

# SHADOWRUN

## Missions

**SRM02-09 TUNNEL VISION**  
**BY: RENE HESS**



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## INTRODUCTION

*Tunnel Vision* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Tunnel Vision* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-09B, *Tunnel Vision, Playing Aids*.

### **Preparing the Adventure**

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

### **Adventure Structure**

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

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

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

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

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

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

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

### **Running the Adventure**

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

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

#### **Step 1: Read The Adventure**

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

#### **Step 2: Take Notes**

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

### Step 3: Know The Characters

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

### Step 4: Don't Panic!

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

### General Adventure Rules

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

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

### Non-Player Characters

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

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

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

### Table Rating

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

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

### A Note on Commlinks

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

### Crossing Borders

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

To quickly simulate a border crossing, have all characters make a quick test of

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

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

### **Contacts**

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

### **Tracking Faction**

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

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

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

### **Paperwork**

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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

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



## Plot Synopsis

During the excavation for the foundation of a new building, a forgotten drainage pipe was found. Wuxing, who owns the building site, suspects it leads under the nearby sector border into the neighboring sector. They sent in an exploration team. This team reported some *disturbing* findings via commlink. Then all communication broke down.

Enter the runners. Wuxing hires them to explore the drainage system, find the first exploration team and bring them back alive, if possible.

It all comes down to a bit of a dungeon crawl with the runners never knowing what horrors lurk around the corner. Along the way, they may find one very disturbed member of the first exploration team.

The finale has the runners entering the final chamber where Enrico Trebol, an Aztec Blood Mage, is just finishing a nasty sacrifice ritual on the survivors of the missing team. Trebol is crazed and confused. He's spent years living alone in the tunnels, forgotten by the corp when Ghostwalker threw Aztechnology out of Denver. He has spent years transforming the tunnels to accommodate his crazy delusions.

## A Note on Technomancers

A large part of this adventure takes place in a tunnel system with no wireless matrix access whatsoever; essentially a dead zone. As mentioned on **SR4**, p. 210 technomancers find dead zones to be unnerving and uncomfortable. Also, the absence of matrix access may give them little to nothing to do. You may want to tell players about this before starting to play, so they have the chance to choose an appropriate character. (Players who are concerned about this may choose to play an archetype instead, but transfer everything from the debriefing log back to their technomancer character.)

That's not to say that technomancers shouldn't be allowed to play this adventure. To the contrary, it may be a welcome roleplaying challenge for the player.



## Bring In The Clown

### What's up Chummer?

The runners are contacted for a job meeting. They are hired to go into an unexplored tunnel system to find lost explorers. The meeting takes place at a construction site in Englewood in the CAS sector, near the border to the Pueblo sector.

### Tell it to them straight

It's been a dark and stormy night in the Mile High City. Sleep came slowly and the call of one of your regular fixers just before dawn didn't help relaxing.

"Good morning, pal. Got a job offer for you. It's essentially a search and rescue mission. Be at the corner of Broadway and Evans Avenue in 2 hours. Bring your gear."

In the faint morning gloom, you make your way through the streets of Englewood. The neighborhood seems deserted. No cars on the wet streets, no one on the sidewalks. The only activity you spot is a lonely dog, sniffing a trashcan. Dense fog lies low, making the Denver skyline invisible as the glow of sunlight rises in the east.

### Behind the Scenes

Once the runners arrive at the given address, give them time to introduce themselves and exchange pleasantries.

Then, a black SUV pulls up. Two large Orks dressed in suits and holding SMGs – one male, one female - step out of the front seats. They assess the situation, then take defensive positions around the perimeter. Slowly, the backdoor of the vehicle opens and a slim man, dressed in a gray coverall and a pink construction helmet walks up to the team. Dark rings surround his eyes. His gaze is cool but friendly.

Standing within arms reach, he speaks with a deep and rasping voice.

He greets the team, then explains that he's looking for shadowrunners to make a search and rescue expedition. He also explains that it's underground, then asks if they're on board.

After the runners commit to the job, Mr. Johnson explains the mission in more detail.

During excavation for the foundation of a new building a forgotten drainage pipe has

been found. Wanting to know what exactly is underneath their prospective building, Wuxing - the owner - sent in an exploration team. This team reported via radio some 'disturbing' findings. Then all communication broke down.

After losing the exploration team, the Wuxing executive responsible for the building project decided to send in a team of expendable assets. In addition to recovering the missing operatives, he wants to keep the tunnel system hidden from his superiors so he can use it as a possible smuggling route into the Pueblo sector.

The runners are offered payment of 3000¥ + (TR\*1000¥). Goggles with night vision and thermographic vision will be provided, along with climbing equipment. Standard negotiation can increase the payment by TR\*250¥ per net hit, up to a maximum of 6 net hits. The Johnson offers an advance payment of 10 percent of the total payment.

If desired Mr. Johnson can give a description of the original expedition team. It consisted of seven persons, physically fit, and well equipped. The two weapon specialists had assault rifles. Everyone else was carrying just a sidearm. Magical support was included in the form of a medic equipped with health and combat spells. A list of the individual participants including photos can be uploaded to the runners' commlinks (See **Handout One**).

Should the runners ask about the nature and quantity of the expected opposition, Mr. Johnson only gives a shrug. He knows just as little about this as the runners.

Should the runners ask about details on the reports radioed in by the first team, Mr. Johnson describes reports of animal sightings - rats, reptiles, cats - bloodstains on walls, lingering traces of magical activity and a waterfall.

### Debugging

If the Runner should reject the job, they do not receive any payment. The adventure ends at this point.

## Into the Tunnels

### What's up Chummer?

The team enters the drainage system.

### Tell it to them straight

With some trepidation, you enter the tunnel. It's roughly 5m wide at the entrance, so that two or three adult humans can walk next to each other without problem. The cross section of the tunnel has an elliptic form. The ceiling is high enough to allow an average troll to walk upright.

Musty smells mix with fresh outside air as you venture inside. The tunnel walls seem to be made of concrete, which is damp and covered with fungi and moss. The occasional puddle forms on the well-worn floor.

**When the team reaches the first junction, let them choose between the right and left tunnel. Then read the following.**

Your heads turn to the exit. You see your last view of the early daylight, then you continue deeper into the tunnel. A bat flies over your heads. At least, you hope that it's only a bat.

### Hooks

Stress the twilight at the beginning of the tunnel and the sudden darkness when they leave the junction. At the same time the air gets warmer, if only by a few degrees.

Pipes jut out of walls and recede into other walls. Thermographic vision shows different temperatures in all of them.

### Behind the Scenes

For reference use **Map A** (Upper drainage system). This is intended only as a GM reference. Describe visible distances (until line of sight hits a wall) and which direction the tunnels turn ahead. Try not to tell the players what lies beyond the next corner. Encourage players to draw their own map, but, again, try to prevent them from reviewing the GM reference map.

At every junction after the first the runners will find RFID tags on the walls showing the times in a 24-hour format. A

Logic + Security Procedures (2) test will reveal that these are probably the times that the original team passed each location. This is, in fact, how the exploration team marked their way. These tags are shown as green arrows on Map A and Map B.

Unless otherwise noted, assume that there are no open spaces beyond the tunnel walls. The concrete tunnels are surrounded by earth and rock.

On the map the individual tunnel ends are described as follows.

- **Break-off** – Here the tunnel walls collapsed and block the tunnel completely. Astral travel through the collapse takes some time due to the fallen earth masses. The cave-in is 10m in length. Beyond that, the tunnel continues. If the PCs physically excavate this region, no further RFID tags will be found.
- **Walled up** – The tunnel is walled up with a vertical brick wall. The wall is 1m thick. (Armor: 13/ Structure: 12) Beyond it, the tunnel continues. An Intuition + Perception (2) reveals that the wall seems at least several years old, possibly more than ten years old.
- **Drain** – This is a round chamber with a radius of 5m. In the center of the chamber is a set of small drains covered with rusty gratings. The drains have a width of 30cm. On one side of the chamber lives an alligator. The alligator is hungry and aggressive. If the weakest runner is near the front, the alligator attacks him first. Otherwise it attacks the nearest runner. When the alligator has suffered 8 boxes of physical damage, it tries to flee toward the exit.

### Alligator (1)

**B A R S C I L W E D G E S S I N I T I P C M**  
4 5 4 4 2 2 1 3 3 6 9 2 10

**Movement:** 10/55

**Skills:** Intimidation: 2, Perception: 3, Unarmed Combat: 4, Infiltration: 2

**Powers:** Enhanced Senses (Nightvision), Natural Weapon (Bite: DV 6P, AP -2), Armor (1/2)

- **Ritual Chamber** – This room is described in **Magic Without Magic**. Approaching this chamber, an Intuition +



Perception(3) test reveals roughly 30 assault rifle rounds lodged into the wall and pipes.

- **Hole & Waterfall** – From this point the way through the tunnels continues as described in **Down The Hole**.

The dashed portion of the tunnel on **Map A** is a region seen in *SRM02-01 Parliament of Thieves*. Characters who have played *SRM02-01* and used Stalker to cross the CAS-Pueblo border may recognize these parts with a successful Intuition + Logic (2) test. The runners won't be able to find the hidden access points that Stalker used in that scenario.

### Pushing the Envelope

Should the group have a **TR>3**, the alligator is an exceptionally large specimen. Add +1 to all physical attributes and to both Armor values.

### Debugging

Should the composition of the group should be rather weak (with respect to combat), a German shepherd (SR4, p219) may be substituted for the alligator.

If the runners insist on investigating beyond the Break-off or Walled up-points, stress the apparent age of the obstacle and that it is improbable that the original expedition ventured beyond it. If they still want to go there, let them. It's their time.

Should the runners send drones for reconnaissance, the drones will show them all rooms and tunnels as described. Just remember that most drones won't be able to open doors (keeping them away from the second chamber of **Defenses** and **Homebase**). Only climbing or flying drones will make it past the waterfall (**Down the Hole**) and across or down the abyss (**Mind the Gap**). Also note that the pit in the first chamber of **Defenses** may trap a drone. The alligator (see above) will not attack the drone unless attacked first. The bats in **Mind the Gap** (see Pushing the Envelope in that section) will swarm any flying or climbing drone making controlling it more difficult, resulting in a dice pool modifier of -2. Eliza (see **Coyote Not So Ugly**) will not allow a lone drone into her home.

If drones become a central focus of the adventure, have the drone lose contact with its controller when it gets too far ahead. This can be blamed on the earth and metal pipes causing signal interference.



## Magic without Magic

### What's up Chummer?

The runners find a chamber that seems to be a ritual site.

### Tell it to them straight

You come around another corner. Again you find a dead end. This one is a small chamber, roughly 2m square. The walls are covered with Aztec pictographs written with a red-brown ink. On the ground, you see ritual materials – small piles of ashes, burned-down candles, dry herbs and several piles of small bones.

In one corner you see a heap of about 30 shell casings.

### Hooks

The air in the chamber is completely motionless. The air is dry and smells slightly flowery. The candles on the ground are made of red and black wax.

Astral perception shows no background count or any lingering auras.

Try your best to convince the players that this has been used as a ritual sorcery site.

### Behind the Scenes

The ink used on the walls was really only that - ink. If someone examines it closely, it is relatively expensive water resistant ink. If anyone manages to translate the writing, it reads, *“And in all my travels I have never seen a place like this. Born out of beauty, hidden from the world. And all my life laid out before me, clearer than ever before.”*

The ashes are remnants of several wood fires. The herbs have been dried for a very long time. A Logic + Botany or Cooking (2) test reveals that it is primarily estragon mixed with parsley.

The bones are mostly from dogs, rats, and cats. Logic + Medicine or Biology (2) indicates that a small portion are human bones - primarily from hands and feet.

The shell casings are from assault rifle rounds. A Logic + Armorer (2) test reveals that they were fired within the last 48 hours.

If anyone assenses the scene, roll some dice, then reveal that there is no evidence of any magical activity having happened here.

There is also no background count in the area.

There are no other clues as to what happened here. The players may come up with their own explanations, but try not to give them too many more hints.

### Pushing the Envelope

A magically strong group may encounter an aggressive force TR spirit of fire (**SR4**, p. 295) that acts as an advance guard for Enrico Trebol.

## Down the Hole

### What's up Chummer?

The tags from the first exploration team lead to a hole in the sewer tunnel. The problem is that a waterfall cascades through the hole. The runners will need to climb down about 16m through the running muddy waters.

### Tell it to them straight

Once again you stand at the end of a tunnel. This time, however, you seem to be in the right place. Before you, a waterfall disappears through a hole in the ground. Down the hole, the bottom of the waterfall can be seen. There, another tunnel seems to continue.

A RFID tag points out that the original expedition team passed this way. Looks like you'll have to climb down.

### Hooks

The noise of the waterfall can be heard from a distance. The ground around the hole is damp and slippery. The air coming up from the hole is damp.

### Behind the Scenes

The water flows from 6 pipes in the tunnel wall. The pipes are each about 30cm in diameter. The water pressure is quite strong. If a runner attempts to clog the pipes he'll need to find a way to contain the pressure.

The hole is large enough to accommodate a well-equipped troll.

The runners will have to climb down 16m to reach the lower tunnel. (See **SR4**, p.115) Note that the slippery surface results in a dice pool modifier of -2. If a runner should fall or jump down he suffers a base fall damage of 7P. (See **SR4**, p154.)

At the bottom, a different style of sewers awaits. Here the corrupted part of the drainage system begins.

The tunnel is wider than before, roughly 17m. Two trolls may walk next to each other. In the center, a 3m wide stream flows from the waterfall, and through most tunnels on this level. The water is about 15 cm deep, but is very turbulent near the waterfall. See **Map B**: Lower drainage system for reference.

The walls and ceiling are covered with mosses and fungi 10-20cm deep. Egg-shaped, 30cm long fungus hang from the walls. If these are disturbed, a whitish high-viscosity substance oozes from them. The moss is astrally active in many places. A Logic + Parabotany (3) test identifies the moss as an awakened plant originally discovered in caves in Aztlan. 4+ hits on this test reveals that the moss has properties similar to Deepweed (see **SR4**, p249). Unfortunately, it tastes like rotten eggs. Eating it requires a Willpower + Willpower (3) test.

Radio contact with the outside world is not possible anymore. This includes all commlinks. The interference is due to the tons of earth, concrete, and piping between the team and the surface.

The PC's PANs and the RFID direction tags are the only active signals from this point on.

Starting at the bottom of the waterfall there is a background count of 1, caused by Enrico Trebol's unusual research.

### Pushing the Envelope

For a climbing-experienced group the water pressure can be substantially increased, which would result in a further dice pool modifier of -1 for climbing.

### Debugging

If the team is hesitant to climb down the hole, they may investigate the remainder of the upper tunnel system. It should become fairly clear that descending is the only remaining route. If necessary, stress the tags left by the original team, in order to make it obvious to the runners which way their predecessors went.

## We've got a Live One!

### What's up Chummer?

One survivor of the original expedition is found.

### Tell it to them straight

Carefully, you step around a corner and stop abruptly. Something is moving through the water ahead in the darkness.

As you look closer, you recognize a human being slowly creeping towards you. On its leg you see something like a snake, biting into his flesh.

### Hooks

The snake is a dual natured being. It is about 7m long, covered in colorful scales.

### Behind the Scenes

The snake is a young Naga (SR4, p. 293) named Birago Sembene. It tracked the last survivor of the original expedition and chose him to be its lunch today.

### Naga, young (1)

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

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

**Movement:** 4/17

**Skills:** Assensing 3, Climbing 2, Perception 4, Unarmed Combat 2

**Powers:** Armor (2/2), Dual Natured, Guard, Natural Weapon (Bite: DV 5P, AP 0), Sapience, Venom

When the PCs approach, the Naga feels threatened and attacks. When it receives more than 7 boxes of damage, it attempts to flee. Runners who have an ability to communicate with it, may attempt to do so before initiating combat. In this case a Charisma + Intimidation (3) test causes the Naga to retreat without combat.

The expedition member found here is Miao Jhong-Shun. He was the team's paleontologist. When the tunnels were getting creepier and creepier, he dropped back. When he heard cries, he turned and began to run. He crossed the abyss and ran on. Then he stumbled, fell on his face and lost consciousness. When he regained consciousness, the Naga had already begun gnawing on his leg. Its weak poison already flowed in his veins.

Jhong-Shun will not attain a clear mind for the remainder of the adventure. However he mumbles on about the "devils and demons" he saw and heard. Listening to his jabbering, the team should be able to deduce that those creatures were responsible for the team's loss. He has 6 points of stun and 7 points physical damage. This damage may be healed with first aid or magic. However, his mind will remain psychologically traumatized.

### Pushing the Envelope

For a powerful group, the Naga may be fully grown (SR4, p. 293). If a GM really wants to abuse her players she can give the Naga magical abilities.

### Debugging

If the runners do not take the appropriate route to find the survivor, they can hear him groan and mumble in the distance with a successful Intuition + Perception (2) test. This may persuade them check out the source of these sounds.

If the runners use a Mind Probe spell on Jhong-Shun, the results will be confusing. Describe images of the tunnels the runners have already passed plus the abyss (**Mind the Gap**). These images are – with a few exceptions – terribly distorted and laced with fear of every shadow. (The shadows are moving like living creatures in his mind.) The memories of the tunnels are interspersed with images of a Chinese wedding and images of a small child (Jhong-Shun's son). Finally, a fireball (foreshadowing of the hellhound in **Homebase**) consumes it all.

## Mind the Gap

### What's up Chummer?

The runners arrive at an abyss. A chasm created by the bottom of the drainage pipe breaking away and revealing a subway tunnel beneath.

### Tell it to them straight

You've grown accustomed to the musty air and the darkness of the tunnels. Suddenly, a refreshingly cold wind brushes your face. The air nearly smells fresh.

Looking ahead, you see an abyss before you. The bottom of the tunnel seems to be broken away for several meters. Only blackness and darkness greets you from the depths.

### Hooks

Cool air is rising in intervals from beneath. The tags placed by the earlier expedition point to the other side of the hole. Intuition + Perception (2) observes one of the usual RFID tag across the gap. It looks like the explorers crossed the hole and went on from there.

### Behind the Scenes

The tunnel broke away, some time ago. The abyss now leads directly to an old subway tunnel. The bottom of this tunnel lies about TR x 6m under the edge. Two subway tracks can be faintly seen.

To get to the other side of the hole, horizontal climbing is necessary. It is 5m across. The wall is broken, cracked, and unstable.

During the climb, an Intuition + Perception (3) test notices the holes which the previous team's climbing gear left behind.

To reach the subway tunnel, runners will have to climb down. The walls here are again broken. (See **Coyote Not So Ugly**.)

(For climbing rules, see **SR4**, p. 115.)

If a runner should fall while climbing or jump deliberately, he suffers appropriate falling damage. (See **SR4**, p. 154)

### Pushing the Envelope

To make climbing more difficult, the walls may be flat (-2) and slippery (-2).

If an additional complication is required, a climbing runner may rouse a swarm of bats (6 x TR) which flutter around his head for the next 30 seconds. A Willpower + Climbing (2) test is required to hold on. Treat this slipping like a glitch during a Climbing test (**SR4**, p. 115).

Note that these bats do not attack, unless attacked by the runners. They merely swarm the climbing character, creating a nuisance. If a character near the bats attacks them in melee combat, they start hit and run attacks on the nearest runners, including the attacker. Shooting at the bats will make them flee as the sound of gunfire confuses their sonar orientation system. Note that shooting at the bats may include the risk of hitting nearby runners.

### Bats (6 x TR)

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

1 4 2 0 2 2 1 1 1 6 4 1 9

**Movement:** 6/20

**Skills:** Unarmed Combat 2

**Powers:** Enhanced Senses (natural sonar), Natural Weapon (Bite: DV 3, AP 0)

An exceptionally diabolic GM may add a CorpseLight that attacks the group during the climb. (TR 3+ only!)

### CorpseLight (1)

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

4 5 5 - - 4 2 4 4 2 6 9 1 10

**Movement:** 7/22

**Powers:** Essence Drain, Immunity (Normal Weapons), Materialization, Movement, Psychokinesis, Regeneration Weaknesses: Essence Loss

The corpseLight (also known as a will-o'-the-wisp) appears as a floating ball of light slightly less than half a meter in diameter - usually cold white, sometimes blue-tinged, with an intensity of 10 candles. It generally floats no more than 2m off the ground.

### Debugging

If the team sees the hole as an indication to retreat and abort the mission, point out the RFID tag on the opposite side.

The coyote (see **Coyote Not So Ugly**) may address the runners from the subway tunnel and mention that she saw the original expedition continue across the abyss.



## Coyote Not So Ugly

### What's up Chummer?

The team meets a coyote in the Subway tunnels. This is a chance to acquire some information about what lies ahead.

### Tell it to them straight

After descending, you look around. You stand at the intersection of a y-junction of three subway tracks that lead into the darkness. The air is cool and dry down here. From the northwest you hear voices in the distance.

### Behind the Scenes

There's not much more than the y-junction. The individual tunnels each continue for about 400m, then end in a collapse. Astral projection through the barrier leads into several kilometers of abandoned subway network. All exits from the network appear to have been closed off. While coyotes may know about hidden exits, for purposes of this adventure the runners won't find them.

An Intuition + Perception(Audio) (3) test identifies the voices as a male and a female voice. It also recognizes that the voices are talking about current baseball events.

At end of the Northwest passage, there is an old subway car in front of the rock wall. It is painted shades of dark brown. The windows are reflective. Thermographical vision shows the subway car as a heat source like a house.

The subway car is the home of Eliza Khanduri, a Coyote. (see **Cast of Shadows**) The car is equipped with all necessary amenities, from a shower to a trid hookup.

Eliza specializes in the CAS-Pueblo border. She sees herself as a freelancer, and is not affiliated with any syndicate. However, she tends to offer better terms to customers associated with the Koshari. Under no circumstance will Eliza show the runners her points of entrance to tunnel system.

If the runners get within 45m of the subway car, Eliza steps out of the car and welcomes the runners like friends. As long as they do not behave aggressively or unprofessionally, she remains polite, even

friendly. She invites them into her living room. There, Mark Longfeather of the Koshari council of elders, is carrying his Raven mask and preparing to leave. He nods to the runners, and then he leaves the subway car. Runners who have met him in *SRM02-01 Parliament of Thieves* will recognize him.

Eliza talks to the runners, while she puts cups with steaming black tea in front of them. When all are served she starts to prepare a snack. She takes a pickled devil rat – hairless, but otherwise intact – from a large glass jar and cuts off pieces. She returns the rest of the rat to the jar and brings the snack bowl to the table.

If the runners ask Eliza about the expedition, she has a business proposition. She'll explain that a spirit that does not get along with her lives in nearby hidden tunnel. If the team can remove this spirit, she will compensate them with information about the original expedition. If the runners should need persuading, she additionally offers information about Enrico Trebol.

If the runners accept the offer, Eliza leads them to a hidden entrance in the tunnel wall, about 600m from her subway car. She presses two stones in the wall, and a door slides to the side. Behind it lies a narrow tunnel, just large enough to let a troll through. She explains that the spirit lives about 20 meters down the tunnel.

The spirit will not negotiate with the team. It attacks as soon as they see it. It will fight until disrupted or banished. It is a force TR earth spirit (**SR4**, p. 295). The spirit has no connection to Enrico Trebol. It settled here years ago and would like to remain. Its hideout is a small cave in the tunnel wall. 200m beyond the spirit's cave, the tunnel ends abruptly.

After successful removal of the spirit, Eliza offers the following information:

### The expedition

Eliza heard the expedition shortly after they passed the waterfall. The group seemed tense but excited. The team members regarded the mission as a Sunday walk. She heard them talking about fighting critters, but they still seemed confident. Eliza followed the group quietly for some time. Once they crossed the "abyss" their mood changed abruptly. They acted as though

they were threatened started talking about aborting the mission.

After half an hour, Eliza left the group alone and returned to her subway car. Two hours later she heard distant cries and the sounds of gunfire. Since then everything has been fairly quiet.

### Enrico Trebol

Eliza will explain Enrico Trebol lives deep inside the tunnel system. He's a citizen of Aztlan. Years ago, before Ghostwalker came to Denver, Trebol established a small thaumaturgical laboratory in the tunnels where he could perform his research undisturbed. When Ghostwalker drove Aztech out of Denver, they forgot Trebol. Since then he has been completely alone, and has grown more confused with time.

Eliza used to have regular contact with Trebol. Years ago, they met from time to time for a beer and to chat about business. As Trebol began to lose his mind, Eliza ceased to meet him.

### Debugging

If the spirit overwhelms the team, point out that fleeing is a viable option. The spirit will not pursue the runners in this case.

In order to get the information, the runners may offer money to Eliza. For 400¥ she gives them the available information about the expedition. For another 300¥ she also delivers the information about Trebol.

It's worth noting that Eliza lives without Matrix access down here.



## Food Fight (Optional)

### What's up Chummer?

The runners meet a small team of ghouls transporting body parts. This encounter may offer a chance for a fight or some interesting roleplaying.

### Tell it to them straight

It's been 15 minutes since you left the chasm. Moving along you hear the sound of footsteps coming from a side tunnel in the distance. You're not sure, but you seem to make out weak voices as well.

### Hooks

The side tunnel looks used. As if people walk down this route on a daily basis. There is a clearly recognizable path, scattered with bits of litter.

### Behind the scenes

This is an optional encounter you can use if there is available time. It is intended to happen after meeting Eliza (see **Coyote Not So Ugly**) but before reaching Trebol's home (see **Defenses**). To accommodate this scene, add a side tunnel between **The Chasm** and **Defenses**.

About 42m down the side tunnel a small team of ghouls (**TR+1**, See **SR4**, p. 292) is going about their business. These ghouls are transporting body parts from Doc Tico's hospital in the PCC across the border. (See *SRM02-07 An Ounce of Prevention*) Their final destination is the Meat Market in the Warrens. They are armed with pistols (choose according to **TR**), knives and clubs.

Hackers or Technomancers may pick up the active PANs of two of the ghouls. The commlinks they are using are off the shelf products. Use commlinks and operating systems with Response and Firewall rating of TR from the listing on **SR4**, p. 319. If these commlinks are hacked, they carry no payload of value.

This encounter may play out in one of several ways.

### The runners ignore the ghouls

In this case just continue straight to section **Defenses**.

### **The runners talk to the ghouls**

The ghouls don't like their smuggling route being discovered, so they are suspicious. If the runners aggressively inquire what the ghouls are doing, they tell the runners that they are transporting medical supplies. If the runners demand money for letting the ghouls go, they each agree to pay 200¥. Depending on the behavior of the runners, this may lead to a fight (see below).

### **The runners attack the ghouls**

If the runners try to sneak up on the ghouls to attack them, have them make an opposed Agility + Infiltration test (**SR4**, p.118). If successful, the ghouls are surprised (**SR4**, p. 155). The ghouls defend themselves, but try to flee. This may lead to a chase through the tunnels until the ghouls meet a dead end. Here the ghouls will attempt to fight, but surrender when taking more than 7 points of physical damage.

### **The runners follow the ghouls**

The exit the ghouls are using cannot be found by the runners on their own. They only find it by following the ghouls without them knowing. If the runners try to follow the ghouls, let them roll an Intuition + Shadowing test (**SR4**, p118) against the ghouls' perception. Keep in mind that the ghouls are dual natured and are using astral perception, so visibility modifiers for darkness do not apply.

The ghouls lead the runners to a tunnel exit in a small park in Englewood. The exit is a steel door (Armor 8, Structure 9) using a biometric lock that uses a thin needle to take a tissue sample and tests for the presence of the Krieger strain of HMMHV. (See **SR4**, p.256) If the runners use any ghouls' body parts the door will open.

### **Pushing the Envelope**

If you need the ghouls to be more of a threat, increase their Body, Strength and Willpower attributes by TR. You may also give them SMGs.

## **Defenses**

### **What's up Chummer?**

Before the runners meet Enrico Trebol they encounter two defenses he has prepared in case anyone came to remove him from the tunnels.

### **Tell it to them straight**

#### ***When the runners enter the first chamber:***

You enter a small chamber. The tunnel here is wider than before. At the end of the chamber you see a door.

#### ***When the runners enter the second chamber:***

After you step through the door, you take a look around the chamber. There are scorch marks on the walls here, as well. Short pipes protrude from the walls. At the other end of the chamber, you see a door. Above the door a letter sized plate is attached. Next to the door you see a large round red button.

### **Hooks**

The first chamber is 4m wide, about 8m long. On the walls are black scorch marks. Otherwise the chamber is empty.

The second chamber is 10m long, about 2.5 m wide. From the walls about 40 pipes stand out about 10cm in irregular distances. Most of the pipes have a diameter of roughly 3cm. On the ground lie many bones, even human heads. All look burned. There are DocWagon body bags partially enshrouding some of the remains.

### **Behind the scenes**

The RFID tags in the DocWagon bags identify them as originating from the PCC DocWagon facility. Runners who have played *SRM02-07 An Ounce of Prevention* may recognize that this is the facility they robbed in that adventure.

Trebol's defenses consist of two consecutive chambers that look empty but each contain a trap.

#### **The first chamber**

Make sure you know in which order the runners enter the first chamber. The first runner can only escape the trap contained in this chamber if he presses himself along the left wall. Each runner not explicitly using that side of the chamber triggers the trap.

The runner must use the Observe in Detail action to notice the trap before it is triggered. Passive perception does not allow the character to notice the trap.

Most of the floor conceals a classic pit trap. The pit encompasses all of the chamber, except for a 1m wide path along the left wall. The pit is 4m deep. The bottom is covered with metal spikes, sharp steel and splintered wood. A runner who falls into the pit suffers 6P fall damage. (4P base damage, 2P due to the dangerous ground cover. **SR4**, p.154) At TR<3, PCs get full impact armor. At TR 3+, it is halved due to the spikes.

### **The second chamber**

Attempt to get as many runners as possible into this chamber before the trap triggers. The trap works with only one runner, but it'll create more tension if the entire group is trapped.

As soon as a runner touches the opposite exit, the entry door closes. The door can only be kept open with a successful Strength + Body (4) test. This test must be made every 2 combat rounds or the door closes. If all PCs leave the chamber through the entry door, it opens automatically and closes again only when the exit door is touched.

If the entry door is closed – and runners are still in the chamber – the plate above the exit door lights up and shows a countdown counting from 45 to 0. (As a visual aide the GM may like to give an egg timer to the players which counts down 45 seconds.)

The exit door is locked. It opens only if the countdown reaches zero. However, if the counter reaches zero, an anchored Force 8+TR Stunball is released (**SM**, p. 59) with 2+TR hits on the Spellcasting test. The spell is centered on the door. As a trigger a Detection spell is used that checks two conditions: A) if the countdown has reached 0, B) if Trebol is not inside the second chamber. If both conditions are met, the anchored Stunball spell is triggered.

This gives the runners a chance to push the button again and again to avoid the Stunball while they try to disable it. Using Astral Perception the anchored spell is clearly visible. Assensing the anchored spell will reveal its nature as stated on the assensing table (**SR4**, p183). The anchored spell may be dispelled as per usual dispelling rules (**SR4**, p176).

The two doors are considered barriers with armor 26 and structure 18.

Through the exit door the runners reach the living quarters of Enrico Trebol (see **Homebase**).

### **Pushing the Envelope**

To make the first chamber more dangerous the pit may be deeper causing greater damage (**SR4**, p. 154) and making it harder to escape.

### **Debugging**

If the team hesitates to continue from the second chamber, point to the RFID tags left by the original expedition on the walls that show that the first team went this way. If they still want to turn back and cut the mission short, it is their choice to do so, however it results in an increase of their Notoriety (see **Picking Up The Pieces**).

## Homebase

### What's up Chummer?

Enrico Trebol turned a portion of the drainage tunnel into what he thinks is a cozy home. Apart from a small Hellhound that Trebol is keeping as a pet, the first two chambers are empty of life.

### Hooks

The air in Trebol's living quarters smells of spoiled meat. All surfaces that are not in daily use are covered with dust. Many surfaces are made of fireproof materials.

### Behind the scenes

Trebol's actual living quarters consist of three chambers, built into the tunnel one behind the other (see **Map C**). The individual chambers are connected by short, 1m long corridors and are used as bedroom & bath; living room, office & kitchen; and library & laboratory. Each is about 4m long and about 3m wide. The ceiling is just under 3m high.

Bedroom & bath has a bed, a sink, a toilet and a bathtub. The bed is unmade. The bathtub looks a bit rusty. A rotting devil rat hangs from the ceiling.

Living room, office & kitchen contains a complete kitchen, a table that seats four and an office desk covered with research papers. The research papers are written on folded leathery material, each about 6 feet in length and half a foot wide. A Biology(3) test identifies the leathery material as made of human skin.

The research papers are handwritten in Trebol's own personal code. Deciphering it takes a successful Logic + Intuition (20, 1 hour) test. The research seems to be thaumaturgic in nature with an emphasis on blood magic. Don't give specifics to the players until they have had time to review the notes. Just make it clear there are some horrible and extremely distasteful illustrations and rituals covered in these papers. Judging from the notes, Trebol seems to have attempted many of the documented rituals with varying degrees of success.

The table doesn't seem to have been used for dinner parties in the last 5 years. It's full of stains and the dried remnants of

several meals. The kitchen looks as if it is used frequently, but it is chaotic and piled in dirty dishes.

The living room chamber also houses the Hellhound (**SR4**, p. 292). This critter has been tamed by Trebol and kept as a pet. It is aggressive to everyone but Trebol. When the runners enter this chamber, have them make a surprise test against the hellhound laying in wait for them. Its first action in the first initiative pass is to bark loudly to alert Trebol of the intruders. After that it will attack. If the hellhound receives more than 8 boxes of physical damage, it will try to flee through any available open door. If the runners are still in the chambers after 4 hours the hellhound will return (having healed 4 boxes of physical damage) and attack again. Until then, it hides in a crevice outside the chambers.

The final chamber is detailed in **Your Final Moments**. As a reminder, the first two chambers have a Background Count of 1.

### Pushing The Envelope

If the runners have it too easy, add more flame to the fire by adding a Force TR Spirit of Beasts (**SR4**, p. 295) - bound by Trebol - to the living room chamber that acts as an additional guard appearing during the fight against the Hellhound. If that's not enough, add a second hellhound.

### Debugging

This encounter may be very dangerous for the runners with the Hellhound breathing fire in these cramped quarters. Depending on how combat heavy the group is and how heavily wounded they are, you may want to slow down the hellhound. For **TR=1** you may reduce to 1 IP, for **TR=2** to 2 IP. For **TR > 2** the runners should be able to deal with the standard Hellhound. If the critter is still too dangerous you may spend most of its actions moving through the chambers, trying to find a better attack position (thus making moving from cover to cover and with that harder to hit (**SR4**, p.140), but at least not trying to roast the runners with every action).

Make sure to note how the runners handle the blood magic research papers. The consequences of those actions are dealt with in **Picking Up The Pieces**.



## Your Final Moments

### What's up, chummer?

The runners enter the final chamber where Enrico Trebol is concluding a sacrifice ritual on a member of the first exploration team.

### Tell it to them straight

Cautiously, you open the next door. Another chamber like the last two lies before you.

In the glimmering candlelight, you see a bent and bound human figure lying in the middle of the chamber. He bleeds from multiple wounds, barely alive. Behind him – somehow more in shadows than he should be – stands a man in a dark robe. He pulls a knife across the throat of the man on the floor. Blood spurts everywhere across the chamber.

Slowly the robed man raises his eyes to you. His black eyes sparkle.

### Hooks

To the right of the chamber are some bookshelves, filled with leather bound tomes. At the opposite end a large work desk can be seen.

The middle of the chamber is free of furniture. Runes are covered with the remains of hundreds of burned down candles. 10 candles fill the chamber with flickering light.

A strong aroma of herbs, blood and decaying flesh lingers in the air.

Due to the atrocities committed in this chamber there is a background count of 3, aspected in Trebol's favor.

### Behind the scenes

Trebol has just completed a ritual that pretty much killed the last remaining survivor of the expedition – a man named Sun To-Wai – as a blood magic sacrifice.

If the Hellhound in **Homebase** had a chance to bark, Trebol has been alerted to the runners' presence and has called two bound spirits – one Spirit of Beasts and one Guardian Spirit, both with Force (1 + TR), each with 2 remaining services – to assist him. If the runners surprise him, he spends his first actions to call the spirits. In either

case the spirits will manifest in the chamber. Neither he nor the spirits attack immediately. Though if the runners appear threatening or aggressive against Enrico Trebol he will use all of his talents to get rid of them.

Until that happens, the runners have the option to talk to Trebol. His mind is very confused. If the runners can make some sense out of it, they may be able to get him to back off, give over the body of Sun To-Wai and the remains of the expedition (see below) and maybe even give himself up. Trebol thinks he still is working for the research division of Aztechnology. He is concerned because he hasn't seen any representative of Aztechnology for quite some time, but still believes fervently in his cause. Sadly, this cause consists of sacrificing people to the Aztec gods in order to make Trebol more powerful.

If a character tries to reason with him, use the appropriate social skill test (**SR4**, p.120) to resolve it. With respects to the Social Modifiers Table (**SR4**, p.122), Trebol is considered prejudiced, the desired result is annoying (giving up the remains of the expedition) or harmful (giving himself up). Any reputation of the runners is of no consequence, as Trebol has not been out for quite some time. Add additional modifiers that seem appropriate.

In the event of a fight, the spirits will attack first, while Trebol assists them from the back of the room. When the spirits are gone, he will try to kill the runners, even if it means injuring himself in the process (i.e. physical drain).

Note that Trebol knows the Sacrifice metamagic (SM, p.139) and has just sacrificed Sun by inflicting 8 points of damage. For adventure purposes, assume that the attack action immediately preceded his next spellcast. Also, for the remainder of combat, he will try to inflict damage on the runners as Sacrifice. If he can't reach the runners, he will start using his own body for Sacrifice.

If the runners want to use first aid (**SR4**, p.242) on the sacrifice victim, use the following: Sun To-Wai has Body attribute of 4. He has no implants. He received 12 points of physical damage (4 points inflicted earlier to subdue him, 8 points during the sacrifice), resulting in 2 points of overflow damage (**SR4**, p.153). Dice pool modifier for conditions is -2 or -3 (depending on whether

there's a combat going on between Trebol and the runners). Sun gains one point of overflow damage every 4 combat turns after the runners enter the chamber. After 12 combat turns (36 seconds) he is dead.

If the runners succeed in reviving Sun, he will not regain consciousness for the remainder of the adventure and will have to be carried out of the tunnel system.

The remaining members of the expedition – the ripped-off heads are all that's left – are on the work desk.

All books on the shelves are in a phonetic transcription of the Aztec language. This fact is not that obvious, as all texts are encrypted using the same code as the research papers in Homebase. Cracking the code takes an extended Logic + Intuition (20, 1 hour) test. Having already cracked the code in Homebase, it takes only a Logic + Intuition (2) test to recognize the same code and decode it. The books seem to be diaries of Enrico Trebol, a perfect example of a confused mind descending into madness. The diaries hold no monetary value whatsoever.

### **Pushing the Envelope**

Trebol and his spirits are designed to give the runners a climactic end to the adventure without killing all of them in the process. Don't try to make the fight too hard for them.

If you really have to, add additional spirits to the fray or increase their Force.

For a real challenge (TR 4 and higher) assume that Trebol just finished invoking a Great Form Blood Spirit (SM, p. 139) with a Force of TR / 2 (round up). The runners will have to contend with this powerful spirit. In this case, Sun To-Wai cannot be saved. He is dead and gone. Also, Trebol now has used up his 8 points of Drain reduction from the Sacrifice for the Invoking.

### **Debugging**

If the fight seems to be going in favor of Trebol, you may have him undergo violent convulsions which prevent him from acting.

## **Picking up the Pieces**

After the confrontation with Trebol all that's to do is get back to the exit.

### **Money**

Each runner should receive 3000¥ + (TR\*1000¥). This was subject to Negotiation at a rate of TR\*250¥ per net hit, up to a maximum of 6 net hits.

If the team decides to fence Trebol's research notes and library, it has a market value of (TR\*10,000¥). If they've already decoded the materials, this increases to (TR\*15,000¥)

### **Karma:**

2 – Removing Enrico Trebol

**OR**

3 – Removing Enrico Trebol without killing him

1 – Destroying the Blood Magic research papers\*

\*Should an awakened runner decide to keep these papers, read and learn from them, this runner is choosing the path to Blood Magic. This character is taken out of the campaign and cannot be used in any further Shadowrun Missions scenarios.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is 7 karma.

### **Contacts**

If the runners deal with Eliza politely and professionally and eliminate the spirit, they receive Eliza as a contact. Eliza starts with Connection 3 and Loyalty 2. Any kind of aggression or intimidation on part of the runners ensures that the runners do not receive this contact.

### **Reputation**

Turning around and aborting the mission before entering Trebol's living quarters gains the runners one (1) point of Notoriety. If the runners enter Trebol's living quarters but decide to flee when encountering the

Hellhound or Trebol, they avoid Notoriety gains.

If the PCs choose to fence Trebol's notes, they all earn two (2) points of notoriety.

## Legwork

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

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

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

## Broadway and Evans Avenue, and the surrounding area

Appropriate Knowledge: Any CAS sector knowledge

0. That's in Englewood, right? Used to be part of the Aztlan sector.
1. Last time I drove by, there was a construction site on that corner. I think the site belongs to Wuxing.
2. I once knew a coyote in the area. I think her name was Eliza. A bit of a solitary figure.
3. I've heard they found an entrance to the sewer tunnels during excavation.
4. Wasn't there an old mage living in the tunnels?

## Wuxing

Appropriate Knowledge: any corporate

0. One of the AAAs. Only Chinese Megacorp.
1. I've heard they are working on some new piece of tech. They are building a new facility just for this purpose. This facility is being constructed somewhere in Englewood.
2. They are hyper-protective about this tech. Might be worth checking out when the new building is completed.
3. The Triads are using deliveries of construction supplies to smuggle some goods across sector borders.
4. They probably have a few plants on the construction teams.

## Cast of Shadows

### Eliza Khanduri (CAS: Pueblo Coyote)

Elf Female; Connection Rating 3

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

6 3 3 5 3 3 3 3 5.7 6 1 11

**Active Skills:** Athletics: 2; Etiquette (Street): 3(+2); Infiltration: 4; Pistols: 4

**Knowledge Skills:** Smuggler Hideouts: 1; Koshari Politics: 3; Pueblo Border: 4

**Gear:** Colt Manhunter, Armor Vest

Born of Indian parents (her olive skin, dark brown eyes and flowing black hair tell all about her lineage), Eliza lived her whole life in Denver. Ten years ago her parents died in a car crash.

Eliza now lives in a subway car deep in the tunnels under Denver. The car is equipped with all necessary amenities, from a shower to a trid hookup. She specializes in the CAS-Pueblo border. Not working for a specific organization, she sees herself as a freelancer. However she has a certain tendency to offer better conditions to customers associated with the Koshari.

### Enrico Trebol (Aztec Mage)

Human Male; Connection Rating 2

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

3 4 3 3 4 6 5 5 \* 2 6 9 1 10 11

\*Trebol's Magic is  $5 + (TR/2)$ , round up.

**Initiate Grade:**  $(TR/2) + 1$ , round up

**Metamagics:** Sacrifice, Invoking, Invoking Blood Spirits

**Active Skills:** Conjuring: 6; Sorcery: 4; Negotiation: 2

**Knowledge Skills:** Aztec Politics: 4; Magical Theory: 4

**Spells:** Stunbolt, Lightning Bolt, Manabolt, Nutrition

**Qualities:** Magician(Aztec); Mentor Spirit (Crocodile); Focused Concentration Rating 1; Addiction (Severe, Magical Nutrition)

**Gear:** Ordinary Clothing; Leather Jacket (2/2); Knife

Enrico Trebol is a crazy and confused mage from Aztlan. He was left behind in the tunnels, forgotten by the corp, when Ghostwalker threw Aztechnology out of Denver.

Trebol has lived down in the tunnels for a long time now. He is quite insane, still researching blood magic and its applications.

He dresses in old and dirty clothes. Personal hygiene is long forgotten.



**Mark Longfeather (Koshari Chief)**

Human Male; Connection Rating 4

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

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

**Active Skills:** Conjuring: 4; Sorcery: 4; Etiquette: 4; Leadership: 2; Negotiation: 4

**Knowledge Skills:** Underworld Politics: 4; Drugrunning: 5; Magical Theory: 3

**Spells:** Stunbolt; Analyze Truth; Mind Probe; Mass Confusion

**Advantages:** Magician; Mentor Spirit (Raven)

**Gear:** Power Focus (2) – Mask; Actioneer Business Clothes

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

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