up weather.

268. You Shouldn't Have Done That: Protect yourself from an vengeful victim of a former run.

269. See You: Blind the entire staff of a large major mob personality.

270. Satellite: Stop the launch of an important military satellite.

271. Photograph Of You: Get a series of dirty pictures of a politician's daughter.

272. Farewell To The King: Blow away a king of a small country in broad daylight near a crowd.

273. Cinderella: Take over a mansion and make your employer's screwed up child a princess for a day.

274. Cascade: Protect a dam from the corporate mercenaries who are out to destroy it.

275. Slow Drive: Steal the design for a space drive from a

corporate building.

276. Circle: Dramatically blow up the driveway circle at the govenour's mansion.

277. Carnival: Screw up a fine time at the carnival by blowing a lot of things up.

278. Painted Bird: Steal a rare bird from a business man's private collection.

279. Green Fingers: Kidnap a woman who is good with plants for a man.

280. Cocoon: Steal a strange cocoon from the depths of a recently formed cave.

281. Universal Father: Assassinate a man who claims he is the one and only god.

282. The Voyager: Track the movements of a voyager as he enters, travels through, and exits the city.

283. Nothing To Stop: Stop an onslaught on a small house that never occurs.

284. By Your Side: Become friends with a man and convince him to come to a cliff with you and then push him off.

285. Deal With It: Kill everyone located within a known drug den which turns out not to be that.

286. To Make Someone Happy: Someone wants the tail fin off of a military jet.

287. All: Take an ancient pendent from the creature of all, a small village.

288. Clean Sheets: Eliminate all information from a corporate mainframe.

289. Iceman: Transport an ancient man frozen in ice to a magical place.

290. Pep Talk: Frighten a team into having better morale by ambushing them and playing a game of combat basketball.

291. Van: Transport a mysterious van from one corporate facility to another without the van transporting you.

292. Schizophrenia: One of the runners in infected with a schizo disease and the runners must cure it.

293. All Over The World: Take dirt from five dangerous locations all over the earth.

294. Shark Attack: Transport a chip to an island surrounded by giant sharks.

295. Sweet Black Angel: Eliminate an all female gang which continually steals from a corporate facility.

296. You're Not Leaving: The runners are taken prisoner by a madman who will not let them go.

297. Binky's 7 Dreams: The runners have seven nights to get a man named binky to a hospital and they encounter lots of trouble.
298. Sunflurry: A shaman has a new, powerful spell and other mages want him dead because of it.
299. Taking The Plunge: The runners must kidnap someone from an underwater facility.
300. Mardi Gras: Ruin a Mardi Gras party by blowing the hell out of everything and kidnapping a politician and his wife.
301. Melt: Destroy an igloo village inhabited by your employer's enemy tribe.
302. Obsession: Protect a singer against an obsessed fan who specializes in creative harassment.
303. Fool Of Love: Convince a man who produces a love potion that he should not produce it any more.
304. Glass World: Steal a special plant from the middle of an enormous green house without damaging anything else.
305. Your Way: Under the direction of a cop, raid a mob's headquarter's building.
306. There: Take a teleportation device from the man who invented it.
307. Mary: Kidnap a black nun from a heavily guarded religious compound.
308. Magic: Deliver an incredibly powerful magical book nearly half way across the country.
309. Happy People: Silently administer a happy drug into an enemy gang without them noticing.
310. The Pain: Keep an annoying and dangerous man away from a corporate woman without hurting him.
311. These Eyes: Take a model's beautiful eyes for a woman who wants the best parts of other females.
312. Walk With Me: Stay with a man astrally as he takes his own life and see where his spirit goes.
313. Step: Destroy a dance studio while the dancers are practicing in it.
314. To Come Back: Rescue a man's body which has been on an over the cliff car accident and bring it back to a hospital.
315. Anywhere But Here: An open ended run when the client just wishes to be anywhere but where she is.
316. Bird: Eliminate a man's bird pests before they destroy yet another crop.
317. The Absolute: Take out The Absolute, the pompous leader of a mob group.

318. Fortune: Take a millionaire hostage and demand a load of money for ransom.
319. Severance: Capture a man who your client hates and dismember him ceremonially.
320. Song Of Sophia: Steal a new song by star Sophia and destroy all other copies.
321. Spirit: Destroy a free spirit who continually harasses your client.
322. Garden Of Zeph: Blow the lid off of a Soulpa ring's peace garden drug dealing cover.
323. The Host: Find a way to get the creature who has taken over a man's body out.
324. Music: Take out a hypnotic band's instruments while they are in their mountain cottage.
325. On Father's Hand: Get proof of a father's adulterous activity on video tape.
326. Wilderness: Take a man who is horribly afraid of the foods deep into the forest.
327. Closer To The Heart: Take out a vampire who has been terrorizing a low class district.
328. Force Ten: Deliver a bomb found within the city to a far off lake before it detonates.
329. Project: Keep workers from completing a low class housing project.
330. Marathon: Snipe off the client's competitors if they are about to beat his just before they cross the finish line.
331. Mission: Travel to an old western mission and rescue the girl who is held hostage there.
332. Red Sector: Take out a communist camp before they have the chance to organize themselves.
333. Mystic Rhyme: Travel to a mystic water fall and recite an ancient rhyme which will reveal a tunnel to treasure.
334. Subdivisions: Assassinate the sponsor of a bill which will allow low class housing in high class areas.
335. Big Money: Steal the lottery ticket of the winner as soon as he finds out that he won.
336. Time Stands Still: Take a time stopping device from the scientists at a corporate facility.
337. Turn The Page: Steal the manuscript of a new book from its writer.
338. Witch Hunt: Route out the supposed witches from a backwards community and dispense with them.
339. B.C. Logic: Race to retrieve a piece of the holy grail

before anyone else does.

340. Attitude: Out of pure ego a crime family wants the entire enemy family eliminated.

341. Games: Participate in a motorcycle brawl game for your sponsor.

342. Two: Kill the Robert twin, but of course you can't tell them apart.

343. Hitmen: Take the challenge of mob hitmen who say they are better than samurai.

344. Top Secret: Steal a top secret government package as it is transported from base to base.

345. Promised The World: Steal a series of five objects from a man's son's friends because the kid is spoiled.

346. Absolute Power: Carry out the absurd request of a mad mobster to eliminate all other crime organizations.

347. Brainstorms: Discover why a sect of an archology is having bad dreams and then end their torment.

348. Failsafe: Launch a nuclear missile into the middle of the oceans for a political scare group.

349. Final Frontiers: Steal the only original copies of the star trek series.

350. Nice Dreams: Inject a politicians children with a drug which will send them into a permanent coma.

351. Plastic Town: Steal a house from a town made entirely up of plastic houses.

352. Return From Fear: When an unkillable creature escapes from the cave of fear the runners must put him back.

353. Slaughterhouse: Travel to a cabin to bump off a bunch of people only to find a horrible creature has beat you to it.

354. Powermad: Give a powermad person a direct feed into a corporate facilities defense computer.

355. Test Of Steel: Defeat a man who can only be killed by an old fashion sword.

356. Black Magic: Eliminate a magic user who openly proclaims himself the ultimate mage and who kills innocents.

357. Feeling Better: Inject a special drug into the people a corporation are holding in a coma stasis.

358. Incident: Produce some fake footage for a government plane which crashed into a residential neighborhood.

359. Singing Winds: Capture some of the hypnotic singing winds in a jar.

360. Conversations: Tape a series of incriminating conversations between a politician and a foreign power.

361. Harbor Nights: Steal a police shipment of military grade weapons.
362. Heliopolis: Sabotage the massive heliopolis structure so it screws up and causes a helicopter to crash.
363. Islands In The Sky: When a series of sky islands appear and hover over the country side, attempt a manned boarding.
364. Latin Streets: Trace drugs back to the streets of Atzlan and remedy the problem any way possible.
365. Morning Dance: Stop a ritual sorcery dance before they have a chance to blow away a corporate official.
366. Old San Juan: Transport a man from atzlan back to the war torn area where he came from.
367. Schu's Bar: Find out whether or not a bar is a drug distributor.
368. Seas: Destroy an off shore drilling rig which is slowly poisoning the waters.
369. Serpent In Paradise: Eliminate a sea serpent which has established its home in a resort lake.
370. Bite The Bullet: Donate a limb for a large amount of money which will be replace later.
371. Dance: Shut down a string of drug dealing teenage dance halls.
372. Dirty Love: Get on video the sexual relationship between a corporate official and her mistress.
373. Fast & Furious: Do a lightening quick strike upon a drug center and blow it up in less than thirty seconds.
374. Fire, Fire: Rescue a man who is about to be executed before a military firing squad.
375. Live To Win: Take out the urban brawl champion who is extremely concerned about security.
376. Reptiles: A simple call to a zoo about renegade reptiles turns out to be a dragon fight.
377. Shot In The Back: Take out a man who has been traveling through a mall and shooting people in the spine.
378. Chase Vs. Catch: Chase down a group of samurai who are out to capture your shadowrun group.
379. The Hammer: Defeat a samurai known as the hammer and his group.
380. Caravan: Protect an old fashion medieval caravan from attackers while under cover.
381. The New Wave Riders: Get the New Wave Rider's musical group's dual life on video tape.

382. Love Alone: Slowly eliminate everyone from an apartment so only the client remains and make it look like accidents.
383. Rock: Destroy a rock worm infestation from an artist's sculpture without harming the work.
384. Second Nature: Convince a man who wants to and does kill that there is a better way and if it doesn't work kill him.
385. Set Me Free: Rescue a woman from the dungeon beneath a deranged man's castle.
386. Shot In The Dark: Knock out the lights at a bar and randomly kill several people.
387. Road To Utopia: Help a group of religious travelers along a dangerous road to where they say utopia is.
388. Very Last Time: Take a kidnapped girl to say goodbye to her father before you kill her.
389. Make Me Crazy: Gas bomb a no weaponry bar with gas that causes people to go nuts for several hours.
390. Don't Fear: Take a child through the most terrifying journey of his existence.
391. The Reaper: Rescue a killer, know as the reaper, from the custody of the police.
392. Morning Finale: Sleep with a woman, get it on video, kill her, and place the tape and her body on her husbands doorstep.
393. True Confessions: Get a man's true confessions on video tape before he blows his brains out.
394. No Summer For Love: Keep a woman kidnapped for an entire summer.
395. Sins: Posing as a priest collect the sins of people on a tape and give them to the police.
396. Vampire: Protect a vampire for several nights in his apartment.
397. Revenge Of Vera: Protect a husband from her samurai wife when she decides to get back at him for cheating on her.
398. Word Salad: Gather the tongues of several selected creatures from within the woods and give them to a mage.
399. Alison Hell: Figure out why children at an elementary school keep turning up dead when it really a little demonic girl.
400. Crystal Ann: Stop a female mage from taking people and turning them into crystal statues.
401. Human Insecticide: Take the formula of a new nerve gas from a corporation and destroy it.
402. Buzzsaw: Fight the buzzsaw group in a deadly urban brawl match.
403. Schizos Are Never Alone: Experience the life of a

schizophrenic and give readouts from a datajack.

404. Annihilator: Stop a samurai who uses his own military weaponry to blow away other samurai.

405. Alice In Hell: When the runners go to rescue a girl she is transported deep into a hellish pit.

406. Wicked Mystic: Take out a circus mystic who places suicidal suggestions into his customer's minds.

407. All Or Nothing: Get a woman five new luxury cars or kill her by her request.

408. More Money: Stop a shipment of new bills from being transported from seattle to washington.

409. Dumb Waiters: Disarm a group of bomb rigged and trapped dumb waiters.

410. Ghost In You: Capture a man who has the power to turn people into ghosts.

411. Heartbreak: When a woman loses her husband to a mistress she wants both of them maimed.

412. Heaven: Kidnap the leader of a white magical bar named Heaven.

413. Sister Europe: Transport a famous star to europe to see her sister who apparently wished to kidnap her.

414. Pretty In Black: Legally gain enough evidence to convict a debutante of being a murderer.

415. Highwire Days: Capture a religious group who has taken up shop on powerlines.

416. Imitation Of Christ: Steal what is believe to be a photograph of christ.

417. Lie My Way: Capture proof of a politition's lie about cleaning up a waste dump on tape.

418. President Gas: Take the president of a toy company and through him into a vat of "good gas".

419. Mine: Take the flag from a Imperial Guard naval ship for a rich child.

420. No Easy Way: Travel from one side of a magical ravine to the other to get a crystal but there is an astral barrier.

421. World As A Stage: Protect a singer as she travels on a month long tour.

422. Anthem: Steal the original copy of the national anthem while it is on tour in the city.

423. Snow Men: Take out a paramilitary group in the north who specializes in snow combat.

424. The End: Take the stolen body of Jim Morrison and put it on display in front of an important political building.

425. A Single Mood: Steal the design for a mood drug which permanent locks a person in the mood they are in.
426. Find The Way: In the underground find a way to help an ork escape through a series of dangerous tunnels.
427. Suite 666: Capture a prostitute who lures men in and then kills him for black magic purposes.
428. Working Man: Protect a high level business man for several days as he travels to and from work.
429. Lakeside Park: Snipe off joggers in the park so its popularity will go down.
430. Something For Nothing: A poor woman asks the runners to rig her neighborhood of the gang which marauded it.
431. Discontinued: Destroy the remaining stock of an action figure so the existing ones will go up in value.
432. Disturbing The Peace: Disturb the peace and get arrested go you can kill a man in jail.
433. XTC: Kill the five pushers who continue to deal the drug XTC even they know it is mixed in a lethal way.
434. Falling Asleep: Find out why people in an apartment complex fall asleep and never wake up.
435. The Organization: Take out key members of a yakuza family for your employer.
436. Room With A View: Assassinate a man and his wife while they are in their high security apartment.
437. Seemingly Endless Time: Time begins to slow for the runners so they must track down who cast a time slow spell on them.
438. Veil Of Deception: Stop the member of a wedding who plans on killing the groom.
439. Stop: Remove every stop sign within a district and mine where it was.
440. Stagnant: Destroy the dam which keeps a creek stagnant and is causing bacteria contamination.
441. Death Angel: An angel of mercy turns out to be an evil free spirit and the church wants it gone.
442. Afternoons: Find out why a man kills himself every afternoon at the same place.
443. Carol Masters: Destroy a man who has captured a bunch of women named carol without killing the hypnotized women.
444. Fantastic Dream: Find the Dream Master who has been giving people such great dreams that do not want to get up.
445. Dance With Me: Capture a male simsense star and force him to danced with an obsessive fan.

446. Lady Bright: Retrieve the vaccine for a woman's strange glowing skin disorder.
447. Come Home: Force an eighteen year old guy to come back and stay with his parents.
448. Red Rose: Steal a red rose from the tomb of a dead president.
449. 20th Century: Wipe a library's computer record's of the 20th century.
450. Sensations: Take a man to a distant shadow clinic and get offered new, sensitive skin.
451. Alone Again: Get video footage of a baby's abuse, not knowing the parents are assassins.
452. Anything: Steal absolutely anything from a heavily guarded art exhibit.
453. Girl Goes Down: Kill the girlfriend of a rival crime gangs leader.
454. Portrait: Steal an expensive presidential portrait from an art museum.
455. Psychmania: Steal a drug formula from a corporate facility which causes psychosis.
456. Restless: Silence a creature which roams the sewers and who most believe is about ready to take revenge.
457. Tightrope: Discover why all of the circus tightrope walkers keep dyeing off.
458. Burn It Up: Inferno bomb a gasoline refinery in an attempt to completely wipe out the entire compound.
459. Make Me Feel: Kidnap anybody so that person's tactile endings may be graphed onto your client.
460. Who's In The House?: Find out what is haunting an old mansion.
461. A Far Cry: Travel to a far off place to deliver the Crying Crystal to its rightful place.
462. Aqua: Get a sample of water from five secluded and dangerous lakes from all over the continent.
463. Back In Town: Watch over a biker who is suspected of arson and capture him if he does anything.
464. Don't Call Me: Guard a woman who is terrified from a series of crank calls.
465. Crime Of The Heart: Help a woman who killed her husband's mistress escape from the city.
466. Heaven On Earth: Plant a bomb in the middle of a utopian bubble society.
467. Lay Down Your Arms: Take a challenge to break into a guarded

facility without any weapons.

468. Love Under Fire: Protect the society of love building from constant attacks by a hate group.

469. Someday: Guard the musical group "Someday" against a group of crazed fans.

470. Voice Of Reason: Try to end a long and bloody war between two gangs any way possible.

471. Who Will Stop The Rain?: Break into a corporate facility and steal the design for a screwed up cyber ear.

472. Working Man: When a working man is harassed on his way to work he decides not to take it any more.

473. What You're Doing: Stop a psychotic mage which has boarded himself inside of a corporate facility.

474. Take A Friend: Blow up the house and family of another runner who is your friend.

475. Rivendell: Travel to a place on the river known as Rivendell and rescue a kidnapped corporate official.

476. No One At The Bridge: Join a competition on an abandoned bridge where groups of samurai battle it out.

477. Before & After: Destroy the food storage area for a squatter camp and travel back later to guard it while it is fixed.

478. In The End: Travel to support a group of friendly samurai only to arrive too late for the gang member onslaught.

479. Here Again: Yet another individual with the gone before the bullet hits syndrome.

480. Fountain: Find out why people are disappearing by a city fountain and destroy what is doing it.

481. Are You Real?: Rescue a downed military pilot who has gone nuts and who thinks no other people are real.

482. Babies On Fire: Firebomb the baby section inside of a hospital.

483. Forever Mine: Kidnap an actress and then deliver her to a magic user who will preform a physical bonding ritual.

484. Heart Of Stone: Track down and destroy a cold blooded killer who has no pattern and who is merciless.

485. Holster: Deliver a shipment of trick exploding holsters as a gift to an enemy crime family.

486. Sophisticated: Kidnap a city intellectual and extract information about his now book from him.

487. This Strange Effect: Steal a load of BTLs from three gangs and deliver it to a corp.

488. Altered State: Wipe the computer of a simsence company who's chips give users enhanced abilities.

489. Arise: Steal the corpse of an man who recently died and deliver it to a house.
490. Dead Cells: Rescue someone from a prison only to find that all of the cells have dead gouhls in them.
491. Desperate Cry: Find out the secret behind the cry which constantly emanates from the bottom of a ravine.
492. Infected Voice: Kill a murderer who's voice can be adjusted to such a pitch that it will kill.
493. Meaningless Movements: During a ballet take out the lead person.
494. Murder: Must simply enter a man's house and thoroughly kill him.
495. Subtraction: Extract the secret of a scient's work from either him or the computer.
496. Under Siege: Attack a highly guarded compound and steal a jeep load of cold, hard UCAS cash.
497. Erotic: Shutdown a porn station who most feel goes way over the line.
498. The Forever People: Kidnap one of the magically active people in the Forever cult.
499. Sear Me: Assist a man in his gruesome suicide by helping him set himself afire atop a political monument.
500. Silent Death: Steal the design for a super silencer from a corporate facility.
501. The End: Rescue Jim Morrison's bones from a bunch of moronic grave diggers.