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TABLE OF CONTENTS

TABLE OF CONTENTS

DADDY DEAREST: A Prologue	4
INTRODUCTION	6
Gamemaster's Notes	6
How to Use This Book	6
Plot Synopsis	7
THE ADVENTURE	9
Virtual Reality	9
Back to School	12
Knights In White Sheets	21
Elby's	23
The Quick and the Dead	24
Down in the Dumps	26
Sea-Tac	28
Juzu Clinic	30
Road Trip	37
Shoalwater	38
LEGWORK	43
CAST OF SHADOWS	48
Fayette	48
Anton d'Venescu	49
Dr. Arhill	50
Interns (Hortense and Farnwell)	51
Marti Vann	52
Nick Voigt	53
Ork Mercenaries	54
Rat Mash Dancer, Ork Leader	55
Aztechnology Senior Technician	56
PICKING UP THE PIECES	57
PLAYER HANDOUTS	58



DADDY DEAREST: A Prologue

Nick vaulted from his Yamaha Rapier and rushed into Elby's Bar and Grill. A glowing sign reading "Baer Beer" provided the main light source, casting the room in red glare and bluish shadows. Even now, just before dawn, people sprawled at the tables. Nick pushed his way from person to person, staring intently at each face, never seeing the one he wanted. If he didn't find it here, he'd have to give up. He'd already looked everywhere else. Music pounded. The life of the bar went on, oblivious to Nick's building frenzy.

Then two enormous warty hands seized Nick's shoulders. "Hold on there, chummer. Chiller down. What's your drek?"

Nick was tall and strong, but he was an elf and could not possibly pull away from the hands that held him. Looking up, he recognized Rind, a troll bouncer well-respected and known in that part of town. When Rind talked, you listened—if you wanted to keep your ears. Still, Nick knew that Rind considered himself an adoptive father to the other metahumans in his part of the city.

"Has anybody seen my woman?" Nick said, looking up respectfully at the troll as he shook himself free. "Has Fayette been here?"

"Just cool it, will ya. Tell ol' Rind your problems and I'll see if I can make 'em any worse. Now, who're you lookin' for?"

Nick breathed deeply and leaned against a vibrating trideo game box that stood in the corner. "Remember that girl Fayette? I brought her in here once or twice, showed her the ropes? I've got to find her."

"I remember some breeder girl who seemed real upper-crust like. You was hoping she'd meet you tonight, huh?"

Before Nick could answer, the trideo game bleeped out its "Game Over" message. Maya, the player who had just lost, peered lazily around the machine. She was a tiny woman with datajacks drilled deep into her scalp. "Sure, I remember Fayette. She was the girl who kept scopin' out all the razorguys, right?"

Nick's eyes flashed blue at Maya. "Don't rattle me now. She'd never seen cyberdrek like that before. Like Rind says, she's a society girl."

Maya's pasty face sagged in a smile. "She's the prettiest little tart you'll ever pick up."

Nick howled. "For drek's sake, she's a debutante. She goes to some place called the Rhododendron Conservatory. She's no tart, you fraggin'—"

Rind grunted for silence. His face showed no expression. "I hate to hose up your day, chummer, but you gotta face it. If she really goes to that school, she's one rich little girl. She's not gonna stick with scum like you or me."

Nick gave a momentary smile. "No, you don't understand. When she said she was coming tonight, she meant it. We were gonna leave town together. We were going all the way to North Cove—"

"Run that by me again, chummer? You were taking this girl out of the sprawl?" Rind shook his oversized head. "No way. Just put yourself in her shoes, chummer. Her parents gotta be some kinda corp types. They're rolling in cred. She wants to hang onto them. Now maybe your girl is climbing the walls in that school, but she's not gonna leave it or them. You wouldn't ask her to throw away a life in the sun."

Nick set his jaw, which was square and firm. "It was her idea to go. She's desperate to get out. Maybe there's something we don't understand. But I think I corrupted her real good." He gave a thin, roguish smile.

"There's definitely somethin' you don't understand, chummer," Maya sang out cheerfully. "I saw Fayette this evening."

"Where?"

"She was down by Zappy Zed's, walkin' the block, not doin' a thing, just walkin' up one street and down the other. And...what do you know, Lone Star slides up and carts her off. Slot, but it was a chuckler. Is that what they teach them at Rhododendron Conservatory?"

Nick slammed Maya face-first against the trideo game machine, triggering a general brawl as patrons at other tables jumped in, either to break things up or to make things worse. Rind, meanwhile, tried to pull people apart, calling futilely for order.

Fayette wasn't surprised that they caught her. From the moment she sneaked off campus, she had a nauseous premonition that everything was doomed to go wrong. Perhaps fatally wrong. And for some irrational reason, she dreaded not the streets, but the Conservatory, the school that was so wholesome, safe, and utterly mundane that she yearned to leave it. Now Fayette realized that it wasn't boredom that had made her want to leave the school but a quiet, nagging terror.

She crept out of the Conservatory just after midnight, intending to go straight to Elby's Bar, where she and Nick would meet to decide on the best way out of Seattle. She had not gotten two blocks, however, when she had to duck into a soy bar to avoid an off-duty security guard from the school. Then she must have wandered down a wrong street, because she found herself at Zappy Zed's Trideo Kiosk instead of Elby's. Fayette retraced her steps, but a blue Lone Star patrol vehicle shimmered out from the neon rainbow of the plex before she got very far. She must have looked more out of place than she hoped. They stopped, they IDed her, they picked her up.

The police took her back to the Conservatory in their cruiser and gave her some advice about staying out of that part of the plex. At the Conservatory, everyone began to ask questions, but she just blinked and looked at her denim skirt. The headmaster twitched about. When morning came, he sent her to the clinic

for a medical examination, with an air of "if-you-won't-cooperate-we'll-just-have-to-punish-you."

Then Fayette was sitting in the lobby of Juzu Clinic, her legs crossed and her arms drawn together. She felt a chill that the droning air conditioner did not explain. A cloying air of malice suffused the building. At first glance, the room seemed designed to irritate the eye, with its beige walls, molded seats, and ruddy video monitors scrolling out advertisements for simple, painless cyber-upgrades and cosmetic surgery. To Fayette, the furnishings seemed not just annoying, but sinister. They served as a mask for something unspeakable.

Beside Fayette sat Mr. Grumblatt, the mathematics teacher who had volunteered to accompany her to the examination. He pretended to shuffle through the magazine chips in the waiting room's viewing rack. Then he turned toward Fayette, pursed his lips beneath his mustache, and coughed. "Mind if we talk a bit?"

Fayette shook her head, but hoped desperately that the receptionist would call soon. It wasn't only because she had heard Mr. Grumblatt's lecture before. She sensed that, intentionally or not, the round-bodied instructor planned to say something terrifying.

"The thing you must realize, my girl, is that you were taking a terrible risk. Are you listening?"

Fayette chewed her fingernails while Mr. Grumblatt lectured. She approached each finger with the eye of a manicurist, softening each one by gentle gnawing, using her lower teeth to work out dirt, then carefully stripping off the excess nail. Fayette struggled to concentrate on her pale, smooth, tasteless fingers and nothing else.

"My girl, you simply have no way to understand the things that can happen in this world. Remember that at Rhododendron Conservatory you are *protected*. You may not appreciate it right now, but we teachers are, if you will, sort of Daddy-figures—"

Fayette gave an involuntary start. But before she even realized why, a disembodied voice spoke. "Fayette Myers. Room 112." She rose, brushed her lank curls back, clasped one hand in the other and forced herself into the white corridor.

Room 112 turned out to be an examining room, but the two technicians were cleaning equipment, and seemed surprised to see a patient. One of them asked what Fayette wanted. She rolled her hazel eyes, trying to think of a dignified way to explain her flight from the Conservatory. When she finally explained who she was, the two muttered to one another and consulted video terminals. Then they informed Fayette that the clinic had changed its plans. A doctor named Arhill wanted to examine her in person at a laboratory in a different wing of the clinic.

Fayette had to pass several offices to reach Dr. Arhill. At one room, the half-open door provided a view of a groaning ork who had the chrome nozzle of some machine deep in his eye-socket. To her surprise, Fayette felt nothing. She realized that whatever she feared frightened her at a more primal level than the most grotesque medical procedure.

Dr. Arhill's laboratory door stood open. The casings of mammoth machines occupied almost the entire chamber. An emblem depicting a tiny stepped pyramid appeared on the pale orange side of the largest device. The doctor, a balding man with thick spectacles and wearing a lab coat, sat in a wheelchair. How odd, Fayette thought. This was, after all, a clinic full of cybernetic eyes and hair-growth drugs.

Fayette coughed and introduced herself.

Dr. Arhill stared at her for several moments, then turned away. "Lie down there." The doctor motioned with his fingers, beginning to punch a keyboard with his other hand.

Fayette waited for some further explanation. Receiving none, she stretched herself on the molded table and gazed at the ceiling. She muttered something about not being sick, about just being there for a short examination. The doctor made no response. Instead he typed something onto the keyboard. Then he lowered some sort of probe over her chest, moved it a few times, and asked her to squeeze a synthetic rubber ball.

Out the corner of her eye, Fayette could see the machine's screen. In livid green, it formed a trideo image of her heart.

The doctor seated himself again. "My name is Dr. Arhill." He paused, as if that explained something significant. "I have some questions for you to answer. What can you tell me about your mother?"

Fayette had expected questions, but not that one. As she composed an answer, she could see her green heart pounding. "She died when I was very young."

"Ah-hah. That's certainly too bad. But tell me...do you know how she died?"

"I don't know. I think she was murdered." Actually Fayette knew quite well that her mother had been murdered, but she felt uneasy talking about it. The words caught in her throat. She wanted to finish, to get up, to leave.

"How sad. Then you...grew up with your father, is that it?" Dr Arhill licked his lips and stared intently.

"No! No—I never knew him." Then Fayette's thoughts pierced to the crux of what she feared. Her mind flashed through her childhood. Fayette had grown up in an elven enclave with her aunt. Nobody had ever talked about her parents. Only as Fayette prepared to leave for the Conservatory did her aunt finally tell her the story of her mother's death.

Fayette's father had killed her mother.

After he killed her, he took her heart.

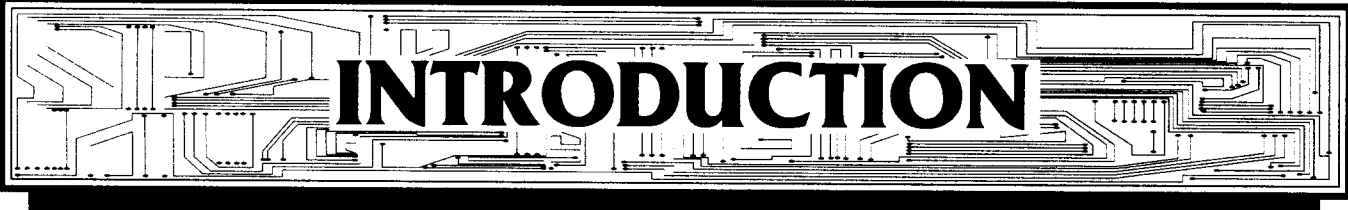
Fayette's aunt said it had something to do with Aztechnology Corporation and blood magic.

Dr. Arhill suddenly grew brisk. He hurried Fayette back to Room 112 and called a nurse to look for signs of injury or narcotic use. The nurse took her back up to Mr. Grumblatt, along with a blue slip of paper, listing the results of the tests. The teacher received everything with a wide smile, going through the documents, expressing relief that Fayette had not suffered injury nor taken drugs, promising that the school would follow the doctor's recommendations.

At that, Fayette peeked at the papers herself. Doctor Arhill had scheduled her "follow-up" appointment for four months hence.

Reading those words, Fayette knew she would not keep that appointment. They had caught her once, but after all her nights of sneaking out to party, she knew she could escape the Conservatory again. She would go and find Nick, maybe even that same night.

She followed Mr. Grumblatt out of the clinic, trying to look docile and trying not to think too much about the eerie sensations this clinic gave her and what kind of deep trouble she might be getting Nick into.



INTRODUCTION

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

GAMEMASTER'S NOTES

Ivy and Chrome is a roleplaying adventure set in the world of **Shadowrun**. This adventure uses a decision-tree format, meaning that the players' team could arrive at the same encounter via different routes.

To run the **Ivy and Chrome** adventure, the gamemaster needs a thorough familiarity with the contents of this book, as well as a working knowledge of the basic **Shadowrun** rules. It is also strongly recommended that the gamemaster become familiar with **The Grimoire**, the **Shadowrun** magic sourcebook. **The Grimoire** describes new magical powers and abilities used in this adventure. Gamemasters who do not own this volume will need to do some tinkering with any section that uses these special powers and abilities.

The contents of this book are for the gamemaster's eyes only. Everything needed to roleplay **Ivy and Chrome** is included here.

Ivy and Chrome is designed for a team of four to seven player characters. The group should contain a variety of talent, including one or more magicians and a decker.

MAKING SUCCESS TESTS

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given Target Number. These Unresisted Success Tests are indicated by the name of the appropriate skill and the Target Number. For example, an Athletics (3) Test refers to an Athletics Success Test with a Target Number 3.

SUCCESS TABLES

At times, the gamemaster will use Success Tables to determine how much information the players receive. Each Success Table lists different information for different numbers of die roll successes. In all instances, rolling a higher number of successes reveals all the information from the lower numbers as well. For example, a character achieving three successes would not only learn the information for three successes, but for 2 and 1 success as well.

HOW TO USE THIS BOOK

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

The gamemaster should also examine the maps, plans, and diagrams included. Where appropriate, the maps are coded with letters and numbers to link an area to its description in the text.

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

Ivy and Chrome contains a number of short sections describing each of the encounters and events the player characters will face or are likely to face in the course of roleplaying this adventure.

Most of the encounters begin with a section entitled **Tell It To Them Straight**. This is intended to be read to the players and describes where the player characters are and what is happening to them as though they were actually there. The gamemaster may find that he occasionally needs to adapt the text to special circumstances or the actions of the shadowrunners. **Any special instructions to the gamemaster are printed in boldface type.**

The second information section is entitled **Behind the Scenes**. This is the real story, for only the gamemaster knows what is really going on at any given moment in the adventure. If there is a map needed to play this encounter, it is included in this section. Non-player character stats needed to roleplay the section are usually included here as well, though in some cases the gamemaster may be directed to existing Archetype or Contact statistics either in the **Shadowrun** rules or the **Sprawl Sites** gamemaster sourcebook. The gamemaster may also find hints and suggestions for handling the particular encounter.

The final section in each encounter is called **Debugging**. This section gives the gamemaster suggestions on how to get the game back on track if, for example, the player characters overlook a vital piece of data or if half the players' team meets an untimely death. The suggestions given are just that, however. If the gamemaster can think of a better way to redirect the game, let creativity rule the day.

The **Cast of Shadows** section includes game information and roleplaying hints for some of the major NPCs in the adventure.

INTRODUCTION

Picking Up the Pieces includes tips on wrapping up the adventure and awarding Karma.

The **Legwork** section provides information and rumors about various people and aspects of the adventure that the runners can learn from their contacts.

A section of **Player Handouts** is at the end of the book.

PLOT SYNOPSIS

The shadowrunners start this adventure with an unusual meeting in the Matrix. Using the services of Virtual Meetings Incorporated, a virtual-reality conferencing company, the runners meet their Johnson in a computer-graphic, but photo-realistic, conference room. Their contact, bearing the icon persona image of the legendary decker Diana, may not be all she seems. She moves falteringly, speaks with difficulty, and seems unaccustomed to her Matrix form. An AI?

Alas, reality is much simpler. The deck, formerly owned by the now-deceased Diana and containing all her original MPCP chips, is being controlled by her sister, Marti Vann. Marti wishes to hire the runners to locate her niece, Diana's daughter, who has vanished from the Rhododendron Conservatory, where she is a student and boarder.

The immediate cause of Fayette's disappearance involves a less than mortal affair, though one that the Conservatory finds embarrassing. Despite all the school's attempts to keep the girl cloistered, Fayette ran away with Nick Voigt, an elven go-ganger from nearby Seattle. The school officials consider this merely a teenage infatuation. They hope to bring her back quietly and without a scandal. This may make it difficult for the shadowrunners to get the information they will need.

Fayette has a darker reason than infatuation for her flight, however. In her years at Rhododendron, she came to the attention of a physician named Dr. Arhill, who, in turn, betrayed

her to her mortal enemy. This man is Anton d'Venescu, wage mage at the shadowy Tlaloc III outlet of Aztechnology. He is also Fayette's father. With Dr. Arhill's help, Anton intends to murder Fayette and present her heart to the ancient Aztec gods.

Indeed, Anton fears he must complete this ritual or die himself. Fifteen years ago, he pioneered a ritual magic technique, bolstered by hallucinogenic chemicals, that he hoped would allow direct communication with the Aztec gods and open a profitable new avenue for Aztechnology corporate mages. With this ritual, he became an initiate in a long-forgotten Aztec cult. As part of his ordeal, he swore to offer in sacrifice fresh heart-blood from his wife and their daughter, the baby Fayette.

Anton's wife, a crack decker, evaded him for several days before he caught and impaled her, ironically enough, in a coffin motel. Prior to this, she'd managed to keep young Fayette hidden with her step-sister Marti, who supervised an elven commune in the Salish-Shidhe territory of North Cove. Before her death, Fayette's mother also managed to secure a trust fund for Fayette by transferring funds from an Aztechnology account to which her husband had access. The account makes Fayette a multimillionaire.

Anton d'Venescu tried to track Fayette, but lost the trail.

Aztechnology was displeased at the loss of the funds, and the potentially scandalous mess that d'Venescu's research might create. Not only was d'Venescu estranged from his corporation, but his ritual also remained incomplete. In his drug-twisted mind, he believes that if he cannot perform the sacrifice, he has broken his promise to the Aztec gods. Anton suffers horrifying flashbacks to his Initiation, and he knows that these terrors must culminate in his death. The Aztec spirits do not forgive.

Anton's experiment involves some questionable principles of magic. His colleagues suspect that he owes many of his experiences to drug-induced hallucinations. Anton, however,



INTRODUCTION

believes the story is true. From Fayette's point of view, that's all that matters. Unless someone stops him, he will murder his daughter. See **Picking Up the Pieces**, p. 57, for more on this.

Venescu is still able to perform valuable research for Aztechnology, but his madness has driven him beyond the point where he can truly benefit the corporation. Aztechnology nevertheless keeps him on the payroll and working in a protected environment, presumably safe from the avenging spirits he has insulted. The truth is that certain people in the corporation want to see if d'Venescu's ritual methods do in fact work. Protecting him and continuing to finance his efforts to track down Fayette could lead to intriguing results.

While Anton searched in vain, Fayette grew up among the elves. When she reached age 14, Marti decided that the girl should see the world outside the commune, and receive the education appropriate for a young heiress. Therefore, she sent Fayette to Seattle under the name Fayette Myers.

Fayette went placidly to the Rhododendron Conservatory, though she quickly developed a rather riotous social life. By unlucky coincidence, the school used the medical facilities of nearby Juzu Clinic, an establishment that receives large grants from Aztechnology. Dr. Arhill, Anton d'Venescu's confidant and personal doctor, supervises Juzu. Arhill specializes in magical medicine, and has a particular interest in rescuing Anton from his fate. This doctor became interested in "Fayette Myers" after seeing the striking physical resemblance between father and daughter.

Fayette sensed the danger, and over three months ago, she made her first attempt to flee with Nick. It ended in disaster. Not only did Lone Star return Fayette to the Conservatory, but the headmaster had her examined at Juzu Clinic. That gave Dr. Arhill a chance to confirm his suspicions. He scheduled a "follow-up appointment," intending to present Fayette to d'Venescu.

Once again, Fayette escaped. She intends to flee back to Shoalwater with her boyfriend. Meanwhile, agents of Arhill and d'Venescu pursue her. The precautions taken to obscure her past have ensured that nobody in Seattle knows her story. This combination of events leaves Marti genuinely concerned for Fayette's safety, and she hires the shadowrunners to find and protect her niece. The adventure begins here.

The events of **Ivy and Chrome** will then proceed roughly as follows.

The shadowrunners will probably go first to the Rhododendron Conservatory, where both their appearance and their curiosity makes them unwelcome. They must avoid being arrested by the school guards, while trying to find people who will reveal sensitive information. By discreetly talking to people who knew Fayette, they learn some of her story and gather assorted leads to investigate.

The party may learn of Elby's Bar, where Fayette used to meet Nick. They may discover the Chivalric Order of Humanis Policlub, which has collected information on Fayette in hopes of "rescuing" her from the "rapacious elf." They may find her discarded airline ticket or her medical records from Juzu Clinic. They may discover a band of gangers in the Barrens, to whom Nick has connections. As the party pursues these clues, they discover that they are not the only ones looking for Fayette.

Eventually, the runners encounter mercenaries hired by d'Venescu out of his operational funds. Arhill has tried to convince his friend to use Aztechnology resources, but the cursed magician fears the repercussions of that. If he fails again,

it will not be only the Aztec gods who want his heart.

Anton and Arhill may even try to kidnap the shadowrunners to learn what they know. As encounters accumulate, the player characters should piece together a picture of Fayette's circumstances. All clues lead either to Shoalwater or to Juzu Clinic. When the team investigates one of these places, they learn the full story.

Finally, the party must decide how to save Fayette. Brave runners could go straight to Anton d'Venescu and subject him to their most direct means of persuasion. He lives in a special ward beneath Juzu Clinic, trying to fend off avenging spirits. Or the team might hurry to Shoalwater, where Fayette has taken shelter. Shortly thereafter, Anton and Arhill find the commune and arrive with a strike team. This, however, still gives the player characters a chance to fight their enemies on friendly ground.

RUNNING IVY AND CHROME

This storyline does not rest on any particular encounter. In the early parts of the story, the shadowrunners have many sources of overlapping clues. It does not matter which they find and which they miss. The way the team interprets these clues dictates the final ending. A group that falls quickly into a conflict with Dr. Arhill's mercenaries will probably learn the details of his plots, and end the adventure with a raid on Juzu Clinic. Those who follow Fayette to Shoalwater will probably confront the strike team there. **Ivy and Chrome** uses a "decision tree" plotline, with extremely flexible parameters.

With this open-ended plotline, the gamemaster seldom needs to worry about the player characters short-circuiting the story. As long as the players enjoy the puzzle of assembling clues, this adventure is going well. If the team becomes too confused, however, do not let them wander around aimlessly. Develop an impromptu encounter with Rind, the troll who keeps a fatherly eye on Nick. (See the introductory fiction for more on him.) Stage an attack by Arhill's mercenaries. Have some contact give them a hint. Push them on toward the encounters where everything gets explained and they can start worrying about the final battle.

The adventure could also take an unexpected turn if the runners start a fight, trigger a burglar alarm, or make other unwise moves in the genteel Conservatory.

DEADLINES

Though most of this adventure depends on the team's investigation, two major events happen independently of their decisions. First, Fayette reaches the Shoalwater Commune. Second, Dr. Arhill locates her there and d'Venescu dispatches his strike team.

Nick and Fayette reach Shoalwater at 3:00 P.M. on the first day of the adventure.

Left completely to his own sources, Arhill locates Fayette four days into the adventure. The player characters may lead him there sooner, if Arhill manages to trail them. The gamemaster may also speed up this timeline at his discretion if the party gives Anton important clues. See **Shoalwater** for details of Anton and Arhill's raid on Shoalwater. If the party has not organized a defense, the raid automatically succeeds.

The gamemaster will no doubt have to play with the timetable of Fayette and Nick's journey, the encounter with the mercenaries, Arhill's discovery of Nick and Fayette's location, and the raid against Shoalwater.



VIRTUAL REALITY

TELL IT TO THEM STRAIGHT

Teak. That's certainly what it looks, smells, feels, and by god, even tastes like. The larger details of the room are a similar marvel: high vaulted ceiling, recessed indirect lighting, deep plush carpet, and gold brushed walls covered with priceless Impressionist paintings. The finely upholstered chairs on which you sit are as fine as they come and a precise match for the classic teak of the large conference table.

The room is near perfect, except for one thing. It isn't real.

That truth isn't something at which you can point and define, it's something you feel. Maybe it's the perfect simulation, but it's more likely something you can perceive only subconsciously.

The *quality* of the room, however, is the surprise, not its lack of reality: that you were expecting.

The contact came about six hours ago, and it was a hustle to get the team together. Your fixer called with potential biz, but the meet with the Johnson wasn't to take place in any dimly lit night club, greasy bar booth, or some devil rat-infested back alley. At the Johnson's request, it wasn't going to happen *anywhere*. Anywhere real, that is.

VMI, known more formally as Virtual Meetings Incorporated, a division of UCAS Data Systems, has quite a rep among the corporate elite of the UCAS. If you need privacy, security, quality, and photo-resolution reality, VMI is your company. Assuming you've got the nuyen.

They were surprised to see you, and even though forewarned, it took all of the receptionist's self-control not to hit the PANICBUTTON the moment you walked through the automatic doors. She smiled, concealing her nervousness quite professionally, and motioned you toward a side door leading from the three-story atrium.

Beyond it, a typical wide-grinned, dark-suited corporator met you, shaking everyone's hands. Blathering about VMI's privacy, security, quality, and of course *perceived image resolution*, he leads you to a comfortable, but modern room occupied by a plush reclining couch for each of you.

Technicians tell you that multi-band visuals of you are being resolved to serve as your image templates. You nod and smile. The technicians lead you to the couches, politely asking if any of the magically active among you would like a tranquilizer before the transition. They're aware that some might have a problem with the sensory-induction technology and are very sympathetic.

There is ornate headgear for some and datajack adaptors for the others.

Moments later, on schedule, you are ready. The head technician smiles, asks you to close your eyes, and then runs her hand across a small control panel. The incline and smell of the leather couch recedes, replaced by the firm comfort of hard-

backed chairs and the scent of teak. The conference room slowly resolves itself into your sight until nothing but your intuition knows it is not real.

The virtual reality of the conference room unfolds around you, offering all the luxury available only to the very rich and privileged.

Welcome to your own private corner of the Matrix, chummer.

Read the following when the Diana-Icon arrives.

You've waited awhile, and even used the antique telephone on the side table to contact your hosts, who assure you that they have been assured that the other party to your meeting will be arriving shortly. You explore the room some, marvelling at it and the near perfection of each of your respective icons. Hell, even the ice water in the table pitcher is as cool and refreshing as it's supposed to—

Suddenly, the walls of the room shimmer, bending and twisting under the laws of pure mathematics rather than physics. The sense of unreality increases radically and your minds begin to rebel, logic intruding and dismissing the simsensual hallucination before you. Then, the room stabilizes and your minds calm.

Someone in your group gasps and you turn. Behind you, near the corner, a figure has appeared. Seemingly constructed of milky glass, she wears finely constructed translucent gold armor in the ancient Greek style over a tunic of sheerest silk. Her hair is spun gold, wispy and floating lightly in an imaginary breeze, her eyes the cool blue of sky. Behind her, the construct of the conference room wall flickers uncertainly as it regains its stability.

She too appears confused, her gaze unfocused, flickering across each of you and around the room. After a moment, she takes a halting step forward and her mouth opens as if to speak, but at first no words come forth.

Then you hear her voice. It is a crisp and powerful voice, laced with undertones of rushing water. "My apologies," she says. "I could not find the door..."

BEHIND THE SCENES

The shadowrunners, or the designated leader of the group, are contacted by their regular fixer or by someone else they hold in equal trust. The fixer doesn't know much except that the job involves finding someone who has disappeared. Assuming the runners are interested, the fixer will contact the potential Johnson and arrange a meeting.

A short time later, the fixer contacts the runner(s) again. He's arranged a meet, but it must take place immediately. Not only is time of the essence, but the meet will take place in the unconventional setting of the Matrix.

VIRTUAL REALITY



The runners will not have to go decking to attend, however. The meeting has been coordinated through Virtual Meetings Incorporated, a high-tech, high-brow, virtual-reality teleconferencing service with a facility here in Seattle. Many larger corps have their own iconferencing set-ups, but VMI provides the service for smaller corporations or for individual clients.

By jacking in through custom cyberdeck/simsense hardware, participants from any part of the world are able to attend virtual meetings in a completely natural (or nearly so) seeming environment. The simsense hardware creates a Matrix image of the conference room and feeds it to each participant through his cyber-simsense link. Not only does each participant see the conference room in near-natural resolution, but he or she sees photo-realistic icons of the other participants moving and talking (under the cybernetic command of that person). Any number of people who are hundreds, even thousands of kilometers apart can, for all intents and purposes, meet together beyond the limitations of space and time.

VMI also takes pride in its security, something that any decker in the group will know. The company uses dedicated hardlines running from city to city, or secure satellite uplinks, to safeguard the signals of the meeting participants. A legion of crack corporate deckers are also on guard to protect the integrity of the VMI computer system.

Entry into the virtual conference room can occur only via VMI's senselink equipment. A decker cannot use his deck within the VMI system, though they might allow him a quick glance at the hardware in and around the reclining couch. It won't tell him much, but might assure him that it's safe. (Never trust someone else's tech, ya know.)

Anyone can join in a virtual conference, though individuals who are magically active will be acutely aware of the experience and suffer some physical discomfort while senselinked into the

conference. Generally, the higher the Magic Attribute of the character, the greater the discomfort. This holds true any time a magician jacks into the Matrix by any means: he receives a Target Number modifier, a detrimental one, equal to his Magic Attribute score. Magic and the Matrix just don't mix, chummer. The brain handles each one differently and can't handle both at once.

For all intents and purposes, handle the meeting like an actual physical meeting. The only difference is that no magic at all is possible, and the system will meet any effort at violence with a null response. The action will be executed, but there will be no effect.

The virtual conference room, by the way, does have a door at one end. Participants seem to "enter" through that door and then move to a chair. From that newcomer's point of view, it is as though the room flowed into view around him as he sits in one of the chairs. Once he has "entered" the room and the image is fully resolved, the participant may act normally.

VMI is set up to receive and interlock with signals generated outside the VMI system, such as from other corporations or iconferencing centers. They provide connection protocols to their external-syncing clients to ensure a smooth transition.

The runners' Johnson for this adventure received those connection protocols, but did not know what to do with them. Marti Vann is not really a decker, though she knows something of computers and has access to a powerful cyberdeck. Part of the problem is that the cyberdeck belonged to her late sister, Suzanne Vann-d'Venescu, a legendary decker who operated under the tag of Diana some years back.

The cyberdeck still contains all of Diana's custom MPCP chips, which means it still manifests with Diana's icon, as described in the **Tell It To Them Straight** section above. Marti does not know how to change this, and isn't sure that she wants

to. Not only is it a high-grade MPCP structure with powerful programs backing it up (a major plus, because Marti barely knows what she is doing), but it doesn't hurt to be taken for a legend on the few occasions when she needs to use it.

Marti received the connection protocols from VMI following her electronic mail contact with them (using the Diana persona) and the transfer of monies from her trust fund account in the Banque Orbitale de Suisse orbital banking system. She fed them into the cyberdeck and tried to make heads or tails of the instructions, but couldn't. Getting to VMI wasn't going to be a problem, however. She just had to input the coordinates and let the deck use a Transit program in Auto-Evade mode to get her there.

Arriving there, she was admitted to the VMI system, but could not execute the necessary system integration, at least not by the methods VMI relayed to her. Finally, she let the deck do it for her, and with some sparks and some strain on the VMI system, got in.

Marti is controlling the cyberdeck through simsense headgear, and thus has full keyboard control. This makes her a Tortoise, as described on p. 111, **Shadowrun**. Only a datajack allows cybernetic control. Though she has done this a few times before, she is unaccustomed to using the deck's custom macro-command keyboard without sight (the simsense headgear interrupts her vision's neural impulses, replacing them with the simsense-created visual Matrix imagery) and so issues her commands haltingly.

The result is a slightly befuddled look on the Diana-icon's face, faltering motions, and erratic speech. The image is very like that of a person who is not comfortable in his skin, an impression the gamemaster may wish to foster. Encouraging the red-herring notion that the Diana-image standing before the runner-icons is an AI, or artificial intelligence, may prove useful if information about Suzanne Vann-d'Venescu surfaces later in the adventure.

In the world of **Shadowrun**, rumors of viable artificial intelligence, or more accurately artificial sentience, abound. None of these rumors has been proven, though many runners suspect it is only a matter of time. If possible, let the player characters believe that the Diana-icon is controlled by an AI who is not yet used to operating in the Matrix. It could prove to be a great deal of fun.

Without revealing that she is not Diana and evading any questions on that subject, Marti will tell the runners that a young girl named Fayette Myers is missing. She wishes to hire the runners as soon as possible to find the girl, who has vanished from the prestigious Rhododendron Conservatory. As discussed elsewhere, Marti was given custody of Fayette by the girl's mother, Marti's sister, just before her death at the hands of her husband, Anton d'Venescu. Suzanne Vann-d'Venescu also gave Marti control of a trust fund of monies embezzled from d'Venescu and Aztechnology to finance Fayette's safety and education. Marti used this money and some of her sister's connections to acquire the "Fayette Myers" identity for the girl and to get her enrolled at the Conservatory. For more information, see the **Plot Synopsis** and also the **Cast of Shadows** descriptions for Fayette and Marti Vann.

Marti will offer the runners 10,000¥ each up front to find the girl and an additional 20,000¥ upon her safe return. She will **not** mention the Aztechnology connection, nor Anton d'Venescu, nor the aborted ritual. She does want them to take the job, after

all. Use standard Negotiation procedure between Marti and the runners, +/- 5 percent per success. Considering Marti's Negotiation Skill, the runners will probably walk away with more money.

Marti can only provide them with the following limited information:

- Fayette attended the Rhododendron Conservatory in Bellevue's Inglewood District, near Lake Washington. She roomed in the Oxus Hall dormitory.

- She has been missing since earlier this same day. (Marti knows this because she called the dormitory and spoke with Che-Che, one of Fayette's roommates (see **Back To School**, p. 9), though she will not reveal how she knows.

- She can provide the runners with a holovid of Fayette through use of VMI's audio-visual services.

- Additionally, if the runners are perceptive enough and ask the right questions ("Has Fayette spoken of anything in particular recently?"), Marti will mention the possibility that Fayette has a boyfriend. She has also been speaking more and more of the world outside the Conservatory, though Marti isn't sure what this means.

Marti can provide little else, unless the gamemaster decides his particular group of player characters needs more information.

Once the runners have taken the job, Marti departs by engaging the Slow Disconnect command on the cyberdeck. It will appear that she is simply fading away. Any deckers in the group will know what she has done, but will consider her failure of protocol astounding (a decker always moves away and then disconnects). This is just another clue that something is amiss with Diana.

If the player characters ask for a means of communication should they need to contact her, the Diana-icon will look perplexed as though she had not considered this possibility. Marti hasn't. After a moment, she informs the group that she will set up an account on one of the private electronic mail services. As soon as she has the account number, she'll give it to the runners. To leave her a message, they simply log on to the service and leave a message in the electronic mail box. They need not send it to anyone. She will periodically log in and check the box.

DEBUGGING

Fortunately, little can go wrong in this section, unless the runners choose to antagonize VMI or "Diana." VMI will respond by calling Lone Star, and Diana will deal with it as best as Marti can, which is to say not very well. If the abuse is too heavy, Marti will just lash out with the deck, engaging the various combat programs and crashing the VMI system in frustration.

Should one of the runners by chance have access to a cyberdeck, presumably his own, he may attempt to Analyze the Diana-icon. Remember, though, that Analyze does not reveal any information about other Personas. The runner will learn nothing from this attempt.

From here, the runners can do some **Legwork** (p. 43) or investigate the Conservatory (see **Back To School**, p. 9).

It is important to note that Marti has no idea that Fayette and her boyfriend Nick are actually on their way to her at Shoalwater. For more information, see **Shoalwater**, p. 38.

BACK TO SCHOOL

TELL IT TO THEM STRAIGHT

The following **TELL IT TO THEM STRAIGHT** sections apply to various locations at the Conservatory. Read only the appropriate one and refer to the specific sub-section under **BEHIND THE SCENES**.

When the runners near the Conservatory, read the following.

Rhododendron Conservatory is in Bellevue's Inglewood District, near Lake Washington. A thin wire mesh fence surrounds the well-trimmed lawns and DecoVeggie™ shrubs of this campus. Three men sit by an ornate white cottage adjacent to the gate. All are blue-eyed, fresh-faced, and handsome, and all wear dapper leisure suits. All three also have shoulders a troll might envy.

If the runners approach the gate, read the following.

One of the men at the gate grins and nods at you. "Hello, gentlemen. What brings you to the Rhododendron Conservatory this fine day?"

At Sorrel Hall:

With its white walls, porch, and decorative columns, Sorrel Hall looks almost old-fashioned. Only the blinking security system at each door spoils the effect.

Nobody stops you from going in, although a camera watches the door. A synthesized voice tells each guest to speak his name into a wire grille before entering. After everyone complies, the voice launches into a message about the history and tradition of Rhododendron Conservatory, set in the scenic Pacific Northwest, blah, blah, blah. You pass into a lobby furnished with upholstered chairs, a polished table, and a machine dispensing real coffee, rather than soy-kaf. Beyond, you see a carpeted hallway leading to the school offices.

Main Offices

In this room, you see the red plastic desk of the school director. Deep piles of datachips and trinkets grow ever taller around the vid-terminal as she contends with the day's business. A tall, hairless man has a smaller workstation in the back of the room. He may be a secretary, but from his muscles, chiseled features, and arrogant grin, you doubt it.

Dispensary

This room has white floors, stainless steel and white furniture, and a few buff cabinets labeled with green crosses. Hey, it's a dispensary, what more could you want?

Headmaster's Office

A row of plaques runs along the expensive RealWood™ paneling of this room's walls. The awards commemorate the accession of previous headmasters to the Rhododendron Conservatory Hall of Fame. The headmaster, a plump, red-faced man, sits in his padded recliner behind a tidy desk. When you enter, he gulps and looks fiercely at you.

At Dearpark Gymnasium:

A brick building with tall windows, Dearpark Gymnasium contains a basketball court, a locker room, and a carpeted alcove displaying the school's trophies.

At Oxus Hall (Dormitories):

The students at Rhododendron Conservatory live in this complex of linked apartment clusters. A cafeteria is located nearby. Passersby can catch the beat of the Stim Boys from at least one of the rooms at any hour of the day. The windows are of reinforced plate glass. A sign on the door warns, "No Trespassing," and adds that all guests must register with the Housemother upon entering. Visitors are allowed only between 7:00 and 9:00 P.M. The pulsing red lights of a security system enforce this rule.

Inside Oxus Hall

Decorative pink columns line the cream walls of Oxus Hall, their quaint effect broken only by the chrome wiring conduits that crisscross the ceiling. A scent of laundry fills the air. Occasionally, a teenage girl wanders from one apartment to another, glancing in your direction.

Fayette's Suite

Posters depicting the surreal city-street logo of Concrete Dreams decorate one of these doors, while a holographic Chinese zodiac adorns the other. A sign over the second door reads "Welcome to the Inferno, our humble abode." Even the housemother has a tiny Stim Boys decal on the door to her office/apartment.

Fayette's Room

An invisible line of demarcation runs between Che-Che's corner and the half of this room belonging to Fayette. Che-Che has few posters or knickknacks except for a heart-shaped pink pillow that beats when squeezed. Fayette owns a huge collection of posters and audio disks. Several people have combed through her belongings and left them in orderly stacks.

At Frankle Hall:

This antique brick classroom building stands open and unguarded.

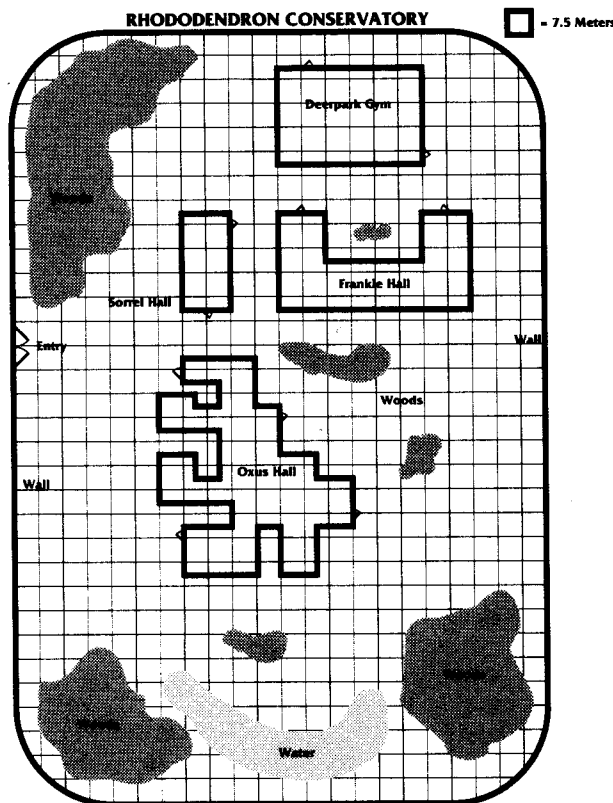
Inside Frankle Hall

Frankle Hall looks like any modern school building. It contains a broadcasting studio for the faculty and trideo-equipped classrooms with rows of chrome desk-terminals.

The Grounds:

The Conservatory grounds are sculpted into green hillocks and gardens. Sprinklers irrigate the riotous spray of tropical flowers with water and DeFrost™. A few stands of pine make the grounds seem much larger than they are, and several sheds peek from these wooded sections. For just a moment, you think you glimpse someone ducking into the branches.

BACK TO SCHOOL



BEHIND THE SCENES

Everything in the sections that follow assumes the shadowrunners are using a suitable pretense to bluff their way into the Conservatory. If they use some other means, stealthy or otherwise, the gamemaster will have to adapt the descriptions and situations to fit.

Typical shadowrunners look a little shabby by the standards of Rhododendron Conservatory, and the three men, who are actually crack security guards, would love to grab the runners and hose them. The fact that a student just vanished does not improve their opinion of shady visitors. However, this is a school, not a fortress, and the guards cannot shoot people for just walking in. If the team has a plausible story, such as visiting a student or choosing a school for "Mr. Johnson's brat," the guards have to let them in. One sentry will trail the party through the campus, though, remaining hidden when possible, but acting snobbishly pugnacious if the adventurers challenge him. Should a runner do anything untoward, razors click and an etiquette lesson begins.

These guards have the statistics and cyberware (though not the appearance) of **Former Company Men**, p. 37, *Shadowrun*. (Further references to the *Shadowrun* rules will be abbreviated **SR**.) They hide Remington Roomsweepers beneath their jackets.

SECURITY GUARDS (3)

B	Q	S	C	I	W	E	M	R	Armor
4	4 (5)	4 (5)	2	3	3	1.3	—	4 (8)	5/2

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 5, Dodge 5

Skills: Car 4, Computer 2, Demolition 2, Etiquette

(Corporate) 4, Firearms 6, Stealth 4, Unarmed Combat 5

Cyberware: Datajack, Muscle Replacement (1), Smartgun Link, Wired Reflexes (2)

Gear: Armor Jacket (5/2), Forearm Snap Blade (5M2), Headset Radio, Remington Roomsweeper [Heavy, 6 (Magazine), 3M3 Normal or 3L1 Stun Gel Round, Internal Smartgun Link]

If the runners get into a battle, five reinforcement guards arrive in 1D6 minutes. There are **PANICBUTTON** connections in the **Main Offices**, above. Fighting in the school will, of course, create a panic, though many of the teenage girls who run away screaming will return with Insta-Pix™ cameras. If the guards win, they use their blades to teach the victims a lesson and then turn surviving prisoners over to Lone Star.

The fence contains sensors that trigger a siren if anyone disturbs it. The wire also delivers an electric charge that inflicts 3L3 damage. One must make a successful Electronics (4) Test to disarm it. In daylight, anyone meddling with the fence looks quite conspicuous. If the guards find someone trying to sneak in, they need no excuse for combat.

This encounter serves mainly as a test of the team's restraint. If the runners remain calm, they can proceed into the school without much trouble, though the guard who tails them may make trouble. If they start a firefight, they will never be able to investigate the campus openly, though they might sneak back later to get clues. If the runners lose, matters grow worse. To keep the adventure going, allow prisoners to bribe their way to freedom by paying the local Lone Star branch 1,000 nuyen. Of course, poor prisoners may end up rotting in a corporate Jail-For-Profit.

SORREL HALL

Sorrel Hall contains the offices of the Rhododendron Conservatory. The school databases are here, allowing an investigation of Fayette's official records. The team needs some finesse to see this data, though, for the academy wants to cover up Fayette's disappearances. They hope she will come back. Even if she does not, Conservatory officials want to avoid bad publicity. Most of the staff assumes that she ran away voluntarily, knowing that she has done it before.

With the children of corporate elites in its care, the Conservatory takes precautions with its records. Its employees usually will not turn people away from the building, but they will discreetly keep track of visitors' locations and business. Each room contains electronic microphones, and a programmed Matrix system locates potential spies using the following criteria.

- The security camera monitors visitors at the door, making sure each one leaves a voice sample. If anyone "forgets," the recorded voice politely intones, "I didn't catch your name." Anyone who continues to ignore the request triggers an alarm.

- Once visitors are inside Sorrel Hall, the computer monitors their movements by using tiny microphones which line the walls of each room. It does not understand the context of conversations, but advanced voice-recognition systems can pinpoint who enters which rooms. It also times their conversations. Anyone who spends too long silent in an empty room sets off a security mechanism.

Guests may spend an indefinite length of time talking with Conservatory faculty or staff. The computer lets them talk with one another for ten minutes. It tolerates only five minutes of complete silence in an empty room. If the adventurers exceed these time limits, the computer directs the chief of security to investigate. (See **Main Office**, below.) He janders into the room with a cheerful "Hallo," and after surveying the situation, proceeds to ask the toughest questions that seem appropriate.

Against actual burglars, the school relies on maglocks and ultrasonic sensors. The janitor's door opens only for an appropriate keycard (Maglock 4), sounding an alarm if tampering occurs. The security devices also protect the windows continually, and the main door at night.

The Conservatory has no magical defenses. If its directors find reasons to suspect magical activity on its premises, however, they hire a security firm's wage mage to investigate. Use the **Former Wage Mage** (p. 38, **SR**) for their employee.

The following entries describe specific locations in Sorrel Hall, and the information available there.

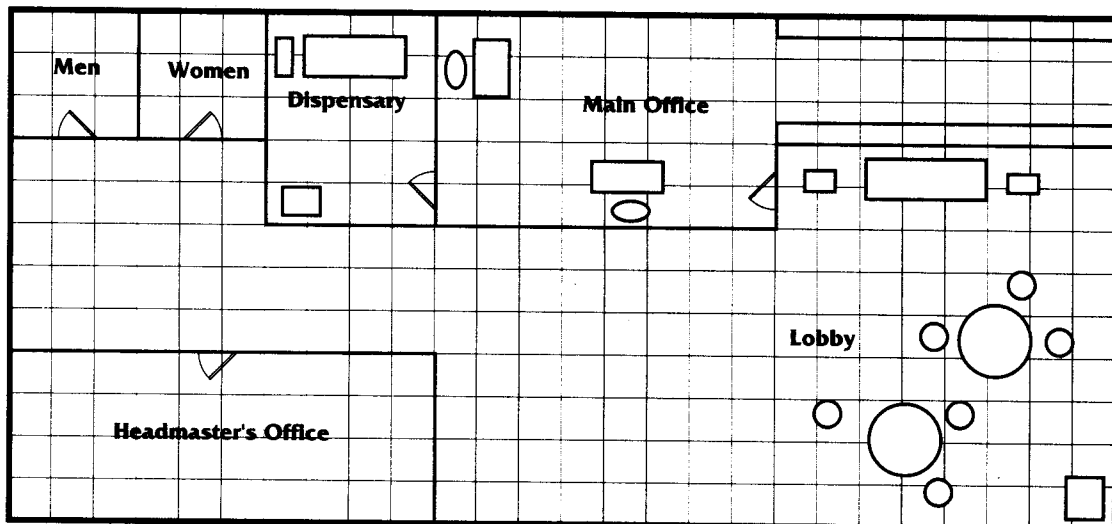
Main Office

Anita Wood, the Director, does the real work of running this Conservatory. She happily puts her work aside to answer questions about admissions or tuition (130,000 nuyen per year), but immediately begins to mumble about overdue mailings if visitors raise sensitive topics. She knows little about Fayette except that it is unwise to discuss the subject. Anita Wood uses the **Corporate Secretary**, p. 165, **SR**.

Anita may give the runners a system address for the Conservatory's Matrix accounts. The school distributes promotional information via computer systems, and if the team pretends to work for the parents of a prospective student, they can request such information. Of course, this tactic only works if the adventurers have consistently used a disguise throughout their time at the Conservatory. Furthermore, assorted Intrusion Countermeasures separate the school's confidential databases from public information nodes.

The muscular man directs security for the school. His name is Mr. Blake, and he has the dual responsibility of actually keeping order and convincing the guardians of prospective students that no dangers really exist here anyway. This man uses the **Bodyguard** statistics, p. 97, **Sprawl Sites**. To Mr. Blake, only one solution exists for the embarrassment Fayette has caused—cover it up. He responds to unwanted questions with bluff, meaningless remarks, such as "We've got that matter nailed down, so ka?" and "We don't need any outside help at this stage."

If the party ignores Mr. Blake's hints, the Director of Security attempts a threat. He pays Dragon Ted, a local street-gang member, to wait for the adventurers outside the Conservatory and hand one shadowrunner a receipt print-out from a Matrix catalog. The slip documents the purchase of several monogrammed bullets, bearing the initials of the team members (he gets their names from the Sorrel Hall security com-



SORREL HALL INTERIOR □ = 1 METER



puter). With the receipt comes a sales brochure reading, "Give him a bullet with HIS name on it. It's the perfect gift for that special someone. The gift he's earned day after day." A handwritten note adds, "Mind your own business."

Dragon Ted, a standard **Gang Member** archetype (p. 39, SR), has no particular loyalty to Mr. Blake. For 100 nuyen, he reveals who hired him. He also talks if captured, though anyone who tries to harm him immediately acquires ten other **Gang Member** archetypes as enemies in this part of Seattle.

To learn anything about Fayette in the main office, the runners must penetrate Anita's computer system, which has an old-fashioned terminal with a video monitor. If the team could somehow get both her and Mr. Blake to leave the room without turning off the system, anyone could sit down and begin computing in the I/OP-2 node. In the same fashion, someone who manages to spy on Anita as she begins work could watch her type in the access code and passwords. Mr. Blake knows these dangers well, however, and guards the terminal vigilantly unless deluded by magic or some especially brilliant stunt. (He might leave, for example, if a building elsewhere caught on fire.) The party can also deck into the Conservatory's computers using the usual techniques.

Dispensary

The Conservatory's first aid equipment is here. Because Rhododendron does not employ a full-time nurse, the room is usually unoccupied. The cabinets hold bandages, medication patches, syringes, and similar equipment, with enough materials to supply three medkits. A keyboard and trideo screen fold out of one cabinet. This self-contained computer system has no

connection to the Matrix, but it does offer first-aid advice, like the expert system contained in most medkits. It also serves as a pocket secretary on the school's health matters.

Anyone who looks through the menu of the medical computer sees that Fayette has an appointment at Juzu Clinic scheduled for early next month. A doctor named Arhill wants to perform a "Cqm-S." According to a memo in the machine's memory, this "Cqm-S" is a follow-up to the previous test performed during an "unscheduled visit" three months ago. If runners with Biotech or related skills are present, they can attempt a Skill (5) Success Test to figure out what Cqm-S means. (It means nothing, and Arhill only wrote it down as a pretext to get Fayette back. In reality, he wishes to perform a detailed DNA comparison of her against Anton d'Venesco to prove that she is his daughter.)

Headmaster's Office

Raymond Blum, the headmaster, feels too important to be disturbed by strangers. However, he also considers hospitality one of the obligations of his class, and he knows that public relations is one of the few genuine duties of his job. Therefore, after an initial frown, he begins to chat with guests. He praises his school without reserve and talks about the difficulties of instilling "breeding" in teenagers under the influence of 21st-century mass society.

The subject of Fayette torments Raymond Blum. He wipes his brow with a white handkerchief the instant anyone mentions her. The headmaster feels responsible for her safety, but also desperately wants to keep the slightest taint of scandal away from Rhododendron Conservatory. The runners may be able to befriend Blum, but only if they appeal to his sense of propriety.

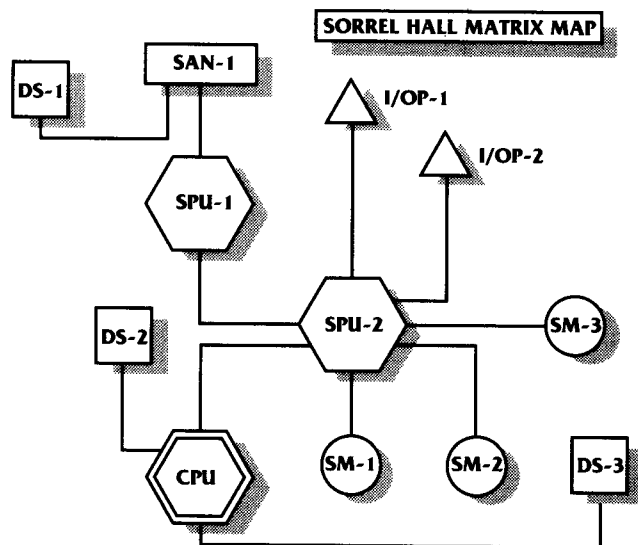
The appearance of most shadowrunners would not inspire confidence in a genteel man like Raymond Blum. To convince Blum that they honestly mean to help Fayette, every runner in his office (not just the one talking) must make a successful Charisma or Persuasion (8) Test. This Target Number becomes 5 if the characters have washed, worn suits, or made other efforts to appear respectable. The gamemaster may also lower the Target Number to 3 if the runners look uncommonly well-heeled.

The total number of successes generated becomes a Target Number for an Intelligence Test by Blum to see through the runners' scam. Each success he generates makes him more wary.

If the runners fail to sway him, Mr. Blum ushers them out of the room with exaggerated politeness. The headmaster accepts more persuasive shadowrunners as confidants. He can give the adventurers all the school's information on Fayette (see computer files in the system map below). If asked about the Juzu Clinic, he says that he has "the utmost confidence" in it. Blum also speaks admiringly of Dr. Arhill, though he admits that the doctor can be "rather distant." Furthermore, the headmaster's favor allows the party to interview students and faculty at will. See the following sections for details on what they might learn.

Raymond Blum's computer terminal links into the Sorrel Hall Matrix account at I/OP-1.

If necessary, use the **Corporate Official**, p. 107, **Sprawl Sites**, for Raymond Blum's game statistics, but give him Computer 2; Etiquette (Corporate) 4; Etiquette (Upper Class) 6; Leadership 3; Negotiation 4; Physical Sciences 1; Psychology 2; Sociology 3.



SORREL HALL SYSTEM MAP KEY

The Sorrel Hall system uses the UMS (Universal Matrix Specifications) image set. All constructs, unless otherwise noted, are formed of interlinking geometric and/or fractal designs.

If deckers trigger an External alert, Anita will shut down the system, taking 2 actions to do so.

SORREL SYSTEM MAP KEY

CPU = Central Processing Unit

DS = Datastore

I/OP = Input/Output Port

SM = Slave Module

SPU = Sub-Processor Unit

SAN-1 (LTG# 9206 (12-8902): Public Access. Blue-1.

SPU-1: Data Routing. Blue-1.

DS-1: Promotional Materials. Very basic hyper and multi-media files that prospective clients may download and view in the comfort of their homes. Nothing of interest. Blue-1.

SPU-2: Office Systems. Orange-5, Access 5, Trace 4.

I/OP-1: Terminal in Headmaster's Office. Green-4.

I/OP-2: Terminals in Main Offices. Green-4.

SM-1: Controls office equipment in Sorrel Hall. Green-4.

SM-2: Controls educational computers in Frankie Hall. Green-4.

SM-3: Controls security systems throughout campus. Orange-5, Trace and Burn 4.

CPU: Orange-5, Blaster 4, Trace 4.

DS-2: School accounts, contains 15,000 nuyen of available money, which requires 15 Mp of storage. The files here show that Fayette's tuition is paid from a confidential account in the Banque Orbitale de Suisse. Anyone who examines the data and makes a successful Computer (9) Test realizes that someone laundered these nuyen. Two successes reveal that the money originally came from an account belonging to Aztechnology Corporation. Orange-5, Trace and Burn 5.

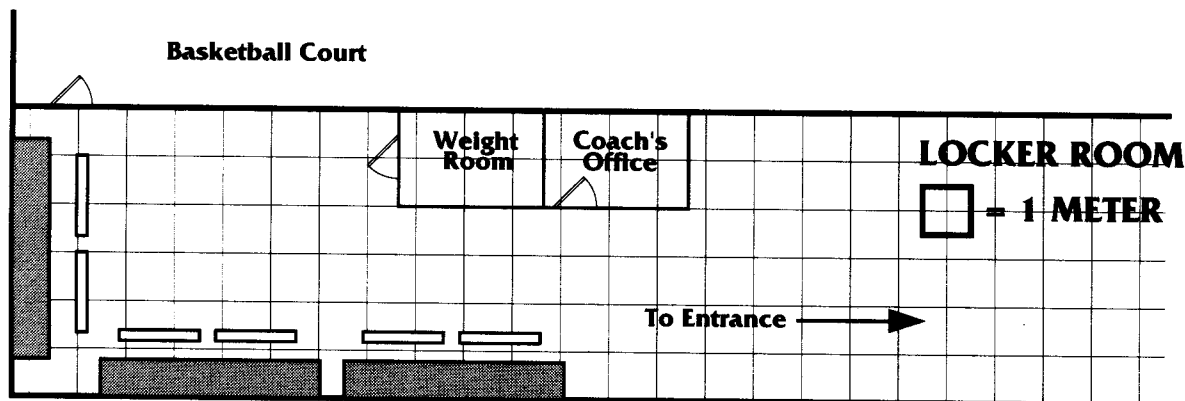
DS-3: Student Files. This node contains the information that Fayette's grades dropped dramatically over the past year. It also shows that she has vanished before. Fayette disappeared three months ago, but Lone Star found her behind an entertainment kiosk and returned her to the campus. She refused to discuss the runaway attempt. The school had her examined at the Juzu Clinic, but the doctors found no signs of injury or drug use. The Juzu Clinic did not release their medical records on Fayette.

Anyone in this node who makes a successful Computer (5) Test discovers that the material about Fayette contains "ashes," or extraneous bits of code left by deckers who scanned the files. These other deckers worked for Aztechnology, but the runners have no way of learning that.

This datastore also contains records on other students, requiring 5 Mp of memory and worth 5,000 nuyen to corporate rumor-mongers. Orange-5.

DEARPARK GYMNASIUM

The main item of interest here is Fayette's locker. The runners can open it by making a successful Strength (4) Test. Along with acid-green tights and assorted school supplies, the locker holds a three-month-old Native American Airways ticket for a small-plane flight from the Seattle-Tacoma airport to King's Glen, on North Cove (see **Legwork**, p. 43, and **Sea-Tac**, p. 28). It also contains a stud styled for the tip of an elf's ear. The stud is in the current masculine fashion.



Mr. Denn, the coach, does not let anyone prowl in the locker room without permission from some other school official. He is a loud-mouthed, unimaginative fellow with a large stomach and a hair spike modelled after that of Nailhead, an Urban Brawl star. Denn wants to seem like "just another chummer" to his teenage students. To accomplish this goal, he affects the behavior of a combat sports fan. He readily threatens to "hose up faces." If the runners accept Denn's challenge and beat him, he is embarrassed enough not to report anything the party does. Denn has the statistics of a **Corporate Security Guard** (p. 165, **SR**) and no weapons.

OXUS HALL (DORMITORIES)

The party cannot legitimately enter this building without the permission of either the headmaster (see previous section) or the housemother. They can reach the housemother by telephone, though the number costs five nuyen (information service costs) from a standard directory service. Dormitory doors remain locked at all hours. The locks are standard maglock (Rating 3) and the security system is a common one that can be bypassed with a successful Electronics (4) Test. No special guards live in Oxus Hall, but the school's usual protection will arrive within minutes if alarms go off.

Unless otherwise noted, girls in Oxus Hall have the statistics of a **Street Kid** (p. 119, **Sprawl Sites**), but none of the skills.

The students have keysticks, and the runners could try to intercept girls at the door, either to ask questions or to talk their way in. Every 6D6 minutes, someone enters or comes out. However, the guards mentioned at the beginning of **Behind the Scenes** take a dim view of strangers loitering by the dormitory doors and talking with girls at random. The runners might use Astral Projection to watch the building and arrange a "coincidental" meeting. To get students to cooperate, the shadow-runners must succeed in an Opposed Charisma Test against the girl's Intelligence. At the players' option, Persuasion or some similar skill may be substituted. Most of the students know only fragmentary rumors about Fayette, but they can direct the adventurers to Cyndy, Tanya, Anastasia, Vi, and Che-Che (each of whom is described in a later section).

To get information at Oxus Hall, the runners must overcome several prejudices. First, they must establish that they are not marauders, kidnappers, or some sort of spies. Then they must win the trust of both authorities and students, a task that may seem contradictory. When confronted with "authority figures," these girls respond to questions with brief, polite, and useless answers. A show of 2050-era cool makes the students eager for attention from the hip strangers, but may get the team ejected.

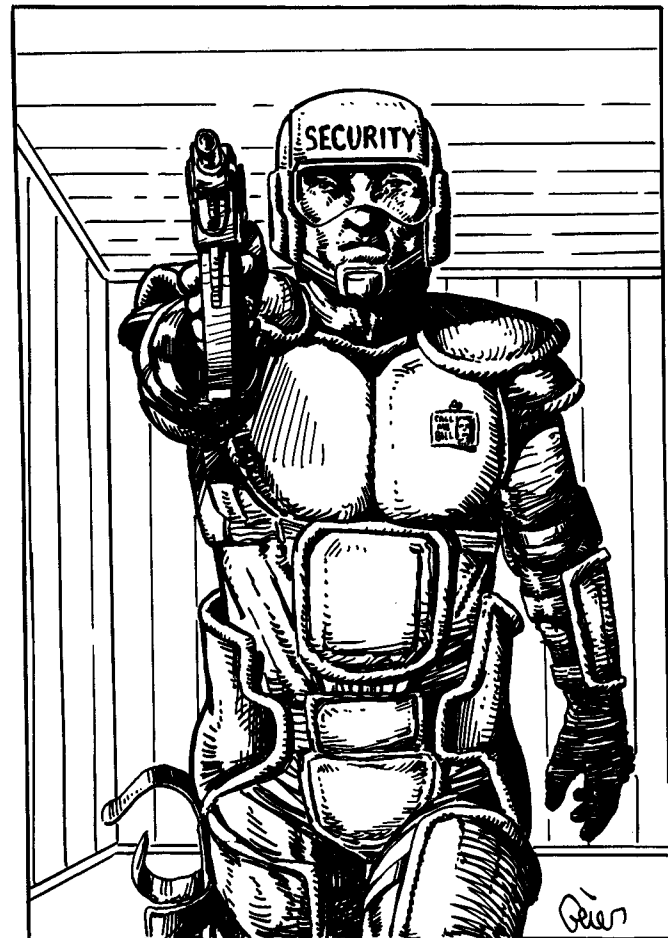
Everyone here knows about Fayette's earlier disappearance. The existence of Nick is common gossip. If asked about Fayette's family, people consider the matter and finally say that the girl never talked much about life at home. They think that she lives with an aunt or possibly with some elves. Nobody knows exactly where.

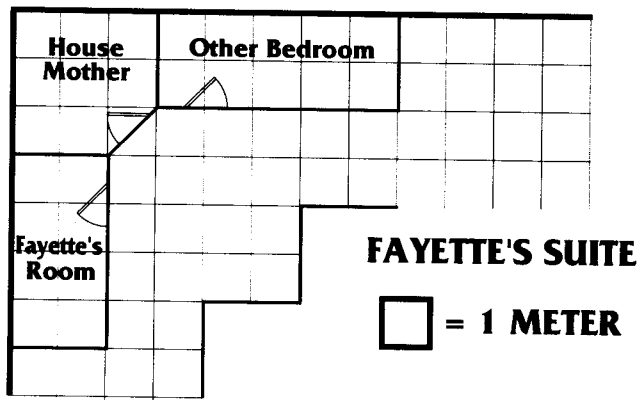
Fayette's Suite

Fayette's suite contains four girls, Tanya, Anastasia, Violeta, and Che-Che. Cyndy, the housemother, also lives here. Tanya has her own room, Vi and Anastasia share another one, and Che-Che shares a room with Fayette. Adventurers may speak with the housemother in her room/office. If they talk with any of the girls, all the others immediately emerge and join the conversation.

Cyndy, the housemother in Fayette's suite, has the heavy eyelids and jaded smile of an experienced party veteran. She is 23 years old, and spent her adolescence involved in exactly what she is now paid to guard the girls at Rhododendron against. Remembering her own adventures, Cyndy tolerates a little horseplay, and the students love her for it. However, this housemother unfailingly scents out and squashes real infractions of the rules.

The runners find Cyndy hard to fool. She knows all about their kind, and if the team members try to feign innocence with her, she responds with extremely perceptive guesses about their past exploits. Even when the adventurers talk with students "in private," the housemother has a knack for unobtrusively listening. The moment Cyndy detects a deception in the adventurers' story, she orders them out of the dormitory. If the visitors become truculent, she can persuade them with a bit of force. Cyndy has the statistics of the adventuring **Rocker** (p. 43, **SR**), but no cyberware. The housemother carries a Defiance Super Shock Taser in her voluminous pocket. She did not spend her years on the streets without learning a few tricks.





If the shadowrunners strike Cyndy as honest, and if they present information that shows Fayette genuinely in need of their help, the housemother becomes a trustworthy ally. She can tell them about other faculty at the Conservatory. The housemother knows, for instance, that Mr. Blake, the chief of security, is "bent" on concealing Fayette's disappearance, and that Mr. Grumblatt, the mathematics instructor, worries incessantly that Fayette may be "polluting the race" by dating an elf.

Cyndy confesses that she never "got Fayette figured out." "That girl never ran wild," she muses. "She used to be good—not really, really good, but someone you didn't have to worry about. She stayed good, too. It's just that in the past couple of months you couldn't turn your back without her sneaking off-campus." She clearly had a boyfriend, but according to Cyndy, "There's more to it than that, chummer." Fayette was "the smart, quiet type, who thinks before she gets into trouble." As Cyndy concludes, "That means you gotta watch her most of all, so ka."

When the runners try to talk to Fayette's friends, a thin Japanese girl named Tanya Oko thrusts herself forward. Tanya tries to monopolize the shadowrunners' time. The daughter of a Mitsuhamma Assistant Technical Vice President for Facilities Management, she considers herself the princess of this dormitory. Her Dewine Dee™ bodysuit (the left leg is set in rhinestones and the right sleeve is solid black) clearly cost several thousand nuyen. "Cybergear is just...so wizzer spectacky, am I right?" she intones, and then orchestrates impromptu elections to decide which of the adventurers is the "Most Razored Sir Samurai Guy," "Most Mysterious Mage," and so on. She does not like orks, trolls or dwarfs though. ("Oooh, like, wizzer blech.")

Tanya tries to keep anyone from talking about Fayette. She never liked the mysterious runaway and certainly does not want Fayette to become a rival for the adventurers' attention. The other girls admire Tanya and let her direct the conversation. If the runners ask anyone a question, Tanya interrupts the answer and interprets it for the adventurers. Her version of the story always follows the pattern of, "Fayette ran off with some go-gangers. What'd you expect from a loser? Anyway, you're a decker, with all those 'trodes, right? Thought so. That is just so wiz-hot."

A homely girl named Anastasia attempts several times to tell stories about Fayette. This girl maintains her place in dormitory society with her encyclopedic store of gossip and her perceptiveness at guessing people's secrets. If the party quiets Tanya, they find Anastasia eager to answer any questions they ask, complete with accurate facial expressions and lurid anecdotes. When her facts fail her, she invents a lie, but Anastasia does have useful information. While around the other girls, she describes only fairly well-known rumors, such as the fact that Fayette had an elfen boyfriend named Nicholas.

Anastasia eventually tries to tell the party "something nobody else can hear." She claims that Fayette told her most of the details, and she figured out the rest from "some pretty obvious stuff." Everybody who reads Fax-a-Tabloids knows the rumor that elfen sorcerers in Tir Tairngire have revived the ancient custom of abducting brides. In Anastasia's mind, Fayette obviously fell victim to such a "Seelie honeymoon." She had an elfen boyfriend, and nobody has seen him since her disappearance either.

Furthermore, Fayette had exactly the sort of background to invite kidnapping. She never told anyone about her past, but seemed to know everything about the North Cove area. Her mother was assassinated in some mystic rite. Anastasia uses these premises to deduce that Fayette was a princess of the pinkskin Salish. Her family obviously had some dispute with the High Prince of Tir Tairngire. By abducting her, the elves have scored a great coup among their own kind and among Native Americans, who currently prefer to settle their internal disputes with wit instead of weapons. (And if the runners believe that story...)

"Vi," or Violeta, a suave Mexican charmer, knew Fayette better than any of the girls. However, she stays quiet, lest anyone remember that she was the one who first encouraged Fayette to break curfew and make covert visits to the sprawl. When people discuss the matter, Vi simply folds her arms and perhaps blinks her long lashes in amusement.

The party must negotiate with Vi as with any street contact. With a guarantee of discretion, an assurance of peaceful intent, and a successful Opposed Test of Street Etiquette Skills (hers is a 5), they can win her confidence. An offer of 100 nuyen or more flatters Vi and increases her Target Number by 2. However, she refuses to cooperate with anyone who fails to demonstrate a benevolent intent toward Fayette.

Street experience gives Vi a theory about Fayette's fate. She speculates that Fayette "crashed and burned" in some sort of criminal deal turned sour. "Fayette's own dad pulled a wetjob on her mother," she adds. "She told me." The murder took place shortly after Fayette's birth.

Vi assumes that Fayette's fate involves "a wrong turn on on that chip-studded highway to the stars." Everything seems to indicate that she both used and dealt in dreamchips. After Fayette vanished the first time and returned, she was obviously trying to conceal some chemical or implant in her system. The headmaster sent her to be examined by the Jūzu Clinic, and she returned, "shaking like a wired mouse." She swore never to let the doctors examine her again.

Violeta knows Fayette's elfen boyfriend Nick. The elf belongs to a go-gang that usually congregates at Elby's Bar and Grill. Vi would recognize Nick's handwriting. If the party asks her to verify tales about Fayette, Vi responds that the stories are "drek." This includes not only Anastasia's fantasies, but most more likely theories as well.

The one hypothesis that might interest Violeta would be one connecting Fayette's disappearance to Aztechnology. Vi does not think of this on her own, but she knows enough about ATC to find the idea particularly plausible when someone else presents it. She does not know Dr. Arhill or Anton d'Venesco, but she does have a thorough understanding of Aztec procedure. If the shadow-runners ask Vi to collect rumors for them, make a die roll for her on the Aztechnology Table in the **Legwork** chapter as if she had a Contact with information. The gamemaster can use Vi to encourage any suspicions the party develops about ATC.

Vi was raised by her mother, a disgruntled Aztechnology employee who left the company to pursue a career in the shadows. A few successful runs left Vi's mother with enough money to send her daughter to the Conservatory to keep her away from any possible reprisals. At Rhododendron, Vi has a reputation as the dormitory's bad girl. Any runner would admire the level of sophistication and self-possession this girl exhibits.

Vi has the statistics of the **Rocker** (p. 43, **SR**), but with no cyberware.

Fayette's roommate, Che-Che, shies away whenever anyone looks at her, and she speaks no more than she must. She has round cheeks, a plump body, and wide blue eyes. Her hair contains streaks of purple dye, which she tried and failed to wash out. This girl tries to divert attention to Tanya, who, of course, eagerly accepts it.

If given no alternative, Che-Che talks. She has already told what she knows about Fayette once. Shortly after Fayette's second disappearance, the headmaster called her into his office and introduced her to Dr. Arhill, who wanted to question her. Under pressure, she opened Fayette's "secret place" under a loose floor tile and gave the doctor what she found. Dr. Arhill seemed pleased with some napkins, and he was delighted with a brochure from the Council Lodge Travel Bureau. If pressed, Che-Che remembers that the brochure had to do with lodging in Salish-Shidhe territory.

Che-Che feels awful for helping Dr. Arhill, knowing how much Fayette hated him. The girl's remorse only weakens her will to resist future episodes of questioning, however. She reports anything the party says or does to the headmaster, who relays it to Arhill after one day. The gamemaster may decide what effect this has.

Che-Che may also mention, if questioned properly, that Fayette often spoke with an aunt who would call every few days. Fayette would *never* call her. ("Too dangerous," Fayette once said.) That aunt called the morning Fayette disappeared and Che-Che spoke with her, revealing her suspicion that Fayette had run away.

Fayette's Room

Fayette did not leave many clues behind, and Che-Che gave the best of them to Dr. Arhill. If the runners search this room, let them attempt a Perception (8) Test. The first one to pass this test discovers a napkin from Elby's Bar and Grill. Someone has written on it the words, "We'll use the Rapier," all in capitals. Violeta would recognize the handwriting as Nick's. The note told Fayette that they would not be using the airport as previously planned, but would instead be traveling to Shoalwater on his Yamaha Rapier.

If the party forces Che-Che to look through Fayette's possessions with them, they learn that Fayette's favorite outfit is missing, along with a pillow, flashlight, chemsuit top, and blanket.



FRANKLE HALL

The runners cannot find much here. All the teachers gather in the studio to give lessons. However, most of them refuse to give the team much information. They know that the school wants to keep Fayette's disappearance a secret, and they limit their comments to platitudes like, "Fayette was a fine girl. Such a shame." During the day, the runners can meet girls from Oxus Hall in the classrooms, but they cannot have detailed talks with them until after class.

One teacher does seem interested in talking to the party. P. Grumblatt, teacher of mathematics, takes a paternal interest in Fayette. He belongs to a High Chivalrous Order loosely affiliated with the Humanis Policlub, and he fears that a lecherous elf may be leading his pupil astray. If the whole party looks human, and if they have allowed their interest in Fayette to slip anywhere at the Conservatory, Grumblatt invites them to his office. "Lend me a couple of minutes," he says. "That poor girl needs our help."

Grumblatt considers Fayette to be a naive victim in need of rescue. After Fayette's first disappearance, Grumblatt began to spy on her. He has a color photocopy of a signed holoic she carried in her wallet. It shows her elven boyfriend, a pale, young metahuman with short, slick hair and an insouciant, crooked smile. It is signed, "With love, Nick." Grumblatt cannot look at it without muttering something like, "Slot, the gall of these dandelion-eaters, the absolute, shameless gall of 'em."

The picture contains an additional clue: the gang colors Nick is wearing. An Etiquette (Street) (3) Test is required to identify the colors as those of the go-gang Double Devils, who roam the Snohomish District. For more information on the Double Devils, see **Legwork** and **Down In the Dumps**.

Grumblatt can direct friendly characters to Cratchit's Family Entertainment, a meeting place for the Chivalrous Knights. There, they can give the password "purity" (whispered, of course) to meet other Chivalrous Knights. As Grumblatt says, "Poor Fayette weighs on all our minds. My brothers-in-arms may have more information... and they would certainly welcome more comrades in the Cause."

Grumblatt uses the statistics of a **Humanis Policlub Member**, p. 168, **SR**. He keeps a Ruger Super Warhawk in his desk.

If Grumblatt notices a metahuman among the runners, or if the adventurers blatantly insult his principles, this encounter takes an entirely different course. He will be curt and pretend to be quite busy. As soon as possible, he alerts the other Knights at Cratchit's. They hurry to the Conservatory and follow the runners when they leave, intending to ambush them when an opportunity appears. See **Knights In White Sheets**, the next section, for details on the Policlub members.

The runners may be trailed either physically or mystically via Astral Space, the services of a Watcher, or by other magical means. The gamemaster should watch for an opportunity and then execute an ambush by the Knights against the runners. It is the Knights' intention to capture the runners and interrogate them concerning Fayette because they assume that the metahuman adventurers are conspiring with Nick to corrupt human girls. Their interrogation of the runners will be heavily ritualized (in a traditional sense rather than magical one). Garbed in their full regalia (robes, hoods, torches, quasi-mystic symbols), they place the runners on trial for crimes against humanity. Regardless of how the runners plead or defend themselves, they will be found guilty. The entire proceedings are being recorded for use in propaganda and recruitment vids. Then the Knights administer summary "justice."

The gamemaster will have to run this encounter as it comes, judging carefully the runners' actions and the potential reactions of the policlub members. The Knights are very serious about punishing those who conspire to pollute pure-blood humanity, and *will* attempt to execute the runners if given the chance. Their ideology and trappings may give the Knights the appearance of buffoons, but like all fanatics, they can be fatally dangerous. Odds are the runners will have little trouble defeating the Knights during the ambush, but the gamemaster should nonetheless be prepared for a radical turn of events if the runners are captured. Again, see **Knights In White Sheets** for more information about specific members of the Knights.

The other teachers dress in casual suits or sweaters, and though a few have stylish shocks of bleached hair, none show any of 2050's more bizarre fashions. They use the **Human Pedestrian** statistics, p. 116, **Sprawl Sites**.

If the adventurers select a teacher at random, they may meet any of the following:

Mr. Burg is an elderly professor of Media Arts, who has an obsessive nostalgia for old-fashioned 2-D color television. He keeps a video player in his room, which continually shows reruns of 1990s-era commercials for denture cleansers, oat-bran cereal, and action figures. He laments that Fayette used to be "such a fine little student," but gradually "caught the bug" and stopped studying.

Ms. Lee is a painfully thin Oriental woman who teaches Corporate Civics. Whether with students or guests, she emphasizes that, "Popular culture makes it very easy to misunder-

stand my subject. So-called shadowrunning of data piracy and so-called wetwork are largely a figment of the media's imagination." The runners may argue with her if they like.

Ms. Primrose is a mousy young history teacher who tries to teach her students a non-controversial version of history while completing her own doctoral thesis. Primrose uses a text-chip titled "Unmarred Friendship: Japanese-American Brotherhood in the Mid-20th Century."

GROUNDS

The only person here is Leroy, the groundskeeper. He likes to dawdle among the trees instead of working. Leroy knew Fayette well. He used to help her slip through the fence after curfew and in return, she brought him six-packs from Elby's Bar and Grill.

If anyone accosts the groundskeeper with weapons, he dashes forward, his hands up, shouting, "Hey, don't get violent, chummer." Then, if the adventurers overreacted, they may have to explain to the Rhododendron guards why they drew firearms on the harmless workman. Leroy has short black hair and brown eyes and, surprisingly perhaps, the game statistics of the **Dock Worker**, p. 109, **Sprawl Sites**.

Leroy can show the adventurers the spot where Fayette used to sneak under the fence. Anybody who searches the area and succeeds at a Perception (5) Test finds some threads of light blue synthetic cloth, indicating that someone recently went through.

As noted above, if asked politely, Leroy can point the runners in the direction of Elby's Bar and Grill.

DEBUGGING

Much of the activity in this section depends on the front the runners use to gain access to the Conservatory. Being sneaky shadowrunners and all, it is more than possible that the player characters will choose a nocturnal visit. If this occurs, the gamemaster should adapt the activity in the various buildings appropriately. Unless the runners speak to the girls in Fayette's dorm, the information available to them will be limited to the contents of the school's computer system. This will be true if they infiltrate it from inside or outside the school grounds. The only real information available in the computer directs the runners toward the Juzu Clinic. The gamemaster should be prepared for that, since the runners going there so quickly could make the entire adventure a short one. Consult the **Juzu Clinic** section, p. 30.

As stated above, if the runners are using a suitable subterfuge, the guards and administrators of the Conservatory will give them fairly wide access to the school grounds. The more prestigious their cover, the less restrictions on the team's movement. If the runners are discovered to be imposters, the school's security guards will attempt to restrain them while Lone Star arrives. The school will press charges.

Clues in this section could send the runners to Cratchit's Family Entertainment, to the Chivalric Knights of the Humanis Policlub (**Knights In White Sheets**, p. 21), to Elby's Bar and Grill (**Elby's**, p. 23), the Seattle-Tacoma Airport (**Sea-Tac**, p. 28), or Nick's go-gang (**Down In the Dumps**, p. 26). The runners could also choose to do some legwork (**Legwork**, p. 43) to gain even more information.

KNIGHTS IN WHITE SHEETS

TELL IT TO THEM STRAIGHT

You find Cratchit's in the Maple County neighborhood of Auburn. A chain-link fence and several garishly painted placards surround this complex. Above the gate, a flickering neon sign reads, "Cratchit's Family Entertainment. Soy-Ice, Miniature Golf and Guns-Guns-Guns." Every breeze sends soy-chip bags and gray sand skittering past the entrance.

Read this to the runners once they've given the password and been taken to the back room.

Towers of ammunition boxes lean precariously against the walls of this room. A few scuffed chairs stand around a home-made altar. Five brawny men play a trideo-poker machine, wearing filthy T-shirts. One wears a baseball cap with vinyl letters that spell, "Kill 'em all. Period."

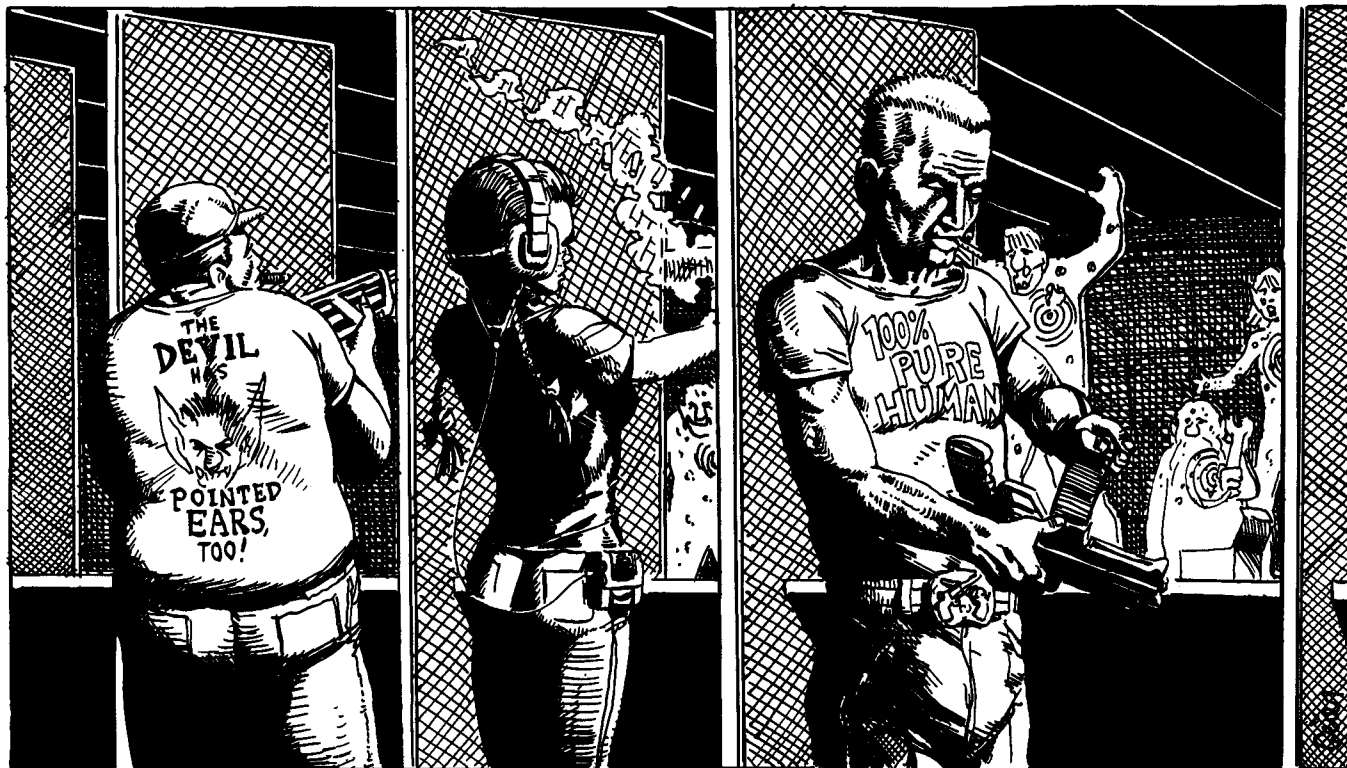
BEHIND THE SCENES

Cratchit's Family Entertainment does most of its business in the late afternoon, when families with children look for diversions. Cratchit, the beer-bellied owner, simply gazes sullenly at metahuman customers and accepts their credsticks. If given a chance to insult them, he takes it. However, Cratchit greets

humans with guffaws and amiable comments. "Scope the Mariners last night? They're not gonna win drek till they dump that Ellsley, I'll tell ya." Ellsley is an elven pitcher who has played particularly well in several close games.

Cratchit's Entertainment features several attractions. Soy-Ice costs one-half nuyen per cone. The miniature golf course resembles a section of the Matrix and costs one nuyen per round. Most customers head straight for the automatic-weapons firing range, where ten nuyen buys five shots at an array of tattered man-shaped targets. One resembles a stubby dwarf holding an oversized wrench, another resembles a moronic ork, and the last one looks distinctly like Lord Erindil, a well-known spokes-elf for Tir Tairngire. The weapons include an AK-97, an Uzi III, a Heckler and Koch S variant, an AK-98, an Ingram Valiant, and a military-style heavy machine gun. Those with a taste for the subtle may try a pistol instead, selecting from among the Walther Palm Pistol, Remington Roomsweeper, or Browning Max-Power.

One must succeed at a Firearms (4) Test to hit the targets. Cratchit offers prizes for especially keen shooting. Anyone who can "fix the ears" on Lord Erindil by shooting off their points (but only the points) may claim a prize. Cratchit's awards stuffed raccoons, feathered serpents, and polar bears, all made of FabriSoft™. The raccoon has one arm raised in a fascist salute.



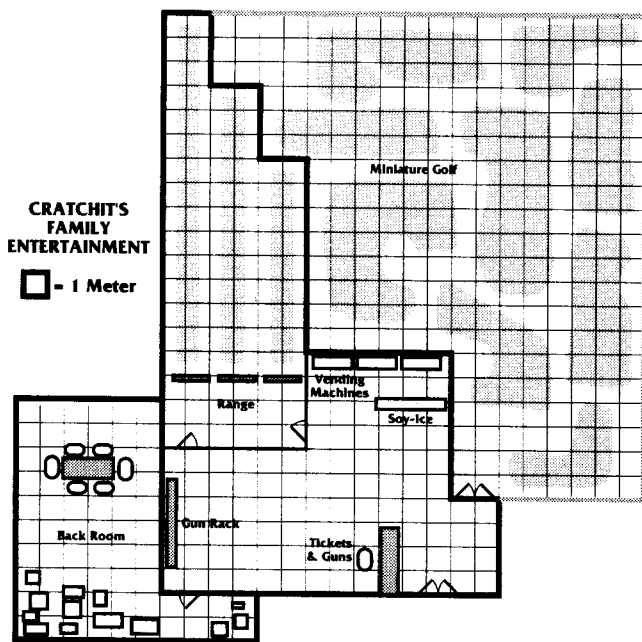
the serpent carries a tiny plastic ork in its jaws, and the polar bear sports a black toothbrush mustache. Shooters must beat a Target Number of 10 to "fix" the elf's ears without hitting anything else.

Cratchit has the statistics of a standard **Humanis Policlub** contact, p. 168, **SR**. He carries an Ingram Valiant with a bandolier of 200 rounds and fires it at the targets idly during lulls in activity.

Cratchit's Family Entertainment Center conceals a den belonging to the High Chivalrous Order of Humanis Policlub. Nobody mentions this in the public area, and Cratchit bellows, "You can that!" if any runner raises the subject. However, when a human speaks the password "purity," Cratchit takes him into the back room. There, the adventurers may talk with other Chivalrous Knights, who have information on Fayette.

CRATCHIT'S BACK ROOM

Despite their appearance, these policlub members try to live up to the standards of a High Chivalrous Order, or at least the standards they think such an order should uphold. When Cratchit introduces them to someone who knows the password, they all offer formal bows to the new "brother." After that, they feel free to slap backs, share beers, and discuss old escapades as if they had



known the runners for years. If the team proposes a noble venture on behalf of humankind, the clubbers pledge their triggers to the cause. The moment the shadowrunners indicate they have any traffic with metahumans, however, the clubbers attack the "traitors." The policlub members also attack old comrades who dishonor the Order by lechery, greed, or cowardice.

The five present in the back room have the following statistics:

CHIVALRIC KNIGHTS (5)

B	Q	S	C	I	W	E	M	R	Armor
4	4	5	2	2	4	6	—	3	2/1

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 1, Dodge 4
Skills: Bike 3, Car 3, Demolitions 4, Etiquette (Street) 3, Firearms 4

Gear: Armored Vest (2/1), Colt American L36 [Light, 9 (clip), 3M2], Knife (2L1)]

If expecting a fight, they collect heavier weapons from the firing range.

These Knights feel almost eager to discuss their "quest" to save Fayette from the "dastardly" Nick Voigt. They narrate the following story. Recently (three days before Marti hired the adventurers), a policlub member located Fayette and Nick at Elby's Bar and Grill. The Knights immediately descended on the bar. When they arrived, however, Nick and Fayette escaped and ducked into an alley. The Knights managed to pursue them as far as a garbage dump in Snohomish (see **Down in the Dumps**, p. 26). Cratchit's men lost track of them there.

After giving up at the dump, a Knight named Bart decided to keep a watch on Elby's. He stayed there day and night, "havin' himself quite the party, dandelion-eaters or no." In his daily reports back, he mentioned that orks with "lots of artillery" kept coming in. He tried following them. One went to another bar, called The Quick, The Dead, and The Still Moving. Another went to Juzu Clinic and entered through a back door. Bart gave his last report the day before this adventure began. He has not been heard from since. When the runners arrive, they are considering sending some members to look for him.

Bart is actually long dead, caught with a smile on his face when the ork mercenaries raided Elby's.

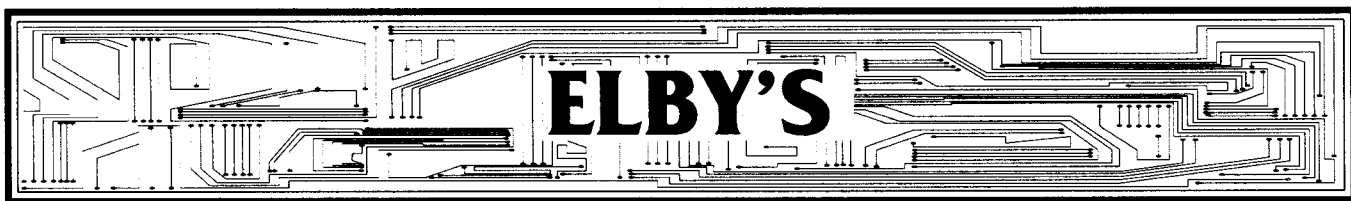
If the Knights are given reason to ambush the runners, such as those discussed in **Back to School**, the gamemaster should give four of the clubbers the statistics of the standard members, as above, and one the statistics of a **Former Wage Mage**, Combat orientation, p. 38, **SR**. Arm and equip these characters appropriately for the confrontation with the runners. Make any necessary alterations in the statistics to make the Knights worthy opponents.

Keep in mind that however much the Knights might seem like buffoons, they are dead-serious about their beliefs and will not hesitate to kill in the name of their cause. They are fanatics.

Should the runners scout Cratchit's astrally, they will meet no resistance, though the gamemaster may have the member with the **Former Wage Mage** statistics present.

DEBUGGING

If the party does not ply the Knights with some effective subterfuge, they get no information. Too bad. Fortunately, there are other ways to get the necessary information.



TELL IT TO THEM STRAIGHT

Elby's stands at the junction of James Street and Ninth Avenue in downtown Seattle. One could easily walk past Elby's Bar without seeing it. Among looming buildings and plate-glass storefronts, only a silvery plaque marks the stairs leading down to this basement restaurant. The sign gives the name of the bar and the news that it is open 24 hours. It also says, "Humans welcome, too!"

The narrow staircase leads down past dank concrete walls, scored with pen scrawls. A smoky red light burns in the room below but all remains still. The only thing breaking the silence is a periodic chirp emitted by a simsense arcade game trying to attract new customers.

You find the bar empty. Tables stand in tidy rows and the black steel counter glistens in the red glow. An illuminated Baer Beer sign hangs over the electronic credit-registry machine.

If a player character assenses Elby's astrally, read the following.

Much of the bar vanishes, dead to astral space, though the sharp sensations of anger, death, and violence permeate the space. But you immediately realize that you are not alone. A tall man paces the chamber, a white coat hanging loose over the snappiest of corporate suits. Laser scalpels and rubber tubing peek from one pocket. A golden chain secures a credstick to this man's belt. In his imperious eyes, you perceive a great depth of wisdom.

BEHIND THE SCENES

Doctors Arhill and d'Venesu traced Fayette to Elby's Bar and Grill. In hopes of capturing her, they hired a team of mercenaries to scout the bar. When they did not find Fayette, Arhill finally ordered a full raid and search. His employees liquidated all witnesses and carefully removed evidence of their assault. This explains the state of the establishment when the runners arrive. The customers in the bar, including Bart of the Humanis Knights, were taken into the back room and killed. If the runners search the back room, they will find the bodies. Twenty-eight of them.

Arhill still hopes Fayette may return, or at least that someone with information might look for her here. Therefore, he has Farnwell, his intern, watching the establishment in astral form. Farnwell must return to his body and rest every few hours, but the moment his Essence returns to normal, Arhill sends him back to the bar. Assume that he is there when the party arrives.

When the team arrives at Elby's, Farnwell examines them and then darts to The Quick, The Dead, and The Still Moving at full astral speed. He alerts the ork shaman there to the party's

presence. Then he speeds back to Elby's to check the adventurers again. Farnwell guides Dr. Arhill's team to the runners as quickly as possible. The mercenaries attempt to ambush and kidnap the adventurers. They take prisoners to Dr. Arhill for interrogation.

If attacked in astral space, Farnwell runs for his body at Juzu Clinic. Though his future career as a physician depends on Dr. Arhill's approval, Farnwell has no desire to die for his instructor. Dr. Arhill has only given him orders to spy on Elby's and to guide the orks there. The doctor gave no explanation or background information. Farnwell views it as simply another unpleasant duty he must accomplish before receiving his license to practice magical medicine. If the runners capture him, Farnwell answers questions and tries to deflect his captors' anger by making ironic jokes about Dr. Arhill.

Farnwell's statistics are given in **Cast of Shadows**, p. 48.

If the runners only search the main area of Elby's Bar, have them attempt Perception (4) Tests. On a successful roll, they find a spent cartridge from the mercenaries' attack on Elby's. Anyone who looks for records in the electronic cash-registry system may attempt an Electronics (5) Test. This test, if successful, reveals that Nick and Fayette patronized Elby's frequently. Three or more successes verifies that they were both here the night Fayette disappeared.

Use the Bar map from **Sprawl Sites**, page 12.

DEBUGGING

Almost nothing can go wrong here. If Farnwell is spotted, he will run to avoid combat. He is familiar with the twists and turns of a nearby apartment complex and could use it to lose any pursuers.

If the runners hang around too long, the ork mercenaries will ambush them there. This is really the only bad thing that could happen.

If the gamemaster needs to give the player characters some direction, it might be possible to have Bart, the Knights member, still alive in one of the back rooms (see **Knights in White Sheets**, p. 21). He's been beaten senseless, shot, and is near death. If awakened or assisted, he might be able to feed the runners the information the gamemaster wants them to have.

If they *really* need help, Rind the troll from the **Daddy Dearest** opening story could show up at the bar, along with a half-dozen of his brothers. He will, of course, want to know what the runners' business is with Elby's. How the player characters handle this will set the tone of the encounter. Rind knows everything about Nick, Fayette Myers (he does not know of her past), and their intention to flee to Shoalwater.

If statistics become necessary, Rind and his brothers use the **Troll Bouncer**, p. 173, SR.

THE QUICK AND THE DEAD

TELL IT TO THEM STRAIGHT

You find The Quick, the Dead, and the Still Moving bar in the ork section of Pine Street. A real skull hangs from this bar's sign. The skull's eye sockets light up periodically, thanks to pink light bulbs set into the cranium.

Once inside, you go through a brick anteroom to get into the bar, past an enormous troll bouncer and several dozen flies. Loud, angry, chaotic music is playing, but does not seem to interest the patrons much. In one corner of the bar is a bulletin board on which is hung an array of maps with pins sticking out from regions of ongoing warfare. The largest party in the bar seems to be a group of six orks, who cluster around their table cleaning firearms, talking, and drinking.

BEHIND THE SCENES

This night club serves almost as an office for cutthroats and mercenaries. If anyone approaches the bar and asks about "business," the bartender gestures at the maps. The big job currently seems to be an operation taking place somewhere in Salish territory, which will require "airmobile insertion."

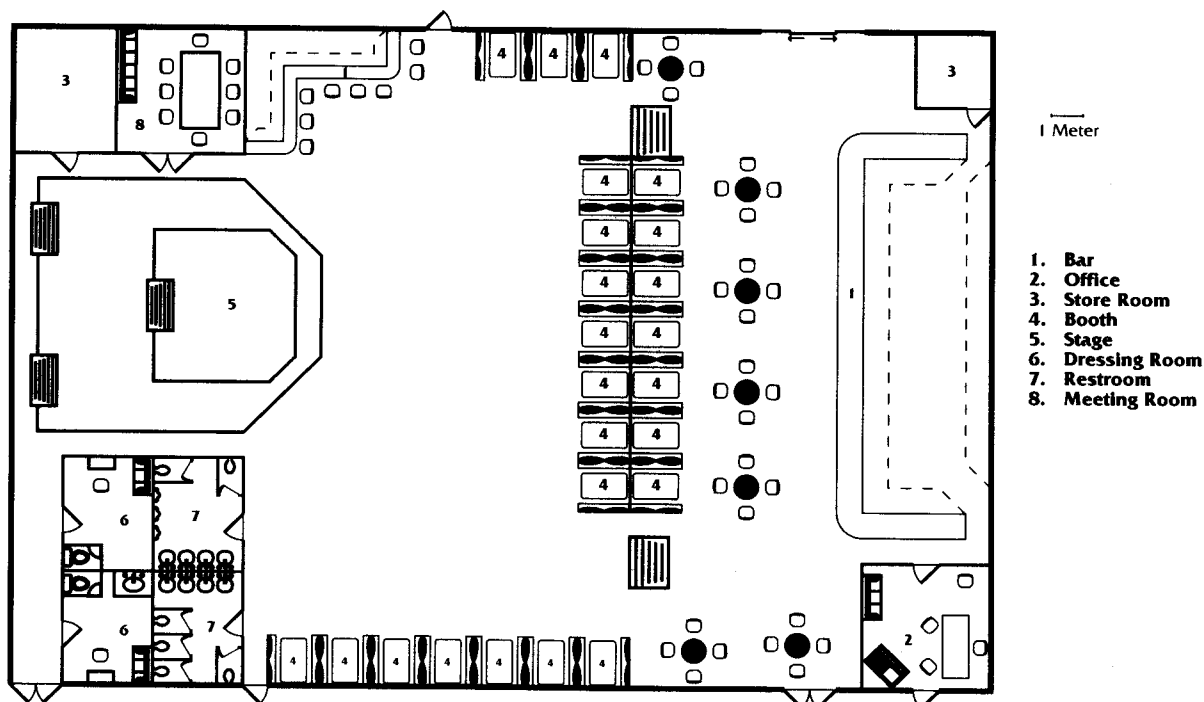
Examining the map will show only that a pin with a tan/

yellow head has been inserted near the North Cove area, north of Seattle in Salish-Shidhe territory. To maintain security, only regulars know what color pinheads represent what jobs and contact numbers. To gain that information, the runners will need to make an Etiquette (Mercenary) (4) Test or an Etiquette (Street) (8) Test. If successful, someone will tell them that the job is independent, though rumor tells of Aztechnology links, hence the tan/yellow pin. A contact number has also been written on a table in one of the corners.

Anyone who calls the number listed gets a Senior Technician at the Juzu Clinic. The man says that all spots are taken. Anyone who consults the LTG directory and makes a successful Perception (3) Test may trace this phone number to the Juzu Clinic.

The orks that the runners see upon entering the bar are among its most prominent customers, and they are the ones who executed the attack on Elby's Bar and Grill. Arhill and d'Venescu now have them on call, ready to kidnap anyone who visits the bar. See *Elby's*, p. 23, for more details.

Runners who listen to the orks' conversation must make Stealth (6) Tests to remain inconspicuous. If the roll fails, all the orks confront the snoop. This club's troll bouncer knows these orks well and intervenes only if the runners seem to be winning. The troll bouncer uses the standard statistics for his kind, p. 173, SR.





Anyone who watches the orks notices that the biggest one is a woman with brass cartridge cases woven into her dreadlocked hair. Every few moments, her head lolls back, and she sits rigidly in her chair as if stunned. She is their shaman, and is assensing astral space to see if Farnwell has come with a message from Elby's Bar and Grill. The other orks look up expectantly when she finishes. She looks at them and mumbles, "Nuttin' again. Wish these freaks would slot and run."

See the **Cast of Shadows** section for details on Rat Mash Dancer, the ork leader, and her five followers. A seventh member of the ork group is currently waiting at the Native American Airlines terminal at the Seattle-Tacoma Airport in case

Nick and Fayette show up there. Using his contacts, Arhill learned that Fayette booked, but did not take, a flight to King's Glen three months ago, and he suspects that she and Nick may try this route again. See **Sea-Tac**, p. 28, for more information.

DEBUGGING

If the runners are not careful, they could get into quite a fracas here. If things really get bad, Rind and his brothers could suddenly arrive, having finally discovered who was responsible for the shootings at Elby's. The ork can then clue the runners in on things they don't know.

DOWN IN THE DUMPS

TELL IT TO THEM STRAIGHT

The ground gives way to a huge dump here. Dunes of plastic bottles and disposable packaging drift across the landscape, with oozing barrels protruding from the debris. Everything converges on a mountain of twisted wire and shredded rubber.

BEHIND THE SCENES

The Double Devils are a hard-core all-elven go-gang. Nick was a member in good standing until his involvement with Fayette (a human) shattered his bonds with the gang. They have not seen him since the beginning of the adventure. If approached properly, the Devils will be more than willing to give information on Nick to the runners, whether or not they believe the team may harm Nick. As far as some of them are concerned, the more harming the better.

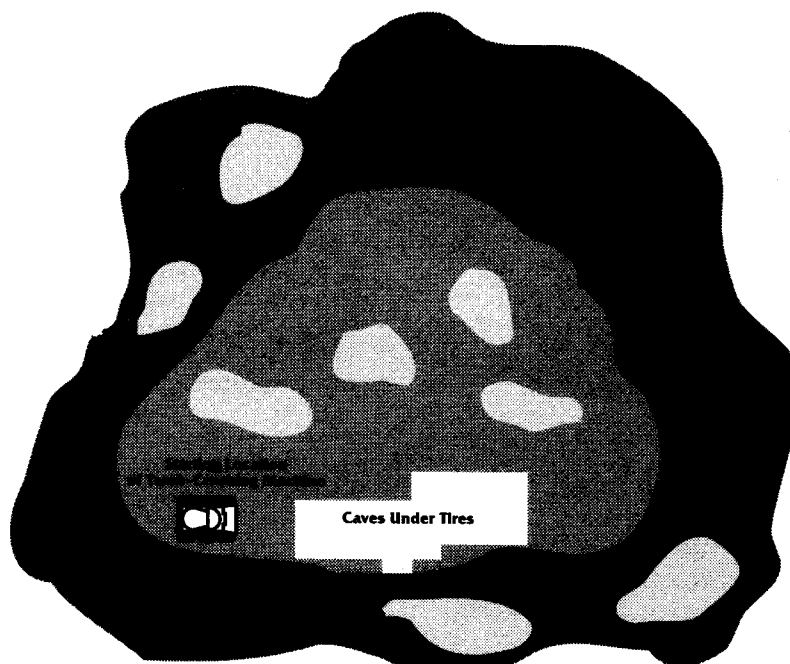
If the runners merely ask about Nick, they'll learn that, to the best of the gang's knowledge, he ran off with a classy human girl named Fayette Myers. Some of the gangers have actually

met her and can identify her from a picture if the runners present one. Nick also mentioned the existence of a commune in the North Cove area, but never mentioned Shoalwater by name. Additionally, the gangers will be able to tell the runners that Nick has a severe fear of flying, and so would drive his cycle to wherever he and Fayette wished to go.

If the runners ask to see Nick's digs to see if he left any clues, the gangers take the team into the mountain of twisted wire and rubber to a semi-open area. Apparently, the debris was piled onto a group of vans and campers that the gangers now use as living accommodations. Near the back is Nick's small Chrysler-Nissan Open Trail minivan.

Inside the van, the runners find piles of soiled clothing, some hardcopy pop media, and a dozen or so Stayfresh™ stuffer wrappings scattered about. If they succeed at a Perception (4) Test, one runner will find a water-stained hardcopy map under one of the van's carpet-mats. It is the North Cove map that appears in **Road Trip**, p. 37. Shoalwater has been circled in red.

All the above information assumes that things go well when the gangers and runners first meet. It's possible, however, that they will not. The Double Devils have perpetual problems



THE DUMP
 □ = 1 Meter

● 3 Meters
 ● 6 Meters
 ● 12 Meters

Filbert-Maltby Road

with a squatter tribe that lives in an abandoned strip mall a few blocks away. The squatters were occupants of the dump until the Double Devils evicted them about a year ago. The squatters periodically try to raid the dump to steal from the gang's food or equipment stores. Depending on how the runners arrive, the gangers could easily mistake them for another squatter raid.

GANG FIGHT

If the adventurers are mistaken for a raiding gang, use the following information for the fight with the gangers.

Shark, the gang boss, advances in a roaring yellow construction machine originally intended for crushing garbage. It has four bare steel wheels with huge studs for grinding things up as it rolls over them.

CONSTRUCTION VEHICLE

Handling	Speed	Body	Armor	Signature	Pilot
4	10/25	5	1	5	0

Anyone Shark runs over suffers 4D4 damage. Meanwhile, the other Devils dash around, shooting from behind piles of rubbish. They do not use any advanced tactics, but as the gangers independently scramble forward, they may well surround the party. If the gangers have enough time, they will grab their motorcycles and use them in the attack.

SHARK (GANG BOSS)

B	Q	S	C	I	W	E	M	R	Armor
5	6	4	4	6	5	6	—	6	5/2

Dice Pools: Defense (Armed) 5, Defense (Unarmed) 5, Dodge 6

Skills: Armed Combat 5, Bike 4, Etiquette (Street) 6, Firearms 4, Stealth 3, Unarmed Combat 5, Special Skill: Drive Compactor 4

Cyberware: None

Gear: AK-97 [Assault Rifle, 22 (clip), 5M3 and 1 extra clip], Armor Jacket (5/2), Yamaha Rapier

DOUBLE DEVIL GO-GANGER (12)

B	Q	S	C	I	W	E	M	R	Armor
5	6	5	6	4	4	5.7	—	5	0/1

Dice Pools: Defense (Armed) 5, Defense (Unarmed) 5, Dodge 6

Skills: Armed Combat 5, Bike 4, Etiquette (Street) 4, Firearms 4, Stealth 5, Throwing 3, Unarmed Combat 5

Cyberware: Handrazors, (Low-Light Eyes)

Gear: AK-97 [(Assault Rifle, 22 (clip), 5M3) or Uzi III (SMG, 16 (clip), 4M3) and 1 extra clip for either]

Knife (2L1)

Synth-Leather (0/1)

Yamaha Rapier

The Devils have protected their home under the garbage heap by burying booby-trap grenades in the trash. Each person who advances into this dump must make a successful Reaction (6) Test to scramble through the traps without triggering any. If a grenade goes off, the rubber fragments spoil its area affect, but the person who stepped on the trap suffers normal defensive grenade damage.

Anyone who tries to find and disarm the grenades must make an Intelligence (2) Test. Each success allows the character to find three grenades. The searcher must then make a Reaction (4) or appropriate Skill (3) Test for each grenade to keep from detonating it while disarming the trigger. If the grenades are

thrown, treat them as standard defensive grenades.

Besides the vans and campers already mentioned, there are 13 Yamaha Rapiers with greasy spare parts, some moldering bags of stuffers, and a human skull wearing a party hat scattered about the gang camp. A battered simsense player sits on a shelf. The gangers also have a box with 100 clips for the Streetline Specials, 30 clips for the AK-97s, and 13 clips for the Uzis.

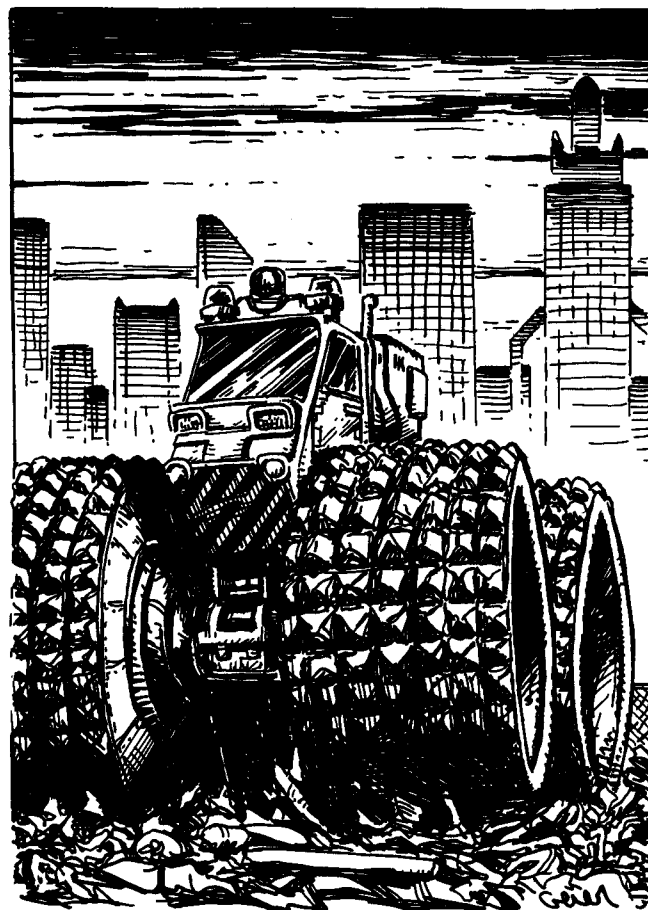
Once defeated, the gangers will be more than willing to talk about Nick. ("Hey, ya shoulda said that in the first place, ya dig?")

DOUBLE DEVIL GANG COLORS

The Double Devils are known for their distinctive black and red logo, depicting a pitchfork overlaid with Ds, which have pointed (arrowhead) tails. The red of the logo is the only color they wear. The rest of their "uniform" is black: dark pants, black boots, and long black coats with the sleeves cut off.

DEBUGGING

Unless the Double Devils completely overwhelm the runners, the player characters should have few problems here. The gamemaster may have Lone Star or the squatters save the team's life if the shadowrunners run into terrible luck not of their own making. If the group cannot charm or capture a ganger, they may miss getting the information. That means finding a way to let them get it from another source.



SEA-TAC

TELL IT TO THEM STRAIGHT

Aircraft roar down the runways outside. Within the cavernous airport, dark-suited saramen wait for their baggage, while others buy tickets from the blinking autoclerk machines. An overweight ork in black shades leans near the lounge for small-plane commuters in Salish territory. He shamefacedly accosts travelers and presses leaflets from Mothers of Meta-humans into their hands.

BEHIND THE SCENES

The ork is a member of the group that hangs out at The Quick, the Dead, and the Still Moving. He is watching the airport to capture Nick and Fayette if they try to come here again. Embarrassed by his disguise because he knows of no real threats here, he makes only a half-hearted effort to maintain it. If anyone approaches him, he grunts, proffers a pamphlet, and mumbles, "We're all loving brothers under the skin, chummer, ain't that so?" If the person keeps annoying him, he adds, "Buzz, drekhead, 'fore I start slittin' bellies."

This ork uses the **Ork Mercenary** statistics from the **Cast of Shadows** section, but carries only a Walther palm pistol and a concealed survival knife in the airport. Though Arhill and d'Venescu are footing the bill, this ork has done much work for Aztechnology and would not betray the corp. The runners might learn something by searching him or picking his pockets, for he has both a photograph of Fayette and an airline schedule with certain flights underlined. These flights are all small-plane commuter flights to King's Glen in North Cove. He also has an Ever-Light™ match stick with the name The Quick, the Dead, and the Still Moving emblazoned down the side.

Anyone who carries visible weapons into the airport or who tries to get metal weapons through the X-ray machines must cope with 100 security guards (**Corporate Security Guards**, p. 165, **SR**, with partial armor and H&K 227 submachine guns). These troopers will not respond to a minor scuffle between the runners and the ork. They will, of course, break up a full-scale melee.

Deckers might investigate the airport's ticket registry system. They use the usual techniques (p. 101, **SR**) to obtain the system address. They can also get in directly by using the automated ticket machines as terminals (see **Tortoises In the**



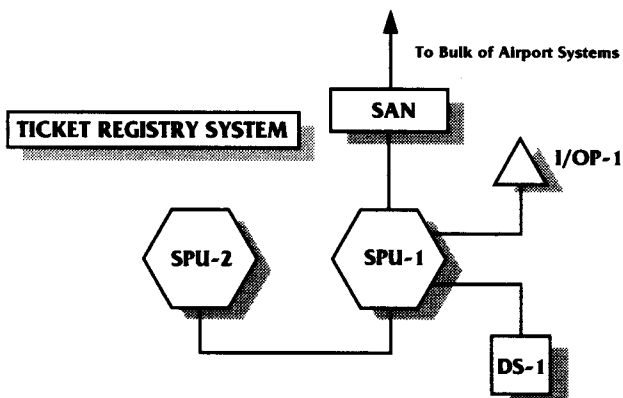


Matrix, p. 111, **SR**). Because the ticket machines were not designed for general-purpose decking, they have a maximum Program Rating of 2, but they also open directly into the system.

TICKET REGISTRY MATRIX SYSTEM

This is a tiny subsystem of the Seattle-Tacoma Airport's enormous Matrix account. Nothing the party does here can put the entire system on External Alert, but a Trace IC may bring Lone Star after them.

If by chance the decker is infiltrating the system completely from outside, the gamemaster will have to invent details to fill in the gaps of his journey to this subsystem.



TICKET SYSTEM MAP KEY

SAN-1: (Intersystem access, no direct Grid access) Lone Star sends a patrol of four **Street Cops** (p. 171, **SR**) to apprehend anyone caught by the Trace system. Orange-4, Trace and Dump 4.

SPU-1: Data Routing. Orange-3, Barrier 5.

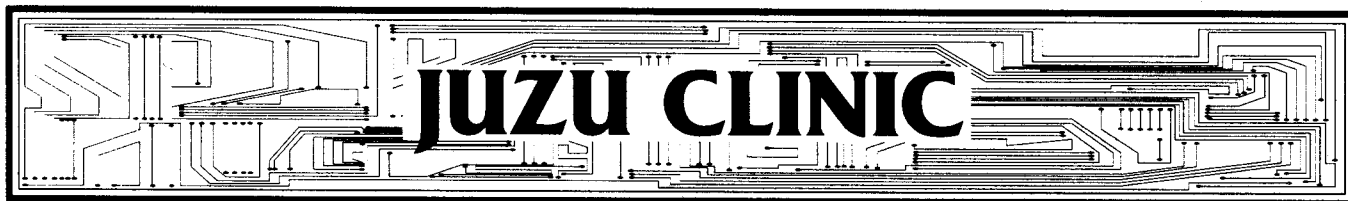
I/OP-1: Ticket Machines. Blue-2.

DS-1: Ticket Registry. This node contains records of ticket sales. Anyone searching for information on Fayette or Nick learns that they had scheduled a commuter flight from Seattle to North Cove three months ago but never showed up. Orange-5, Scramble 3.

SPU-2: Data Processing. This leads to other parts of the airport's Matrix account. Any decker will see at once that it leads away from the ticket-sales systems. If the team insists on exploring it anyway, use random matrix generation (p. 156, **SR**) until they decide to leave. Orange-5, Barrier 3, Trace and Burn 4.

DEBUGGING

As in many other encounters in this adventure, indiscreet adventurers could provoke Lone Star into arresting them. Whether they kidnap the ork or tap the ticket-registry system, they will be breaking the law. As usual, do not let the story collapse because of one episode. The security guards want to prevent airline hijacking, not petty squabbles. For 200 nuyen and a good excuse, they might overlook minor imbroglios. However, shadowrunners who decide to brandish heavy weapons in the airport should face overwhelming firepower and jail time.



TELL IT TO THEM STRAIGHT

Juzu Clinic is in the Pinehurst neighborhood of Everett. Passing through thick glass doors into the foyer, you see a plastic sign listing the doctors who work here. They are Dr. Kaus, General Practitioner, Dr. Meader, Cyberneticist, and Dr. Arhill, Practitioner of Essence Medicine.

If the runners are captured, read the following.

You are dragged into the back of a brick building and handcuffed. Your captors then dump you into a dim chamber, next to the cream-colored casing of some enormous instrument. Boxes labeled "Aztech Pharmco" stand in the far corner. Machinery whirs in a nearby room. A faint antiseptic odor pervades the air.

BEHIND THE SCENES

Dr. Arhill, the senior physician at Juzu Clinic, specializes in the medicine of sorcery. He works as Anton d'Venescu's doctor and also as his partner, providing clinic facilities for the research that must culminate in the sacrifice of Fayette. Anton lives in the clinic's sealed basement, hiding from the spirits to whom he owes his debt. The runners may arrive here to investigate the clinic or as captives. Dr. Arhill may also capture them as they investigate his clinic. Therefore, this chapter begins with area descriptions but contains a final subsection dealing with the fate of prisoners.

Dr. Arhill commands a powerful security force. Even without black magic, a store of drugs and advanced medical equipment needs protection from thieves. Fifteen security guards patrol the corridors. A chief guard coordinates their movements using cameras in the **Guard Headquarters (C)**. All internal doors are steel, and the guards can lock or open them from a computer terminal in their command post. Treat the doors as Rating 6 maglocks, except where stated otherwise. Furthermore, Dr. Arhill and his interns can assist the defense with wizardry.

The guards will arrive at a rate of 0-4 per turn (roll 1D6 and subtract 2) whenever the runners do anything to alert them. Treat them as **Corporate Security Guards** (p. 165, **SR**), with armor jackets and headware radios. The helmets of their armor act as respirators. These sentries have Uzi IIs wired as smartguns and the necessary cyberware to use them. The modification cost Dr. Arhill plenty, but not as much as replacing equipment shot up by troopers with less-than-perfect aim.

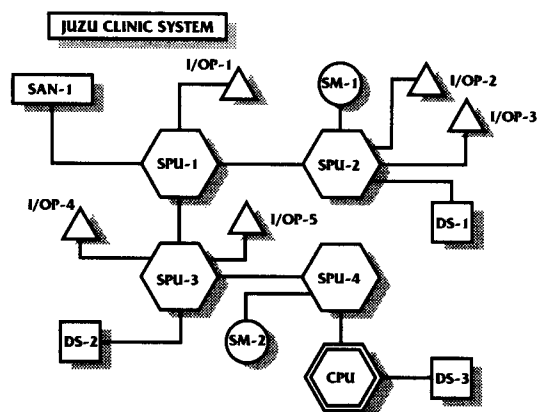
If security forces capture the adventurers, consult the final section of this chapter.

JUZU CLINIC COMPUTER SYSTEM

Dr. Arhill keeps his records on a small Matrix loop. The address code for the clinic's SAN can be tracked down by talking with contacts (see **Legwork**) or by decking (p. 100, **SR**). The runners could also use the terminal in Dr. Arhill's office to go straight in and bypass much of the IC.

One alarm being triggered puts this system on Internal Alert. It takes three alarms to cause an External Alert and shut down the system in 4D6 turns. The system will shut down completely because the clinic (unlike a megacorp or financial institution) has no real need to be linked to the Matrix continually. Loss of the Matrix link will be annoying, but not financially devastating.

Note that most of the Juzu Clinic system maintains a Universal Matrix Specifications (UMS) icon set consisting of multi-colored polygons. Only one or two nodes contain construct-sculpting.



JUZU SYSTEM MAP KEY

SAN-1: (NA/SEA/3206 (34-8705) This trace system alerts not Lone Star, but Dr. Arhill's ork mercenaries. It rings a telephone in The Quick, the Dead, and the Still Moving and uses a synthesized voice to direct the orks to the decker. Orange-4, Barrier 4, Trace and Report 4.

SPU-1: Data Routing. Orange-4, Access 4.

I/OP-1: Terminals in the waiting room. Green-4.

SPU-2: Medical records and machinery. Orange-5, Tar Baby 4.

I/OP-2: Crisis Counseling Node. This node contains a couch made of rippling black leather. Anyone who enters it may converse with the automated psychotherapist. This machine cannot actually carry on a conversation, but it simulates one by recognizing key words and answering them with such phrases as, "Was that a negative event in your life?" and "How do you think they felt when you said that?" Blue-4.

JUZU CLINIC



Geier

SM-1: Controls scanners and other medical equipment. Orange-4, Access 4.

I/OP-3: Medical Terminals. This node connects to terminals belonging to Dr. Kaus and Dr. Meader. Orange-4, Barrier 4.

DS-1: Medical Records. By searching this datastore for topics containing the name "Fayette," one can find the following information. A Fayette Myers from the Rhododendron Conservatory had routine medical procedures done at the clinic for several years. Dr. Arhill placed asterisks alongside her physical description. Then, three months ago, the Conservatory brought Fayette to Juzu Clinic for examination after she disappeared briefly. Dr. Arhill examined her in person and compiled the report found in the **Player Handouts** section. It may be given to the decker who downloads this file, which is 5 Mp.

Another file in this node contains records on Anton d'Venesco (5 Mp). That report is also in the **Player Handouts** section.

Many other medical records concern important wage mages. They require 280 Mp but would be worth 50,000 nuyen on the black market. Red-3, Blaster 4.

SPU-3: Administrative Systems. Orange-5, Access 4, Tar Baby 4.

I/OP-4: This links to the terminals in the **Improvised Offices** (L) of the clinic basement. Orange-4.

DS-2: This store contains the clinic's business records. Much of the clinic's resources comes in the form of grants from Aztechnology.

Anyone who scrolls through the material discovers accounts with assorted mercenaries and military outfitters who would consider sponsoring a raid into Salish-Shidhe territory. This data is worth 300 nuyen to anyone interested in hiring troopers, or 800 nuyen to anyone looking for intelligence information on Aztechnology.

Another file contains copies of Dr. Arhill's correspondence. It includes a letter concerning Fayette, dated three months before the adventure began. See the **Player Handouts** section.

Two other files contain business dealings with notable wage mages. The information does not relate to this adventure, but would be worth 500 nuyen to corporate agents. These files occupy 100 Mp of memory. Orange-4, Scramble 4.

I/OP-5: Dr. Arhill's terminal. This connects with the terminals in **Arhill's Office** (E). Orange-5, Blaster 3.

SPU-4: System Management. See SAN-1 for details on the trace. Orange-5, Barrier 4, Trace and Burn 4.

SM-2: Security Systems. Controls all cameras and alarms in the building. By examining this node, a decker may look through cameras as well as deactivating them, allowing the team to develop a map of the clinic and its lower levels. Orange-5, Killer 4.

CPU-1: Red-4, Barrier 5, Trace 5, Black IC 2.

DS-3: Finances. This datastore holds 200,000 nuyen, which requires 200 Mp of memory. Orange-5, Scramble 5.

JUZU CLINIC ROOM DESCRIPTIONS

Waiting Room (A)

Pastel walls and plastic plants decorate the waiting room. Red video screens advertise cosmetic surgery and display nutritional advice from the Health Council. The runners see a variety of people waiting, from a middle-aged dwarf matron to children fidgeting in the orange seats. A surprising number of patients seem to be corporate wizards, though, with charms and fetishes tucked into their suits.

The runners may have trouble getting past this room. The receptionist will not let anyone beyond her desk without an appointment. It takes 1D6 days and a 500-nuyen deposit to get on Dr. Arhill's schedule. The megabusineses keep this doctor busy treating their valuable corporate mages because he has special techniques for correcting even fatal diseases without destroying the magic that makes these wizards worth curing. Shadowrunners must make a Stealth (6) Test to sneak past the receptionist. They could also make appointments to see other doctors and wander away.

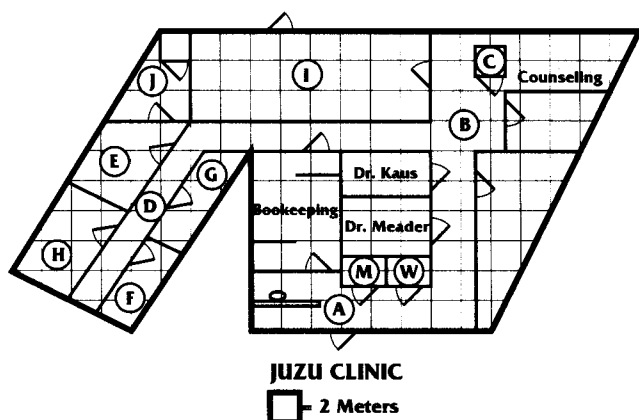
The receptionist's computer connects to I/OP-1 in the clinic's Matrix system.

Treat the receptionist as a **Corporate Secretary**, p. 165, **SR**.

Also here at any given time are 2D6 ordinary citizens and 1D6 wage mages. Ordinary people have **Pedestrian** statistics, p. 116, **Sprawl Sites**.

The mages have the **Former Wage Mage** statistics, p. 38, **SR**. These people may complicate firefights or other unusual activity. The receptionist has a **PANICBUTTON** installation that can bring four Lone Star troopers within five minutes and nearly unlimited reinforcements within 20 minutes. These police are equipped with Ares Predators, armored vests, and helmets. Treat them as standard **Street Cops**, p. 171, **SR**.

JUZU CLINIC



Offices (B)

These cream-colored corridors lead past a variety of examination rooms and offices. Through open doors, the runners can glimpse gas tanks, padded tables, tissue vats, and nests of tubing.

The clinic performs legitimate medical procedures here. In **Shadowrun** terms, Dr. Kaus and Dr. Meader can provide Hospitalization, but not Intensive Care, though in practice, the Juzu Clinic staff prefers not to perform operations requiring in-patient treatment. Dr. Kaus and Dr. Meader work in offices, while the clinic's six nurses perform most routine procedures. Treat the nurses as **Corporate Secretaries** (p. 165, **SR**), with Biotech Skill of 4. Dr. Kaus and Dr. Meader use the **Street Doc** statistics, p. 171, **SR**. If asked about Dr. Arhill, the people in these areas give tight smiles and say that he has a great deal of experience. Professionals do not comment on one another's work.

Dr. Kaus and Meader have terminals to I/OP-4 in their offices.

The Counseling Room has a terminal to I/OP-2.

Guard Headquarters (C)

A guard in surgical-green armor watches a row of monitors, all the while toying with metal switches on a plate below.

This guard directs the clinic security forces. If anyone opens the door, he responds with a simple, "Buzz, chummer." Use the **Corporate Security Guard** statistics (p. 165, **SR**), with an armored jacket and headware radio. He has an Uzi III wired as a smartgun.

The switches can automatically close, lock, or unlock any doors in the upstairs clinic. They also control the elevator in the **Quarantine Chamber (J)** and the **Clinic Basement (K)**.

Arhill's Wing (D)

Steel blue carpets cover the floors in this wing of the clinic, and paintings hang on the walls at orderly intervals, depicting a patchwork of Aztec motifs. The doors are all firmly shut.

Only the door to **Arhill's Office (E)** opens. Dr. Arhill keeps all other rooms of this wing sealed with Rating 12 maglocks.

Arhill's Office (E)

This windowless room contains a steel desk, fit with a computer terminal. A bespectacled man in a lab coat leans over the computer, examining a holographic X-ray display. Standing beside him is a much younger man holding a sheet of parchment and reading aloud. The white walls are unadorned.

Dr. Arhill and his intern Hortense work in this office. Between their pursuit of Fayette and their patient load, the two have no time for anything else. When the runners arrive, they find the two matching X-rays to archaic body diagrams drawn by Chinese and American Indian mystics. Dr. Arhill may not recognize the team. The runners could pose as prospective patients and perhaps even have Dr. Arhill cure some affliction. He charges 1.5 times the prices on page 145 of the **Shadowrun** rules.

If Dr. Arhill gets any inkling of the runners' mission, he tries to kidnap them. He can easily capture shadowrunners who submit to his treatment, simply by applying a few tranq patches. In more difficult cases, he does not risk starting a battle in his office. Instead, he waits for a pretext to give Hortense a note, perhaps instructing the intern to access some computer file the team would like to see. The note actually tells Hortense to go into a recovery room and use astral projection to alert the orks at The Quick, the Dead and the Still Moving. These mercenaries will then ambush the runners at the first opportunity.

For Hortense, see **Interns in Cast of Shadows**. Dr. Arhill's statistics are also there, listed under his name.

The adventurers may find several clues if they search Dr. Arhill's office. They might also explore the **Quarantine Chamber (J)**. Of course, they would have to get the doctor out of the room before doing either. Because Arhill examines patients and interrogates prisoners in **Examination Room II (G)**, the runners might use either activity as a diversion. Players may also come up with more imaginative ideas of their own.

Dr. Arhill's computer terminal allows direct access to I/OP-5 in the clinic's computer system.

On his desk are a stethoscope, fetish trinkets, and a plastic bag holding items Che-Che found in Fayette's secret hiding place. They include a napkin from Elby's Bar and Grill and a brochure on travel accommodations along Interstate Routes 12 and 101, from Seattle to Shoalwater.

Also on the desk are several charcoal rubbings of Aztec glyphs, along with English interpretations. Anyone who examines them and makes a successful Magical Theory, Occult, Archaeology, or Anthropology (8) Test (and presumably has a chance of understanding Aztec glyphs) learns that the glyphs discuss construction of a chamber to protect its inhabitants from the vengeance of the gods. This requires powerful magicks and seals to ward off all insects. Two or more successes reveal the fact that such a chamber can protect its occupant for years, but not forever.

Examination Room I (F)

The case of an enormous machine looms over this room. A step-pyramid logo is stamped on the instrument's side. Piles of continuous-feed paper lie scattered around the machine's readout display.

This room is used for combined magical-biomedical analysis. The two types of analyses are separate, but the information derived can be compared and contrasted to give an accurate study of the subject. The large machine is a DNA scan/matcher.

Anyone who leafs through the readouts will find one labeled, "Fayette and Family." It contains superimposed graphs depicting data on Fayette, Anton d'Venescu, and a "speculative chart" for the late Ms. d'Venescu. The patterns on these graphs all match. Dr. Arhill has scrawled notes on the printouts. The writing on Fayette's reads, "We have a clear match, verifying direct family relationship. All indications imply that Fayette will satisfy the requirements of her father's ritual."

Examination Room II (G)

This room contains a padded table and assorted medical instruments, along with a few fetishes. The runners note a circular calendar decorated by two snakes, each one chewing on a human head.

Pilferers could restock one medkit from this room's supplies. A cabinet with a Rating 5 maglock contains labeled packages of 10 stimulant patches each, 50 tranq patches, and five trauma patches (Rating 2).

The cabinet also contains a smaller box, 30 centimeters square and 8 centimeters high. It is sealed with a Rating 8 maglock that shrieks an alarm if tampered with. This signal also sends a radio message to the guard chief in the **Guard Headquarters (C)**. Inside this container the runners find plastic tubes of chemicals and some unmedicated slap patches, ready for the insertion of any drug. A scrap of paper contains dosage calculations for a patient named Anton d'Venescu.

To determine the purpose of the drug, runners may attempt a Biotech or Chemistry (5) Test. Success reveals that the chemical is ardene, a drug used to rescue the victims of hallucinogenic overdoses.

If the adventurers poison these slap patches and return them to the cabinet, Anton will use the patch in 1D6 days. Of course, Dr. Arhill does not give his patient these patches if he sees any signs of tampering. Whoever manipulates the maglock must make a successful Electronics (7) Test to avoid making it sluggish.

Recovery Room (H)

A network of white curtains hides this area. Peeking in, the runners see cubicles containing hospital beds, IV poles, and assorted equipment. A shrunken young man lies on one of the beds, his glasses askew and his limbs absolutely motionless. He wears his lab coat, trousers, and shoes.

This man is Farnwell, Dr. Arhill's second intern. He uses astral projection to watch Elby's Bar and Grill. If the team has seen him in astral form, the gap between his ideal mental image and his dismal physical form seems laughable. See **Interns** in the **Cast of Shadows** section for details on Farnwell.

Loading Dock (I)

A jumble of boxes and drums fill this dim, chilly room. Dust covers the concrete floor. As the runners glance through the pharmaceutical containers and boxes of medical instruments in sterile wrappings, they suddenly encounter a three-meter-tall idol staring at them with flint eyes.

Juzu Clinic stores supplies here. A Rating 7 maglock protects the door to the outside, and infrared security cameras send a continual image of the room to the guard in the **Guard Headquarters (C)**. He sends two guards to investigate any intruders. It takes them one turn to arrive, and they can summon the other eight guards in another turn.

A tag on the idol's arm identifies it as "Property of Anton d'Venescu, ATC." Because he is estranged from the Aztec gods,

he dares not place it any closer to his own chambers. Runners who examine the statue may attempt a Sociology (Archaeology or Anthropology) or Magical Theory (4) Test.

Successes	Result
1	The idol is clearly of Aztlan origin.
2	It is quite old, probably authentic Aztec.
3+	It is intended for use in blood magic.

If a magician astrally assesses the idol, have the player character make an Astral Perception (3) Test.

Successes	Result
1-2	The idol has been used in ritual sorcery numerous times in the distant past. Its aura is sickening. (Have the player character make a Willpower (8) Test to avoid returning to his body and retching horribly. He takes a Light Stun wound.)
3+	The idol has recently been used for ritual sorcery, probably within the last 15 to 20 years.

Quarantine Chamber (J)

From the corridor, the runners see a rubber seal running around the rim of this gray plastic door. A sign bolted at eye level reads, "Bioisolation Chamber. Keep Out."

Inside is a room of white aluminum. A gleaming, stainless steel showerhead hangs from one corner of the chamber and yellow chemsuits hang from hooks nearby. Several large canisters dispense some substance into the air-ventilation unit through yellowing plastic tubes. Whirring machines fill the air with a chill, pungent vapor.

In front of the runners is another door with a small plate-glass window. It opens into a chamber with ventilation ducts in the ceiling. At the far side of this other room, they see the blinking lights of an elevator.

These rooms lead to the chambers of Anton d'Venescu. The bioisolation precautions have nothing to do with contagion. Rather, Anton fears the devil flies that serve as avengers for the Aztec gods. Anyone who examines the canisters on the air conditioner sees that they contain malon, a potent insecticide.

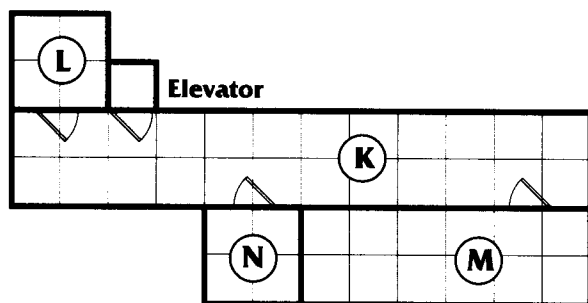
The vents in the elevator room fill the air with malon. This concentration of decontamination fumes is poisonous. When the team enters, they suffer damage from a 6L3 attack. The gas takes effect in one turn. Anyone who stays in the room suffers additional damage every two turns. A respirator or chemsuit mask prevents all damage.

Anyone who makes a brief visit to Anton's chambers is supposed to wear a chemsuit. Those who intend to stay may wear ordinary clothes if they shower and leave their clothes in the malon chamber for ten minutes.

The elevator leads down to the **Clinic Basement (K)**. It holds a maximum of eight people.

A ward surrounds this area and extends down into Anton's area. It is a Rating 7 ward, with the properties described in

Wards, p. 69, The Grimoire. The ward is periodically re-established by Arhill and some Aztechnology mages, but the potency of the ritual used to create it is becoming steadily weaker. Venescu believes that the ward is the only thing keeping him safe from the avenging spirits and that when Arhill and his associates can no longer erect the ward, he, d'Venescu, will die horribly. He fears he has only a few months remaining.



BASEMENT  = 2 Meters

Clinic Basement (K)

When the elevator doors slide open, the runners see a corridor that once branched off into hospital wards which have now been turned into a combination of office, squat, and gunnery shop. Mirrored ebony glass covers the walls and ceiling, making all the drek show up two or three times. The team has no time to stand and ponder, though. A suit with gleaming cybereyes and a Uzi III is walking straight toward them.



Anton d'Venescu has an improvised office complex here. The suit, one of Aztechnology's senior technicians, opens fire on anyone who looks like an intruder. If intruders wear the chemsuits from the **Quarantine Chamber (J)**, he hesitates, on the chance that they work for Dr. Arhill. This gives the runners a free turn in which to act.

The adventurers could claim to have supplies for the laboratory, Aztechnology business for the offices, or a message from Dr. Arhill for either one. To fool the guard, they must make an Etiquette (Corporate) (5) Test. Worse, the senior technician continues to watch them. If someone claims to be bringing scans for the laboratory and then janders toward the offices, the senior technician growls, "Freeze." If the runners comply, he takes them prisoner. Otherwise, he shoots.

If the party asks to see Anton d'Venescu, the guard attacks at once. Nobody but Dr. Arhill ever enters Anton's chamber.

Once a fight begins, the senior technician tries to withdraw into the **Improvised Offices (L)** or the **Laboratory (M)**, shooting as he goes. See the **Cast of Shadows** section for statistics on the Senior Technicians.

A plethora of defenses protects these chambers beneath the clinic.

In battle, the other senior technicians from the **Improvised Offices (L)** and the **Laboratory (M)** join the fight after one turn. They fire from around the doorways of their rooms, exposing only heads and weapon arms (treat as partial Hard Cover for a +2 on enemy Target Numbers). They are trained in indoor warfare, and can squeeze into a position where three may use this tactic at once. The fire team in each doorway concentrates its shots on a single victim until he falls.

The secretaries and laboratory assistants in these rooms toss grenades into the main corridor at the runners. They normally wait until the senior technician who meets the runners at the elevator either reaches cover or falls. However, if shadowrunners attempt to storm any of the rooms, they hurl their explosives in panic.

The senior technicians use their headware radios to alert the guards in the **Guard Headquarters (C)**. These watchmen arrive outside the **Elevator Room (J)** within three turns. Then they wait to determine the best strategy. If the party retreats, they wait for them here. The guards let intruders run as far as the gas chamber, then surprise them with an array of 15 Uzis when the intruders try to exit the chamber. The guards can achieve a similar effect if any runners are stupid enough to fight from the elevator. In this event, the Chief of Security overrides the elevator controls from the main control panel to bring the party into the **Elevator Room (J)** and trap them there, to choose between gas and the firing squad.

If the runners are winning the fight, the Chief of Security commandeers the elevator using his master controls, and eight guards descend into the basement. Unless the team specifically watches the elevator lights, they have no warning. Therefore, the guards have a turn to act without receiving fire. Four security guards shoot from partial cover behind the elevator doors while the others scramble for firing positions elsewhere. Once they reach cover, the other four join them, and then the elevator repeats the process with the other seven guards.

Anton d'Venescu does not rely on mundane guards alone. Dr. Arhill and some Aztechnology wage mages have conjured one elemental of each type (air, earth, fire, and water) to guard the basement complex from magical intruders. These do not

count against Arhill's total number of bound elementals (see p. 69, **The Grimoire**). All have a Force Rating 7. They attack any adventurers who appear on the astral plane.

Anton d'Venescu hears a battle in the corridor the moment it starts, but he does not become involved at once. Without his magic, he is terrified of engaging any intruders (see the **Cast of Shadows** section for why he is in this condition). The only weapon he has is a Mossberg CMTD shotgun, firing APDS ammo. The weapon has an underslung grenade launcher packing 6 IPE defensive grenades. He is wearing an armor vest with plates.

If worse comes to worst, he will resign himself to his fate, cursing the runners and his gods in the same breath.

Improvised Offices (L)

The runners look in at a collection of office furniture, bedrolls, and boxed medical equipment. A blond woman in pink shades sits at a desk and reads aloud from a computer terminal. Three cyber-eyed musclemen listen with dumbbells in their hands, absentmindedly pumping iron.

This room, which once housed an X-ray machine, now contains a typing pool. One secretary composes Anton's correspondence, while three Aztechnology senior technicians resolve technical problems in his business plans. (These technical problems probably include the shadowrunners.) Currently, they are assembling a mercenary force to capture Fayette as soon as Arhill pinpoints her exact location. When the player characters arrive, they find the secretary reviewing information about which tribal checkpoints might obstruct an attempt to smuggle armed troops west along Interstate Routes 12 and 101.

These workers do not let strangers actually enter their office. When the runners approach the door, the secretary gives them a withering gaze. Unless the team immediately presents a message or other business, the senior technicians rise menacingly and demand an explanation for the group's presence. What they really mean is "Beg for your lives."

See **Clinic Basement (K)** for details on a battle in this complex. The secretary uses the **Corporate Secretary** statistics, p. 165, **SR**. She has a Colt America pistol and four defensive grenades. See the **Cast of Shadows** section for statistics of the Senior Technicians.

The computer terminals in this room connect to I/OP-3 in the Juzu Clinic system. Anyone who searches the room finds topographical maps of Salish-Shidhe territory, with a red circle over the Shoalwater/North Cove area.

Laboratory (M)

Five figures in baggy chemsuits shuffle around here. They work at white tables with big chrome spigots and gas jets. Shelves of amber plastic bottles run along the walls just above the tables.

Two scientists perform research under Anton's direction here. A trio of senior technicians provides security. Dr. Arhill occasionally sends them new chemicals to use or tests to perform, and if the party mentions the doctor, the techs may accept a "message" or offer a brief update on current work. The report makes little sense, but it does give adventurers a -1 target modifier for any tests to discover this laboratory's purpose (see below). If the runners fail to bluff these scientists, the senior technicians attack them as spies.

See **Clinic Basement (K)** for details on a battle in the basement complex. In addition, stray shots in this room may

release chemicals. Whenever anyone not using a smartgun link misses a target, roll 1D6 against the Success Table below to determine the results.

Successes	Result
1-3	A clear liquid or white powder cascades onto the floor, producing a dizzying odor. This has no effect on the people who work here, because they have developed a tolerance for these chemicals. Newcomers, like the runners, suffer a +2 on all rolls until they reach fresh air. If more than one bottle of this substance breaks, only the first one has any effect.
4-5	A volatile distillate explodes, shooting fragments of glass everywhere (treat as an offensive grenade).
6	A puff of white dust gives everybody in the room a dose. For 2D6 turns, they are under the effects of the equivalent of a Stimulation spell. (The results are left to the discretion of the gamemaster.)

Both Technicians use the statistics given in the **Cast of Shadows** section. The Scientists use the **Corporate Scientist** statistics, p. 108, **Sprawl Sites**.

Anyone who examines the experiments may attempt a Chemistry (7) Test for information. Lower the Target Number to 3 for anyone who has the leisure to study labels and instruments.

Successes	Result
1	Many of the instruments are suited for magical, not chemical, research.
2	The scientists are synthesizing compounds of ocapatli, a hallucinogen derived from peyote cactus.
3+	According to legend, to ingest ocapatli is to commune with the powerful spirits. See Picking Up The Pieces for more information.

Anton's Chamber (N)

This spartan chamber of gray plastic contains little more than a hospital bed and a steel carriage of consumer electronics. The runners see little clinical gear. Instead, a stainless-steel bar over the bed holds a swinging array of crucifixes, lumps of salt, Native American fetishes, and Chinese paintings of fierce-faced gods.

Nothing distinguishes the mirror outside Anton's chamber from the other plates lining the corridor. However, this is actually a panel of one-way ballistic glass that swings open to reveal Anton d'Venescu's chamber. People inside can see out, but those outside cannot see in. Anyone searching the area must make a Perception (6) Test to find it.

None of the workers accept any excuse for the runners snooping at Anton's secret door. If the runners linger here, the

senior technicians in the **Clinic Basement (K)**, the **Improved Offices (L)**, and the **Laboratory (M)** begin shooting. See the **Clinic Basement (K)** for the full battle plan. The door has a bolt on the inside and is made of reinforced armor glass (Hard Cover Protection of 8).

Anton's possessions include a data terminal and a disk player with numerous compact disks on sorcery and Aztec lore. His records contain gruesome details on the ritual involving Fayette. They also include formulas for all Anton's spells. Treat this collection as a Rating 4 Sorcery Library. The items hanging over the bed act as spirit focuses for purposes of banishment only. They add five dice to such exorcisms.

See the **Cast of Shadows** section for a complete description of Anton.

IF THE RUNNERS ARE CAPTURED

The orks deposit their captives in the **Loading Dock (I)**. Dr. Arhill pays them and hustles them away. Shortly thereafter, Dr. Arhill and the three Aztechnology men from the **Clinic Basement (K)** arrive to interrogate the party. Dr. Arhill applies slap patches to each victim's forehead, carefully smoothing out the wrinkles with his finger. These patches contain tranquilizers, effectively giving the runners a Serious Stun wound.

Once the drug has had time to work, Dr. Arhill casts the Mind Probe spell. He and the Aztechnology men ask many questions, trying to learn everything the adventurers know about Fayette. Once satisfied that the runners have revealed all they know, the interrogators drug their prisoners with more tranq patches, applying bandage after bandage until the victims succumb. While the runners lie unconscious, Dr. Arhill implants a disk beneath each prisoner's shoulder blade. The device contains a tracking signal and a microphone. This causes a Light Physical wound.

The team wakes up in the alley behind Elby's Bar and Grill. Anton d'Venesco and Dr. Arhill follow their movements on a monitor, hoping that the runners will lead them to Fayette. When the group goes somewhere that interests them, Hortense or Farnwell investigates the location using astral projection. If the runners manage to dispose of their tracking disks, the magicians may rely entirely on astral projection. They prefer to keep their astral visits as brief as possible, though, in case the shadowteam has or knows a competent magician.

The runners may feel sore spots on their backs, but after meeting the orks, they probably have sore spots everywhere else, too. If a player specifically asks about signs of surgery, allow his or her character to attempt a Biotech (4) Test. If the test succeeds, the runner finds an obvious surgical scar on his shoulder.

Adventurers must have another operation to remove the disks. The removal causes another Light wound and costs 200 nuyen if performed by a professional physician. If the runners try to improvise, the surgeon must pass a Biotech (9) Test. Should the test fail, the tracking disk still comes out but the victim suffers a Moderate wound.

If the party leads Anton and Dr. Arhill to Fayette, Aztechnology attacks three hours after learning the girl's location. See **Shoalwater**, p. 38, for more details.

DEBUGGING

This encounter could become the climax of the story, and should be tough. Do not bail the adventurers out just because they decided to attack and met more than they expected. Fortunately for the shadowrunners, Dr. Arhill does take prisoners and even releases them alive, in hopes of tracking them to Fayette. In this encounter, the runners need no more mercy than that.



ROAD TRIP

TELL IT TO THEM STRAIGHT

A curtain of trees screens Salish territories from the black kilometers of Interstate Route 12. The occasional long-haul rig lumbers past, while the battered station wagons and pickup trucks of tribal holdings dominate the road. When the breeze blows from the north, you can smell the Pacific Ocean.

BEHIND THE SCENES

To get from Seattle to North Cove, the runners must use Interstate Routes 12 and 101. These roads remain open and in use under the Salish-Shidhe, who traditionally live as traders. Fayette has already traversed Route 12, and if the runners ask some questions, they can probably follow her trail to Shoalwater. Even if they already know she is there, they must race along this highway before Anton's strike team can arrive.

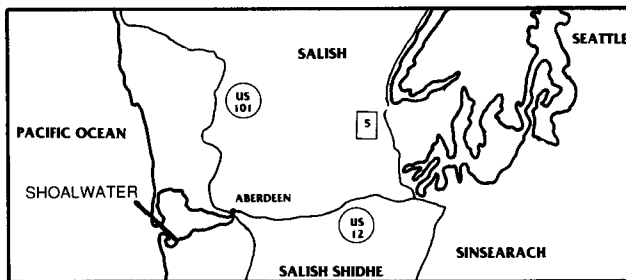
The powerful Border Patrols and Ranger Force watch the entrances to Salish territory. Patrols randomly stop vehicles to check for contraband. The gamemaster should have a patrol stop the runners after they travel about 30 kilometers. The patrol checks to see if Seattle residents have the required Blue Ticket from the metroplex Council Lodge. Anyone who does not must immediately pay a 200-nuyen fine and return to the metroplex under guard. The patrols also confiscate narcotics and any weapons beyond those normally used for hunting and self-defense. The gamemaster should use common sense.

A patrol consists of four warriors in a Chrysler-Nissan patrol vehicle. These guards use the **Former Tribal Warrior** statistics, p. 103, **Sprawl Sites**. Each one wears camouflaged armor clothing and carries a Browning Max-Power pistol. The squad car contains one Enfield AS7 shotgun and two Remington 750 rifles.

The runners could conceivably defeat a patrol and escape. However, unlike corporate police in a metroplex, these warriors have the trust and affection of the people under their jurisdiction. Anyone known to have killed tribal warriors automatically gains nearly the entire population of Salish as enemies. They will be reported as suspicious characters, and bold tribesmen may make attempts at revenge personally. The gamemaster can stage attacks by 3D6 **Tribesman** archetypes (p. 48, **SR**) quickly, or save the tribal enmity as a surprise for future adventures.

If the team warns the patrols about Anton's strike force, the guards shake their heads grimly. "This is not the way in our land." They do not believe that anyone would dare such a thing. In short, the runners must stop Anton on their own.

Pinkskin travelers attract attention west of Seattle, so both Fayette and Anton's spies have been noticed. The adventurers could look for information from either the patrols or at a roadside truck stop. Typical contacts would be a shopowner at the truck stop (similar to the **Bartender**, p. 163, **SR**) riggers, or bands of tribesmen having an impromptu party after long hours on the



road. Let the runners attempt an Etiquette (as appropriate) (6) Test to gain the information below.

Successes	Results
1	"Yeah, I heard a lotta city types are going west. They've got something cookin' at the elfen lodge in Shoalwater."
2-3	"Two groups of 'em went toward Shoalwater. First there was an elf and a girl on a bike. The girl was a human pinkskin, but her name shows up on the tribal registry. Then came some suits and razortypes, lots of 'em. They were dropping yen right and left to get the drop on patrols, so I guess they got big biz. Dunno what to make of it."
4+	"Like I say, I just hear these things, I don't know much. Still, I can tell you a little about the corps. They're gonna pull some wetwork at Shoalwater. It's gonna happen [give the correct time, according to the schedule in the Introduction]. I guarantee."

DEBUGGING

This encounter is to get the runners from Seattle to Shoalwater and possibly back. Smart player characters may also pick up some information on the final action. Not-so-smart ones may start a fight with the Native American patrols. If the shadowrunners do offend the local police, you can get them out of trouble by emphasizing the decentralized nature of law enforcement among the many independent tribes. Let them escape and continue the adventure, but from now on, whenever the runners go into Amerindian territory, they have to be on the lookout for danger.

SHOALWATER

TELL IT TO THEM STRAIGHT

The Shoalwater elven community sits on a rocky outcrop, with a tidal inlet on one side and some partially wooded fields on the other. Solar panels and one-armed windmills sprout from the clumps of forest. Light gleams from the passive-solar roofs of its buildings. You nearly trample the vegetable gardens as you approach.

BEHIND THE SCENES

This is the Elven Tribal Holding of Shoalwater. When the runners arrive, the nervous elves take them to Marti Vann, Fayette's aunt and spokesperson for the community. She can confirm that Fayette and Nick Voigt are here.

By the time the team arrives, they probably know most, if not all, of Fayette's story. Fayette and Marti can explain anything still unclear. Having found Fayette, the group must turn its attention to protecting her and her family from Anton d'Venescu's raid. Fayette, Marti, and Nick will accept any plan the party suggests, though Fayette and Nick will refuse to be separated, and Marti will try to revise minor points. Nick may make a useful warrior, and Fayette could, too, if anyone coaches her on combat techniques. See the **Cast of Shadows** section for more details on these three and their capabilities.

If the runners ask for background on the community, they learn the following facts. The elves of Shoalwater formed their own "tribe" shortly after the Native Americans began admitting pinkskin metahumans as members. These elves built their community on the philosophy that technology could be used to reduce damage to the environment, not the other way around. They sustain themselves by growing their own vegetables and "farming" wind and solar power. Shoalwater has 65 inhabitants, thirty of them children.

PLANNING THE DEFENSE

To implement a defense plan for the community, the runners must attend a general meeting. Marti Vann, Fayette's aunt, acts as a mutually accepted spokesperson for the tribe, and can call a council. However, the tribe can only make a decision by consensus. If the player characters fail to win support for one idea, they can propose a modified version but this requires another day, another meeting, and a +1 penalty on the success tests.

Winning the help of the Shoalwater community for a defense against d'Venescu requires a base Charisma or Persuasion (4) Test. After the runners' spokesperson presents the idea, others may speak on behalf of it, and they gain a -1 bonus on their rolls for each success the initial speaker rolled. If the group

has already gotten approval from Marti, Nick, or Fayette, these NPCs may add their Charisma rolls, too. Under the rules of consensus, the party needs to convince all 35 voting adults. This requires a total of 10 successes.

The gamemaster should apply modifiers for superior arguments and convincing roleplaying on the part of the players. Do not let Charisma Tests replace role playing. In the course of the meeting, the runners must argue with the following opponents.

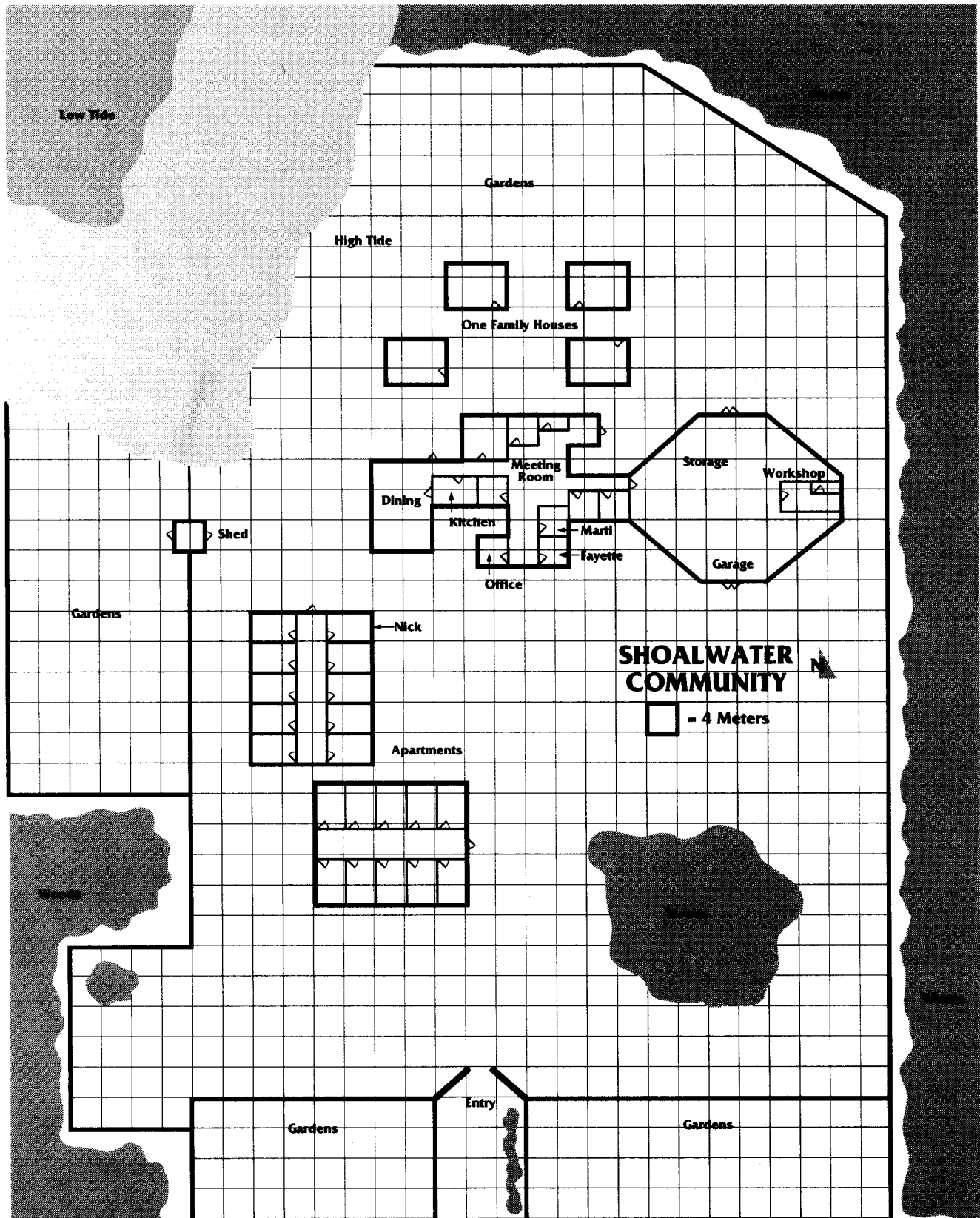
Marietta, an emaciated elf with stringy black hair, aggressively suggests that Fayette leave in order to spare the tribe a battle. "Sorry, I see your position. But I think this is an issue where we have to consider the rights of the community, too."

Arden, a tall elf who wears a sash indicating that he once held an office in the hierarchy of Tir Tairngire, wants the adventurers to leave Shoalwater alone. "Elves handle their own problems, thank you very much."

Jac, a lantern-jawed elf with a dark gaze, spent a few years as a rigger before joining the community, and feels ostracized by the anti-war idealists of Shoalwater. Now, he wants to prove the value of his profession. Whenever defense is mentioned, he



SHOALWATER



will quietly suggest, "There's always Charlotte..." The rest of the Council members will quickly shout him down. If the runners ask about "Charlotte," Jac will look away and Marti will declare it of no importance. Only if the runners' arguments seem to be gaining ground will the identity of "Charlotte" be revealed.

Jac is a former panzer (or thunderbird, as they're more commonly called these days) driver whose last run ended within half a kilometer of the commune. The wing of Salish-Shidhe Ranger choppers that had been hunting him lost him as he went down and were not able to find the wreckage. Jac managed to crawl away, but his partner did not. Battered and bleeding, Jac was found by some members of the commune who nursed him back to health. A true child of the sprawls, Jac was astonished by life on the commune, and during his slow recovery, fell in love with it. He occasionally longs for the life of action he left behind, but values his existence in the commune too much to turn his back on it.

The mercenary threat, however, will link the adrenaline rushes of his old life with the peace of his new, a peace that he will not stand by and see threatened. See **Charlotte** below.

If the runners accept Jac's plan, he becomes their avid supporter. Add his five Charisma dice to their pool.

Fantine is a middle-aged elf who wears her hair in a long braid. She knits throughout most of the meeting, but when it is time for a decision, she suddenly sits up and says, "I just don't think that's right." If asked for a reason, she mutters, "It just doesn't seem like a good idea."

The community owns only a Remington 750 for keeping animals out of the gardens. Shoalwater's people can also collect five bows normally used for hunting. Kitchen and garden tools might also serve as improvised melee weapons.

The team could arm Shoalwater's inhabitants and give them posts to guard. However, these people are not only civilians but dedicated pacifists, with neither the knack nor the stomach for combat. Without direction, they freeze in battle. An experienced fighter within shouting range can rally these reluctant troops by making a Leadership (3) Test. Each success allows one demoralized elf to fire or move. Inspiring the troops requires one Action, but it may be combined with a normal move or attack.

Marti, Nick, and Fayette, on the other hand, can fight with all the valor and skill of any shadowrunner.

The ordinary citizens of Shoalwater use **Elf Pedestrian** statistics, p. 116, **Sprawl Sites**. Some of them may have skills of Firearms 2 and/or Projectile Weapons 2.

Jac uses **Corporate Rigger** statistics (p. 107, **Sprawl Sites**), but his Vehicle Control Rig is burned out from the electric flashover during the crash. In place of Rotor Skill, he has Vector Thrust. He also has a Colt Manhunter (26 rounds) under his bed.

CHARLOTTE

The "Charlotte" is an older-model GMC Banshee-A4. Jac will lead the runners to where it sits, nose-down at a steep angle along a stream bed. Jac has covered the vehicle with camouflage netting, and when he unveils the vehicle, it will be obvious why the T-bird was never moved. In its last moments, the Charlotte was struck nearly simultaneously by a pair of chopper-launched AS-AAM (active-seeking, air-to-air missiles). The first struck the T-bird on the forward left flank as it banked down and away. The warhead failed to penetrate properly and only succeeded in

achieving surface armor damage. A forward control vane was damaged, causing the T-bird to veer skyward into the path of the second AS-AAM. This missile impacted high on the hull, even with the main turret linkage ring. The explosion all but sheared off the turret and sent shards of searing-hot metal shooting through the interior. Wildly out of control, the T-bird intersected with the tree line and grounded.

The Charlotte will never ride again, but some of her may be salvagable. The main 25mm autocannon is history, as are the assault cannon mountings and the twin 10mm MMGs. The drone racks are empty, the High Cover and Flash Attack units were long ago expended. What are salvagable are the two twin-pack LG-AVM (laser-guided, anti-vehicle missile) launchers. Both are damaged, but electronics salvaged from the guts of the T-bird and some technical skill on the part of the player characters can make them work. There are three unused LG-AVM reloads stored in Jac's room at the commune. They are in working order, but need the custom launch racks to fire. They cannot be fired from standard AVM launchers.

The launcher must be removed from the T-bird and carried to the commune. Both tasks are easily completed. Fixing the launchers will require an Electronics B/R (6) Test with a Base Time of 6 hours. If necessary, the gamemaster should adjust these numbers to fit the timetable of the mercenary raid. The gamemaster can also substitute Gunnery B/R Skill for Electronics B/R.

The runners will have to jury-rig the firing mechanism. The laser designators can be mounted on conventional rifles, or gamemaster willing, smartgun adaptors can be tied into the system. Internal smartgun links cannot be adapted because of system incompatibilities impossible to overcome in the field.

To achieve laser lock-on, the player character holding the laser designator must train the laser on the target he wishes to hit. To do this, he makes a conventional Firearms Success Test as though he were actually firing the weapon. If the pilot of the target vehicle is aware that a laser designator is being trained on him, he may use dice from his Dodge Pool, up to his Vehicle Skill Rating, as the dice in a Resistance Test against the Reaction Attribute of the character using the laser.

Instead of staging the damage of a "hit" upward, the laser's additional successes are used as the missile's Intelligence for its success test against the target's Signature.

The LG-AVM has the range of a standard AVM, but hits with an 8D4 blast against vehicles and a 16D8 blast against people.

The two launchers are separate and may be set up in different areas. They are, however, too bulky and jury-rigged to be placed on any maneuverable platform. The gamemaster should decide from which direction the mercenary helicopters will arrive, and then have the player characters decide the placement of the two launchers. Remember, there are only three missiles.

THE MERCENARIES

Before Anton's raid, the adventurers should have several false alarms, such as low-flying aircraft (looking for forest fires), elongated gray shapes in the water (whales), and explosions (backfiring cars). The actual attack comes at 2:30 A.M., during high tide. Unless the runners lead Anton here early, the raid occurs five days into the adventure. The gamemaster should, of course, feel free to fudge the timetable as needed. Perhaps the



raid is delayed because of poor weather near Seattle, or the timetable is accelerated when d'Venescu learns some new information.

The attack on the community takes place in the following way.

First, an infiltration team rows ashore in a rubber boat with an electric motor, deposited by helicopter half a kilometer out to sea. They and their boat are magically invisible and have spell locks to make the effect last. Their clothing and propulsion system make them absolutely undetectable by infrared or radar systems at all ranges beyond 30 meters. When in the vicinity of these commandos, the Target Number of the Perception Test to notice them is equal to one-half the distance in meters (round down).

The infiltration team consists of Dr. Arhill, Anton d'Venescu, Hortense, Farnwell, and four Aztechnology Senior Technicians. All wear armor clothing. The magicians use infrared goggles, while the technicians rely on their low-light cybereyes. They carry Ares Viper pistols (which have integral silencers) and silenced HK227 SMGs. Each one has two offensive grenades, two neuro-stun gas grenades (see p. 147, **Shadowrun**) and two smoke grenades that obscure all vision within a 5-meter radius. Their backup aircraft can reach land to pick up its team or provide fire support within two Combat Turns.

This team tries to locate Fayette and any prepared defenses, possibly using Astral Projection for initial reconnaissance. The senior technicians use their headware radios to relay information to Anton's other raiders. If Fayette is alone or lightly guarded, Dr. Arhill attacks her with Sleep. Hortense and Farnwell use their spells to stun and distract potential rescuers. Then they turn Fayette invisible and flee with her. The senior technicians fire on anyone who intervenes.

Of course, the infiltrators probably do not find Shoalwater completely unprepared. If they see more than three guards with Fayette, or if they kidnap her but encounter enemies during their escape, these commandos call for the next phase of the attack. Two more Hughes WK-2 Stallions lumber over the treeline, arriving only six combat turns after the infiltrators call.

HUGHES WK-2 STALLION HELICOPTER (MILITARY VARIANT)

Handling	Speed	Body	Armor	Signature	Pilot
5	170/250	6	2	5	3

Modifications: Vehicle Adaption Rig, Low-Light View System (Pilot only)

Weapons:

Twin chin-mounted LMGs (linked to rigger)

Single side-mount 6-pack HEM missile rack (linked to rigger)

The attacking helicopters disgorge troops as close to the community as they safely can. They take turns landing, with one providing cover while the other descends. Guided by the infiltrators, they avoid or pulverize missile sites while trying to draw the tightest noose possible around the area containing Fayette. Each Stallion carries ten ork mercenaries.

Use the **Ork Mercenary** archetype (p. 41, **SR**), and arm them with armor clothing and AK-97 assault rifles. Two **Rigger** archetypes (p. 42, **SR**), pilot each helicopter, with armor clothing and Browning Max-Power pistols for personal armament.

Before and after releasing their troops, the helicopters pound Shoalwater with fire. When shooting at the area where Fayette is located, they restrict themselves to the LMGs, which they can train on guards only. If reinforcements come from another direction, they fire the most devastating munitions they have.

During the battle, the infiltrators sharp-shoot at the defenders as freely as the chaos permits. If possible, they neutralize any missiles or other threats to the helicopters. Surviving victims probably see only "a bullet from nowhere." Then, when an opportunity arises, they descend on Fayette. They use Sleep spells to capture her alive. Once they have her, the attackers turn their entire attention to getting the prisoner on a helicopter and out of North Cove.

Remember that when runners are inside the buildings, the helicopter crews cannot see them to fire heavy weapons. Though these attackers have no qualms about destroying buildings, they do not indiscriminately bombard the commune, for fear of hitting their own team members or Fayette.

ESCAPING FROM SHOALWATER

If the party flees Shoalwater, Arhill knows of it the moment they go. He uses Watchers to observe Shoalwater's perimeter. These spirits are described on page 88 of **The Grimoire**. Two of these astral beings patrol the border at all times and tell Arhill who goes in and out. When Fayette leaves, they track her movements. Arhill does not trust these beings with more complex espionage, because, like all Watchers, they are single-minded and slightly stupid. These beings have a Force Rating 3.

If Fayette and the party run, the final attack takes place on Interstate Route 12. The same general raid occurs, but since Dr. Arhill's party cannot use the rubber raft, everyone knows quite well that a helicopter has landed the "infiltration" party nearby.

While the infiltrators disembark, the other two helicopters lower log roadblocks a kilometer in front of and behind the party. Removing these barriers by hand takes a Base Time of 30 minutes and a Strength (6) Test. More than one character may roll dice to move logs simultaneously.

The attack begins. Neither side has much cover. The two helicopters that dropped the logs sweep in, using their heavy weapons to disable runners as necessary. They mercilessly machine-gun anyone who tries to run off the road into the woods except Fayette. Assume that there is a 35-meter cleared embankment on either side of the road. The woods lie beyond that.

The raiders strike when the road looks relatively deserted. Still, 1D6 **Tribesmen** archetypes in pickup trucks are in the area and a Patrol (see **Road Trip**, p. 37) arrives 1D6 turns into the battle. These bystanders do not know what is going on. The Patrols shout for order, and when it doesn't come, they fire at each side indiscriminately. Roll 1D6 for each bystander. On a 1-2, they recognize the runners as honorable warriors, and join them. On a 3-6, they recognize the battle as suicidal, and try to drive away, possibly interfering with a firefight. Runners who call for aid may attempt Leadership (5) Tests. Each success convinces one patrol guard or bystander to fight on the team's behalf.

DEBUGGING

In this encounter, the shadowrunners must remember that they are meeting a high-level executive on his terms. Their enemies have the sort of firepower often found in full-scale wars. Therefore, the party must use sound tactics and cunning deception. If they dig in, prepare ambushes and perhaps acquire some anti-aircraft munitions, they may triumph in the final battle. If they expect an easy brawl, the gamemaster should let them be sadly mistaken.

Nevertheless, the gamemaster need not simply massacre an unprepared group. They can have a chase down the Salish highways, and hole up with Fayette in the best hideouts they can find. They could be on the run for some time. See **Picking Up the Pieces** for more information.

There is another possibility. The radio in the Charlotte still works, with the ability to monitor and transmit on Salish-Shidhe Ranger Force frequencies. If they can convince the Rangers that a corporation is engaging in a military action within their territory, there could very well be hell to pay. (The Rangers' fastest means of response is astral. A pair of **Combat Mages** (p. 98, **Sprawl Sites**) will arrive at Shoalwater 1D3 combat turns after the Rangers are convinced something is amiss.) The gamemaster should keep the radio-Ranger connection in mind, and possibly slide some clues in the direction of the player characters, such as emphasizing the radio's presence while they examine the T-bird.

Also, the presence of a shaman in the shadowteam, especially one of a wilderness totem, could sway the battle radically. The attacking force is unprepared to deal with the power of a nature spirit and will have to allocate much of its magical assets to defending against it. The gamemaster should note that Shoalwater has a number of domains, which means the shaman could have multiple spirits conjured, each with its own domain, waiting for a hapless attacker to wander across the boundaries.



LEGWORK

To follow up on or obtain clues in this adventure, the player characters need to investigate the people, objects, and situations involved. The best way for runners to get the information they need is through their contacts. This section provides Success Tables containing the information the runners may be able to get from their usual sources.

A Success Test using Street or Corporate Etiquette, Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available depends on the number of successes. Adventurers who succeed more than once gain all the information available to previous levels of success.

The gamemaster should not limit the player character's interaction with his contact to a few simple, abstract die rolls. The meeting should be played out in full: contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character should roll dice equal to his Etiquette Skill to determine what information the contact knows and is willing to impart. The gamemaster may wish to set up a more elaborate system of meetings. Each contact may know different pieces of information regarding the same subject, so a player character would need to use several contacts to get the whole story. Several player characters could also meet with their individual contacts, and be able to put the picture together by pooling the information they receive. As usual, each piece of information requires the player to roll dice for a Success Test against a Target Number. This expanded system of meetings will only work, however, when each contact is given a complete background.

Once the player character's number of successes has been determined, the meeting can take place. The gamemaster can play the encounter with the appropriate information level in mind. Meetings should be tailored to the "personality" of specific contacts. Some will want to have a straightforward meet in a specific type of place, others will have more elaborate forms of information exchange set up.

Contacts have lives, just like the runners. Their attitudes, dispositions, and personal styles all have an effect on every meet. The information that follows shows that it is much more difficult to get a satisfied contact to rat on his corporation, friends, and so on than one who is dissatisfied. The gamemaster should keep such circumstances in mind when running a meet.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by making it obvious that some information came from him or by revealing that the team may be planning to hit some group with which the contact is affiliated. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by putting his contact in a situation where he must choose.

Why does the contact feed the runner information? Some may do it for the thrill, but most have valid reasons. Maybe they owe the runner, or maybe they like the feel of a full credstick.

When setting up a meet, keep in mind whether or not the runner has to pay for his contact's services and how long it will be before the contact may want information or a favor in return. Remember, most streets are two-way.

ANTON D'VENESCU

Public Information: None

Appropriate Contacts: Any Corporate Contact, Former Wage Mage, Mr. Johnson

Note: If the runners' contact happens to be *currently* with Aztechnology, double the Target Number to 8. A failure means that the contact will reveal nothing, instead politely, but firmly, warning the runners off. It's up to the gamemaster whether or not the contact will report the conversation to the corp. If the contact is a *former* member of Aztechnology, reduce the Target Number to 2. He will be more than eager to tell all he knows, assuming he left the company on poor terms.

Successes	Result
1	"Mr. d'Venescu was formerly a major player in corporate conjuration. The rumor mill has it that around 2034, he made a significant breakthrough in his research in contacting powerful spirits. He reportedly intended to rediscover the magical rituals of the pre-Columbian Aztecs. Shortly afterward, Mr. d'Venescu vanished."
2	"I believe that Mr. d'Venescu is very ill. He has spent several weeks under constant care at an undisclosed location. They say his condition relates to a ritual he failed to complete."
3	"I understand his position with the company is very tenuous. At the moment, Mr. d'Venescu seems to be conducting a desperate search for some person or object, employing both internal and external physical and metaphysical assets. The company is unhappy with his use of outside talent, but thus far has not intervened."
4+	"Aztechnology tries very hard to maintain its public image. Some fear that if the d'Venescu situation becomes public, it could damage Aztechnology's reputation. I understand blood magic is involved."

AZTECHNOLOGY

Public Information: (From the public database)

Home Office: Mexico City, Aztlan

President/CEO: Juan Atzcapotzalco

Principal Divisions:

Division Name: Aztechnology, Northwest Division

Division Head: Salvador Ramirez

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

Business Profile:

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



Security/Military Forces:

Aztechnology maintains extensive paramilitary forces and is a major participant in the corporate wars program. The Northwest Division maintains elements of the Third Aztlan Legion as backup to their efficient security teams.

Appropriate Contacts: Any Corporate Contact, Mr. Johnson

Note: If the runners' contact is *currently* with Aztechnology, double the Target Number to 8. A failure means that the contact will reveal no information, instead politely, but firmly, warning the runners off. The gamemaster determines whether or not the contact will report the conversation to the corp. If the contact is a *former* member of Aztechnology, reduce the Target Number to 2. He will be more than eager to tell all he knows, assuming he left the company on poor terms.

Successes	Result
1	"Something is always going on, but I haven't heard of anything special lately. No one seems to be unduly tense, at least no more than usual."
2	"I have heard that some of the higher-ups are keeping a close eye on one of the special projects. I think they've given someone free reign on something, and they're watching him string out the rope he'll hang himself with."
3+	"Supposedly the d'Venescu situation is close to resolution. A number of years ago, he thought he'd found a way to contact the Aztec god of rain, but hosed the ritual and has been in hiding ever since. For whatever reason—and with d'Venescu involved, I'll bet it's not pretty—he needs his daughter to complete the ritual and save his own soul. Lucky for her, she's gone missing. Me? I think he took too many drugs when he did the ritual and warped his mind. He's been in magically secured rooms at the Juzu Clinic ever since."

COUNCIL LODGE

The Salish-Shidhe territory has been mentioned in connection with Fayette, and the shadowrunners may decide to ask about Nick and Fayette at the Council Lodge. The information they seek is not secret. Nevertheless, the player characters must make Etiquette (Tribal) (4) rolls to convince the impassive woman at the lodge desk that their request for information is legitimate.

The tribal spokeswoman knows Fayette and what her connection is to Shoalwater, but does not necessarily reveal any of that. If asked about Nick, she must scan for information on a vidscreen. Simply ignore the information under "2 Successes" if the player characters do not mention Nick.

Successes

Result

- 1 "Certainly I know of a Fayette. She's a pinkskin human, but we number her among our people. Fayette may walk in Salish-Shidhe lands as long as trees grow and sun shines."
- 2 "It says here...three months ago, an elf named Nicholas Voigt requested a Blue Ticket but never picked it up. Last week, he purchased another one that will allow him to walk twelve moons in our country."
- 3 "You do well if you are friends of Fayette. Her aunt is an honored woman, who speaks for the elves of Shoalwater." (Note: If the runners follow up with the obvious question, the spokeswoman will name Fayette's aunt as Martha Newblood.)
- 4+ "Your Fayette was given a new name by the wise Salish-Shidhe Council government. If you wish to know more, you will have to file the proper forms. The response will arrive in six weeks."

DIANA

Public Information: None

Appropriate Contacts: Any Matrix or Decking Contact

Note: If the contact was active around 2040 or so, use Target Number 3.

Successes

Result

- 1 "Diana? Sure, I've heard that name, ain't you? Hot decker back a number of years. Big player. Don't know whatever happened to her, though."
- 2 "Yeah, she was a real burner, that one. I heard she got burnt herself, though, big-time. Somebody killed her up close and personal about ten years ago."
- 3+ "Would you believe her husband did it? Yeah, a real wacko mage who worked for Aztechnology. He supposedly killed their little girl, too. That's what started all those 'blood magic' and 'helipads-turned-sacrificial altars' rumors. Total drek. I understand her real ID was Elle Vann or something."



DOUBLE DEVILS

Public Information: The Double Devils are occasionally referred to in datafaxes and other news sources as a go-gang that prowls the northern Snohomish district.

Appropriate Contacts: Any Gang or Street Contact

Successes	Result
1	"Oh, those jokers. Yeah, I've heard of them. Prowl Snohomish, don't they? Near Thrasher's Corner? Hang in a dump."
2+	"Yeah, a real hard-core elven bunch. They're supposed to be real bent these days because one of their members ran off with some smoother. What? Smooth ear. Human, you drekhead!"

JUZU CLINIC

Public Information: Juzu Clinic has its name on all the public advertising databases. It describes itself as "a medical facility to meet your health care needs, offering general practice, cosmetic modification, and cybernetic evaluation. Juzu provides ultra-low-impact therapy for the magically sensitive." The runners may obtain the clinic's address from this source.

Appropriate Contacts: Any Aztechnology Corporate Contact, Burned-Out Mage, Street Doc, or Talismonger

Note: If the contact is Aztechnology-related, the gamemaster should rephrase this information to reflect that connection.

Successes	Result
1	"Juzu Clinic? If you're a mage, and you need surgery, then Dr. Arhill at Juzu is your man. Yeah, I've heard some weird stuff goes on in there. So what? Chummer, when a wizard sees his magic on the line, he'll do just about anything."
2	"I'll tell you, Dr. Arhill is tops. The best. He's the personal doc for Anton d'Venescu, the big mage at Aztech corp."
3	"Word is they get most of their funding from Aztechnology. Though Ghost knows what it's for."
4+	"I hear Dr. Arhill's hiring for business. He's been picking up mercs to do jobs in and out of the plex. They're meeting at The Quick, the Dead, and the Still Moving, one of those trog bars downtown. Surgery of a different sort, eh?"

JUZU MATRIX ACCESS

By checking with his contacts, a decker may be able to learn the SAN number of the Juzu Clinic computer system. Unfortunately, he can learn little else.

Appropriate Contacts: Any Decking or Matrix-related Contact

Successes

Result

- | | |
|----|--|
| 1 | "Juzu Clinic, eh? Hmm, I know it's in Everett, 3206 LTC. Probably the 34-block sequence. That's all I know." (Note: This information gives the decker a -1 to his target number for finding the system, per p. 100, SR.) |
| 2 | "Ummm...Ummm...Ummm...yeah! Wizzer, knew I had it stored away somewhere. O.K., got your memory turned on? Try NA/SEA/3206 (34-8075). Gotta be it." |
| 3+ | "Yup, NA/SEA/3206 (34-8075). I did a fast fly through there once. Nothing special, very basic—not even any IC. It wasn't worth my time." |

KING'S GLEN

Public Information: King's Glen has a small airstrip serviced by Native America Airways. It is located in the North Cove area of Salish-Shidhe territory, southwest of Seattle. It is small, with only two runways and a one-building passenger terminal.

Flights are available to King's Glen from the Native American Airways terminal at the Seattle-Tacoma Airport.

No other information is available.

Note: If by some chance the runners actually travel to King's Glen, the gamemaster may wish to have one of the inhabitants of Shoalwater working at the airport as an attendant. He or she will be able to push the runners in the right direction.

MARTHA NEWBLOOD (MARTI VANN)

Public Information: None

Appropriate Contacts: Any Tribal or Elven Contact

Successes

Result

- | | |
|----|---|
| 1 | "Martha Newblood? I believe she's the leader of one of the communes near North Cove. Is it Shoalwater?" |
| 2 | "Yes, indeed. Martha's a crafty one. But craftiness runs in her blood. I understand she had a sister who got herself geeked sometime back. Running the shadows or something like that." |
| 3+ | "Martha? Heh. You mean Marti, Marti Vann. Don't know why she changed her name, but when she showed up at Shoalwater she was suddenly Martha Newblood. Had a little girl with her, must have been about five years old. Said it was her sister's kid. But, hey, this was over ten years ago, chummer." |

SHOALWATER TRIBAL COMMUNITY

Public Information: Shoalwater, at North Cove, used to be an Indian reservation. Now that the Native Americans control most of the Northwest, however, most of the Indians who lived on the reservation have moved to more desirable land, leaving Shoalwater to the new arrivals. Among others, a group of pinkskin elves have a community there. This group believes in living quietly off the land. They are not opposed to modern technology, but will use it only to help the environment.

Appropriate Contacts: Any Elven Decker, Metahuman Rights Activist, Shaman, Tribal Contact

Successes	Result
1	"A woman named Martha Newblood speaks for the elves of Shoalwater. They are very quiet and reclusive."
2	"Shoalwater sustains itself by exploiting renewable resources and selling the generated power. Ah, do I detect a chuckle? Well, it doesn't sound too profitable to me, either, but one way or another, Martha has managed to acquire a fortune."
3+	"Martha could have used her considerable talents more profitably elsewhere, but she has acted wisely for her family. I understand that Newblood is not her true family name, but one she chose for herself. Rumor has it that her sister was a top-notch shadowrunner, a decker who was killed while dealing with one of the megacorps and some very dangerous magic."

NICK VOIGT

Public Information: None

Appropriate Contacts: Any Gang or Street Contact

Successes	Result
1	"Nick Voigt? Crazy Nick? Yeah, he runs with the Double Devils, doesn't he?"
2	"Yeah, Crazy Nick. I understand he fell for some human girl and ran off with her. I always said he was a fool."
3+	"I heard that Nick and his human girlfriend were heading south into Indian lands. Toward North Cove, I think."

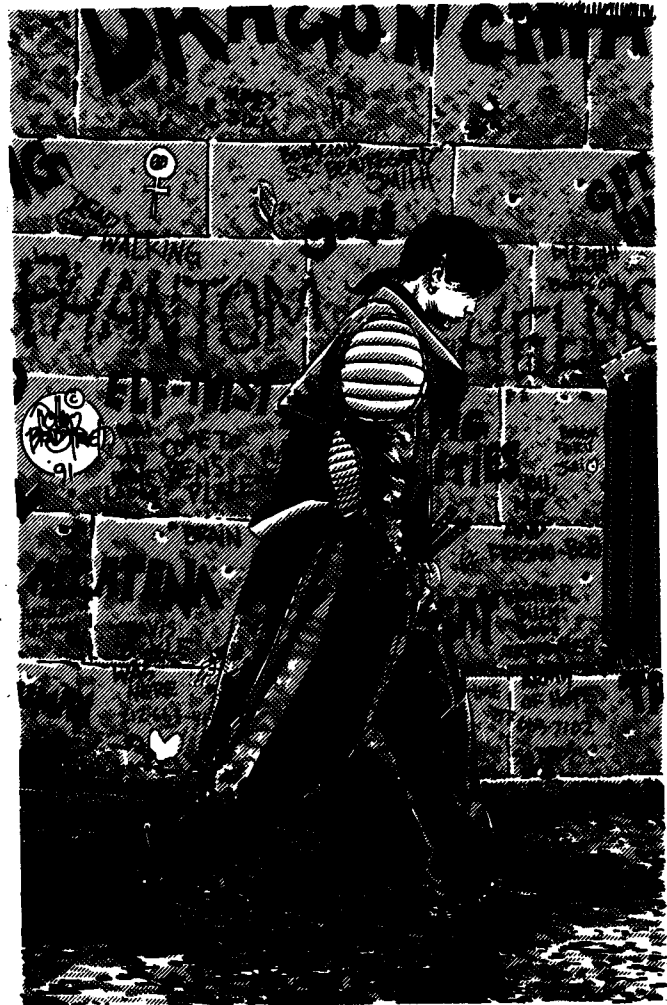
RUMORS

The following rumors all bear upon this adventure, but the uninformed do not see the connections. The player characters will pick up at least one rumor simply by chatting with a street contact and making at least one success on an Etiquette Test. If the player characters ask about a subject covered by one of the rumors, they automatically hear that rumor. Otherwise, the gamemaster should pick the story which will be of most interest to the adventurers.

- "I keep hearin' about Cratchit, the guy who runs that honky-tonk. He's a big man in the poli, and he's starting a new crusade. Guys from his place keep scopin' out the metahuman bars, looking for some human girl."

- "You know that metahuman dig, Elby's Bar? Sumpin' pretty hairy is goin' on there. When you go past the place, you see lights on and all, but for the past day or so, not a soul's come out. It's real weird, I tell ya."

- "You aren't thinkin' about a trip through the Barrens, are ya? Well, if you were, I'd think again. There's some kinda go-gang in the tire dump by Route 12, and they're out for blood. I don't know what set 'em off, but I'm smart enough not to ask."



CAST OF SHADOWS

FAYETTE

Equally at home in the street and the parlor, Fayette is better able to care for herself than her guardians realize. If the adventurers perceive this, they may make a useful ally out of her. Fayette has accumulated 10 points of Karma over her multiple escapes from the Conservatory. The adventurers could give her a crash course in some useful skill while waiting for Anton to attack.

Unremarkable at first glance, Fayette generally gazes at the floor, looking shy and forlorn. When with friends, she comes alive, revealing flashing blue eyes, an appealing grin, and a sly, devilish chuckle. She wears her sandy-blond hair loose, and it curls in damp weather. She dresses in jeans and sweaters or, when the occasion demands it, a denim skirt.

Fayette can be deceptively quiet when she chooses, but she has a sharp mind and a taste for excitement. Her close friends know she has spent many evenings in Seattle's underworld clubs mixing with metahumans and sipping fancy drinks (preferably Strawberry Spurs).

[Gamemaster's Note: One of the shadowrunners may be allowed to remember catching a glimpse of her at one of their frequent haunts.]

Fayette loves Nick, and will say so to anyone and everyone. Though it is difficult to see, she also feels a strong bond to her Aunt Marti and the Shoalwater community. If anyone suggests that she brought disaster on the elves, she snaps back an insult and then looks away, to hide her tears.

Attributes

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

Skills

Bike: 2
Stealth: 4
Etiquette (Elven): 4
Etiquette (Street): 3
Etiquette (Upper Class): 1
Firearms: 1
Unarmed Combat: 2

Dice Pools

Defense (Armed): 1
Defense (Unarmed): 2
Dodge: 4

Gear

Credstick with 1,000 nuyen
Streetline Special [Hold-out, 6 (clip), 3L1] with one extra clip
Investments worth 1.5 million nuyen, currently managed by Marti and invested in Shoalwater community projects, stocks, and other interest-bearing accounts. It earns 10 percent of its value per year, but cannot be converted into cash.



ANTON D'VENESCU

Anton d'Venescu was clearly destined to go to the very top of the Aztechnology corporation. He was the ideal corporate mage, able to enslave the nether powers with the businesslike dispassion of a lawyer enforcing a minor clause of a contract. Though intensely proud, Anton's charm compensated for his arrogance. When he chose to research the Aztec drugs of magic, his superiors, instead of trying to block his way, rushed to fund him.



Anton married an ace decker, knowing that such a match would enhance his career. Under the influence of drugs and the ritual through which he hoped to contact the ancient Aztec gods, he began to believe that he could further enhance his career by killing his wife and their daughter. He attempted the sacrifice, but failed to complete it. His wife managed to get their daughter to safety, but lost her own life to the ritual.

Anton believes he must still sacrifice his daughter to the Aztec spirits. Until he completes the sacrifice, he believes his own dreams will have the power to kill him. D'Venescu lost his ability to manipulate magic following the botched ritual. He points to this as proof that he has in fact made contact with the greater spirits, but ATC psychologists believe the loss is a self-induced mental block. Anton cannot prove that the ritual had any result other than the death of Suzanne Vann-d'Venescu.

For the past few years, d'Venescu has lived in an underground chamber of the Juzu Clinic, protected by enslaved elementals, spirit foci, and physical barriers. He dares leave only to capture Fayette, believing he will die if he fails.

Once a dashing figure of a man, Anton now shows the effects of months in an isolation chamber. His muscles sag, and his sharp jaw droops listlessly. His olive skin is pasty under the artificial light. The mage affects a black goatee, but fuzz now sprouts untended from the rest of his chin. Anton wears a sweeping armored coat over a conventional dress shirt, trousers, and tie.

Anton speaks in the suave tones of a man used to power. He holds a clear vision of his plight, and swiftly assesses every situation in relationship to his pursuit of Fayette. Every word he speaks has a purpose: to acquire hirelings, to delude his foes, or to learn what others know about Fayette.

Anton knows not to trifle with the Aztec gods. Aside from that one principle, he has no sense of honor or duty. The idea that he should regret killing his wife or hunting his daughter makes no sense to him. If confronted with this concept, he dismisses it with a puzzled laugh.

His magic was in the shamanic tradition.

He has access to all the resources of Aztechnology.

Attributes

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

Skills

Archaeology: 5
Conjuring: 8
Etiquette (Aztechnology): 4
Firearms: 2
Magical Theory: 8
Sorcery: 8

Dice Pools

Astral: None
Defense (Armed): 1
Defense (Unarmed): 1
Dodge: 3
Magic: None

Gear

Armor Clothing (3/0)
Mossberg CMTD Shotgun [APDS ammo 8 (clip) 5M3, with underslung grenade launcher 6 (Magazine)]
Six IPE defensive grenades (6M3)
Spell Foci
Engraved Diamond Lens (Illusions/Rating 2)
Golden Replica of Aztec Calendar (Manipulation/Rating 2)
Obsidian Aztec Sacrificial Knife (Spirit/Rating 2)

DR. ARHILL

Dr. Arhill befriended Anton d'Venescu, breaking his own rule of not becoming emotionally involved with his patients. Perhaps he saw something of himself in Anton, because Dr. Arhill would also kill his loved ones in pursuit of magic. Perhaps, after years of lonely practice, Arhill simply wanted someone to talk to. Whatever the reasons, now that Anton cannot leave his isolation chamber in Juzu Clinic, Dr. Arhill takes advantage of his presence to have long conversations about clinical pathology. By the doctor's standards, this constitutes deep emotional commitment.

Therefore, when Arhill found Fayette, he immediately informed Aztechnology. They offered to fund his attempts to complete the sacrifice and save Anton's life. Dr. Arhill pursues this goal with devotion. He hopes that saving this one patient will make up for all his years of cold disinterest toward others. That the cure requires murdering a young girl means nothing to him.

Dr. Arhill's skin gleams, especially on his balding forehead. He wears thick glasses and has a long, thin nose.

Dr. Arhill always seems distracted, and seldom carries on a conversation without stealing glances at some irrelevant chart or vidscreen display. He does this purposely, to discourage people from bothering him. A cold-blooded, humorless man, he wants to study magic and diseases. He settles for magicians and people who have diseases.

Dr. Arhill works tirelessly on behalf of Anton d'Venescu, serving Aztechnology indirectly by his efforts.

Arhill has access to the resources of Juzu Clinic and Aztechnology.

Attributes

Body: 2
Quickness: 3
Strength: 2
Charisma: 2
Intelligence: 6
Willpower: 6
Essence: 6
Magic: 8
Reaction: 4

Skills

Biology: 6
Biotech: 5
Cybertechnology: 6
Conjuring: 6
Enchanting: 4
Etiquette (Aztechnology): 6
Firearms (Pistols): 4
Magic Theory: 8
Sorcery: 5

Grade Of Initiation

2 (Self-Initiated, no geasa outstanding)

Dice Pools

Astral Defense: Varies
Astral Dodge: 6
Astral Magic: 5 (11)
Astral Pool: 2
Defense: 1
Dodge: 3
Magic: 5 (11)

Gear

Armor Clothing (3/0)
Power Focus (6)
Walther Palm Pistol (Hold-out, 2 shots, 3L1)

Spells

Health:

Antidote Toxin: 3
Cure Disease: 4
Detox: 3
Heal Wounds: 5
Prophylaxis Deadly Pathogen: 4

Illusion:

Chaotic World: 5
Confusion: 6

Detection:

Mind Probe: 7

Combat:

Sleep: 9



INTERNS (HORTENSE AND FARNWELL)

These young doctors-in-training want to enter the growing new field of Mystic Medicine. Dr. Arhill taught them both the same spells.

The interns are young and skinny, their bulging eyes red from drudgery on Dr. Arhill's projects.

When Dr. Arhill is not around to issue directions, Hortense and Farnwell look at one another in confusion and avoid doing anything which might get them in trouble.

Both interns obey Dr. Arhill unquestioningly.

Attributes

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

Skills

Biology: 3
Biotech: 6
Conjuring: 3
Cybertechnology: 2
Firearms: 2
Magical Theory: 3
Physical Sciences: 4
Sorcery: 4

Dice Pools

Astral Defense: Varies
Astral Dodge: 6
Astral Magic: 4
Dodge: 4
Defense (Armed): 1
Defense (Unarmed): 1
Magic: 4

Gear

Ares Crusader [Light (MP), 40 (clip), 3M2] with 2 extra clips
Armor Vest (2/1)
Power Focus (3)

Spells

Illusion:

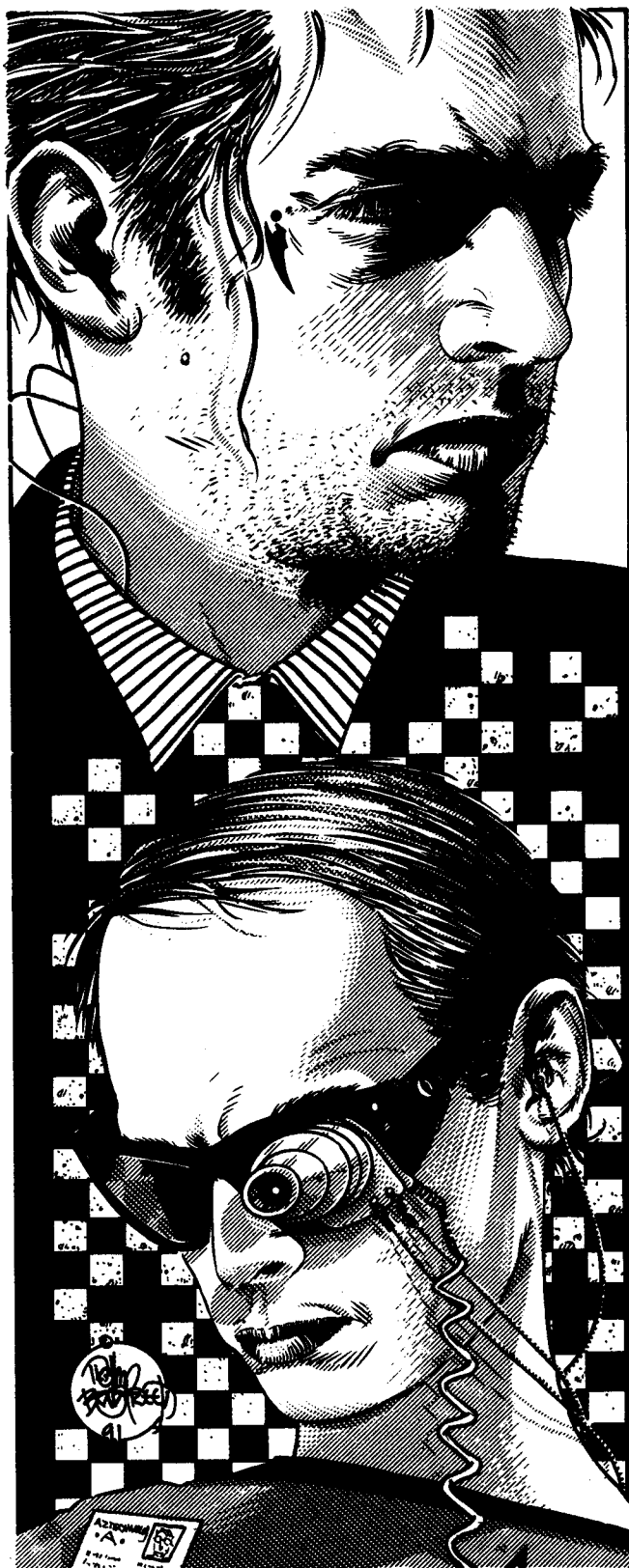
Chaotic World: 4
Confusion: 4

Health:

Heal Moderate Wounds: 3

Combat:

Sleep: 5



MARTI VANN

Shortly after reaching puberty, Marti joined the Shoalwater elven community. Though never an idealist, Marti held strong opinions about ecology and the corruption of society, and felt more at home in the elven community than corporate Seattle. She quickly became influential in the community, gaining prestige by selling computer programs to earn money for the tribe. Marti eventually became the community spokesperson.

Around that same time, Marti's younger sister Suzanne married Anton d'Venescu. When d'Venescu murdered Suzanne three years later, Marti hid Fayette in the electronic confusion created by Suzanne before her death. With the code numbers Suzanne provided, Marti accessed several million nuyen embezzled from Anton's Aztechnology accounts, and spent it on Fayette's education. Marti created a stable life for Fayette, but knew that sooner or later she would have to deal with Anton.

Marti is a willowy elven woman. She wears her lustrous black hair in a bun, and looks about twenty-five years old.

Years of presiding over the Shoalwater Community have made Marti brisk and slightly bossy. She acknowledges the runners' authority in their field of expertise, but often corrects them on other matters. Marti's mores seem old-fashioned for the year 2050, especially as pertains to young men who ride motorcycles. However, the fact that Nick is an elf may change her opinions.

Marti feels a strong obligation to protect Fayette from Anton, and from Nick.

Attributes

Body: 2
Quickness: 5
Strength: 2
Charisma: 5
Intelligence: 5
Willpower: 4
Essence: 5.5
Reaction: 5 (9)

Skills

Projectile Weapons (Bow): 4
Computer: 2
Computer Theory: 1
Etiquette (Tribal): 6
Etiquette (Elven): 6
Etiquette (Street): 2
Etiquette (Corporate): 2
Leadership: 2
Negotiation: 3

Dice Pools

Defense (Armed): 1
Defense (Unarmed): 1
Dodge: 5
Hacking: 11

Cyberware

Datajack
Headware Memory (30 Mp)

Gear

All the resources of Shoalwater subject to community approval
Investment account worth 1.5 million nuyen, held in trust for Fayette. This money is invested, and cannot be converted into cash.

Microtronics Workshop

Equivalent of Fuchi Cyber-4 with Response Increase 2

Programs:

Bod: 6
Evasion: 6
Masking: 6
Sensors: 7
Attack: 3
Evaluate: 5
Sleaze: 5

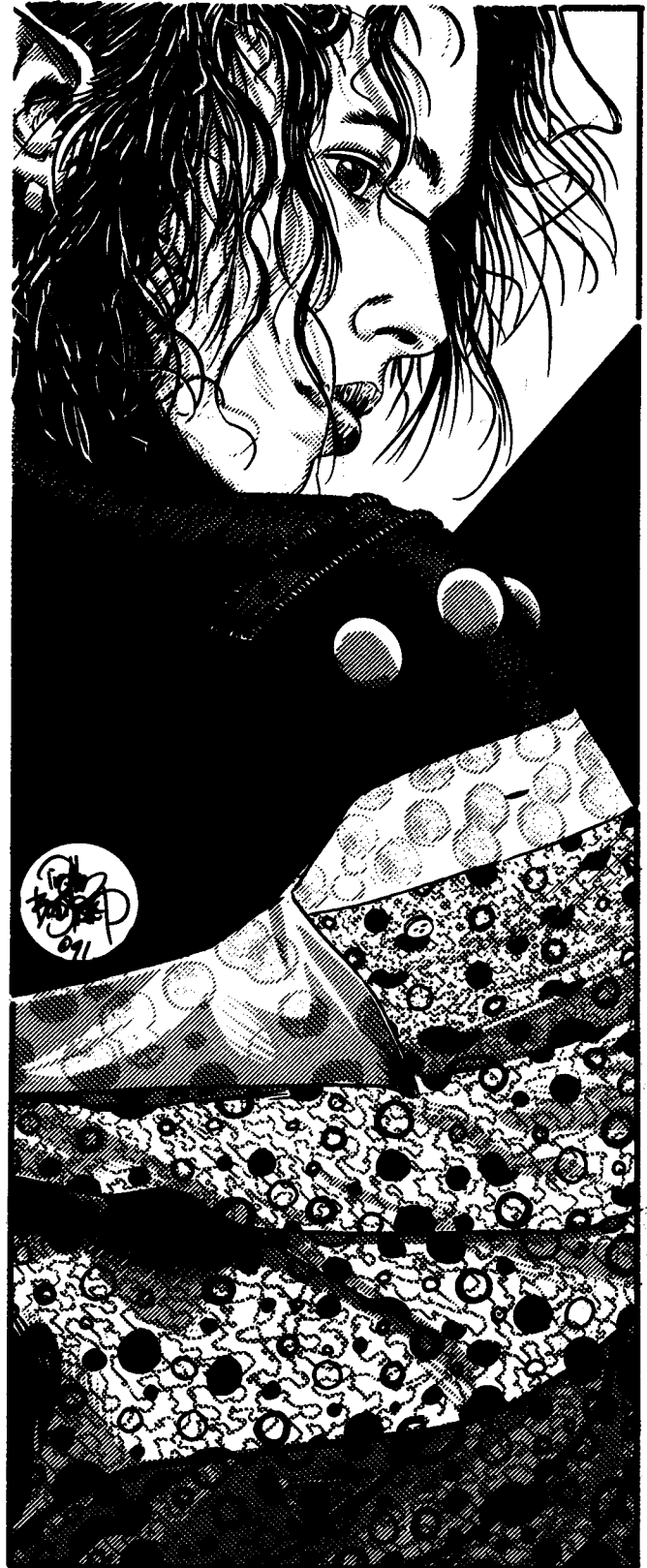
Table Top Personal Computer (100 Mp)

Powers:

Low-Light Eyes

Weaknesses:

Allergy (Iron, Nuisance)



NICK VOIGT

Nick's family life was bad from the start. By the time he was fourteen, Nick spent more time on the streets than at home. Now, at eighteen, the sprawls are the only home he knows. He runs with the Double Devils, a semi-organized go-gang. Like Nick, most of them lost family and friends along with their humanity. They mistrust humans, and in return, the human street gangs make their lives hell.

Nick first saw Fayette at Elby's. Seeing that she was human, he jandered up and sat next to her, half daring her to make an insulting comment about elves. Instead, she seemed perfectly at ease. He discovered that she understood elves quite well, and she found Nick to be a thrilling street companion.

A wiry six feet tall, Nick dresses in the synthetic leathers of his go-gang. His cropped shock of hair stands straight up, supported by a filthy bandanna. He views the world with irony through half-open eyes, but occasionally favors Fayette with a roguish smile.

Nick is witty, glib, and filled with a delightful irreverence. He likes things to go his way, and fights or sulks when they fail to. Adventurers should show him the street courtesy they would reserve for any belligerent ganger. Nick makes an effort to ingratiate himself with Fayette's aunt, but cannot hide his habits or slang. He and Marti will eventually have to air their differences, and it will probably be a terrible fight.

The player characters could make one big mistake with Nick. If a male shadowrunner does anything which the gamemaster considers an advance toward Fayette, Nick will erupt. Unless combat looks obviously suicidal, he attacks immediately. He will try to flee with Fayette, regardless of Anton's plans or their need for protection from those plans. Even if Fayette also perceived the adventurer's move as a proposition, she will still go with Nick.

Nick is loyal to Fayette, his metahuman chummers from the street, and not much else.

Attributes

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

Skills

Armed Combat: 5
Bike: 4
Etiquette (Elven): 1
Etiquette (Street): 4
Firearms: 6
Unarmed Combat: 6

Dice Pools

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

Gear

Armor Vest (2/1)
Colt America L36 [Light, 9 (clip), 3M2]
Survival Knife (6L3)
Yamaha Rapier



CAST OF SHADOWS

ORK MERCENARIES

These warriors are from the Cascade ork tribe, but the opportunity to earn bigger nuyen brought them to the city. All five have identical statistics. They wear Leather-Look™ armor jackets over dirty T-shirts and camouflage trousers.

Cascade ork camp life has guaranteed that these warriors have absolutely no social inhibitions, and they are proud of it.

The orks find Dr. Arhill ridiculous, but will remain strictly loyal to him until their loyalty is purchased by someone else. Left to themselves, the mercenaries would gladly switch sides for 10,000 nuyen. However, their leader, Rat Mash Dancer, does not permit treachery if she can prevent it.

These mercenaries respect and obey Rat Mash Dancer because of her tribal status, her skill at finding them jobs, and because she can use a powerball against them if they cross her.

Attributes

Body: 7
Quickess: 5
Strength: 6
Charisma: 1
Intelligence: 3
Willpower: 2
Essence: 6
Reaction: 3

Skills

Armed Combat: 8
Demolitions: 4
Etiquette (Corporate): 2
Etiquette (Street): 3
Firearms: 8
Rotor Craft: 3
Stealth: 6
Unarmed Combat: 8

Dice Pools

Defense (Armed): 8
Defense (Unarmed): 8
Dodge: 5

Gear

AK-97 [Assault Rifle, 22 (clip), 5M3] with 2 extra clips
Armor Jacket (5/3)
Sword with Cascade Ork trceries (Reach +1, 6M2)
Two gas grenades, which release a 3-meter radius cloud of Neuro-Stun VIII (p. 147, SR)



RAT MASH DANCER, ORK LEADER

Rat Mash Dancer is a Coyote Shaman of the Cascade ork. She manages a team of mercenaries. She has a hairy, narrow face and a squat build. She wears a coarse black skirt beneath her camouflage-pattern armor jacket. The knotted braid which hangs down her back is ornamented with feathers and spent cartridges.

Rat Mash Dancer despises nearly everyone in the city. In her words, "Breeders, execs, vatjobs...let 'em chew drek." Nevertheless, Rat Mash likes their money, and knows how to make a living on the street. She feels almost motherly toward her band of mercenaries, but often treats them harshly, knowing that they need strict guidance to survive in Seattle. Player-character orks could also bring out her maternal instincts, unless she recognizes them as enemies.

Rat Mash is loyal only to herself and her mercenaries, but she also knows enough to never betray an employer.

Attributes

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

Skills

Armed Combat: 4
Conjuring: 6
Enchantment: 4
Etiquette (Corporate): 2
Etiquette (Street): 3
Etiquette (Tribal): 4
Firearms: 8
Magical Theory: 3
Rotor Craft: 3
Sorcery: 6
Stealth: 6
Unarmed Combat: 6

Dice Pools

Astral Defense: Varies
Astral Dodge: 4
Astral Magic: 6 (10)
Defense (Armed): 4
Defense (Unarmed): 6
Dodge: 3
Magic: 6 (10)

Spells

Combat:

Mana Bolt: 4
Powerball: 6
Sleep: 7

Gear

AK-97 [Assault Rifle, 22 (clip), 5M3] with 1 extra clip
Armor Jacket (5/3)
Power Focus (4)
Sword with Cascade ork trceries [Weapon Focus (3) Reach +1, 3M2]
Two gas grenades, which release a 3-meter radius cloud of Neuro-Stun VIII (p. 147, SR)



AZTECHNOLOGY SENIOR TECHNICIAN

A grade below the typical company man, these are the general troubleshooters of Anton d'Venescu's division.

Attributes

Body: 6
Quickness: 5
Strength: 6
Charisma: 2
Intelligence: 4
Willpower: 5
Essence: 3.65
Reaction: 4

Skills

Biotech: 5
Computer: 3
Electronics: 2
Etiquette (Corporate): 3
Firearms: 8
Unarmed Combat: 6

Dice Pools

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

Cyberware

Cybereyes (w/thermographic modification and flare compensation)
Headware Radio
Smartgun Link

Gear

Armor Jacket (5/3)
Uzi III [SMG, 16 (clip), 2 extra clips, 4M3] with Smartgun Adaptor



PICKING UP THE PIECES

AFTER THE ADVENTURE

After the party disposes of Anton d'Venescu, the runners' payment will show up as agreed. If Marti can help it, she will not reveal to the runners (though she will tell Fayette later) that it was she behind the Diana persona.

Fayette's future with Nick remains to be resolved. Marti Vann will not like it at first, but this matter really does not concern the shadowrunners. They get paid for keeping Fayette alive, not managing her social life.

If the team checks to find out how everything ended, they will learn that Marti dismissed Nick and sent Fayette back to the Conservatory, wisely keeping her adventures secret. Shortly thereafter, the girl fails all her courses, and the school expels her. Fayette takes advantage of her new freedom to find Nick again, and at the gamemaster's option, they can meet the party in the middle of another shadowrun. This time, maybe they can save the runners.

If Fayette likes the runners and they like her, the gamemaster may wish to develop her as a permanent contact. Nick and the runners could even teach her some appropriate skills for shadowrunning. When she reaches 21, she will receive trusts worth 1.5 million nuyen. She currently gets only the interest of 10 percent per year. Fayette already knows important people in the sprawls, tribes, and moneyed elite. In short, she makes an excellent companion or even a patron to sponsor certain runs.

Assuming the party destroys Anton d'Venescu, the Aztechnology management would like to forget that he ever existed. He would make terrible publicity, and besides, he failed. Therefore, unless the party does something really stupid, such as selling Fayette's story to the media, they need not fear retaliation. Aztechnology, of course, has nearly unlimited resources to punish shadowrunners who push their luck.

Of course, the party may not win as clear a victory as described here. This adventure could plausibly end with the party finding another identity for Fayette, but with Anton d'Venescu still alive. In this event, the gamemaster should consider running a new adventure, where Anton tries once more to find his daughter—and to take revenge on the party. Use this book as a guide to the kind of resources he can command. If Anton waits more than a few months, however, the Aztec spirits destroy him (or he goes insane, per the section below). If the runners can fight him off often enough, he finally stops coming.

If the team fails completely, and Anton sacrifices Fayette, he can then start trying to punish the runners. Furthermore, he has now completed his ritual. The gamemaster may give that as many implications as he wishes (see below). At the very least, ATC stock will go up.

D'VENESCU'S RITUAL

It has long been rumored on the streets and in the corporate boardrooms that Aztechnology's rise to power can be traced not only to insidious business practices, but to an unholy alliance with powerful Aztec spirits. The truth has never been proved, but the runners' contact with d'Venescu (assuming they ever learn the full truth) lends some credence to the rumors.

Are the great Aztec spirits after d'Venescu? That is up to the gamemaster. Whether or not they are has little to do with any connection Aztechnology has with the spirits. D'Venescu aborted his ritual 15 years ago. Much can and has happened in that time.

If d'Venescu really did succeed in contacting the Aztec spirits, then his failure (assuming he does fail) to acquire Fayette may be the final straw. If the gamemaster decides that the spirits are indeed after d'Venescu, he may come to some horrible magical end when Fayette once again remains beyond his reach. The spirits will tolerate only so much failure.

If the results of the ritual and the effects of d'Venescu's failure to sacrifice Fayette are all in his mind, he may still meet a horrible, magical end, but one of his own generation. His own belief that great and powerful spirits will rend his soul if he fails to kill Fayette is enough to destroy him. He certainly has the power to subconsciously bring down the vengeance of the gods on his failure.

Has Aztechnology really contacted the great Aztec spirits? Only time will tell.

AWARDING KARMA

Award Karma as follows.

TEAM KARMA

Fayette is saved, and d'Venescu eliminated	5 pts
Anton d'Venescu is neutralized	3 pts
Survival	1 pt

INDIVIDUAL KARMA

Award Individual Karma per page 160 of the **Shadowrun** rules.

PLAYER HANDOUTS

SUBJECT: Fayette Myers

Contact Reference: Rhododendron Conservatory

Body Weight: 53.6 kg **Height:** 1.6 m

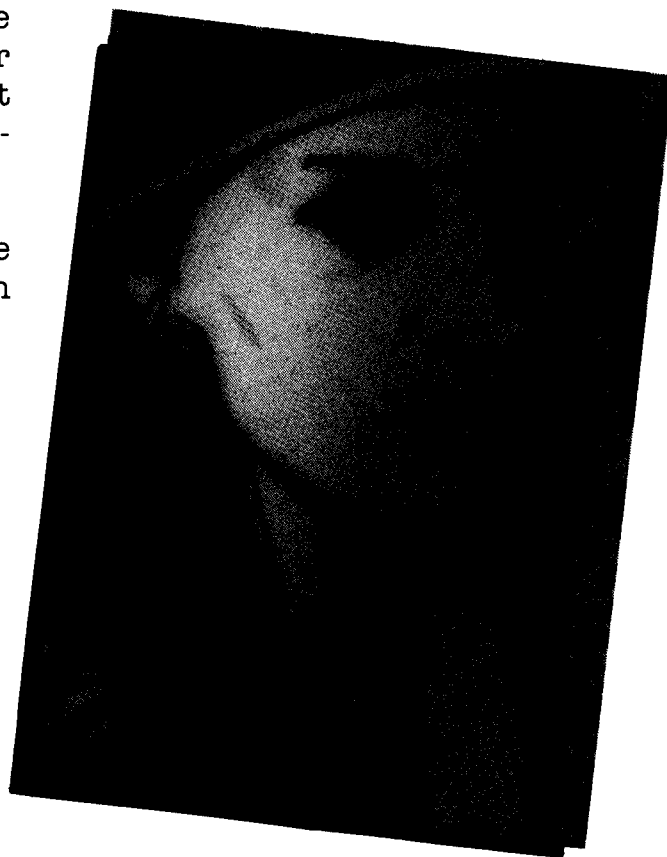
Hair Color: Blond **Eye Color:** Blue

Interview:

The patient was raised outside the natural family. Patient states that her mother died of unnatural causes. Patient refuses to discuss father. Family resemblance is striking.

Recommendations:

All indicators excellent for the d'Venescu case. Notify ATC and begin preparations for the procedure.



SUBJECT: Anton d'Venescu.

Referred By: Aztechnology Branch 45-Tlaoc.

Symptoms:

Physical and emotional angst of a supernatural nature. Complications include a hallucinatory disorder induced by psychoactive chemicals ingested for ritual purposes.

Diagnosis:

Anton d'Venescu suffers from CDDS (Cacodemon Debt Default Syndrome).

Prognosis:

The patient's condition stems from failure to perform a service he owes to certain beings of immaterial nature. Unless the patient can fulfill the requirements of his spirit, loss of sanity will develop, accompanied by apparitions of the aggrieved spirit, and ultimately, death.

Treatment:

Complete isolation from agents of the aggrieved spirit can retard the syndrome process. However, Anton must appease his spiritual enemy or face rapid progression of the condition.

Treatment will require location of Anton's daughter and the completion of a sacrifice.

Etiology:

Anton d'Venescu's condition can be traced directly to a research project begun in the year 2034 involving the applications of peyote cactus in Conjuring. His research involved ocapatli, an extract used by the Native Americans of the Aztlan region.

Under the influence of ocapatli, Anton d'Venescu claims to have made contact with Patecatl, an immensely powerful spirit of archaic origin. As a condition of initiation into Patecatl's mysteries, the patient bound himself to the sacrifice of a mother-daughter dyad. Patient completed the first step, employing his wife as subject. However, the subject, Ms. Vann-d'Venescu, managed to smuggle her child away, rendering the offering incomplete.

See Attached Memo 2

See Attached Memo 3

HANDOUTS

Reference Memo 2
Freehand input mode

FROM: Dr. Arhill, Juzu Clinic
TO: Aztechnology Branch Office 45-Tlaoc
RE: Mr. d'Venescu's Research

I may have found a breakthrough in the d'Venescu case. For several years, I have observed a girl at one of Seattle's private schools as a potential candidate for your project. She goes by the name of Fayette Myers and fits all the criteria you have established. Today I have actually examined Myers and can assure you that she is the one we require. She is, without a doubt, d'Venescu's daughter.

I have scheduled Fayette for another appointment in four months. If all goes well, we can complete the ritual then.

Reference Memo 3
Freehand input mode

BAD NEWS.
SOURCES INFORM ME
THAT FAYETTE HAS
VANISHED. HER
LOCATION IS UNKNOWN.
MR. D'VENESCU AND I
WILL NEED COMPANY
RESOURCES TO FIND
THE GIRL.

TODAY'S HEADLINES:

INTERNATIONAL

- The economic summit meeting of North American heads of state opens tomorrow, amid criticism that such summits are wastes of time and money.

NATIONAL

- UCAS Marine Corps recruiters have reportedly been targeting orks and trolls for enlistment. Various groups inside and outside the Corps have begun protesting this policy as discriminatory. "You don't need to be 2.5 meters tall and covered with warts to be a good marine," says UCASMC Major Feanor Oldtree.

LOCAL

- Dozens of people were injured at the Renraku Arcology yesterday by three allegedly magical fires. Witnesses say mages from Renraku's security staff banished three "berserk" fire elementals. There is no report on the origin of these elementals, and Renraku has issued no statement on the matter.

BUSINESS

- Fuchi Cyber stock shot up 35 points amid unsubstantiated rumors of the development by a Fuchi subsidiary of a breakthrough magic/technology meld.

ENTERTAINMENT

- A melee erupted at the Me 'n' My Shadow dance club when management announced a ban on patrons wearing "any living animal life form" as jewelry.

SPORTS

- Baseball Commissioner Michael Mount McKinley announced that he will retain the "Dwarf at the Plate" rule. This rule severely restricts pinch-hit appearances by players shorter than 1.5 meters.

SOMETHING FISHY IN COUNCIL

"I don't see what all the fuss is about," Governor Marilyn Schultz is quoted as saying. "We got more accomplished at that meeting than any in recent memory. I might start holding all the Council meetings that way."

The meeting in question took place at 1:00 A.M. in the Seattle Aquarium. Only a bare quorum of the Council members attended, but they unanimously approved the Honorable Ms. Schultz's controversial executive order concerning auto ownership taxes.

Critics of Marilyn Schultz's government commented that though such a meeting is not expressly forbidden by city law, it was highly irregular.

The Honorable Ms. Schultz dismisses such criticism. "Being governor means making these tough decisions. People will always complain."

PUBLIC CLINIC LOSES GRANT

Citing budget shortfalls, Aztechnology Inc. has abruptly cancelled its charitable grants to Seattle's Juzu Clinic. The Board of Directors at Juzu Clinic announced an Emergency Fund Drive to compensate for revenues lost.

APATHY ABOUT FUTISAMA

Polls indicate that the general public has lost interest in the incident involving Fuchi Industrial Electronics and the formerly independent Futisama Research Ventures Institute. In light of this, Fuchi representatives have asked UCAS agents to end their investigation.

Watchdog groups have alleged that the Fuchi corporation used force to hold key laboratories hostage as a bargaining chip in their negotiations to control the smaller research firm.

"This is a standard business procedure," Mr. San of Fuchi said. "I don't think we should let it be blown out of proportion."

"Everything we did was both justified and necessary," an unnamed Fuchi executive added, referring to the alleged gunplay at Futisama's buildings. "We had to take certain actions to ensure the security of our investments."

Nevertheless, UCAS investigators still assert that security troops employed by Fuchi used illegal measures during Fuchi's recent merger with the smaller Futisama Research Ventures. "You can't let these people just walk in with guns and steal what they want," one UCAS investigator commented. "If we tolerate something like this, pretty soon the corps will be running this country."

Fuchi Industrial has since become a majority shareholder in Futisama. When asked for comment, Mr. Kama, the deposed president of Futisama, remained guarded. "I consider it inappropriate to comment at this time," he said.

Sources report that Mr. Kama is planning an extended vacation in Amazonia.

CONCRETE DREAMS... STILL TOGETHER

The megafamous Concrete Dreams did it again last night, appearing unannounced in the popular watering hole known to regulars as "Club Zor." When asked to comment on rumors of an impending break-up, their lead singer said, "No way, chummer. Like, not us."

The group's surprise appearance immediately drew an audience of several hundred, despite the customary lack of advance publicity. Lone Star was called in to control the crowd.

"They settled all that personal stuff a long time ago," one sound technician explained. "Now they just want to make music." Nevertheless, rumors persist that one or more C-Dreamers may leave the group because of a heated dispute involving the licensing agreement on their latest T-shirt line.

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MAGIC REVEALS ITS SECRETS AT AZTECHNOLOGY

Scientists in Aztechnology's Tlaoc division have discovered a promising new technique for harnessing metamagic. According to Anton d'Venescu, supervisor of the project, "I owe it all to my daughter Fayette. With her contribution, I cut right to the heart of the matter."

Aztechnology promises more developments in the coming years.

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