

DNA/DOA™

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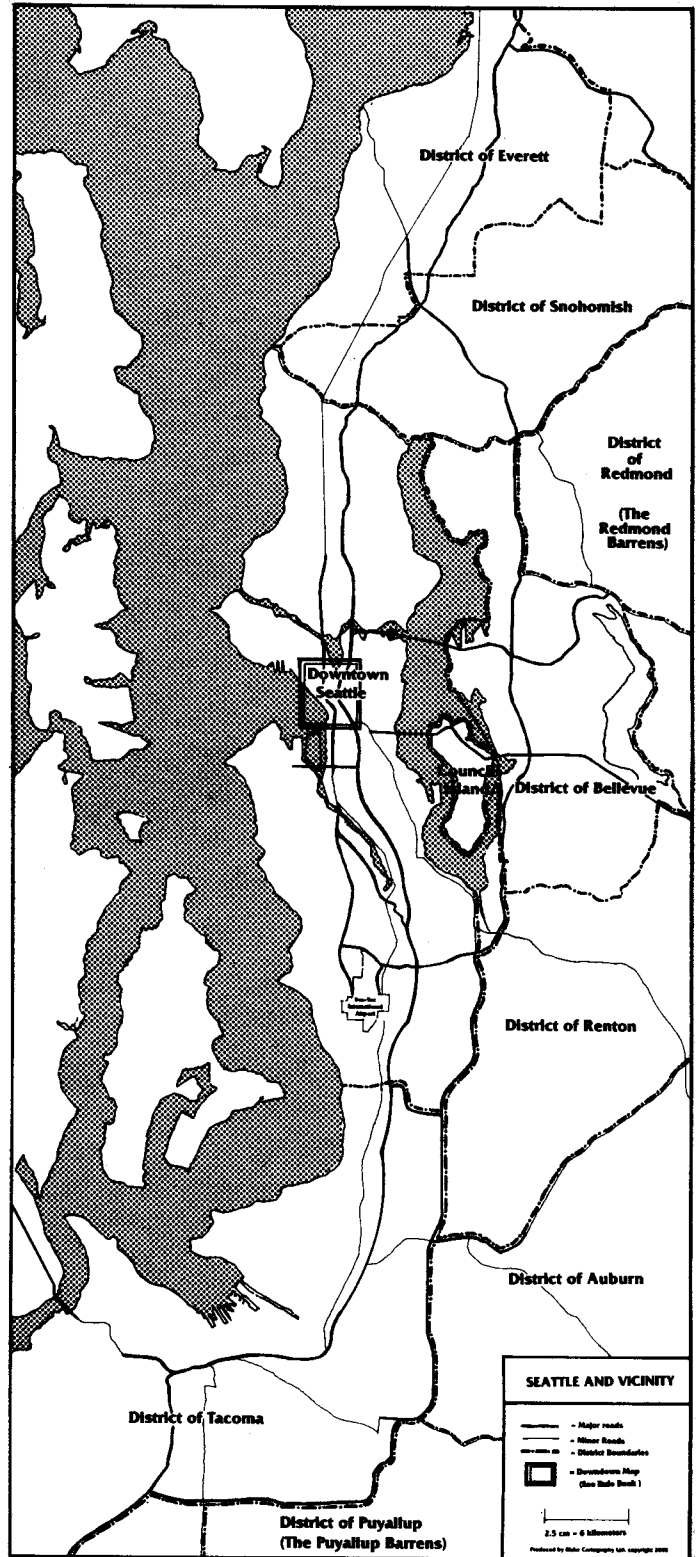
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INTO THE FLAMES: A Prolog

The younger ones sat in anxious silence, their eyes following him to the front of the room. He was old—by their standards, anyway—and it took time for him to settle his hulking body into the chair. He might have paused to wait for everyone's attention, but a quick look at all those staring faces told him it wasn't necessary.

He began slowly, the words solemn and heavy against the hush of the room. "To be an Ork is to know your history," he said hoarsely, "your own special history."

He reached over and slurped down a glass of water. "And to know that history is to remember those who came and suffered before us. This is their story as much as it is yours."

Even as he spoke, he could see it happening all over again, almost as though it were yesterday. And truth was that for him it would *always* be just yesterday.

"Life for us down here began a long time ago—long before most of you were even born..."

February 7, 2039 was a cold, blustery day in Tacoma, with a strong wind blowing in from the North. In the graying hours of dusk, Allan Bronston lumbered his way home down an empty street made ghostly by leaves, paper, and other refuse swirling at his feet. Trouble was already in the air, though the massive Humanis Policlub rally had not even begun yet. Common sense told him that this was not the night to lay claim to his legal right to use any public street or thoroughfare. If he was ever going to make it home, he'd better take a more roundabout way through the back alleys and deserted parts of town.

Allan was almost there when he first heard the distant, amplified voice echoing out from the rally. He stopped dead in his tracks to hear what was being said, but when the voice shrieked out something about the "guardians of human purity," Bronston knew he didn't want to hear another word.

The day of Goblinization. The first transformations. The early Quarantine camps. A host of unholy thoughts and memories flooded his mind until his fists and eyes were locked in white fury. Just as quickly, he pushed the thoughts from his mind and fought to regain control. The wail of a siren brought his focus back to right here, right now. Didn't they like to say an Ork beyond control was a dangerous thing? He climbed over a fence and continued on his way.

The next few hours were quiet enough. Grateful and relieved that the rest of the family had also made it home safely, young Bronston lay in bed listening to the wind. It was a night sound he had always loved for the feeling of warmth and safety from harm that it gave him. Sleep came quickly, easily.

Allan Bronston never knew how much later it was that he heard the distant sound of breaking glass. He thought he must be dreaming, but then came an ominous low rumbling...an

ocean tide maybe, or the roll of distant thunder. Or maybe... the sound of marching feet.

It was the sudden, loud banging on the door that made him sit bolt-upright in bed. This was no dream. The pounding on the door was furious, with at least three or four fists going at it.

Then Allan saw a finger of light show under his door, followed by a shuffling sound in the hall that had to be his father going downstairs. Next he heard the sound of the maglock opening, followed immediately by a chorus of strange voices. Now it was Mother's turn to go downstairs. More talk and more strange voices. They were coming closer, up the stairs! In the next instant, the door opened and a beam of light blinded Allan momentarily. He heard a man's gruff voice saying something about "city health regulations" and "inspection codes" before he took away the light and went on to some other part of the house.

"Father...?"

"Stay there and be quiet."

"What's going on?"

His father said nothing as he followed the strange man down the hall.

Allan climbed out of bed and ran into the hall, where he almost bumped into another man wearing a heavy white chemsuit. The man was punching in data on some sort of portable Identification Scanner, and brushed past Allan as though he weren't even there.

A burning welled up in the young Ork's chest and it seemed to grow hotter with every rasping breath of the invader in white. Why were they doing this? What right did they have? Despite all the harassment and derision from out there, this was still their home. This was where it all was supposed to stop.

His jaw began to quiver and all his muscles tensed as he stepped up behind the one in the chemsuit.

"Allan!"

The panicked voice of his mother spun him around. Standing directly behind her were two men with assault rifles raised.

For a split second, he considered defying their brutal power, but he didn't dare, with his mother standing between him and the men. With an audible hiss, Allan backed away.

Out in the street were hundreds of Orks, Trolls, Dwarfs, and Elves huddled together in the cold, their homes also having been declared "health hazards." Human family members were being forced out, too. Many remained defiantly by the sides of the Awakened, while still others shamelessly denied any association with them. Milling about the pitiful scene were throngs of Humanis supporters, many openly jeering and taunting the now-homeless Metahumans and their families. The ranks of the polls swelled steadily, the mood of the mob getting uglier.

Just as Allan Bronston's family fled out onto the street, someone from the crowd tossed an empty bottle in the air. The shattering glass brought an immediate rain of debris down on

INTO THE FLAMES

all the families. Allan heard a scream and looked over to see a young girl crumpled on the pavement, an open gash streaming blood down her face. Right away, he took his two sisters in his arms. His younger brother lay cuddled in Mother's arms, while Father surveyed the scene, his face showing obvious fear. Shafts of harsh light flickered over their bodies.

Then from up the street came the mechanical rumbling of heavy wheels. All heads turned to see three riot vehicles take up positions side by side, with water cannon and machine guns manned and ready. Allan noted that the guns were aimed only at the huddled Orks and families. Doors opened and ten cops in full riot gear spilled out from each vehicle, quickly forming a cordon across the street.

"By authority of the Seattle Metroplex Guard, all citizens without properly authorized shelter are hereby ordered to report immediately to the nearest displacement center. All violators will be detained."

The detached voice coming from inside the command vehicle waited a few seconds before repeating the order, this time adding, "Fifteen minutes to gather personal belongings. After that, everything will be decontaminated and transported out as soon as possible."



Allan looked to Father, then to Mother. Like the rest, they didn't know what to say or what to do. Fear had roped them all tightly together and now the winter air pressed up against Allan's sweating forehead like cold steel.

As if prodding them into action, the voice came on again. "Transport vehicles will arrive shortly to take you to the docks. From there, the liner *Asian Princess* is waiting to set sail for the displacement center near San Francisco. This is part of a nationwide resettlement program. Your cooperation in this matter is encouraged. Repeat. Your cooperation in this matter is encouraged." These last words sent chills down every Ork spine.

"What are we going to do?" Allan asked. "You know who they they really want."

"Go help Mother pack her things," was Father's answer.

"But they can't do this!"

"They already have."

Once the transports arrived, the Bronston family joined the thousands of others in the forced exodus from the city. Helicopters whirred ominously overhead, while heavily armed Metroplex guards lined the predetermined convoy routes. It took only minutes to reach the dock area, where the crowding was so intense that streams of vehicles piled up on top of one another. Orders and directions were being shouted everywhere, and for a while, it seemed that no one knew what was going on. Yet any fleeting chance of escape amid the chaos was swallowed up by the flood of lights and the myriad screens of Surveillance Drones. Looking at the rest of the family, Bronston thought it wasn't fair that they had to suffer because of his condition. Especially his younger brother and sister. There was a good chance they would never be afflicted at all. But was it any more fair that he suffer, either?

An amplified voice boomed out from transceiver units stationed all along the docks. "All personnel proceed to designated warehouses for processing. Boarding will begin shortly. By order of Governor Allenson, all Metahumans without proper identification will be detained without warrant."

Two Metroplex Guards passed one another just in front of the vehicle transporting the Bronston family. Allan felt his gut rumble as he watched each man cross his arms over his chest in The Hands of Five salute. That notorious faction within Alamos 20,000 was believed responsible for numerous terrorist acts against Metahumans over the years. The presence of these killers was a sure sign that whatever was going on now was more than a simple security operation. Allan thought about pointing this out to Father, but then decided to hold his tongue. More than ever, he felt compelled to take action. But what? What could anyone do except let out a scream at the madness of it all?

It was another thirty minutes or so before Allan and his family were ordered out of the transport vehicle and directed to join the long line streaming toward the warehouses.

"All contaminated Humans will be processed to the left. All Orks will be processed to the right. Families will be reunited before boarding."

Cries and whimpers went up as children were split from parents and brothers from sisters. Without saying a word, Allan grabbed the hand of his one afflicted sister, took one long look at his parents, and joined the line for his designated processing station. Allan eyeballed one of the guards as he passed through the warehouse door. "Damned freaks," the guard muttered. He

clutched a shotgun, just waiting for the chance to use it.

The high ceilings and hardwood floors inside echoed every sound, creating an enormous din. Rows of Orks—men and women—stood elbow to elbow under the bright lights, nervously awaiting further instruction. The pungent odor of dry lumber and heavy oils filled the air, as still more "subjects" were being crammed in.

"Be prepared to show all forms of identification upon request. The sooner processing is completed, the sooner boarding can begin."

What happened next occurred so quickly it was hard to tell exactly who started it. Somewhere toward the front of the warehouse, a scuffle broke out among the ranks of frightened Orks. The contagion of violence quickly began rippling back. There was a short burst of noise—most likely gunfire—and instantly a chorus of fear and terror rose up all through the room.

Orders being given were hopelessly drowned out by the screams. A surge of force was pushing everyone back against the wall. Another burst of noise went off, followed this time by the blinding flash of a concussion grenade. The thunderous blast shook everyone to the marrow, while also knocking out a row of ceiling lights. Thin curls of smoke were already dancing around the other lights, and the unmistakable smell of burning wood was rising up all around. The tinderbox had ignited.

In the surge of bodies, Allan Bronston lost his grip on his sister. He could see her, yet could not free his arm to reach her. He yelled for her, but the roar of noise around him covered the sound. From wall to wall, everyone was locked in the crushing press of bodies.

Within seconds, the lights dimmed noticeably in a pall of black smoke. That was when the coughing started and the heat began to tell. Allan Bronston watched his sister being pushed further and further away. Only with great strength was he able to wedge his body in closer to her, his outstretched fingers almost touching hers when one of the side doors to the warehouse gave way. The escape of only a few immediately created a vacuum, and his sister was swept away in the struggle as though by some raging river. Allan could only watch in anguish as her face disappeared in the frenzied crowd.

For the first time, the tongues of flame could be seen above the heads, and unearthly howls of pain accompanied their first appearance.

This is it, he thought to himself. It's over. Damn your human race.

Unable to move, unable to fight back, and with the smoke stinging his lungs, he closed his eyes and waited for the hellish end to come.

Seconds later, there was a rush of cold air. It was coming from somewhere close by. The double doors through which he had passed earlier had been ripped off their hinges in the frantic grasp for life. Bodies were being shot out the open space like rounds from a gun. It meant there was still hope.

With the fresh air from the door helping to feed it, the fire grew higher and higher, with thousands of Orks still hopelessly trapped. Some were escaping, but not enough. Allan could feel the searing heat on his back. He was slowly getting closer to the opening, but so, too, were the flames.

By this time, the roof was ablaze and the middle portion had begun to sag. Embers flew down with blazing fury, while everywhere Orks were ripping off their burning clothes. The

poisoned smoke began to claim its victims by the hundreds.

Allan was within meters of the open door now, but the pressure from all sides threatened to hold him there. So many wanted to live. So few ever would.

Between the smoke and the crush of bodies, he could no longer breathe. It was time for the one final push, but there was just no way. Under his feet, he thought he felt a grate of metal bars. That was when everything erupted.

The next thing Allan knew, he was lying on the ground, inhaling cool, damp air. Feeling almost like one reborn, he struggled to his knees and looked up.

Over his head was a blackened hole covered by several smoldering beams. Beyond that was nothing but the starry night sky. All around him were tight walls. Tunnel walls. A drainage tunnel leading down from the warehouse and into the unknown depths below. The darkness below—that was the answer.

Suddenly a force caught him from the side—the butt end of an assault rifle. "Hold it right there, Ork, or I'll put you away for good."

Turning with animal fury, Allan swung his arm and grabbed the weapon out of the guard's hands, shoved him against the wall, and quickly had the sights turned on the man. Allan's enraged expression slowly changed into a smirking, victorious grin. He put his finger on the trigger. "Your cooperation," he gasped, squeezing the trigger tightly, "in this...matter is...greatly...encouraged."

"Did you kill him?" one of the young Orks asked.

"I did what I had to."

"Did you see your family again?"

"No. Never." Silence hung briefly over the room. "Every Ork in the land lost someone close that night."

"Is that why they call it 'The Night of Rage'?"

"In part, yes."

"How many escaped in the tunnels?"

"Enough for us to start over."

"Is it because we're afraid of the Humans that we live underground?"

He thought about it for a moment as he pushed himself out of the chair. "Not afraid," the old Ork said proudly. "Different, but never, never afraid."

All along the Tacoma waterfront that night, indeed all across the North American continent, the flames of hatred against Metahumans were fanned. Whether that first warehouse fire was set deliberately is still a matter of dispute for some, but within the first hour, Tacoma's entire downtown district was gutted.

It was only because of the direct intervention of the powerful United Corporation Council that Lone Star Security finally stepped in to stop the spread of violence. But it was too late to undo the damage that had been done.

Those Orks who did survive the Tacoma fires sought refuge in the network of sewers and drains crisscrossing below the city. And thus was born the underground town of Wilhem Park.



INTRODUCTION

DNA/DOA is a roleplaying adventure set in the world of **Shadowrun**. The year is 2050. Advances in technology are astonishing, with humans able to blend with computers and travel through that netherworld of data known as the Matrix. Even more astonishing is the return of Magic. Elves, Dragons, Dwarfs, Orks, and Trolls have assumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving among it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This story takes place in the streets, sewers, and shadows of the Tacoma District of the Seattle metroplex, now an urban sprawl encompassing some 1600 square miles on the eastern shore of Puget Sound. Yet even this vast megaplex is but an enclave set amid even larger states ruled by Native American nations and other sovereign states of Metahumans and Awakened Beings.

GAMEMASTERING NOTES

DNA/DOA uses a decision-tree format, meaning that the players' team could arrive at the same encounter via various different routes, depending on choices that they make during roleplay. They could also just as easily miss a planned encounter altogether. To run the adventure, the gamemaster needs a thorough familiarity with the contents of this booklet as well as a working familiarity with the basic **Shadowrun** rules. The contents of this booklet are for the gamemaster's eyes only, except for certain items earmarked as handouts for the players. Everything needed to roleplay **DNA/DOA** is included here.

DNA/DOA is designed for a party of four to eight player characters. The group should contain a variety of talent, including at least one Magician and one Decker. Note also that combat skills will also be very important to a successful run. Included with this module are several pre-generated characters that might be added to any team whose characters do not have the right combination of skills.

This adventure combines several approaches. Some encounters are thoroughly planned out and described in detail. Others merely set the scene and remain open-ended. Hints for gamemastering the various situations are included with the individual sections that make up **The Adventure**.

MAKING SUCCESS TESTS

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given Target Number. These Unresisted Success Tests will be indicated by the name of the appropriate skill and the Target Number. For example, a Stealth (4) Test would mean an Un-

resisted Stealth Success Test with a Target Number of 4. Sometimes it is necessary to make die rolls against a table that includes different information for varying levels of success. If the roll is successful, the character obtains all the information for that target as well as for all Target Numbers immediately below it. All animals have a natural unarmed combat skill equal to their quickness.

HOW TO USE THIS BOOK

Aside from the basic **Shadowrun** rules, this book includes everything needed to play this adventure. The gamemaster should read through the entire module before beginning the game. Some important plot developments will not become apparent until well into the adventure, but the gamemaster will have to lay the groundwork much earlier on. He can only do that by being familiar with the storyline.

The gamemaster should also examine the maps, plans, and diagrams found throughout **The Adventure**, especially the maps for the Alpha and Beta levels of the Aztechnology Tacoma Research Park that the players must raid.

Though this book tries to cover all the likely—and even unlikely—things that can happen during the adventure, it is impossible to foresee everything. The gamemaster may find that sometimes it is a good idea to just let the unexpected lead where it will.

The **Plot Synopsis** is a summary of both the story background and the course the adventure is intended to follow.

The Adventure begins either with the section entitled **Sheep's Clothing** or with the one called **At The CBI**. If the gamemaster plans to use the traitor subplot described below in **Plot Summary**, he begins with **Sheep's Clothing**. If not, then go directly to **At The CBI**, which offers suggestions for how to get the ball rolling and draw the characters into the adventure. Following these are a number of short sections describing each of the encounters that the players will face or are likely to face in the course of roleplaying **DNA/DOA**.

Most of the encounters begin with a text entitled **Tell It To Them Straight**. This is intended to be read, verbatim, to the shadowrunners. It describes where they are and what is happening to them as though they were there. Any special instructions to the gamemaster are printed in boldface type and signaled by the words "Gamemaster's Notes."

Next comes the information entitled **Behind The Scenes**. This is the real story, for only the gamemaster knows what is really going on at any given moment in an adventure. If there is a map needed to play this encounter, it is included in this section. Non-player character stats needed to roleplay the section are usually included here, too.

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Finally, each section includes hints entitled **Debugging**. These notes could include suggestions for getting the story back on track if things go too far wrong. For example, most gamemasters will not want the characters to get too discouraged or killed off too easily. The gamemaster is, of course, always free to ignore these hints and let the chips fall where they may.

Legwork contains the information the player characters can obtain through their Contacts or through the public data nets.

The **Cast Of Characters** includes pre-generated player and non-player character descriptions and stats.

Picking Up The Pieces includes tips on Awarding Karma and contains newsnet items for handout to the players, depending on the outcome of the adventure.

PLOT SYNOPSIS

On the surface, **DNA/DOA** has a fairly straightforward plot. Biogene Technologies, a mid-size genetic engineering firm, hires the player characters to make a datasteal on a competitor, the powerful Aztlan corporation known as Aztechnology. The job is simply to break into Aztechnology's Tacoma Research Park, snatch some data and some samples, and deliver it all to the client for payment.

Simple, yes, but nothing in the shadows of Seattle is as it seems. The data to be swiped consists of research on a recombinant DNA process that allows the characteristics of one organism to be grafted onto another. While other recombinant processes use enzymes to cut and paste new genes into the DNA of a simple one-cell bacteria, this technique uses a viral vector to inject a fertilized host egg cell with the necessary RNA and enzymes to graft the desired characteristics into the developing organism. This technique can be applied to organisms as complex as a human being and can result in the grafting of multiple characteristics. Once perfected, the process would permit Aztechnology geneticists to manufacture their own Metahuman subspecies.

Any of Aztechnology's competitors would want to get their hands on such information, and that is where Biogene Technologies enters the picture. They have learned of the research, located the Aztechnology research facility in Tacoma, and obtained the address of the Aztechnology backup system for the research data. With all this information, Biogene is planning a simultaneous hit on both the lab and the backup facility. While one team of runners (the player characters) is physically entering the Tacoma Research Park to grab the data from the computer mainframe and to steal a sample of the virus vector, another team of deckers will hit the backup system in order to steal, or at least wipe out, backup copies of the research files.

The Metavirus research is equally valuable to another organization. Known as the Hands of Five, they are the Tacoma chapter of the infamous Alamos 20,000. Through an informant at Biogene, the Hands of Five has learned of Aztechnology's work and of Biogene's planned response.

The leaders of Alamos 20,000 are violently opposed to genetic mutations, either of the human race or of other animal species. Their reason for wanting the virus is as a tool to purify the human race once more. They would attempt to use it to

change fertilized Metahuman eggs back into humans, thus wiping out all Metahuman species within a single generation. Using their political front, the Humanis Policlub, they would lobby for legalization of a variant of the virus as a legitimate alternative to "the unfortunate genetic damage that can occur during pregnancy": the Metahuman.

The Hands of Five do not have sufficient time to mount a raid of their own, nor has their informant been able to learn the exact location of the Tacoma research facility. What they do know is the name of one of the runners whom Biogene intends to approach for the shadowrun. A Hands of Five team has kidnapped one of this runner's loved ones to blackmail him into delivering the information to them instead of to Biogene.

It is at this point that the adventure begins.

First, one of the runners is summoned to a secret meeting with a Hands of Five representative, who tells him that the Hands have kidnapped someone close to the runner. In exchange for the hostage, they are demanding that the runner deliver the stolen Aztechnology data to them instead of to Biogene. (If the gamemaster decides to use this subplot, the game begins with the encounter described in **Sheep's Clothing**. If not, go directly to **At The CBI**.) The player is given a homing device so that the Hands of Five can keep tabs on the traitor-player's whereabouts.

Next, the entire players' team goes to the Space Needle to meet with Mr. Walker of Biogene, who offers them the job of raiding the Aztechnology lab. The plan is for the team to enter the Tacoma Research Park via the city's sewer system, steal the data, and then get out. The run must take place almost immediately after this conversation, and so the players' team will have virtually no time for legwork. The player characters enter the sewers about a kilometer from the facility. Here the group will encounter denizens of the sewer tunnels as they attempt to make their way to the entry point into Beta Section on the lower level of the Aztechnology research facility.

Penetrating the wall of the facility, the players' team discovers that there has been an accident in Beta Section involving an infectious variant of the Metavirus. The spill occurred about 24 hours before the arrival of the shadowrunners, spreading through Beta Section like wildfire, killing or mutating everything in its path. Within a few hours, anyone still alive in the lab began to display physical manifestations of the virus. By the time the player characters reach the scene, only a few lab workers bear any resemblance to their original forms. In the meantime, Aztechnology has sealed off Beta Section and the connecting Alpha Section to prevent contamination of the rest of the facility.

The objects of the shadowrunners' mission lie in two places: a secure vault used to store viral samples and in an inert data storage unit that, in its current condition, can only be run by a cyberdeck. To get them, the adventurers will have to deal with the current inhabitants of the lab, both sane and insane.

Once they have completed their run, the group makes for the docks to meet with their Biogene contact. Unknown to them, the Hands of Five has learned of the drop point and killed the players' contact. When the team arrives, they find Alamos 20,000 heavies lying in wait. At this point, the traitor-player will have to decide whether to hand over the data file and virus to Alamos or whether to seal the fate of his loved one.

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Almost immediately, a full-force combat team from Aztechnology also shows up at the docks in pursuit of the player characters. A major firefight breaks out between Alamos and the Aztechnology forces, giving the player characters a chance to escape into a nearby warehouse. It is here that they will find either their damnation or salvation.

The warehouse is one of those partially burned during the Night of Rage eleven years ago. Currently, some of the Ork survivors of that horrible night are using this abandoned building as an access point to their secret underground town. In the warehouse, the player characters will run into some Ork children scurrying about in the shadows. If the characters are trigger-happy, the children could easily be killed. Their "baby-sitter," a Metahuman Rights Activist, will lead the group to the relative safety of the Ork enclave. She leads them to the Orks whether or not the players' team has killed any Ork children, and their reception will vary accordingly.

The Ork town is located in the buried shopping mall formerly known as Wilhem Park. Here the adventurers meet Allan Bronston, the leader of the descendants of the Night of Rage refugees. His manner toward them will be friendly or hostile, depending on whether the team has killed any Ork children. In either case, however, he will tell the player characters that the Aztechnology facility has been scouring the nearby sewers and capturing subjects for their genetic experiments. A few days ago, a group of Ork women and children were kidnapped and taken into the facility. Bronston believes they are being held in Alpha Section.

Bronston also informs the characters that the designer of the original Metavirus, Dr. Carol Owens, is currently being detained in Alpha Section. Another run into the Aztechnology facility would serve not only to rescue the Ork captives, but to free Dr. Owens and potentially convince her to work for Biogene.

Though the Alpha Section is untouched by the virus, the characters will have to deal with intelligent, sane guards and security systems. Once inside this section, they will locate the missing Orks and Dr. Owens, whom they will have to persuade to go with them. Having been detained here because of her protests over the corporation's handling of the research project, Owens at first believes the team is a group of Aztechnology agents in disguise.

Getting out of Alpha Section will be easy. Staying alive will be the hard part. If things have gone well, Allan Bronston will have rescued the Alamos hostage and be more than willing to exchange him or her for Dr. Owens.

At that point, the players will have Biogene, Alamos, and Aztechnology all looking for them. A Biogene representative will quickly meet with the runners to settle up for services rendered. Alamos 20,000 and Aztechnology are another matter, however. The runners may have to lay low for awhile until the heat is off, but their reputations should take a rise in the meantime.

As for what happens next, that's another story.



SHEEP'S CLOTHING

TELL IT TO THEM STRAIGHT

GAMEMASTER'S NOTE: This chapter is used only if the gamemaster decides to make one of the player characters the traitor. Following is a generic description for a meeting, character, and situation. The specifics should be determined by mutual agreement between the gamemaster and the player who is willing to take the role.

Travel by public monorail may not be the most comfortable, but if you're lucky with the transfers, no one can tell you on it for very long.

You don't have long to wait, even at this mid-morning hour when the crowds are thinnest. After the train comes to a stop and the doors open with a hiss, you enter the sixth passenger car. It is marked with a trifoil graffiti on the lower right of the door, just as the note said it would be. The only other passenger in the car is a man. So far, so good.

He gazes dispassionately at you for some moments, then motions you to a seat. Once the train is in motion again, he begins to speak:

"Later this evening, you and your companions will be approached by a Mr. Walker of Biogene Technologies. He will offer you a datasteal job against an Aztechnology research facility. The information that you are to recover involves a recombinant DNA technique that can be used to meld the characteristics of one species to another.

"We do not want any more mutants in this world. There are enough of those already. If anything, the Human race needs to be purged and purified. We want that genetic information.

"You will accept this job from Mr. Walker and retrieve the data, as contracted. But Walker won't get the data. You'll deliver it to us instead. Our men will always be close at hand. When the time is right, we'll let you know when and where to make the delivery. To be sure you follow instructions, I want you to take a look at something."

The little man holds out a portable trid player. You stare in wonderment at the image. How did they find out about—let alone get hold of—her?

"I assure you that the image is genuine. She is quite safe with us, but I don't think I need remind you what will happen if we find you becoming uncooperative. Any attempt at a double-cross and she dies. It's as simple as that."

As if on cue, the passenger car halts and the man gets up to leave. Before doing so, he turns and tosses you a small, oval-shaped object the size of a bean.

"Keep this with you at all times so we can find you when you need us and so we can keep tabs on what you say and do. Should you lose the device or let it get further than, say, three centimeters away from you, we will know that you have failed and will proceed accordingly."

With that, the doors open and the man walks into the crowd of people on the platform, immediately disappearing from view. You see that you are at Seneca Street station in downtown Seattle.

BEHIND THE SCENES

It is a rarity for shadowrunners to betray a client, for they wouldn't stay in business—not to mention alive—for very long if they did. As a group, they tend to "stay bought," but this subplot can be the exception proving the rule.

Whether or not to use this subplot is entirely up to the gamemaster and the player, for the rest of the adventure is not dependent on this twist. It would certainly add spice to the game, but only if the gamemaster knows that he and/or his players can handle the complication of a traitor among the players' group.

If the gamemaster decides not to run this subplot, proceed directly to **At The CBI** to begin the game. Holmes, Mr. Walker's secretary, will be much more active, supplying the Hands of Five the information needed to ambush the group at the exchange location, and keeping the Hands informed of the player characters' progress.

If the gamemaster does decide to run this subplot, he should play out this encounter with his intended "traitor" prior to the arrival of the rest of the group for this game session. It works best if the player's character is well established.

The Hands of Five, a local chapter of Alamos 20,000, has kidnapped someone very important to this character, be it parent, sibling, lover, or confidant. Through Holmes, their inside man at Biogene (see **At The CBI**), they have learned of Biogene's planned run and which shadowrunners Biogene intends to use. What they do not know is the location of the Aztechnology facility, nor can they find out before Biogene makes its move. Thus, the Hands of Five leadership has decided to subvert one of the runners in order to obtain the information.

The Hands of Five representative gives the traitor a "Ronnie Bean," a simple passive homing device that receives and then retransmits a coded signal. It can also be coded to function only when within five centimeters of a specific individual. This coding has been applied to the traitor's Ronnie Bean. If he should drop the bean or otherwise let it get further than five centimeters from him, the Hands of Five will be upset, but will not kill the hostage until certain of what happened to the traitor. Note that the bean is *not* a listening device, even though the Hands of Five representative strongly implies that it is.

When the device is transmitting, the Hands of Five are able to trace the traitor-character's progress. To prevent detection, the Hands of Five will deactivate the device once the player characters reach the outer security area of the Aztechnology

SHEEP'S CLOTHING

facility. Instead, they will send an activation signal at random intervals, to verify the group's location until the characters exit the facility.

One of the player characters can examine the Ronnie Bean by making an Electronics (4) Test.

THE RONNIE BEAN

1 Success

The device is a passive location transmitter known on the street as a Ronnie Bean. It can be set up to transmit a location-tracking signal continuously, or it can be programmed to transmit its signal only if it receives an activation signal. It can also function as a listening device.

2 - 4 Successes

The Ronnie Bean is coded to the character's particular biochemistry. If the bean gets too far away from him, it will cease to function.

5+ Successes

This particular Ronnie Bean does not have a functioning eavesdropping module attached to it.

The character might attempt to follow his new Mr. Johnson once the train stops. However, just as the player character reaches street level, two Street Samurai will block his progress. Mr. Johnson will turn and smile as he enters his Toyota Elite. The license plate on the vehicle is counterfeit.

As the vehicle pulls away, the Street Samurai inform the character that he is far too nose-y and then proceed to give him a bit of physical re-education. The Samurai will not use deadly

weapons, but they will try to rough him up. If the player character responds with a deadly weapon or spell, the Samurai will attempt to inflict at least a light wound and then flee.

If the player defeats and subdues one or more of the Street Samurai, he will not obtain any useful information from them. All they know is that they were hired that same morning for a simple bodyguard job, with orders to rough up anyone who got too close to Mr. Johnson.

Checking with Contacts and others at the location from which the hostage was kidnapped will be equally futile. All the traitor-character will learn is that the person vanished from sight sometime that morning. No further clues as to the hostage's whereabouts will be found until after the players actually get into the adventure.

DEBUGGING

If the player characters attack Mr. Johnson instead of merely following him, the Hands of Five will kill their hostage and use Holmes much more actively. In such case, the gamemaster should simply run the adventure as though he had never planned to use this subplot. Holmes will provide the Hands with all the information they need to spring the ambush at the Tacoma docks.

If the traitor-player decides to confide his dilemma to the rest of the group, let him. The team can then decide whether to double-cross Biogene, the Hands of Five, or both. If the player character makes his problem known to Walker or Holmes, then the Hands of Five will be in on all the counter-plans that the players make. If the Hands cannot obtain any more leverage by holding their hostage, the gamemaster should kill the hostage, as threatened. Remember to emphasize to the traitor-player that the bean could be a listening device, for that should put a damper on his desire to spill his guts.



AT THE CBI

TELL IT TO THEM STRAIGHT

So there you were, minding your own business at The Corporate Bums and Indigents Club, informally known as The CBI, when this nervous-looking sarariman comes up to your table.

"You...eh...gentlemen are requested to attend a private dinner put on by, um...Mr. Johnson. I have a car waiting. Ah...no heavy weapons, please."

You get the feeling that to refuse either the invitation or its conditions would lead to something messy, but climbing into some stranger's car without your trusty AK-97 doesn't exactly leave the pit of your stomach in good shape. Well, what the heck. You're independents. Can't get a job without talking to Mr. Johnson. Besides, corps believe that wasting "independent assets" such as you is bad for business! Or that's what you tell yourselves...

You and your chummers climb into a nice set of wheels, which takes you for a ride into downtown Seattle. When the car pulls into the underground garage near the old World's Fair Grounds in the shadow of the Space Needle, you know something is up. This is corporate "neutral" territory, a place where deals are made without the need to worry about stray death.



The lighting in the garage is bright, maybe too bright. Pivoting security cameras cover the main entrance and parking areas. Your guide's car has polarized windows to prevent anyone from seeing who is inside. The car slows down at a sudden, 90-degree turn in the ramp. Anyone taking the ramp at speed will end up splattered against several meters of concrete. Behind you, at the entrance, heavy metal grates that look proof against even a GMC Banshee slide into place.

When the car finally stops, several electronic sensors extrude from panels along the wall to examine the vehicle. Your driver codes in an electronic key and feeds it to one of the sensors. The security computers approve of the vehicle's ID and you can almost hear the safeties being clicked back on the various weapons that must surely be covering you all.

Proceeding up a short ramp, the car pulls into an electrical recharge slot next to a bank of elevators. Your guide instructs you to exit the vehicle and directs you to the nearby lifts. More security devices and codes are exchanged to pass through the Plasisteel™ doorways.

Up you go. Eventually, the pressurized doors whoosh open to another lobby. The thick, cream-colored carpeting and beige walls are offset by the Elven maitre d' in his formal black attire. You suddenly realize that this is one of the foyers to the Eye of the Needle Restaurant, eatery of choice for high-powered Mages everywhere.

You guess that the Elf's innocent-looking podium and light probably contain more electronics than a medium-sized office. The Elf looks almost effeminate, but you can be sure that the hidden eyes watching you will not tolerate any violence.

Your guide indicates that you should follow the Elf into another lift with a silver and black door.

The Elf proves to be a fount of information that dries up after he tells you his name is Cripps. After a brief ride, the elevator deposits you at the very peak of the Needle. Far below shine the multi-colored lights of Seattle.

Here are several small intimate dining areas where people can sit in comfort, privacy, and security. You also notice a bank of White-Noise Generators and an Hermetic Circle integrated into the decor. Cripps informs you that any requests should be made via the service board concealed within the table. "Your host will be here momentarily!"

BEHIND THE SCENES

The party has been contacted by Wendell Holmes, assistant to Jason Walker. Walker is Assistant Director of Special Operations for the Seattle branch of Biogene Technologies.

The security at the Eye of the Needle is very high. The gamemaster should make an 8-dice Perception check against the Concealability of any weapon that the players are carrying to see whether the foyer security system picks it up. If so, the player will be asked nicely to check the weapon before entering the elevator. Players who refuse will be invited to wait in the foyer while the rest of the party goes in to dinner.

Aggressive actions will not be tolerated in the Space Needle. Arguing with Cripps about having to leave weapons behind will result first in a warning and then in the arrival of the Needle's security team. This team normally consists of eight heavily armed Corporate Security Guards (Partial Heavy Armor, Clubs, Tasers, and Uzi IIs), a Company Man, a Street Mage, and a Wage Mage. The team will arrive within one minute of any disturbance. During that time, the various security doors will be sealed and the elevators accessing the area where the characters are located will be shut down. The Needle security team will enter from various directions and seek to neutralize, rather than kill, their opponents.

The dining area where the players are has a White-Noise Generator with a Rating 10 and a Rating 8 Hermetic Circle to prevent eavesdropping and to keep out astral beings.

Mr. Walker needs the shadowrunners' talents for a data-snatch from an Aztechnology research facility in Tacoma. By calling the meeting in the Space Needle's revolving restaurant, he hopes to impress the player characters with his wealth and power. Walker is not a fool, however. By liberally spreading nuyen, he is confident that no one but Holmes and Cripps has "seen" the players' group. He has also ensured that any electronic surveillance "forgets" that the player characters were in the Space Needle.

Since the moment the runners got into the car, Walker has been watching to see how they handle themselves. Are they a band of loud-mouthed louts who cannot keep a secret, or do they keep their mouths shut and do their job? Can they handle themselves off the streets as well as on them? The gamemaster should note the player characters' behavior during the trip and modify the offered salary accordingly.

DEBUGGING

The main purpose of this encounter is to set the mood, and so it should not suffer any major bugs. The players will be suitably impressed, not only with Mr. Johnson's credit balance but with the fact that this is a big-time operation. Here is the "bright" side of Seattle, with its opulence and power. Here is the upper crust that covers the wounded shadows.

The initial encounter with the group can take place anywhere. Holmes can meet and pick up the characters individually. Alternatively, the group's fixer might arrange the meet. In that case, simply pick up the action with the drive to the Space Needle.

If the players do not take the bait and refuse to meet with a new Mr. Johnson, and if you are using the traitor subplot, you can have the traitor's Hands of Five Contact put pressure on the players to accept the job. If not using the traitor plot, one or more of the group's Contacts can let it be known on the street that the team's rep is suffering for not even listening to a simple business proposal. Have these runners turned into *shakujin* overnight?



THE RUNDOWN

TELL IT TO THEM STRAIGHT

"You understand that anything I say to you must remain within this room, yes? If any word of this operation leaks out into the streets, we'll know who to blame.

"The Aztechnology corporation has been working on a project that we're very interested in. It is a biotechnology project, but nothing you need be concerned about. It is harmless, unless administered properly. We wish a sample of the project and the complete file on it from their computer.

"Some arrangements have already been made for the run. You will get in through a semi-abandoned section of the Tacoma sewer system that runs adjacent to the Aztechnology facility. Based on information we've been able to obtain, the ventilation/heating duct system for the facility runs only a meter or so from the sewer wall. It should be a simple matter to break



through the brick-work there and get access to the ducts. There is, however, an extra wall, made of Plastisteel-7™, surrounding the entire facility to prevent exactly this kind of break-in. Fortunately, we have been able to obtain an instability catalyst that should weaken the material sufficiently for you to get through.

"The product sample will be somewhere in the laboratory section that you'll be entering. Look for the analysis labs or storage rooms. The data file will, of course, be somewhere in the computer system, but we do not know whether or not it is isolated. We do know that Aztechnology had some of their specialists in to work on the system when it was installed, which probably means it will take some work on your part. We also know that in the last day or so Aztechnology isolated the two internal systems servicing the laboratory to prevent access from an external node. All access will have to be from within the facility itself.

"Once you have completed the run, make your way to the wharves and rendezvous with the *S.S. Misha*, a container vessel docked at Wharf Number 114. Get there before daybreak. Your contact will be waiting for you on the ship. He is an Elf, tall and thin, with black hair. When he asks you if the sky is still blue, tell him that it hasn't been since you were a child. Give him the sample and the data file. He will pay you.

"Being evening, and the weekend, there should be few people at either the Aztech facility or at the wharf. I leave to your discretion what you should do about anyone you chance to meet.

"Hmm? Oh, didn't I tell you? We go now."

BEHIND THE SCENES

As far as Walker is concerned, this part of the run is as straightforward as he portrays it. At no time will he mention that he works for Biogene, or that Biogene is sponsoring the run. Nor will he mention his name or that of Holmes. He's seen too many runs self-destruct because a Mr. Johnson let something slip to the shadowrunners. He does not intend to make that mistake.

Walker is also mute on the fact that the Aztechnology bioengineering project is a virus.

Because Biogene has learned that Aztechnology plans to move the research to a more secure facility in Atzlan, the run is scheduled for this very night. If Biogene does not strike now, they could completely lose their chance to obtain a sample of the virus.

The corp is offering 120,000¥ as payment for the run, with the shadowrunners deciding among themselves how to split the money. As a gesture of goodwill, the corps will pay 60,000¥

THE RUNDOWN

in advance. The remainder is due on delivery of the virus and the data file. If the players' group attempts to negotiate with Walker, use the Social Skill Use procedure found on page 153 of the **Shadowrun** basic rules.

Should the characters request back-up, Walker replies that he doubts whether it could be arranged at this late date, but that he will try. Ultimately, no back-up will be available, due more to lack of time than Biogene's unwillingness to cooperate.

Walker will, however, be able to offer the services of two other operatives. The gamemaster may choose from the pre-generated player characters in the **Cast of Characters** section of this book. The player characters have the option of completely refusing this additional assistance, which will *not* be offered again. If one or more operatives are accepted, these characters will expect and demand full-payment shares. If the traitor option is in effect, the gamemaster should attempt to get at least one non-player character into the group to deflect suspicion if it becomes apparent that a traitor is in their midst.

After the negotiations and briefing are completed, Walker will provide vehicles to transport each character to his home. He will also provide a source of equipment. The team will be given only enough time to get home, grab their gear, and be driven to another meeting spot. During that time, they may attempt to gain information from their Contacts, but their escort, two Street Samurai, will not be tolerant of unnecessary delays. Consult the **Legwork** section to learn what information might be available at this point in the adventure.

Walker has access to a van filled with gear. At the gamemaster's discretion, the characters may only be allowed to get equipment from it and not their respective stashes. The following equipment is available:

- Four (4) AK-97 Assault Rifles (w/10 clips each)
- Four (4) AK-97 SMG/Carbines (w/10 clips each)
- Two (2) AK-98 Assault Rifles (w/10 clips each)
- Two (2) High-Explosive Missiles
- Ten (10) Mini-grenades: 4 Offensive, 4 Defensive, and 2 Concussion
- Four (4) Regular grenades (non-aerodynamic): 2 Offensive, 1 Defensive, 1 Concussion
- Eight (8) Armor Jackets (2 in Extra-Extra Large)
- Eight (8) Chemsuits (2 in Extra-Extra Large)
- Eight (8) sets of wireless, scrambled, two-way Micro-transceiver systems (headset form)
- Two (2) Maglock Passkeys
- Digging Tools
- Eight (8) kilograms of C-4 (6) plastic explosive and 2 timers
- Two (2) catalyst sprayers (2 uses each)

In addition to this equipment, Walker will volunteer Holmes (but will not name him) to drive the van and drop them off near the sewer entrance. He will also provide the player characters with a partial map of the section of the Tacoma sewer system through which they will be traveling. The player's version of this map is included at the back of this book. The gamemaster's map is included in the section, **Down Under**.

DEBUGGING

The worst that could go wrong here is that the characters might, for whatever reason, refuse to go along with Walker. If so, Walker will attempt at first to convince them. Failing that, he will take a different tack. His voice and demeanor grow cold, as he looks the characters over one last time. If they still refuse, he reaches into his pocket, removes a small microtransceiver, and says: "This is Johnson. Dispatch Team Two." He then puts the transceiver away and walks off. If the characters do not stop him and agree to the mission before Walker reaches the elevators, Biogene's offer will be withdrawn. Following Walker's departure, Cripps will enter and insist that they all leave immediately.

Who knows what kind of word Walker will put out on the street about this team? Nor does it make them feel any better when one of the player characters later meets up with a friend who took part in a recent run on Aztechnology. It went like clockwork and the runners involved made a lot of money, including a handsome bonus from their unnamed employer.



SCOUTING AROUND

BEHIND THE SCENES

If the player characters have their wits about them, now is a good time for them to do some scouting. There will not be much time to check with Contacts, but one or more characters may decide to do some scouting of the Matrix or some Astral scouting.

There is definitely no time for physical scouting.

MATRIX SCOUTING

Aztechnology's Tacoma Research Park does not have its own connections to the telecom grid, but works through the main system in the Aztechnology Pyramid in Seattle. If a decker player character wants to investigate the lab computer system from the outside, he will have to penetrate through nearly the entire Aztechnology Seattle computer system. That is, all 38+ plus security levels, including the quasi-mythical Level 30 where all the prototype Black IC gets tested. NO ONE has ever done it and lived long enough, or come out in good enough condition, to tell about it.

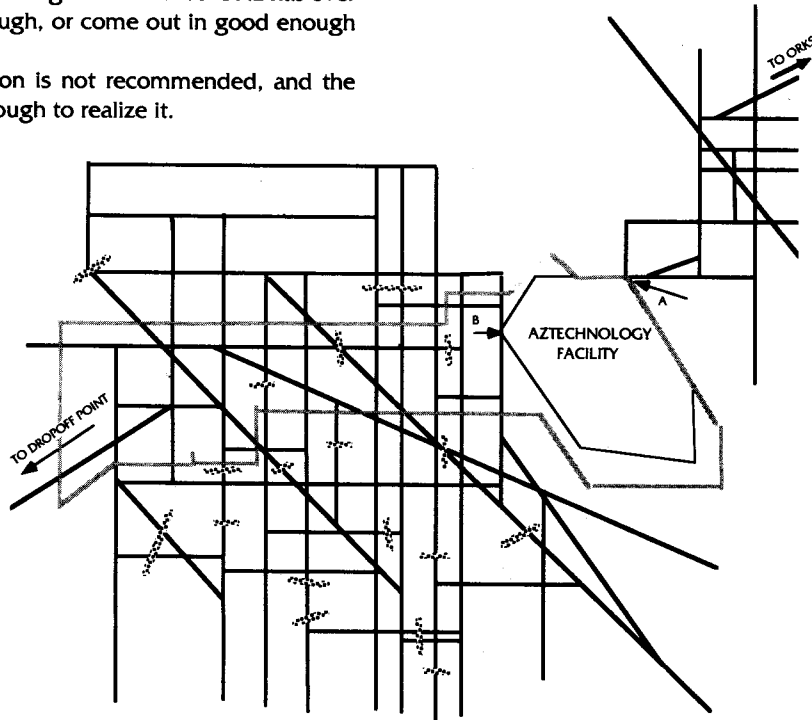
Obviously, this direction is not recommended, and the decker should be smart enough to realize it.

ASTRAL SCOUTING

If there is one thing that Aztechnology does better than computers, it's magic. If an Astrally scouting Mage approaches the general area of the Aztechnology facility, he will be set upon by three Rating 8 Earth Elementals, if coming in underground, and two pairs of Rating 8 Fire and Air Elementals, if approaching in any other manner. The Elementals will "strafe" the scouting Mage as a warning. If the player Mage does not flee, they attack.

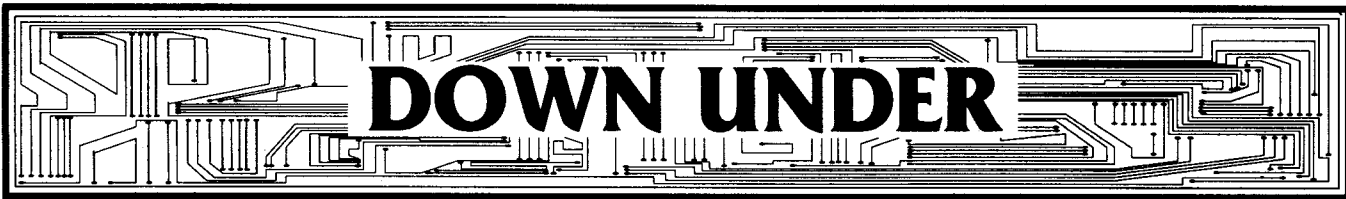
If the conflict lasts more than four turns, the original Elementals will be joined by another identical group. At this point, the Mage can assume that the magical guardians of Aztechnology are aware of his presence and are, no doubt, at that very moment preparing to come after him.

If the player character stands his ground, the gamemaster should feel free to hit him with whatever seems fitting. If he flees, at least he is somewhat the wiser for his experience.



TACOMA SEWERS GAMEMASTER MAP

- SEWER SECTION
- A - ALPHA SECTION ACCESS POINT (AND SYSTEMS JUNCTIONS BOX)
- B - BETA SECTION ACCESS POINT
- ▭ - PLAYER MAP AREA
- ~ - COLLAPSED TUNNEL (PHYSICALLY IMPASSABLE)



TELL IT TO THEM STRAIGHT

The van ride through the darkness is cold and uneventful. The driver says nothing, but glances back at you frequently, his large, round eyes darting from the mirror to the road and back again. You, too, are silent, listening to the eerie outside noises that leak into the nearly soundproof van.

Finally, the van stops and the driver motions you to get out. He follows moments later, pausing only to activate a sophisticated alarm system on the van. From the look of things, you are in the midst of an industrial park somewhere in Tacoma. Without full moonlight or obvious landmarks, it's hard to tell exactly where.

The driver takes you back behind some buildings and down a small stairway. At the bottom is a rusted, closed grating leading to another set of stairs. A foul, rotted smell seeps up from far below. It takes most of you to loosen the grating and break it free of the rust.

The driver flashes you a half-hearted smile before handing you a hand drawn map of the sewers. He then steps aside and watches as you descend carefully, one by one, into the darkness. He closes the grating behind you.

It's far worse down here than you hoped, but only a little worse than you'd expected. Small animals scurry violently about in their rush to avoid you. Touching the walls, you feel them damp with various kinds of evil muck. Underfoot, the ground feels dry in some places, then knee-deep in something vaguely passing for water in others. The foul odor almost takes your breath away. It smells like many things have died down here. Or will.

BEHIND THE SCENES

Welcome to Tacoma, or at least its sewers. The section the characters are moving through is part of the old system, abandoned about 30 years ago and replaced by a new storm system. This network of tunnels is still useful as a catch for runoff and as an overflow vent for the new system, but mostly it just collects debris—natural, Human, and otherwise.

The odor in the sewers is staggeringly brutal. Though the characters may be repulsed, they will not have problems breathing after a bit. Only the most sensitive will have difficulties, and then only if the gamemaster is in a particularly vile mood.

The gamemaster's map of the Tacoma Sewer System is shown at the left. It is accurate in showing a cave-in or two that will make the players' passage through the tunnels less direct than their own map would indicate. These obstacles should prove to be only minor inconveniences, however. The team will

have no problem locating an alternate route, even though it is not marked on the Players' Map.

Though the sewers themselves offer only a temporary obstacle, the denizens of the sewers are another matter. You didn't really expect them to be empty, did you?

For every separate section of sewer, be it passageway or intersection, roll 2D6. On a result of 9 or higher, an Encounter occurs. At that point, roll 3D6 against the Sewer Encounter Table to see what turns up.

SEWER ENCOUNTER TABLE

Die Roll (3D6)	Critters
3	1 large, rabid cat
4	1 large, rabid dog
5	1 - 6 bats
6	1 - 6 ghouls
7 - 8	1 - 6 Street Gang members*
9 - 10	1 - 6 Squatters**
11 - 12	1 - 6 Orks***
13 - 14	1 - 6 Dwarfs
15	1 or 2 ghosts
16	2 - 12 rats
17	1 - 2 ghosts
18	1 vampire

***Street Gang:** One of the Gang Members present is the leader. Normally, he would be a Gang Leader Archetype, but roll 1D6. On a result of 5, he is a Street Samurai; on a result of 6, he is a Street Mage.

****Squatters:** Roll 2D6: On a roll of 2 or 3, there is a classic Street Archetype concealed among the Squatters. Roll 1D6: 1 is a Street Shaman; 2 Street Mage; 3 Gang Member; 4 - 5 Street Samurai, and 6 Street Doc. Otherwise, all are the standard Squatter Archetype.

*****Orks:** These are local, sewer-dwelling Orks. They are harmless, though it may not be immediately apparent. Use the Squatter Archetype. These Orks have no connection with the hidden Ork enclave encountered later in the adventure.

For all other encounters, use the statistics given for the appropriate Critter or Average Metahuman, per the tables on page 191-2 of the **Shadowrun** rules. All appropriate skills are at a Rating of 2.

Visibility in the sewer tunnels is restricted. Without any form of external light, nothing is visible, not even to a character with low-light eyes. (Low-light eyes work through light amplification. *Some light must be present in order to see.*) A

DOWN UNDER

flashlight will provide illumination for 20 meters, but only in a narrow area. An area-style camping light will illuminate up to 10 meters all around.

At each intersection, there is a 3 in 6 chance (50 percent) of coming upon a manhole that opens into the streets. The chance in any other section is only 1 in 6.

Regardless of whether the characters choose to wear the chemsuits available from Biogene, they will be subject to minor physical effects from contact with the various toxins in the sewer. These effects will show up as rashes and blotchiness over 80 percent of their bodies, but the player characters should be led to believe that it could be much worse. Note that the effects will only surface 1D6 days after the completion of the entire **DNA/DOA** adventure. That will leave the player characters more inclined to blame the effects on possible contamination during their visits to the Aztechnology labs. Very few things in the **Shadowrun** universe get characters squirming faster than the threat of **BIO-HAZARD**.

Once the team reaches the appropriate tunnel section, they will have to decide *how* they are going to get through the wall. The tunnel is made of Normal Concrete (Barrier Rating 8). The characters may attempt either magic or explosives to get through, but they should have considered this ahead of time.

Beyond the tunnel wall is the Plastisteel-7™ wall surrounding the primary lab area. It is off-white plastic, with an almost mirror-like gloss. Some 30 centimeters thick, the wall has a Barrier Rating of 35 and is virtually impervious to any form of attack. The characters should, however, have the catalyst agent provided by Biogene. Contained in a small, palm-sized canister, the catalyst is in aerosol form that must be sprayed directly on the material. The aerosol spray will cover roughly 4 square meters (4m x 4m) of surface. The canister contains enough spray for two uses.

Once applied, the catalyst turns the Plastisteel-7™ a bright pink. After a moment, the material begins to bubble slightly, then steam, and then finally lose its luster. At this point, the catalyst has done its work, and the plastisteel begins to take on the consistency of chewed bubble gum. In order to enter the ventilation duct system, the player characters will have to push their way through the wall section. And the wall will look and

feel exactly as though they are crawling through a wall of bubble gum.

By reaching through, they can locate the ventilation duct by feel. The energy given off by the chemical reaction in the wall has damaged the duct enough to melt its plastic walls. The characters can, therefore, crawl from the tunnel directly through the destabilized Plastisteel-7™ wall, and then into the ventilation duct.

Once through, the wall will seal up again behind them, but retain the bubble gum consistency for one hour. In this state, the wall has a Barrier Rating of 16, but only against high-impact, high-energy damage such as firearms, projectile weapons, and explosives. Against low-energy attacks, such as simply trying to walk through it or magic, it only has a Barrier Rating of 1.

After passing through the destabilized wall section, the player characters will exit the other side covered in sticky, membranous sections of the wall. If they desire, they can spend some time removing it (about five minutes). If they do not remove it, the substance will harden again in one hour, reducing their Strength and Quickness by 4 each. The player characters' Reaction Rating and Dice Pools would also have to be recalculated accordingly.

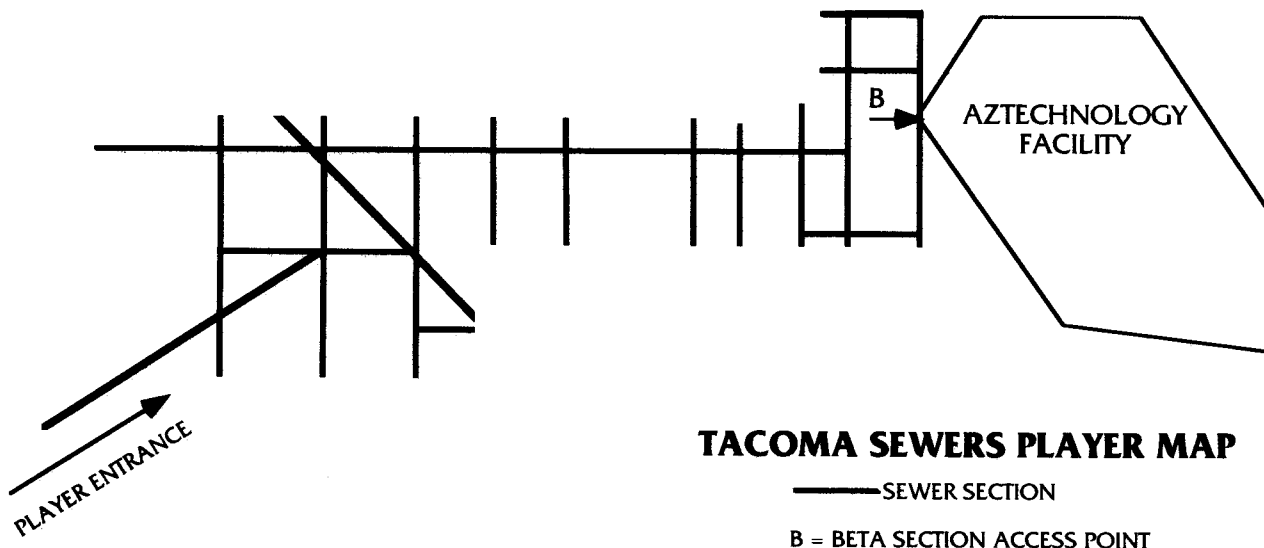
Once through the wall, the characters should quickly begin to realize that something is very wrong in the lab.

DEBUGGING

Again, there is little that can go wrong in this section unless random chance runs against the characters, making the encounters in the sewers come so fast and furious that it jeopardizes their ability to complete the run. For this reason, the gamemaster should be wary of overdoing the encounters. The real action takes place immediately after the players' team enters the Aztechnology lab. The players will have been expecting strange things in the sewers, but certainly not in the lab.

Movement in the sewers should be restricted to the local area, i.e., this side of the Aztechnology facility. If the characters somehow end up exploring or get lost, take pains not to let them wander into the area occupied by the hidden Ork town.

The gamemaster must also remember that this is an *abandoned* sewer, not the monorail station during rush hour.



INTO AZTECHNOLOGY

TELL IT TO THEM STRAIGHT

Compared to the sewers, the ventilation duct is a sanitary paradise. The duct is clean and only slightly damp from condensed moisture, but the mass of pipes and bundles of fiber-optic cable running throughout leave little room to maneuver. The only way through is to crawl...slowly.

Eventually you begin to notice a dim, pulsing, red-tinted light illuminating the duct. You have reached a grating, one that has been burst open from the inside, from *your* side. Moving carefully, you slide your body forward and look beyond it.

Amber light panels positioned intermittently around the room, just below the ceiling, flash continuously. The room itself is in shambles, as though a miniature whirlwind or other destructive force had passed through. Debris litters the floor, and the far wall is splattered with an ominous dark stain.

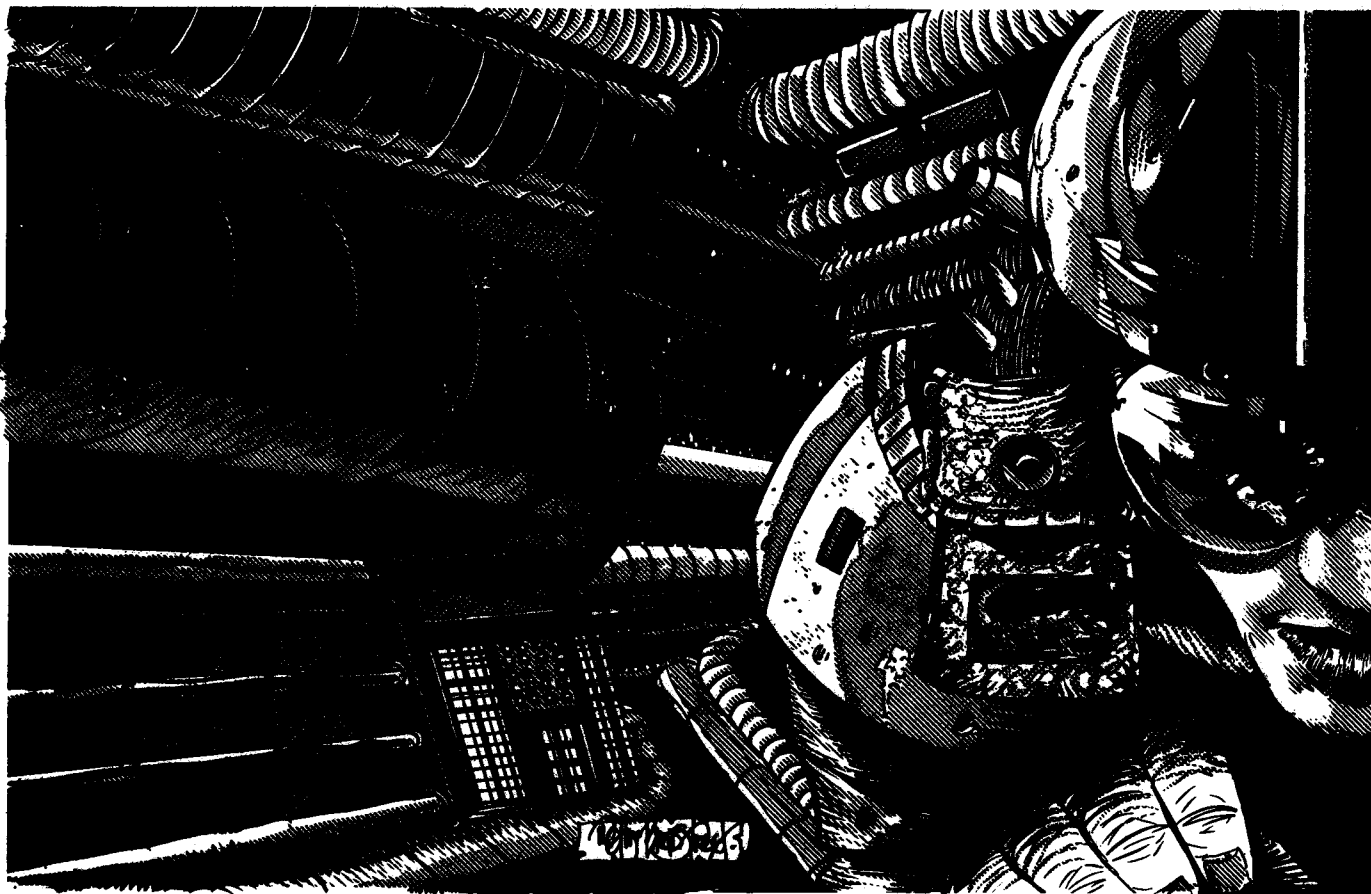
The door leading into the room is ajar. Suddenly, you catch a glimpse of movement, a quick darting away of something just beyond the door. You think it may have been a man. Maybe.

BEHIND THE SCENES

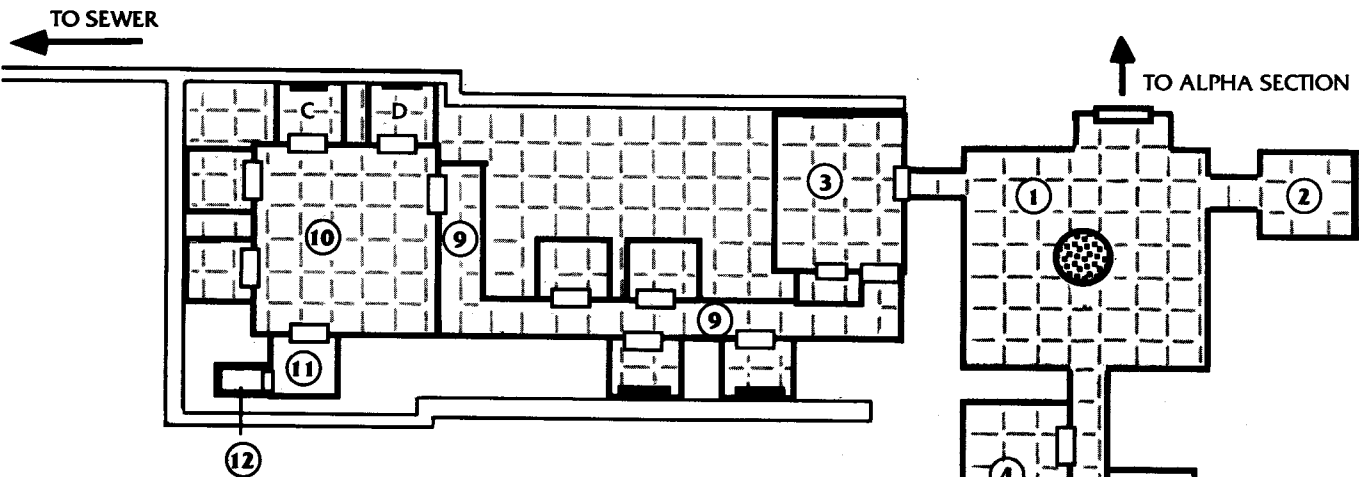
What has happened here is the Metavirus IV accident, which has turned the Beta Section of the Aztech laboratory into a war zone. The rampant killing has subsided, with the various survivors having staked out their own "territories." Food is scarce, so anything wandering too far from home is fair game. That includes the intruding player characters.

The large ventilation ducts can access Beta Section at only a few points. Beta-Room 3, the rooms adjoining 9, and 10c-d, all have connections to the large ducts. All other non-isolation lab areas are serviced by small ducts.






The only illumination in Beta Section is from the flashing amber lights. Unknown to the player characters, these signal the fact that a biohazard spill or accident has occurred. Major doorways such as the access to Alpha Section from Beta-Area 1, the door to Beta-Area 6, and the door to Beta-Area 9 are flanked by a pair of twin security lights of a normal color.



INTO AZTECHNOLOGY



BETA SECTION

-  = 1 METER
-  VENTILATION DUCT ACCESS GRID
-  VENTILATION DUCT
-  PLANTS
-  CLOSED DOOR

BETA SECTION MAP KEY

Each room description is preceded by a description that the gamemaster may or may not choose to read verbatim to the player characters as they enter the room. See page 25 for the Random Encounters Table.

Entrance Hall (1)

"The air is dry and stale, with a faint hint of decaying matter in the air. The room, designed for stylish indirect lighting, looks harsh in the flashing amber. In the distance can be heard the soft sound of...maybe machinery, maybe something else. The massive steel door to the north is lettered with the words "Alpha Section Access," and is sealed, locked in place. Small panels of amber lights flash around it, but to their own rhythm, out of sync with the rest of the room lights. No control panel for the door is visible, nor is there any access hatch to its workings. A small telephone handset is attached to the wall directly to the left of the door.

In the center of the room is a large circle of plants, all seemingly healthy and thriving, but weirdly colored in the amber light.

The hall measures about fifteen meters on a side, with entryways north, south, east, and west."

Gamemaster's Info: There is little else here beyond the obvious. The Access Door cannot be opened from this side, and the telephone, normally used as an intercom to security, does not work. A closer look at the grouping of plants will reveal that some have been uprooted and removed, and some appear to have been gnawed at.

Small Auditorium (2)

"The door is unlocked, and beyond it are the remains of a once-stylish auditorium, probably used for group presentations and discussions. To you, it looks more like the aftermath of a wild party, with smashed seats and tables strewn here and there, and the walls smeared with lord-knows-what. Piles of debris litter the room. A smashed computer terminal sits in a far corner."

Gamemaster's Info: There is little of interest in the room, beyond its condition. The terminal is destroyed. One or more characters wandering into the room will disturb the pair of Giant Cockroaches hiding under a nearby pile of debris. The creatures will immediately strike out at the nearest moving target. An Intelligence/Perception (4) Test is required to notice them just as they attack. If the test fails, the roaches have the advantage of surprise.

Giant Cockroaches

B	Q	S	C	I	W	E	R	Attacks
6	5x4	3	—	2/4	2	6	4	4M2

The size of medium dogs, these giant cockroaches are light to dark brown in color. Their mandibles are their only weapon.

Lounge (3)

"Though apparently once a rest area, the Lounge now gives off both the odor and traces of death. Dark stains splatter the walls, floors, and what remains of the furniture. The south wall contains a small closet. By examining the damage, you can tell that someone tried to lock himself in there, but someone or something forcibly removed the individual by ripping open a hole in the bottom half of the door. Dark smear-stains lead away from it.

"A bulletin board on the north wall contains average-quality computer-generated drawings of humorously bizarre creatures. They have all been given cute names, with some apparently nicknamed after employees of the facility.

"Along the south wall of the room is a larger-than-normal pressure door. It is lettered with the words, 'Biotech: Restricted Access.' The door is sealed and locked with a Maglock 5 keypad.

"The ventilation duct servicing this area has been broken inward into the room."

Gamemaster's Info: Again, the state of the room is the primary interest, with little else of value to be found. The most striking fact is that, for all the apparent carnage, there are no bodies.

Large Meeting Room (4)

"Compared to most of the facility, there is little damage here. The heavy simu-wood meeting table remains intact, damaged only by long scratches across the top. The surrounding chairs remain upright, but with cushions all badly torn. At the front of the room is a trideo projector and viewing screen. Plastifoam coffee cups are strewn about the room but are undamaged. On the table is a desktop computer terminal.

"The ventilation duct serving this room has been broken inward into the room."

Gamemaster's Info: Lurking beneath the table is what used to be Dr. Perkins. Radically affected by the Metavirus-IV, his skin is now covered with fine orange and black hair. His hands and feet have begun a slow, painful metamorphosis into vaguely paw-like shapes. From his manner, it is obvious that Perkins is insane. At the first opportunity, he will screech wildly and attack the characters.

Though most of the man's clothes have been torn from his body, a later search of him will reveal not only his ID, but a dark green electronic security pass that can open the pressure door into the Biotech area.

Dr. Perkins (Tiger Sapiens Variant)

B	Q	S	C	I	W	E	R	Attacks
4	4x4	4	2	1	2	3	3	4M2 (Stun)

Special: Stealth, 3; Low-Light Vision; Enhanced Hearing

The effect of the virus on Perkins is similar to that of the tailored Tiger-Sapiens lurking elsewhere in the lab (see page 25). If injured more severely than Serious, Perkins will flee the room and remain hidden for five to ten minutes. After that, his madness will drive him out to attack the characters.

The computer terminal is still attached to its system connection, but because the computer system has crashed, a decker attempting to jack through here will find only the void of a dead system.

Analysis Room (5)

"This room is filled with the small, curtain-enclosed cubicles common to either a medical clinic or hospital trauma center. Many of the curtains show the same ominous dark stains seen in other areas. As you enter, the curtains are torn aside and things that may once have been men burst from three of the cubicles, rushing at you with makeshift weapons in their hands and death in their eyes."

Gamemaster's Info: This room is sealed with a Maglock 4 keypad. These unfortunate souls are Beta Section technicians

who have been affected by the Metavirus, but in no patterned manner. They appear aged and rotted, with little flesh left on their bones. There is no intelligence left in them, and nothing on their bodies to tell who they might have once been.

Virus-Infected Humans (3)

B	Q	S	C	I	W	E	R	Attacks
3	3x4	3	1	1	2	3	2	4M2 Stun (club) 3M1 Stun (fist)

Hallway (6)

"The heavy door leading into this area has been broken open. The south side of the door has nothing on it, but a glance around to the other side finds it labeled 'Biotech: Secondary Analysis Section, Access Restricted.'

"The hallway section before you has apparently been the scene of a great fight. From the destruction lying all around you, it is evident that only an explosion could have caused this kind of damage. You must actually clear a path through the rubble. In doing so, you discover the remains of two security guards, whose bodies have been partially eaten."

Gamemaster's Info: Beneath the rubble are two Flesh Worms waiting to strike. They will do so as soon as at least two characters are in the hallway. Player characters present must make an Intelligence/Perception (5) Test to keep the worms from gaining the advantage of surprise.

Flesh Worms (2)

B	Q	S	C	I	W	E	R	Attacks
4	5x3	3	—	2/4	2	3	3	3M2 (+1 Reach)

Special: Venom

The Flesh Worms will continue to attack until dead. If one of the characters can make an Intelligence/Perception (8) Test, he will notice a standard defensive grenade in the debris.

Observation Area (7)

"Many tables and lab counters fill the room, apparently once used to study organic specimens, either living or dead. The ceiling is sagging dangerously, dripping what looks like rusty water. Pools of liquid are everywhere. The north wall contains two metal doors labeled 'A' and 'B.' The east wall has one metal door labeled 'C,' and the south wall a single metal door labeled 'D.' This door is partially ajar. In the southeast corner of the room is a large metal desk covered with computer print-outs. Embedded in the wall above the desk are the remains of man.

Gamemaster's Info: Inside Observation Cell D is a Metavirus-infected Troll. A former test-subject, he has escaped and accounts for much of the damage in the facility. When the characters arrive, he is sitting calmly in Cell D finishing the last of "dinner." Content with his territory, he will ignore anything that does not enter Beta Area 7. An inspection of Cell D will reveal the majority of the missing technicians and scientists, in one form or another.

The Troll cannot be reasoned with. Once the player characters enter the room, the Troll will burst out and attack them.

Virus-Infected Troll (1)

B	Q	S	C	I	W	E	R	Attacks
8/1	2x3	7	1	1	2	3	1	7M1 (+1 Reach)

Special: Salvaged Armor Jacket fitting like an Armor Vest (2/1)



A search of the room reveals a 20 Mp optical data storage chip on the large desk. In it are the contents of Data File One, which is included as a Player Handout at the end of this book. If the team has a way to read the chip, give them the file. Note that this is not the Master File the characters have been looking for, but only an extract.

Large Office (8)

"This office, once a staging area for some of the security guards, has now become their charnel house. Three guards are here, wearing tattered security guard uniforms and nearly mad with fright. As you enter, they look at you in horror and scream. One of them shakes his head violently, crying out, 'No more, no more.' They attack you en masse."

Gamemaster's Info: These Security Guards have been hiding here since the accident nearly 24 hours ago. They will attack anything that enters the room. At the gamemaster's option, it may be possible for the team to reason with them. See the statistics for **Aztechnology Security Guard** in the **Cast of Characters** section, page 55.

A closer inspection of the room will reveal an average-quality simsense player and an assortment of sensechips for it (about 300¥ worth). Also in the room is a computer terminal and a small bank of processors that once comprised the security sub-processor. All are damaged beyond repair.

Hallway (9)

"The air in the hall is dead and humid, the smell of rotting carrion hanging like a fog over everything. When you enter, the fetid air hits you like a wet shroud."

Gamemaster's Notes: The small rooms along this corridor are all empty holding cells. The doors are open. Roll twice on the Random Encounters Table, page 25, for this area. The door at the west end of the hall is sealed and locked with a Maglock 4 keypad. The sign on the door reads, "Analysis/Experimentation Area: Restricted Access."

Analysis/Experimentation Area (10)

"Surprisingly, this room is virtually intact. Advanced high-technology bioengineering equipment fills the available space. Specimens of various kinds are in examination containers attached to the equipment. Two metal doors labeled 'A' and 'B' are located in the west wall. In the north wall are two doors labeled 'C' and 'D'. There is a heavy, unmarked metal door on the south wall. In the northeast corner is a data storage unit and terminal.

Gamemaster's Info: The door to this room is sealed with a Maglock 4 keypad. Dr. Peterhoff has been staying here ever since the accident. If he has not been encountered previously, or has escaped, the players find him cowering in Observation Cell B.

Also in the room are two Ork security guards who, though virally infected, have maintained their sanity thus far. They are hiding in Observation Cells "A" and "D" when the characters arrive, but will spring out to attack at the first opportunity.

Metavirus-Infected Ork Guards (2)

B	Q	S	C	I	W	E	R	Attacks
8	4/4	6	1	1	1	3	2	6M1 (flst) 6M2 (spur)

Skills: Unarmed Combat, 3; Armed Combat, 4

Gear: Cyberspurs, Armor Vests (3/1)

These Orks were part of the security detachment that became, for all intents and purposes, Peterhoff's personal guard, which may explain their continued loyalty to him. The Orks will attack the characters ferociously, but will move to defend Peterhoff at their own expense if he is threatened in any way.

As stated above, the room is filled with high-technology bioengineering equipment. A character able to make a Biology (6) Test will recognize the equipment as used for gene-splicing, DNA manipulation, and viral engineering. See page 26 for accessing the storage unit.

An examination of Cells "C" and "D" will reveal that their ventilation duct screens have been broken *inward*.

Examination Room (11)

"This morgue-like room was, apparently, used to examine and dissect the various failed experiments generated down here. Specimen jars filled with recognizable and unrecognizable organ and body parts fill many shelves, all categorized in some unidentifiable code. A stainless-steel specimen table sits in the center of the room. Strapped onto it, and practically dissected, is a dead Ork.

"Beyond him, along the west wall, is a large vault door."

Gamemaster's Info: The vault door is constructed of Thick-Impact Plastic (Barrier Rating 10) and is controlled by a Maglock 6 keypad.

The Vault (12)

"The large double doors swing open, revealing shelves of papers, data chips, and some beakers and test tubes. On a lower shelf is an impact-protected, clear foam-wrapped plastic container. Inside the container are six small, flat dishes of a gray-green culture. The container is edged with strips of blue-and-white-striped tape and marked with a large 'biohazardous' warning label. The shelf where it sits is marked 'Do Not Remove Without Authorization.' Closer inspection reveals a coded label

bearing the words, 'Sample: Viral Strain I.'

Gamemaster's Info: The container is a sample of the original Metavirus I strain, and is not the one responsible for the mutations and biohazard in Beta Section. The characters can do whatever they choose with the virus, even inject it into their bodies, and *nothing* will happen. Its sole effect comes only when properly injected into a fertilized egg. If exposed to air or extreme heat or cold, the virus will die. Naturally, the gamemaster should not inform the player characters of this.

The data chips in the vault contain various records and experiment results. Biogene will pay an extra 20,000¥ for them, though they are worth 30,000¥ on the open market. There is no copy of the Metavirus data file here.

SECURITY NOTES

Aztechnology officials are not concerned about the personnel in Beta Section, because "The Tailor" (Dr. Carol Owens) is safe in Alpha Section. She can easily duplicate her research, plus there are back-up copies of her research files hidden away elsewhere. (Unknown to Aztechnology, Biogene has a hidden agent at the back-up file site who will be stealing the file and erasing the master copy at the same time the player characters are making their run on the Tacoma facility.) Neither is Peterhoff of much concern to them, because his part of the virus development is done, as witnessed by the current state of the lab. What does seem to concern them is how well the various Humans, Metahumans, and virally altered creatures are faring in a self-contained competitive environment. They could not have devised a better "survivability" test if they had tried.

To that end, they are periodically checking on the status of the inhabitants of Beta Section. They were originally using the security cameras, which were slaved to both Alpha and Beta Sections' security processors. After damage to the Beta processor left the entire system shorted out, they called in William Blount, an apprentice Hermetic Mage from their parazoological research department. For the past eight hours, the Mage has been Astrally surveying Beta Section and relaying his sightings back to the corporation.



WILLIAM BLOUNT

Born in the UCAS, Bill Blount grew up on a farm in Iowa, but went on to earn a master's degree in parazoological magical studies from the University of San Diego. He was recruited by Aztechnology just prior to achieving his degree. Blount had been working in the Aztechnology parazoological research division for six months when the Tacoma Research lab sent its emergency call for a skilled field observer. He leaped at the chance and has not regretted the opportunity.

Attributes

- Body: 2
- Quickness: 2
- Strength: 2
- Charisma: 1
- Intelligence: 6
- Willpower: 5
- Essence: 6
- Magic: 6
- Reaction: 4

Skills

- Etiquette (Corporate): 3
- Magical Theory: 3
- Parazoology: 2
- Psychology: 2
- Sorcery: 5

Pools:

- Astral: 17
- Defense (Armed): 1
- Defense (Unarmed): 1
- Dodge: 2
- Magic: 5

Spells

Combat:

- Power Dart: 2

Detection:

- Detect Life: 2
- Detect Life Form: 3

Health:

- Treat Light Wounds: 2

Illusion:

- Invisibility: 1

Manipulation:

- Barrier: 4

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious - Possibly dead	Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.



For every turn (roughly three seconds) the characters are in Beta Section, there is a chance that the Mage will spot them. Roll 2D6 every turn and if the result is 4 or less, they have been spotted. At that point, the Mage will return to his body and report that there are Intruders in Beta Section.

(Note that if a player-character Magician goes Astral while in Beta Section, he will immediately be set upon by at least two Fire Elementals (Rating 8) on security patrol. If a player-character Magician has Spirits of any kind tagging along with him, be they Elemental or Nature, they will also be subject to immediate attack by the Security Elementals. The Elementals have been instructed to patrol the facility and drive off any Astral intruders. It is standard procedure for them not to report the presence of intruders because there are so many false alarms. The Mage on security duty is aware when an Elemental is destroyed, and Aztechnology considers that fair warning of active magical intrusion.)

It will take some time for Blount to convince his superiors that intruders have, in fact, penetrated the isolated, sealed, impregnable Beta Section. When he finally does succeed,

however, his bosses at Aztechnology will spring into action.

They send Blount back to the player characters' location, where he tells the Security Elementals not to interfere during the initial conflict. He cannot do much more in the way of commanding the Elementals, for they are not his. Were they, he would have complete control over them. The Aztechnology policy is to pull the Security Elementals back into a second line of defense behind the security Mage.

Though he is ill-suited for active combat, Blount will begin to assault any Magician characters present. Being in Astral Space, he cannot affect the other Magician directly. He can, however, affect any Elementals or Spirits the Mage may have. Any magical items the Mage is carrying have a presence in Astral Space, and so the Security Mage can affect them, too. Blount will first try to eliminate any Elementals or Spirits present, assuming that the Security Elementals have not taken care of them. He will next try to destroy any high-powered magical items the Magician may be carrying, such as a Power Focus. (A better tactic would be to destroy as many low-powered magical items as possible, thereby inflicting as much damage as possible.)

INTO AZTECHNOLOGY

Unless a Spirit or Elemental has been instructed to report, a controlling Magician will not know that one of them has been destroyed until after the fact. He will immediately know when any of his magic items are under attack. His alternatives are to stay out of Astral and take the attack, or to go Astral and defend his items. At the point that the Magician goes Astral, Blount will engage him directly.

The Security Elementals will remain separate from the fight, unless Blount orders them to attack, which he will not have the head to do. Even after Blount has been removed from the fight, the Elementals will remain passive, for they have not been instructed otherwise.

At this point, the intelligent player character will realize that he has been discovered and so time is of the essence. At that very moment, however, Aztechnology is dispatching a Response Team to the area. The team will arrive at the facility, evaluate the situation, and come to the conclusion that the intruders must have entered Beta Section from the sewers. They will then begin to deploy in the Tacoma sewers in an effort to intercept the intruders. By that time, the player characters will already be on their way to the Tacoma docks and clear of the sewers.

This, however, does not mean the chase ends here. By hook or by crook, Aztechnology will learn that the player characters are on their way to the docks. They may find out through conventional means such as reports from people who happened to observe the team, by magical means such as another Mage trailing them from Astral Space, or by any other means the gamemaster deems logical. The ultimate goal is for the Aztechnology Response Team to arrive at the wharf at just the *wrong* moment.

RANDOM ENCOUNTERS TABLE

Roll 2D6 once for each room or corridor, unless otherwise instructed. The encounter with Peterhoff can only occur once, and should be viewed as a "No Result" if rolled again.

2D6	Result
2 - 4	No Result
5	Giant Cockroach (1 - 6)
6	Flesh Worm (1 - 6)
7 - 8	Giant Millipede (1 - 6)
9	Tiger Sapiens
10	Wolf Sapiens
11	Dr. Peterhoff
12	Bear Sapiens

Giant Cockroach

This is a normal cockroach fallen victim to the rogue strain of self-mutating Metavirus IV. About the size of a medium dog, it is usually light to dark brown in color, but an occasional green one may appear. The creature is unable to breed and will die within 48 hours. These were the first creatures to be affected after the accident, and it was their appearance that alerted the Section to the after-effects of the accident.

B	Q	S	C	I	W	E	R	Attacks
6	5x4	3	—	2/3	1	3	3	4M2

Flesh Worm

These brownish-red worms can be as much three meters long and about 25 centimeters in diameter. They are foul-smelling and secrete a mild acid. The acid is harmless to them, but will cause a mild surface burn to unprotected flesh.

A flesh worm has a series of small barbed ridges along the forward edge of its body. These ridges pierce a target's flesh to inject a powerful venom.

Flesh worms can breed, but to date, have produced only disfigured mutations.

B	Q	S	C	I	W	E	R	Attacks
4	5x3	3	—	2/4	2	3	3	3M2 (+1 Reach)

Special: Venom

Giant Millipede

Similar in origin to the Giant Cockroach, these Giant Millipedes range in color from dull orange to a light dun. They are roughly the size of large cats. The millipede is far less dangerous than its cousin, the Cockroach.

B	Q	S	C	I	W	E	R	Attacks
4	5x3	3	—	1/2	1	3	3	4L3

Tiger Sapiens

The Tiger Sapiens is an unstable DNA cross-match between a Human and a tiger. Its primary physical characteristics are human (bipedal, but it has developed tiger-like appendages, including full paws and a tiger-like skull structure). It has maintained a marginal degree of sentience and recognizes simple, common commands.

B	Q	S	C	I	W	E	R	Attacks
4	4x4	5	2	3	2	3	4	5S2 (claws)

Special: Stealth 3, Low-Light Vision, Enhanced Senses

Wolf Sapiens

Interestingly, this engineered creature has a strong resemblance to the rare Shapeshifter/Lycanthrope Critter. The resemblance is purely physical, however, as the Wolf Sapiens shares virtually none of the other's characteristics. Like the Tiger Sapiens, this creature has a base intelligence and can respond to, and understand, simple words and commands.

B	Q	S	C	I	W	E	R	Attacks
4	3x4	3	2	3	2	3	4	4M3 (bite)

Bear Sapiens

This unfortunate creature is a genetic force-breed between a man and a bear. In continuous pain, it can do little but lash out at anything in its path. More than two meters tall, its head and arm structure greatly resemble a bear's. The rest of its body, while decidedly human, contains a great deal of muscular bulk.

B	Q	S	C	I	W	E	R	Attacks
7	3x4	8	1	3	2	3	3	8S2 (Claw) +1 Reach

Special: Enhanced Senses

Dr. Peterhoff

Peterhoff has been running Beta and Alpha Section like his own personal facility. The viral accident has dealt a severe blow to his already fragile state of mind. He believes the accident is a terrorist plot and that "The Tailor", the-not-too-respectful nickname for Dr. Carol Owens, is behind it. His rantings over the now-disconnected security phone resulted in Owens being incarcerated in Alpha Section until further notice.

If the characters see Peterhoff during a random encounter, he is spotted dodging and ducking madly through the debris, attempting to make his way to the nearest ventilation duct. Ever since the accident, the ducts have become his favorite mode of transport because the various loose critters have yet to discover it.

If encountered in Beta-Area 10, he will be found cowering in one of the Observation Cells, certain that the characters have come to steal his creations from him.

In either circumstance, it will be readily apparent that the man has lost his mind. He babbles incessantly, switching from incomprehensible "Biotech Speak" to the baby-talk that he uses on his creations. If the players' team questions him properly, they will learn that there was an accident down here in Beta Section, but that it involved a variant of the Metavirus, an aerosol-vectored, self-mutating form. Peterhoff will not know that the virus itself is long dead and no longer dangerous, but will instead throw his hands in the air and disclaim any responsibility.



SIMON PETERHOFF

Attributes

- Body: 2
- Quickness: 3
- Strength: 2
- Charisma: 2
- Intelligence: 7
- Willpower: 1
- Essence: 5.8
- Reaction: 5

Dice Pools

- Defense (Armed): 1
- Defense (Unarmed): 1
- Dodge: 3

Cyberware

- Datajack

Skills

- Biology: 5
- Biotech: 5
- Etiquette (Corporate): 1
- Genetic Engineering: 7
- Throwing: 1

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious Prolonged shock		Unconscious Further damage Causes wounds	
Seriously Wounded		Seriously Fatigued	
Moderately Wounded		Moderately Fatigued	
Lightly Wounded		Lightly Fatigued	

ACCESSING THE BETA SYSTEM MATRIX

One goal of this run is for the team to acquire the Metavirus data file from the computer system. Biogene has learned that the lab's computer systems are currently off-line, which means that accessing the Matrix requires physical penetration of the facility. What they are not aware of is that Aztechnology sealed off the computer systems of Alpha and Beta sections following the biohazard accident, trying to ensure that none of the contaminated persons would panic and notify the outside world of the accident.

The Beta Section computer system is crashed. Physical damage to vulnerable systems within Beta Section has rendered the system useless as a whole. The individual components, however, can still function if run from a cyberdeck. The Metavirus file is located in the data storage unit found in the northeast corner of Room 10, the Analysis-Experimentation Area. It requires an Electronics (3) Test to wire the cyberdeck to the data store, but then the store's secrets are there for the taking. The file, with its inoperative safeguards, is 150 Mp in size.

DEBUGGING

This is why you make the big bucks, chummers. If the job was easy, they'd have called on the local Elf Scout troop instead. But it wasn't, and they didn't.

There is much that could go awry at this point in the story, most of it involving one or more player characters getting seriously hurt. The gamemaster must do what he can to keep the team's romp through Beta Section from turning into a bloodbath. After all, the adventure isn't even half over.

It is important to remember that there are two objectives here: obtaining the bio-sample and the Metavirus data file. The former is located in a vault in Beta-Area 12, and the latter is in an accessible store in Beta-Area 10. Retrieval of either one constitutes a success, as far as Biogene is concerned, but both are required for a complete success.

The gamemaster's job at this point should be to turn the player characters' time in Beta Section into a physical and sensory gauntlet, and to take every opportunity to embellish descriptions of the environment to set the mood for the characters. This section should be a challenge for the players, but it is not the climax of the adventure—even though the players may at first think so.

ESCAPE

TELL IT TO THEM STRAIGHT

You were hoping the trip out would be better than the trip in? No such luck. Not only does the tunnel smell just as bad, but every noise you hear might be an Aztechnology security guard just around the corner. Things have gone wrong before, but this time...

BEHIND THE SCENES

The trip out of the sewers should be similar to the trip in. Roll on the Sewer Encounter Table, page 17, but again, don't overdo it. Every now and then, inform the players that their characters catch a glimpse of something dark and fast-moving down a side tunnel. If they look, they'll find nothing. They are being watched, though.

All the activity in the sewers has alerted Allan Bronston's people that something is happening, and he has dispatched a couple of Ork scouts to find out what is going on. The most the player characters will glimpse is a pair of Orks in dark clothing moving through the tunnels.

When the team finally exits the tunnel at their original entry point, the van is there, but Holmes is not. Finding the vehicle's keys in the sun visor, the group gets the van to start up with no problem. They drive immediately to the docks, as per their instructions.

DEBUGGING

If the gamemaster keeps the action flowing and the characters moving, not much goes wrong in this section. The Aztechnology people are not in position to intercept the group by the time they exit the sewers, which delays that complication temporarily. Allan Bronston's Orks will only watch, but are near enough to overhear any comment concerning the relatively nearby wharves. The location of the van pick-up point and the wharf meeting place is such that a particularly agile Ork could keep the van in sight while cutting through buildings and across open lots.

Also nearby to keep an eye on things are Alamos 20,000 people. They know that the dock is the meeting point, and will signal the other members of their group to move in on the *S.S. Misha* once the player characters are on their way.

The gamemaster's priority is to get the player characters out of the sewers and to the docks. It is definitely bad form to be late for one's own funeral.



OUT OF THE FRYING PAN

TELL IT TO THEM STRAIGHT

You drive hard to the docks, whipping every bit of horsepower that you can from the van. At the dock, the security gates are open, with no guards in sight. Biogene has been true to their word. Scanning the darkness, you spot Wharf 114 and steer toward it.

As you move past some old, burned-out warehouses, one of you realizes that this is the area Alamos 20,000 used to corral and burn thousands of Metahumans during the Night of Rage some eleven years ago. You stop here and hide in the shadows.

Peering out into the gloom, you see a rusty, old container ship, the *S.S. Misha*, looming up before you. This is it.

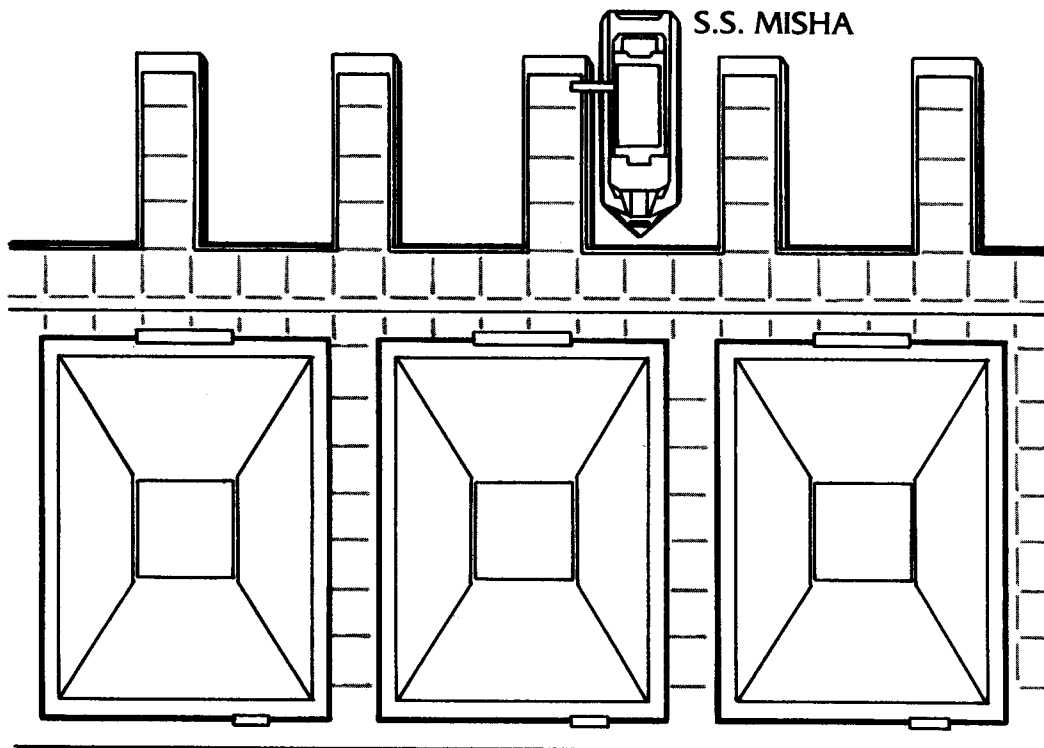
You move quickly and silently to the ramp leading up to the deck of the ship. You take the stairs two at a time. There, waiting for you at the top, is your contact.

Or is it?

BEHIND THE SCENES

Alamos 20,000 has taken control of the container ship and killed the Biogene contact, substituting one of their own members, sans hood, who is tall and thin enough to resemble an Elf at a distance. Once the characters get within a few meters of him, they will easily see that the man is not an Elf. If, for some reason, they do actually get close enough to speak to him, the phony contact does not know the correct pass-phrases.

Either way, within moments of the player characters' arrival on the vessel, the Alamos 20,000 team will reveal itself. Stepping out of the shadows are the three main Alamos-Tacoma leaders, Claude Pierce, Terry Carey, and Daniel Sinclair. They are dressed in urban fatigues and combat gear and their faces are masked, but arm-bands boldly display the Alamos 20,000 insignia.



TACOMA WHARF MAP

□ = 10 METERS

ALAMOS 20,000 TEAM

Use the **Merc Archetype** on page 40 of **Shadowrun** for Pierce and Carey. For Daniel Sinclair, use the **Corporate Security Guard** stats on p. 165 of the rulebook.

Claude Pierce

Gear: Armed with a smart AK-97 (6 clips) and a smart Fichetti Security 500 (2 clips). Wearing Armor Clothing.

Terry Carey

Gear: Armed with an Enfield AS7 (2 clips) and a Beretta Model 101T (3 clips). Wearing Armor Clothing. Does not have a Smartgun Link.

Daniel Sinclair

Gear: Armed with an Uzi III SMG (4 clips) and a Ruger Super Warhawk (12 extra rounds). Wearing Armor Clothing.

With them, and similarly garbed, are 1D6 + 2 Alamos 20,000 members. Use the stats for the **Humanis Policlub Member** in the **Cast of Characters** section. All wear Armor Clothing, and each carries a Remington 750 sporting rifle (10 extra rounds).

The Alamos team demands the viral sample and the data file in exchange for the hostage. They will agree to no other terms except that they get the virus and data file now, with the hostage to be released after they have verified their take. They threaten to kill the hostage on the spot.

If the players' group was unaware of the hostage/blackmailing situation before, that is certainly no longer the case. See **Debugging** for more on this.

Just at the moment that negotiations are reaching the critical stage or weapons are about to be fired, Aztechnology shows up. In force. Converging on the dock area is a full Aztechnology Response and Pursuit Team, which includes ground vehicles and helicopters. The works.

AZTECHNOLOGY RESPONSE AND PURSUIT TEAM

Use the **Company Man** statistics, **Shadowrun**, page 164, for Captain Strum. Use the **Corporate Security Guard** stats, p. 165, for all the rest.

Captain H.C. Strum, Commanding Officer

Gear: Armed with a "smart" FN HAR assault rifle (Gas-Vent 2, 4 clips) and a "smart" Browning Max-Power heavy pistol (3 clips). Wearing Partial Heavy Armor and a Helmet.

Lieutenant Carl Hollis, Second In Command

Gear: Armed with a HK227 SMG (5 clips) and a Browning Max-Power heavy pistol (2 clips). Wearing Partial Heavy Armor and a Helmet.

Troopers

Use the **Aztechnology Security Guard** stats in the **Cast of Characters** section.

Gear: All carry HK227 SMGs (3 clips). Wearing Armor Clothing and a Helmet.

Arriving in dozens of vehicles and helicopters, both armed and transport, the Aztechnology Response Team is an insurmountable foe. They immediately open fire on any visible targets on the deck of the vessel, be it player character or Alamos 20,000 member. Moments later, vanloads and carloads of Alamos 20,000 members and supporters begin to arrive to shoot it out with the Aztechnology team.

The gamemaster should use the arrival of the overwhelmingly superior Aztechnology team to "force" the characters in the direction of one of the warehouses. One way is to throw so much firepower into the local scenery that the characters have to dive for cover. If they choose the *S.S. Misha*, use the massive fireworks to force them away from the ship. It is only when they get to one of the warehouses that they will find any respite.

The gamemaster is free to let the Aztechnology team destroy as much as necessary of the wharf area where the scene is set. This will create so much confusion that the players' team can escape into the nearest warehouses. Be sure, too, to position the Aztechnology forces to prevent any other exit.

DEBUGGING

One of the objectives of this part of the adventure is to reveal the hostage/blackmail situation. If the traitor-character has already confided his dilemma to the other characters, then it comes as no great surprise. If he has not, there could be trouble within the group, which the players will have to sort out among themselves.

The likeliest outcome of the fighting is that the Aztech Response Team wipes out the Alamos 20,000 contingent to a man. It is also more than likely that the player characters will retain possession of the virus sample and the data file. If they have lost either, or both, they can redeem themselves by rescuing Dr. Carol Owens later on in the adventure, but say nothing about this now.

The fallout from the firefight on the wharf leaves both Aztechnology and Alamos 20,000 more than a little miffed at the player characters. Just how miffed will become apparent later on.

To escape, the players' group must use one of the warehouses. No matter which one they choose, it will be the right one.

The traitor is the main wild card at this point in the story, for his actions cannot be foreseen. If the traitor informs his team-members of his predicament (probably the wisest choice), it requires no fancy footwork on the gamemaster's part. If the traitor keeps his secret, however, the gamemaster must handle this plot complication carefully. He does not want to tip off the other characters that something is amiss by taking the traitor-player out of the room for frequent secret conferences.

If the traitor-player decides to go through with it all the way, the gamemaster must be prepared for treachery on the traitor's part. Is the traitor the one chosen to hold the virus and data file? Will he insist on carrying them? What does he do when Alamos 20,000 reveals itself aboard the *Misha*?

Although these variables are unpredictable, the gamemaster can foresee some of the possible complications and be prepared either to handle them or let the adventure take a decidedly different turn.

FORGOTTEN TUNNELS

TELL IT TO THEM STRAIGHT

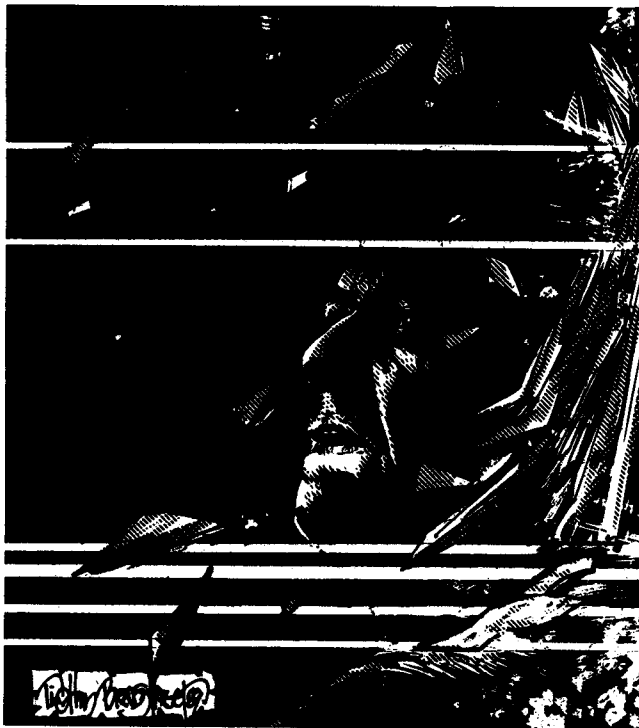
You hurl yourself through the semi-open warehouse doors as half a dozen assault cannon rounds split the wharf behind you. If you're lucky, the Alamos 20K jerks will throw themselves at the Aztechnology goons long enough for you to get free.

It takes all your collective strength, but you finally manage to close the battered, rusty warehouse door behind you. Just in time, too, for a dozen shots cut through it, barely missing their mark—you.

The warehouse interior is dark, except for occasional bursts of light from searchlights and explosions outside. Much of it is blackened by flame and age. It must certainly be one of the warehouses used during the Night of Rage, and you flash on the thought that the victims trapped inside that night must have felt much the way you do now.

More shots hit the outside wall and some punch through to ricochet madly around the building. You move quickly, skirting debris and climbing over collapsed wall sections to penetrate deeper within. You think there may be an exit on the other side of the building.

Suddenly, a motion close by and to your right startles you. Two shapes dart past you in the darkness ahead...



BEHIND THE SCENES

The warehouse is one of the infamous Metahuman holding pens from the Night of Rage. Long-abandoned, it now serves as a hidden, rarely used entranceway to the Wilhem City Ork enclave. It is also a favorite "forbidden" play area for some of the Ork children who live in the city. Two such children are playing in the warehouse when the Aztech-Alamos firefight begins outside. Unaccustomed to such displays except for tri-vid dramas, they have gathered at a window to watch. When the player characters explode through the front door, the Ork children try to get away. Moving quietly, they make their way through the warehouse to the hidden tunnel entrance. The characters, being larger and less inclined to stealth at this point, make better time.

What the player characters do when they spot the moving shapes is a major factor in what happens next. If they do not inadvertently shoot the children, Jenny Hernandez, a Human, will dash out of the tunnel entrance to retrieve the young Orks. Encountering the player characters, she will promise to guide them safely through the sewer system. Instead of leading them out, however, Jenny takes them to the Wilhem City enclave.

If the team kills one or more of the children, Jenny will burst from the tunnel, cursing violently. She insists that the team help her carry the children to safety and medical attention.

The choice facing the player characters is whether to follow Jenny to possible salvation or else face the wrath of the Aztechnology APC that is about to come barreling through the door.

DEBUGGING

Whether or not the characters shoot the Ork children sets the tone for the remainder of the adventure. If the children are unharmed, Allan Bronston and his people will be friendly to the characters, even offering assistance and information on how to pay back Aztechnology and to get more money from Biogene in the process.

If the team has harmed the children, Allan Bronston and his followers will hold them virtual prisoners. The Orks will demand that the characters redeem themselves by returning to the Aztechnology facility to rescue a group of Orks held captive in Alpha Section.

This is an important encounter because it sets up the Ork plot thread. The spectacular firefight between Aztechnology and Alamos out on the docks is merely a dramatic backdrop to events unfolding in the warehouse and then underground.

If the players' group is foolish enough to choose to stand and fight against Aztechnology, they richly deserve what is coming to them.

WELCOME TO WILHEM PARK

TELL IT TO THEM STRAIGHT

Jenny leads you deeper down into a long-forgotten section of the old Tacoma sewers. The trek is long, but nowhere near as sludge-ridden as your previous passage through the sewers. It almost looks as though the Orks have worked to keep it clean.

Jenny says little as she leads you quickly through the dark, nor will she respond even to the most persistent questioning. All she will say is, "You'll have to ask Allan."

You have gone some distance by now, and begin to notice activity around you. Dark and shadowy figures seem to be moving parallel to you in other tunnels. Jenny takes notice of them, but does not seem concerned.

A collapsed section of tunnel looms before you, the broken stone and shattered wood shoring completely blocking passage. As Jenny pauses here calmly, the rest of you fidget behind her. It is only seconds, however, before a portion of the collapsed area moves in one piece away from the rest, revealing a hidden opening. She leads you through, and into a different world.

As you step through the opening, you enter an enormous enclosed area lit by the flickering light from dozens of small gas

lamps. Your eyes adjust, and you begin to absorb the sight of dozens of small Ork children at play in a still-functional multi-level waterfall.

Jenny leads you along the upper level past rows of stores, some of which still function as such, while others have been turned into living areas. Ork men, women, and children watch with wide-eyed interest as you pass. You realize that this entire area was once a shopping mall.

Descending to the lower level of the mall, you glimpse Humans among the Orks, and these exchange wide, welcoming smiles with you. Passing a restaurant, you catch an appetizing whiff of food cooking, and a peak inside reveals a group of Orks and Humans diligently engaged in preparing what appears to be a huge meal.

Finally, Jenny leads you to what was once a bookstore, its shelves still stacked with preserved volumes. Clustered here is a group of Ork young people, all seated around an older Ork in a large, comfortable chair. He is telling them the story of the night Tacoma burned.

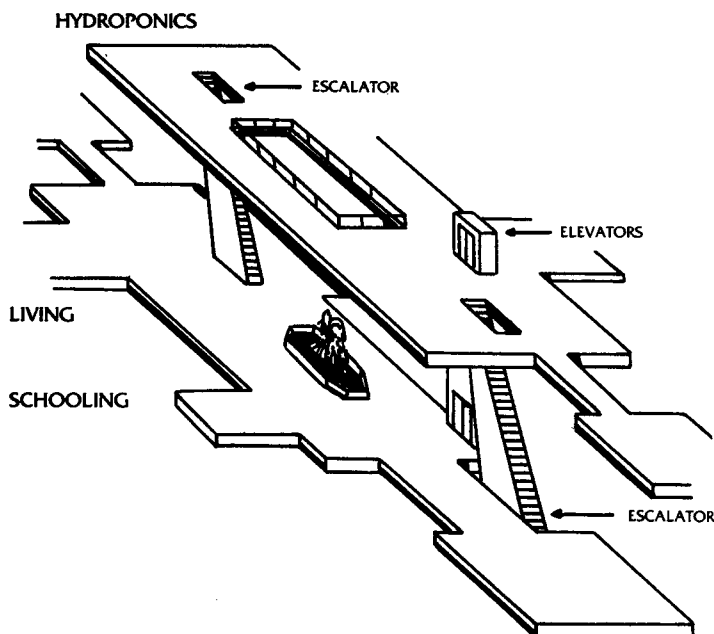
GAMEMASTER'S NOTE: At this point, you may read (or allow the players to read for themselves) the short story "Into The Flames," which is the Prologue to this book. The older Ork recounting his memories is the leader of the enclave, Allan Bronston.

BEHIND THE SCENES

Jenny Hernandez has led the player characters to Wilhem Park, a former enclosed shopping mall that became buried following the Tacoma volcano eruptions of 2017. It was written off as a total loss and left entombed under the ash and rubble. A modern block of condoplexes is built directly above. Discovered by the Orks who escaped the burning Tacoma warehouses, it has since become their home and refuge. They maintain little contact with the outside world, except to keep informed of events. Their main fear is that someday their sanctuary will be discovered and they will be forced to leave their now-generational home.

Though a major portion of the upper level is devoted to hydroponic agriculture, the Wilhem Park enclave is not self-supporting. Small meat animals are bred in one of the former department stores and fed a nutri-grain substitute grown in the hydroponics section. Illumination comes from dozens of small gas-burning lights illicitly tapped into a nearby gas main.

In all, there are close to 400 men, women, and children living in Wilhem Park. The majority are Ork, but some are the Human offspring of the older Orks. Care is taken to educate the children and assure their literacy. Any who reach adulthood are free to leave, but only on the condition that they will never reveal the existence or location of the enclave to anyone.



The group lived in relative peace until the past year, when their calm was shattered by activities at the Aztechnology Tacoma Research Park. Desperate to test Peterhoff's gene-splicing experiments, the Aztechnology bosses sent out their minions to scour the sewers for test subjects. A number of Orks vanished in this way, the most recent group just before the viral accident.

Allan Bronston and his people have been aware of the player characters' activities ever since they first entered the Tacoma tunnels. He knows that they penetrated the Aztechnology facility and got back out again. Though the Ork leader is not aware of the details of the viral accident, he does know that something serious has occurred.

As stated previously, the tone of this encounter will depend on whether or not the player characters killed Ork children in the warehouse. If they did not, Bronston will be friendly and offer assistance to the characters. If they did kill any Ork young he will demand that they stage a raid on the Aztechnology Alpha Section to rescue the kidnapped Orks. He will mention that Dr. Carol Owens, aka "The Tailor," is also being held in Alpha Section. He tells the group that she is the designer of the Metagene virus, but apparently wants to leave Aztechnology.

If asked, Bronston will reveal that he knows of her presence from an Ork who was captured by Aztechnology, but managed somehow to escape. It was this individual who told him about the goings-on in the lab. Bronston and Owens knew each other in another era, and he cannot believe that she would be responsible for something as hideous as the Metavirus. He wants to confront her personally to learn the truth, though he says nothing of this to the players' group. The only thing preventing him from staging his own raid has been means of entry and a fear of retribution from Aztechnology, who suspect the existence of an underground Ork colony. To date, Aztechnology has not investigated further, except for the occasional "specimen sweeps." Bronston and the others fear that Aztechnology would root them out with force if they knew the Ork enclave's exact location.

The arrival of the player characters presents Bronston with an un hoped-for boon. Whether he is friendly to them or not, Bronston will try to use them to do the enclave's dirty work. In exchange for their services, Bronston will offer the team escape from the sewers and the potential for a much bigger payment from Biogene (to whom he claims he can relay a message if the characters wish). He will not mention his personal interest in Carol Owens. He is also in a position to offer assistance in the matter of the Alamos hostage. By coincidence, he has learned that Alamos is holding the hostage in a storm drain maintenance room that is relatively nearby. He has Orks observing the area and ready to take action if necessary.

Bronston does intend to take action, but he may not inform the characters of this. His knowledge of the hostage location is an additional bargaining chip for use after the characters return from Aztechnology. He plans to rescue the hostage, and then "hold" him or her until all matters are resolved to his satisfaction. If things go badly, Bronston will use the hostage as his ace-in-the-hole later on, especially if the adventurers have killed any Ork children.

The most important thing to note about the Ork enclave is that it is civilized. These are not the grimy, illiterate, brainless beings that most non-Orks hear and read about. These Orks live

among their families and have the same concerns as any other "unawakened." They read the same data-faxes and watch the same Urban Brawl games. Young Orks even listen to the same brain-twisting music as other adolescents.

Indeed, there is no "Ork culture" and no "Ork language." How could there be when the oldest Orks are barely 30 years old? Though many Orks make claim to a distinctly Ork culture or to speaking the Ork language, much diversity still exists in both areas. These various elements may one day mesh to create a culture that gives birth to a language, but not within this century.

Orks receive much of their bad press from the fact that their adolescent males tend to be more "active." Physically, Orks reach maturity at about age 12, while a Human does so at 18 or so. Though an Ork reaches an advanced state of physical development earlier, he still has the emotional maturity of a 12-year-old. (Put a 12-year-old in the body of a body-builder to imagine what happens!) A venerable, old Ork is one who has reached the ripe age of 35, and he will begin to show signs of aging at about 20 years.

If the player characters reveal any kind of anti-Ork prejudices, and especially if they have shot any Ork children, Bronston will go out of his way to enlighten them on what it means to be an Ork. He will give them a full tour of Wilhem Park and show the characters how the Orks have been able to survive, and then some. Orks are not monsters, Orks are *people*.

He will recommend that the characters make their run against Aztechnology as soon as possible. While the group partakes of a quick, but satisfying (and delicious) meal, the Orks assist in preparations for the run. Bronston will offer them a guide through the sewers to a tunnel adjoining Alpha Section. The rest is up to them.

If "the traitor" still has the Ronnie Bean, Alamos 20,000 will come looking for the player characters right about now. An Ork scout from the tunnels suddenly runs in with the report that masked men armed with guns are on the way. Bronston will hustle the player characters out through a different set of tunnels. If the characters are short on ammunition, Bronston can provide them with about 30 rounds each of whatever type of normal ammo they want. He has no specialized ammo and nothing for any weapons heavier than assault rifle.

Once the characters are into the sewers, Bronston will have the pathway sealed behind them. His main concern now is the safety of Wilhem Park.

DEBUGGING

One way or another, the characters should head back into Aztechnology. Bronston can persuade them to go for either moral or monetary reasons. He may even resort to threatening to turn them over to Aztechnology, stuffed into plastic bags, if they refuse. Either way, get them back into Aztechnology.

The only other major problem that might surface here is that the player characters are so blundering that they end up having to fight their way out of Wilhem Park. In that event, they will face serious opposition from at least 20 adult Ork males equivalent to the **Ork Mercenary Archetype**, page 41, **Shadowrun**. Once back in the tunnels, they will immediately be set upon by either Alamos 20,000 members or Aztechnology soldiers, both of which have been diligently looking for them.

TO THE RESCUE

TELL IT TO THEM STRAIGHT

Trudging through the muck, you begin to wonder if you, too, should start thinking of these sewers as home. In the last 24 hours, you've spent more time sludging through them than most people would in a lifetime.

Fortunately, these tunnels are a little more hospitable than the last. Nothing seems to be lurking in the darkness, and the fluorescent pools of blue-green liquid seem fewer and farther between. Your Ork guide even gives you a mini-tour, describing the different events that have occurred in the various sections of sewer over the last 10 or so years.

Finally, you reach a tunnel alongside the Aztechnology Alpha Section. Your guide pulls out an ultrasonic ruler and begins to measure off sections of the wall, pausing occasionally to make cryptic markings in chalk. Finally, he seems satisfied and informs you that the place that he has marked is the location of a systems junction box within the Plastisteel™ wall. Take out that box and you eliminate Alpha Section's security system and elevator controls for however long it takes their repair team to reroute the systems.

With a nod and a smile, the Ork turns back in the direction he came, promising that he will be waiting for you at the next intersection when you get out. The next moment, he has vanished into the darkness.

The wall stands before you.

BEHIND THE SCENES

This time, the trip through the sewers is like a vacation. No squirming monsters or rabid squatters block your path. There is still slimy gunk everywhere, but this is, after all, a sewer.

The players' team should still have enough explosives and digging tools to take care of the sewer wall. If not, Allan Bronston can probably supply extra. There should also be enough spray-catalyst to take care of the Plastisteel™ wall one last time. Just beyond the Plastisteel™ wall, the characters will see a systems junction box. To get at it, one of them will have to crawl through the wall-slime and remain half-hung in the wall while he works. The box can be easily disabled with a minimum of physical force, but that would immediately alert Facility Security upstairs that something is amiss in Alpha Section. A character making an Electronics (5) Test can also disable the box, but without alarming security. The Alpha Section computer system is not accessible from this box.

The box is located just inside a ventilation system similar to the one the characters traveled through in Beta Section. The main difference is that no horrible creatures have been using it for travel prior to the player characters' arrival.

The positions of the various occupants of Alpha Section listed in the **Map Key** room descriptions that follow are based on the assumption that there is no sign of trouble. The moment non-security personnel realize that intruders are present, they will seal themselves in any room where they happen to be. Unless otherwise noted, all doors in Alpha Section seal with a Maglock 4 keypad system. Security personnel, except for those assigned as room guards, will begin to deploy in the general direction of the intruders. Once the guards have spotted the intruders, they will notify Facility Security, by radio, of their presence. 2D6 + 2 turns later, the elevators become operational and five Aztechnology Security Guards (see **Cast of Characters**, page 55, for stats) will arrive in Alpha Section.

Every four turns after that, three more guards will arrive, until the elevator is disabled. Additionally, 3D6 + 2 turns after first notified, a Wage Mage will arrive in the area's Astral Space. (Use the **Former Wage Mage Archetype** with the Fighter Spells profile given in the **Shadowrun** rule book.) His first priority will be to eliminate any Elementals or Spirits present that belong to the player characters. His next priority will be magic items.

At the same time, the Alpha Section computer matrix will be defended by a Corporate Decker, who arrives 2D6 + 2 turns after Security is notified. (Use the **Decker Archetype**, page 34 of the **Shadowrun** rules, or the **Corporate Decker** from the **Cast of Characters**, page 55.)



TO THE RESCUE

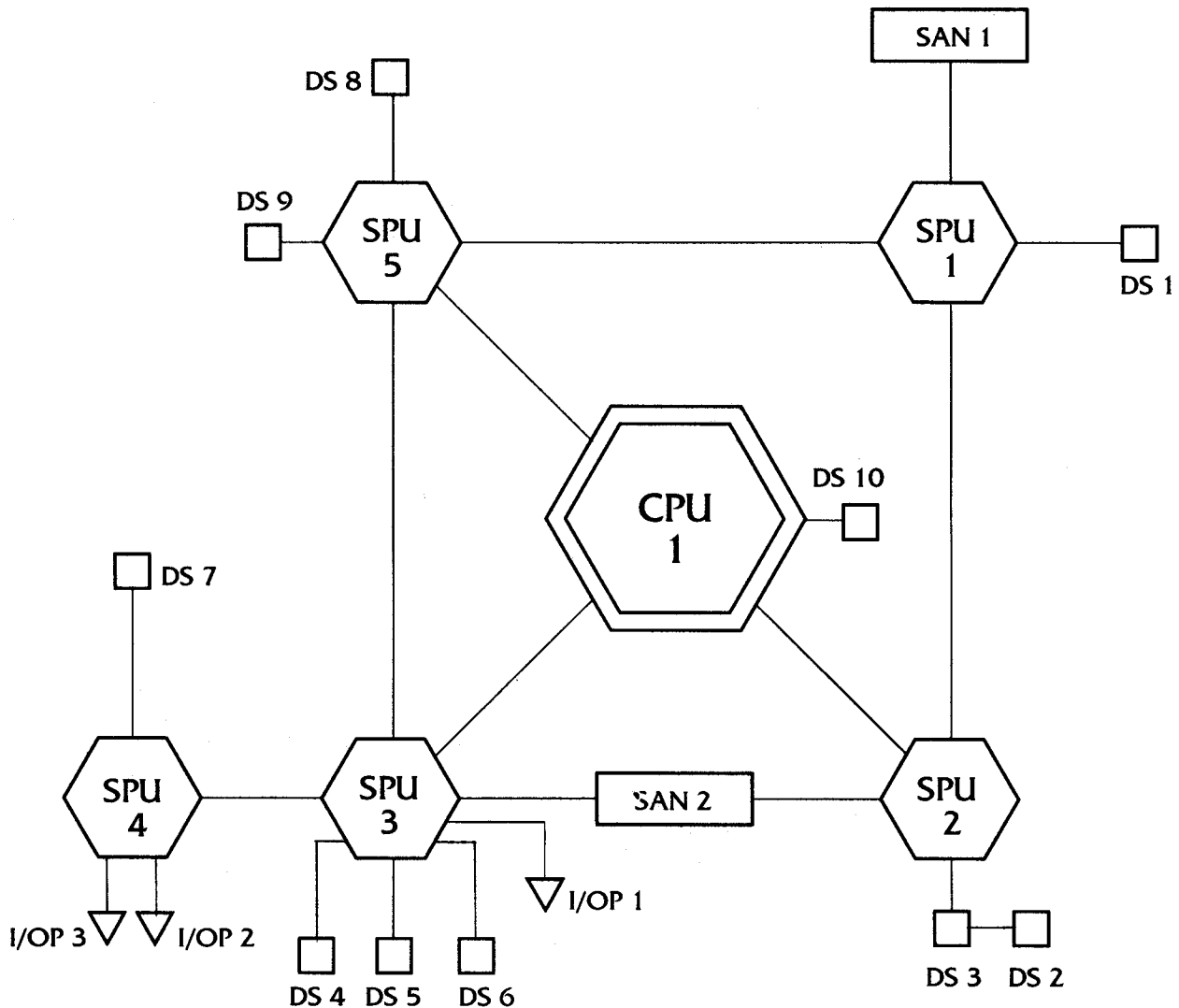
ALPHA SECTION SYSTEM MAP

CPU = Central Processing Unit
DS = Datastore
I/OP = Input/Output Port
SAN = Slave Node
SPU = Sub-Processor Unit

- SAN-1:** Connects only to the main Aztechnology Seattle system. Red-8, Barrier 6.
- SAN-2:** Connects to the Beta Section computer system. As the Beta Section computer is not working, this SAN leads nowhere. Blue-6.
- CPU-1:** The Alpha and Beta Section Central Processor. Orange-7, Barrier 7. Trace and Burn 5.
- DS-10:** General Data Storage. Green-6 Access 4.
- SPU-1:** Section Environmental Systems. Green-4.
- DS-1:** Seasonal System Defaults and Usage Records. Blue-2.
- SPU-2:** Research and Analysis Systems. Orange-3. Access 5.
- DS-2:** General Records. Green-4.
- DS-3:** Specific Project Records. Orange-2. Access 3.
 (This Datastore contains a copy of the **Metavirus Datafile** for

handout to the players. It contains only that, and not the entire Metavirus file.)

- SPU-3:** Sectional Administration System. Orange-4. Access 5
- DS-4:** Personnel Datastore. Green-3. Access 2.
- DS-5:** General Datastore. Green-3. Access 2.
- DS-6:** Restricted Files. Orange-5. Access 5. Trace and Burn 5.
- I/OP-1:** Access Terminal. Located in the Alpha Section Meeting Room (Room 5). Green-4. Access 4.
- SPU-4:** Local Security Sub-Processor. Controls the security cameras located every ten meters along the Hallway, as well as all the Maglock keypads in this section. Would also control Beta Section, were that system operational. Orange-5. Barrier 5. Blaster 5.
- DS-7:** Various Security-Related Files. Green-4 Access 4.
- I/OP-2:** A computer terminal found in an Office (Room 7). Green-3. Access 3.
- I/OP-3:** A computer terminal found in Main Security (Room 13). Green-3 Access 3.
- SPU-5:** Secondary Research Sub-Processor. Orange-3 Access 4.
- DS-8:** Backup Files. Green-5. Access 2.
- DS-9:** Archive Files. Green-3 Access 2.



ALPHA SECTION MAP KEY

Though isolated like Beta Section, Alpha has remained under control. Tensions run high among the quarantined workers and technicians, with tempers and near-violence beginning to erupt. The Aztechnology security guards have been able to maintain order, but the appearance of intruders, especially Metahumans, could cause a small-scale panic. The exact nature of the panic is left to the gamemaster's discretion. Each room description is preceded by a mood piece that the gamemaster may read to the players.

Guard Quarters(1)

"The light is dim, but you can still see that the room contains several bunks. In two of them are covered forms that appear to be sleeping, and you can hear the sounds of deep breathing. Hanging on pegs next to the occupied bunks are pistol shoulder-holsters, with the butts of their weapons marking them as tasers.

"Near the center of the room is a small card table and several folding chairs. A Human wearing an Aztechnology security uniform is seated there, reading a magazine and slurping something indescribable from a tall plastic cup emblazoned with the words 'Seattle Seahawks'. His helmet is on the table next to him."

Gamemaster's Info: If the observing characters enter through the door, the seated guard will immediately notice them. If they are peering through the ventilation grate, the guard must make a Perception (8) Test, modified by any Stealth Skill use, to notice them.

It will take the sleeping guards one full turn to react, but the awake guard can react immediately. Because he is not wearing his helmet, he cannot notify Facility Security unless he puts it on. The sound of gunfire will, of course, awaken the other two guards, as will the yells of the first guards. Any form of commotion will bring other guards running to the scene.

On another table near the wall is a small keyboard terminal. It connects into the Alpha Section computer system at Node-13. (See **Alpha Section Computer System**, page 34.)

Storeroom (2)

"The room is quite small, and filled with maintenance material, spare electronic parts, and chemical containers. All are neatly stacked on metal shelves and the floor is swept clean. Toward the rear is a single technician wearing a white lab coat and carrying an electronic clipboard. He seems to be taking inventory."

Gamemaster's Info: Having nothing better to do, this technician is taking inventory of the storeroom for the fourth time. He must pass a Perception (8) Test, modified by any Stealth Skill use, to notice intruders in the ventilation system. He will immediately notice someone coming through the door, however.

If confronted by violence, or threatened with a weapon, he will become submissive and responsive to any of the player characters' questions. The most he can tell them, however, is that the lab area has been sealed for 24 hours. He also knows that a Mr. Sanchez, an Aztechnology efficiency expert, and his assistant are sealed down here with the rest. Apparently, Mr. Sanchez has not been taking the isolation well.

The technician also knows that Dr. Owens is being held in the detention area. He gives the player characters the following directions to get there: "Go out the door, make two rights, and follow the corridor as far as you can."

To restrain him, the player characters may use whatever they have, or else will find some rope in the room. If not restrained, the technician will immediately run to alert security after the characters leave.

Hallway (3)

"You are moving down a long, stainless steel hallway lit by strips of recessed light along each wall. The floor is a cold black plastic that seems to absorb most of the light that strikes it."

Gamemaster's Info: Anytime the players are in any section of this hallway, the gamemaster rolls 1D6. On a result of 1, an encounter has occurred, and he makes a second 1D6 roll on the Encounter Table below.

Obviously, any gunfire or commotion will alert the other security guards in Alpha Section to trouble.

ENCOUNTER TABLE

1D6	Result
1	1 Aztechnology Guard*
2	2 Aztechnology Guards*
3	1 Technician**
4	2 Technicians**
5	Samuel Silver, Wage Mage***
6	Mr. Sanchez and Assistant****

*Use the **Aztechnology Security Guard** stats, page 55.

Use the **Technician Archetype, page 56, unarmed and unarmored.

***See **Alpha Area-13** for Samuel Silver. If Silver has already been dealt with in a random encounter, he will not be in **Area-13**.

****See **Alpha Area-7** for Mr. Sanchez and his Assistant. If they have already been dealt with in a random encounter, they will not be in **Area-7**.

Auditorium(4)

"The door opens into a large meeting hall, containing several rows of folding chairs, some odd-looking equipment in the southeast corner of the room, and a podium on a dais. The room lights are dim. An odd, low sound seems to be coming from the equipment."

Gamemaster's Info: An inspection of the southeast corner of the room will reveal some state-of-the-art holoivid equipment and a sobbing technician. The technician is incoherent and does not respond to questioning. She repeats the same words over and over, "I'm sorry..."

Meeting Room (5)

"The room contains a long table with folding chairs along each side. On the wall opposite the door is the Aztechnology corporate seal and a gallery of current and former Aztechnology executives. Service awards flank the display.

"Seated in the room are two Aztechnology guards. One wears a standard security uniform and clothing, the other's uniform is of a different design. His beret and patches mark him

as an elite bodyguard. Standing with him and looking directly at you is a large attack dog."

Gamemaster's Info: The first guard is a normal Aztechnology guard (page 55, **Cast of Characters** section). The second is an elite bodyguard normally assigned to visiting executives. Treat him as the **Mercenary Archetype**, page 40, **Shadowrun**, armed with an Ares Predator Heavy Pistol (w/Laser Sight) and wearing an Armor Jacket. The dog is a trained attack animal that will respond to his commands. Use the Large Dog Critter stats, page 190, **Shadowrun** rules.

At the sight of unknown intruders, the elite guard will immediately command the dog to attack.

Against one wall is a keyboard terminal that accesses the Alpha Section computer system at I/OP-1. (See **Alpha Section Computer System**, page 34.)

Office (6)

"This room has a small desk, swivel chair, a battered maroon-colored couch, and a small table. The stench of dogs and filth has obviously overcome the room's ventilation system. The desk is covered with empty stuffer containers and mugs. On the wall behind the desk are several pictures of fast cars and gorgeous women. Also in the room is an attack dog, who seems quite surprised to see you."

Gamemaster's Info: This simple room was once used as an office, but has since been commandeered as a kennel for the attack dogs. For the single dog present, use the Large Dog Critter statistics, page 190, **Shadowrun** rules. He will attack, on sight, anything that comes through the door, unless it is wearing an Aztechnology uniform.

Office (7)

"This is a large, clean office with deep-pile carpeting. A large desk with a high-back chair are at the far end. There are two other small chairs, a coffee table, and a large tan-colored couch. On the wall behind the desk is a large tri-d holograph of a DNA spiral. A small side table contains a coffee maker, cups, and other fixings. Seated at the desk is a tall, dark-skinned man wearing what is easily a 2,000¥ suit. Facing him in one of the small chairs is an attractive red-haired woman who seems to be thumbing through a magazine. Leaning against the far wall is an Aztechnology guard in an elite bodyguard uniform."

Gamemaster's Info: Assuming that there has been no previous commotion, Mr. Sanchez and his Assistant (see pp. 39-40 for stats) are found in this room. Sanchez is furious at being sealed in Alpha Section, but he is equally fearful of the contamination threat. His assistant, Ms. Franklin, is unconcerned about the matter, as she is certain that her Cure Deadly Disease Spell will take care of any viral infection (Unfortunately for her, it will not.)

If the characters enter this room, Sanchez immediately demands to know who they are and what they are doing there. Unless satisfied with the answer, he will immediately draw his gun and open fire. If one of the player characters can come up with a plausible excuse for their presence, Sanchez will accept it. If it is truly wild, but still plausible, award the character 1 Karma Point.

If Sanchez attacks the characters, Ms. Franklin and the bodyguard will do the same. Use the **Mercenary Archetype**, page 40, **Shadowrun**, for the elite bodyguard, but arm him with an Ares Predator (2 extra clips) and Armor Clothing.

On the desk is a small computer terminal that accesses the Alpha section computer system through I/OP-2.

Guard Lounge (8)

"This is a small lounge with two gaming tables and several overstuffed chairs. Along one wall is an auto-dispenser for both solid and liquid foodstuffs. The machine appears to have been malfunctioning lately. Stuffer wrappers lie everywhere. Sitting among them are a pair of guards playing cards. They look up as you enter."

Gamemaster's Info: These are regular Aztechnology Security Guards (page 55, **Cast of Characters**) whose helmets are lying beside them on the floor, next to their Uzis. It will take them one extra action to pick up their weapons and prepare them to fire.

Isolation Lab (9)

"This is a cold, sterile, bare room obviously used for long-term analysis of subjects. It appears to be empty now, but what might be blood is splattered on most of the walls. All the lights are low."

Gamemaster's Info: This room is sealed with a Maglock 7 keypad. Everything here can be seen through a window in the hallway. If the door is opened, the characters will be hit by a gust of warm air reeking of dried blood. There is nothing left here but the blood of one of the early victims of the viral accident who was isolated. His madness drove him to suicide.

Isolation Lab (10)

"This cold, bare room contains a few hospital style gurneys bearing shrouded forms whose shapes resemble bodies. There is nothing else in the room. The lights are very dim."

Gamemaster's Info: This room is sealed with a Maglock 7 keypad. The room is visible through a window opening into the hallway.

This isolation lab is very similar to Alpha Area-9, except that it is occupied. The three bodies, two male, one female, are all victims of viral infection. This was not the cause of death, however. The first male appears to have died from self-inflicted physical wounds. The other people from gunshots.

Examination Room (11)

"In this area are a pair of rooms apparently used for examinations. Nothing is immediately visible, except for some blood splatters and bloodied surgical tools."

Gamemaster's Info: There is no lock on the door and the examination areas are separated only by thin hospital-green sheets. Nothing else is here.

Elevator(12)

"This elevator is enclosed by a normal pair of doors, and the wall alongside has only an 'up' button. No matter what you do, it will not operate."

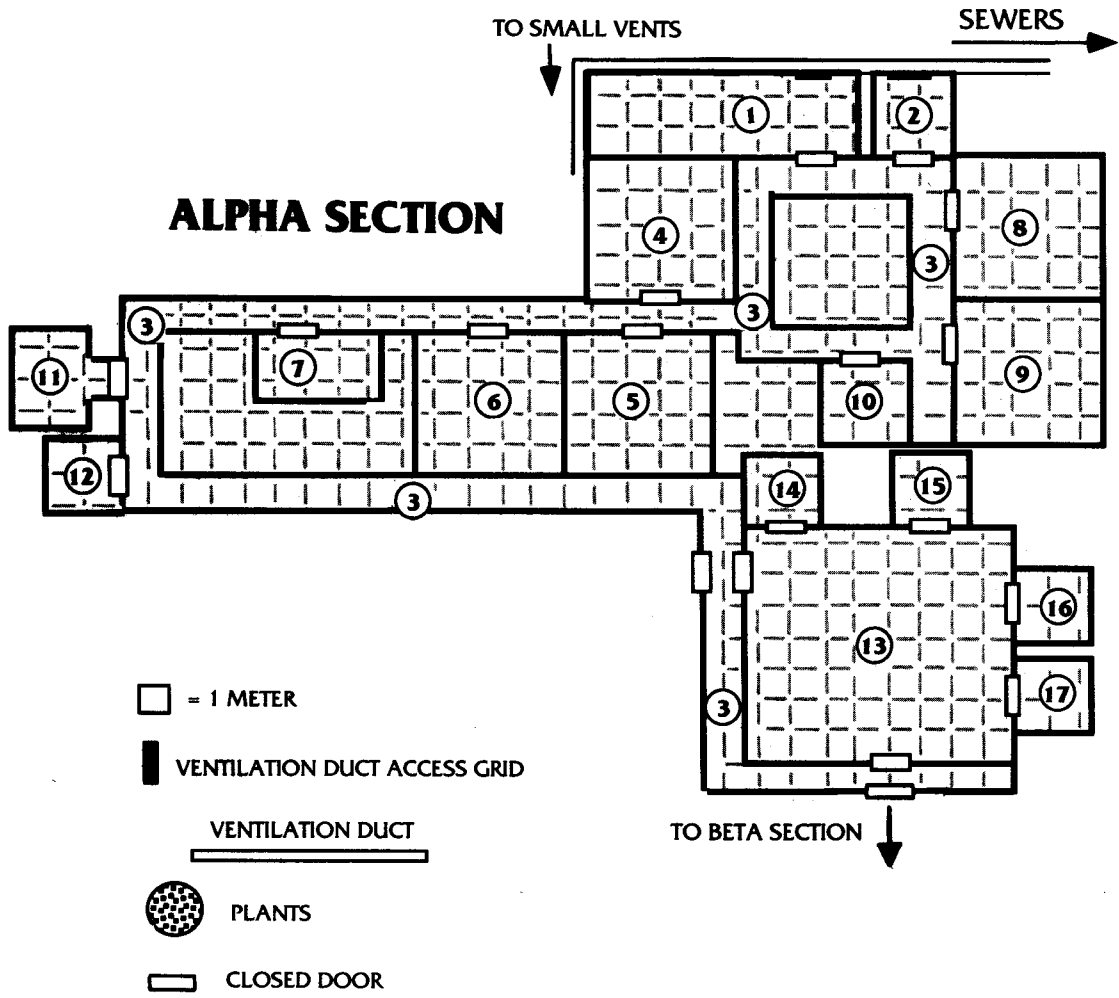
Gamemaster's Info: The elevator has been deactivated by Facility Security above-ground. Nothing the characters do can get it working again.

If any security guards are dispatched from above-ground, they will arrive via this elevator, but the elevator will not go up again with anyone in it.

Main Security (13)

"This room is apparently the primary security room for both Alpha and Beta Sections. There are a couple of office-style desks and chairs, along with some low tables covered with boxes and other innocuous items. The southeast corner of the room contains a control panel with numerous video monitors.

TO THE RESCUE



"Also in the room are three technicians, two Aztechnology Security Guards, and a tall, dark-skinned man with slicked-back hair. They all turn to look at you as you enter."

Gamemaster's Info: See the **Cast of Characters** section for the Aztechnology Security Guard and Technician stats. The man with the slicked-back hair is Samuel Silver, Wage Mage. His stats are given below. The guards and Silver will begin to attack the player characters as soon as it is apparent that they are intruders. The technicians will cower in the nearest convenient corner.

The corner control panel monitors video security cameras located in every hallway of Alpha and Beta Section. The Beta Section cameras are not working. If the player characters have sabotaged the systems junction box near their entrance point into Alpha Section, the cameras will not be working, either. If the cameras are working, the players' team will be spotted as soon as they step into any hallway in Alpha Section.

The large door along the south wall of the room opens directly into the hall adjacent to the large security doors connecting to Beta Section. The doors can be opened from the control panel in this area, through a Maglock 5 keypad, but doing so will set off multitudes of Biohazard warning alarms and klaxons. If Facility Security upstairs was not aware of the presence of the players' team before, they will be now.

There is a desk keyboard terminal that connects with the Alpha Section computer system via I/OP-3. (See the **Alpha Section Computer System**, page 34.)

Detention Area (14)

"Once through the door, you see what looks like a small, makeshift detention room. Huddled in a corner are a group of Ork women and children. They gaze up at you with terror in their eyes."

Gamemaster's Info: This room is sealed with a Maglock 4 keypad. These are the two Ork women and four children kidnapped from Wilhem Park. They are terrified of the characters, unless someone mentions Allan Bronston. At that point, the Orks become overjoyed and will do whatever the player characters ask.

Detention Area (15)

"Once through the door, you find a detention cell. Evidence about shows that someone was held here recently, but the room is now empty."

Gamemaster's Info: This room is sealed with a Maglock 4 keypad. The cell is empty and offers no further clues.

Detention Area (16)

"Beyond this door, you find a surprisingly clean, well-lit cell. Huddled at the far end of the cell is a haggard, frail-looking woman, wearing the tattered remains of a lab coat. As soon as the player characters enter, she says, "I won't fall for any of your stupid tricks, Peterhoff!"

Gamemaster's Info: This room is sealed with a Maglock 4 keypad. This is Dr. Carol Owens, "The Tailor". She has been imprisoned here under Sanchez's order after Dr. Peterhoff insisted that the viral accident was her responsibility. It will take a great deal to convince her that the player characters are here to rescue her and that this is not one of Peterhoff's tricks. Once she sees the many obviously dead bodies, particularly if any is that of Sanchez or his assistant, she will quickly come around.

Owens will refuse to leave without the viral sample, however. If the player characters do not tell her that they have

it, she will insist that they go into Beta Section to get it. She knows the access code for the door dividing the sections. If used, the door will open, but the Alpha level Biohazard warnings and alarms will sound anyway.

Detention Area (17)

"Beyond this door is another detention cell, cold and empty."

Gamemaster's Info: This room is sealed with a Maglock 4 keypad. This cell is empty.

Having made their foray into Alpha, the player characters' escape out through the sewers will be uneventful. Their Ork guard leads the way, steering them clear of the army of Aztechnology guards that swarm the area. He takes the team through a debris-strewn access tunnel and back into Wilhem Park, where they will find their reception decidedly cool.

DEBUGGING

The major goals of this section are the rescue of the Ork women and children and Dr. Owens. Unless the players' team completely bungles their entrance into the facility, Aztechnology will be unaware of their presence for quite sometime. Once Aztech does respond, however, it could be at a level of magnitude that forces the characters into early retreat. If that happens, the gamemaster may wish to have a small party of Wilhem Park Orks come to the rescue. Not trusting above-grounders to solve their problems for them, the Orks have followed the players' group from the enclave and will arrive "in the nick of time." To avoid making it just another calvary-to-the-rescue scene, let the Orks take a hellish beating before the player characters come to *their* rescue this time. For these Orks, use the **Ork Mercenary Archetype**, page 41, **Shadowrun** rules. Use as many Orks as needed for the operation and arm them per the Archetype description.



OTHER NPCS

JORGE SANCHEZ

Jorge Sanchez is an efficiency expert. A personal efficiency expert. He pays you a personal call, you get efficient.

He enjoys his work for Aztechnology, which takes him all over the globe, and he is good at it. Though Sanchez travels armed, the collection of bullets he keeps in a jar on his mantlepiece has not grown in recent years.

His mission at the Tacoma Research Park should have been a simple one. All he had to do was go in and resolve the personality conflict between Doctors Peterhoff and Owens by reinforcing their obligation to Aztechnology. He read both their files and knew that a little friendly persuasion was all it would take to get the two bioengineers seeing eye-to-eye. A quick suborbital flight into Sea-Tac, a helicopter ride to the facility, a meeting with the two doctors, a ready smile, soothing words, and nice, precise talk about corporate responsibility should have done the trick.

And then came the viral spill, and Jorge Sanchez realized just how much he hates germs.

Attributes

- Body: 4
- Quickness: 4
- Strength: 3
- Charisma: 4
- Intelligence: 3
- Willpower: 3
- Essence: 2.3
- Reaction: 3 (7)

Skill

- Aircraft: 2
- Car: 3
- Computer: 3
- Demolitions: 1
- Etiquette (Corporate): 4
- Firearms: 6
- Stealth: 4
- Unarmed Combat: 6

Dice Pools

- Defense (Armed): 1
- Defense (Unarmed): 6
- Dodge: 4

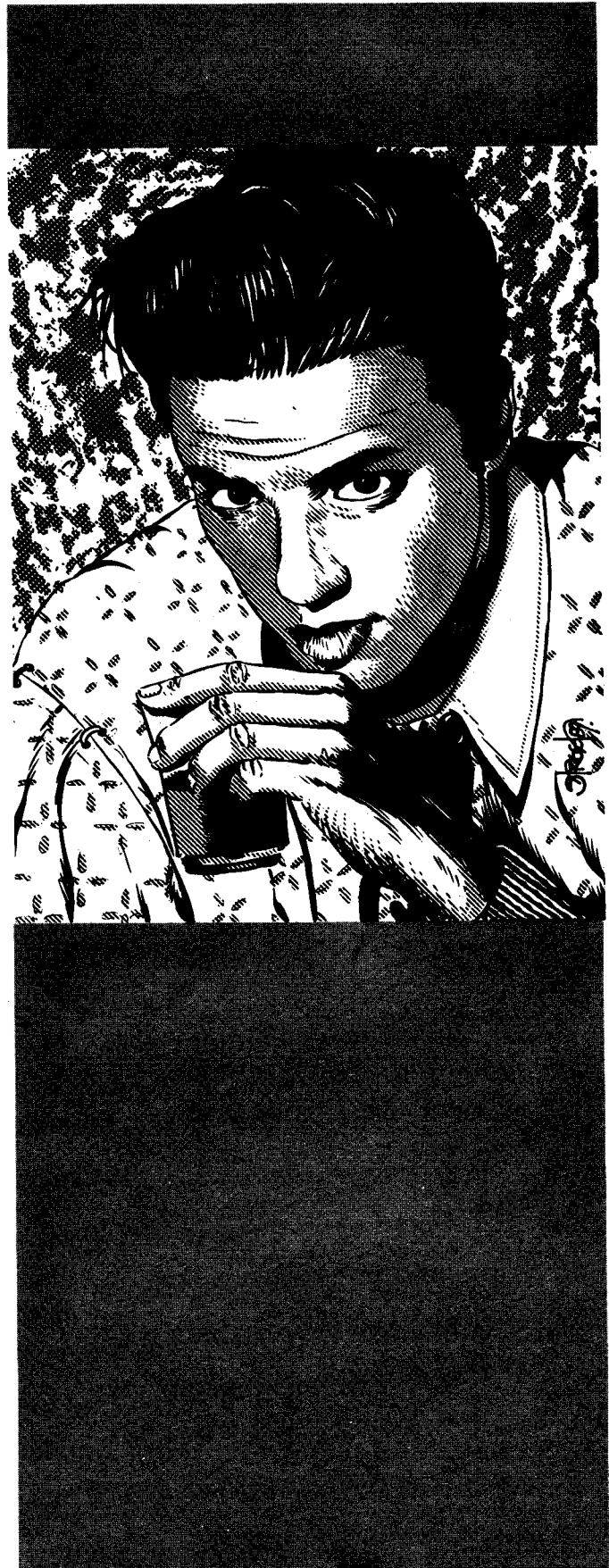
Cyberware

- Datajack
- Smartgun Link
- Wired Reflexes (2)

Gear

- Ares Predator (w/Smartgun Link; 2 reloads)
- Armor Vest
- Trauma Patch (5) x2
- White Noise Generator

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.



EVELYN FRANKLIN

Evelyn Franklin is a careful observer. She knows who to watch and how long to watch them. Right now she has her eye on her boss, Jorge Sanchez, personal efficiency expert for Aztechnology. As his special assistant, Franklin travels around the world with her boss, enjoying the same contacts with the rich and powerful.

Attributes

- Body: 2
- Quickness: 3
- Strength: 1
- Charisma: 4
- Intelligence: 6
- Willpower: 5
- Essence: 6
- Magic: 6 (9)**
- Reaction: 4
- ** With Power Focus active

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious -> Possibly dead	< Unconscious. Further damage causes wounds.
Seriously -> Wounded.	< Seriously Fatigued.
Moderately -> Wounded.	< Moderately Fatigued.
Lightly -> Wounded.	< Lightly Fatigued.

Skills

- Car: 2
- Conjuring: 6
- Etiquette (Corporate): 5
- Firearms: 1
- Magical Theory: 6
- Negotiation: 2
- Sorcery: 6

Special Skill

- Classical Piano: 4

Dice Pools

- Astral: 21
- Defense (Armed): 1
- Defense (Unarmed): 1
- Dodge: 3
- Magic: 6

Gear

- Armor Vest
- Bracelet (3-point Power Focus)
- Ruby Ring (2-point Powerball Spell Focus)

Spells

Combat:

- Power Dart: 5
- Powerball: 8

Detection:

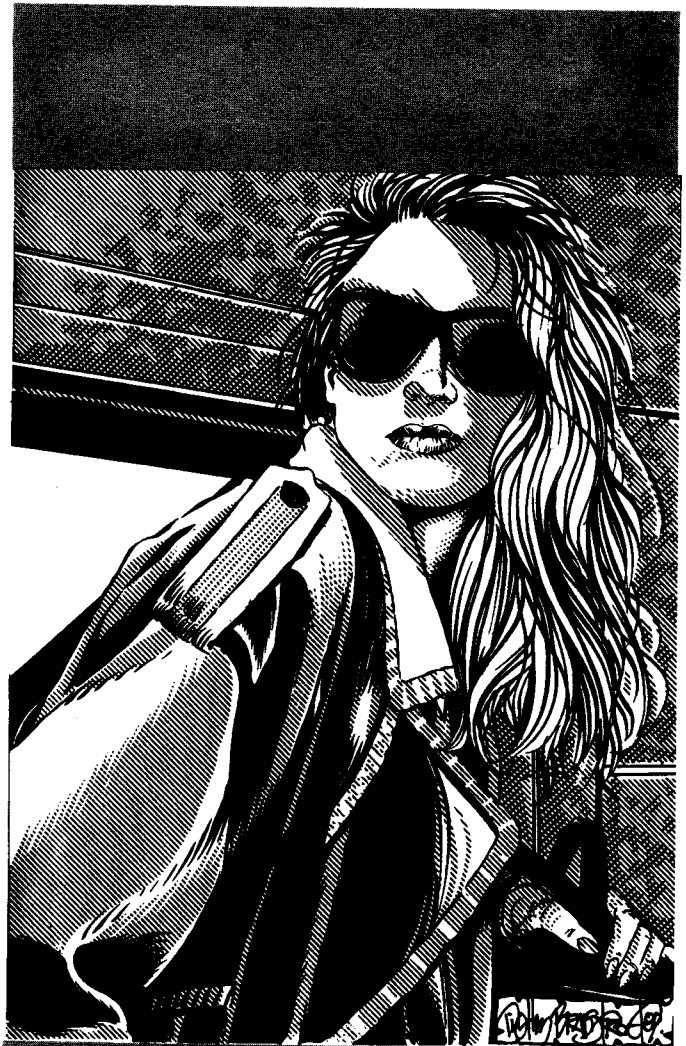
- Analyze Truth: 4

Health:

- Antidote Serious Toxin: 3
- Cure Deadly Disease: 3
- Treat Severe Wounds: 3

Illusion:

- Entertainment: 2



SAMUEL SILVER

Silver is a long-time Aztechnology security Mage, who has recently been transferred to the Tacoma research facility. Having had a semi-professional interest in biology since adolescence, Silver has dreams of someday finding a way to blend magic with bioengineering. He has made many attempts to convince Dr. Peterhoff of the possibility, but the good doctor has shown little interest. Dr. Owens has listened more sympathetically, but her lack of knowledge in the area of magical theory and application prevents her from really understanding much.

Silver is a dedicated professional, and will guard the Aztechnology facility at any cost.

Attributes

- Body: 2
- Quickness: 4
- Strength: 2
- Charisma: 2
- Intelligence: 6
- Willpower: 4
- Essence: 6
- Magic: 6
- Reaction: 5

Skills

- Biology: 1
- Conjuring: 5
- Etiquette (Corporate): 5
- Firearms: 3
- Magical Theory: 7
- Sorcery: 7

Dice Pools

- Astral: 19
- Defense (Armed): 1
- Defense (Unarmed): 1
- Dodge: 4
- Magic: 7

Gear

- Armor Vest
- Beretta Model 101T (w/1 clip reload)
- Power Focus (Rating 3)

Spells

Combat:

- Mana Bolt: 7
- Power Bolt: 5
- Sleep: 3

Health:

- Heal Moderate Wounds : 3

Illusion:

- Chaos: 3

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead.	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.



RETURN TO WILHEM PARK

TELL IT TO THEM STRAIGHT

You arrive back at Wilhem Park through a different entryway than the first time. Your guide leads you directly to Allan Bronston. Fixing his eyes on Carol Owens, he says, "Dr. Owens, I am ashamed."

Owens seems taken aback for a moment, perhaps by her surroundings, perhaps by the Ork's tone. She says nothing.

"You had such bright dreams for our future, Carol," he continues, "yet you threw it away for a research grant." His eyes seem hard and cold, much darker than you've seen them before. The other Orks around him remain silent.

Dr. Owens straightens herself up and stares directly at Bronston. "You don't know what you're talking about."

Bronston smiles thinly. "No?" he says. "Would you like me to rattle off the mapping codes for the Metagene spiral, Carol? The sequence is a little old, so you may have updated it by now."

Her face pales, and her hands clutch reflexively at her chest. "Allan..." she says.

"You've done horrible things, Carol. I want you to give me one good reason why I shouldn't have you shot."

BEHIND THE SCENES

At this point, the player characters will discover that many Orks have gathered around, also listening carefully to what Bronston is saying. If any of the team makes a move, at least a dozen Orks will step forward to ward off any one of them.

Dr. Owens shakes her head violently. She explains to Bronston that Aztechnology brought in Peterhoff to develop alternatives to the Metagene virus she was researching. The goal of her research had always been toward finding beneficial uses for the Metagene virus, and she strongly opposed Peterhoff's work. When she learned that he was kidnapping sewer-dwellers for raw genetic material, she complained loudly to Aztechnology. Instead of disciplining Peterhoff, they responded by sending in Sanchez (see above) to intimidate her research team into cooperating. The viral accident occurred shortly after that. Beta Section was completely sealed off from Alpha, which, in turn, had been isolated from the remainder of the facility. At that point, Sanchez ordered Owens thrown into detention, acting on Peterhoff's word that she was somehow responsible for the accident. She remained there until rescued.

The player characters should be able to back up Owens on some of this, gradually convincing Bronston that Owens is telling the truth. If the gamemaster wishes, he could make a Persuasion Test for Owens against Bronston. Use the Social Skill Use rules on page 153 of the *Shadowrun* rulebook, applying modifiers appropriate to how well the player characters support

or refute Owens' testimony.

Remember, too, that the first part of the data file taken from Beta Section contains two files that somewhat support Owens' version of events.

If Bronston remains unconvinced about Owens' real intentions, he will offer the player characters a trade. During their run against Alpha Section, Bronston and some of his Orks staged a raid against the Hands of Five, managing to rescue the traitor's kidnapped loved one. At this point, Bronston orders the hostage brought forward and offers to trade him or her for Owens. The players' team must now decide.

It is unlikely that the player characters will get out alive if they do not accept the deal. Once they do, Bronston will hand them a slip of paper with the address of a Biogene safe house written on it. He tells the characters that he trusts Biogene not to create monsters and to use the Metagene virus to positive ends. Bronston informs them that he has been in contact with Biogene and that a Mr. Johnson will meet them at the safe house. If the player characters ask, Bronston will tell them that he does not intend to kill Owens, but will keep her in Wilhem Park as penance.

If Bronston is convinced that Owens is telling the truth, he will simply hand over the hostage and the safe-house location to the characters. Owens will agree to go to Biogene because it is run by people she believes are trustworthy. Bronston will then provide them with a guide to lead them back to the world above ground.

Just before leaving, Owens will make overtures of friendship with Bronston, which he rebuffs. Though he is letting her go, he will claim that she lost her conscience by continuing to work for Aztechnology after she knew the real state of affairs.

DEBUGGING

The worst that could happen in this part of the adventure is that the characters foolishly decide to take on the Orks for possession of Dr. Owens. Impress upon them how many Orks are present and that most of them seem to be armed. Some are even wearing armor.

If events begin to get out of hand, Bronston will volunteer the information that he has no intention of killing Owens, but rather wants to detain her in Wilhem Park to assist in the education of the next generation of Ork children.

If the characters have given Bronston the data file and viral sample for safe-keeping, he will reluctantly return them now. Though he is fearful of what people like Aztechnology might do with the virus, he still has hopes for the good the virus might someday do for the more unfortunate of his own kind, and for other Awakened Beings.

NOT-SO-SAFE-HOUSE

TELL IT TO THEM STRAIGHT

Your Ork guide leads you through hours' of tunnels and passages. Eventually, you see a shaft of light that leads you out into a sump along the edge of the Puyallup Barrens. From there, the safe house is only a few streets away. Through ruined buildings and abandoned lots, perhaps, but still not far.

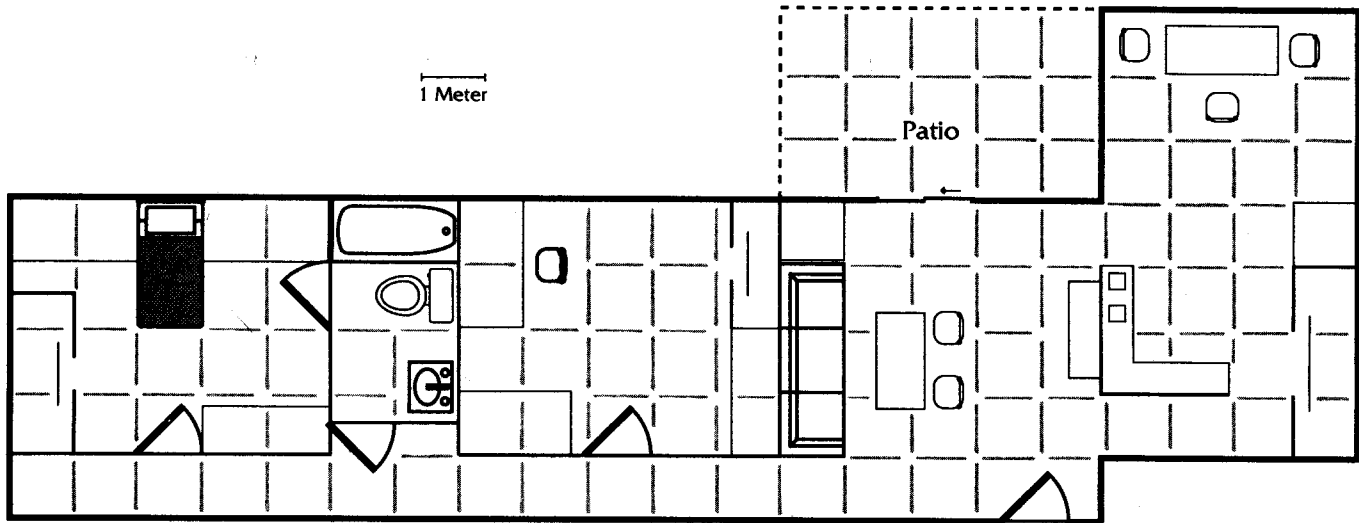
The Ork gets you to the house and does a quick scout for you. Everything seems in order. In fact, you see the same driver who met you at the CBI, waving at you from a window.

The Ork hands you the keys. With a parting smile, he trudges off into the night, whistling some nameless tune. Soon he is lost from sight. You enter the house.

BEHIND THE SCENES

It's a set-up. Don't blame Allan Bronston, though. He contacted Biogene, just as he said. Unfortunately, the message got routed through Walker's assistant, Wendell Holmes, an Alamos 20,000 sympathizer. The Hands of Five is using Holmes to set up the characters. He's a familiar face; they'll trust him.

The Hands of Five will move in as soon as the player characters are in the building, most likely attempting to take the traitor's loved one and Dr. Owens hostage. The Hands leader, Martin Honnicker, does not necessarily want to kill anyone, though, and he will try at first to keep violence to a minimum. The Hands of Five members are deployed in the various small



side rooms off the main living area on the first floor of the house, and they will remain in their places until a potential hostage is in sight.

With Honnicker are two of the three Alamos members from the *S.S. Misha* (gamemaster chooses which two). Also present are three hooded Alamos members. (Use the **Humanis Politclub Member Archetype**, page 56.)

Honnicker will sincerely attempt to keep things relatively non-violent, but only if the players' group is composed primarily of non-Awakened Humans. He will not speak to a Metahuman in anything but a derisive, condescending manner. If it becomes necessary, Honnicker will resort to force.

At an appropriately dramatic moment, an Aztechnology team arrives. It is up to the gamemaster to determine how Aztechnology learned of the shadowrunners' location.

The Aztechnology team arrives in a pair of Ford Americars upgraded to Body 3 and Armor 1. Barre and Eman will be in the first vehicle, with two troopers. The other Americar carries four troopers. Use the **Aztechnology Security Guard**, page 55.

Remember, Aztechnology's first priorities are the recovery of the virus sample, the data file, and then Owens. They are unconcerned about the safety of any hostages, the Alamos fanatics, or the shadowrunners.

DEBUGGING

Once the smoke clears, Walker finally arrives, and is surprised at the carnage he finds. Alternatively, if the player characters are having a particularly bad time with the Aztechnology and Alamos teams, a Biogene strike team could show up to save them. The gamemaster should use this option only if things look bad for our heroes. Walker will lead the team, accompanied by six Knight-Errant troopers. For this adventure, use the Aztechnology Security Guard statistics, page 55, for the Knight-Errant troopers.

In either case, Walker has the money. The characters already have the initial 60,000¥, and the remainder of the payment is as follows:

30,000¥ for the viral sample, intact; 5,000¥ if damaged
30,000¥ for the data file

An additional 50,000¥ for Dr. Owens (who will vocally protest being "bought", but eventually go with Biogene).

If the characters want more, they will have to Negotiate with Walker.

If the Biogene/Knight-Errant team is used, Walker explains that they finally realized that there had to be a spy in Biogene and traced his identity to Holmes. If Holmes is still alive, Walker will want to kill him, but one of the Knight-Errant troopers will restrain him while the others take Holmes into custody. If the strike team was not used, then this is the first time that Walker learns of Holmes' deception, and it will be up to the player characters to restrain him.

Walker wants little more to do with the player characters, and advises them to get out of town, fast.



EDUARDO EMAN

Promising street talent recently converted to the corporate line, Eman is a newcomer to Aztechnology. As a street veteran, he is much coarser than Barre and less inclined to subtlety. Though he may not provoke any violence physically, his attitude and manner are confrontational. He will, however, listen to Barre and take orders from him.

Attributes

- Body: 3
- Quickness: 3
- Strength: 2
- Charisma: 2
- Intelligence: 5
- Willpower: 5
- Essence: 6
- Magic: 6
- Reaction: 4

Skills

- Conjuring: 6
- Etiquette (Street): 5
- Firearms: 4
- Magical Theory: 5
- Sorcery: 6
- Stealth: 2
- Unarmed Combat: 3

Dice Pools

- Astral: 17
- Defense: 1
- Defense (Unarmed): 3
- Dodge: 3
- Magic: 6

Gear

- Armor Clothing
- Reusable Fetishes for Mana Bolt Spell
- Uzi III SMG (w/2 clips and Laser Sight)

Spells

Combat

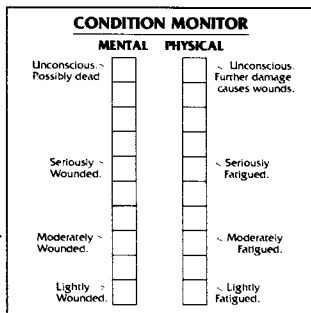
- Mana Bolt: 7
- Powerball: 5

Health

- Heal Moderate Wounds: 3

Illusion

- Mask: 3



JACOB BARRE

Barre is a corporate enforcer for Aztechnology and his specialty is wayward employees. He takes great pride in the fact that he has never failed to retrieve an absent employee. Currently, he is under orders to take back the viral sample, data file, and Dr. Owens, or see to it that no one else gets them.

Attributes

- Body: 5 (6)
- Quickness: 5 (6)
- Strength: 6
- Charisma: 2
- Intelligence: 4
- Willpower: 5
- Essence: 2.8
- Reaction: 5 (7)

Skills

- Car: 4
- Etiquette (Corporate): 4
- Firearms: 7
- Gunnery: 4
- Stealth: 3
- Unarmed Combat: 6

Dice Pools

- Defense (Armed): 2
- Defense (Unarmed): 6
- Dodge: 6

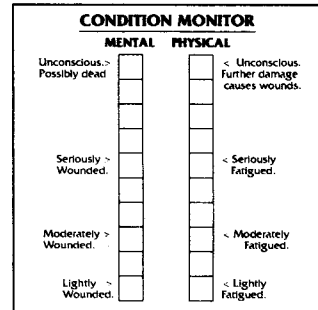
Cyberware

- Muscle Replacement (1)
- Smartgun Link
- Wired Reflexes (1)

Gear

- Assault Cannon* (10 shots)
- FN-HAR (w/4 extra clips and Smartgun Link)
- Partial Heavy Armor
- Ruger Super Warhawk (w/exploding bullets and 2 reloads)

*Barre will get the Assault Cannon from the vehicle only if he believes that his team's chances of winning are declining.



NOT-SO-SAFE HOUSE

MARTIN HONNICKER

Honnicker is a true fanatic to the Hands of Five cause and is personally responsible for more than 20 Metahuman deaths in the last two years. He attributes his hatred to the unsubstantiated belief that an Elven biker gang murdered his baby sister. A perceptive psychologist might attribute it to Honnicker's desperate, subconscious desire to be Metahuman, repressed since childhood.

A tall, lanky man whose long face is framed by a mop of dark hair, Honnicker is so charismatic that he is almost single-handedly responsible for the success of the Hands of Five in Seattle. His death would be an enormous blow to the organization.

Attributes

- Body: 3
- Quickness: 3
- Strength: 4
- Charisma: 6
- Intelligence: 4
- Willpower: 4
- Essence: 3.8
- Reaction: 3 (5)

Skills

- Etiquette (Street): 5
- Firearms: 5
- Leadership: 4
- Persuasion: 4
- Unarmed Combat: 3

Dice Pools

- Defense (Armed): 1
- Defense (Unarmed): 3
- Dodge: 3

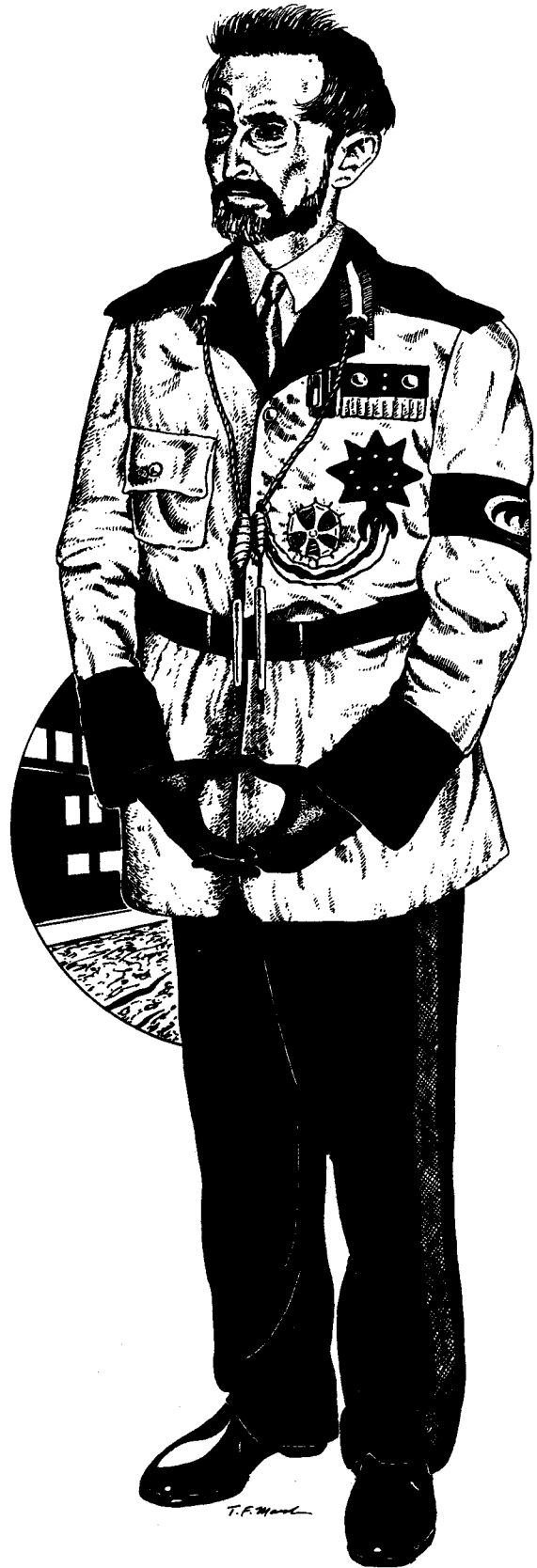
Cyberware

- Smartgun Link
- Wired Reflexes (1)

Gear

- AK-97 (w/3 extra clips and Smartgun Link)
- Lined Coat

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious > Possibly dead.			< Unconscious. Further damage causes wounds.
>			<
Seriously > Wounded.			< Seriously Fatigued.
>			<
Moderately > Wounded.			< Moderately Fatigued.
>			<
Lightly > Wounded.			< Lightly Fatigued.
>			<



LEGWORK

CONTACTS

The player characters will have only enough time to make a quick check with any of their Contacts. That is, each player character can speak only with a Contact with whom he can easily get in touch. If an arranged meeting or delay is usually necessary, the player cannot communicate with that Contact.

No Street Contact will have information available, regardless of how well the die rolls turn out. The gamemaster should actually make rolls, but then ignore the result, so that the player will believe that there actually may be information available.

A Corporate Contact or Science Contact does have potential access to some information. Make an Etiquette (Corporate) (8) test, and consult the appropriate table below.

There is little else to be learned from Contacts. This is primarily because of lack of time, but also because of Aztechnology's success at maintaining a tough security lock on all information surrounding the Tacoma facility.

CORPORATE CONTACT

Successes

1 - 2

Result

Aztechnology does have a facility at the indicated location. It is a multi-story building above-ground, with many sublevels below ground. It is considered very securely protected.

3 - 4

The facility was the site of some event, perhaps an intrusion, a day or so ago. Security has been tight since. (This information is misleading, as the "event" is actually the viral accident, news of which has not been made public.)

5

A number of Aztechnology executives have recently flown up from Atzlan and are staying at the Seattle Pyramid. They have, however, shuttled to the Tacoma facility.



A Science-oriented contact (Biology, Biotech, and so on) may also have some information. An appropriate Knowledge Skill (9) Test, or Etiquette (Science) (6), or other appropriate skill will reveal information according to the following tables.

SCIENCE CONTACT

Successes	Result
1 - 2	Aztechnology has an advanced bioresearch facility at that location.
3 - 4	Two of the best minds in the field of genetic engineering, Dr. Carol Owens and Dr. Simon Peterhoff, both work there. Word is that they do not get along.
5+	There is a rumor circulating that the facility does blowweapon research.

PUBLIC INFORMATION

The local Seattle public information data system can provide only limited information about the Aztechnology Tacoma facility. These files have, however, been annotated by a decker who broke in and left some electronic graffiti. Both the public data entry and the decker's comments follow.

AZTECHNOLOGY, TACOMA RESEARCH PARK

The Aztechnology Tacoma Research Park is a twelve-building industrial park. The buildings are laid out in a series of concentric circles, all oriented inward. All buildings are twelve stories high.

The center of the Research Park is dominated by an open area landscaped with local trees and bushes. Dominating this area is a 20-meter-high replica of an Aztec pyramid.

The Tacoma Research Park is believed to be the site of microtronic, computer, and biological research. The parking lot adjacent to the park can hold up to 8,000 passenger vehicles.

>>>>[Well, let me tell ya. There's more to this place than just "Research Park". Access to its computer system is *only* through the main Aztechnology system located at the Pyramid in Seattle. To get to Tacoma, you gotta go through Seattle. Nobody's done it. An important note about the Azzies and their computers: they play rougher than almost anybody else, and don't care about hurting themselves to hurt you.

Sure they do microtronic stuff. Doesn't everybody? I hear it's the biotech that keeps the place hopping. Take a good look at the security systems on the perimeter of the Park sometime. Looks to me like they want to keep things *in* as much as they want to keep them out.]<<<<<
---Phaedra <no date/time logged>

Also available are the standard corporate profiles for both Aztechnology and Biogene. The Biogene information only becomes available to the player characters if they learn that Biogene is the sponsor of their run.

AZTECHNOLOGY CORPORATION

Home Office Location: Mexico City, Atzlan

President/CEO: Juan Atzacapotzalco

Principal Divisions

Division Name: Aztechnology: Northwest Division

Division Head: Salvador Ramirez

Chief Products/Services: Diversified products ranging from armaments to electronics

Business Profile:

Many experts believe that Aztechnology is the real power behind the current government of Atzlan. The company grew from a motley collection of South and Central American resource and technopirate companies in the early days of the Awakening. Much of Aztechnology's early growth stemmed from the employment of magically active employees and from ruthless tactics of industrial espionage and sabotage. The founder and his son are both said to be accomplished magicians. Despite the heavy industrial use of magic, Aztechnology lives up to its name by maintaining a brisk trade in cutting-edge technologies.

Security/Military Forces: Aztechnology maintains extensive paramilitary forces. The Northwest Division maintains elements of the Third Atzlan Legion as backup to their efficient security teams.

BIOGENE TECHNOLOGIES INC.

Home Office: San Diego, California Free State

President/CEO: Dr. Jarred Leiji

Principal Divisions:

Division Name: Biogene Research

Division Head: Randolph Cooper

Chief Products/Services: Pure scientific research in biotechnology and genetic engineering.

Division Name: Biogene Pharmaceuticals

Division Head: Kristen Long

Chief Products/Services: Design and production of medically restricted and consumer grade pharmaceuticals.

Business Profile:

This decade-old company rose from the ashes of three other San Diego-based biotech firms that experienced financial difficulties in the same period. The corporation reported gross profits of over 1 billion nuyen during its most recent fiscal year.

Biogene is known as an organization quick to recognize its own shortcomings and aggressive at correcting them.

Security/Military Forces:

Biogene has no security/military forces of its own. All Biogene facilities are protected by Knight-Errant of Detroit.

CAST OF CHARACTERS

PLAYER CHARACTERS

The first three characters included in this section, Andrew Shalene, Louise Frost, and Johnny Clean, are intended for use as optional Player Characters or as the Non-Player Character(s) that Biogene offers to the players' group to fill out their team. Several incidental characters follow the stats for the major NPCs.



JOHNNY CLEAN

There are few Samurai on the streets with a reputation as mean as Mr. Clean's. A veteran of the UCAS White Lion elite military unit, Clean is as tough as they come. Fortunately for everyone concerned, Clean also has one of the more stable personalities in the business.

The son of a former United States Army General, Clean was raised as a military brat. His father remained with UCAS following the CAS secession and eventually retired as a two-star general. Clean intended to follow in his father's footsteps, but a personality clash with a ranking officer forced him to leave the service. He remains in close contact with elements of the UCAS military and occasionally performs special shadowy missions for them.

At the moment, Clean is living and working in Seattle.

Though more than capable physically, Clean prefers intimidation to force whenever possible. His motto, "Speak softly and carry a big fraggin' gun," has served him well.

Attributes

Body: 6 (7)
 Quickness: 4 (5)
 Strength: 6 (7)
 Charisma: 2
 Intelligence: 5
 Willpower: 5
 Essence: 0
 Reaction: 4 (8)

Skills

Armed Combat: 5
 Etiquette (Street): 4
 Firearms: 6
 Stealth: 4
 Unarmed Combat: 6

Dice Pools

Defense (Armed): 5
 Defense (Unarmed): 6
 Dodge: 4

Cyberware

Dermal Plating (1)
 Low-Light Eye modification
 Muscle Replacement (1)
 Retractable Spur
 Smartgun Link
 Wired Reflexes (2)

Gear

Airfoil Concussion and Defensive Grenades (2 each)
 Ares Predator (w/3 reloads, exploding bullets, and Smartgun Link)
 Armor Jacket
 Enfield AS7 (w/20 extra bullets and Smartgun Link)
 Portable Wrist Phone
 Thermographic Goggles

CONDITION MONITOR

MENTAL		PHYSICAL	
Unconscious > Possibly dead	□	□	< Unconscious. Further damage causes wounds.
□	□	□	□
□	□	□	□
Seriously > Wounded.	□	□	< Seriously Fatigued.
□	□	□	□
□	□	□	□
Moderately > Wounded.	□	□	< Moderately Fatigued.
□	□	□	□
□	□	□	□
Lightly > Wounded.	□	□	< Lightly Fatigued.
□	□	□	□

CAST OF CHARACTERS

LOUISE FROST

A half-blood Salish Indian, Frost moved to Seattle with her father when she was only four. Her father had come in pursuit not only of employment, but of security for his daughter. By raising her in Seattle, he hoped she could take advantage of its educational system to rise above her poverty-tainted roots. Her father's dreams were shattered by an uncompensated injury on the job. The two eventually ended up in a run-down tenement in the Redmond Barrens.

By age 15, Louise was running with the street gang, Sisters Sinister, and was beginning to make a name for herself. A political fracturing of the gang caused her and others to leave the Sisters a few years later. By that time, her reputation was strong enough that she was able to make a good living as a freelancer.

Louise continues to support her father, who still lives in the same Barrens apartment in which she grew up.

Attributes

Body: 3 (4)
 Quickness: 4 (5)
 Strength: 2 (3)
 Charisma: 5
 Intelligence: 5
 Willpower: 5
 Essence: 1.8
 Reaction: 5 (7)

Skills

Armed Combat (Sword): 6
 Bike: 2
 Etiquette (Street): 6
 Firearms: 5
 Stealth (Urban): 3
 Unarmed Combat: 5

Dice Pools

Defense (Armed): 6
 Defense (Unarmed): 5
 Dodge: 4

Cyberware

Cybereyes (w/Thermographic modification)
 Dermal Plating (1)
 Muscle Replacement (1)
 Smartgun Link
 Wired Reflexes (1)

Gear

AK-97 SMG (w/2 clips and Smartgun Link)
 Armor Jacket
 Defensive Airfoil Grenades (2)
 Trauma Patch (3) x2

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
< Seriously Wounded.	< Seriously Fatigued.
< Moderately Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.



CAST OF CHARACTERS

ANDREW SHALENE

Born in what passed for a wealthy neighborhood of Spokane, Shalene and his family moved to Seattle when he was three. His father's position with a medium-sized computer company associated with Shiawase provided the family with a stable income and kept Andrew sheltered from the racial prejudices of Seattle for most of his early life.

In 2037, when the formation of the Elven nation of Tir Talmgire was announced, Andrew set out to join his "Elven brothers," but he found conditions far different from the "para-



dise" he'd imagined. He suffered through a period of abuse and hostility from many of the "back to nature" Elves already there.

While in Tir Talmgire, he spent time with Tanner, an older Human who had traveled there to escape the urban hell of Los Angeles. He and Tanner found a common bond in their isolation and exclusion. Tanner was a Mage, and introduced Shalene to the Hermetic arts.

They remained in Tir Talmgire for a number of years until circumstance and internal politics forced them to leave. Tanner returned to L.A., but Shalene decided to head east instead.

After leaving the Elven nation, Shalene spent some time in Denver learning computer-related skills and gaining some experience as a decker. Physically repulsed by cybernetic additions, he has no datajack installed and so suffers from extreme slowness when jacked into the Matrix. This inefficiency does not bother him; it is the rush he lives for.

That is the key to Andrew Shalene: the rush. He is always the first into the dark hole, or through the door, or into the odd-looking processor. So far, he's been lucky and has not paid for his addiction. That time, though, is certainly coming.

Attributes

Body: 2
 Quickness: 4
 Strength: 3
 Charisma: 1
 Intelligence: 4
 Willpower: 2
 Essence: 6
 Magic: 6
 Reaction: 4

Skills

Computer: 4
 Conjuring: 2
 Etiquette (Street): 3
 Firearms: 3
 Magical Theory: 3
 Sorcery: 4
 Unarmed Combat: 2

Dice Pools

Astral: 14
 Defense (Armed): 1
 Defense (Unarmed): 2
 Dodge: 4
 Hacking: 8
 Magic: 4

Contacts

Bartender
 Mr. Johnson

Gear

Beretta 101T (w/1 reload)
 DocWagon™ Contract (Gold)
 Lined Coat
 Sony CTY-360 (Terminal Version)
 Bod (4)
 Evasion/Masking (5)
 Sensors (3)
 Attack (3)
 Sleaze (4)
 Smoke (4)
 200 Mp off-line Storage
 Trauma Patch (3) (x2)
 Two Spell Focuses (1 point each, choose Spell)

Notes:

Nuisance Allergy to daylight.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

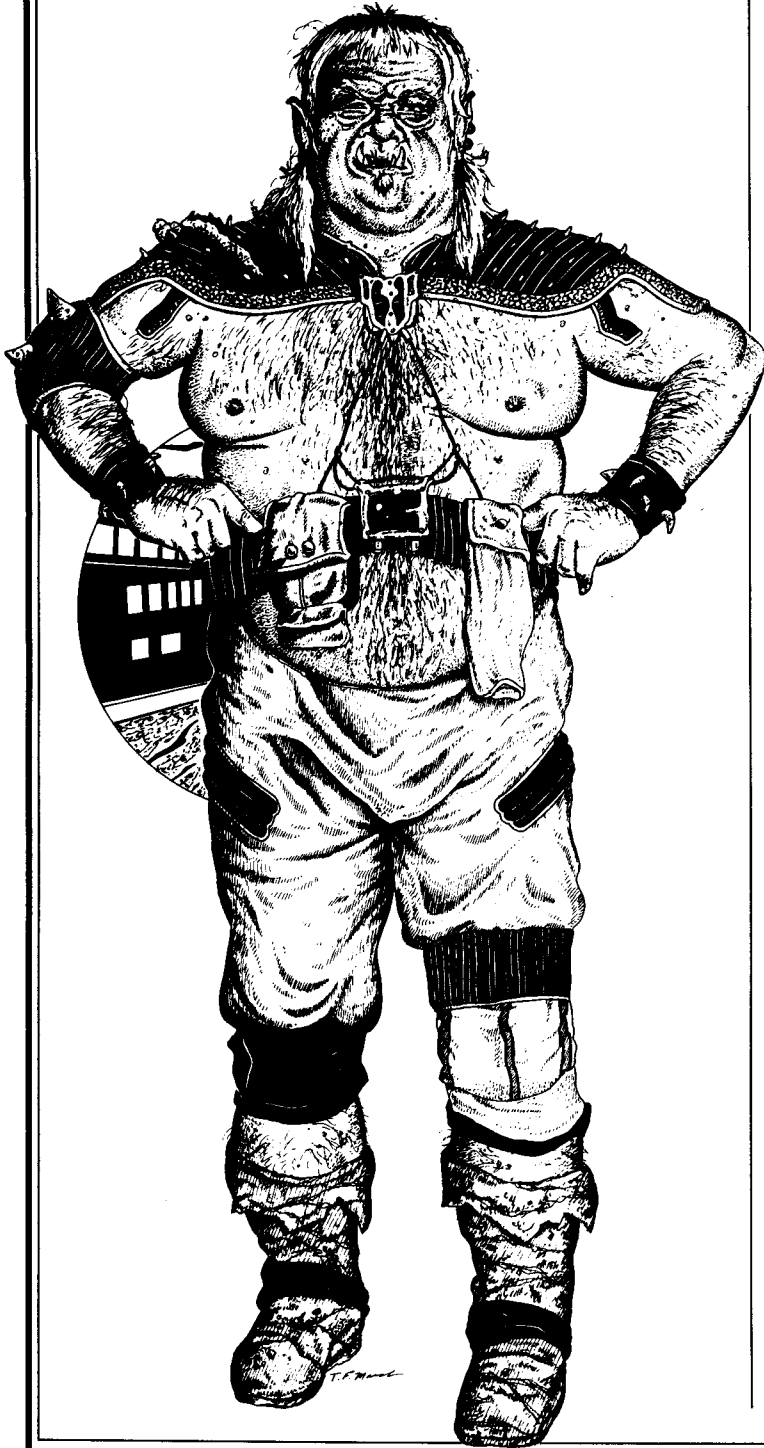
CAST OF CHARACTERS

NON-PLAYER CHARACTERS

ALLAN BRONSTON

Allan Bronston may have been unfortunate enough to have been goblinized and then to have experienced the Night of Rage first-hand, yet he not only survived, but he used his experiences to better himself. (His experiences on the Night of Rage are recounted in the Prologue, **Into The Flames.**)

Allan was with the first group of Orks to find refuge in the lost shopping mall. As one of the eldest, he was instrumental in forging the refugees into some semblance of a community. In



the ruins of the bookstore, he discovered a series of "pop-biology" non-fiction volumes that pliqued his interest. One of them, *The Metahuman Connection*, inspired him with the belief that his people could someday be saved from the ravages of Goblinization.

He left the enclave and for a period of time worked as an assistant at a small genetic research lab in Seattle. It was there he first met Carol Owens, soon to receive her doctorate in bioengineering. Owens' theory of the origin of the Metagene and the potential for its control excited Allan. Working in the lab with Owens and other scientists, he quickly picked up the equivalent of a full bio-education in a few short years. The prognosis was good for eventual manipulation of the Metagene, when disaster struck. The company backing the bio lab went bankrupt when a South American currency devaluation destroyed its assets. Faced with the lab's closing and the loss of years of work, Owens accepted Aztechnology's long-standing employment offer. Aztechnology refused to take any of the other bio lab employees, however, and so the team members went their separate ways.

Allan tried long and hard to convince Owens not to become involved with Aztechnology, but she refused to listen. Having remained close to the Wilhem Park enclave, Allan was privy to tales of horror involving the corp and their treatment of various Ork and other underground factions. Though he knew her integrity and dedication, Bronston could not believe that Aztechnology would put Owen's theories to use in the same manner she envisioned.

Following the collapse of the bio lab, Alan returned to Wilhem Park and resumed his position as one of the elders. He has since risen to the position of "mayor", and on his shoulders rests the safety and well-being of all the enclave's inhabitants.

Allan is now 28 years old, and though not the oldest, is considered one of the elders of the community. His hair is beginning to gray and his face to show the wrinkling common to a Human of sixty or so years.

Attributes

Body: 6
 Quickness: 5
 Strength: 6
 Charisma: 2
 Intelligence: 3
 Willpower: 5
 Essence: 5.8
 Reaction: 4

Skills

Biology: 3
 Biotech: 1
 Firearms: 2
 Genetic Engineering: 2
 Leadership: 4
 Throwing Weapons: 5
 Unarmed Combat: 3

Dice Pools

Defense (Armed): 2
 Defense (Unarmed): 3
 Dodge: 5

Cyberware

Datajack

Gear

Beretta Model 101T (w/1 clip; exploding bullets)
 Pocket Computer (100 Mp)
 Throwing Knives (4)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.

CAST OF CHARACTERS

WENDELL HOLMES

Holmes would like to think that he is only reluctantly behaving as a traitor. He has almost convinced himself that the Hands of Five are forcing him to betray Biogene by threatening to expose his connections with the organization. Almost.

Holmes' involvement with the Hands of Five began innocently enough when he attended a series of Humanis rallies with a former girlfriend, and gradually became drawn deeper into the organization. Exposure to Martin Honnicker sealed his involvement with the group.

Holmes is naive enough to imagine that his actions on behalf of Alamos and Biogene will not result in violence.

Attributes

Body: 2
 Quickness: 2
 Strength: 4
 Charisma: 2
 Intelligence: 3
 Willpower: 1
 Essence: 4.8
 Reaction: 2

Skills

Computer: 3
 Etiquette (Corporate): 4
 Language (Japanese): 2

Dice Pools

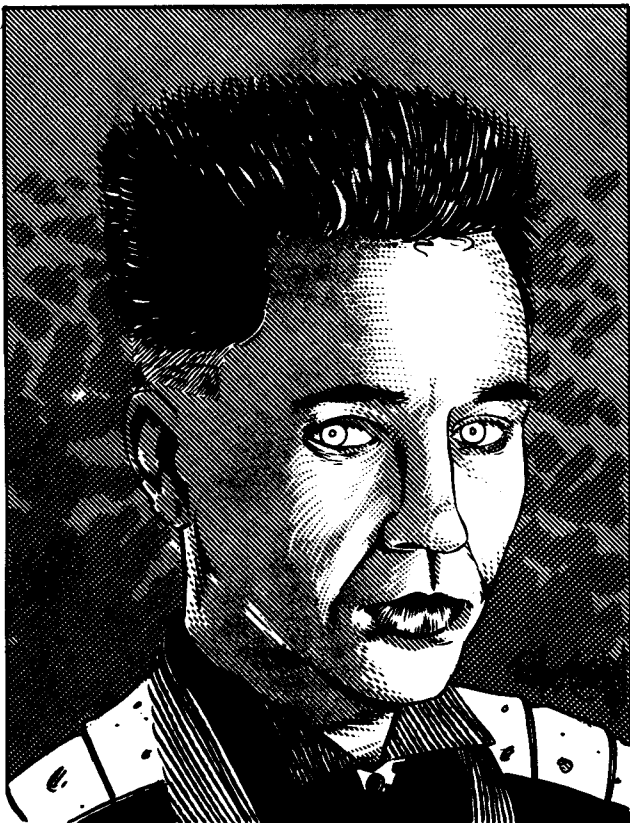
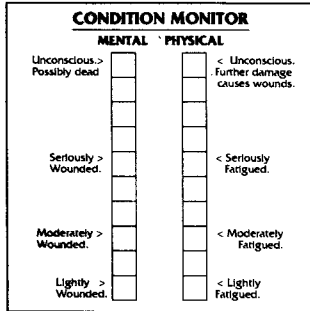
Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 2

Cyberware

Datajack
 100 Mp of Memory

Gear

Armor Vest



DR. CAROL OWENS

Owens is a brilliant bioengineer, but suffers from the falling of not always seeing the consequences of her work. She began her involvement with Aztechnology innocently enough, but then gradually forced herself to remain blind to the motivations of her employer. The inclusion of Dr. Peterhoff in the Metavirus project proved to be an awakening experience for Owens.

Her protests to her superiors fell on deaf ears as Peterhoff promised ever more immediate, tangible results of the project. In the days before the viral accident, Owens had begun to privately consider ways that she might escape her research prison. She will accept Biogene's "offer" of work.

The meeting with Allan Bronston is distressing to Owens, as he represents both her original ideals and current failings. If forced to remain at Wilhem Park, she will dedicate herself to educating the Ork children and to persuading Allan that she deserves another chance to develop the Metavirus properly.

Attributes

Body: 2
 Quickness: 3
 Strength: 2
 Charisma: 4
 Intelligence: 7
 Willpower: 4
 Essence: 4.6
 Reaction: 5

Skills

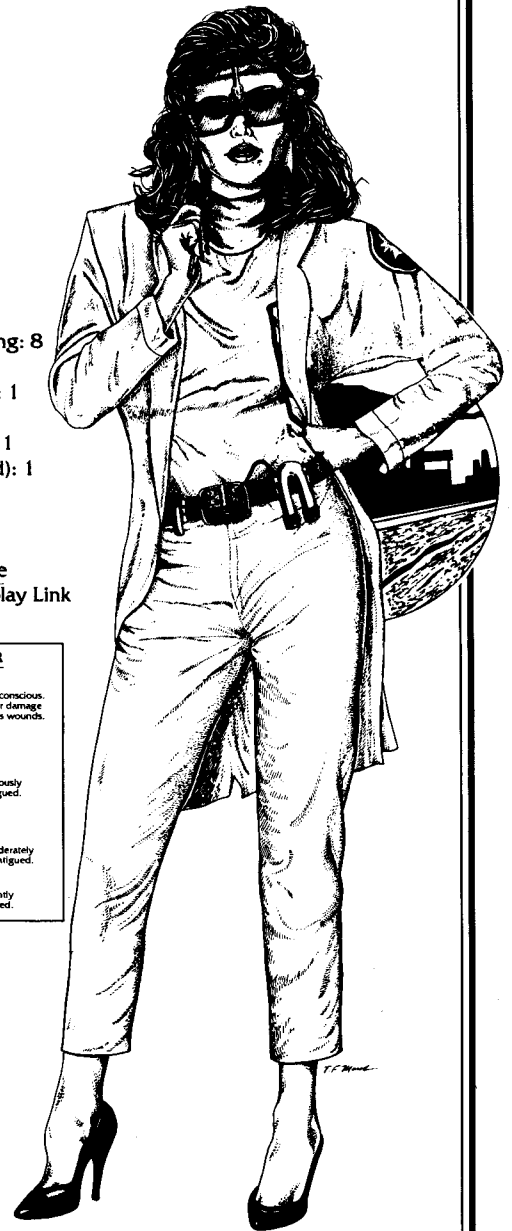
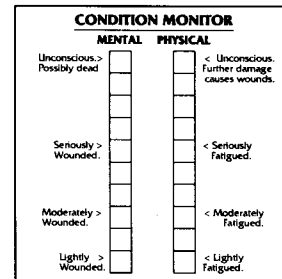
Biology: 6
 Biotech: 4
 Car: 2
 Computer: 3
 Genetic Engineering: 8
 Leadership: 2
 Unarmed Combat: 1

Pools

Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 3

Cyberware

Datajack
 100 Mp Headware
 Memory w/Display Link



CAST OF CHARACTERS

JOHN WALKER

Walker is an experienced contact agent for Biogene, but to date, he has run mostly low-level industrial espionage and surveillance shadowruns. This run will mark his entry into the big leagues.

He is very careful to do things by the book, which may leave him behaving almost like a neophyte at times. He will not willingly mislead the player characters, but his information concerning the Aztechnology facility is dangerously inaccurate.

He does not suspect that Holmes is an Alamos traitor and will feel hurt, betrayed, and angry when he eventually learns the truth. This revelation may drive Walker to extreme violence against Holmes.

Attributes

Body: 3
 Quickness: 3
 Strength: 2
 Charisma: 4
 Intelligence: 6
 Willpower: 5
 Essence: 3.8
 Reaction: 4

Skills

Computer Theory: 5
 Etiquette (Corporate): 8
 Negotiation: 6
 Psychology: 8
 Firearms: 2

Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 3

Cyberware:

Datajack
 200 Mp of Memory

Gear

Armor Vest
 Beretta 101T Pistol (w/1 clip and laser sight)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead.	< Unconscious. Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.



CAST OF CHARACTERS

AZTECHNOLOGY SECURITY GUARD

The Aztechnology Security Guard is a simple man who is really more interested in his own private life and survival than dangerous action and adventure. He greatly values his position with the corporation and will work in its best interests, especially when there is a corporate official nearby watching him.

The Aztechnology Guard is more dedicated than most, and has been given slightly more personal initiative, with the understanding that he is ultimately responsible for his actions.

Attributes

Body: 4
 Quickness: 3
 Strength: 3
 Charisma: 2
 Intelligence: 2
 Willpower: 2
 Essence: 6
 Reaction: 2

Skills

Etiquette (Corporate): 3
 Firearms: 3
 Interrogation: 3
 Unarmed Combat: 3

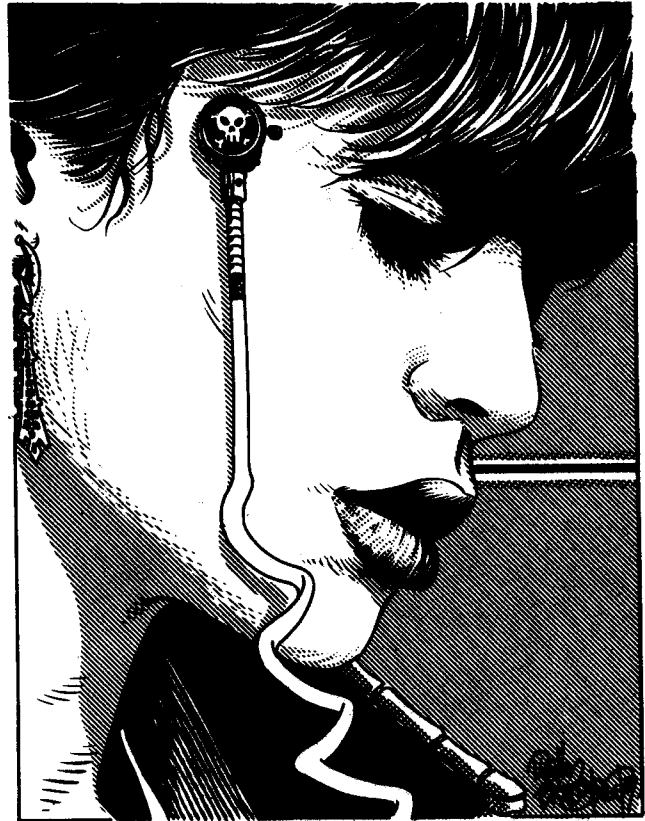
Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 3
 Dodge: 3

Gear

AK-97 (w/3 clips and Laser Sight)
 Armor Jacket
 Helmet (w/Radio)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.



CORPORATE DECKER

The Corporate Decker is another loyal employee of the corporation. He is happy with his lot, content with the limited hacking and mischief the corporation allows him to get away with in order to maintain his self-image. He works hard to keep his usually cushy job.

Attributes

Body: 2
 Quickness: 3
 Strength: 1
 Charisma: 1
 Intelligence: 4
 Willpower: 3
 Essence: 5.8
 Reaction: 3

Skills

Computer: 5
 Computer Theory: 4
 Etiquette (Corporate): 2

Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 3

Cyberware

Datajack

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.

CAST OF CHARACTERS

HUMANIS POLICLUB MEMBER

The Humanis Policlub Member belongs to an organization that opposes all legal rights for Metahumans. The group has been known to twist and bend existing laws to further their own aims, while at the same time suppressing the rights of the opposition. Even acts of violence are not beyond their scope. In such instances, they usually conceal their faces.

While not all Humanis members are involved with Alamos 20,000, recent media investigations have revealed that most Alamos members are Humanis members. The international Humanis headquarters in Philadelphia has denounced the reports, countering with the statement, "We wonder just how many mass-murderers or serial killers are registered Arch-Conservatives."

Attributes

Body: 4
 Quickness: 4
 Strength: 4
 Charisma: 2
 Intelligence: 2
 Willpower: 4
 Essence: 6
 Reaction: 3

Skills

Bike: 3
 Car: 3
 Demolitions: 4
 Etiquette (Street): 3
 Firearms: 4

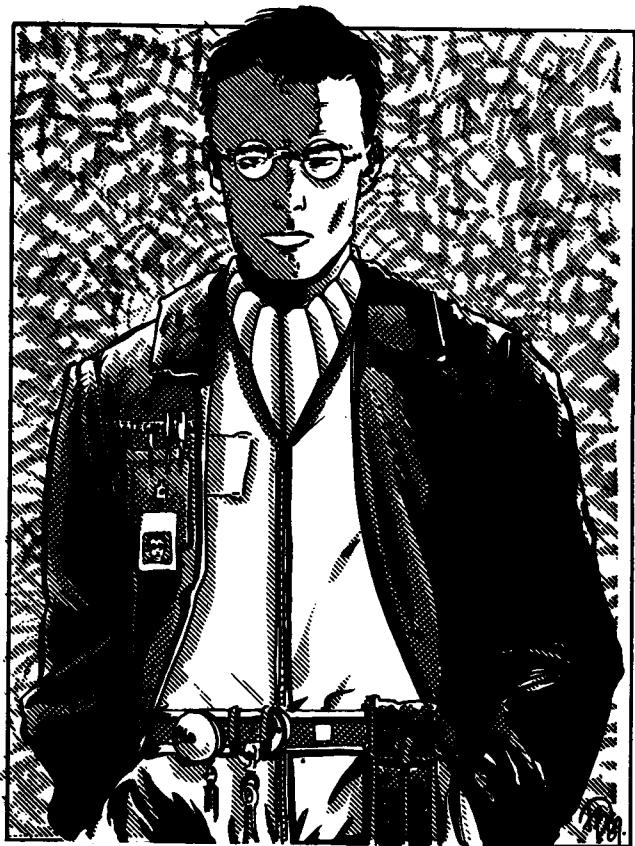
Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 4

Gear:

Armor Clothing
 Uzi III SMG (w/2 clips)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.



TECHNICIAN

The Technician is the man to see when your hardware or electronic device is not operating correctly, a man of invaluable skill.

Attributes

Body: 2
 Quickness: 3
 Strength: 3
 Charisma: 2
 Intelligence: 6
 Willpower: 4
 Essence: 5.8
 Reaction: 4

Skills

Biotech: 3
 Computer: 4
 Computers (B/R): 6
 Computer Theory: 6
 Cybertechnology: 3
 Electronics: 3
 Electronics (B/R): 3

Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 1
 Dodge: 3

Cyberware

Datajack

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
> Seriously Wounded.	< Seriously Fatigued.
> Moderately Wounded.	< Moderately Fatigued.
> Lightly Wounded.	< Lightly Fatigued.

PICKING UP THE PIECES

AFTER EFFECTS

If nothing else, the player characters will have both Aztechnology and Alamos 20,000 out for their blood by the time this adventure is over. Odds are that Aztechnology will not actually know the identities of whoever crossed them, but they will be doing their damndest to find out. Alamos 20,000 will know the identities of the player characters, but events during the adventure will drive the organization further underground in Seattle for a short time. Biogene, though pleased with the player characters' work, will disassociate themselves from the shadowrunners. Once Aztechnology learns that Biogene was behind the raid, there will be enough overt and covert corporate hostility to keep both sides busy for awhile. Biogene will want to keep the player characters at arm's length to prevent adding to its problems with Aztechnology.

The upshot is that the characters will be so hot for awhile that no one in his right mind will have anything to do with them. Runs will be few and far between, with any offers probably originating more from the lunatic fringe than normal avenues. At some point, they may decide to take a vacation. A long one.

Figure it to take a month or two for Aztechnology's and Alamos 20,000's thirst for vengeance to wind down. As it does, the player characters' reputations will begin to take an upswing. To those who know, they are the shadowrunners who burned Aztechnology. Remember, though, a reputation is a difficult thing to live up to.

AWARDING KARMA

The major benefits of this adventure will be monetary. In addition to the original fee negotiated with Biogene, the characters could, potentially, receive extra pay for recovering additional data files from the Aztechnology system and for bringing Dr. Carol Owens to the company.

The team will receive the following Karma Points for achieving certain goals in the mission:

Retrieving the Metavirus sample:	2
Retrieving the Metavirus file:	1
Rescuing Dr. Owens:	2
Rescuing the kidnapped Orks:	1
Killing the Ork children:	-2

The gamemaster should also award individual points according to the guidelines on page 160 of the **Shadowrun** rules.





Seattle News-Intelligencer Monday, December 12, 2050
AT-A-GLANCE NEWS DIGEST

SEA-TAC AREA

AZTECHNOLOGY MILITARY OPERATION?

Lone Star Security has publicly accused the Aztechnology Corporation of staging the equivalent of military maneuvers in the vicinity of the Tacoma docks yesterday. Charging that Aztechnology fielded a company-sized unit of soldiers and support equipment, including attack helicopters and urban assault vehicles, Lone Star has petitioned the Seattle Corporate Council to take action against Aztechnology. Elyse Sunberg, spokesperson for the Council, indicated early today that the Council would be taking the matter under consideration within the next few days.

Aztechnology has denied the charges and has accused Lone Star of being responsible for the roughly 1 million nuyen in damage.

In a possibly related incident, an Ares Dragon transport helicopter crashed on the grounds of the Seattle Aztechnology Pyramid shortly after 1:00 A.M. last night. Aztechnology has made no comment yet, but witnesses report that the helicopter was seen in the vicinity of the Mega-Media building just prior to crashing.

LOTTERY RESULTS

This week's results, as drawn by the computer on Thursday, were 89-13-32-07-17-20. The bonus number is 28-D. The Big Bucks Bonus Blow-Out drawing was cancelled for the third week in a row due to computer tampering.

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BUSINESS AND POLITICS

BIOGENE ANNOUNCES NEW HEAD OF RESEARCH

Biogene Technologies of San Diego today announced the appointment of Dr. Carol Owens as head of Biotechnology Research. Owens, formerly of Aztechnology, issued a statement that she is looking forward to working with Biogene in the area of Metahuman research and development.

Aztechnology could not be reached for comment concerning Owens' departure from the corporation.

EHRAN TO ADDRESS YOUNG TECHNOLOGISTS

Ehran, the famous Elven essayist and Pulitzer Prize winner, will address the New Year meeting of the Young Elven Technologists on January 8 of next year. Ehran, known best for his three-volume study, *Mankind Ascendant*, has been a long-time supporter of the national Young Elven Technologists. This will be his first appearance in Seattle.

SPORTS SCAN

SEAHAWKS ANNOUNCE URBAN BRAWL EXPANSION TEAM

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HERCULES UNBOUND

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THE WEATHER

LOCAL

Partly cloudy for the next three days, with Partial Smog Alerts expected for the period. Lows in the low teens for most of the region, except the Cascades, which will experience below-zero temperatures.

CONTINENTAL

Thunderstorms along most of the lower Western Coast, through California. Hurricane Lou is expected to ground tomorrow around 2:00 P.M. somewhere east of Raleigh, South Carolina.

Seattle News-Intelligencer Monday, December 12, 2050
AT-A-GLANCE NEWS DIGEST

SEA-TAC AREA

AZTECHNOLOGY MILITARY OPERATION?

Lone Star Security has publicly accused the Aztechnology Corporation of staging the equivalent of military maneuvers in the vicinity of the Tacoma docks yesterday. Charging that Aztechnology fielded a company-sized unit of soldiers and support equipment, including attack helicopters and urban assault vehicles, Lone Star has petitioned the Seattle Corporate Council to take action against Aztechnology. Elyse Sunberg, spokesperson for the Council, indicated early today that the Council would be taking the matter under consideration within the next few days.

Aztechnology has denied the charges and has accused Lone Star of being responsible for the roughly 1 million nuyen in damage.

In a possibly related incident, an Ares Dragon transport helicopter crashed on the grounds of the Seattle Aztechnology Pyramid shortly after 1:00 A.M. last night. Aztechnology has made no comment yet, but witnesses report that the helicopter was seen in the vicinity of the Mega-Media building just prior to crashing.

LOTTERY RESULTS

This week's results, as drawn by the computer on Thursday, were 89-13-32-07-17-20. The bonus number is 28-D. The Big Bucks Bonus Blow-Out drawing was cancelled for the third week in a row due to computer tampering.

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BUSINESS AND POLITICS

AZTECHNOLOGY ABSORBS BIOGENE

The Aztechnology Corporation today announced that it had absorbed Biogene Technologies of San Diego. Aztechnology had not previously announced intentions toward Biogene, so the move early this morning came as a surprise to the market.

No announcement has yet been made as to the status of Biogene or its employees.

LONE STAR NOTES UPSWING IN SEWER DEATHS

Lone Star Security reported an upswing in deaths among sewer-dwellers over the last week. Detective Lucas Niles of Lone Star reported that weekly deaths were up 300 percent over a similar period last year. "It looks like some large animal or animals have gotten loose down there. We figure eventually we'll get a team together and do some hunting, but for now, all I can recommend is that you stay out of the Tacoma sewers," said Niles.

EHRAN TO ADDRESS YOUNG TECHNOLOGISTS

Ehran, the famous Elven essayist and Pulitzer Prize winner, will address the New Year meeting of the Young Elven Technologists on January 8 of next year. Ehran, known best for his three-volume study, *Mankind Ascendant*, has been a long-time supporter of the national Young Elven Technologists. This will be his first appearance in Seattle.

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METAVIRUS DATA FILE

Following is an extract from Aztechnology's master Metavirus data file that the player characters have been hired to steal. It is the first item in the file, and the only part the characters can read. The remainder of the file consists of coded bio-technical data. The two extracts below are also found on the optical chip in Beta Area 13 of the Tacoma Research Park.

-----<<<<<<DATA FILE EXTRACT 1>>>>>>-----

To: Dr. William Espinata
Supervisor of Genetic Systems
Aztechnology Corporation <<IntMail-RDS-714/Espinata>>

From: Dr. Carol Owens
Metagene Project Coordinator,
Tacoma Facility (AZ-TECH) <<IntMail-SSV-2810/Owens>>

Re: Message ATS/921621 (To-->SSV-2810/Owens)

[Message Begin]

Dr. Espinata:

Congratulations on your new position. Having been following your researches, I was quite pleased to learn of your recent transfer from Europe. I am certainly looking forward to working with you.

Regarding your request for info on this project, I refer you to master internal file MTG/OV-1/318 for a detailed analysis.

In overview, the Metagene Project is concerned with the isolation and documentation of the so-called Metagene responsible for the recent emergence of variants of Homo sapiens.

We have located and mapped said gene's position in the DNA spiral, but all replication and splicing/bonding attempts to date have failed.

We have, however, been able to alter the influence of the Metagene on organic development, but in an uneven and unpredictable manner. That aspect of the project is being supervised by Dr. Simon Peterhoff, and all questions should be referred to him.

It is my hope and expectation that the Metagene project will soon begin to show results. We project that isolating, mapping, and documenting of the actual gene will allow us to engineer it, as we have done with other genes in the past.

I see the controlled development of the Metagene as a wondrous tool in the hands of an evolving humanity. Properly manipulated, the Metagene can play an important role in the future of a progressive, adaptive mankind. Within reach is the salvation of the next generation of "lost children"—Orks, goblins, and such, who will no longer have to face the torments and prejudices that scarred their ancestors.

Consult file path MTG*AT841-GH for a continued update on our progress.

Sincerely,

Dr. Carol Owens.

[Message End]

*/Copy To File (C. Owens)

-----<<DNA DATA FILE EXTRACT 2>>-----

To: William Espinata
Supervisor of Genetic Systems
Aztechnology Corporation <<IntMail- RDS-714/Espinata>>

From: Dr. Simon Peterhoff
Metagene Applications Project Director
Tacoma Facility (AZ-TECH)<<IntMail-SMW-8253/Peterhoff>>

Re: Status Request

[Message Begins]

Will:

We have made astounding progress since separating from Dr. Owens' supervision. The woman is unable to make concrete decisions and should be removed from project supervision as soon as possible if anything is to get done.

The gene-splicing applications have proven a roaring success. I fully expect to have maximum-maturity, viable products within four to six weeks.

The cross-integration efficiency quotient has been extremely high and growing with every attempt. Unfortunately, our access to the protein/nutrient baths dominated by Dr. Owens has limited our attempt rates. Fortunately, our ability to sustain development after initial immersion development has kept the project alive.

Attached are a few sample reports that I have "commonized" to prevent confusion on your end. If you have any technical questions, please let me know.

Please reference my attached budget requests for Research Period 27. These funds are necessary for our continued advancement. Check with Emilio K. in Weapons if you have funding problems. I think they are willing to kick in.

Dr. S. Peterhoff

<-Ref: Attached>-

[Message Ends]

*/Copy To File (Dr.Peterhoff)

--(Begin Attached)--

This is a listing of our most progressive successes to date.

Wolf Sapiens (MTG:WS104)

The timber wolf/human cross-breed was one of the more difficult applications, but proper stimulation of the Metagene eventually assisted in the bonding.

Product WS104 has proved to be the most stable. A few prior products are still alive, but it appears that most progress will come from WS104. It is scheduled for termination and analysis in 16 days.

Product shows an increase in body mass and proportional muscular increase. Reflex-response activity is below expectations, but tweaking should improve them.

Sensory acuity is at .38 on the Leverman scale, a full 1.3 points above human average.

Intelligence, fortunately, owes more to its human parentage than anything else. Prognosis is good for advancement in this area. Rudimentary speech capability, with about a 100-word vocabulary.

Product tends toward bipedal locomotion with occasional relapses to quadrupedal position. Product has improperly developed hands, with minimal dexterity. Again, advancement is expected in future products.

Tiger Sapiens (MTG:TS64)

Product TS64 shows fewer signs of the neurological deterioration prevalent in the prior TS series products.

Less tendency toward quadrupedal motion than WS series, except when in preparatory attack-mode.

Hand development is minimal, but that appears to be the trade-off for full claw persistence.

Estimated Stabler/IQ rating is roughly 40 percent of human average. Vocabulary approaches 60 words comprehension and 12 words spoken. Progression is fully anticipated.

Sensory acuity rated at .42 on the Leverman scale.

Product TS64 is scheduled for termination and analysis in 20 days.

Bear Sapiens (MTG:BS261)

The BS series has proven to be a nearly unmanageable headache. The genetic coding compatibility problem seems nearly insurmountable.

Product BS261 shows virtually no intelligence, has no vocabulary, and will accept no command.

Preference seems to be bipedal motion, but said motion is slow and lumbering. Significant body mass increase, but expected muscular increase is only 72 percent.

Others to follow.

--(End Attached)--