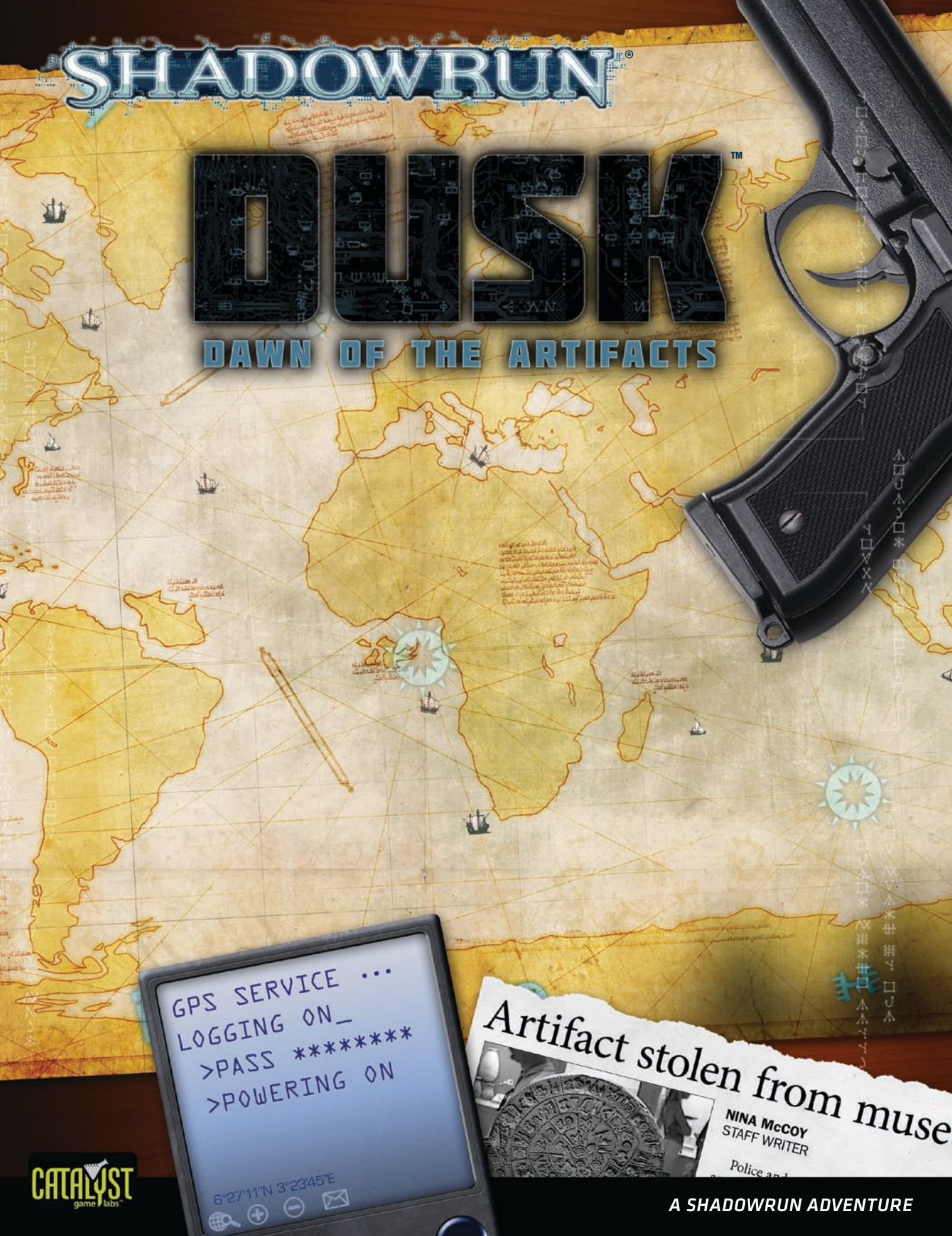


SHADOWRUN

DOUSK

DAWN OF THE ARTIFACTS



A SHADOWRUN ADVENTURE

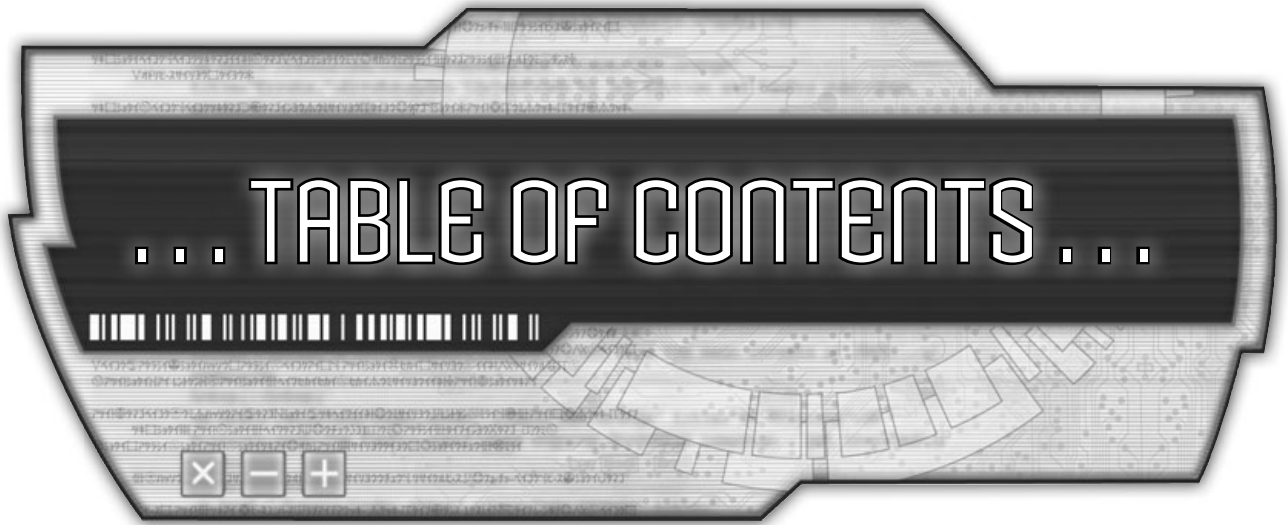
DUSK



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The elf's scream was cut short as a broadsword sliced through his upper chest, the runes on the blade glowing red through the spraying gore. Around the base of a crimson tower, other solitary adventurers slaughtered the citadel guard. The dwarf pulled his broadsword free of the corpse, wiping the blade clean on the elf's clothes. Seeing that his little corner of the battlefield was empty, he began searching the corpses. Beside him, a glowing rune-circle appeared as an ork 'ported in.

"What are you doing?" asked the ork.

"It's called looting," the dwarf replied, shoving a handful of gold coins into his pouch. "You should try it."

"Do you mind stepping out for a moment so we can have a real conversation?"

"Hell, no. The Fall of the Crimson Tower is in full swing. We can take the pointy-eared *bot turgma* this time."

"Sorry to interrupt," the ork muttered, biting back harsher words. "Something's happened. We need to talk."

"This is as good a place as any." The dwarf switched from guttural or'zet to a language long since dead. "I'm hoping to level up, so make it quick."

"Something's been stolen from the old wyrm's vaults," the ork replied, not rising to the bait.

"I didn't do it."

The ork shook his head. "I didn't think you did, otherwise this conversation would be in person. I've been doing some research. I overheard Williams—"

"Who?" the dwarf interrupted.

"The Atlantean on the board of the Dunkelzahn Institute of Magical Research." The ork frowned. "I overheard Williams talking to an operative. Williams seems to have reason to believe Aztechnology was behind the theft."

"And this concerns me why?" The dwarf cocked his head, watching shadows move inside the tower's doors.

"Think of the ramifications."

"You haven't said what was stolen yet."

"One of the *Eochair K'ailiu*," the ork said. "I don't know what it was doing in the dragon's vaults. I'm fairly certain none of the children on the board knew its significance, though Aina might."

"You suspect her?" The dwarf picked up a rune-etched blade from a corpse, testing the balance.

"With her history—"

"I think you're jumping at shadows, old man," the dwarf said, flicking the looted sword over to the black-haired ork, who caught it easily. A new wave of slender elves emerged from the citadel, swords raised high, screaming horribly mangled Sperethiel war cries. The ork held his sword in a grip identical to the dwarf, mirroring his motion as they parried and slashed.

"I need help looking into the theft," the ork said, as he sliced through one citadel guard. Beside him, the dwarf decapitated a second attacker. "Someone not connected. Someone dependable."

"Not interested." More guards surrounded them, and with the economy of years of practice, the two went back-to-back, swords ready.

"I didn't mean you. Her. Your ... apprentice."

"Journeywoman," the dwarf grunted. "She's gone out in the world a bit. Nothing like getting a little experience under your belt. I can see if she's available. She's busy these days." The ork knocked the final guard's blade out of line and the dwarf skewered him through the heart. The dwarf flashed his companion a grin.

"Just like old times, eh, Ehran?" the dwarf said. The ork just flicked a glance at the red spire, then another at the torn bodies, clad in gaudy silver armor. More citadel guards were pouring out of the respawn already.

"What is this ridiculous child's game?" he asked, disgusted, even as he readied his borrowed sword.

"*Dawn of Atlantis X: City of Spires*," the dwarf replied. "Game Fan's Fave Rave for eight weeks running. Janey bought me a subscription for Christmas. Keeps my sword arm in shape."



INTRODUCTION

Dusk is an adventure designed for use with *Shadowrun, Fourth Edition*. While this adventure is not designed specifically with novice players in mind, it can easily be tweaked to suit a range of player experience.

Players and gamemasters should be aware that only gamemasters should read beyond this point—the secrets and plot of the adventure are revealed in the following text, and that knowledge could reduce the enjoyment of running the adventure for players.

Dusk is the first in the *Dawn of the Artifacts* four-part series of interlinking adventures. Gamemasters and players who wish to play all four adventures should keep in mind that the player characters' actions and contacts in this adventure will have future ramifications in the adventures to follow.

PREPARING THE ADVENTURE

Dusk can be run with only the *Shadowrun, Fourth Edition* rulebook. However, many of the characters presented in this adventure draw from the additional core supplements such as *Arsenal*, *Augmentation*, *Unwired*, and *Runner's Companion*. All rules in this adventure are assumed to follow the core rules presented in *Shadowrun, Fourth Edition*. A gamemaster can, of course, use any of the optional rules presented in any of the advanced sourcebooks as best fits his or her game.

Much of this adventure takes place in Lagos, a feral city on the West Coast of Africa. Lagos is a featured location in *Feral Cities*. Gamemasters and players will find a wealth of information, contacts, and additional plot hooks in *Feral Cities* that will bring the location to life for both players and their characters. For players who have not read *Feral Cities*, several player handouts included in this adventure provide a broad overview of the city. Gamemasters may wish to provide these to their players prior to the adventure, or alternatively, provide them as player characters research the city or interact with the various factions.

ADVENTURE STRUCTURE

Dusk takes the player characters into the heart of one of the darkest sprawls on the planet on the trail of an ancient artifact. Getting the players to Lagos from their home sprawl is addressed in the section *Are Your Immunizations Up to Date?* Alternatively a gamemaster could have the characters start as natives of Lagos or expatriate runners living in the feral city.

The runners are hired by Ms. Johnson on retainer for a period of time to assist her in achieving the objectives of her mission, protecting and aiding her on a trip well beyond the team's home turf. The mission goals can be accomplished through stealth, social interactions, force of arms, or any mix of the three. The adventure as written should be seen as a guideline. The gamemaster should keep the plot moving forward by making adjustments and reacting to the runners' choices and actions while providing opportunities for them to exploit rather than "railroading" them from set piece to set piece. Since this can be challenging, each scene offers suggestions to address runners who decide to follow tangents or whose actions cause them to skip certain scenes.

The adventure consists of a variety of connected scenes. While some scenes must occur for others to follow, there are several that offer fun side-adventures, or "red herrings," designed to lead char-

acters off track. Of course, as any gamemaster knows, for every suggested scene and outcome, players will think of two or three alternative methods of getting to their objective. Dealing with these unexpected detours is where a good gamemaster shines. These alternative paths can be fun and enjoyable for both the players and the gamemaster. In the end, after all, the point is to have fun. Each scene will have some gamemaster hints for keeping players on track, or, alternatively, for expanding on the tangents they may take.

MAIN SECTIONS

This book is divided into several sections designed to assist you in bringing the adventure presented herein to your table:

- **Preparing to Play:** A plot synopsis, necessary background information, and other useful details and data.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs the player characters will interact with during the adventure.
- **Player Handouts:** Information designed for players.

ADVENTURE SCENES

The adventure itself plays out over a series of interconnected scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions for the scene.
- **Subplots:** Secondary adventures—or red herrings—that offer avenues for gamemasters to develop to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the *Cast of Shadows*.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are key to bringing any adventure to life; they include the allies, enemies, and contacts the characters will interact with during the shadowrun. Important NPCs have relevant profiles, including stats, in the *Grunts and Moving Targets* section for each scene. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end





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of this book. Gamemasters can and should tweak the NPCs to make them more or less challenging opponents (see *Prime Runners*, p. 284, *SR4A*). NPCs in groups of grunts benefit (see *Group Edge*, p. 281, *SR4A*), while individual NPCs in this adventure possess their own Edge stat to use.

BACKGROUND

In the Sixth World, the term *artifacts* encompasses far more than simple remnants from past cultures; the most valuable are relics from a mythical age of magic that predates known history, including unique enchantments that predate the Awakening. Such artifacts are big business in the Sixth World. Besides to corporations and private collectors, entire organizations have formed with the goal of acquiring, deciphering, guarding, and potentially using these artifacts and the lost magical knowledge. Three of the big players in the world of artifact collection are the Atlantean Foundation, the Draco Foundation, and the Apep Consortium. There are a plethora of other players, ranging from shamanic groups in the PCC to mysterious cabals hidden within government agencies. Even the megacorporations have entire departments devoted to using artifacts in arcane research to unlock new thaumaturgic lore.

This adventure deals with one specific artifact, known today as the Piri Reis map, although that fact isn't revealed until well into the adventure. It also introduces shadowrunners to the world inhabited by collectors, relic hunters, and other more dangerous players.

THE PIRI REIS MAP

The artifact known today as the Piri Reis map boasts a long and troubled history, shrouded in mystery and controversy. Denounced as a sophisticated hoax and written off as an oddity, the map hides a millennial secret that lay dormant until the Awakening.

Known History

In 1513, Piri Reis, a high-ranking officer in the Imperial Turkish navy, allegedly drew a mysterious *mapa mundi* based on a collection of older maps, including some that reportedly had survived the destruction of the Great Library of Alexandria. Inexplicably this map depicted the coastlines of the Americas, as well as an accurate portrayal of the Antarctic coastline, devoid

GAMEMASTERING THE ADVENTURE

Dusk is an adventure designed for *Shadowrun, Fourth Edition*, and is the first in the *Dawn of the Artifacts* series of adventures that will immerse characters in some of the greatest mysteries of the Sixth World. It is suitable for every level of player and gamemaster experience, even though it involves an unusual backdrop and some hints of the secret history of the Shadowrun universe.

As with any adventure, however, there are a few suggestions that will make the adventure, and gamemastering it, run more smoothly.

Step One: Read the Adventure

Reading through the adventure prior to introducing your group to it ensures you know what's coming down the line and are familiar with the entire story. This helps when your players (inevitably) come up with something not presented in the adventure.

Step Two: Assess the Adventure

Rarely does any gamemaster take a written adventure and run it without any changes. You may decide it needs to be more challenging for your players, or perhaps they form a specialized team (such as all mages) who will undoubtedly approach certain tasks in unique ways. You may want to switch certain NPCs with characters your players are familiar with in their game, such as a common fixer or gang contact. Assessing the adventure lets you make notes on how you want to customize the adventure to best fit your game and your gamemastering style.

Step Three: Know the Characters

You should have a copy of each character prior to running the adventure, so you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to trek through a jungle and none of them have a survival skill, you may need to tweak the scene so they'll still have a chance at success. If a character is sidelined for parts of the story due to lack of abilities or skills, the gamemaster should consider adding scenes that play to the character's strengths.

Step Four: Take Notes

Written notes help you keep things organized. You may want to jot down a note to give a particular handout to players at a specific moment or highlight important details about an NPC or combat scene. Taking notes helps you remember characters' actions during the adventure, which is useful in awarding Karma and handling contacts at the conclusion. Since this is the first in a series of adventures, it is quite possible that the players' decisions might come back to haunt them later!

Step Five: Don't Let the Dice Run the Game

Dice rolls normally dictate the outcome of events in a roleplaying game. However, sometimes the dice fall in such a way that they interfere with the story. Remember, as gamemaster, you can always tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the die rolls to *hurt* player characters, but occasionally might tweak the roll to help them out or to help the story progress (softening a roll to seriously injure a player rather than killing them is one example).

Step Six: Don't Panic

You'll make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, and fun is far more important than a flawless performance. If you or the players make a mistake, do your best to straighten things out, then keep moving forward.

Urgent Message...



of ice—surprising, indeed, since Antarctica wouldn't be “discovered” until nearly three centuries later. Even more mysterious, researchers claim the last time the Antarctic coast was free from ice was likely 4,000 BC. Cartographers puzzled over the apparent use of spherical trigonometry, a technology that wouldn't be available for three hundred more years. While Piri Reis claimed he drew the map from other, older maps, cartographers were bemused by the fact that it appeared to be based off maps that not only acknowledged the Earth was round, but had calculated its circumference within fifty miles of the true measure. For centuries, the map remained an oddity, dismissed by researchers and cartographers as one of the many items that just didn't fit with their understanding of history.

For years, the map remained under lock and key at the Topkapi Palace in Istanbul, where it was discovered in 1929. It remained there until the turmoil of the Eurowars swept through Turkey. Towards the end of the war, in 2034, the European forces seized Istanbul from the disintegrating Alliance for Allah. In the destruction and chaos that accompanied one of the most violent clashes in the Eurowars, many of the nation's most valuable treasures were lost—among them, the Piri Reis map. Most believed it was destroyed when fires ravaged part of the Palace.

Out of Circulation

In reality, however, the map was looted and ended up passing through the hands of black-market collectors, eventually falling into the hands of an exceptionally wealthy man in Nigeria—Adegoke, who would one day become the king of the Yoruba in the shattered Kingdoms of Nigeria.

Unknown to Adegoke, or anyone else, Piri Reis did not actually draw the map—he discovered it. While history attributes it to him, it is in fact an artifact from a previous age. Imbued with protective magic by its original—and unknown—makers, it was still damaged by the passing years as its protective enchantment slowly failed. By the time Piri Reis discovered the remaining fragment, it was little more durable than the fragile gazelle hide it appeared to be. He embellished it with contemporary references and referenced it in dozens of other maps he developed.

After the Awakening, as mana returned to the world, the map's original enchantment regained strength. Without Adegoke's knowledge, the map in his vaults has been slowly returning to its original form, which shows the entire world as it was six thousand years ago. When viewed in astral space, the map is not only clearly visible, but shows additional details, such as ley lines and places of power ... along with other, hidden aspects that appear to be ghostly islands, mountains, and other sites not on modern or historical maps at all. A number of museums, occult groups, and private collectors have evinced interest in the map, but three of the biggest are the Atlantean Foundation, the Apep Consortium, and the Draco Foundation.

THE DRACO FOUNDATION

The Draco Foundation (DF) was established by the last will and testament of the deceased president Dunkelzahn. Charged with administering his will and legacy (both the public and private sections), this foundation controls the bulk of the late dragon's wealth. With such financial backing, it continues to be a major influence in a variety of realms—from boardrooms of AAA megacorps to the world of arcanoarcheology. It is a primary competitor to the Atlantean Foundation in the world of arcanoarcheology and antiquities. With Draco Chairman and former UCAS Vice President Nadja Daviar still missing following the Crash 2.0, Aina Dupree is now the acting Chairman of the Foundation. The rest of the board consists of Frank Hardy, Manuel Torres, Milo Czerda, Midori Kanematsu, and Gracie Friel.

THE DUNKELZAHN INSTITUTE OF MAGICAL RESEARCH

The Draco Foundation was also charged with establishing the Dunkelzahn Institute of Magical Research (DIMR). The DIMR is an independent body devoted to high-end magical research and studying magical phenomena. The directors are nominated from institutions and nations designated by Dunkelzahn in his will, and include MIT&T, the Atlantean Foundation, the NAN, Tír na nÓg, the University of Chicago, CalTech, UCLA, the People's University of Berkeley, the Langenzell Institute, Oxford's Royal College of Magicians, Loyola, and Tir Tairngire.

The fact that many of these institutions are fierce competitors, especially the Atlantean Foundation and the DIMR, is something that keeps the shadows of the archeological world hopping.

PLOT SYNOPSIS

Within the vaults of the Draco Foundation resides a treasure trove of items once owned by Dunkelzahn. Some of these items are named in his will and held by the Draco Foundation until certain conditions are met.

Early in 2072, the Dunkelzahn Institution of Magical Research (DIMR)—a group created under the aegis of the Draco Foundation and Dunkelzahn's will—requisitioned an ancient artifact from the Draco vaults for hands-on study. The Sexton of the Worlds, an unclaimed bequest from the dead great dragon's legacy, was intercepted en route from the Foundation's vaults in Washington, D.C., to the DIMR's labs in Boston. The operation has the telltales of an inside job, though electronically back-tracking the requisition proves a dead end. The Draco Foundation immediately steps in to find the thieves and to recover the item. While Aina Dupree conducts a discreet internal inquiry, a climate of suspicion falls over the DIMR board, with each director fostering his or her own theory on the theft.

Urgent Message...

DRAWN OF THE ARTIFACTS: DUSK





Urgent Message...

THE ATLANTEAN FOUNDATION

Created by Sheila Blatavska shortly after the Awakening in 2012, the Atlantean Foundation is a private organization publicly dedicated to restoring the glory of the lost golden age of Atlantis, a supposed Mecca of wonders and knowledge that disappeared into the mists of time. More than just a group of eccentric history buffs and new-agers, it is an organization with branches worldwide, popular trid shows, monthly newsletters and chats, major research centers, sponsored archeological digs, and cadres of respected scientists. It boasts millions of members worldwide and operates at a level just shy of an AA corporation.

THE MYSTIC CRUSADERS

This paramilitary group is a secret order within the Atlantean Foundation, allegedly organized around the precepts of an ancient Atlantean codex. Part knightly order, part relic hunter, they serve a variety of roles for the organization, although they remain mostly the stuff of rumors even in the shadows. Rumors persist that the Mystic Crusaders are fanatically devoted to the organization's charismatic leader rather than the Foundation itself, and largely autonomous of the Foundation's hierarchy. No one knows if they work for Sheila Blatavska or if they have their own, separate agenda that happens to coincide with hers. For more information on the Mystic Crusaders, see p.73, *Street Magic*.

In fact, one of the DIMR directors has reason to believe Mr. Casey Williams, the Atlantean Foundation's representative, knows more than he is telling. This director overheard Mr. Williams and a suspected operative of the Atlantean Foundation discussing the possibility that Aztechnology is behind the theft. The director's own investigations identify the elven operative as Samriel Lockwood and suggest he might be a member of the secretive Mystic Crusaders. Shortly after, surveillance intercepts an encrypted missive from Williams sending the elf on an undisclosed mission in Lagos, Africa. Suspicious, the director decides to hire outside assistance, deniable assets, to follow Samriel, hoping that the operative will lead them to the missing artifact.

Frosty, a talented magician and sometime shadowrunner, is hired to go to Lagos to track down the Mystic Crusader, and once there, recover the item he is after—which turns out not to be the stolen DIMR artifact at all, but another item altogether: the Piri Reis map. Although she generally works alone, Frosty realizes she'll need assistance in Lagos, both investigative and security. She contracts the runners, telling them she is a shadowrunner herself, hired to follow a man involved in a theft who has disappeared in

Lagos. Lagos is a dangerous city, however, and she wants the runners to assist her in her investigation. (*Meet Ms. Johnson*, p. 9)

While in Lagos tracking down Samriel, the runners will learn about an upcoming artifacts auction, a black-tie event hosted by the Oni of the Yoruba tribe, Adegoke, on the secure Victoria Island enclave. According to the rumors, Oni Adegoke wants to fund a new venture and has decided to raise capital by selling a portion of his collection at an exclusive auction. Since many of the items were acquired through less-than-legitimate channels, the auction itself is being held in Lagos, a feral city where international police agencies have no power. The underground auction was announced to the "usual parties" through discreet channels and several groups are flocking to Lagos to participate—among them Samriel's party. Among the lots for auction is the Piri Reis map. As an obviously magical item, as well as a five-hundred-year-old (by most accounts) map, it should bring a very high price indeed—although it has, to Oni Adegoke's surprise, changed significantly. It is still, however, recognizable as the Piri Reis map, and the Oni believes the additional mystery surrounding the magical artifact should only increase its potential value. (*Welcome to Lagos*, p. 15)

Once they learn about the auction, Frosty and the runners need to find a way in. They are able to gain an invitation to view the items on the docket for the auction at Oni Adegoke's palace. Frosty sends her employer a list of the items that Samriel has shown an interest in, once she realizes the DIMR's stolen artifact is not present in the collection. Her employer redirects her; she is to acquire the Piri Reis map. Unfortunately for Frosty, she did not bring an appropriate "gift" for the Oni, and he is reluctant to give her a ticket to the auction.

While they—and several other interested parties, such as an Azzie representative and an Apep Consortium rep—are looking at the artifacts, a small bronze statue with historical significance to the Yorubas is stolen from the palace. Oni Adegoke is furious. Frosty sees this as a perfect opportunity. She asks the runners to return to Lagos and find and return the stolen item (and the thief, *alive*) for her to present to the Oni as a gesture of goodwill. If they can do so, Oni Adegoke will be grateful and provide Frosty and the runners with tickets to the auction. (*A Royal Complication*, p. 20)

If they choose not to find the statue and thief (or fail), the runners will have to find an alternative way to get into the auction—since, after the theft, Oni Adegoke moves the items to the auction site. They can do this by tracking down one of the other invitees and stealing their invitation and going in their place, by stealing a ticket directly from the palace, or by simply circumventing the auction altogether and stealing the map. (*Alternative Routes to Get a Ticket*, p. 27)

At the auction, Frosty's budget is quickly overcome by the fierce bidding by other attendees. The final winner is Medjay, a representative of Celedyr, the great dragon who is the R&D director of NeoNET. Medjay takes the map and attempts to leave Lagos. The runners, as well as the other disappointed losers of the bid, will have a frantic race through Lagos to get the map. It won't be easy; a lot of others are interested in the map now that it has come to light and are willing to do anything to get their hands on it. (*Follow the Map*, p. 36)



MEET MS. JOHNSON

SCAN THIS

Ms. Johnson hires the runners for a rather unusual job. She's been hired by a collector who recently "lost" part of his collection. The collector believes another person may be on the path to recovering it and has hired Ms. Johnson to follow an elf named Samriel, in hopes the elf can lead her to the stolen item. Samriel's trail has led her out of UCAS and she wants the runners to accompany her as both investigative assistants and security. The trail grows colder with every day that goes by, so she's expecting the runners to be ready to go with her to the Nigerian city of Lagos.

This scene is about the initial meeting to offer the runners the job. It takes place in the exclusive 77 Club in Seattle. Ms. Johnson is using the club to test the runners, since she expects them to accompany her into a variety of situations—both high class and low. She wants to see how they handle themselves and if they can even manage to get into the exclusive club.

The job itself is atypical and the mission brief unusually loose: protecting and aiding Ms. Johnson on a trip well beyond the team's home turf and comfort zone.

TELL IT TO THEM STRAIGHT

Seems like every other job these days has to do with tempo, drugs, or the fallout from the recent "restructuring" of the criminal underworld. It's been a dangerous few months, with every major and minor player in the sprawl fighting tooth-and-nail for their place. Even the news is obsessed with tempo, and it seems like right now, every trid channel is covering yet *another* tempo-fueled crime spree. Outside, the acid rain is pouring down, and the automated weather service has just put out a warning on the chance of sleet tonight. All in all, it's a miserable Saturday morning. Wouldn't it be nice to just get away from it all?

While you're buried under those pleasant thoughts, a familiar number pings you in AR. It's your fixer. If you want to eat, you gotta work, so you answer the call.

"Hey, I got a special request from a Ms. Johnson. Seems she has a need for a team to accompany her on a trip overseas. Someplace tropical, she says. If you're interested, she wants to meet tonight, at the 77 Club in Renton. She's got a room reserved for 5 o'clock. Here's the address, and a code to broadcast when you get there. Let me know if you're not interested, because I might take the damn offer myself."

When they arrive at the 77 Club, read the following:

The club looks unassuming from the outside, but you realize that you're being scrutinized the moment you step up to the door. Inside, they request you check your guns and other weapons, then a gorgeous hostess in a skin-tight cocktail dress leads you into the club proper. It's quiet, and the aroma of cigar smoke, expensive rum, and money drifts through the air. In private rooms, you catch glimpses of a few famous faces—Mafia dons rubbing elbows with trid stars and high-ranking corporate officials. The hostess leads you down a couple of wood-paneled corridors to a small room and asks if she can bring you any refreshments.

When they get to the room, read the following:

The room is set up like an old-fashioned parlor out of a period trid. Two small couches and a variety of comfortable chairs are set up in the room, along with a real wooden dining table, set with a white linen tablecloth and crystal glasses. A real fire in a hearth warms the room, and the flickering firelight sparkles off the crystal on the table. Sitting casually in one chair is a brown-haired human woman with fair skin and blue eyes. She's wearing a pale-blue tailored suit and some unusual jewelry, including a large dragon-shaped ring. She's sipping a glass of wine when you enter, but she smiles and stands when the hostess closes the door behind you. When she stands to greet you, you realize she's much taller than a normal human woman, and her slender figure clues you in; she's an elf. She's attractive, but not in the same class as that hot hostess outside—until she smiles at you. Her smile lights up her face, transforming her from simply attractive to suddenly stunning.

"Hello," she says, greeting you all. "I'm Ms. Johnson. Thanks for meeting on such short notice. Please, sit down."

She waits for everyone to sit and introduce themselves, then begins.

"I trust that your fixer mentioned that I'm looking for some traveling companions? Yes? Well, I'm actually in the business myself," she flashes you a smile. "I've been hired by a private antiquities collector, who recently lost an item from his collection. His only clue is this man, who has apparently been hired by a rival collector to find the item first. He's an elf who goes by the name of Samriel Lockwood. One or both of those names are likely to be false.

"We've been tracking him, but it now appears he's gone to Lagos. We need to locate him quickly and trail him to the item. Now, normally, I work alone, but Lagos ... well, it's not exactly a safe city for a single woman. If you're amenable, I'd like to hire you to accompany me as security, and you can also help out in my investigation.

"As you can imagine, the trail grows colder with every hour, so I'd like to leave as soon as possible. In the morning, in fact.

"I'm willing to pay 2,000 nuyen per person, per day, plus a per diem of 250 nuyen with a guaranteed minimum of five days paid upfront. I'll also cover lodging in Lagos, plus the cost of travel to and from Nigeria. If we find the lost item, and you assist me in recovering it, I'll also split the 'finder's fee' with you—which would be 50,000 nuyen for your team."

After they accept the job, read the following:

"Wonderful. Since we'll be traveling together, you can call me Jane," the elven woman says. "Ms. Johnson is something I'd call *my* employer."

"So, before we leave, there's a few things you should probably know," Jane says, then takes out a datachip and hands it over. "I've put together a list of inoculations that the World Health Organization recommends for travelers to West Africa. Some of these things aren't in your normal medkit, so you may need to see a doctor before we leave. There's some additional information about Lagos on the disk, if you're not already familiar with the city."

[*At this point, the gamemaster should give the players the Lagos: A Visitors' Guide handout.*]





Urgent Message...

BUT I DON'T LIKE TO TRAVEL

This adventure, and the ones that will follow, all involve travel to some extent. If your player characters are unwilling to leave their home sprawl, you might consider one of the following ideas:

Create new characters just for this adventure. Fixers call teams that fit the profile of the job, and a fixer would most likely know if the runners in his "stable" were willing or able to travel internationally.

Tweak the adventure to fit a different city. Experienced gamemasters can draw on other location books and use those details to revise this adventure to be run in, say, Seattle or Hong Kong.

Talk to your players. Let your group know that this is an international adventure before you begin playing, and let them decide if they want to create new characters for this adventure, as a special "break" from their normal campaign.

Stack the deck. Set up this run as a favor to an important fixer, friend, or contact the runners just can't refuse. Alternatively, you can always hire your player characters for a very loud job, and when their faces get splashed all over the evening news, bring up this job in a foreign city ...

"To get us to Africa, I've arranged for a private flight from here to Cairo, and then on to Accra—the capital of Asante, and the closest real airport to Lagos. That way we don't have to deal with any airport security or other travel issues. But after that, I'm afraid we'll be traveling with a bush pilot into Lagos. I've been told there will be limited room on the plane for us on the final leg, and we're to pack light. A single carry-on-sized bag and a backpack or duffelbag each, or so I was told. I'd seriously recommend everyone here bring a medkit.

"Does anyone need any help arranging details before we go?"

HOOKS

This should be fairly straightforward. The team's fixer told them the job involved travel so they should be expecting it. If the team is hesitant about traveling to Lagos, Jane tries to convince them that it's an adventure and a fairly simple bodyguarding job, and she'll play up the fact that it'll get them out of the sprawl for a while.

BEHIND THE SCENES

The 77 Club is a luxury club with a reputation for being *the* place to conduct discreet business. Its reputation is all the advertising the club has—you won't find any mention of this club in visitor's guides or advertisements. Some speculate that the club's unknown owner employs an entire team of hackers dedicated to tracking down any mention of the club and erasing it. Outside the club, the only apparent entrance is an unassuming door. Inside, the building is fully warded and built with wi-fi-blocking materials. A

high-rating cyberware scanner scans every guest. Any weapons, even small knives, are met with a polite—but firm—request to check them. Likewise, anyone with an active recording device is asked to disable the recording, and a full complement of combat hackers stands ready to ensure that no video footage leaves the club.

Anyone not dressed right can be accommodated if they are clean and presentable (a discreet staff member offers a high-end jacket and tie to men, or a jacket and blouse to women), but obviously scruffy or rough-looking individuals are turned away.

Live entertainment—a jazz ensemble tonight—is present in the main room, where diners sit and enjoy luxurious meals at candlelit tables. Three sets of hallways lead off the dining room. Private rooms—for meetings, private dinners, or even a quiet game of cards—are set along the hallway.

Emphasize the quiet, wealthy ambiance of the club. AR is minimal; a menu is available, but it appears that most of the club's patrons are relying on the metahuman staff for service. Indeed, the only public nodes that can be seen are those of the staff; most of the patrons appear to have their 'links in hidden mode or turned off altogether.

The meeting room is protected by a layer of wi-fi-inhibiting material. A dedicated jackpoint to a satellite uplink is available at one table. Since the entire club is warded, there is no additional warding on the meeting room. However, watcher spirits patrol the hallways to alert the club's resident mage of any potential eavesdroppers.

The hostess who escorts the team to the meeting room brings team members their choice of beverage. The wine list is well stocked and features a variety of private reserve wines from the Tir and France. The hostess also brings any of the selections from the menu, which features a Pacific Northwest theme, including everything from thick-cut steaks to fresh Athabaskan salmon, and a wide variety of vegetarian options. Prices aren't listed, but the hostess informs anyone who asks that the price of the meal is included in the room reservation.

Jane (see p. 47) appears mundane to most Assensing Tests (she is, in fact, a powerful initiate using Masking) and has no cyberware. Her 'link is turned off for the meeting. Runners who attempt to negotiate their pay can get it up to 2,500 nuyen per day per runner with a successful Negotiation (4) Test (each net hit over the threshold increases the daily rate by 100 nuyen per day, up to a max of 2,500 nuyen). The runners could choose to negotiate for other items, like an allowance for replacement gear in Lagos, instead of increasing their pay rate.

Jane will also cover travel and lodging expenses for the runners, but that means they'll have to accept her travel and lodging choices. If they wish to make other arrangements, it'll have to come out of their own pocket.

During the meeting, it is impossible to do any Matrix searches on Jane (unless a technomancer commands a sprite to do a remote service via his resonance link). A successful Detect Truth spell or the use of truth-analyzing devices shows that she is being honest with the runners. One hit on an Assensing Test provides a general emotional impression that Ms. Johnson is relaxed and friendly.

If the runners ask about specifics, Jane shows them a hard-copy photo of Samriel. Frosty is vague on details of the stolen artifact, although she'll provide a brief description: it looks like a cross between an armillary sphere and a navigational sextant. In



the center is a sphere, and the sphere is mounted on a staff, which is intricately carved with spiraling designs and glyphs. If they ask for a picture, she'll simply tell them she'll recognize it when she sees it, and will point out their main goal is finding Samriel Lockwood. She won't tell them any details about her employer, and if the runners press her, she simply smiles and asks them to please be polite. If the runners don't have a contact who can get them immunizations at the last minute, Jane can provide them with the name of a reputable street doctor, going by the suggestive handle of Butch. The doctor will also be able to provide rating 5 medkits stocked with a variety of anti-virals and treatments for food-borne illnesses (at a 10 percent discount from Jane's referral).

Jane advises against transporting unlicensed weapons or cyber; though African authorities tend to look the other way to the odd infraction, serious firepower will bring unwanted scrutiny and it's just less of a hassle to pick gear up in Lagos.

PUSHING THE ENVELOPE

This introductory scene should be fairly straightforward for both beginning and more advanced teams.

If desired, you can always have the team recognize an important or influential person in the general dining room from a previous run. Alternatively, you could place an enemy in the room—perhaps a Mafia boss they double-crossed in the past, a Johnson that crossed them, a high-level corporate executive they extracted once, or some other person they'd hoped never to see again. The security in the club won't let matters get out of hand, but they'll be quick to toss runners out before paying guests, especially if they get complaints.

DEBUGGING

This is the first scene of the adventure, but things can still go wrong. The first, of course, is if the team is unwilling to travel to Lagos (see sidebar, *But I Don't Like to Travel* for tips and suggestions).

Urgent Message...

CREATIVITY AND THE WRITTEN ADVENTURE

At times during this adventure—and any other written adventure—you will come up against issues, questions, or creative thinking by your players that fall beyond the scope of the written material. In those circumstances, you'll have to make things up. Reading through the adventure before running it should give you some ideas on how specific NPCs would respond to certain situations, or what knowledge they might have to answer questions. For specific issues you can also consult other *Shadowrun*, *Fourth Edition* sourcebooks. Say, for example, that your player characters want to hijack a car. There are no stats listed for a car in that scene, so instead you look up vehicle stats on p. 351 of *Shadowrun*, *Fourth Edition* and pick a likely vehicle—a used Honda Spirit. With those stats in hand, you can provide your player characters the information they'll need to pick up a free car.

If the team is aggressive, uncouth, or violent, they may be unable to get into the club. Since Jane is expecting them to accompany her into other high-class situations, and she's planning on living closely with the runners for the next week or two, she's using this club to weed out any runners who won't be able to maintain a respectable demeanor. If the runners are unable to get into the club, or get kicked out, have their fixer give them a call and make a few suggestions, then they can try again (after, for example, changing their clothes or leaving the grenade launcher at home).

If the team gets into trouble, their fixer can also remind them that if they want to earn nuyen like the pros, they need to act like pros, and that the shadows in their city are small enough that word gets around on teams that don't act like professionals.

If the team is unwilling to accept the job for the amount of nuyen offered (even after negotiating), then have Jane act sympathetic but firm. She's got a strict budget for this trip. They get a guaranteed daily pay, plus the potential for a big payout for a few days work. A new group of players may need their gamemaster to tell them that this is a fair rate, especially when it includes their travel expenses.

If they just flat out refuse, there isn't much you can do. Try to find out what it is about this job they don't like or have an honest discussion with your players about the adventure and the fun it entails.

ARE YOUR IMMUNIZATIONS UP-TO-DATE?

SCAN THIS

Jane wants to get to Lagos quickly. Her employer has put a private jet at her disposal to get herself (and her team) as far as Asante. Once in Asante, she's arranged for a smuggler to fly them into Lagos itself. The flight departs early next morning from the Sea-Tac airport (or an appropriate airport in your sprawl of choice). The plane belongs to a private long-range charter operator.

During their travel, the runners should be given the option of purchasing linguasofts appropriate for Lagos. English, French, and Yoruba are all available.

At the Asante airport, the pilot is waiting for them, and he's got a full load of cargo. There will be barely enough room for the runners in the plane, and if any of them packed too big (or too heavy) of a bag (or multiple bags), he demands they leave it behind. From Asante, the small plane will take them on a harrowing flight to the Mohammed International Airport. They fly overland, and the runners can see the stretches of impenetrable jungle below them. (Emphasizing the isolation between the few villages they see as well as the lack of roads or infrastructure should demonstrate to the players the reason why most cities are based on the coast or along the rivers; travel into the interior ranges from difficult to impossible outside the waterways).

Once in Lagos, the rules change. Unfortunately, the runners realize this by being greeted by the airport "security," which happens to be the local gang, looking for a bribe (or a fight). It's their first introduction to how things work in Lagos, and their first taste of the way *oyibos* (foreigners) are treated.





INCOMING FEED.....

TELL IT TO THEM STRAIGHT

When they arrive in Accra, the capital of the Asante nation, read the following:

Your flight touches down on a well-maintained runway, and taxis to a simple but well-maintained single-story airport. When you get off the plane, your luggage is waiting for you. The airport security, under the protective eyes of four heavily armed border guards, fusses over your travel documents and licenses before waving you on to the “Intra-Continental Waiting Area.” An armored guard stands in front of a narrow gate, looking bored. Over the gate is a small sign that reads “LAGOS.”

The guard looks you all over, raising an eyebrow and smirking. “Going to Lagos?” he asks, in English.

Jane nods.

“There’s a travel tax for each of you,” he says.

Jane sighs. She turns to you. “I’ll take care of this,” she tells you. “Go ahead and see if you can find our pilot. Goes by the name Innocent Dobiri. He’s supposed to be waiting for us here. Tell him Black Mamba vouched for us.”

When they get past the gate and onto the single runway, read the following:

The waiting area opens out into a private runway. On the runway is a small airplane. At least, you *think* it’s an airplane. You saw something like it once in a trid. It has dual propellers and a rusted airframe, and looks like it should’ve been scrapped before you were born. A rail-thin African man is leaning against it, smoking.

When you approach, he carefully looks you—and your luggage—over. You see a few flakes of rust drift to the ground when he pushes away from the plane to speak to you.

If the runners argue with Innocent on the condition of the plane, you can use the following quotes:

“Don’t worry. I’m the best pilot in Lagos. The rust is just camouflage.”

“Do you see any other planes out here? If you want to go to Lagos, this is it.”

“That’s fine. I’m just doing this as a favor for Mamba. You want to walk to Lagos, no skin off my back.”

When they arrive in Lagos, read the following:

It’s Monday morning when you finally touch ground again. After the flight from Asante, and especially after that landing, you’d almost be willing to kiss the ground—except that it is, perhaps, the filthiest tarmac you’ve ever seen. The airport building appears to be a sprawling facility that may once have had a full set of walls and roof, but the years haven’t been kind. Inside the building are a variety of vendors, some with tarps over the space they’ve claimed to protect them from holes in the roofing. The ceiling itself—where it is complete—is a colorful mosaic of red, black, and green molds that spreads down the walls. The floor is broken tile and coated with a thick layer of reddish dust. Strange-looking motorcycles—small and slender—zip through the crowds outside on what passes for a thoroughfare, with piles of luggage strapped

behind passengers. Groups of men armed with AK-97s patrol the crowds. They're wearing armored fatigues and dark glasses, and their faces are heavily scarred.

"Airport 'security,'" Jane whispers, as a group of ten men saunters towards you. "Looking for a bribe."

HOOKS

This part of the adventure should be fairly simple to get the runners into—after all, they've agreed to accompany Jane to Lagos.

BEHIND THE SCENES

Innocent Dobiri is one of the top bush pilots in Lagos. Dobiri has packed the plane full of valuable medical supplies, and he's taking Jane and the runners into Lagos as a favor. If the runners have brought too much cargo (more than a carry-on bag and a backpack, which must be held in their laps since they'll be sitting on the crates of supplies), he firmly tells them to leave it behind. He also refuses to let any high-explosives on his plane, including grenades. As far as he's concerned, if they don't like his rules, they can find another way to Lagos. Jane, tired of travel, is eager to just finish the trip and asks—or orders—the runners to comply. Innocent offers the use of his hanger/shed to store any gear that needs to be left behind—for a fee, of course.

The runners will be surprised to find Innocent uses manual controls to pilot his old Cessna 2012, and it's obvious that it isn't equipped with any modern technology—like, say, rigger adaptation. Fortunately the trip is uneventful, and once on the ground Innocent wishes them as much luck with the rest of their visit to Lagos.

Upon arrival, the runners get their first taste of the city when a group of armed men (see *Grunts and Moving Targets*, p. 14) approaches them for the traditional "arrival tax." The men demand a hundred-nuyen-per-person bribe to allow the group entry into the airport. This can be negotiated down to twenty nuyen per person. They expect payment in standard electronic nuyen—they all have active commlinks. Jane will discourage the runners from engaging the men in a fight—she doesn't want to hurt any of the people who happen to be milling around, and she wants to keep a low profile as long as possible. Because the men patrolling the airport are of the Igbo tribe, they do not deal with Jane—they prefer to deal with men. It will be up to the men in the team to negotiate safe passage. For more on the Igbo tribe, see *The Igbo*, p. 52, or *Feral Cities*, p. 64.

If the party consists of even one male, the Igbo deal with him—and if any of the women attempt to speak to the Igbo "guards," they spit on the ground but otherwise ignore her. If the party consists entirely of women, the Igbo reluctantly deal with the eldest, their disdain clear, but their desire for *oyibos* nuyen overcoming their cultural sexism.

Note that the runners may have future interactions with the Igbo, and their actions in this scene will affect all future dealings with the tribe. If the team easily gives in to the bribe, they will be considered gullible and not worth respect. Alternatively, if they are shrewd negotiators or make a skilled show in a fight, they'll gain considerable respect.

PUSHING THE ENVELOPE

There are a variety of ways to make the trip to Lagos more eventful and dangerous. A few are listed below.

- Weather over Lagos is too dangerous for a flight in the next couple of days. While the group waits at the Asante airport, an overland smuggler approaches them and offers to take them by land to a harbor where they can meet some Fanti pirates who can take them the rest of the way into Lagos by sea. It's a half-day journey, he says, if everything goes well. But while they're traveling through the dense forests in a battered jeep, the runners might be set upon by guerrillas or a hostile free spirit defending its turf.
- While flying, the plane comes under fire and is forced to put down in a field. Innocent swears he can fix the plane, given a day or so, but that means surviving for a full 24 hours until he gets the engine repaired. Meanwhile, the forces that shot down the plane plan to attack the survivors and steal the valuable medical supplies. The group comes under repeated attacks as rumors of the cargo spread among the guerrillas living in the jungle. Predatorial paracritters and hostile spirits may also be drawn to the scene of the fights.
- The runners may have skimped on their immunizations or perhaps they just haven't taken full effect. Shortly after arriving they're infected with a local disease. Food poisoning, malaria, dysentery, cholera, botulism, or even food-borne parasites are all a risk. A medkit stocked with specific antivirals (if they purchased one prior to leaving) will help, as will a visit to a local shaman or healer—if they can find one before their symptoms get too bad.

DEBUGGING

The travel to Asante should go smoothly, although the runners may decide to ignore Jane's request and bring more gear than she suggests. Jane will stop them from boarding the charter flight with anything that might get them into trouble in Asante. Once they meet up with Innocent Dobiri, though, he firmly refuses to allow any more luggage than previously agreed upon.

The runners may choose to argue, in which case Dobiri simply shrugs and say, "Fine, if you don't like it, you can always walk to Lagos." They may attempt to negotiate to have him leave behind the medical supplies, but those are worth far more than transporting the runners, and he won't budge, regardless of how persuasive the runners are. If the runners attempt to use magical means to coerce him, Jane intervenes and tells them to stop. Likewise, if they attempt to attack Dobiri or steal his plane, Jane stops them—her reputation with her contacts is on the line, and she's not willing to sacrifice it for a few bags of (replaceable) equipment.

If the runners refuse to leave behind any equipment, Jane may have to order them to do so. Alternatively, if they refuse even that, they can hire Dobiri to come back and pick up the equipment on a second trip if they're willing to pay him (and if they believe their gear will still be waiting for them).

While some runners can be very "persuasive," this is Innocent's livelihood and he will resist to the best of his ability—if they somehow manage to talk him round, he will still charge them an exorbitant fee to make up for losses.

Once in Lagos, should the runners choose to engage the Igbo security squad in combat, use the stats under *Grunts and Moving Targets* below. If the runners are unsuccessful, there are a variety of street docs in Lagos who are willing to treat any injuries (for a price). Jane will expect them to cover the price of their medical care from their per diem (and the medical care should be quite a





INCOMING FEED.....

bit more expensive than the potential bribe to the airport guards would have been).

If any of the runners are seriously injured (near death), Jane will step in and use magic to heal them.

GRUNTS AND MOVING TARGETS

Igbo Airport Security Team (Professional Rating 2)

More experienced and better armed than the other Area Boys, these orks know they've got a great job—shaking down foreigners earns them more nuyen than they'd get patrolling the streets.

B A R S C I L W Ess Init IP CM Arm
8 5 3 7 2 3 2 4 6 6 1 12 6/4

Skills: Automatics 3, Blades 3 (Knife +2), Dodge 4, Etiquette 1 (Igbo +2), Intimidation 3, Perception 3, Unarmed Combat 4,

Languages: Igbo (N), Lagosian City Speak 3, English 1

Qualities: Toughness

Gear: Armored vest, secondhand commlink (Device Rating 2), glasses (Rating 1 with Image Link) and microphone

Weapons: Knife [Blade, Reach 0, DV 5P, AP 0].

AK-97 [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), smartgun, gas-vent 2]

Innocent Dobiri, Pilot

One of the best pilots in Lagos, Innocent maintains a fleet of aircraft. He's an old-fashioned pilot, relying on his own hands and brain—no fancy rigging for him (of course, that could be because of the paucity of rigger-enabled planes in Lagos). He can be hired to go anywhere in the feral city or neighboring kingdoms, if you can meet his price. Despite their external appearance—the rust really is just camouflage—Innocent is fanatical about maintaining his aircraft. If something should break down, he's got the skills to get it going—at least long enough to get him home. And if skills aren't enough, he's got something even better: luck.

B A R S C I L W EDG ESS Init IP CM Arm
4 3 6(8) 4 4 4 4 3 8 5.4 10(12) 1 10 8/6

Skills: African Smuggling Routes 5, Blades 2, Gunnery 3, Mechanic Group 3, Navigation 5, Negotiation 4, African Politics 4, Perception 4, Pilot Aircraft 6, Pistols 3,

Languages: Yoruba (N), Lagosian City Speak 3, English 2, French 2

Qualities: Juryrigger, Lucky

Augmentations: Reaction Enhancers (Rating 2)

Gear: Armored jacket, old Cessna C2012 (w/ a sweet, custom engine), commlink (Device Rating 3)

Weapons: Survival Knife [Blade, Reach 0, DV 3P, AP -1].

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC 0, 16(c), smartgun]

CHARISMA-LINKED SKILLS AND LANGUAGE BARRIERS

There are dozens of languages spoken in Lagos, and only one has ever been transcribed to a Linguasoft: Yoruba (for more on languages in Lagos, see p. 65, *Feral Cities*). When the runners need to communicate to someone who speaks a language they don't, the miscommunication can be frustrating, comical, or downright deadly. For more tips on handling languages, see p. 129, *SR4A*.

When a character is using a Charisma-linked social skill to influence someone using a non-native language, her Social skill dice pool is limited by her Language skill rating. This means that if she has a French Language skill of 1, a Negotiations skill of 5, and Charisma of 4, and she's trying to negotiate with a merchant in French, she may only roll 1 die for her Negotiation skill, plus her Charisma 4, and any dice pool modifiers. Note that the positive dice pool modifier cap (p. 130, *SR4A*) is further limited by the modified Negotiation skill (a Negotiation 5 + Charisma 4 would normally have a positive dice pool modifier cap of 9; with the French Language skill limitation, that cap would be reduced to 5). For more information, see Charisma-Linked Skills and Language, p. 130, *SR4A*.

WELCOME TO LAGOS

SCAN THIS

"Welcome to Lagos" consists of two smaller scenes, which can be run concurrently or sequentially. Both scenes serve to introduce the team to the feral city, and a variety of encounters are offered to bring the city to life for the runners. This scene is also designed to develop rapport between the runners and Jane, putting them in a tense situation together as Jane intervenes in an attempted kidnapping and puts all the runners in the middle of a fight with ruthless flesh-traders.

The first scene allows the runners some time to explore the city, replacing gear they've left behind and making local contacts. It gives them an opportunity to familiarize themselves with the lay of the land (and find out their linguasofts and mapsofts are woefully inadequate). Right from the start, the runners' exposure to the city beyond the airport should emphasize the feral nature of the sprawl. A variety of possible contacts and locations have been included in this scene, and gamemasters are encouraged to create more to populate the city to suit their game. Additional contacts, locations, and information on the local scene to spice up this story can be found in *Feral Cities*.

The second scene covers the hunt for Samriel. The main purpose of this scene is to ensure that Jane and the runners hear about the auction and meet Kayin, a local man involved in the underground antiquities trade. The runners can ask around as they familiarize themselves with Lagos, they may scour the city for the elf, or they might try to do both before the trail grows cold. Jane will suggest starting with places Samriel might be staying, or it might turn into a scavenger-hunt-type search, with the team following clues—a rumor of a sighting in one area of town, a shop owner who says the man bought something from him, a street kid who thinks he might be staying at a certain hotel—paying bribes as they go. After a while Jane's contacts will offer up Kayin as some-

one in the know. While they are tracking Samriel down, they will come across rumors of a large auction being hosted by Adegoke, the Oni of the Yoruba. Overwhelmed by the difficulty of tracking down a single man in a city the size of Lagos, Jane decides going to the auction may be their best bet.

WELCOME TO LAGOS, SCENE 1

TELL IT TO THEM STRAIGHT

Outside the airport, Jane leads you to a wooden booth, surrounded by heavily armed men in light armor. She says something to one of the guards, who steps aside. You follow your employer past the wall of flesh into the booth.

Inside, a wrinkled ebony-skinned man with a cap of tightly curled grey hair sits at a makeshift desk. A large sign hangs behind him, with lettering in twelve different languages. In AR, a similar sign pops up, with "Hawala" spelled out in a dozen tongues.

"E káàrò," the man says to Jane, nodding to all of you.

"E káàrò," Jane replies, using a Yoruba linguasoft, then hands him a small slip of paper. As he reads it, Jane turns to you.

"Your per diem—five days at 250 nuyen per day—has been deposited in the hawala system here. You can withdraw all or some of it now. You'll want to carry some, ah,"—she pauses, searching for the right word—"ah, currency, with you. Out in the city, most people won't take electronic cred."

The hawala nods. "I see you each have a deposit of 1,250 nuyen on account. That is equal to, hm ... 25,000 naira. I can give you all of this, or if you wish to leave some on deposit, any other hawala in the city can release your funds to you. I'll give you a marker to show them, which will include your remaining account balance."

Once they've arrived at their hotel in Apapa, read the following:

The Porto Novo "Luxury Hotel" has precious little to do with luxury—unless you compare it to the slums you drove through to get here. The five-story building is a U-shape around a central courtyard. It is made of cinderblocks that were whitewashed two or maybe three decades ago, but now the walls are a uniform red from the pervasive dust that coats everything. Still, the only way into the building is through a sturdy-looking gate into the courtyard, which is guarded by a pack of FNHAR –toting thugs. There are no windows on the first two floors, and inside more armed guards patrol the hallways—well, at least they're *in* the hallways. The guard on your floor—an ebony-skinned human man—is slouched back in a rickety chair, smoking a fragrant cigarette, his teeth stained yellow from years of smoking. He introduces himself to you as Peaceful, which seems strange until you realize the English word is actually his name. Otherwise, he speaks Yoruba. You also quickly figure out that for a sizable tip, he'll make sure anything you leave in your rooms stays in there. He also offers to get you "Anything else you might need, boss."

Inside your room, the hotel has a "wet bar," which is a wooden cupboard with bottled water and a jug of what you're told is home-brewed palm wine. The manager, a slick operator, already told you he can provide bottled beer or UCAS soft drinks for an extra charge. You've also discovered that his boast that his rooms are "insect free" means there is a dog-sized lizard sleeping on your bed.





Urgent Message...

COMPLICATIONS

The plot line of this adventure is designed in a straightforward manner with one primary storyline. However, this linearity need not be apparent from the player's perspective. Below are a variety of encounter ideas for gamemasters to develop. These side developments serve to make the player characters' time in Lagos seem less linear, even though they are entirely secondary to the primary storyline. These encounters also serve to bring Lagos to life and offer local color at any time during the runners' stay:

- Getting pick-pocketed while in a crowded marketplace—then catching the pickpocket: a ten-year-old child.
- Being stuck in traffic next to a truck of indentured servants/slaves/ghoul fodder being carted out of town.
- Finding and buying clean (and safe) food and water when the heat and dehydration sets in.
- Dealing with gang demanding a bribe—who only speak Lagosian city speak.
- Finding a reputable street doctor.
- Getting lost in the labyrinthine slums with darkness coming on.
- Getting caught in the cross-fire of a roving gang or tribal clash.

"Every room," he tells you, in broken English. "High class, yes? No *iba* here." (Your linguasoft translates *iba* as illness, or perhaps malaria, or perhaps VITAS.) While you're watching, a cockroach the size of your fist crawls out from under the bed. Without opening its eyes, the lizard snaps out an incredibly long tongue, snatches up the cockroach, and swallows it, almost too fast to see. The manager turns to you, beaming, and says, "See? No insects!"

There's a shared bathroom with working chemical toilets on each floor, but no running water. Apparently, the manager spends all his money on security guards and not housekeepers, since everything seems to be covered in a layer of red grime.

Grimacing, Jane says to you, "Charming, eh? But I've been told it's the safest place to stay outside the Island, and we don't have the budget to go there. I've got some calls to make and I need to check in with my employer. After that ... well, I guess we should get started. Give me fifteen minutes and we can go. First things first: I can already tell I didn't bring enough ammo for my Predator. Do you need to pick up any gear?"

While they're exploring the city with Jane, read the following:

Traffic ahead of you has been stopped as a group of men harass an old yellow bus. Only a half-dozen vehicles separate you from the bus. Jane shifts beside you as she watches the men force the bus riders out into the street, looking them over. The people—mostly young men and women—shake in fear and cower down as

the men push AK-97s against them. You see Jane bite her lip as she sees the men grab several teenagers and force them into the back of a pickup truck. The youths are crying, and one young girl struggles away. She runs through the traffic, towards you, followed by several of the armed men. She's only a meter away from you when one man catches up to her, grabbing her by the hair, and slams a fist into her face.

"That's it," Jane mutters, then steps out into the road, her pistol aimed directly at the man's face.

You see three of the other men step past the vehicles, their AKs raised and aimed directly at Jane ...

HOOKS

Arriving in Lagos short on weapons or gear should be enough of a hook to encourage the player characters to go out and purchase some needed items. Jane can also pick up a few things if the runners are hesitant to go out and about. Otherwise, this scene is all about meeting new people, making friends (or enemies), and getting to know the ins and outs of Lagos.

Remember there is no such thing as a car rental in Lagos. You buy your own vehicle (normally used) or hire a cab/okada to drive you around.

BEHIND THE SCENES

Runners can quickly find out that the Leventis Store is the largest market in Apapa. Most common firearms and small weapons can be purchased there. More exotic weapons or customized gear can be found in the Dúdú Dúdú Ôjà market in Agege, where merc crews, representatives of national armies, and terrorists all shop side-by-side. Magical goods can be found in the Amulet Market in Oshodi-Isolo, where you can find everything from spirits-for-hire to powerful foci.

Transportation in Lagos is available by *okada* (a narrow, modified motorcycle taxi, see p. 40), by cab, or by *danfo* (a privately operated bus that transports workers for a few naira each).

Street kids are waiting outside the hotel ready to be guides or translators (see p. 20).

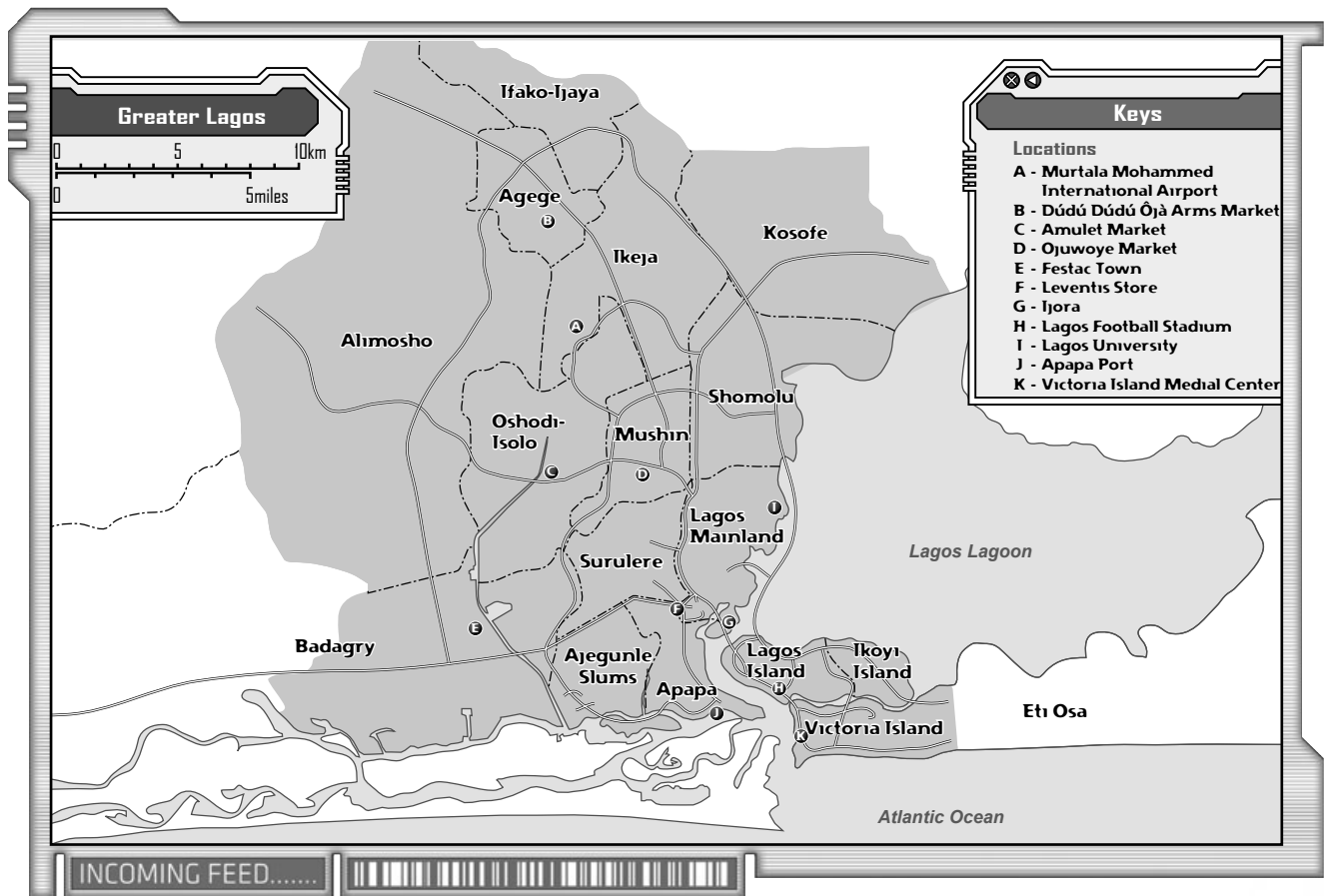
WELCOME TO LAGOS, SCENE 2

TELL IT TO THEM STRAIGHT

When tracking Samriel starts to look futile, read the following:

"How hard can it be to find a Caucasian elf from the Tir in this city?" Jane wonders out loud, sounding a bit frustrated. She shakes her head. "Well. Maybe you should try finding Kayin. I don't know much about this Kayin, except that he's involved in some of the black-market antiquities that come in through the port. And that he's a *bawala* and a blackmarket dealer, which supposedly means he's trustworthy. If you find him, show him the photo. If this Samriel is looking for antiquities, he may have spoken to Kayin. Tell Kayin you got his name from Elijah; he'll be more inclined to help. Elijah's an acquaintance of mine, and told me Kayin was the guy to see about stolen antiquities coming into Lagos. It's worth a shot, at least.





“I’ll stay here and call a few of my contacts. Keep me up to date on what you find ...”

If they track down Kayin, read the following:

“Good afternoon,” says a tall black man clad in colorful robes when you enter the spacious shop. The walls are lined with various small statues, masks, and other things that look like centuries-old artifacts. On the back wall, the hawala’s exchange rates are printed in white letters. You can smell incense, which is a big relief from the stench outside the market. Four well-muscled guards stand at attention in the shop, armed with what appears to be the gun of choice in Lagos: AK-97s.

In Yoruba, the human man continues, “Are you looking for a souvenir of your trip to Lagos? Or perhaps you need a hawala?”

If they show Kayin the photo of Samriel and drop Elijah’s name, read the following:

“Hmm. I have not seen the man. But ... you say you know Elijah? The professor is always looking for interesting artifacts—the real deal, hmm? Is this elf interested in the artifact trade, too? If he is ... rumors are there is a lot of *oyibos* in town for Adegoke’s big auction.

“Adegoke’s the Oni—you might say, King—of the Yoruba. He is hosting big auction later this week. It is supposed to be a big deal, lots of artifacts and antiquities. Some of the biggest players are in town for it—the Apep Consortium, Aztechnology, lots of big players. I’ve heard—this is rumor—there’s a group of elves in

town for it too. Come all the way here from Tir Tairngire, so they say, but can you imagine? Perhaps your man is with them? I just so happen to have a few connections at the Oni’s palace. I could arrange introduction ... for a price.”

HOOKS

These scenes represent a unique opportunity to explore a place and people that are exotic, unfamiliar, and dangerous—a potent combination in terms of storytelling. The gamemaster is encouraged to add his own twists and events to confront the characters with the harsh realities of life in a feral city and maybe give them a new appreciation of the little conveniences of modern life they take for granted.

Since tracking down Samriel is their prime objective at this point, this should be a logical step for the team. If they’re stalled, Jane can direct them to Kayin, who knows about both the auction and some rumors of *oyibos* in the city.

BEHIND THE SCENES

Part of the purpose of this scene is to develop a relationship between the runners and Jane. She will be featured in the other adventures, and developing a positive relationship with her now will go a long way in this adventure, as well as the future ones. While the shopping expedition should provide ample opportunities to socialize and get to know Jane, seeing her handle herself in the field, looking for Samriel, can go a long way to create a professional respect. This is the primary function of the second scene;

the other function is for Jane and the runners to hear about the upcoming auction. In doing so, they need to meet Kayin, a man with connections to the Yoruba and the ability to help Jane and the runners get into the auction.

While she puts out feelers through some of her contacts, Jane will attempt to locate Samriel by dividing the team to scour the better hotels around town. She'll join them in the field when her sources don't get back to her. Runners can hack guest registers, bribe the hotel staff for information, or pay the multitudes of street urchins and vendors that prey on oyibos staying at each hotel for information on whether or not they've seen the elf. Even though this tactic will prove fruitless (Samriel is lodged in an Atlantean compound outside town), the gamemaster should use the search as an opportunity for Jane to show off some street smarts and for the runners to begin to see her as an equal, rather than a hanger-on. When the initial search proves fruitless, gamemasters should let runners explore other avenues (which should yield only red herrings and unconfirmed sightings), at least until Jane's contacts offer up Kayin, a black market antiquities dealer, as a local possibility.

Successful legwork—done through speaking to locals, bribes, or even logging onto some of the Lagos “pay-for-service” informational sites—reveals that Kayin is a Yoruba man who has a shop in the Leventis Store (see Kayin, p. 19, *Grunts and Moving Targets*).

PUSHING THE ENVELOPE

If you want to make this scene more challenging, there are a lot of opportunities. Two suggestions are below.

- Make the legwork section more difficult by having clues spread out across the city. While they're traveling and looking for the next person to speak to, they can have encounters with various gangs (see the *Area Boy Gangers*, p. 41), a run-in with ghouls, or even meet up with some wild barghests.
- Kayin only provides an introduction to Oni Adegoke if the runners complete a task for him first. A particular client wants a specific item (a small iron mask) from a home inside the devastated Surulere section of the city. When VITAS swept through the city in 2012, every resident of Surulere died, and since then no one will enter the area. There are rumors that the only inhabitants are priests of the god of plague. The runners won't find any guides who will take them into Surulere, for any price. It is a Rating 5 domain aspected toward Toxic magic (see *Background Count*, p. 118–120, *Street Magic*). While inside Surulere, the runners encounter a ghoulish pack led by a toxic Reaper shaman and backed by two Force-5 Harbinger Toxic spirits (see p. 145, *Street Magic*).

DEBUGGING

Shopping can be fun, but, as everyone knows, incredibly distracting. If the runners do nothing in this scene except replace gear and make contacts, that's perfectly okay. While the gamemaster should feel free to make the search for Samriel as complicated as he desires, he should be careful not to compromise their ability to complete the run this early on with unnecessary conflict.

The runners will find Kayin a potentially important contact later in this adventure, so if they begin to harass him, intimidate

him, or even attempt to injure or kill him, the later portions of this adventure will become more difficult—but not impossible.

The runners may get into trouble by going into a dangerous area or getting into a fight with a group of gangers (or others) that they can't handle. In that case, the Apapa medical center is located conveniently near their hotel.

This also provides an excellent opportunity for Jane to come to the runners' rescue; if they are injured or in a fight beyond their abilities, she can help in a way to create more of a relationship between her and the runners.

PLACES OF INTEREST

Apapa District

Apapa is the thriving port district, just across from Lagos Island. Most of the goods produced in Lagos are shipped by sea, as is the immense amount of oil produced in the contested Niger Delta region, along with goods from the interior Kingdoms of Nigeria. The port district caters to the crews of corporate vessels and pirates alike. Restaurants, bars, nightclubs, markets, brothels, drug dens, hotels, and medical centers are crowded in together. Security in the area is provided by the Area Boys, a large Igbo gang (they're also the main danger in the area).

Apapa is a fairly prosperous area (for Lagos), with mostly stable wireless access, especially around the port. The background count is +1, although that can increase to +2 after a large gang fight or in the area of a violent crime.

Apapa Medical Center (Apapa District)

The largest medical center in Apapa is located at the center of the district. Primarily an outpatient center, it has a dozen beds available for more serious cases—providing, of course, they can pay. The head doctor is Dr. Sirian Smythe, an expatriate from London. Although he maintains he came to Lagos to do humanitarian work, rumors continue to circulate that he actually had to flee England for more sinister reasons. The medical center mixes Western medical practices and medicines with local herb-craft and magical healing. There are several Yoruba healers on staff, and magical healing is considerably less expensive than getting antibiotics or antivirals, which are always in short supply.

Leventis Store (Market, Apapa District)

The Leventis Store is a combination of an indoor shopping center and outdoor market. Inside the crowded center is a variety of shops and stores, selling everything from knock-off designer clothes to secondhand electronics. Some of the shops seem to specialize in one item—one, for example, sells only AK-97s, which are stacked in crates everywhere. Others have a hodge-podge of items, with commlinks sitting on top of bolts of fabric, drones on shelves beside bags of rice. A prominent sign at one shop says “Warex Installed, Organs Purchased” while right next door an older ork woman is selling designer handbags. It's a bargain-hunter's dream.

Other shops include one that sells a variety of knock-off commlinks, another that sells water-purification systems, and one that sells high-quality disguise equipment, along with various name-brand cosmetics and wigs.



Amulet Market (Market, Oshodi-Isolo District)

The renowned Amulet Market is the place to go to get magical charms, potions, or services. Telesma and potions are displayed on tarps in the open-air part of the market, while more valuable foci, mostly from local crafters, are available in secured buildings scattered around the market. Magical healers are available to those who can meet their price. A small auction sells spirit services during the day. With the concentration of so many different magical paths in the market, it is a remarkably neutral area and has no background count.

Dúdú Dúdú Ôjà (Arms Market, Agege)

The biggest arms market in Lagos is located in Agege, off Awolowa Road. And when you're talking about one of the largest African crossroads for weapons and black-market dealers of all types, "big" takes on a new meaning. Want to pick up a tank? How about a semi-truck full of prototype rifles that won't be on the UCAS market for six more months? Milspec drones? Exotic poisons? Biowarfare agents?

The market is located in Agege, a stronghold of the Igbo. But once inside its borders, you won't encounter any Area Boys or be hassled in any way—the market is neutral territory. Inside, you'll find terrorists shopping side-by-side with government black-ops teams. The more commonplace items are displayed in open-air stalls or even on tarps on the ground. Inside the various secured buildings and bars, the real deals are to be found—if you want the truly exotic or dangerous stuff, you'll find it inside a building somewhere.

The Porto Novo Luxury Hotel (Mid-Class Hotel, Apapa)

The Porto Novo is a five-story blocky building that overlooks the Porto Novo Creek. A pack of children hang out outside the hotel, offering their services as guides to the foreigners staying there. It's decrepit and rundown, and the manager puts most of his expenses towards maintaining the security rather than the hotel itself. Because of that, despite its condition, it is considered one of the safest hotels for a foreigner in Lagos (outside the exclusive Lagos Island, that is).

GRUNTS AND MOVING TARGETS

The gamemaster may use any or all of the following characters in the scenes above. As always with grunts, the stats provided should be considered guidelines and the gamemaster should feel free to adjust attributes, skills, qualities, and gear as he deems necessary.

Kayin (Hawala & Antiquities Dealer, Leventis Store)

Kayin is a Yoruba human and a hawala. He is well connected to the international antiquities trade and stays well informed of those valuable items that may come through Lagos. He also has procured antiquities for Oni Adegoke, and has earned the Oni's favor.

B A R S C I L W E ESS Init IP CM Arm
2 3 3 2 5 5 4 5 4 6 8 1 9 0/0
Skills: Artisan 3 (Carving +2), Data Search 2, Etiquette 5 (6), Negotiation 5 (6) (Bargaining +2), Perception 4, Pistols 2,
Languages: Yoruba (N), French (N), Arabic 4, Edo 3, English 4, Hausa 3, Igbo 4

Qualities: Bilingual, Black Market Pipeline (Antiquities), Linguist (+2 to all language ratings), Trustworthy 2

Gear: Commlink (Device Rating 3). His shop has a variety of antiquities, most of which are designed for tourists.

Cheerful Ogbena (Arms Dealer & Merchant, Leventis Store)

Cheerful is anything but cheerful—until he sees your naira. The dour old human is missing quite a few teeth, but none of his wits. He's a good person to know if you're looking to buy ... anything, really. What he doesn't have in stock, he can acquire, for the right price.

B A R S C I L W E ESS Init IP CM Arm
2 3 2 2 4 3 3 3 2 6 5 1 9 0/0

Skills: Armorer 3, Etiquette 3, Firearms Group 3 Negotiation 3, Perception 2,

Languages: Lagosian City Speak (N), Igbo 3, Yoruba 1

Gear: He's got a variety of common firearms in his shop and knows how to use them all.

Weapons: Survival Knife [Blade, Reach 0, DV 3P, AP -1], AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 0, 38(c)]

Amadi Aggrey (Talismonger & Healer, Amulet Market)

Amadi is an older human woman, a member of secretive Priestesses of Orishakô, dedicated to healing and protective magics. She's most sympathetic to women and children, but she'll assist anyone who can afford her services. If a woman or child is in need, she's bound to assist them.

B A R S C I L W E ESS M Init IP CM Arm
2 3 3 2 5 4 3 4 3 6 8 7 1 9 0/0

Skills: Arcana 4, Assensing 4, Conjuring Group 3, Etiquette 2 (Magical +2), Negotiation 4, Sorcery Group 5

Languages: Yoruba (N), Lagosian City Speak 2

Qualities: Illiterate, Pacifist, Magician

Gear: Summoning Focus (Ancestor) 3. She sells a variety of telesma and conjuring materials.

Spells: Stunball, Analyze Truth, Antidote, Cure Disease, Detox, Heal, Armor, Physical Barrier, Hot Potato, Sterilize

Metamagics: Shielding, Centering

Osayi Ibe (Arms dealer, Dúdú Dúdú Ôjà)

Osayi Ibe is a dwarf with all the right connections in the arms market of Lagos. He doesn't deal in small quantities or commonplace items (don't try to buy just one AK-97 from him), but if you're looking to outfit a full merc crew, buy a slightly used tank, or get your hands on some Seven-7, he's your man.

B A R S C I L W E ESS Init IP CM Arm
5 4 4 7 4 4 4 5 3 6 8 1 11 6/4

Skills: Armorer 4, Etiquette 4 (Military +2), Firearms Group 4, Gunnery 4, Negotiation 5, Perception 4

Languages: Edo (N), English 2, Igbo 2

Qualities: Resistance to Pathogens & Toxins, Black Market Pipeline (Weapons)

Gear: Victory Globetrotter Jacket (jungle environment) and suit,



Georgiy Abelev

An older Russian archeologist representing the Apep Consortium. Bald, thickset, and boasting a thick handlebar mustache, he looks more like a mobster than an archeologist. He's accompanied by three tough-looking bodyguards with Central Asian features, all of whom have criminal histories available on Interpol databases (p. 40). Abelev is rumored to be ruthless and unscrupulous in acquiring items he sets his sights on.

commlink (Rating 4) with sim-module, linguasofts (5 different languages), a full variety of weapons available in his shop.

Peaceful (Guard & Low-Level Fixer, Porto Novo Luxury Hotel)

A young human man who's willing to be your best friend—or at least make sure no one (including him) steals your stuff—for a small bribe. He can also get you anything you want, or, if he can't get it, put you in touch with someone who can.

B A R S C I L W E ESS Init IP CM Arm
4 5 4 4 3 2 2 3 1 6 6 1 10 0/0

Skills: Automatics 3, Dodge 3, Etiquette 2 (Street +2), Pistols 4, Perception 4

Languages: Yoruba (N), Igbo 2, Lagosian City Speak 2

Qualities: Toughness

Weapons: AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), gas-vent 2]

Dr. Raoul Menendez

An Aztechnology executive in charge of procuring items for their research and investment branches. He's accompanied by four bodyguards dressed in Aztechnology-brand light security armor (p. 40). Dr. Menendez is well-acquainted with the antiquities black market and has a vast net of contacts across the globe with their ears to the ground. His delegation is staying at an Aztech compound on the outskirts of Lagos.

Udo (Typical Area Boy/Guide)

An eight-year-old ork, Udo is one of many street kids who'll willingly spend all day and night escorting you around the city. Like many street kids, he's got an instinctive feel for danger and a talent for ferreting out secrets that might be worth a few naira.

B A R S C I L W E ESS Init IP CM Arm
4 2 3 3 2 3 2 2 4 6 6 1 10 0/0

Skills: Automatics 2, Dodge 4, Etiquette 1 (Street +2), Lagos Underworld 3 (Street Gangs +2), Lagos Politics 2, Navigation 2, Negotiation 3, Palming 2 (Pickpocket +2), Perception 3

Languages: Lagosian City Speak (N), English 2, French 2, Igbo 2, Yoruba 2

Qualities: Common Sense

Weapons: AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), gas-vent 2]

A ROYAL COMPLICATION

SCAN THIS

The key to this scene is to introduce the runners to the Piri Reis map; in this pivotal scene, their mission changes from tracking Samriel to acquiring the map.

The runners have discovered that Oni Adegoke of the Yoruba is hosting a black-market antiquities auction later that week—likely Samriel's reason for being in Nigeria. The Oni has invited bidders to view the lots on the docket beforehand at his palace in the Yoruban city of Ife (168 kilometers from Lagos). Jane needs to get in and confirm that the missing artifact is among them (or at least find out if Samriel is present). If possible, she'd also like to see the Oni's private collection.

Jane and the runners head out to the Oni's palace in Ife. While there, the team finds Samriel but Jane realizes that the missing artifact is not in Adegoke's possession. She does notice, however, Samriel's interest in another item—the Piri Reis map (p. 6–7)—on display for the upcoming auction. Jane contacts her employer and is told to acquire the map. Unfortunately, she has not brought a “gift” for the Oni, and he is reluctant to give her a ticket to the auction.

While the various delegations are at the palace, an item from the Oni's collection is stolen. The culprit is an agent of the Igbo king (Silence, p. 29) who wants his rival to lose face before his foreign guests (and wouldn't mind at all if the auction was disrupted before Adegoke could profit from it).

Jane sees this as a perfect opportunity to impress the Oni and get into the auction. She asks the team to return to Lagos and solve the crime. If they can return the thief (alive) and the statue to the Oni—*before* his own soldiers find him—the Oni will provide them with a ticket to the private auction. Due to the theft, Oni Adegoke removes the collection to the secured site of the auction, meaning the runners will need to infiltrate the auction to get the map—and so, the ticket becomes a key issue.

The Oni will not share any details of the theft with the team, so they'll be on their own in tracking down the thief.

TELL IT TO THEM STRAIGHT

After they've spoken to Kayin and made arrangements to travel to Ife, read the following:

The trip to Ife takes a few hours by air. Innocent Dobiri proves once again to be a great pilot, as you see when he skillfully evades anti-air fire from a “group of drunk idiots” below. Once in Ife, you accompany Jane to the palace, a stunning Islamic-style fortress. Tropical vines, heavy with fragrant flowers, cling to the two-story wall that surrounds the palace. Jane speaks to a uniformed guard at the gate, and after a minute, another group of guards arrives to escort you into the palace. While you're walking through the broad, manicured gardens, you see a helicopter landing on a helipad; it has Aztechnology markings.

[The gamemaster should inform any Awakened characters of the aspected domain of the palace, and let them “feel” their magic as it is affected].

At the main entrance everyone is scanned with MAD wands and cyberware detectors. All weapons are confiscated for the duration of the stay.



You're shown into a luxury suite, where your red-robed guide informs you that there will be a viewing of the items in two hours followed by a formal dinner with the Oni. Until then, he tells you, you're welcome to rest in the suite. You can also go anywhere in the guest wing of the palace, and he'd be happy to give you a tour.

When the viewing begins, read the following:

Several guards escort you through a twisting maze of hallways and corridors, down several flights of stairs, and finally into a vast internal room—a converted mosque, Jane tells you. The door to the vault is big enough for a large truck to drive through it, and as you walk in you realize the walls are a good two meters thick. Four armed and armored guards stand at the door, and the room is wi-fi inhibited. The showroom inside is like being in Aladdin's cave of wonders—if you're an antiquities buff, that is. Artifacts and antiques are carefully displayed on shelves, on the walls, inside glass cases, and even in tanks of what you guess is seawater. You see gemstone-encrusted masks sitting beside shards of ancient pottery. One table has a climate-controlled glass case filled with sheets of papyrus, Egyptian hieroglyphics on the fragile sheets. Masks and statuettes from across Africa stand on pedestals and glass cases. Another large table has a sizable map stretched out along it, with a small AR tag labeling it the "Piri Reis map."

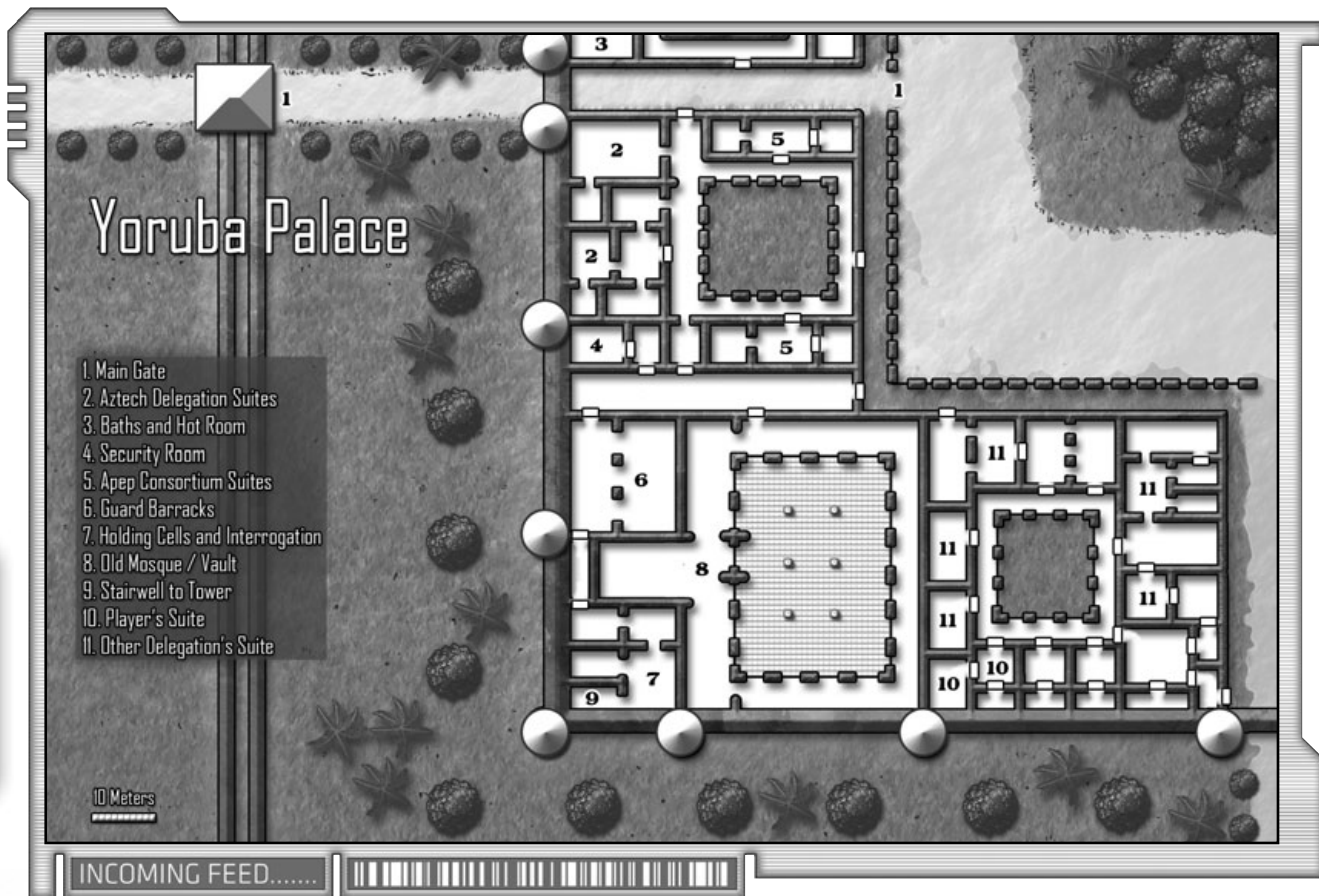
You realize Samriel is in the vault. He's lingering near the Piri Reis map and speaking in what sounds like Sperethiel to a red-haired elven woman, and he doesn't appear to notice your entrance.

If an Awakened player character views the map in astral space, read the following:

You look at the map with your Sight. You are used to the printed—or in this case, handwritten—word not being discernable, but are surprised to find that not only are certain markings on the map clear, but there are symbols/glyphs around the edges and strange notations everywhere. In fact, it seems even better defined than what you saw with your physical senses. Glowing lines criss-cross and meander across the map and strange ideograms mark additional features. As you study it, you get the impression of great age; in fact, it seems to be the oldest item in the room. When you turn to question Jane, she simply puts one finger over her lips and gives you a wink.

After they're questioned by the Oni's men after the theft, read the following:

Jane turns to you when the Oni's men leave the room. "This is a bit of luck," she says, smiling. "My employer has decided he wants that big map, the Piri Reis map, we saw in the vaults. Unfortunately, it appears that to get into the auction and *bid* on the map, we should've brought the Oni a bribe... ah, a 'goodwill gesture,'" she says, rolling her eyes. "Getting something of appropriate value here before the auction would be a problem. But if we return the statue and the thief to him, I'm sure he'll be appreciative. Only, I'm sure he's got his own people who'll be looking for the thing; I'd like you to find the thief—ah, *alive*—and statue before the Oni's men find them. Of course, it'd look pretty suspicious if we



all disappeared right after this theft. I'll stay here and tell the Oni that I've sent you all to retrieve his 'gift' back in Lagos.

"Otherwise, we'll have to come up with a different way to get to the map. What do you say?"

BEHIND THE SCENES

The runners aren't the only guests in town to view the items of the auction. There are five other groups at the palace tonight, each given a luxury suite in the guest wing. They, and the runners, are free to wander about the guest wing (although guards will prevent them from leaving that area), and one red-robed *olorisha* (see p. 24) stays with each group when they are not in their suite. Anyone attempting to use magic will be firmly discouraged. Also, any wireless signals in the area will be investigated (and stopped) by the guards. Each suite has a hardwired satellite uplink available.

The security at the palace is very thorough. There is a security spider monitoring a variety of hardwired cameras, pressure pads, trip beams, alarms, and wireless broadcasts. Guards patrol the grounds and stand at the entrance of the gate (see *Grunts and Moving Targets*). The runners are scanned both physically and astrally. All weapons are confiscated on arrival. If they complain or object, Jane quickly orders them to comply and reminds them they're here to look not fight. Mages or adepts are also asked to surrender any active foci and deactivate any anchorings.

The runners may interact with any of the other groups during the wait for the viewing—in fact, Jane will probably request

the group's hacker or technomancer use the satellite uplink to do research on the different bidders prior to the viewing.

At the viewing Jane looks at all the items, but she seems more interested in the other groups than the artifacts. In fact, she's realized quickly that the stolen artifact isn't present, but she's curious to see what the other groups might be bidding on. Quite a few of the artifacts are Awakened in some manner. It's also obvious that Adegoke has extremely high-end security measures in the vault, including multiple unobtrusive security systems, powerful bound spirits on the astral plane, and a bevy of well-armed guards.

Any Awakened members of the team who perceive the map in astral space see that it is not only fully detailed and readable, but that additional symbols and details are visible only in astral space. In addition, any runners who look at the text on the map and have the appropriate knowledge or language skills realize the writing is not Turkish—it is, in fact, a language none of them has ever seen before. Research on the language does not reveal what language it is.

At midnight, each group is escorted back to their suites. They are told they can depart in the morning. They are also allowed to use the palace's satellite uplink. Jane contacts her employer and describes the items that were on display and what items the others paid particular attention to.

Her employer recognizes the Piri Reis map and changes her mission. She's to recover the map by any means.

Jane should discuss this change of mission with the runners, make a new offer for their additional services, and even begin plan-

GAMEMASTER NOTES

This scene is where the runners first see the Piri Reis map. You may choose to describe the map in more detail to them, to provide them with the image of the map from the cover of this adventure, or simply to give a few tantalizing hints. The unknown language might be one such hint for the runners, especially if you emphasize that the map is of sixteenth-century Turkish origin.

ning to obtain the map. She'll offer 10 percent of the map's value to the runners if they help her acquire it.

Shortly after midnight, an agent of the Igbo king (Silence, p. 29) infiltrates the palace and steals a small bronze statue of a man, an item that has great historical significance to Oni Adegoke and the Yoruba.

Half an hour later, a group of the guards bursts into the team's suite and confronts Jane and the runners. They question the team to discover if they are behind the theft—but quickly realize they are uninvolved.

When she learns of the theft, Jane realizes that finding the thief and the statue before the Oni's men do is the perfect way to impress the Oni and get a ticket to the auction. She'll ask the runners to investigate the theft, and return the statue and the thief—alive—to her at the palace. If they ask (or Jane can ask on their behalf), the runners are given a hardcopy picture of the statue. She suggests they start in Lagos.

The Oni's security will not allow the runners to investigate inside the palace itself or view security camera footage. If the runners want more details, they'll have to hack the system (keeping in mind that the security spiders are actively patrolling and have deployed additional IC following the theft, that the system has hardwired access only, and that wireless signals inside the palace will be investigated) or attempt to use Social skills to question palace servants. The security camera footage is available in the system if a character hacks in, but it will show Silence wearing a Yoruba Palace Guard uniform and with his face altered (through his adept abilities) to look Yoruba.

HOOKS

Jane is willing to pay the runners extra at this point to recover the map, at 10 percent of its value (she'll estimate it's worth 1 million nuyen—at the auction, it will be sold for 2.1 million nuyen, but she'll still honor the 10 percent offer). Jane is speaking on behalf of her employer, but she's willing to negotiate the payment. For every hit past the threshold on a Negotiation (4) Test, she'll increase the payment by 1 percent, up to 10 percent total (for the group, not per individual runner).

If they need further incentive, Jane can tell them she's willing to put in a good word for them with her employer, and there could be some more lucrative jobs further down the line. This offer, and negotiation, should take place *after* the viewing, but *before* the guards question the team.

PUSHING THE ENVELOPE

If you wish to make this scene more challenging, when the runners arrive in Ife, they land in the middle of a major festival. The main marketplace is full of music, dancers, and vendors selling food

Medjay

A representative of the great dragon Celedyr. See p. 48.

Dr. Julianna Smythe

A private collector from Hong Kong, Dr. Smythe has ties to the Asian underground antiquities trade. A 40-something brunette, her scholarly demeanor and attire belie an accomplished negotiator and schemer. Dr. Smythe is always accompanied by two bodyguards and a personal secretary, and her group is staying in a high-class hotel on Victoria Island.

Katherine Silveroak

A sophisticated, red-haired elven woman, Silveroak could be the poster child for the Tir aristocracy. She's accompanied by three elven bodyguards, all of whom speak Sperethiel (see *Hidden Allies*, p. 41). There is no public information available on the members of this group, even with an in-depth Data Search. Samriel (p. 49) spends his time at the palace with this group, though he seems to be a hanger-on rather than a member.

and trinkets. As they slowly drive through the market, a *Olorisha* summons a large spirit but passes out, losing control of the spirit in the crowd, where it begins to attack the innocent bystanders.

If you wish to make the palace scene even more dramatic, you may have the Oni's soldiers question the runners and Jane at gunpoint, forcing the runners to use their social skills to convince the suspicious—and trigger happy—guards that they are innocent.

DEBUGGING

At the palace, the runners may want to break into the vault instead of waiting for the official viewing. This is possible if they can circumvent the security, but they won't find the missing artifact in the vault. Jane won't know that she should get the map until after she speaks to her employer. You can tweak the scene so that after they break into the vault, realize the artifact isn't there, and return to their rooms (or leave the palace), Jane speaks to her employer and gets her new mission. Alternatively, having them get caught red-handed breaking into the vault (or leaving it) provides a perfect reason for Oni Adegoke to blame them for the theft of the statue, forcing the runners to act quickly or be blamed for a theft they did not commit.

The team may also decide to apprehend or question Samriel. Jane's orders are to follow him—her employer doesn't believe Samriel stole the artifact, but that he may be on its trail as well. Runners attempting to fight with Samriel (and the elves he's with) or become violent in the palace will quickly discover that the palace is not just home to Oni Adegoke, but also to the "school" for the Yoruba *olorishas*. Oni Adegoke himself is a powerful initiate, and there are dozens of *olorishas* at the palace.

If the runners choose not to track down Silence, but instead to attempt to steal the map (or another groups' ticket to the auction), go to *Alternative Routes to Get a Ticket*, p. 27.

Urgent Message....

DRAGON OF THE ARTIFACTS: DUSK.....

PLACES OF INTEREST

Oni Adegoke's Palace (Ifé, the Yoruba Kingdom)

The palace in Ifé is the center of the Yoruba faith as well as the Yoruba kingdom. As such, it holds immense cultural and spiritual significance for the Yoruba people.

The palace itself is a sprawling affair of white marble, built in two concentric circles with a large circular wall surrounding the entire building. The building has state-of-the-art security—security systems with device ratings 5–6 at gamemaster's discretion—including security cameras and sensors embedded into the walls. Inside, priceless artwork decorates the walls and bronze statues, recovered from archeological digs sponsored by Oni Adegoke, are displayed prominently.

The palace and grounds are a Rating 3 domain aspected towards Ifá. This means that any magically active runners who don't follow Ifá will be at a disadvantage, whereas the olorishas will be at an advantage (per the rules on p. 118, *Street Magic*, any magic user who does not follow Ifá will suffer a magic reduction of 3 and adepts will lose 3 power points, chosen by the player).

For the typical Palace Guards, use the Red Samurai, p. 276, *SR4A*, but replace Etiquette (Corporate) with Etiquette (Yoruba). Add Language Skill: Yoruba (N). Oni Adegoke and critical areas of the palace are permanently watched by members of the Oni's honor guard (see *Grunts and Moving Targets*).

Palace Matrix System

The palace is geographically isolated from wireless links except for strictly controlled hardlines and dedicated sat-uplinks. This ensures privacy but also allows the Oni's men to detect unsanctioned wireless activity/networking easily. Because the Palace doubles as the center of the Yoruba military, the Oni has spared no expense in securing his system.

Sculpting: The palace system is sculpted to look like a traditional Yoruba village. All icons are human, wearing traditional clothing. Colorful parrots and monkeys disguise analyze programs and data packets.

Hardware: A custom system, with Persona limit 20 and Processor limit 60.

Authentication: Node 1 and 3: Passkey
Node 2 and 4: Linked Passcode

Privileges: Node 3: Security and Admin only
Node 1, 2, and 4: Standard

Attributes: Node 1: Firewall 6, Response 5, Signal 3, System 5
Nodes 2–4: Firewall 6, Response 3, Signal 1, System 4

Spiders: Matrix Support Specialist on duty at all times, splitting time between each node.

Professional spider on duty in Security Node (monitoring security systems, cameras, and drones) at all times.
(stats on p. 69, *Unwired*)

IC: Node 1: Three Musketeers Suite (Rating 5)

Resident Programs: Node 1: Analyze 5
Nodes 2–4: Analyze 4
Node 4: Encrypt (files)

ARC: Alert Spider

Topology: Node 1 is a chokepoint node, with connections to the Matrix via a satellite link. Node 2 is for the palace personnel, for entertainment and communication. Node 3 is the security node. Node 4 is the administrative node.

GRUNTS AND MOVING TARGETS

Oni Adegoke's Honor Guard

These humans are responsible for protecting the Oni of the Yoruba, and they do so with a dedication bordering on worship befitting of his standing. With Oni Adegoke's wealth, he's spared no expense in making sure his security is the best available.

B A R S C I L W ESS Init IP CM Arm
4 (6) 5 (8) 5 (9) 4 (7) 3 5 3 4 2.82 10(14) 3 10 12/10
Skills: Athletics Group 3 (4), Close Combat Group 5 (6), Dodge 5 (8), Etiquette 3, Firearms Group 6 (7), Leadership 3, Perception 5
Languages: Yoruba (N)
Augmentations (All Betaware): Move-by-Wire (Rating 2), Commlink (Device Rating 5), Cybereyes (Rating 2 w/ Flare Compensation, Smartlink, & Low-Light), Bone Density (Rating 2), Enhanced Articulation, Muscle Augmentation and Toner (Rating 3)
Qualities: Home Ground (palace) (+2 to all actions on Palace Grounds)

Gear: Light Military Armor

Weapons: Defiance EX Shocker [Taser, DV 8S(c), AP –half, SS, RC 0, 4(m)]

Savalette Guardian [Heavy Pistol, DV 5P, AP –1, SA/BF, RC 1, 12(c)]

HK G12A3z [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 2, 32(c), EX/EX ammo (+1DV, –1AP)]

Palace Olorishas

There are a variety of Olorishas at the palace, of varying degrees of learning and ability. These are the ones designated to watch over (and control) visitors. Because they follow Ifá, they get a +3 to all their Magical Skill Tests (including Drain) while on the palace grounds.

B A R S C I L W ESS Init IP CM M Arm
3 4 4 3 5 5 4 6 6 9 1 10 7 0

Skills: Arcana 3, Assensing 4 (Auras +2), Conjuring Group 3, Etiquette 3 (Yoruba +2), Nigerian Politics 3 (Yoruba +2), Sorcery Group 4

Languages: Yoruba (N)

Qualities: Home Ground (palace), Magician, Spirit Affinity (Spirits of Man)

Gear: Spellcasting Focus (Combat) 2, Summoning Focus 2

Initiate Grade: 2

Spells: Analyze Truth, Armor, Confusion, Heal, Manabolt, Mindnet, Mind Probe, Stunball

Metamagics: Shielding, Centering





INCOMING FEED.....



DAWN OF THE ARTIFACTS: DUSK.....

TO CATCH A THIEF

SCAN THIS

The main goal in this scene is to track down Silence and the stolen statue and return one or ideally both to Oni Adegoke—before his own men find the thief. This may seem like a daunting task at first, but it should quickly become apparent to the runners doing legwork that only a handful of people in Lagos would be capable of accomplishing the theft. While the gamemaster should allow the players to come up with their own ways of tracking down the culprit, the following section offers a few suggestions on how this may be accomplished, though several roads lead to The Three Friends, a bar on University Road, a favorite of local fixers.

The thief is a cat-burglar employed by the Igbo, an ork adept who calls himself Silence. The Igbo want word of the theft to get out to shame Oni Adegoke, and so rumors are already flying through Lagos by the time the runners return. He was hired by Uzochi Oluleye, a tribal elder living in Agege. By the next morning, the local bars and *bukas* (open-air restaurants) are buzzing with gossip that a valuable heirloom was stolen from the Yoruba. Even Peaceful, the guard at the Porto Novo, has heard about the theft and is more than willing to gossip about it. The Yoruba gangs in the city are blaming the Igbo gangs, and already word is out that there have been several bloody clashes between the Yorubas and the Area Boys. The runners will have a wealth of rumors to tap

into. The cultural clashes between the Igbo and the Yoruba should provide a hint as to who might be behind the theft.

At The Three Friends, the runners can make the acquaintance of Hippo (or one of his competitors). He can give the runners some valuable information, if they are willing to pay for it: 10,000 naira for the intel, or they can perform a small job for him. Once they pay or the job is over, Hippo directs the runners to the Dancing Ork, a brothel Silence frequents. Typically Hippo wouldn't sell out one of his regular talents, but Silence didn't see fit to share his payoff with his regular fixer and he's not in a forgiving mood.

They'll need to coax Silence to find out what he's done with the statue (and, of course, they'll need to keep Silence alive to later deliver him to Adegoke). Silence will be at the Dancing Ork. Alerted by the staff to the runners' presence, he flees into the back alleys of the Agege slums, making a beeline for the security of an Area Boys compound. The runners will have to chase him through the hostile territory of the slums to catch him only to discover he's already handed off the statue to Uzochi Oluleye, an Igbo elder in Agege. The runners then have to retrieve the statue from the secured complex where Oluleye lives. Finally, they'll have to take both Silence and the statue back to Oni Adegoke's palace.

If the runners can do all this *before* Oni Adegoke's men track down Silence, Oni Adegoke will provide the entire group with invitations to the auction, which is being held in four days time (Saturday night).



TELL IT TO THEM STRAIGHT

If the runners ask Kayin for help, read the following:

“Yes, I’ve heard of theft. Rumor is the Igbos brag of stealing from the Yoruba Oni. I have not heard a name, no ... but for a small fee, I could introduce you to some fixers in Lagos who know everyone.

[If the runners pay the bribe, he’ll keep talking.]

“There is restaurant on Lagos Mainland, by the University, called The Three Friends. After the dinner crowd leaves, it fills up with all the best local fixers. Always there is half dozen or more in the place. Ask for Hippo Kojoli. Tell Hippo I sent you. Don’t worry, you recognize him—Hippo is the fattest fixer in Lagos. He knows everyone in the city, and I’m sure he tell you more.”

If the runners go to meet Hippo at The Three Friends, read the following:

The Three Friends is popular with the university crowds during the day, but after the dinner rush, several local fixers move in making the tattered vinyl booths lining the walls their makeshift offices. On the walls are faded posters of exotic cities like Portland and Paris. Hippo Kojoli is at the back of the restaurant in a troll-sized booth. He is an immensely obese ork male with rich black skin and a vibrant white smile. His tusks flash as he talks to a few hopefuls who’re looking for work. When you walk in, every eye in the bar is trained on you—you get the feeling every person in there is measuring you up. It’s obvious this is a place for the locals, and as the only foreigners there you stick out as badly as a troll at a dwarf convention.

BEHIND THE SCENES

While the adventure offers one path to tracking down Silence (by speaking with Kayin and Hippo), the runners can track down the Igbo thief in several other ways. Given that the runners are acquainted with Kayin, and know he’s deep into the artifact trade, they may chose to follow the path presented below, but there are numerous other potential paths available. For instance, talking to Peaceful or bribing some Area Boys could lead them to the Igbo, then going into the Igbo stronghold of Agege and bribing the locals or hiring a local guide might eventually lead them down the trail of rumors and bragging to Silence and the Dancing Ork.

The following list includes some alternative paths to The Three Friends, Hippo, and a lead on the statue, but the gamemaster should be ready to improvise and play off alternatives his players come up with:

- If the runners ask Kayin for information, he says that while he doesn’t know who stole the statue, he can—for a small fee—direct the runners to Hippo, a fixer at The Three Friends.
- Talking to Peaceful can lead them to the Igbo or he can provide the names of several info brokers/snitches around town who may have leads. These will in turn indicate that a lot of such work flows through The Three Friends.
- One of the contacts the runners befriended while procuring gear might point them towards a fixer who might be in the loop: Hippo.
- Following the Oni’s soldiers as they go about tracking down the thief would work as well.

ALTERNATIVE ROUTES TO GET A TICKET

Not every group will succeed at (or even attempt) the series of events in *To Catch a Thief*. The runners may fail to capture Silence alive or fail to recover the statue before the Igbo *dibias* destroy it. Perhaps Silence convinces them not to turn him over to King Adegoke. Or they may decide to skip searching for the statue altogether in favor of stealing the map or stealing someone else's ticket to the auction. While the adventure as written provides one storyline for getting into the auction, there are multiple other avenues player characters may take. A few notes on the behind-the-scenes security are offered below, for a gamemaster to develop if the player characters pursue an alternative path.

AT THE PALACE

Due to the theft, the auction items are moved from the palace to the location of the auction early Wednesday morning. Only a few trustworthy assistants coordinate the move, so there are no rumors or leaks of information about it. Should the runners attempt to steal the map, they will find the vaults empty. The auction's location remains secret until Saturday morning, but information on the auction is available inside the palace's offline data-stores, in an encrypted file (with a Rating 3 Databomb attached; gamemasters may use strong encryption if desired, p. 66, *Unwired*). This information includes the time and location of the auction, the twenty-three bidders (and their bodyguards) who have received a ticket to the auction, a full list of items up for bid (including opening bid amounts), and data on the security procedures for the auction. The data also shows that there are still ten

- Runners can scour the streets, spreading some wealth, and piecing together a picture of who stands to gain from the Oni's embarrassment and the Igbo/Yoruba conflict. They'll also learn that several high-end professional thieves work for "The Three Friends crowd."
- If the runners can befriend, trick, fast talk, or interrogate any ranking Igbo, they'll find it relatively easy to identify who ordered the theft, though not who the thief is or where the item is. This may allow them to work backward from Uzochi Oluleye (see below) to Silence.

Legwork

The runners should already have an idea of how to do legwork in Lagos. Now, though, if word gets out that some *oyibos* are looking for the statue, a variety of enterprising Lagosians will attempt to fraudulently sell the runners a copy of the statue or give them misinformation for a few naira. It won't take too long for unsuspecting runners to run out of money by using all of it up in bribes and information "fees" or being mugged and having it stolen from them outright.

Gamemasters are encouraged to provide as many red herrings as they think appropriate. Any number of people are willing to do

tickets that have not been distributed and are kept in a safe at the palace.

AT THE AUCTION

Once at the auction site (on Lagos Island), Olabode Lekan—the Yoruba representative of the Oni in Lagos—takes over coordinating the auction. The Oni remains at his palace while Lekan oversees the actual auction. Because of this, it is possible for the runners (or other parties) to enter the auction, even if they've not been invited, as long as they have a ticket.

For security reasons, Lekan has decided to use a high-ranking hawala to create special tickets for the auction—physical tokens with the hawala's astral signature embedded in them. The tokens are ivory tablets, 20 millimeters wide and five millimeters thick, with a special glyph inscribed on the top, and the hawala's clan totem (a leopard) carved on the bottom. No one in Lagos will forge the token once they see the hawala's clan totem, even if they had the capability of recreating the hawala's astral signature. If Jane and the runners want to get into the auction, they each need to have a token.

There are dozens of ways player characters could attempt to get into the auction. They can steal tokens from King Adegoke's safe. They can shadow another group and steal their tokens. They may even decide to break into the auction site before the auction begins and steal the map. Using the various security systems and NPCs as a baseline, you can tweak the adventure to suit whatever plan your players devise. Creativity should be rewarded—there is no reason to shoehorn your players into a set script if they come up with a novel way to accomplish their goals.

whatever it takes to get the runners' money, and clever forgeries of Yoruba statues are already a common commodity in Lagos. If the runners have someone in their team with the ability to assense the statues, they'll be able to see which are true artifacts (having an aura of great age to them) and which are forgeries. They may also need to use specific knowledge skills to weed out the forgeries. Likewise, *Judge Intentions* (p. 130, *SR4A*) may prove to be useful in gauging a potential informant's honesty. A variety of spells can also help.

In the end, the player characters should realize that Lagos is a city where the locals consider *oyibos* gullible and legitimate targets for fraud, misdirection, and outright robbery. They should also see that no one in Lagos will talk to them or give them information without some sort of monetary reward (or successful intimidation). There's no such thing as *free* in Lagos—even the gossip costs naira.

The runners should also hear rumors of (or even see) the Oni's men shaking down people and tracking down Silence. They're racing against the clock and the Yoruba soldiers to track down the thief and the statue ...

Making Friends with the Hippo

Hippo is interested in getting the runners to do a job for him, so he makes the price for the information unusually steep,

Urgent Message...



Uzochi Compound

1. Reception Area
2. Grandfather's Room
3. Maiden's Dorm
4. Bathroom
5. Communal Dining
6. Stairs Up
7. Chicken House
8. Goat Pen
9. Vegetable Patch
10. Kitchen
11. Storage Shed
12. Lean to
13. Outhouse
14. Men's Smoking Room
15. Armory / Storage
16. Men's Barracks
17. Guard Tower

3 Meters

INCOMING FEED.....

SCM

hoping they'll decide to work for him instead of pay him. The job is a fairly simple one: Hippo needs a package delivered to a fancy hotel on Lagos Island, and an *oyibos* can get onto the island a lot easier than a local Lagosian. It's an easy job but will take several hours—getting onto the island means dealing with traffic, and there is a reason the locals call the freeways the “go-slow.” (See *Lagos Island*, p. 36)

Once they've gotten onto the island (which will involve a twenty-naira-per-person “entrance fee” to the security guards at the checkpoints), they simply have to drop off the package (which is a few vials of drugs) to the clerk at the Federal Palace hotel.

When the runners ante up the bribe or return from the delivery job, Hippo will tell them he's heard that Silence is responsible. He doesn't know where Silence lives, but he knows the man likes to hang out at the Dancing Ork, a local brothel in Agege, and he can give the runners the address (or at least directions).

Finding Silence

When the runners head to Agege, they'll discover it's a dangerous place, especially because they stick out as *oyibos*. They'd better be heavily armed or else they'll become prey for the bands of Area Boys that control the streets—the gang won't disturb groups of heavily armed runners unless they think they can get the upper hand. If they smell weakness all bets are off. Through bribery or intimidation, the runners can learn more about Silence, but in this Igbo-controlled district, women are third-class citizens (and Awakened women actively despised), so it will be up to the men in the group to interact with the locals.

Eventually, the runners can track down Silence (p. 29) to the brothel. He'll be tipped off by an Area Boy or the brothel staff that the runners are looking for him, and he slips out into the back alleys of Agege just ahead of his pursuers.

Rather than fight, he'll attempt to outrun the runners, using his Talent and familiarity with the slums. He'll lead them through alleys, weaving into and out of buildings and crowds, and even jump from crowded roof-top to roof-top in an effort to elude them—an urban obstacle course with lots of cover and short line-of-sight. Once out of sight, he'll use his adept abilities to change his physical appearance, hoping to disguise himself and blend into the crowds in a street-market. Failing that he'll head for an Area Boy compound where he can afford to pay for protection.

If the runners catch him and succeed at an Intimidation Test or force the information from him some other way, Silence tells them that he gave the statue to Uzochi Oluleye.

If the opportunity presents itself, Silence might even offer to help them get into the auction to steal the map, if the runners agree not to turn him over to Adegoke.

Recovering the Statue

It will be a challenging task to infiltrate the home of the Igbo elder. They will have to figure out a way to break into the secure compound inhabited by the 30-plus members of Oluleye's extended family, locate the statute in the elder's office in the main building, extract it from an ancient safe, and hopefully get away alive.

Alternatively, runners may choose to use stealth or social skills to get the statue—there are several people in the elder's home who

would like to get rid of it before it brings a curse into the home. (Silence will tell them this fact if he believes they will spare his life for the knowledge.) Oluleye has the statue in a warded safe within his personal office. He plans to give it to the *dibias* (Awakened priests) to destroy, but the *dibias* have told him they will only perform the ritual Thursday night at midnight. Oluleye is willing to wait, but his grandfather is more superstitious and desperately wants to get the statue out of the house before it calls down a curse on the whole family—or before the Yoruba soldiers attack the home.

PUSHING THE ENVELOPE

This scene may be made more dangerous by complicating the search for Silence. A few suggestions are below:

- Hippo will only give the runners the info if they perform a dangerous delivery job for him; taking something into one of the slums instead of to Lagos Island.
- As the runners enter Agege, they come face to face with a group of Area Boys that have four chained barghests at their command. Use the Barghest, p. 299, *SR4A* for stats.
- Have the runners and a group of the Oni's Honor Guards (see p. 24) reach the Dancing Ork at the same time. As Silence flees into the shanty town, the runners will have to decide: do they fight the palace guards, or do they attempt to negotiate and cooperate with them?
- While breaking into Oluleye's compound, the runners come across one of Oluleye's grown sons beating his very young wife, who recently began showing signs of magical talent. If they don't intervene, the man may beat the girl to death ... or the girl may, under the stress, summon her first spirit—which will alert the entire compound.

DEBUGGING

Player characters can get bogged down in the legwork of this section. They may not realize that bribery is the expected method of data collection in Lagos; if that is the case, a gentle suggestion from Peaceful or another person may help speed things along. Alternatively, they could decide to go through the city torturing everyone they come across for information. This may actually work fairly well, although word of their interest will undoubtedly get back to the Igbo, who will increase their own security or begin to actively hunt down the runners (the Igbo may fear that the runners are part of a curse brought down on them for being thieves).

The runners may also have difficulty with the language barriers. Speaking Yoruba to an Igbo is a huge insult. Many in the city know a small amount of French or English, enough to convey basic concepts at least. They could also consider hiring a street kid to act as an interpreter—Peaceful is more than willing to recommend one to the runners.

If the characters get injured during this scene, there are a variety of street doctors who are willing to patch them up.

If the characters are unable to recover the statue or Silence before the Oni's men do, or Silence is killed during this scene, there are a variety of suggestions in the *Alternative Routes to Get a Ticket* section. Alternatively, the player characters may decide they don't want to recover the stolen statue and would rather get the map in some other way. If so, continue straight to *Alternative Routes to Get a Ticket*.

GRUNTS AND MOVING TARGETS

Hippo Kojoli

Hippo is a well-connected and respected Igbo fixer with a stable of regulars and a permanent booth at The Three Friends.

B A R S C I L W E Ess Init IP CM Arm
8 2 3 4 5 5 3 3 2 6 8 1 12 0/0

Skills: Etiquette 4 (Igbo +2), Fences 4, Gear Value 6, Lagos Underworld 4, Lagos Rumors 4, Negotiation 6, Perception 3, Pistols 3, Regional Politics 4

Languages: Igbo (N), Edo 3, English 1, French 1, Lagosian City Speak 1, Yoruba 3

Gear: Secondhand commlink (Device Rating 2)

Silence

Silence is an Igbo ork and an adept. He follows the Invisible path, using his magic to slip unseen in and out of places, despite their security.

B A R S C I L W EDG Ess M Init IP CM Arm
8 5 5 (6) 5 2 4 3 3 3 6 8 9 (10) 2 12 6/4

Skills: Automatics 3, Athletics Group 5, Blades 4, Perception 5, Escape Artist 3, Locksmith 5, Electronics Group 3, Stealth Group 6

Languages: Igbo (N), Lagosian City Speak 3, Yoruba 3

Adept Abilities: Facial Sculpt 4, Improved Ability (Infiltration) 3, Great Leap 3, Improved Ability (Gymnastics) 2, Improved Ability (Running) 2, Improved Reflexes 1, Improved Taste, Magic Sense, Motion Sense, Nimble Fingers, Traceless Walk, Voice Control

Initiate Grade: 4

Metamagic Techniques: Masking, Extended Masking, Adept Centering, Somatic Control

Gear: Chameleon Suit, secondhand Commlink (Device Rating 3), Jammer (Rating 5, Area), Rope, Maglock Passkey (Rating 4), Lockpick Set, 2,500 Naira (Hawala tokens)

Weapons: Sandler TMP [Submachine Gun, DV 5P, AP 0, BF/FA, RC 1, 20 (c)]

Survival Knife [Blade, Reach 0, DV 4P, AP -1]

Uzochi Oluleye

An older human male, Uzochi is a powerful elder among the Igbo and an influential Lagos "politician". One of the Igbo King's close friends and a third cousin, Oluleye often acts as a Johnson for the monarch.

B A R S C I L W E ESS Init IP CM Arm
4 3 3 4 5 4 4 5 3 6 7 1 10 8/6

Skills: Automatics 3, Dodge 3, Influence Group 5, Nigerian Politics 4 (Igbo +2), Perception 3, Street Drugs 3

Languages: Igbo (N), Lagosian City Speak 1

Gear: Armor Jacket



Uzochi Oluleye's soldiers (Professional Rating 4)

These orks excel at the one thing the Igbo value—combat. They are members of Oluleye's extended household and family, and are very loyal.

B A R S C I L W ESS Init IP CM Arm
7 4 4(6) 6(8) 2 3 3 4 4 7(9) 1 12 6/4
Skills: Close Combat Group 4, Etiquette 2 (Street +2), Firearms Group 4, Intimidation 4, Survival 3 (Urban +2), Throwing 3
Languages: Igbo (N), Lagosian City Speak 2
Qualities: Toughness, High Pain Tolerance 3, Resistance to Pathogens & Toxins, Uneducated
Augmentations: Muscle Replacement 2
Gear: Armor Vest
Weapons: AK-97 [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 38(c), gas-vent 2, regular ammo]
Machete [DV 7P, AP 0, Reach 1]
Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, SS, RC 0, 6 (cy), regular ammo]

PLACES OF INTEREST

The Three Friends (University Road, Lagos Mainland)

The Three Friends is a mid-class (for Lagos) restaurant and bar that serves local cuisine, beer, and palm wine. Inside, the floor is worn linoleum, and the walls have faded enough that there's only a hint of the original green paint left. The owner takes the time to wash down the walls regularly, so while the paint has faded, there isn't any mold or slime hanging about. In the evening, several local fixers conduct their business out of the tattered vinyl booths that line the walls, while hopefuls maneuver to attract their attention. It's a good place to meet some of the local low-level power brokers, catch up on the latest street gossip, and generally get a feel for the lower-end runner scene.

Agege Slums (Agege)

The Igbo hold Agege, providing it with a minimal amount of security. For the most part, any oyibos walking the streets of Agege needs to be tougher than the armed Igbo Area Boys. The back alleys of Agege tend to be muddy, or even ditches of stagnant water, with slippery boards making dangerous and narrow footbridges over waterways and marsh areas. Buildings are built close together, multistory apartments of cinderblocks surrounded by single-story shacks of rotting wood or scavenged plastic slabs.

Agege has a background count of 2 (Toxic). Wireless coverage is spotty at best and tends to be strongest along the major roads and market areas.

The Dancing Ork (Agege)

The Dancing Ork is a squalid brothel that caters to Igbo men in Agege. It is housed in a single story decrepit building. The windows have been bricked up, so the only light inside is provided by a loud generator that sits on the roof. The proprietor is an older ork man who purchases girls from their families and keeps them inside the brothel until they become unusable, or more often, die (at which point he recoups his costs by selling the bodies to Tamanous). The front is a large room where strippers dance to

recorded hits out of the Hollywood music scene. In the back, a dozen rooms are available on an hourly basis.

Uzochi Oluleye's Compound (Agege)

Oluleye lives with his four wives, his elderly parents and even more elderly grandfather, his numerous siblings, more children than he can count, and several cousins. His compound takes up a full city block in North Agege. It's surrounded by three-meter-high cinderblock walls (Barrier Rating 16, Structural Rating 13), and the local Area Boys patrol the outside of the compound day and night (although they are likely to leave their posts if something more interesting catches their attention). The buildings inside the walls are made of the same cinderblock material. Inside the walls, there is a Force 6 Spirit of Man patrolling, with orders to intercept astral intruders. Six armed guards patrol the grounds in two groups of three. Another two men are positioned at the gate and one in a small watchtower. Most of the men in the house are also armed. The safe containing the statue is in the offices on the east side of the main building and is fully warded. The safe is an old-fashioned combination dial, and Oluleye, his father, and his grandfather all know the combination. There are no electronic security devices or cameras, although most of the residents have low-level commlinks.

TRAFFIC JAM

SCAN THIS

This scene reveals Jane as a powerful mage when she rescues the runners from a deadly confrontation in the worst slums of Lagos.

At the beginning, however, things seem much more innocent. Jane insists that the runners attend the auction. While she'll entertain suggestions on how to get the map before the auction, if the plan isn't feasible (or would result in casualties, either to the team or to the security personnel or civilians), she'll suggest they just attempt to bid on the map at the auction.

The auction is a black-tie affair in the secured upper floor of a corporate building on Lagos Island. Twenty-three bidders are invited, but there's a lot more who'd like to get in on the action. If the runners have a ticket, they'll become the target of opportunistic groups who'd like their ticket for themselves. Even worse, other bidders have located the list of attendees and decided to eliminate as much of the competition as possible. The runners will be targeted by hired thugs and gangs as they attempt to get to the auction.

The Apep Consortium representative—a Russian archeologist—is one bidder who'd like to reduce his competition at the auction. He's done his research and realized that Jane and the runners are staying in Apapa. While the Porto Novo hotel itself is too secure for his tastes, once the runners leave the hotel for Victoria Island, he's ready to act. Instead of facing off against the runners directly, he's bribed some *okada* drivers to transport the *oyibos* to Ajegunle. A typical *okada* can fit two human-sized passengers and one driver—if they aren't too bulky. Once there, the *okada* drivers are to leave the runners in a specific spot where he's hired a number of ghouls to attack the runners and either kill them or delay them long enough to miss the auction.

Luckily, Jane is able to handle the large gang attack. She's fed up with the chaos of the city and just wants to get her job done, and her temper gets the better of her (fortunately for the runners).

Once she casts a massive spell, however, the drain weakens her to the point of almost passing out. The runners are stranded in the worst slum of Lagos, surrounded by the dead ghouls, their transportation destroyed, their employer helpless, and the auction starting in just a few hours ...

HOOKS

Jane has asked the team to accompany her to Victoria Island for some shopping and a real meal. The team shouldn't need much more encouragement than that, since she has hired them as security and assistants. After spending almost a full week in Lagos, the idea of a decent meal may also be very compelling.

TELL IT TO THEM STRAIGHT

It's the big day. The auction begins at nine PM tonight. You've got plenty of time to relax before you've got to be there, even counting the unbelievable traffic jams on the two bridges. The hotel manager has even agreed to provide you with wash water so you can clean up before the big event—at the cost of fifty naira per person.

You're contemplating what to do for lunch—lizard on a stick?—when Jane knocks on your door.

She cheerfully says “Hey” when you let her in. Somehow, despite the past week, she still looks as clean and fresh as the night you met her. She's wearing a pair of frayed jean shorts and a light cotton tee-shirt that says “Póg mo thóin!” Her curly brown hair is pulled back in a pony tail. Against the blue of her shirt, the holster and heavy pistol should look very out of place, but somehow she carries off the look.

“So, I thought I should mention that the auction tonight is black-tie. I wasn't sure what you packed, but I know *I* didn't pack anything that nice. That barracuda of a manager downstairs told me that Victoria Island has some shops that might carry fancy wear. What do you think about going over there, picking up something to wear, then maybe having dinner before the auction?”

When the *okada* drivers arrive, read the following:

The *okada* drivers pull up in front of the hotel. When Jane tells them where she wants to go, they grimace and shake their heads. One speaks up.

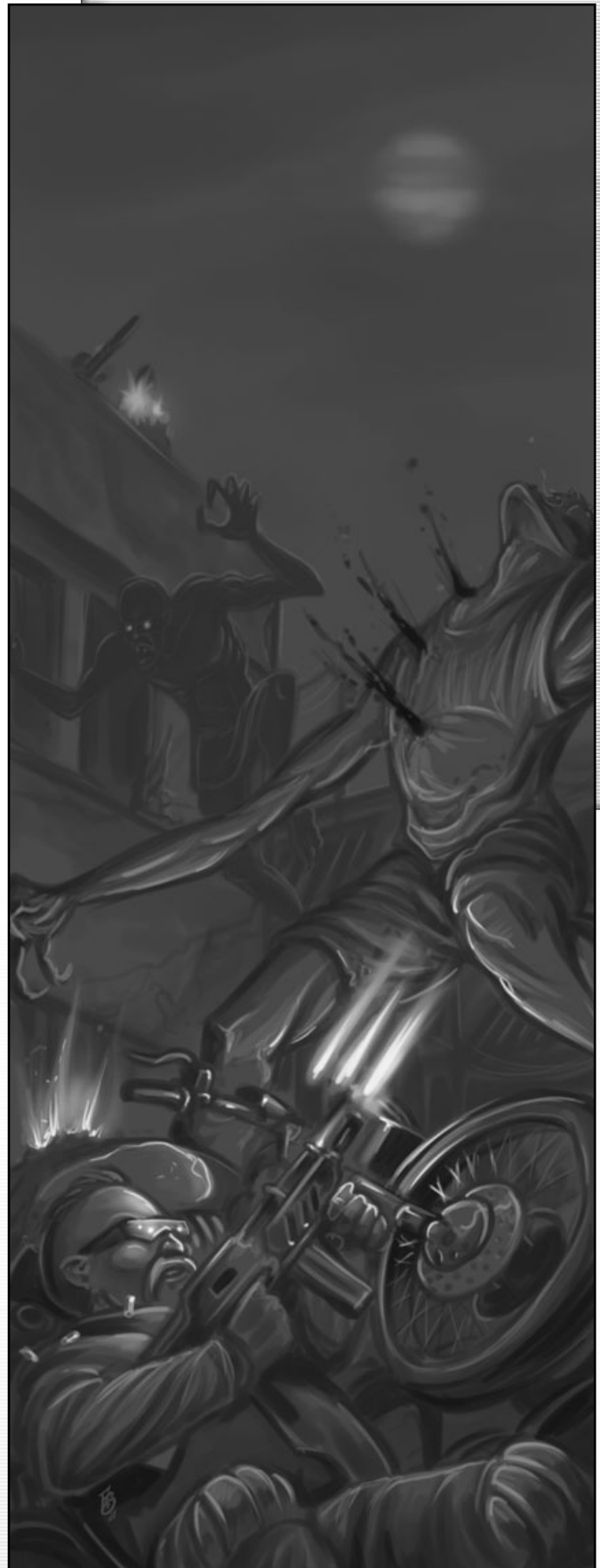
“Oh, lady, you wanna go to Lagos Island? Not so good. Area Boys in big fight up by Malu Road. Wait, wait. No one knows the roads like Umi. I can take you another way. Take longer, but no Area Boys? We go through the alleys, meet up with the expressway, yes? For you, only ten naira more. I know the safe way to go.”

When the ghouls begin to overwhelm the runners, read the following:

The ghouls continue to pour out from around the shacks, while more crouch inside and on top of the shacks, providing suppressive fire. For every ghoul you take down, two more seem to appear. Your employer is holding her own, but as the odds get overwhelmingly against you, you hear her growl:

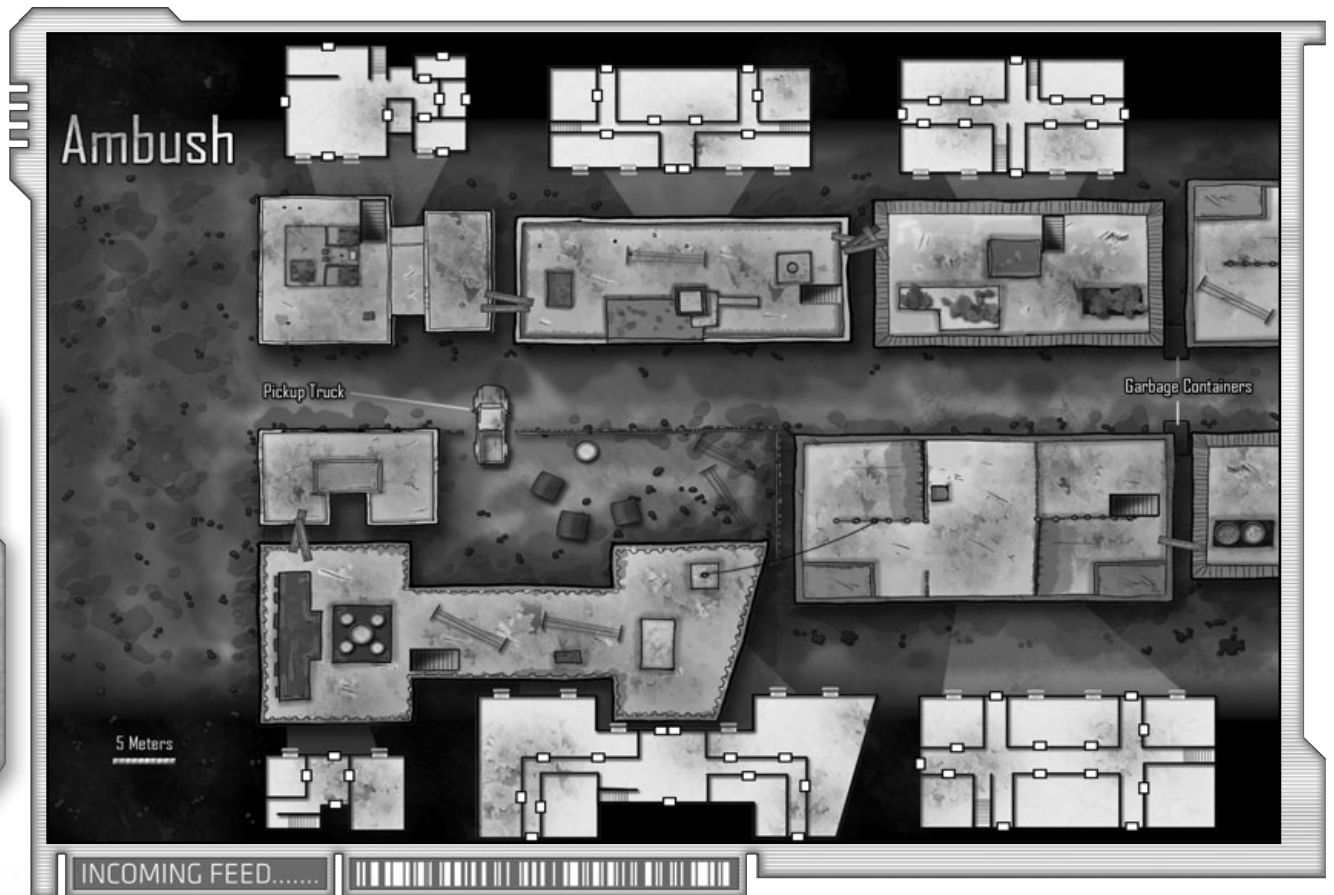
“Goddamn it! I'm hungry, I'm hot, I'm tired, and *I am out of patience.*”

With that, she drops her gun and raises her hands towards the ghouls. All the hair on your arms stands up. The smell of ozone sneaks in under the stench of decay.



Dawn of the Artifacts: Dusk.....





There's a loud pause, like the moment before lightning strikes, and you feel—*something*—rush along your skin, as the air seems to be sucked out of your very lungs.

With a sound of thunder, ghouls fly back through the air, a spray of blood and bone flinging out in a circle, away from you.

For a moment, there is only the flying bodies, and then with a loud *snap*, air rushes back in to you.

Around you, dozens of ghouls are laying on the ground, some with limbs torn off, some crumpled into impossible shapes. All dead or dying.

You're all quiet for a second, shocked at the display of ... what exactly *was* that? Magic? No magic like you've ever seen.

"God, I *hate* this city," Jane sways where she's standing. Her face is chalky white, and you can see a light sheen of sweat. She looks at you, then says, "Oh, *hell*," and her eyes roll back as she collapses.

Around you, everything is silent.

BEHIND THE SCENES

Jane wants to pick up something formal for the auction Saturday night. (A t-shirt that says "Kiss my ass!" in Irish-Gaelic isn't appropriate evening attire). The runners, depending on what they packed, may also need to purchase appropriate clothing. Victoria Island has numerous shops that cater to the wealthy. Jane asks the manager to arrange for some *okadas* to take them to the island, then goes to tell the other runners.

It's several kilometers to get to the bridge. The trip to the bridge can take up to two hours in a car, although the modified motorcycles take half that time. Crossing the bridge (and getting

through the checkpoint) frequently takes an hour or two as well, regardless of your method of transportation.

Lagos Island is the only place in the city where everyone is expected to be broadcasting their ID at all times. They are also strict about weapons and cyberware entering the island, although Jane plans to get around this by declaring the runners as her bodyguards. Given her obvious status as a foreigner, this plan should work (especially if assisted with a bribe).

When the *okada* drivers arrive, they'll tell the runners that there is a major fight between the Area Boys and the Yorubas blocking the main road through Apapa, and they'll offer to take a back-route.

A Navigation (4) Test allows the runners to realize they are going the wrong way (it is difficult to tell because the drivers are using the back alleys and side streets, and there are no maps available for the runners to reference).

A Perception (2) Test allows the runners to realize when they've entered Ajegunle. If the runners comment to the drivers, they respond with "Yah, gotta go through some slums to get to the expressway. Dontcha worry, my *okada* can out run any of the slummers here."

Once in Ajegunle, the *okada* drivers are to stop in a specific spot, leaving the runners where a band of ghouls will attack.

The point of the scene in Ajegunle is to expose Jane as Frosty, an initiate magician and shadowrunner herself, and to show her willingness to sacrifice herself to protect the runners.

When the runners look about to be overpowered, Jane acts, casting a massive spell to save the group and revealing her magic

AMBUSH TACTICS

The ambush scene should play in favor of the ghouls, despite their visual handicaps (at least until Jane acts). They'll have several assailants firing suppressive fire from surrounding rooftops, alleys and windows, using lots of cover. Other ghouls are crouched inside the cinderbrick buildings. They've moved a large, disabled truck to block the alley going forward, and once the first *okada* driver is disabled, they'll ignite the truck and garbage surrounding it. The ghouls have no interest in letting the *okada* drivers go, and they target them first, killing the drivers and disabling the *okadas*. Once the runners are pinned down or have used their initial actions, a second wave of ghouls jump out of doorways and around corners to engage the runners in close, hand-to-hand combat. The spaces between the shacks are just enough for a ghoul to squeeze through, and the ghouls will quickly swing into the alley behind the runners, trapping them between the burning truck and the advancing ghouls. Ghoul magicians may use spirits or cast spells (preferably Indirect Combat Spells) designed to disable the runners, but not destroy them—after all, the runners' cyberware is worth significant nuyen if it

can be taken undamaged, and the runners' flesh will make for some very nice eating.

The runners will have the cover of the disabled *okadas*. It's still daylight, but the heavy Harmattan winds are blowing thick red dust, slightly reducing visibility.

Another important note is to use the background count of the slums against the runners, reducing characters' Magic attributes by three. Adepts may choose which powers they lose while in the background count area. Spirits the runners may summon on their behalf are hampered as well, with their Force reduced (any spirit below Force 3 is disrupted if summoned). For more information on background counts, see p. 117–119, *Street Magic*.

The runners should be faced with a number of ghouls and their spirits that will overwhelm them (i.e., if they can handle fifteen without problem, continue to increase the number of ghouls) in order to play up the scene as Jane reveals her abilities. In other words, the ghouls should keep coming until Jane reveals herself (this may only take a few combat turns).

Urgent Message...

DRAWN OF THE ARTIFACTS: DUSK

abilities to them for the first time. Unfortunately, the Drain from the massive spell causes her to collapse.

Once the ghouls have all been killed, the runners are still stuck in Ajegunle, the worst slum of Lagos. With their *okada* drivers dead and the bikes potentially disabled, they'll face the challenge of getting from the slums to the auction before it starts. And not to mention taking care of their unconscious employer ...

Jane takes enough Stun damage from her spellcasting to knock her unconscious. After she wakes up, Jane will tell the runners that she runs under the handle of Frosty.

SUBPLOTS

After the team turns Silence over to the Oni, there are a variety of subplots that can fill their time before the auction starts.

- The runners are approached by a Yoruba priestess who wishes them to assist her in rescuing an Awakened Igbo baby girl before her father can murder her, then arrange to take the baby to a corporate contact on Lagos Island who's promised to adopt the baby.
- While they're in Lagos, a contact from back home calls them and asks if they can pick him up something "special" at the Dúdú Dúdú Òjà market.
- The runners get caught outside their hotel when a massive dust storm comes through, and have to find shelter.
- While the runners are out eating, an opportunistic person drugs their drinks or food and attempts to kidnap them for the slave trade running through Lagos.

PUSHING THE ENVELOPE

If you wish to make this scene more challenging, you can add several more ambushes as the runners attempt to get to Lagos Island, making them go through an urban fire-fight, either on

foot or while trying to handle the *okadas*—which are not rigger enabled.

One suggestion is to have some local gangers to wait on the crowded bridge and watch for the *oyibos* to either kill or delay them. When the runners arrive on the bridge, they are attacked. If they can get to the guards stationed at the gate to Lagos Island, the guards return fire on the gangers and allow the foreigners onto the island. However, the bridge itself is packed with cars, motorcycles, and buses. The runners have to run on foot, weaving through the bumper-to-bumper traffic to gain the safety of the island.

DEBUGGING

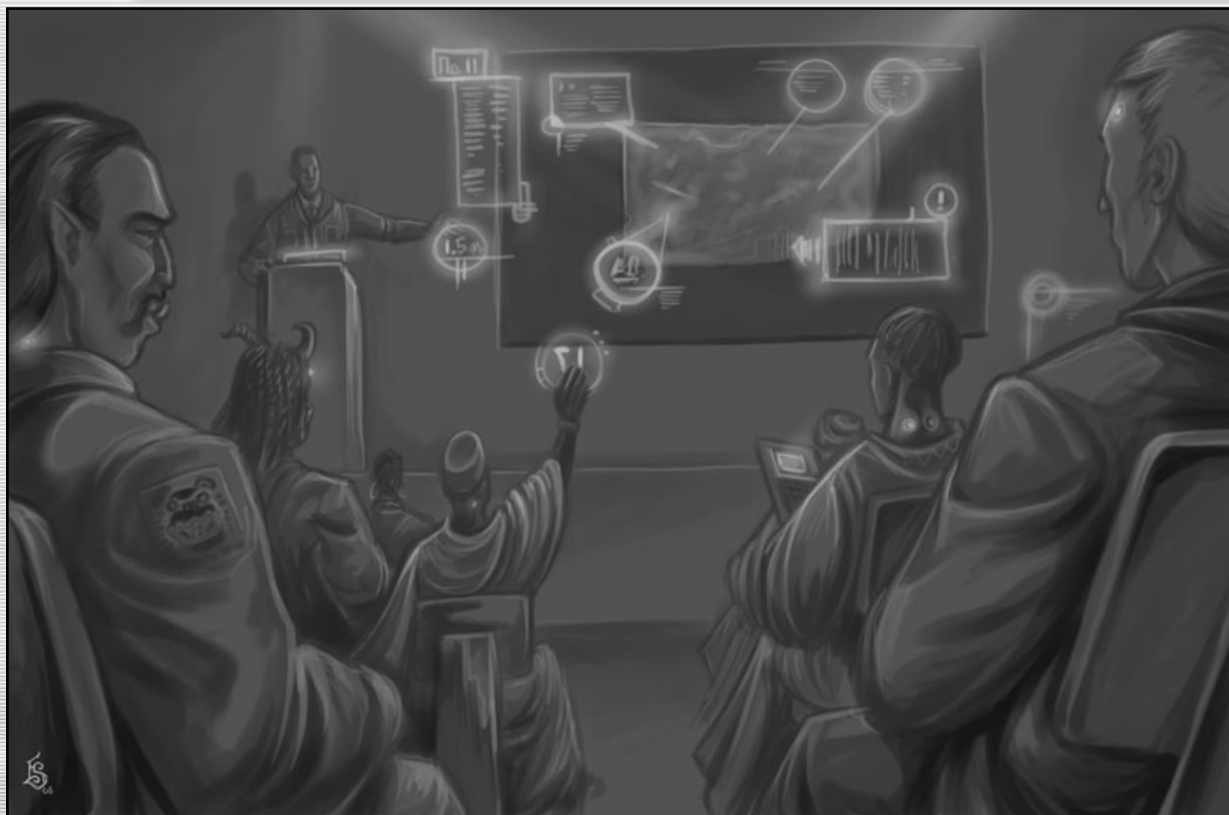
If the runners don't trust the drivers, have the ambush take place elsewhere on their route.

If the runners refuse to go get nice clothes or dress appropriately for the auction, Frosty tells them "If you want to be big time, you've got to dress big time; this is where the movers and shakers work. And anyway, you're starting to smell bad."

PLACES OF INTEREST

Ajegunle Slums

The Ajegunle slums are the worst area in Lagos. They've been an urban blight for close to a century, and all those years of meta-human suffering has left a permanent stain on the astral space. The slums are primarily made of single-story shacks, with the occasional two-story building. Fire is always a threat during the dry season, and roads are virtually non-existent. Instead, the inhabitants navigate by the tangled web of alleys that cross the slums. The smell is overwhelming, as garbage, human waste, and rotting corpses clog the gutters that normally would drain the fetid swamp water that creeps up through the toxic ground. Shedim, drawn to the suffer-



INCOMING FEED.....

ing and the easy access to bodies, are a constant threat. The slums are particularly insular, and outsiders are treated with hostility and suspicion—after all, if they’re coming into Ajegunle, they must be even more dangerous than the residents, who are some of the most dangerous and desperate folks in the entire feral city.

The Ajegunle slums have a background count of 3 (Toxic).

GRUNTS AND MOVING TARGETS

Ghouls

Use the ghouls stats on p. 299–300, *SR4A*, for standard ghouls, but add Firearms Group 3 and Dodge 4 to their skills. You should have as many ghouls as needed to overwhelm the runners in this scene.

AT THE AUCTION

SCAN THIS

At last, Frosty and the runners have arrived on Lagos Island. The auction is tonight, and there is still the matter of getting the right clothes. And perhaps a bath.

Once at the Global Sandstorm building—the secret site of the auction—the player characters are taken up to the 34th floor under the watchful eye of the Oni’s Honor Guard. The auction kicks off with a packed room. Thirty minutes and several million nuyen later, the Piri Reis map comes up for bid. Jane waits for the first few bids to go by, then enters the fray. Her one million nuyen budget is quickly blown away as the bidding heats up between the Aztechnology bid-

der and Celedyr’s representative. Although Samriel isn’t present, his elven lady friend is but bows out of the bidding early too. Eventually, Celedyr’s representative wins, and the map is sold for 2.1 million nuyen. Each buyer is allowed only one bodyguard in the auction room and collection of the items and payment takes place in the office area at the end of the auction. Each buyer is given exclusive use of the secured elevator to transport their buys to the underground garage area (where most of them have parked).

Frosty sends the runners after the map, while she remains behind to arrange transportation for the team out of Lagos. She realizes that once the runners have the map, getting out of Lagos *immediately* will be imperative, since they’ll be targets of others who want it. She’ll take care of the details and have the plane waiting for the runners.

TELL IT TO THEM STRAIGHT

Once they’re at the auction, read the following:

The auction seems like it’s in a different world from the rest of the city. Hardwood floors glow under dozens of crystal lights. In one corner, a string quartet plays a soft melody. A buffet of elegant aperitifs is set out along one side, and waiters circulate through the crowd, offering crystal flutes of champagne to the guests.

AR is fully enabled here, and a full list of the items for bid is displayed. Messages flow fast and furious between the bidders as collectors make backroom deals. After a week of the rather barren AR landscape of Lagos, being inside this room feels almost like being back in civilization—well, civilization minus the spam.





Rows of comfortable chairs have been set up facing a podium and small stage. When the quartet finishes their last song, the wealthy crowd makes their way to their seats. There's one seat for every person with a ticket, which means you each have a great view. As the first item is brought out, a human male in a tuxedo steps up to the podium.

"I'd like to welcome each of you to Oni Adegoke's auction. Our first item of the night is a Ceremonial Xhosa headdress made from Mujaji's feathers. We'll open the bidding at 250,000 nuyen ..."

At the end of the auction, read the following:

As Medjay moves through the milling crowd in the lobby area and into the offices to settle payment, Frosty turns to the runners and mutters under her breath, "We need to get that map. Get down to the garage and keep an eye out for this guy; making a move on the Island is suicidal, but if we can tail him we can intercept later. I'll ping you when he gets into the elevator."

As soon as it becomes obvious Medjay is aware and evading potential tails:

"You realize what this means?" Frosty mutters to you. "Everyone is going to be after that map. Great. You guys go after it, and I'll get a hold of Innocent Dobiri. If you can get the map from the Nubian, we'll need to get out of Lagos ... *fast*."

As she speaks, you see several other groups [in the garage] jump into action too. The Aztechnology bodyguards make it to

the elevator first, while the Apep team makes a beeline for the exit ramp.

You had better move.

BEHIND THE SCENES

If the runners manage to make it onto the island, they'll still need to get the right clothes and get to the auction by nine PM. If the runners don't make it in time, they hear about the winner of the map secondhand and may go directly to *Follow the Map*.

The runners will likely need to clean up before the auction, in which case there's a variety of hotels on Lagos Island that allow the runners to rent a room. Jane is still obviously weak and a bit shaky after casting her spell earlier; she should appear pale and breathless during the auction.

If they do make it into the auction, Jane bids on the map. However, her budget—one million nuyen—is quickly overrun as several other parties get into a bidding war over the map: the Azzies, the Apep Consortium, and Celedyr's representative (Medjay). Celedyr's representative wins the auction with a bid of 2.1 million nuyen.

After the auction ends, Jane tells the runners to be prepared—her client really wants the map. Since interception inside the building (and on Lagos Island) is dangerous, tailing Medjay and snatching it once he leaves the Island seems like the best option. Jane orders the team down to the lobby and the garage where most of the high-rollers have parked their transportation.

Since Jane is still recovering from the massive spell she tossed off earlier, and since she needs to make their arrangements to get out of Lagos, she'll remain behind as the runners go after the map.

PLACES OF INTEREST

Lagos Island

The secured heart of Lagos, the island is actually made up of three islands which have become one as the creeks and rivers separating them have been filled in to create more dry land. Lagos Island is the corporate and commercial core of Lagos, with gleaming steel high-rises and bustling air traffic. Most of the land and buildings are owned by corporate investors, but the Lagos Island Council provides the main security for the entire island.

The island relies primarily on a small army of heavily armed metahumans to patrol the streets and provide protection. Inside the buildings, corporate security takes over. The island is isolated from the mainland by the polluted waters of the lagoon, and around the perimeter of the island is a double-layer fence topped with razor wire. Armed and armored guards patrol the fence at all times, ensuring there are no gaps in coverage. There are almost no drones and few spirits patrolling.

Two bridges link the island to the mainland, but both have heavily fortified gates and guards at the entrance to the island. Foreigners have an easier time getting past the guards than Lagosians, but the guards expect a bribe regardless.

Auction Site (Global Sandstorm Building, Lagos Island)

Due to the Yoruba's strategic alliance with Global Sandstorm, the corporation has agreed to rent out the 34th floor of their building to Olabode Lekan for one week. The corporation hasn't asked Olabode what he plans to use the space for, and they don't want to know. The night of the auction, a single, secured elevator will be able to access the rented garage space in the basement, the 1st and the 34th floor (but no floors in between). Global security forces are in the main lobby of the building. Two Yoruba *olorishas* (p. 24) collect the ivory tokens in front of the elevator in the garage and ground floor, and then allow attendees in. Any disruptions or attacks on the *olorishas* incite a full response from Global Sandstorm security forces.

On the 34th floor, the security is provided by fifteen Yoruba honor guards (see p. 24). In addition, many auction attendees have brought their own security details and bodyguards.

All the rooms on the 34th floor are fully wi-fi inhibited. For the week that Olabode has rented it, Matrix access for the floor is cut off from external sources, so the only way to access the system is to physically enter the space. During the week, the elevator requires a palm-print and retinal scan, and only Olabode, his assistant, his detachment of five elite Yoruba guards, and the Global Sandstorm security chief are allowed users (this feature is disabled the night of the auction). In addition, five more elite Yoruba guards stay on the 34th floor to guard the items for the entire week. The Global Sandstorm Matrix system is inaccessible from the 34th floor for the week that Olabode has rented it. Some systems continue to be interlinked for safety, but they are hardwired and separate from the wireless system (fire suppression, electrical, HVAC, and

panic button) and the security system. For the auction night, AR is enabled, but the room's single nexus is isolated from the Matrix, except for the direct sat uplinks that let the reps talk to the real bidders back at home.

GLOBAL SANDSTORM SYSTEM

Sculpting: The sculpting is strictly functional, with standard office iconography and the Global Sandstorm logo displayed.

Hardware: One MCT Sentinel II (Persona Limit 10, Processor Limit 60) and one NeoNET Office Genie (Persona Limit 5, Processor Limit 20)

Authentication: Passkey

Privileges: Standard (Admin only for 34th floor)

Attributes:

Node 1: Firewall 6, Response 4, Signal 3, System 5

Node 2: Firewall 6, Response 3, Signal 1, System 4

Spiders: 1 Security Consultant on duty at all times

IC:

Node 1: 1 MCT Bloodhound 5 (patrolling), 1 Three Musketeers Suite 5 (loaded)

Node 2: None

Resident Programs:

Node 1: Analyze 5

Node 2: Analyze 4

ARC: Node 1: Launch IC (Three Musketeers Suite)

Node 2: Notify Security Guards, Send Panic Button alert, then shut down node.

Topology: Node 1 is the system for the Global Sandstorm building. Node 2 is the 34th floor for the week of the auction. There is no connection between the two nodes during the week, although the connection can be re-established by physically reconnecting the wires in the security office with a Hardware (3) Test. The security office is manned by 1 security spider and 8 security guards at all times; use Red Samurai stats, p. 283, *SR4A*.

FOLLOW THE MAP

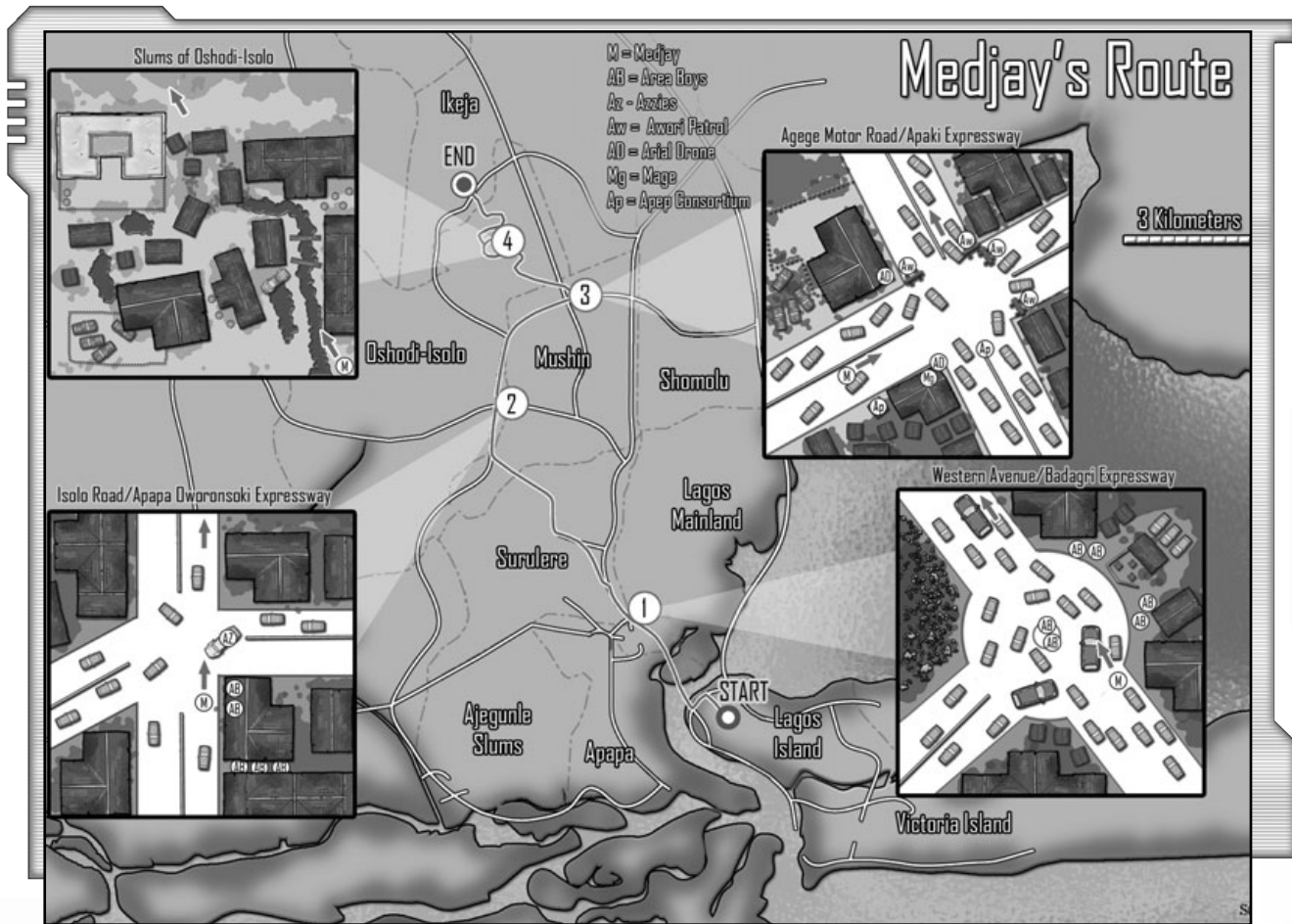
SCAN THIS

Medjay has won the map. Realizing that his chances of *keeping* the map are slim without a head start, he slips out of the auction, kick-starting a 22 kilometer race to the Murtala Mohammed International Airport.

Medjay tries to catch potential tails flatfooted by stepping out on the ground floor to a waiting *okada*—rather than the garage where his car is parked. He's confident Lagos Island security will deter any rivals long enough for him to make his escape. Unless the team has watchers in the lobby or outside, Frosty and the runners (and several of the other bidders) will only notice he's gone when he doesn't show up in the garage. Even then Medjay will have the advantage of having an *okada* waiting, whereas the runners are unlikely to have transportation.

The Aztechnology rep immediately dispatches his security detail to chase Medjay (he also calls in for a support unit to intercept by helicopter), and the Apep bidder does the same. Frosty will send the runners out after Medjay and the map, while she contacts Innocent Dobiri and arranges for the team to get out of Lagos once they've secured the map.





DRAWN OF THE ARTIFACTS: DUSK

This scene should be a thrilling chase, where the runners must use all their recent knowledge of Lagos to get a competitive edge over the other teams and win the prize. The race will take them through the slums and along the gang-infested roadways of Lagos in a final climactic chase scene. Other teams—Aztechnology, Apep Consortium, and a group of Area Boys hired by a separate bidder—also compete to overtake Medjay and get the map. The fact that Medjay is carrying the artifact will work in his favor since it will dissuade people from shooting at him (for fear of damaging the map)

TELL IT TO THEM STRAIGHT

When they exit the Global Sandstorm building, read the following:

Medjay's okada can still be seen in the distance weaving through the traffic. As you look for transportation under the vigilant gaze of a Global Sandstorm trooper, you see four familiar men, wearing the tell-tale Aztechnology armor, take off on foot at a steady jog toward the Eko Bridge. They're moving faster than the taxis and cars idling on the crowded enclave roads. The Apep group emerges from the garage heading in a different direction, riding fast-looking motorbikes and weaving through the idling cars. Lagos Island isn't the place for a fight, not with the vigilant—and well-armed—guards patrolling everywhere. It looks like the other teams are planning to overtake the Nubian on the mainland.

HOOKS

Getting the map has become the team's primary objective. And it is also their ticket out of Lagos, which should be a pretty strong incentive.

BEHIND THE SCENES

This scene is broken down into distinct Intersection points. At each point, a different group (or several groups) attempts to intercept Medjay. Use the *Running a Chase Scene* and Chase Scene Modifiers to assist in running this scene.

When the runners leave the Global Sandstorm building, they'll confront slow-moving traffic (but taxis and *okadas* are available if they don't have their own transportation), or they can go on foot to the Eko Bridge. They could choose to use a water-taxi to travel faster to the mainland (they are available if the runners want to get to the bridge, then climb down steep, jury-rigged steps to the base). Once on the mainland, *okadas* are available for hire (or outright theft). But doing so limits their range of movement, which could be a problem should they want to fire a weapon or do anything other than hold on for dear life.

The other teams have weapons that would be considered appropriate for bodyguards at a high-class auction (discrete pistols, hidden knives, etc.). The Apep team had their rigger waiting in a boat in the lagoon off Lagos Island with more toys, though, including his drones, and a secondary Aztech team will be ferried into ambush position by helicopter.

If the runners are able to grab the map from Medjay, the focus of their opponents should switch to them. They'll have to get through Lagos with the three opposing teams chasing them.

Unknown to the runners, they have hidden allies helping them through this portion of the adventure, which should give them an edge—though one of which they should remain unaware.

CHASE SCENE AND AMBUSHES

This scene is intentionally kept open-ended with a number of possible encounters to allow the gamemaster as much flexibility as possible. The gamemaster's scene-setting and storytelling skills will be put to the test making this scene as interesting as possible for the players.

The gamemaster should use the Chase Combat rules, though giving Medjay modifiers for his slight lead over his pursuers and reminding players that shooting might damage the map. Four intersections are described, as well as various teams and their general strategies. A timeline showing where Medjay may be during the chase is given as a general guideline, and a map showing Medjay's route is also provided. You, as gamemaster, can weave these elements together in a running chase designed to challenge your player characters.

This chase scene takes place partially on *okadas* and partially on foot, it uses the Vehicle Chase Combat rules for a general timeline, and falls into standard Combat/Tactical Combat during the ambushes. While on foot, gamemasters may choose to switch back to regular Combat Turns (3 seconds each) or keep with the Chase Combat times (1 minute each), at their discretion.

Vehicles: Chase Combat

Vehicle chase combat involves multiple vehicles traveling at high speeds over distance. Because of this, Chase Combat is different than regular tactical combat. Complete rules can be found in *Vehicle Combat*, p. 167–171, *SR4A*. Some specific highlights are included below.

- Time is measured by Chase Turns, with each Chase Turn being one minute long. Initiative Passes further subdivide Chase Turns.
- Engagement ranges are divided into four categories: Short (vehicles side-by-side or similarly close), Medium (near, but not close enough to directly engage), Long (within sight, but at a distance), and Extreme (the limit of possible detection).
- At the beginning of each Chase Turn, all drivers must make a Vehicle Test. The winner may change the Engagement Range by one step.
- Drivers must spend a Complex Action each Chase Turn controlling their vehicles (see Vehicle Test Threshold Table, p. 168, *SR4A*). This action can be used to perform a Chase Stunt (see Chase Stunts, p. 170, *SR4A*).
- Passengers take actions during the Chase Turn in normal Initiative order.

AMBUSHES

The following sections offer potential ambush sites along Medjay's route. The chase takes place at night, with Full Darkness or Partial Light (from headlights or the waning moon) conditions and crowded streets (offering Tight Terrain and at least Good Cover in the best of conditions.)

HIDDEN ALLIES

The runners have some guardian angels for this part of the adventure. Their main goal is to ensure the runners and Frosty end up with the map. The reasons for their assistance aren't discussed here, although they may be revealed in further adventures. It is imperative to the hidden allies that the runners remain unaware of their actions and help. If it comes down to choosing between revealing themselves as the runners' guardian angels or letting another group take possession of the map, the allies chose to remain hidden. However, there are a lot of things a black-ops team can do to tip the scales towards the runners, even from the shadows.

Some suggested actions would include using a sniper to shoot out the wheels on Medjay's *okada* when the runners are nearby, misdirecting a truck or bus in order to block a rival team from seeing (or chasing) the runners, or bribing some gangers to look the other way when the runners come through their territory. Statistics are provided for the hidden allies (see p. 41), but you should feel free to give them additional skills—or disregard their statistics altogether and simply use the allies to shift luck the runners' way.

If the runners do see them, they may presume they are a rival team. The hidden allies will not challenge the runners directly and disappear into the slums if the runners attempt to engage them in a firefight.

Just who the hidden allies are and what faction they may be allied with remains to be discovered in future adventures.

CHASE SCENE MODIFIERS

Player Characters (and NPCs) encounter a variety of modifiers during the chase scene. These can affect everything from their Vehicle Tests to targeting someone with a spell. A few common modifiers (and their table references) are listed below:

Vehicle Test Threshold Table, p. 168, *SR4A*

Example: Weaving through crowd on *okada* at full speed; Threshold: Hard (3).

Terrain Table, p. 169, *SR4A*

Example: Driving *okada* through swampy back alley of Lagos; Threshold Modifier: Tight (+4).

Ranged Combat Modifiers Table, p. 152, *SR4A*

Example: Attacker on a moving vehicle (-3), Attacker firing from cover (-2), Visibility Impaired: Full Darkness (-6).

Urgent Message...

Urgent Message...



THE CLOCK IS TICKING

As a general guideline, Medjay (and the other teams) will be in the following places at these listed Chase Combat Turns. The runners may disrupt this process at any time, so consider this a flexible time-frame.

Chase Combat Turn	Place
1	Medjay exits the Global Sandstorm building, takes a parked motorcycle, and heads towards the Eko Bridge
2	Aztechnology team exits building, heads towards bridge on foot.
3	Apep team exits building, heads toward Third Mainland Bridge (and waiting boat).
4-8	Medjay abandons okada and crosses Eko Bridge on foot, then picks up new okada and driver on other side.
9	Area Boys are waiting at Intersection 1. Medjay and Area Boys open fire. Medjay escapes into Surulere; Area Boys do not follow.
15	Medjay exits Surulere. Apep team lands in Shomolu and heads towards Intersection 3 (Mushin).
20	Area Boys, Aztechnology, and Medjay reach Intersection 2. Medjay escapes in the cross-fire between Area Boys and Aztechnology.
25	Medjay reaches Intersection 3. Apep team engages. Medjay loses okada and driver and takes off on foot through slums of Oshodi-Isolo. Aztechnology team and Apep follow on foot.
35	Medjay reaches airport and takes off in waiting plane (assuming, of course, that he survived the chase).

Intersection 1: Western Avenue/Badagri Expressway

Western Avenue is packed with cars and buses around the clock, all moving slow enough for the road to earn its nickname of the “Go-Slow.” Pedestrians walk through the traffic while vendors carry goods to traffic-bound passengers. The thin *okadas* zip through narrow openings between larger vehicles, along sidewalks crowded with pedestrians, vendor stalls, and garbage, and frequently leave the main road altogether to take short-cuts through swampy back-alleys. There are no streetlights, and few of the vehicles have working headlights. To the east of the intersection is Surulere, marked by towering, five-meter-tall piles of garbage along its border, a black expanse stretching out from behind the garbage piles. Pedestrians walk only on the western side of the intersection. To the west, clubs, cafes, and apartment blocks shine with generator-fueled lights. The thick traffic, in-

cluding large buses, provides good cover (either partial or full at all times). AR is strong here—for now. Western Avenue has a background count of 2.

Intersection 2: Isolo Road/Apapa Oworonsoki Expressway

Five- and six-story apartment buildings line the expressway as it runs through Mushin. The buildings have no electricity; barrels hold fires alongside the roadway, where vendors cook rats—or other less identifiable foods—over open flames. Millions of people are crowded into the district. The road has only light amounts of traffic, mostly cars, with one or two buses transporting evening shift workers to the factories, and pedestrian traffic is light—after dark in Mushin, most of the residents hole up in their crowded apartment buildings. Mushin is under control of the Awori, a tribe that holds closely to the Muslim laws of *sharia*. The Awori patrol the streets and watch over the thoroughfares, ensuring that all within their borders follow their laws. Awori guards attack anyone who threatens the people in the district—which means they’ll enter into a firefight when the chase cuts through Mushin. Medjay and those following him will have to deal with the heavily armed Awori (use Area Boy stats, p. 41) as they attempt to get through Mushin. AR is weak, but present, primarily within 20 meters of the roadway. Mushin has a background count of 1.

Intersection 3: Agege Motor Road/Apaki Expressway

Agege Motor Road is one of the major thoroughfares to Ikeja, heart of the factory district. It is always crowded, especially with oversized buses transporting workers to their shifts. Like other major roads, it is called the “Go-Slow” for a reason: traffic moves at slightly slower than a snail’s pace. A few intrepid vendors are still out, peddling their wares to the laborers. This intersection is still in Mushin, meaning the Awori are a continued threat. Pedestrian traffic is light. Groups of trigger-happy AK-97-armed Awori sit at checkpoints along the road, watching traffic and keeping the fragile peace. The thick traffic, including large buses, provides good cover (either partial or full at all times). AR is strong within 100 meters of the roadway.

Intersection 4: Slums of Oshodi-Isolo

Oshodi-Isolo is primarily controlled by the Hausa tribe, with large extended families lording over entire blocks of the slums. Squat, two- to four-story apartment buildings take up entire blocks, with shacks of scavenged material thrown up in the alleys and between the buildings. The alleys zigzag between buildings, shacks, and shops. Few are straight, and dead-ends are common. Mud, fetid with swamp water and human waste, coats the ground in the alleys. In places, the mud can be several feet deep, and narrow boards lie over the muck, providing perilous walkways for the residents. There is no electricity outside of a few generators, but oil burning lamps illuminate cafes and brothels. After dark, the gangs—primarily made up of young men from one clan—roam the streets, hassling outsiders and protecting their own kin. Devil rats scurry through the muck while huge lizards cling to the sides of buildings. AR is weak. This area of Oshodi-Isolo has a background count of 3 (Toxic). Piles of garbage, barrels of rainwater, and the haphazard shacks all provide good cover in the alleys (partial to full cover).

PUSHING THE ENVELOPE

To make this scene more challenging, you can add opponents, such as a team from Saeder-Krupp, another runner team, or even a group of local crime lords. Even a group of Area Boys (or other gang) may see the fire-fight and decide to join in “just for fun.”

For a particularly advanced group, you can have them follow Medjay through Surulere and have the denizens of Surulere object to their presence.

DEBUGGING

If the runners have eliminated one (or more) of the opposing teams prior to this scene, you should substitute a different bidder and their team (i.e., a Saeder-Krupp team) for the final chase.

It's very possible that the runners won't successfully get the map in the end. This is okay (although they won't get paid). Their success or failure in this adventure will impact future adventures, and the runners may even be hired in the future to regain the map from the successful party in *this* adventure.

GRUNTS AND MOVING TARGETS

Okada Stats

A kamikaze motorcycle taxi, these bikes are narrow and maneuverable, designed to haul 2–4 people through traffic by zipping between vehicles, on sidewalks, through muddy alleys, and even through buildings. Equipped with manual controls only.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
+3	15/30	75	0	4	1	0

Aztechnology Team (Professional Rating 3)

Employed by Aztechnology, this 5-man team is made up of consummate professionals, preferring to accomplish their goals quickly and quietly—when possible. They will attempt to disable Medjay's *okada* but are careful not to open fire at Medjay himself as long as he's carrying the map; they don't want the artifact damaged. They carefully limit civilian casualties and use the massive amounts of cover to their own advantage while also employing tacsofts to give them a tactical edge in combat. Their goal is to recover the map in one piece. Unfortunately, they only have the weapons they'd brought to the auction.

Security Detail

B	A	R	S	C	I	L	W	ESS	Init	IP	CM	Arm
4	6(8)	5(7)	4(6)	3	5	3	4	3.27	10(12)	1(3)	10	9/4

Skills: Athletics Group 3, Demolitions 3, Dodge 4, Close Combat Group 4, Firearms Group 6, Perception 4, Survival 3, Stealth Group 5, Etiquette 3, Pilot Ground Craft 4

Qualities: Toughness

Augmentations: (all betaware) Wired Reflexes II, Commlink (Rating 4), Muscle Augmentation and Toner (Rating 2), Cybereyes (Rating 2 w/ Low-Light, Flare Compensation, Smartlink, Vision Enhancement 2).

Gear: Form-fitting armor under Berwick business suit, medkit (Rating 5), Tacsoft (Rating 4)

Weapons: Victorinex Memory Blade [Blade, DV 5P, AP -1, Reach 1]

Browning Ultra Power [Heavy Pistol, DV 5P, AP -1, SA, 10(c), w/ smartgun]

Apep Consortium Team (Professional Rating 3)

This team accompanies Abelev as he travels on Apep business, and he has used them for a variety of purposes—from bodyguarding to robbing (or sabotaging) competitors' dig sites, extracting personnel for the corp, and even the occasional assassination. They're used to traveling all around the world, ready to step into the action the moment they step on the ground. They don't care about morals or civilian casualties, just about getting the job done. And their job is to retrieve the map.

This team attempts to cause maximum chaos and use the distraction to take the map. They may block roads by forcing civilian buses to crash, open fire on a crowded street, or even light fires in the wooden shacks to force Medjay to take a different route. They also use several drones to follow the action and give them a strategic boost, including using them to fire on Medjay or a rival team. The Apep team rigger is waiting for his team in a boat on Lagos Lagoon with extra weapons and his drones.

Apep Ork Thugs

B	A	R	S	C	I	L	W	ESS	Init	IP	CM	Arm
8	6(7)	6(8)	7(8)	2	4	2	3	1.57	10(12)	1(3)	12	8/6

Skills: Athletics Group 3, Blades 4 (Cyber-Implant Blades +2), Dodge 4, Etiquette 2 (Merc +2), Firearms Group 4, Heavy Weapons 4, Perception 4, Outdoors Group 2, Infiltration 4, Unarmed 4, Throwing Weapons 2

Qualities: Ambidextrous

Augmentations: Urban Kshatriya Cybersuite [Cybereyes (Rating 3 w/ Eye Recording Unit, Flare Compensation), Reaction Enhancer (Rating 1), Muscle Replacement (Rating 1), Biomonitor w/ Autoinjector, Cyberspurs (retractable)], Wired Reflexes (Rating 1)
Gear: Armor Jacket, Cram (6 doses in autoinjector) (included in stats), Commlink (Device Rating 4)

Weapons: Vibro Knife [Blade, DV 4P, AP -2]

Ares Predator IV [Heavy pistol, DV 5P, AP -6, SA, 15(c), w/ smartgun, APDS ammo]

Defiance T-250 [Shotgun, DV 7P; AP -1, SA, RC 0, 5(m) w/ smartgun]

High Explosive Grenades (2) [DV 10P, AP -2, Blast -2/m]

Apep Team Mage

B	A	R	S	C	I	L	W	ESS	M	Init	IP	CM	Arm
4	3	3	3	3	4	4	5	6	6	7	1	10	8/6

Skills: Assensing 3, Astral Combat 4, Athletics Group 1, Conjuring Group 4, Dodge 3, Etiquette 2, Infiltration 2, Outdoors Group 1, Pistols 3, Perception 4, Sorcery Group 5

Gear: Armor Jacket, Commlink (Device Rating 4) w/ glasses (Rating 1 with Image Link) and AR gloves

Weapons: Vibro Knife [Blade, DV 4P, AP -2]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, 15(c), w/ smartgun]

Spells: Fireball, Heal, Increase Reflexes, Invisibility, Physical Barrier, Powerbolt, Silence, Stabilize, Sterilize, Stunball

Apep Team Combat Rigger/Hacker

B A R S C I L W ESS Init IP CM
4 3 6 3 2 5 4 3 4.6 11 1 10

Arm: 8/6

Skills: Cracking Group 4, Electronics Group 2, Etiquette 1, Gunnery 4, Locksmith 2, Perception 3, Pilot Aircraft 3, Pilot Ground Craft 4, Pistols 2,

Augmentations: Commlink, Implanted Sim Module (hot-sim), Control Rig, Datajack, Cybereye (Rating 3 w/ ocular drone, smartlink, thermographic vision, vision enhancement 1)

Commlink: System 5, Response 5, Firewall 5, Signal 4

Programs: Analyze 5, Armor 4, Attack 4, Blackhammer 3, Blackout 3, Bio-Feedback Filter 4, Browse 2, Command 4, ECCM 3, Edit 2, Exploit 4, Medic 3, Scan 4, Track 3

Gear: Armor Jacket, Medkit (Rating 3)

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, 15(c), w/ smartgun]

Drones: Lockheed Optic-X Drones (2), Shiawase Kanmushi Microdrones (4), GM-Nissan Doberman Drone (1) w/ Ingram White Knight LMG (loaded with EX-EX rounds)

Area Boy Gangers (Professional Rating 2)

These orks have been hired to intercept the map. They know the streets and alleys of Lagos better than anyone, and they use their knowledge to move through the feral city faster than any other teams. They'll also be able to set up strategic ambushes, using the terrain to their advantage. However, they aren't professionals, and in the heat of the moment, they're likely to damage the map—along with significant numbers of civilians.

B A R S C I L W ESS Init IP CM Arm
8 3 3 7 2 2 2 4 6 5 1 12 6/4

Skills: Automatics 4, Blades 3 (Knife +2), Dodge 4, Etiquette 1 (Igbo +2), Intimidation 3, Lagos Backstreets 4, Perception 2, Pilot Ground Craft 3 (Okada +2), Unarmed Combat 3

Knowledge Skills: Igbo (N), Lagosian City Speak 3,

Qualities: Toughness

Gear: Armored vest, secondhand commlink (Meta Link running Vector Xim), glasses (Rating 1 with Image Link) and AR glove, one hundred naira in coins, *okada* (2 orks per bike)

Weapons: Knife [Blade, Reach 0, DV 5P, AP 0].

AK-97 [Assault Rifle, DV 6P, AP-1, SA/BF/FA, RC 3, 38(c), w/ smartgun, folding stock, gas-vent 2]

Hidden Allies Team (Professional Rating 4)

A 3-person all-elven team, this group will remain in hiding, working on the runners' behalf from a distance and vanishing from the scene as soon as possible.

B A R S C I L W M ESS Init IP CM Arm
4 8 5(8) 4(7) 5 6 4 5 7 6 11(14) 3 10 14/12

Skills: Athletics Group 5(6), Close Combat Group 5, Cracking Group 4, Etiquette 3, Dodge 4, Electronics Group 5, Exotic Weapon (Parashield Dart Gun) 5, Firearms Group 5, First Aid 3, Perception 5, Stealth Group 6, Survival 3 (Urban +2)

Qualities: Martial Arts 4 (Carromeleg), Adept

Adept Abilities: Astral Perception, Counterstrike, Improved Ability (All Athletics Group skills) 1, Combat Sense 3, Improved Reflexes 2, Killing Hands

Metamagic: Centering, Extended Masking, Masking

Gear: Light military armor (w/ mobility upgrade 2, strength upgrade 3, thermal dampening, ruthenium polymer coating) and military helmet, medkit (Rating 4)

Weapons: Knife [Blade, DV 4P, AP -2]

Sword [Blade, DV 7P, AP 0, Reach 1]

HK Urban Combat [Submachine Gun, DV 5P; AP 0, SA/BF/FA, RC 2, 36(c) w/ internal smartgun system]

Parashield Dart Gun [Pistol, DV 10S (Narcoject Toxin), AP -2, SA, RC 0, 5(c) w/internal smartgun system]*

Ranger Arms SM-4 [Sniper Rifle, DV 8P, AP -3, SA, RC 1, 15 (c), w/internal smartgun system]

*see p. 324, *SR4A* for injection dart description

HOME SWEET HOME

SCAN THIS

The runners (hopefully) have the map. They just have to get out of Lagos and back to Seattle without losing it. If the runners call Frosty, she tells them to head past the Murtala Mohammed International Airport to a smaller airfield about six kilometers away. Innocent Dobiri is waiting there for them with Frosty.

TELL IT TO THEM STRAIGHT

The streets are alive with sounds of traffic, and you don't know if there are any *more* people out there, trying to get the map. If they are ... well, do you really want to wait to find out?

You know you need to call Frosty. You make the call and her familiar face comes into your AR window almost immediately. She looks worried.

"Are you guys okay?" she asks, without even asking about the map. Not your usual Ms. Johnson. Then again, most Ms. Johnsons don't spend a week in hell with their runners, either.

When the runners arrive at the airport, read the following:

You recognize the rusty old plane waiting on the single airstrip. Frosty is standing beside it, looking worried. Innocent already has the engine running.

You climb in and he begins to motor down the runway. Across the runway, you see lights as a vehicle pulls to a stop. A man steps out of the vehicle. The plane lifts into the sky, and for a brief moment, the man is spotlighted by the plane's lights.

In that brief second, his silver cybereyes reflect the lights back toward you. Then the plane is up and away, and you lose sight of the man.

When they arrive in Seattle, read the following:

The plane comes to a stop, and the flight attendant opens the door. A set of stairs is wheeled up to the plane. You disembark with the map in its bulky protective case. Rain is falling, freezing cold, and the bitter, wet wind slaps you in the face. At the edge of the tarmac, a limo is idling. When you step out of the plane, it flashes its lights at you.

Frosty is beside you. She takes the map from you, and you get an incoming transfer message on your 'link.



"There," she says as the transfer is completed. She begins walking towards the limo. A door opens for her, and she turns to say goodbye to you. "Thanks for your help with this. Man, it's *miserable* out here, isn't it? Well, I won't keep you. You've got my number. I've got yours. Yada yada yada." She flashes you that killer smile, then tosses the map into the limo. You realize there's someone inside, sitting in the shadows.

"I'll catch you guys later, eh?" Frosty says, as she slides into the limo.

From the shadows, you get an impression of a man, slender, his elven face cast in light and dark shadows ... or you think he's elven, although you've never seen an elf with *age lines* before. As the door closes, you hear a rich, deep voice murmur, "Really, my dear. 'Yada yada yada?' Who *have* you been listening to?"

HOOKS

Getting home should be all the motivation the runners need for this final scene. After the week they've had, would they really want to stick around for more sightseeing?

BEHIND THE SCENES

When the runners contact Frosty, she tells them she's got a plane waiting for them. Innocent Dobiri has agreed to fly them out of Lagos and back to Accra. She's genuinely concerned for them, and if any of them are injured, she makes arrangements for medical care to be waiting on the plane.

In Accra, a jet is waiting for them (not the same one they arrived on). The jet is a Draco Foundation asset, with the Foundation's logo painted prominently on the plane. It will take the runners to Seattle, although it will make several stops for refueling along the way. The runners won't have to leave the plane at any stops.

The trip is uneventful. The plane lands in the corporate sector of Sea-Tac, and Frosty and the runners disembark into the freezing acid rain. A limo is waiting for her. She takes the map, transfers the agreed-upon nuyen to their account, and then gets into the limo.

As she does, the runners catch a glimpse of another elf, sitting in the shadows, before the door closes and the limo leaves.

DEBUGGING

The team shouldn't encounter too many difficulties in this scene. If the runners are hesitant to trust the DIMR airplane pilot, Frosty should be able to reassure them.

Even if the runners did not successfully acquire the map in the end, Frosty still takes them back to Seattle (or whatever city she hired them in).

AFTERMATH

The runners are home, after a fun week in "warm and tropical" Lagos. What comes next? Well, runners who keep their ears open for news in the antiquities world hear about the black-market auction in Lagos, which tops the black-market news for several weeks. More than one collector (or thief) would pay good cred to know who walked away with what treasures from that auction. Interpol and several other police organizations would also be very interested in knowing the final outcome of the auction. The runners, if they

let it be known that they were in attendance, may find themselves courted by some of these people, or, alternatively, visited by certain high-ranking agents of Interpol. How the runners choose to deal with those visits is up to them, but they should have the opportunity to make some more profitable contacts in the antiquities world.

As for the map, nothing more is heard. A few rumors circulate that the map surfaced at the auction, surprising since most assumed it had been destroyed during the Jihad.

Of course, if the runners themselves brag about their part of the theft of the map, then the Knights of Rage will be sent to question them. The questioning shouldn't be at all pleasant for the runners.

Like many runs, this one has left the runners with multiple enemies, and their best bet is to remain silent about their part in it.

AWARDING KARMA

At the end of any Shadowrun adventure, Karma is awarded to each player character for their part in the adventure. Just surviving deserves some Karma, and accomplishing specific goals earns more. Most player characters won't earn every point of Karma available, which is normal.

For awarding individual Karma, it is a good idea to keep notes on each player character's performance during the adventure. Exceptional roleplaying, humor, or heroics deserve to be rewarded, so keep notes on those actions (or others) to ensure you have an accurate tally by the end of the adventure. On the same lines, don't be afraid to subtract Karma from characters who do particularly foolhardy or out-of-character actions. Karma represents the universe's award for hard work and a job well done, and it can be lost just as easily as earned.

Of course, you don't need to share this with your players. Allow them to play the adventure as presented, without informing them of what actions will result in a Karma award or deduction. This will help keep them from second-guessing themselves (and you) as they go through the adventure.

Generally, Karma is awarded at the end of the adventure. Occasionally, some gamemasters like to award a point of Karma during the game, to reward a particularly impressive feat, exceptional roleplaying, or even a particularly brilliant in-character joke.

AWARDING CONTACTS

This is the first adventure in a series. As such, the main characters will likely reappear in some manner. Frosty, in particular, is a central character for the series. The runners' behavior and actions during this adventure determines her opinion of them for future adventures. If the runners made a good impression (regardless of if they were successful in acquiring the map), they will gain Frosty as a Connection 5, Loyalty 1 contact.

In addition, any Shadowrun adventure holds the seeds for your own future adventures. If your players continue to play the same characters, the contacts they make in this adventure can be valuable allies or dangerous enemies in your future campaigns. These contacts will no doubt keep an eye on the runners in the future, perhaps even hiring them for work, and Frosty is likely to send work the runners' way if they impressed her. Kayin, the Yoruba hawala and fixer, has connections throughout Africa and in the worldwide antiquities trade. Innocent Dobiri has connec-





INCOMING FEED.....



tions with a variety of smugglers through Africa. If the runners impressed Oni Adegoke by returning Silence and the statue to him, the Oni may well have future work for them as well (it's always a good idea to be on the good side of one of the richest men in Africa). Alternatively, if they made the Oni lose face, he'll remain a steadfast enemy of the runners—an enemy with global connections and a long memory.

Several other contacts the runners make can be useful in future games, such as Osayi Ibe in the arms market, who can procure almost any weapon on the market and several that aren't (unfortunately, he doesn't ship).

LEGWORK

As the runners go through the adventure, they'll have numerous opportunities for research. This section gives some results for legwork the runners may attempt. Research can involve the Matrix, checking with contacts, or any other method the player characters devise.

Note that some information is best presented to the players as handouts. These are found at the end of the book. You can provide them as handouts prior to starting the game or give the player characters the information only after they research the topic. Some information may be best presented during specific scenes.

CONTACTS

This adventure presents the unique challenge that, unless they are well-travelled, the runners are unlikely to have useful

contacts on hand. Though distance isn't usually a problem in the wireless Seventies, regular contacts are unlikely to possess useful local knowledge—all Contact Thresholds are increased by +2 if the contact is not based in Nigeria.

If the players are checking with a contact and the contact has the relevant Knowledge skill, roll for the contact; the number of hits determines the amount of information the contact knows. Of course, a contact may not choose to share everything they know with the player characters—and in Lagos, especially, a bribe is considered standard, no matter how little (or much) the contact actually knows.

Alternatively, a contact may ask around on the player characters' behalf. To do this, roll the contact's Charisma + Connection Rating. Treat this as an Extended Test with one-hour intervals. Add up the cumulative hits to determine how much knowledge the contact is able to glean from his or her contacts. In Lagos, where the runners are unlikely to have contacts with an established Connection Rating, you may instead choose to have the contact refer the runners to someone else—if they offer a suitable bribe.

And, of course, if you believe a certain piece of information would be useful in moving the story along, you can decide to have any contact drop a hint or information at the appropriate time. Along the same lines, you can determine that a contact doesn't know the information (if it isn't time for the player characters to know it yet) or is unwilling to share it.

Once you've determined the net hits a contact has made, look up the results on the Contacts table presented below.

SEARCHING THE MATRIX

Player characters may elect to search for information themselves by scouring the various data havens and informational dumpsites throughout the Matrix. In this case, have the player character perform a Data Search + Browse Extended Test, with intervals of one minute. Extended tests are limited by the addition of a cumulative -1 dice modifier to each test after the first. For example, a character with Data Search 3 and Browse 3 would roll 6 dice for their first test, 5 in their second, 4 on their third, and would be only able to roll 6 tests total (p. 64, *SR4A*). After this, any data not uncovered is simply too obscure or well hidden in the Matrix for that hacker to find.

Note that in Lagos there is very little useful information available on the Matrix. Hacker and technomancer characters will have their own opportunities to shine in this adventure, but doing Matrix research in Lagos may not be one of them.

KAYIN

An older human male, Kayin (like other Hawalas) has a reputation for being a trustworthy fixer.

Contacts: Antiquities dealers, other fixers, people in the market, street kids.

Contact	Matrix Search	Results
0	0	“Yeah, I know Kayin. Type of spice, isn’t it? For ten naira, I can get you some.”
1	1	“Kayin? That’s a Yoruba name. Must be a thousand of them around here.”
2	—	“Kayin ... I heard there’s a hawala by that name, works by the port. For fifty naira, I might know someone who knows him.”
3	—	“Yeah, he’s a hawala who works out of the Leventis Market in Apapa. He’s got a nice shop there, too, selling souvenirs and good-luck charms to the sailors. For a hundred nuyen, I know a kid who’ll take you right to his shop.”
4	—	“Kayin’s a hawala. You know what that means, right? Trustworthy and honest to the bone. He’s got a name for getting some real artifacts and antiquities—not the junk he sells for a few naira to the tourists—that come out of Interior Africa. He’s got contacts around the world in the antiquities trade. I hear he’s a friend of the Yoruba Oni, too. For a price, I’ll even arrange an introduction.”

TEAM KARMA

Situation	Award
Successfully keeping Frosty alive and whole in Lagos	2
Tracking down Samriel to the Palace	1
Tracking down Silence and the statue	1
Returning the statue and Silence (alive) to Oni Adegoke	2
Obtaining a ticket to the auction (without returning the statue or Silence)	1
Getting Frosty out of Ajegunle after she collapses and to auction on time	2
Recovering the map and handing it over to Frosty	2

INDIVIDUAL KARMA

Situation	Award
Surviving	2
Good roleplaying	1-3
Guts/Bravery	1
Humor	1
Pushing the storyline along	1

ONI ADEGOKE

The spiritual leader and Oni of the Yoruba, Oni Adegoke is a powerful initiate and an avid collector of artifacts, especially those with cultural significance to the Yoruba.

Contacts: Any Yoruba, most people in Lagos, or executives and employees in the oil industry.

Contact	Matrix Search	Results
0	0	“Adegoke? What’s that?”
1	2	“Oni is the Yoruba word for King. The Yoruba King lives somewhere around Lagos, doesn’t he?”
2	4	“Oni Adegoke is one of the richest men in Africa, especially since the big oil pipeline runs right through his kingdom. I hear he eats off plates of gold.”
3	8	“Oh, yeah, the Oni made a big agreement with Global Sandstorm back in 2068. They paid him and sent in mercs, and that won the big war over the oil pipeline. I hear the Igbo are still furious about that and want revenge. Or maybe just some of the profit, who knows? The Oni is real big on the historical Yoruba culture. I hear his palace is like a museum.”

Urgent Message...



4 16 “Oni Adegoke is one of the top collectors of black-market antiquities in Africa, maybe in the world. If it’s valuable, Awakened, or just rare, he’ll buy it. His palace has a lot of historical Yoruba stuff on display, but I hear he’s got a lot more non-African things hidden away. Interpol would love a peek at his collection.

3 8 “The map was found in 1929 in Turkey, but disappeared during the Eurowars. Probably destroyed when the Euro forces took the palace where it was being kept. Just one of many losses of irreplaceable history.”

4 16 “You know, no one could ever explain how the map showed the coastline of Antarctica without any ice, or how old Piri Reis got the American coastline just right. Some people used to say it was copied from a much older map, one that survived the destruction of the Great Library of Alexandria. Too bad it was destroyed—I bet there’s a lot of organizations that’d like to get their hands on that now. Like the Atlanteans, no doubt.”

SILENCE

A talented Igbo adept, Silence follows the Invisible Way.

Contacts: Igbo Area Boys in Agege, Brothel owners, fixers, Igbo elders.

Contact	Matrix Search	Results
0	0	“Great idea. Why don’t you try it?”
1	2	“Silence ... you mean a person, not the concept?”
2	—	“Don’t know, <i>omae</i> . Never heard of him.”
3	—	“I heard about some guy running with that name. An ork? Troll? I don’t know.”
4	—	“Yeah, Silence. Isn’t he a runner? Igbo, I think. You might want to ask some Igbo fixers, they’ll probably know more. For a hundred nuyen, I could introduce you to one.”

THE PIRI REIS MAP

A mysterious map, supposedly dating back to the sixteenth century.

Contacts: Antiquities dealers, conspiracy theorists, history buffs, Atlantean Foundation members.

Contact	Matrix Search	Results
0	0	“Map? What map?”
1	2	“I heard of that. Arabic, wasn’t it? Showed Antarctica?”
2	4	“The Piri Reis map is an historical oddity. Made in 1513 by Piri Reis, a Turkish cartographer. Showed the coastline of Antarctica without the ice. How that’s possible, since Antarctica was under ice in the sixteenth century, is a real mystery. They say the last time Antarctica wasn’t covered in ice was around 4,000 BC. No one around making maps back <i>then</i> , though ...”

MS. JOHNSON

The most casual Ms. Johnson you’ve ever met, but no one seems to know anything about her.

Contact	Matrix Search	Results
0	0	“Sure I’ve heard of Ms. Johnson. Who hasn’t?”
1–5	2–16	“Brown-haired elf, goes by Ms. Johnson ... right. Not many of those around.”
6+	20+	No one seems to know who you’re talking about, but an in-depth Matrix search reveals a blonde elf with her face, with a registered SIN in both France and Tir Tairngire (this may involve hacking the French or Tir SIN database).



FROSTY

If the runners search using Jane's professional handle, they'll find more information.

Contact	Matrix Search	Results
0	0	"Frosty? Isn't that a dessert?"
1	2	"Frosty? Isn't that the handle of some chica in the biz?"
2	4	"Yes, I've heard of Frosty. She's a talented mage, supposedly. Has a good rep, but I don't know any jobs she's done.
3	8	"I've heard she's professional, through and through. Picky about the jobs she takes, and doesn't seem to take that many. I don't know anyone who's met her in person, though."
4+	16+	"Frosty's an elf, a magician. But she doesn't follow any magical path <i>I've</i> ever seen. I've heard she's got a lot of morals. Doesn't work with any specific team—she seems to prefer working alone. She's been around a long time—ten years, maybe more."

SAMRIEL

Samriel is a heavily muscled elf with silver cybereyes and short cropped gray hair.

Contact	Matrix Search	Results
0	0	"Never heard of him."
3	8	"He's a member of the Atlantean Foundation, isn't he? One of those security guards they send around to guard dig sites."
4+	16+	"Samriel is a hard-core member of the AF. Heavy hitter, black ops type. Completely devoted to the Mystic Crusaders. I hear he's an adept, too, although you wouldn't know it from all the cyber- and bio-ware he's crammed in himself."



CAST OF SHADOWS

The following characters are major players in this adventure and may become recurring allies or threats in future *Dawn of the Artifacts* adventures.

JANE “FROSTY” FOSTER

Jane “Frosty” Foster is an accomplished magician in her mid-forties. Physically, she appears to be in her early twenties due to her elven heritage. She has long, curly hair, which she has temporarily dyed brown for her trip to Lagos—she believes her normal snow-white hair would stand out too much in the feral city. Her eyes are a clear blue, and she’s attractive, with a stunning smile. At first glance, she appears human, although she’s much taller than a human woman. She also has a very slight limp. Frosty has a casual attitude and a very pragmatic outlook on life. She is very loyal and basically honest, despite her career as a shadowrunner. She has a well-developed sense of humor and enjoys a good joke. She doesn’t like surprises, however, and tends to lash out at unpleasant surprises with a hot temper—and significant amounts of mana.

Jane grew up in an orphanage, unaware of her parentage, although always slightly wistful and curious. Eventually, she went to the University of Missouri, then began working for a small corporation in Columbia, Missouri. When she was in her twenties, her magical abilities awakened and she apprenticed to a powerful magician. That’s when she began to sporadically run the shadows.

After twenty years in the shadows, she’s made some very well-placed contacts, in both low circles and high. She’s met FastJack in person and is a member of his VPN JackPoint. In addition, she’s connected through her mentor to some very powerful individuals. On occasion, she has even met dragons—indeed, she was bequeathed a ring from Dunkelzahn in his will, a power focus that she never removes. These contacts have allowed her occasional access to some of the most secretive circles at large in the Sixth World (and she even occasionally shares her opinions and theories with her associates on JackPoint).

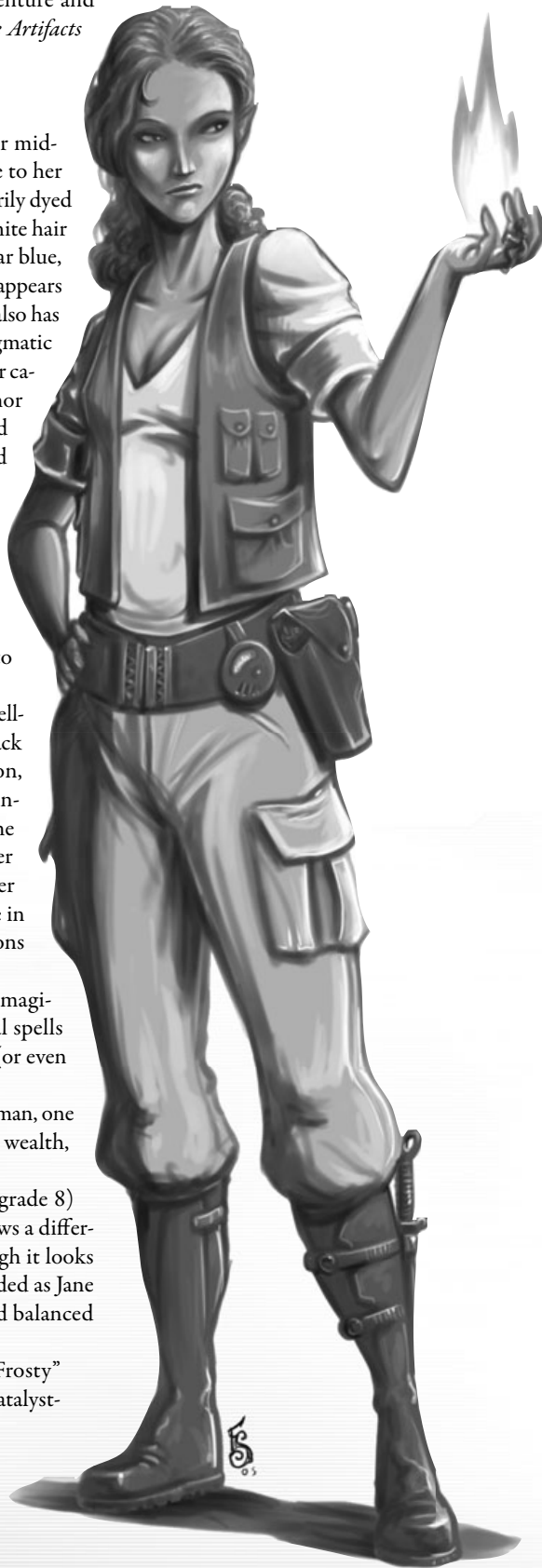
Being taught by one of the most powerful metahuman magicians on the planet has some advantages. Jane knows several spells and metamagical techniques that aren’t common knowledge (or even believed possible) in the magical community of 2072.

Despite that, Jane remains a basically good and honest woman, one who is still making her way in the world and isn’t dazzled by wealth, political power, or mystical abilities.

Stats: Frosty is a high-level initiate magician (at least grade 8) with some unique spell and magical abilities. Her magic follows a different paradigm than other magicians in the Sixth World, though it looks vaguely hermetic. Jane eschews cyberware. No stats are provided as Jane should be as powerful as the gamemaster needs her to be and balanced with the group.

For additional background information about Jane “Frosty” Foster, see the following sources, available via PDF at www.catalyst-gamelabs.com/catalog:

- p. 121, *Harlequin*
- p. 148, *Harlequin’s Back*
- p. 28, *Dunkelzahn’s Secrets*



MEDJAY

A special operative loyal to Celedyr, Medjay is a member of the Knights of Rage, a Nubian/Celtic group that answers only to the great dragon himself. Medjay is often tasked with international assignments due to his ability to blend in with the crowd, his skill at manipulating social situations, and his broad spectrum of useful skills (due to his skillwires). He prefers to use social skills rather than force, but when the time for talk is done, Medjay is brutally efficient at winning a fight.

Medjay often wears traditional Nubian robes, woven from organic cotton and hand-embroidered. The voluminous robes are quite effective at hiding his form-fitting body armor and a myriad of weapons.

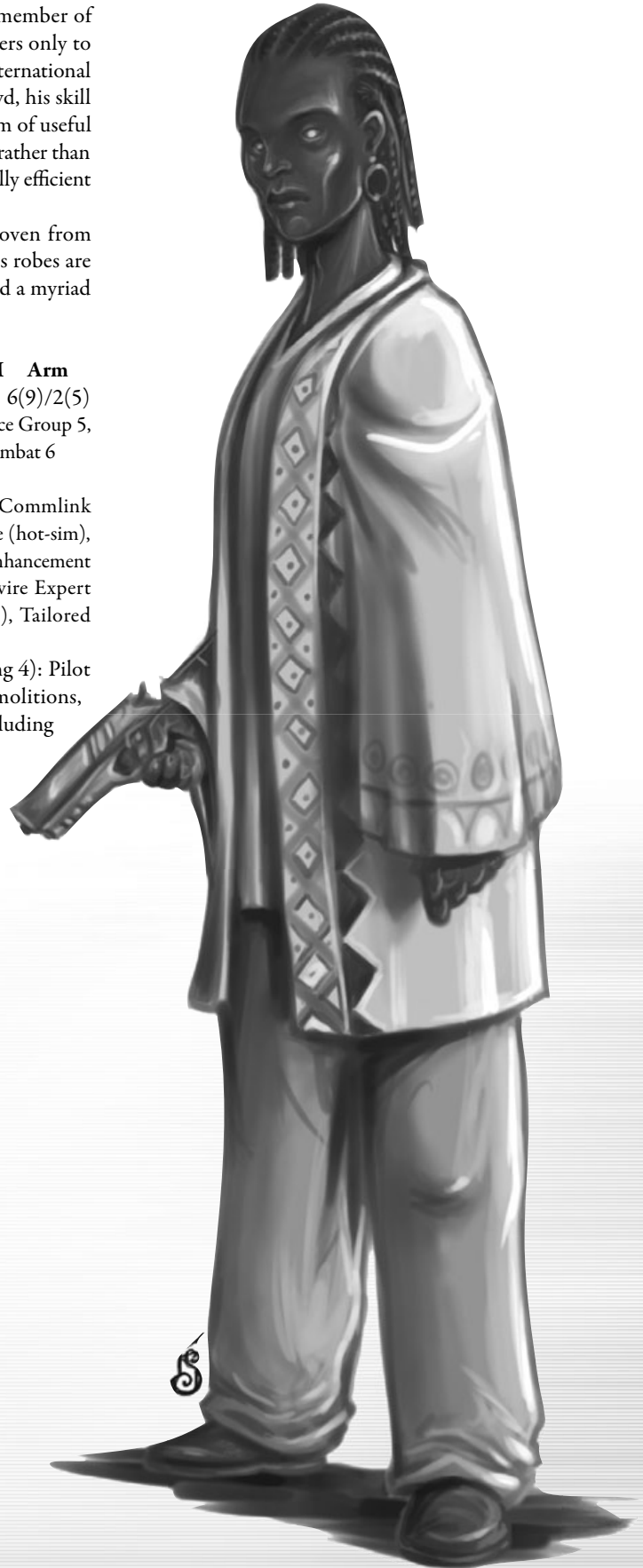
B A R S C I L W Edg Ess Init IP CM Arm
5 5 4(7) 5 5(8) 5 4 5 5 3.13 9(12) 4 11 6(9)/2(5)

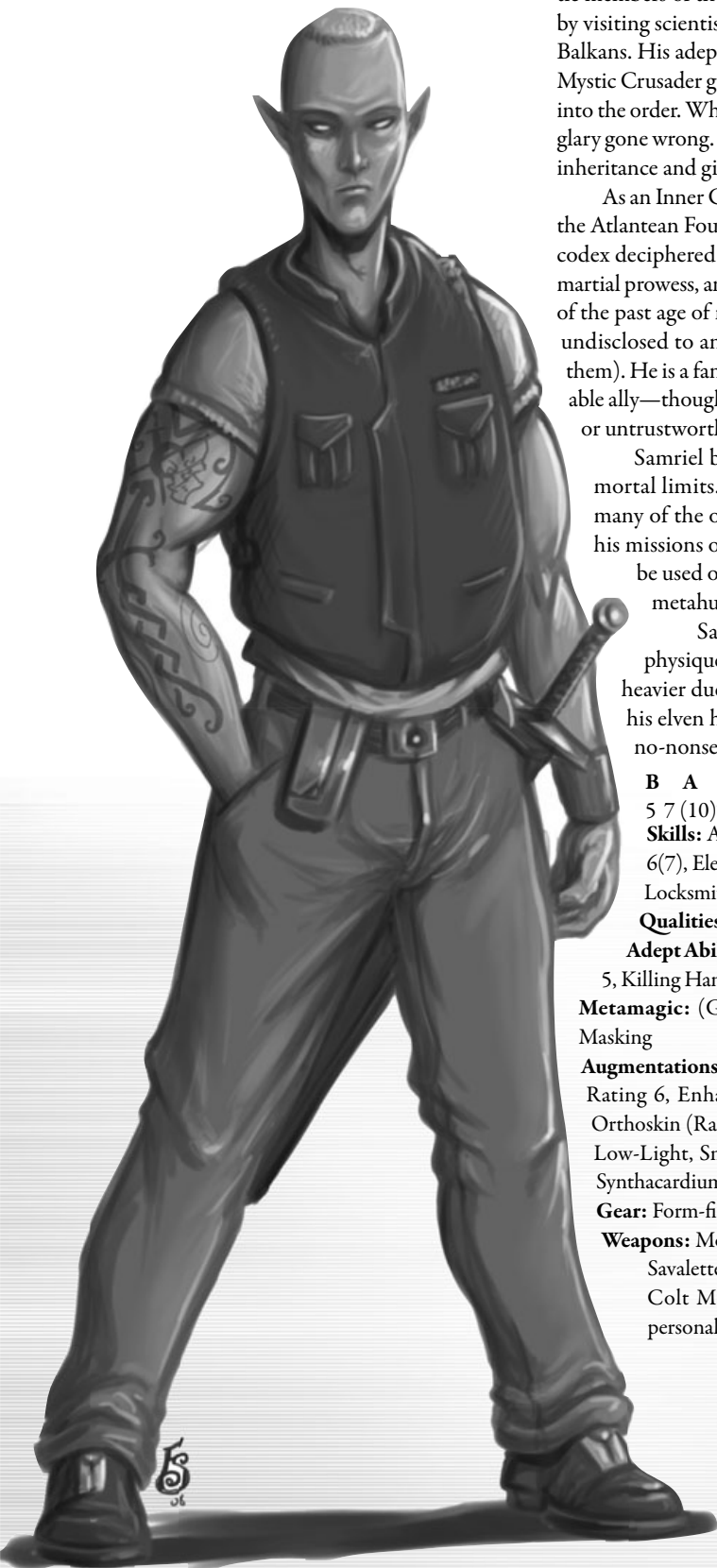
Skills: Athletics Group 6 (7), Dodge 4 (Melee +2), Influence Group 5, Intimidation 3, Perception 6, Stealth Group 5, Unarmed Combat 6

Qualities: Blandness, Magic Resistance 4

Augmentations: (all Betaware) Enhanced Articulation, Commlink [Firewall 6, Response 5, Signal 3, System 5] w/ Sim Module (hot-sim), Cybereyes (Rating 2 w/ Smartlink, Thermographic, Vision Enhancement 2, Low-Light, Flare Compensation), Orthoskin 3, Skillwire Expert System, Skillwires Rating 5, Synaptic Booster (Rating 3), Tailored Pheromones (Rating 3)

Gear: Form-Fitting Body Armor; 8 Skillsofts (all Rating 4): Pilot Ground Craft, Pilot Aircraft, Pistols, Automatics, Demolitions, Electronics Group, Hacking, Blades; 8 Linguasofts (including Yoruba)





SAMRIEL

Samriel was born to an upper-class family in Atlanta. His parents were enthusiastic members of the Atlantean Foundation, attending private fundraisers and lectures by visiting scientists. When he was thirteen, they spent a summer at a dig-site in the Balkans. His adept abilities were beginning to manifest and he was “befriended” by a Mystic Crusader guarding the dig site—an event that marked him for later recruitment into the order. When he was in his mid-twenties, his parents were killed by a home burglary gone wrong. With no family, Samriel dedicated himself to his order, donating his inheritance and giving himself over completely to the goals of the Mystic Crusaders.

As an Inner Circle member of the Mystic Crusaders, Samriel is fanatically loyal to the Atlantean Foundation. He follows the chivalric code laid out in an ancient mystic codex deciphered by the Inner Circle. As such, he is dedicated to his code of honor, martial prowess, and the Atlantean Foundation’s goal of unveiling the hidden mysteries of the past age of magic. Samriel generally works alone on secretive missions that are undisclosed to any outside the Inner Circle (and occasionally, even withheld from them). He is a fanatic, but he adheres strictly to his code of honor, making him a valuable ally—though he is ruthless when dealing with those he judges to be dishonorable or untrustworthy.

Samriel blends bio and cyberware with his magic to push himself beyond mortal limits. Because of his heavy essence loss, he is considered slightly off by many of the others in his order, but no one questions his ability to accomplish his missions or his unswerving loyalty. Samriel himself sees his body as a tool to be used on behalf of the Mystic Crusaders and accepts the loss of some of his metahumanity as a worthwhile cost.

Samriel is a Caucasian elf with silver cybereyes, a heavily-muscled physique, and close-cut gray hair. He is above-average height for an elf, and heavier due to his bioware augmentations. Although he is in his mid-thirties, his elven heritage gives him a much younger appearance. Samriel has a strict, no-nonsense approach to life.

B A R S C I L W M Edg Ess Init IP CM Arm
 5 7 (10)7 (10)5 (8) 5 6 4(7) 5 7 3 3.20 13 (16) 4 11 7(13)/7(9)

Skills: Athletics Group 5(6), Close Combat Group 6(7), Demolitions 2, Dodge 6(7), Electronics Group 2, Firearms Group 5(6), First Aid 3, Influence Group 3, Locksmith 4, Navigation 3, Pilot Ground Craft 5(6), Stealth Group 5

Qualities: Adept, Exceptional Attribute (Reaction)

Adept Abilities: Commanding Voice, Eidetic Sense Memory, Enhanced Perception 5, Killing Hands, Magic Sense, Mystic Armor 4, Spell Resistance 4

Metamagic: (Grade 4 Initiate) Adept Centering, Cognition, Extended Masking, Masking

Augmentations: (all Delta grade) Cerebral Booster (Rating 3), Damage Compensators Rating 6, Enhanced Articulation, Muscle Augmentation and Toner (Rating 3), Orthoskin (Rating 3), Platelet Factories, Cybereyes (silver) [Rating 2 w/ Flare Comp, Low-Light, Smartlink, and Vision Enhancement 2], Synaptic Booster (Rating 3), Synthacardium (Rating 3)

Gear: Form-fitting body armor

Weapons: Monofilament Sword [Blade, Reach 1, DV 7P]

Savalette Guardian [Heavy Pistol, DV 5P, AP -1, SA/BF, RC 1, 12(c)]

Colt M22A3 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 4, 40(c) w/ personalized grip, folding stock, gas-vent 3]



PLAYER HANDOUTS

A Visitor's Guide To Lagos (annotated ShadowSea Summary)

Today is *Sunday, February 7th*

Today's Weather in Lagos: 34 deg C (daytime high) with heavy sustained winds

Lagos is a feral city on the coast of West Africa. The city itself is home to 10-20 million people, most of whom live in conditions that make the Redmond Barrens look luxurious. Immensely powerful and rich warlords rule the city from the secure enclave of Lagos Island. Corporate investment in the city is high, since it is the primary outlet for the oil pumped in the Niger delta and serves as a no-holds-barred playground for everything from cheap consumer goods to black-market bioweapons. Almost any goods with value can be bought or sold in Lagos, be it weapons, metahumans, or technology. With no police force (or city-wide infrastructure), the rich and powerful write their own rules—and the corporations enjoy having no rules at all.

The city is built around large, shallow lagoons of brackish, polluted water. About a quarter of the sprawl area is actually water, and much of the rest of the city is built on a swamp. During the rainy season, streets become waterways and entire neighborhoods are flooded. Homes built over the swamps and lagoons balance precariously on stilts, while wooden or plastic slats connect homes. In the drier areas of the city, homes are often built of cinderblocks, and multi-story apartment complexes are common in the dense slums. Everywhere, people collect the acidic rainwater on rooftops and in barrels, and many families have rooftop "gardens" of edible fungi and hardy plants. The water from the lagoon, rivers, and streams is too polluted with toxic chemicals and metahuman waste to be drinkable (in fact, just falling into the water can cause a metahuman to become seriously ill). Less than one percent of the population has access to clean water (or plumbing), and so sterilized bags of water are common at markets and roadside vendors. Shamans with the sterilize spell are such valuable commodities that gangs and neighborhoods have been known to go to war to acquire one.

Food is another danger; fish from the lagoons can be toxic, and vegetables and fruit are often washed in polluted water. Food-borne illness is rampant, especially amongst visitors. There are few soy or soy-based products, however, and the spicy cooking features fresh fish, Cassava, rice, and yams. Devil rats (or their less dangerous cousins) are also a staple.

THE HAWALA NETWORK

A hawala network is an informal system of monetary transfers that relies upon a strict honor system and is common throughout most of Africa and parts of Asia. A person can make a deposit (certified electronic funds, hard currency, precious metals or gems, or occasionally other highly valuable commodities) with a hawala in their area. For a percentage, generally 10-20 percent, the hawala gives the client a voucher. Then, generally, the hawala contacts another hawala in another city, transferring the funds to that hawala. Anyone with the correct voucher (a physical token, occasionally a written, electronic, even a verbal phrase or key) can then access the funds, which will be provided in the requested form (generally certified cred or hard currency). The system depends completely on the honor and honesty of the hawalas and the trust that their clients place upon them. As such, the men are often held in high esteem within their societies and often act as trustworthy and reputable fixers.

Hawala tokens in Lagos are often small items, such as tiny shells, fragments of bone, or small rocks with intricate carvings indicating the originating Hawala and value. Forging a Hawala token is a serious cultural taboo, and most Lagosians believe doing so will call down a curse on the thief. Eerie stories of carved leopards springing to life to slaughter a thief, or a plague killing his entire family, or spirits driving him mad are whispered throughout the sprawl.

Hawala tokens always have two sides, with symbols on both. The top shows the value, the bottom the hawala's personal symbol. In Lagos, the network of Lagosian hawalas has agreed upon the common symbols and values.

Image	Value
Monkey	5 Naira
Fish	10 Naira
Hippo	50 Naira
Parrot	100 Naira
Lion	1,000 Naira

In December and February, the strong Harmattan wind blows from the Sahara, bringing a warm, dry period and coating everything in the city with a fine, red dust. There is little to no rain during this time, and drinkable water becomes scarce.

Urgent Message...

COMMON PRICES FOR GEAR AND SERVICES IN LAGOS

> Heard you were heading to Lagos. Because I care, I've attached a price sheet, courtesy of that dog Duante. He says to tell you that these prices are what a native might get, or someone really hot at negotiating.

> Kat o'Nine Tales

AK-97 (only "slightly" used): 1,000 Naira
 Ares Predator IV: 3,500 Naira
 Regular Ammo (10): 200 Naira
 Hotel (Porto Novo): 1,000 Naira
 Hotel (Lagos Island): 1,000+ Nuyen
 (Naira not accepted)
 Cab Ride (1 hr): 100 Naira
 Okada Ride (1 hr): 20 Naira
 Breakfast/Lunch (Roadside Vendor): 5-10 Naira
 Dinner (Buka): 20 Naira
 Dinner (Nice Restaurant): 200+ Naira
 Typical Area Boy Bribe (foreigner rates): 100 Naira

Magic runs through the city, with tribal *dibias* and *olorishas* (shamans) holding their societies together or profiting by their powers. Much of the city has a background count, from centuries of metahuman suffering, misery, and overwhelming pollution. Some areas are domains that favor toxic magic, like the dense, polluted slums of Shomolu, while others favor nature magic, such as the wild, untamed grasslands of Ifako-Ijaye. Dangerous Awakened creatures are drawn to the tainted astral space. Local *dibias* learn to compensate for the difficulty in drawing mana, but visitors can be caught unaware.

Wireless coverage in the city is provided primarily through a Mesh Network. There are a few areas with reliable wireless coverage (such as Festac Town or Lagos Island). However, since the majority of the population has commlinks (although many are scavenged from corporate recycling programs), a viable mesh network exists. The network is subject to the flows of metahuman traffic, however, and at anytime, coverage could go from strong to non-existent within a few minutes.

While many people have commlinks, almost no one has a bank account (or ID). Instead, most of the daily financial transactions are done through barter or physical currency. The *naira* is the common currency for Lagos, and 20 naira are worth approximately 1 nuyen. Rampant forgery makes the paper naira almost worthless, while coins (in amounts up to 500 naira) are slightly better as long as a person verifies the coin is made from real metal. Better yet are **hawala** tokens, which are accepted everywhere in the sprawl and are often given a higher value in daily transactions. Hawala tokens generally come in amounts up to 1,000 naira. Most sprawl residents will also accept bartered items in exchange for goods or services.

There are estimates that there are over one hundred different languages spoken in Lagos. Many residents speak a Lagos-specific type of city speak, which combines several tribal languages with English and French. Other major languages are Yoruba and Igbo. While Horizon's Life-line linguasoft service has Yoruba linguasofts available, there are no linguasofts on the market for the unique Lagosian city speak, Igbo, or any of the other tribal languages. However, between Yoruba, English, and French, most *oyibos* (foreigners) can make themselves understood, as long as they remember not to speak Yoruba to an Igbo unless they're spoiling for a fight.



PLAYER HANDOUTS

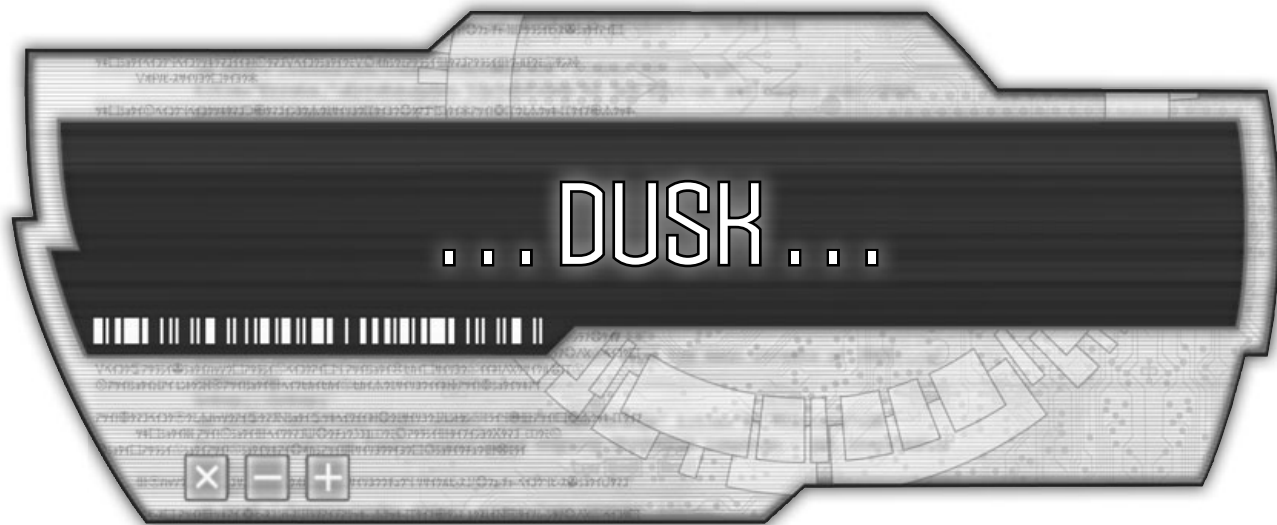
The Yoruba

The Yoruba are the most populous tribe within Lagos. Their kingdom actually surrounds the city, and a significant portion of the Lagos oil pipeline runs through the Yoruba Kingdom. Their faith is the cornerstone of their tribe, and their *olorishas*, or shaman, lead them in that faith. Principal among the *olorishas* is the Oni, the spiritual leader and King of the Yoruba.

Despite the kingdom's immense natural resources and profitable exploitation of the oil pipeline, the average Yoruba exists at a subsistence level. Many rely on agriculture to survive in the rural areas of the kingdom. In Lagos, the Yorubas are found in every area of the sprawl and every tier of society. The Yoruba gangs are more insular than the widespread Area Boys. Yoruba is one of the dominant languages of Lagos and, due to the Yoruba Kingdom's strategic position in the area, has been translated onto Linguasoft by Horizon, Wuxing, and other corporations. In general, the Yorubas are tolerant (if not welcoming) of various metahumans and changelings, and women have mostly equal rights in the society, except when it comes to magic (only the Yoruba men can receive formal training in their religion outside of a single secret society of priestesses).

The Igbo

The Igbo tribe was almost destroyed by VITAS and the Awakening. Some might argue it was destroyed completely; certainly the tribe in the Sixth World bears little resemblance to the historical Igbo, who valued learning, democracy, and artistic expression. When the majority of their tribe died in the VITAS plague, a few remaining *dibias* (tribal sorcerers) opened the tribe up to any man who could pass their rituals. Survivors banded together during the years of chaos, merging into the Igbo of today, valuing strength of arms and physical prowess. The tribe is the second-most populous in Lagos and many residents of the feral city speak a little Igbo simply as self defense. The ever-present Area Boys are made up of Igbo youth, and the gangs are a socially accepted way for young Igbo men to get some experience and some kills to their name before becoming a man in the eyes of the tribe. Throughout the Kingdoms of Nigeria, the Igbo are known as fierce and ruthless pirates and raiders, and their perpetual aggression keeps the Igbo at war with an ever-changing list of other kingdoms. The Igbo welcome metahumans and changelings within their tribe, especially those who can prove their prowess; orks make up a disproportionate percentage of their tribe. Any man can join the Igbo if he can endure, unflinching, the *dibias'* excruciating rituals. Women are considered property of their male relatives, with no rights in the tribe. Magic is reserved for men; Igbo girls who Awaken are often killed by their fathers (or sold to a corporate buyer). The Igbo are considered a minor tribe for most corporations and their language has not been translated into Linguasoft form.



The sunrise painted the clouds with ribbons of crimson, scarlet, and ruby. From the high-rise in downtown Atlanta, she watched the sky show and felt the acute press of time. Another day begun.

Behind her, the door opened, and a man entered the room, walking silently across the lush carpet. He crossed the office, coming to stand beside her, looking out the floor-to-ceiling window to see what held her attention.

"Red sky in the morning, sailors take warning," he said.

"What an odd saying," she replied, tilting her head to look up at him. He stood half a head taller than her, unnaturally muscled for an elf, his eyes a reflective quicksilver. He'd traded much of his elven soul to be faster, stronger, tougher, replacing his body with cyber- and bio-ware. Sometimes it made her uncomfortable.

Not today.

"What does it mean?" she continued, curious. Postponing the real question.

He gave a shrug. "Just something I heard once as a kid. Probably means a storm is coming."

"Indeed," she murmured, looking back out. The brilliant shades of red were fading, like an alarm silenced, leaving only the warning and none of the beauty. "And another day begins. Time ... time grows too short," she said, feeling the weight of the years pressing down on her.

"I have my report from Lagos," he replied, pragmatic. Her loyal soldier was not given to flights of fancy. Perhaps he lacked enough of a soul, or perhaps his cybernetic eyes no longer saw the fragile poetry of the fleeting sunrise.

She sighed. "Tell me."

"The team recovered the map, as you desired. They left for Seattle to deliver it. We have watchers on the ground to confirm the hand-off."

"Then it has begun," she said, walking to her desk. He followed.

"It has."

"Once he sees the map, he'll know," she said. She sat and pulled up a file with images of four ancient pieces. Pieces in a game, the only game that mattered.

"So your research indicates," her soldier replied. "You've told us he has the knowledge to use the pieces, to find the rest where they are hidden. If they even still exist."

"They do," she said, confident.

"They better. We've let two pieces go, when we could have them for ourselves. Technology could recreate the missing ones—"

"Technology cannot replace *everything*," she retorted, harsh. He stopped speaking, as abruptly as if she'd slapped him. "Have more faith," she said, more gently. "You are a true believer."

"We all are," he replied, stung. Not mollified.

"Of course. And I have promised that he can unlock these pieces, and locate the rest. We will watch, and wait ... and be ready."

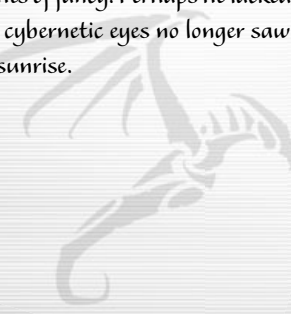
"And then—"

She nodded, allowed herself a small, satisfied smile. "And then."

"We will continue as planned, then," he said, "I'll report back when the hand-off has been confirmed." He bowed to her and left the room, moving with his deadly grace.

Alone, she turned to look back at the cloudy sky, no longer painted in beauty.

"It has begun, Eoerin-ha."





هذا العالم هو الذي خلقه الله تعالى في ستة ايام
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والارض التي خلقها في ايامه الثانية
والسموات التي خلقها في ايامه الثالثة
والانسان الذي خلقه في ايامه الرابعة
والحيوان الذي خلقه في ايامه الخامسة
والنبات الذي خلقه في ايامه السادسة
والجبال التي خلقها في ايامه السابعة
والبحار التي خلقها في ايامه الثامنة
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والشمس التي خلقها في ايامه العاشرة
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THE ADVENTURE BEGINS...

Sixth World scholars have long hypothesized the cyclical nature of magic. For years corporations, collectors and other factions have spent fortunes hunting down surviving relics of this mythical age. The shadows whisper of lost lore and a secret history to the world. A privileged few have come into possession of ancient items of great power and mysterious purpose, artifacts from before recorded history. Now it's your turn...

On the surface, the job seems simple: escort and assist Ms. Johnson as she follows the trail of a man across the globe. The target? An agent of the Atlantean Foundation tracking a priceless stolen artifact. And the trail? It leads to Lagos, the most dangerous sprawl on earth, where simply surviving the day can be a run in its own right. Add in the biggest black market auction of the century, a powerful African king, and a plethora of the biggest players in the artifacts trade, from the Atlantean Foundation to Aztechnology... well, welcome to the underside of the artifact business. If you survive, there's more work a-coming... and maybe even some answers to your questions.

Dusk is the first in a series of interlinked adventures that will take the runners to the far corners of the globe on a quest to recover priceless artifacts. Exactly *who* wants these artifacts, and why, are questions the runners will have to discover for themselves...



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