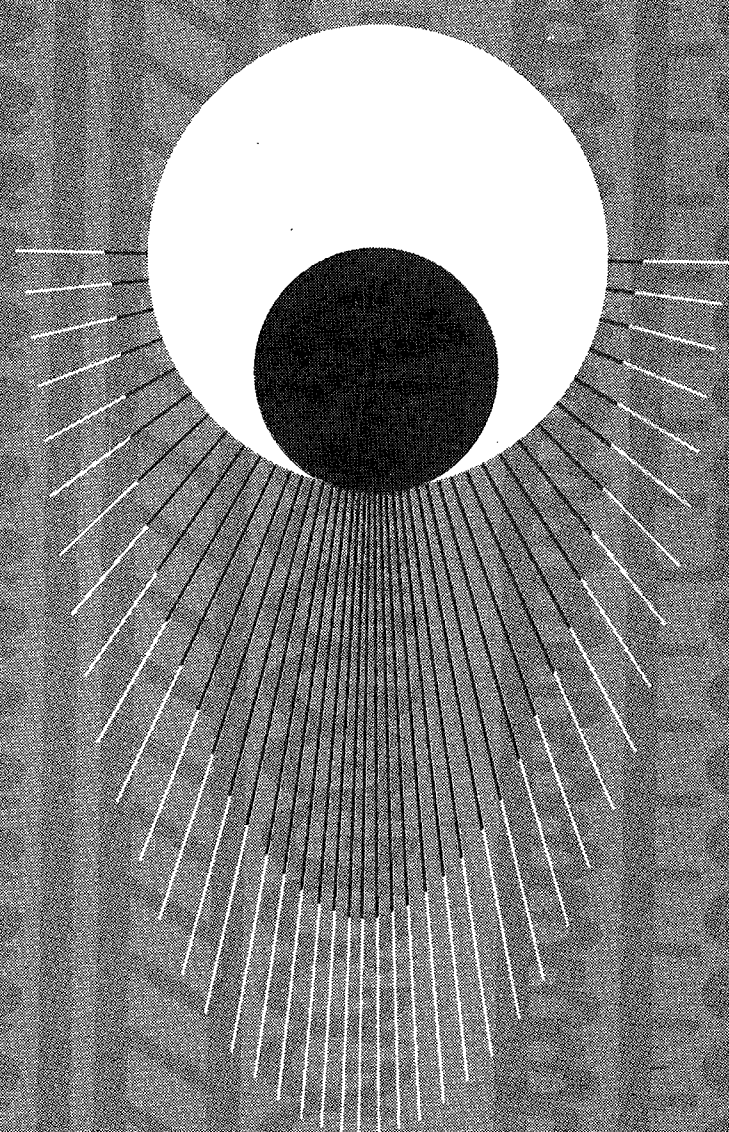


MISSING BLOOD



Chris Kybasik

SA
COPPERHILL
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DEATH'S SECRET: A Prologue

She was nervous, so they gave her an injection. "She's not ready," one of them complained.

"Nonsense." As always, Malcolm's voice was gentle and reassuring. "She's one of our best. Aren't you, dear?" It had been Malcolm who'd first suggested she was ready for the Inner Circle.

"Yes," said Victoria. "I'm ready."

The first man cut in again. "But she's apprehensive. There's no way she'll have a good merge." Victoria had never seen the man before today and she had already forgotten what he looked like. Because of the drug, she couldn't focus her vision in the dim room.

She was confused and hadn't the foggiest idea what "a good merge" might mean. She attributed her lack of understanding to the drug and her own apprehension. She'd only felt this nervous before, but never in the two years since she'd joined the Brotherhood. And now she couldn't remember why she was afraid. It had to do with something they had told her... something to do with what was about to happen. But she knew the Brotherhood had given her the strength to stay alive during the last two years and that she would always be safe in their care. If it hadn't been for the Brotherhood, she'd probably have killed herself and would never have known how wonderful it was to be alive, would never have met Daniel...

Her secret, she thought. Her affair with Daniel Simpson was her one secret from the Universal Brotherhood because he'd insisted that she never tell anyone about their relationship. In return, she kept her association with the Brotherhood a secret from him, knowing that Daniel would never understand why she needed the group. But after her initiation, she would tell him all about the Brotherhood. He would be proud of her for working her way up the organization's ranks. He would understand when she explained what a responsibility it was to be a member of the Brotherhood.

She reached to touch the necklace Daniel had given her the day before, but her fingertips found only the flesh of her neck. For an instant, she was afraid she'd lost it. Or had it been stolen? Her memories were clouded. Then she recalled the necklace being taken from her. "No jewelry," Malcolm had said. "Just the beauty you possess as you. You'll get it back after the ceremony."

"Victoria?" It was Malcolm's voice, here and now.

She realized that she'd gone wandering off with her thoughts.

"Yes, Malcolm. I'm ready."

As the men helped her off the table, Victoria felt dizzy and feared she would crash to the floor. But they held her up and she was safe. The floor was cold against her bare feet and the air chilled her skin. Standing straight, she regained the confidence the Brotherhood had instilled in her over the last two years. She knew with certainty that her impulse to the join the Inner Circle

was correct. There was no doubt, no need to second-guess. The men directed her down a corridor, and her steps were firm and un wavering. When they loosened their grip, she continued without difficulty.

They came to a large door that she had seen many times, but through which she had never been allowed to pass. "Some day," they had told her when she'd asked about it. "When you are ready."

I'm ready, she thought. Today I learn more than I ever thought I would.

The door was opened and a rush of warm air caressed her skin. The men on either side of her touched her lightly on the arms and escorted her through the doorway. The floor was warm and soft. Almost alive, she thought, then realized it was the drug again, altering her perceptions. The light was low, a dim orange, and up ahead, she could see a large room. Shapes were moving about in the room, large, hulking figures.

Victoria could not believe her eyes, so she did not. "We are taught lies," the Brotherhood had instructed her. "Illusions that cause us fear, loneliness. You must learn to see what is true and ignore what is not." What her eyes showed her was a creature with huge claws and hard, insect-like skin, but she knew that it was not so. Or, if it were, it was simply part of the wonders the Brotherhood was about to reveal to her.

She noticed that the room was filled with large, rough balls. Cocoons. "This way," Malcolm said softly.

They led her to a cocoon that had been slit. Its surface was wet. "This is where you will stay for awhile, Victoria," said the other man. "This is where you will enter the Inner Circle."

The fear, the instinctive fear, rose in her once again. "Daniel," she said softly. The grip of the other man tightened slightly on her arm.

"Relax," said Malcolm, though Victoria did not know if he was speaking to her or to the man. She decided on the latter when Malcolm added, "If someone comes looking for her, we'll deal with it then." Then he asked her, "What is the first truth?"

"That we are all brothers," she answered.

"I love you, Victoria. Do you love us?"

"I love you all."

"Do you want more love, Victoria?"

In a flash, the loneliness of her past shot into her soul and she knew that she needed more love, more love and even more, enough to build a fortress against that loneliness. "Yes, I want more love. Please give me more."

"There is all the love you will ever need within the cocoons, Victoria."

Her body relaxed and she lowered herself down onto hands and knees. She thought she detected a pulse of some kind from the floor. She crawled into the cocoon. It was sticky, like cotton candy, and she remembered going to a carnival with her mother and father... before everything had gone wrong...

DEATH'S SECRET

She sat down in the cocoon and hugged herself tight, drawing her knees up to her chest, wrapping her arms around her legs. Malcolm and the other man pushed the two sides of the cocoon's slit together and then there was nothing but darkness. She closed her eyes and thought she heard a wet kind of sound, like something slithering, but she could not be sure...

All she was sure of was the Brotherhood, the bond that existed between all Humans, and the love that was hers to share if she would only trust. And then she was aware, without a doubt, that something was inside the cocoon with her...



INTRODUCTION

Missing Blood 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 the netherworld of data known as the Matrix. Even more astonishing is the return of Magic. Elves, Dragons, Dwarfs, Orks, and Trolls have assumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through it all like whispers in the night are the shadowrunners. In a world where the identities and movements of almost all citizens of all nations are carefully tracked, the ID-less shadowrunners are the only people who can do the illegal (or semi-illegal) work that corporations and private individuals sometimes need. No one admits the existence of shadowrunners, but no one else can do their secret work.

But even shadowrunners are in the dark about some aspects of the world of 2050. Unknown to everyone on Earth but a select few, the world is slowly being infested by Spirits of the shunned Insect Totems. These powerful and destructive Spirits are hiding behind the facade of the Universal Brotherhood, a "self-help" cult that cloaks itself in pseudo-science and promises eventual world peace through its practices. In truth, the cult's purpose is to gain influence in Human society and to use its Human and Metahuman members as hosts for the evil Spirits.

Missing Blood is a story about a group of shadowrunners having a run-in with the forces of the Universal Brotherhood. The adventure takes place in the city of Seattle. The characters will move through an ever-tightening web of intrigue involving the masters and pawns of the Brotherhood. Though the shadowrunners begin with very little knowledge of the Brotherhood, they will be deeply aware of the cult's danger by time the adventure is over.

GAMEMASTERING NOTES

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

Missing Blood is designed for a party of four to eight player characters. The group should contain a variety of talent, and mages and shamans with some strong combat spells to deal with the Insect Spirits will be especially valuable.

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

MAKING SUCCESS TESTS

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given Target Number. These Unresisted Success Tests are indicated by the name of the appropriate skill and the Target Number. For example, a Stealth (4) Test calls for an Unresisted Stealth Test with a Target Number 4. Sometimes it is necessary to make die rolls against a table that includes different information for varying levels of success.

HOW TO USE THIS BOOK

To play this adventure, the gamemaster will need the basic **Shadowrun** rules and the companion book entitled **The Universal Brotherhood**. Also suggested but not necessary are **The Grimoire**, which will clarify certain mystical elements of the adventure, and **Sprawl Sites**, which contains archetypes referred to in this adventure. The gamemaster should read through **The Universal Brotherhood** before reading **Missing Blood**, as the adventure assumes a familiarity with the information it contains. The gamemaster should then read through the entire adventure module before playing it. 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.

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

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

The **Adventure** begins with the section entitled **A Simple Affair**. This scene starts off the adventure. Following this are a series of short sections describing each of the encounters that the players will face or are likely to face in the course of roleplaying **Missing Blood**.

Most of the encounters begin with a text entitled **Tell It To Them Straight**. This is intended to be read, verbatim, to the players. It describes where they are and what is happening to them as though they were there. The gamemaster can, if he

INTRODUCTION

wishes, paraphrase the text. This allows for a more fluid interaction between the players and the gamemaster. Any special instructions to the gamemaster are printed in boldface type.

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

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

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

The **Cast of Characters** includes non-player character descriptions and stats.

Picking Up The Pieces includes tips on Awarding Karma. The **Player Handouts** are items that the gamemaster can pass out to the player characters at appropriate points in the adventure.

PLOT SYNOPSIS

Missing Blood begins with what seems to be an affair of the heart gone sour.

Daniel Simpson is an executive at Rentraku. The plump paper-pusher has everything he ever wanted out of life—a high paying job, prestige, and a knockout wife, Lucile, the envy of all of his colleagues. He is content. Or he used to be. The problem is that his wife doesn't think much of Daniel. Her father got Daniel a job at Rentraku, but he isn't shooting up the ranks the way she'd like. Lucile now feels nothing but contempt for Daniel because of his lack of ambition. At this point in their marriage, she sees him merely as the person who replenishes the credit stick (which she drains daily).

One day, Daniel met a young woman named Victoria Dellinger, and she was everything that Lucile was not. Caring, concerned, loving. After several intimate dinners, they began an affair.

Daniel insisted that Victoria keep their relationship a complete secret. He knew that if Lucile ever found out he was cheating on her, he would lose his job as well as his wife. And holding rank in the corporate world means everything to Daniel.

Meanwhile, Victoria was withholding her own secret: she had joined the Universal Brotherhood a year before meeting Daniel. Feeling that her life was falling apart, Victoria had looked everywhere for help, turning to readers of tarot cards, tea leaves, the I Ching, astrology, and whatnot. Nothing helped. She was contemplating suicide when a tarot-card reader suggested that the Universal Brotherhood might be the answer.

And the Brotherhood did, indeed, give Victoria the solace she so desperately needed. Through the teachings of the UB, she found purpose and meaning in life. When she met Daniel, Victoria feared he would not approve of the Brotherhood, and so she never revealed her membership to him. In time, Lucile began to suspect that Daniel was up to

something. She hired Patrick Bambara, a private detective, to follow him. Bambara, an eccentric young man who loves to watch vintage black and white disks about hard-edged detectives with hearts of gold, admits to being an incurable romantic. He is still eagerly waiting for the right woman to enter his life.

Bambara followed Daniel Simpson for two months but came up with nothing. He reported back to Lucile Simpson, assuming that would be the end of it. All she did was increase his salary and tell him to follow her husband some more. Following Bambara's instructions, she even installed a phone tap on Daniel's phone.

Bambara finally got his first break last Friday when he observed Simpson buying jewelry at Crawford & Crawford. Bambara had his buddy, Toggle, access the jewelry store's database to dig up a copy of the receipt. The records showed that Simpson had purchased a necklace fashioned by the famous jeweler Dante. As with all his creations, Dante had titled the piece. It was named "Blood" for the magnificent color of its sparkling rubies.

Bambara suspected right away that "Blood" was meant for Daniel Simpson's mistress. When Lucile learned of this development, she immediately confronted her husband, even showing him a copy of the receipt. Simpson stammered about how the necklace was supposed to have been a surprise gift for their anniversary, which was coming up.

Because the receipt was made out for "Blood," Daniel was going to need that very same necklace in order to validate his story. He thought it would be a simple matter to ask Victoria for the necklace and buy her another one later. Unfortunately, by this time, Victoria was already encased in a cocoon at a Universal Brotherhood chapterhouse, where she was transforming into a host for an Insect Spirit.

On Sunday, Victoria left a message on Daniel's office answering machine. She told him that she was a member of the Brotherhood and was about to receive a great honor. She left the message at the office, knowing that Simpson would not be there until Monday. Despite her love for him, Victoria was still fearful that he would not tolerate her involvement with the Brotherhood. She was afraid he would try to talk her out of joining the Inner Circle.

The officials at the Brotherhood had assured Victoria that she would be assigned to a chapterhouse in Seattle as soon as her initiation was completed. Therefore, she told Daniel that she would see him again in a few days.

Daniel Simpson would never receive that message. Instead, Patrick Bambara picked it up off the phone tap on Sunday night and then erased it from Daniel's machine before the man had a chance to hear it. The detective, like a character out of an old movie, had fallen in love with the image of Victoria. That was why he erased the vid-message, hoping to protect Victoria. From the first moment Bambara saw Victoria's image on the screen, her strange combination of sweetness and self-confidence told him she was the woman of his dreams. The detective decided to let Daniel hang and get the girl for himself.

This is where matters stand when the adventure begins: The Universal Brotherhood has been leery ever since Victoria let it slip that there was someone—a man named Daniel—who was important in her life. This meant that someone would notice her absence—a potential loose end in the matter. The Brotherhood does not like loose ends. If this Daniel, or

anyone else, starts snooping around, the Brotherhood's policy is to simply give them the brush-off the first time. If the snoop comes back a second time, they geek them.

When Daniel learns that Victoria's phone has been disconnected, he decides that she is either getting ready to slip town with the 60,000-nuyen necklace or that she already has. After all, he never received the message she left him. On Tuesday, he stopped by her apartment, but there was no answer.

Bambra has decided to find Victoria by himself, for himself. In his own romantic imagination, he now sees himself as a knight on a mission to rescue a damsel in distress.

He visited the Seattle chapterhouse on Monday, only to be told that Victoria had resigned her membership. Bambra then went to Madame Ullishia's, but she claimed to know nothing. When the detective finally located Victoria's apartment, he found that every bit of furniture had been taken away.

Something is definitely wrong here, and Bambra is determined to find out what it is. This business of entering the Inner Circle sounds ominous. Even more ominous is the fact that the Brotherhood has marked him as a security risk. After dodging bullets for the last twelve hours, he is currently hiding out in the back room of a friend's bar, planning his next move.

Lucile is sitting at home with the receipt for the "Blood" necklace, waiting for her anniversary to come and go so she can nail her husband and get out of this failed marriage.

This is where Daniel hires the shadowrunners to find Victoria. They have two days to retrieve the necklace so Daniel can give it to his wife for his wedding anniversary. The only clue he can give the runners is Victoria's address. They must track her down from there.

At first the job seems easier, or at least safer, than most assignments. But as they work their way further into the mystery, the runners discover that all is not as it seems. People are giving them the run-around about who Victoria was and

where she went. Heavy muscle pops up and tries to take them out. It looks like the Brotherhood wants to get rid of anyone looking for Victoria.

Soon the runners are dealing with people who are a little bit different—mandibles for teeth and chitin-like flesh. Even more chilling is the horror that comes to light when the runners find the corpse of a half-Human/half-insect infant in a hidden room at Madame Ullishia's, the tarot reader who initially guided Victoria to the Brotherhood.

Madame Ullishia is actually a Flesh Form Fly Spirit who has the ability to hide her true nature by Masking her aura. Working as a tarot reader, she pulls in recruits for the Brotherhood. Ullishia's possession was special because it was the first "Flesh-form" possession of a person who was pregnant. The Fly Queen decided to let the pregnancy go to term to see what kind of creature would result. Because the child was not possessed by an Insect Spirit, the Queen kept the child a secret from other Hives whose members might not have understood.

With the discovery of this perverse Human-insect creature, the runners realize they must learn more of the truth behind the Brotherhood. When the shadowrunners deck into the Matrix, they may find a crashed document called "The Universal Brotherhood," a terrifying expose of what the cult is really about. Whether they find the report or not, the last stage of the adventure involves a raid on the Brotherhood's Seattle chapterhouse. As the runners race through the building in search of the necklace, they encounter twin horrors—Insect Spirits in true form and metamorphosing Humans sealed in giant cocoons.

If they do make it out with the necklace, the runners will pick up their reward from Daniel Simpson. But the world will never be the same for these runners, now that they are aware of a conspiracy that is not only dark and far-reaching, but the work of beings beyond the pale of any creature that has ever walked this Earth.



IT'S A SIMPLE AFFAIR

TELL IT TO THEM STRAIGHT

This section uses Noggin, a fixer with connections at Renraku, to get the adventure started. If the players' group already has a fixer, the gamemaster can substitute that character for Noggin. The idea is to give the impression that this run is nice and simple. The shadowrunners are more likely to believe that a simple deal really is a simple deal if the word comes from someone they already know.

It's midday at Ugly's, and except for you shadowrunners, the only other customers are a half-dozen losers who've no better place to go this afternoon than a slightly run-down bar. The other patrons, four men and two women, all normals, wear the look of loneliness. The men, two in beat-up raincoats, the other two in ragged sweaters, haven't shaved for days. The women, middle-aged former beauties gone downhill, are heavily made-up, but you can tell their hearts weren't in it. They just don't care anymore. Nobody is talking, and even Johnny Ugly, the bartender, seems weighed down by the general despair.



You wouldn't be in a place like this before sundown, when the action usually picks up, except for a call from one Noggin, a fixer with contacts at Renraku. "A simple job," he told you. "Find a girl who's run off with a valuable and bring the prize back. Ugly's, one hour." You don't know whether or not you'll take the assignment, but Noggin's got a good rep. And the biz sounds like a slice.

The door to the bar cracks open and sunlight flashes in. Everyone raises a hand to their eyes and then the door swings shut, returning the place to its comfortable gloom. Noggin, well-dressed in a Yotama business suit, walks over to your table

and pulls up a chair. He glances around the bar and shakes his head. Then he puts his fingertips on the table and says, "Here's the score. There's an exec at Renraku who needs a personal job done. Daniel Simpson. I checked him out for you. He's clean as an Elven baby's bottom. He's never dealt with runners before and I'm sure he never thought he'd need their services."

Johnny Ugly's hulking form appears beside Noggin, pad in hand. "Nothing today, thanks," says the fixer. He then reaches into his pocket, pulls out 20 nuyen and hands it to Ugly. "Without a word, the bartender is gone, and you know that he won't be back to bother you while Noggin is at the table.

"He wants this quiet. Real, real quiet. Which is why he tracked me down through Renraku's offices and wants to hire you. He wouldn't give me the specifics. Just that he gave a present to a girl, and now the girl is missing and he needs the present back. Without knowing the details, I couldn't negotiate a price, of course. He wants to meet you at the Renraku building employee parking garage, floor B3, section Green 4B, at two-thirty. He'll be wearing a red and black tie. He downloaded a visitor's pass to me."

From another pocket, the fixer draws out a blank magnetic keypad, which he sets on the table. It's a guest pass that will get someone who doesn't work for Renraku into the employee garage. "The card has a one-time entry code on it. As far as I can tell, there're no bucks, no data, no murder, just love gone sour."

BEHIND THE SCENES

Most shadowrunners are going to know that *nothing* ever turns out to be as simple as it seems, but by starting the adventure off calmly, the group will not be prepared for the strange twists the plot will take. And part of the fun of *Missing Blood* is in building the horror ever so slowly.

Noggin says he promised to send some shadowrunners to meet Simpson at the Renraku garage. They're still under no obligation to accept the job even if they agree to this initial meeting.

Noggin has presented the information he considers primary to the players' considering the job. He has also done some background research on Simpson, and will pass on the following to the shadowrunners if they ask:

- Simpson is the son-in-law of Henry Thomas, a senior president at Renraku.

- Simpson began as a district manager of distribution, not a common entry position, got bumped up to a UCAS sales vice-president, and hasn't moved since. That was ten years ago.

After Noggin takes off, the group has just enough time to get over to the Renraku building. If they don't own a car, they ought to rent one to make it look right.

UNDERGROUND MAN

TELL IT TO THEM STRAIGHT

There's not much traffic in the Renraku parking garage at mid-afternoon. Even the late-lunchers have gone back by to the office by now and they won't return for their cars until quitting time. The garage, buried beneath the Renraku building, is cool and comfortable compared to the heat outside. It's well-lit by white fluorescents. The large concrete pillars of the garage provide quick hiding places when a surveillance camera pans by you.

Within moments of arriving, you hear voices. Looking toward the source of the sound, you see two men. One is about 38 years old, balding and with a bit of a paunch. He wears a red and black tie, and so is most likely Simpson. The other is tall, commanding, and silver-haired. The two men are walking toward an elevator leading upstairs. The sound of their voices is distorted by the echo of the cavernous garage, but the older man's words are quite audible.

"So, how are things with my daughter?"

Simpson, bowing his head slightly as he speaks, says something that you cannot make out. He is obviously nervous.

"Fine, fine."

The older man slaps Simpson on the back and then pushes the button for the elevator. The doors slide open and he steps in. When Simpson says something, the older man turns to face him. He looks confused for a moment, then smiles and says, "Fine. Clear your thoughts. And Daniel, if you ever want to talk, feel free to come to me. I might know more about what you're going through than you realize." Then the doors shut and the older man is gone.

Simpson turns around and peers into the garage, obviously trying to see whether his shadowrunners have arrived.

Simpson will wait patiently until the shadowrunners reveal themselves. When they do, he is slightly startled but glad to see them.

"My name is Daniel Simpson," he says with a nervous laugh. He starts to extend his hand in greeting, but thinks the better of it and pulls it back to his side. You quickly realize that it wasn't only the presence of the silver-haired man that made the pudgy exec nervous. Simpson is simply a nervous guy. "I'm glad you could make it. I suppose you're wondering why I asked you to come here." He waits for a response and then clears his throat. "I have a slight problem. I recently purchased an expensive gift for...a friend of mine. Or someone I thought was a friend. I've discovered that I need the gift back. Quickly. Within three days, actually. However, this friend of mine, this ex-friend, has vanished. She didn't return my calls yesterday and today her answering machine didn't pick up calls.

"Her name is Victoria Delling. This is what she looks like." He produces a photo and hands it to you. It shows a young woman in her mid-twenties. She has a pale, heart-shaped face framed by curly black hair. She's quite striking. If your tastes run toward this innocent type, your heart is now throbbing. The photo shows her seated on a blanket in a park. There's a picnic basket and a bottle of wine alongside her on the blanket.

"Her address is 1414 Mayfair, Apartment 2W. It's in the Hollywood neighborhood of Redmond. I'd go myself...but I'm afraid there may be trouble.

"The present I gave her is a necklace—a one-of-a-kind necklace by the jeweler Dante. It's called Blood because it's made with rubies and scarlet metal. I need it back within three days...By six-thirty, here, on Friday. If you get it for me, each of you will earn ¥1,000 nuyen. I can pay you ¥2,000 now, and the balance on Friday."

BEHIND THE SCENES

The two things the shadowrunners might want to look into are the fee and Simpson's story.

If the player characters want more money, have them choose one among them to handle the bargaining. Though Simpson is nervous, negotiating is what he does for a living and he will proceed cautiously. He wants to stick to his price, but does not want to alienate the shadowrunners.

Have the player character make an Opposed Success Test using his Negotiation Skill against a Target Number 4. (Simpson's Negotiation Skill is -2 because he is scared of dealing with the shadowrunners. (See **Shadowrun**, p. 59)

Simpson's fee is also currently conditional upon recovery of the necklace. If the player characters raise the issue, he will pay them half the fee for trying to get the necklace even if they fail to bring it in by Friday. No die roll is required.

Simpson will not meet with or have any contact with the shadowrunners until Friday evening. Period. He feels shaky enough about the whole situation as it is. He arranges to meet the runners at the Glass Onion at 6:30 p.m. to pick up the necklace.

It is obvious from Simpson's story that he is holding back information. If the shadowrunners ask him to fill in some of the details, he says only, "I'd rather not go into it."

If they want to pry, the characters can make either an Etiquette (Corporate) or Psychology Skill Test against Simpson's Charisma of 4. Each character can try more than once, but each additional test increases the target number by 2. The player characters will have to earn Simpson's trust before he will reveal the intimate details of his life.

Successes

1

Results

"Victoria is, or rather was, my mistress. We have been seeing each other for a year now. But now I'm sure that she was just waiting for an expensive gift and was planning to leave me the minute she got it. Once I gave her the necklace, she vanished. Now I want Blood back."

2-3

"To top it off, my wife Lucile somehow found out about the necklace. She threw the receipt in my face yesterday and demanded to know about it. I panicked and said that I had bought it for our wedding anniversary, which is Friday, and which is why I need the necklace back in three days. I think she hired a private detective to follow me."

4+

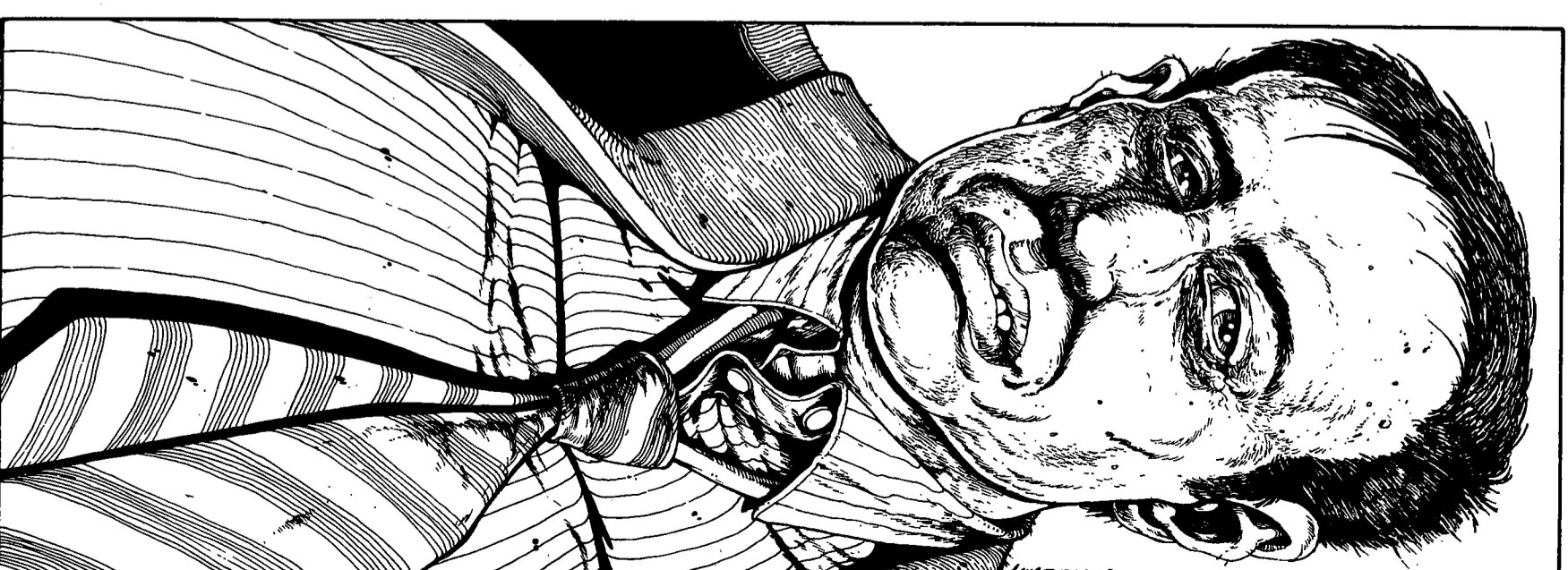
"My father-in-law got me this job at Renraku, but my wife hates me for not making 'more out of myself' here. Now I can't leave her because I'd lose my job, but I thought Victoria really loved me..."

Simpson means everything he says. He's a chaotic mess of love and hatred for this Victoria gal.

From here, the shadowrunners can investigate Victoria's apartment and the detective who was following Simpson. If they want to check out Victoria's apartment, go to **Available Now**, on p. 12. Her place is in the Hollywood section of the Redmond Barrens. If they want to track down the detective, go to **Legwork**, p. 42.

DEBUGGING

The only thing that can really go wrong here is that the shadowrunners might not want the job. Remember that Simpson really needs the runners' help. If they start to walk, he will raise his offer by ¥500 nuyen. And then he'll plead with them. Play it really broad; let Simpson get down on his knees and beg. If they still don't want the job, pull out **Sprawl Sites** and start generating random encounters.



AVAILABLE NOW

TELL IT TO THEM STRAIGHT

Victoria's address at 1414 Mayfair is a six-flat building along what once was a tree-lined avenue. (These brittle sticks of scraggly wood sprouting sparse yellow-green leaves hardly qualify as trees any longer.) The neighborhood is definitely not fancy, but you've seen far worse.

A sign on the front door reads "Apartment for Rent — Available Immediately." The window curtains of the apartment on the west side of the second floor are completely drawn back and it looks as though no one is living there. You notice that the window of the east apartment on the second floor is filled with cats looking out. Sometimes one cat leaps down from the sill and another takes its place.

If the shadowrunners arrive at night, some of the apartments have lights on, specifically apartments 2E, the "cat apartment," and apartment 2W, Victoria's old apartment. If the shadowrunners ring the bell to apartment 2W, they are buzzed into the building and are met by the landlord at the doorway to Victoria's apartment. The landlord, Gary Lawson, is in the apartment sweeping, mopping, and cleaning up even late into the night (he wants it to be ready to rent to someone else.) The apartment is empty and contains no clues. All the information will come from Lawson. When Lawson first meets the runners, he thinks they are potential renters and wants to show them the place.

The man at the door to the apartment is a short fellow wearing a polka-dot shirt with the tails hanging out. "Hiya!" he says with a broad smile. He wipes his hands on his paint-stained pants. "I'm still straightening up, but this place'll be ready for occupancy by tomorrow. Why don't ya come on in and take a look around?"

BEHIND THE SCENES

Use the Store Owner on p. 119 of **Sprawl Sites** for the landlord.

Use the Small Residence Archetype on p. 33 of **Sprawl Sites** for the apartment.

The shadowrunners can start questioning Lawson as soon as they meet him, or they can walk around the apartment and casually ask about the former tenant, why the apartment is available immediately, and so forth.

Lawson has a nose for money and will put out his hand for some greasing as soon as he's aware that the player characters are really here for information. Bambara already questioned him Monday morning so he knows info about the girl is hot. Exactly when Lawson will realize that there's money to be made from

the runners is the gamemaster's call, but here's an example:
SHADOWRUNNER: (casual tone) So what happened to the last tenant?

LAWSON: She just left. Don't know.

SHADOWRUNNER: What happened to her stuff?

LAWSON: (pause, sizing up the situation): What's it worth to you?

Lawson will answer any questions the characters put to him as long as he gets \$25 nuyen a pop. The shadowrunners can try to strong-arm him, but he'll call out for help and at least one of the building's tenants will call Lone Star. (If this happens, four Lone Star cops show up. Use the **Street Cop**, p. 171, **Shadowrun**. All wear Armor jackets, Ballistic 5, Impact 3. They are armed with Fichetti Security 500s, Damage 3M2.)

If asked about Victoria, Lawson says:

"Strange kid. She moved in here just under two years ago. Never saw much of her. I remember that when she signed the lease, she seemed kind of scared. Not of me—just in general. Then, over the last couple of years, she got more and more—confident—you know what I mean?"

If asked what happened to her, Lawson says:

"Well, she'd just paid up her rent at the first of the month, and then Monday morning, I got a call saying she'd be moving out. It was some guy. Said he was a friend of hers, that she had to move quickly. A death in the family, he said. We met here later in the day and he had a letter, signed by her, to break her lease. I was told to keep the security to make up for next month's rent because she didn't give enough notice. Then a moving van showed up and they took her stuff. So if I can rent the place, I make more money—right?"
(Lawson does not remember the markings on the van.)

If they ask about Victoria's friends, Lawson says:

"She and the old trog in 2E seemed to get along. Outside of that, I don't know. She kept to herself. That's the safest play in this part of town."

If they ask about anyone else coming around to inquire about Victoria, Lawson says:

"Funny you should mention it. A detective, geez, what was his name, Zamba or something, came around Monday after the moving crew left. He wanted to know what happened to her, too. Good-looking guy. Irish or something. Tall, with curly red hair. Gave me some creds and took off."

(If the group does not inquire whether anyone came around asking about Victoria, Lawson says, "Would you guys be interested to know that someone else was around digging up on the girl?" This should prompt the characters to learn that detective Patrick Bambara was searching for Victoria as well.)

AVAILABLE NOW

DEBUGGING

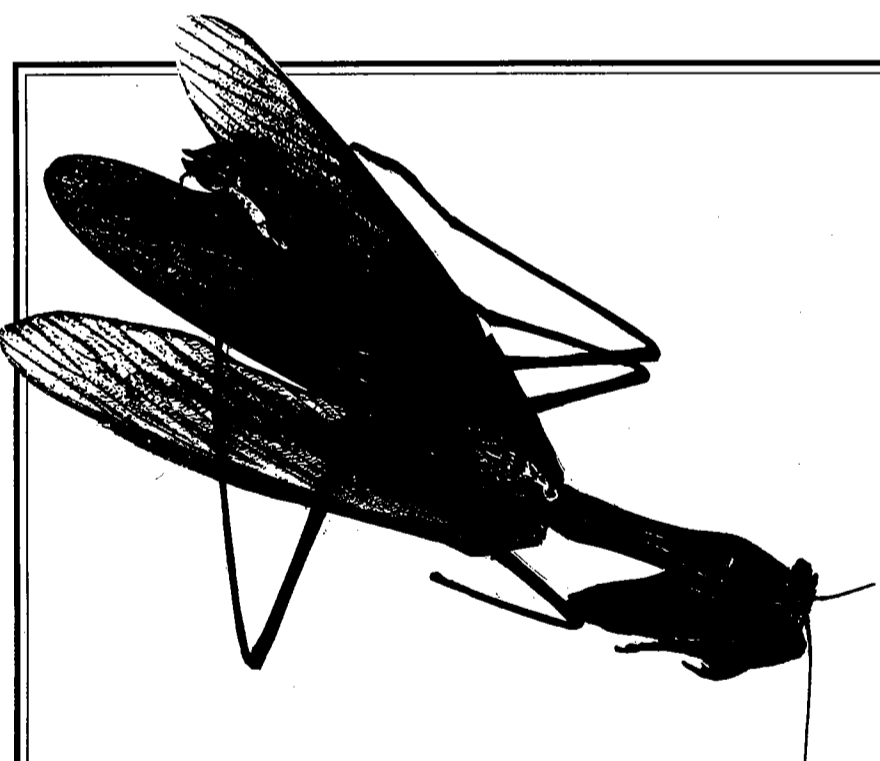
The shadowrunners don't get a lot of concrete information from Lawson, but they should get the impression that something is going on. Maybe Victoria already pawned the necklace and took off. Or maybe there's a deeper mystery...

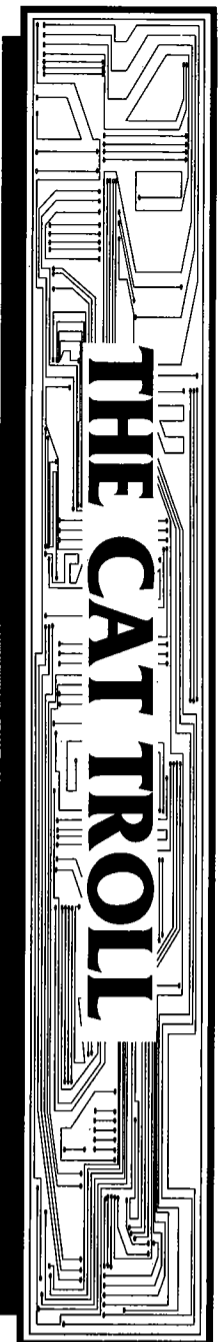
It's important, however, that this impression be planted. If the characters fail to ask questions, have Lawson notice that the shadowrunners do not seem really interested in the apartment. Let him suggest that if they're looking for information, he might be able to help them. That should get the ball rolling.

If the cops are called in, let the sirens tip the runners off and give them time to get away. The time pressure on this adventure is too tight to let them languish in jail.

The real problem that might arise here is that the player characters simply get discouraged. After all, if Victoria did run off with the money from the necklace, there's little chance of finding her by Friday. She could be in Europe by now. If that happens, let Lawson suggest that they talk to Mr. Dent across the hall. Lawson knows that Dent and Victoria were friends and maybe her neighbor can provide more information.

Once the shadowrunners have talked with Lawson, they might want to question Mr. Dent. **The Cat Troll**, either on their own initiative or through Lawson's suggestion. (You might want to read the players the **Tell It To Them Straight** section from **The Cat Troll**, p. 14, even if they weren't planning on stopping there. It might encourage them to stop and knock at the door.) If they want to locate the detective who was looking for Victoria or following Simpson (it's Bambara in both cases, though they may not know that yet), go to **Legwork**, p. 42.





TELL IT TO THEM STRAIGHT

As you leave the empty apartment, you hear the cry of a cat from behind the doorway and then the sound of scratching against the wooden door. Gruff and deep, a voice from behind the door says, "Come on, honey. She's gone now."

If the players decide not to question Victoria's neighbor, this section is over. If they knock on the door, continue on below.

You hear the click of several bolts from behind the door and then the doorknob turns. As the door opens, the chains are drawn taut across the opening. Standing about two and a half meters high is the unmistakable form of a Troll whose one visible eye peers out at you. "Yes?" says the Troll.

Before you can answer, a cat slips through the doorway and rushes across the hall to the door of Victoria's apartment. It starts to cry out and scratch at the door.

BEHIND THE SCENES

Mr. Dent is an old Troll who lives with about 18 cats. (Use the **Ork Shaman**, p. 115, from **Sprawl Sites**, but dump the skills and give him Unarmed Combat 3. Yes, it's an Ork Archetype, but you only need the numbers, so just pretend it's a Troll.) A retired factory worker living off his pension and savings, Dent is a big guy, but gentle. As Victoria's friend, he is worried about her now. Her sudden disappearance makes him fear that she's in trouble with the law, or criminals, or both. When Dent and Victoria first met, she tried to talk about the Universal Brotherhood. Dent had never heard of them and assumed it was just another polliclub, something he strongly dislikes. He didn't want to hear about her involvement with the organization ever again, but now he's certain that the polliclub is the reason she's in trouble.

Before Dent will trust the player characters enough to open up about Victoria, one of the runners must make a successful Charisma Test against the Troll's Willpower of 6. For each subsequent test made by anyone in the group, add a +1 to the target number. The following conditions also apply.

-If the shadowrunners get the cat and pass it back to Dent through the doorway, they get a -2 to the target number.

-If they don't retrieve the cat of their own initiative, Dent asks the runners to pass it back. If they do, they get a -1 to the target number.

-If they refuse to get the cat, Dent enters the hall and tries to catch it. Again, if the runners try to use force, someone will call the cops, as in **Available Now**, the previous section. Once Dent has the cat, he returns to his apartment and shuts the door

in the runners' faces. If they still want to try to talk to him, they get a +2 penalty to the Charisma Test.

If the characters succeed in getting into the apartment, they find its layout is identical to Victoria's. The furniture is Troll-sized and looks comfortable though well-worn. Cats are all over the apartment, and many come up to rub against the runners' legs. Dent gestures for the player characters to sit even though the chairs and sofa are covered with sleeping cats. "Just push them out of the way," he says. "They won't mind."

The Troll is still holding the cat that ran out into the hall, petting it with one massive hand. The cat is black with one white paw. "Nazgul still thinks she can go home," Dent explains that the cat, Nazgul, was Victoria's. Saying that she'd be away from home on Sunday and Monday, she asked whether Dent would feed the cat for her. The next day, the moving crew arrived. The Troll couldn't believe Victoria would move without saying goodbye, nor can he conceive that she'd leave without Nazgul. He goes on to say that Victoria was one of the kindest people he ever met, always lavishing him with warmth and attention.

He can confirm that Victoria moved into the building almost two years ago, and he also knows what Lawson meant about her apparent gain in confidence. "She had a... very horrible childhood. Victoria's mother killed Victoria's father and then turned the gun on herself. Right in front of the child, Victoria was only twelve at the time. Of course, she blamed herself... whether for divorce or violence, the young always do. She was sent to several institutions, but it's rare for a child that age to be adopted. They kept her until she was eighteen, old enough to be sent out onto the streets. She might have turned to prostitution, but she didn't. Instead, she went from one dead-end job to another, never giving up hope that she'd eventually fit in somewhere.

"When I met her, she was already on the upswing," Dent smiles. "She was into tarot cards, you know. She went regularly to a Madame Ilissha. I think the whole thing is silly, of course, but then, I live with dozens of cats to keep me sane. It amazes me to what lengths people will go to find some reason to stay alive. My cats need me, so that's mine."

"There was something else she mentioned when I first met her. A group of people she had just joined. All those polliclubs and whatever just make me uncomfortable, so I didn't want to talk about it. People spending so much time hating everybody else just so they can feel they belong. I didn't want to know about that part of her life, and so she never brought it up again. I don't know if it was Madame Ilissha's advice or the polliclub, but Victoria blossomed. She glowed. I saw her change from a frightened child into a confident, competent woman."

If the runners ask what she did for a living, Dent says, "I

THE CAT TROLL

DEBUGGING

The only thing that can go wrong here is that the group treats Dent or his cats rudely or that they just pass by the door completely. In either case, they blow their chance to learn about Victoria's connection with Madame Ilissha (and some background data on Victoria). This won't crash the adventure, however, for they'll find out about the tarot-card reader from Bambara.

think she worked for her polliclub, but of course she never discussed that with me."

Dent was not questioned by Bambara.

At this point, the adventurers could start **Legwork** to find Bambara (p. 42) or visit **Madame Ilissha**, whose address is in the phone directory under "Psychics." Her establishment is about ten kilometers south, along 282, in the Touristville section of Redmond.



MADAME ULISHIA

TELL IT TO THEM STRAIGHT

If the shadowrunners have found Bambara or have been to the detective's office, do not use this section. If the group wants to visit the tarot-card reader. Instead, go to Family Feud, p. 24.

Most of the buildings on this street are run-down. Some houses are boarded up, but you see fires glowing through the cracks. Windborne garbage floats gently down the sidewalk while deckheads engrossed in their own reality wander aimlessly through giggles of tourists staring in embarrassed fascination. The psychic's shop is a storefront on the first floor of a dilapidated apartment building. A plate glass window is completely covered by a faded lavender curtain. In front of the curtain is a neon pink sign proclaiming: "Madame Ulisshia/Fortunes Told/Advice Given". A cardboard sign on the door says "Open".

The door opens and a middle-aged man with a grizzled beard leaves the shop.

When the characters go up to the door and knock, or simply enter:

A female voice calls out, "Coming!" The door opens to the smiling face of a woman in her early thirties, wrapped in a patchwork of dingy scarves. If she would take the time to comb her hair and scrub some of the grime off her face, she would be beautiful. "You need information?" she asks. "You've come to the right place. Come on in!"

She steps aside and opens the door, revealing a large room decorated with second- or maybe even third-hand throw rugs, pillows, and paper lamps. Black with tarnish, incense burners spew out trails of smoke, giving the air a heavy, sticky sweet smell. A low table in the center of the room is surrounded by pillows. She gestures to the table and scurries over to it, taking a seat on a stained and tattered pillow. She smiles kindly as you settle onto your own pillows. The table is covered with a dirty white cloth. A smudged crystal ball sits on a silver stand, with a greasy-looking deck of tarot cards alongside.

"Now," she says warmly, "what can I do for you?"

BEHIND THE SCENES

This section introduces Madame Ulisshia, whose true nature will be revealed later in the adventure. It also shows some of the tactics of the Brotherhood; for example, the whole business about not fitting in is a hook to attract recruits. Meeting up with Ulisshia also puts the Brotherhood on the tail of the shadowrunners, so things will start heating up very soon for the group. Madame Ulisshia is actually Rekratr, a Fly Spirit. His host



body was a Human named Sheila Benson, a woman of mystical bent who joined the Universal Brotherhood because she wanted to gain more spiritual power. She was a voluntary possession and became a perfect "flesh form" with the ability to mask her aura. Rekratr's Queen decided that he should adopt the trappings of Benson's mysticism and work the "tarot-card side of the street" to pull in recruits for the Brotherhood.

Benson's possession was special because it was the first "flesh-form" possession of a person who was pregnant. The Fly Queen decided to let the pregnancy go to term to see what sort of creature the child would become. Rekratr has been in charge of raising the child. It is now three months old and is a perverse mixture of Human and insect parts.

Because the child is not possessed by an Insect Spirit, its existence is tricky to justify. Some of the more simplistic hives would not comprehend the Fly Queen's curiosity, and so the Queen keeps the child a secret from other Hives.

MADAME ULISHIA

MADAME ULISHIA/REKTRACIR (Force 6)
B Q S C I W E R Attacks
 8 10 10 — 5 1 (6) 13+ 8M2
Powers: Aura Masking

CONDITION MONITOR	
PHYSICAL	MENTAL
< - Unconscious Recently dead < - Seriously Wounded < - Mortally Wounded < - Killed	< - Unconscious Extreme Damage Critical Wound < - Seriously Wounded < - Mortally Wounded < - Killed

If the group wants to check out the shop, used the map found in **Family Feud**, p. 24, for locations and security. The group should be discouraged from crawling about the shop in this scene, and if they try to force their way into the back, Madame Ulisshia will threaten to call the police.

If the characters ask about Victoria, the Spirit realizes that they might be onto the Brotherhood and decides to throw them off the track until he can report to his Queen:

Madame Ulisshia eyes them up and down and asks who they are that she should reveal any information about one of her clients. She makes it clear that she never gives out confidential information about the people who come to her—unless it is very important. She then holds out her hand, palm up, saying, "How important is it?"

Rekratr wants the shadowrunners to think the woman they are dealing with is just a greedy charlatan.

For #25 nuyen, she tells the characters that Victoria is a lovely but confused girl who is still seeking her destiny. She began coming for readings about two and a half years ago. She comes once a week, and her next reading is scheduled for Friday.

For #50 nuyen, Madame Ulisshia tells the characters the above information and mentions that Victoria has seemed apprehensive of late. When Ulisshia recently read in the cards that someone was following Victoria, the girl said that she believed that she was, indeed, being followed.

For #75 nuyen, Ulisshia tells the runners that a detective named Patrick Bambara came around asking about Victoria last week. She suspected that Bambara is the person who was following Victoria, and so told him nothing. (Rekratr is giving the shadowrunners a target for their investigation to keep them away from him.)

Madame U. says she has no idea where Victoria is now. If the runners question her about the polidub Dent mentioned, she claims no knowledge of it, either.

If the characters ask for a tarot card reading after expressing their curiosity about Victoria, Madama Ulisshia says:

"I can only do readings for those who truly believe in the cards. If you want information, I can supply it from my own memories. There is no need to use the cards." She refuses to do a reading, for Rekratr wants to get the shadowrunners out of there as fast as possible so he can go to the Queen with a report.

If the characters came in posing as customers, Ulisshia picks up the tarot cards and asks one member of the group to draw nine cards, one at a time, and place them on the table face down. Ulisshia turns the cards over one by one, uttering little "hmmms" and "aaahs" as each card is revealed.

Rekratr is beginning his normal tarot card schtick, which he uses to lead people toward the Universal Brotherhood. If the potential recruit does not buy the routine, it means that he or she was not Brotherhood material to begin with and it is no loss if the person never returns. Rekratr usually does not mention the Brotherhood until the third session. **The psychic continues:**

"Very sad," she says. "I see that you come from a past of uncertainty, that no matter where you are, you never seem to fit in. You were always special, better in many ways than other people, but different. And for this, you were shunned. And now something is troubling you. Tell me a bit about your past. It will help me see your present and future."

Let the player character talk for a bit about his character's past. It does not matter whether he makes it up on the spot or tells the truth. Ulisshia goes on with the same routine:

"Ah, yes. Now you are confused. You know there is... something you are trying to find, but at times it seems as though you never will." The players might at first think that the woman is referring to the necklace, but it is just part of the routine about looking for a place to "belong." Rekratr has been doing the scam long enough to sense whether or not a customer is buying the routine, and so he suddenly realizes that the player characters came for something besides help from the "other side."

Madame suddenly stops and says, "I think there is something else you want, something not from my cards." Rekratr holds his ground and will not continue the reading. If the shadowrunners ask about Victoria, he happily gives the information described above.

If the characters ask about Madame Ulisshia's magical ability:

Madame Ulisshia will claim that she is a follower of the Rat totem and that her vision abilities flow from Rat. This is a good cover, because the unkempt, dirty state of the house, which is due to Rekratr's actual Spirit orientation, is equally in keeping with the behavior of a Rat shaman. It also explains the magical barrier surrounding the nursery, should any magician accidentally discover it in astral space. If asked directly, Ulisshia/Rekratr will claim that the astral barrier is protecting her Lodge.

If the characters try to assense Madame Ulisshia or her shop:

Rekratr has the ability to Mask his aura. If an adept attempts to assense Ulisshia, let the dice roll and tell the mage that the woman is quite ordinary. If the mage is an Initiate, he can make a Magic (8) Test (6 points for Rekratr's Force and 2 points for Rekratr's child, an unnatural thing that should not have been born.) Remember to subtract 5 (Rekratr's energy) from the initiate's grade to determine the number of successes required to get any information. If the Initiate gets some success, he sees Rekratr's true form, a creepy-looking, Human-sized fly.

(All the information about Adepts and Initiates is from **The Grimoire**. If a copy is not available, no problem. It just means that any mages in the group are automatically Adepts and so cannot get any info anyway.)

A map for Madame Ulisshia's place is in the **Family Feud** section, p. 25. An assensing character will not notice anything out of the ordinary other than the fact that all the rooms, except for the main room, are filled with trash and decaying garbage. Madame Ulisshia is not a very tidy housekeeper. The child is kept in a secret room (the nursery) that has no obvious doorway, so an assensing character should not encounter it. On the off chance that he decides to pass through the walls that surround the nursery, he runs into a ward with an Astral Barrier Rating of 10. Such barriers are not uncommon in residences of shamans and mages, and Ulisshia has already claimed to be a Rat shaman.

Attempts to attack the barrier will activate a Force 6 True Form Male Fly Spirit, which will attack the character astrally. If the character is able to defeat the Fly Spirit and break through the barrier, as per the Magical Barrier rules on page 91 of **Shadowrun**, he will be able to view the child. See **Family Feud** for details.

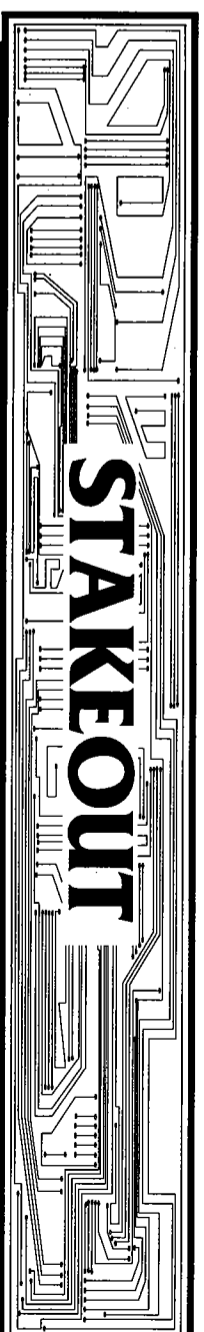
From here, the group is ready to start **Legwork**, p. 42, as they search for this detective that everybody's been talking about. Having just learned his name from Madame Ulisshia, they could look up his office address to see if he's in. In which case, go to **Stakeout**, p. 19. If they already did their legwork and found out where Bambrá is holed up, it's time for **Crossfire**, p. 28.

DEBUGGING

The only thing that can go wrong is that a mage in the group might somehow make a hot enough die roll to get a glimpse of the real Rekratrax or to break into the nursery. In such case, the runners will know a lot about Ulisshia/Rekratrax before they should. If this happens, go immediately to the attack in **Family Feud**, but use four Ant Warriors, two to attack the nursery and two to attack the runners.

If the players' team is a cautious one, let them see Rekratrax's true form to give them the creeps. Because they won't know what the freak they just saw, they'll probably have the sense to want to back off for a bit to gather more information.

If the group decides to attack, well, more power to them, but they've got a good chance of getting the stuffing knocked out of them. Let Rekratrax wallop them for all he's worth and force the group to retreat.



TELL IT TO THEM STRAIGHT

Bambrá's office is located in Ravenna, a lower-class neighborhood in central Seattle. Bambrá's got a corner office on the third floor of a six-story office building. Painted in gold letters on each of the windows are the words "Pat Bambrá, Private Detective." There are a few shakujin wandering around, a few kids parked in an electric-red Westwind, blasting the street with the audio track of a new Mercurial release, and a squatter or two wandering aimlessly, but nobody touches off that sixth sense in your spine. In an apartment above you, a man is shouting at his wife to stop crying. One thing you know, chummer, is that Bambrá must love being a detective, because nobody lives in a place like this for the atmosphere.

BEHIND THE SCENES

The most important part of this street set-up is that the kids in the car are true-blue Universal Brotherhood members. They're brainwashed enough to do almost anything the Brotherhood superiors ask. The five kids are also former gang members.

They have been sent to stake out Bambrá's apartment. If Bambrá shows up, their orders are to splatter him. If anyone goes into Bambrá's office, they are to assume these people work for Bambrá and the kids are to ice them, too. The punks will not retreat. Each one believes he's immortal and will go on fighting even though his buddies are dropping like real estate prices in the Barrens.

The gang members are wearing denim and leathers in bright reds, yellows, and oranges. Most also have dyed hair. The kids range from 15 to 18 years old. The gamemaster should not describe the gang members unless the shadowrunners say they are going over to deal with them. Remember that players usually realize an object or person is important when the gamemaster lavishes attention on it. The gang member stats are in **Switching Targets**, p. 22.

Before the shadowrunners go anywhere or do anything, ask everybody for an Intelligence (9) Test. The kids are just there listening to music, but if any runner succeeds at the test, he or she notices that the purple-haired kid with the scar on his cheek keeps glancing at Bambrá's office.

If the runners question the gang members, they meet up with the most confident bunch of street punks they've ever encountered. Most street gangs base their confidence on either a fear of appearing cowardly or a nihilism so deep they simply do not care. These guys, though, look as though they're actually/happy about life. They almost leer at the runners, daring them to mess up their good time. They curse good-naturedly at the shadowrunners, telling them to get the frag away from their car.

The kids are under orders not to start trouble with anyone but their assigned targets. If the shadowrunners start a fight or begin asking the punks if they've got any interest in Bambrá, the smiles drop and the guns are out. Just like that. Like they were programmed or something.

The player characters might decide to stake out the office themselves, whether they notice the punks or not. If they hang out watching the apartment, give them the Intelligence Test again, but this time the Target Number is only 6. If they spotted the punks before, they don't need to make a die roll to know that the kids in the car are also scoping out Bambrá's office.

The punks might spot the shadowrunners. Have the runner in the area with the lowest Stealth Rating make a Stealth (5) Test. If the test fails, the gang members know that the runners are checking out the office and thus are officially meat. The Ares come out and it's time to duck.

If the group waits for three hours, they automatically realize that the kids are doing more than hanging out. After that, nothing happens unless the gang members spot the shadowrunners. The player character with the worst Stealth has to make that Stealth (5) Test every three hours to see if the kids spot them.

If the characters do not notice that the punks are watching the office or decide to ignore them and go on up to the office anyway, then they go to **Loop de Loop**, p. 20.

DEBUGGING

This scene is set up so that the characters probably will not spot the gang members. If it works out that way, the punks will attack the shadowrunners in the office with guns blazing. See **Switching Targets**. If the runners take care of the gang members in this section, no combat occurs in the next one.

If a firefight develops on the street, four cops will arrive in about three minutes (use **Street Cop Contact**, p. 171, SR.) They're wearing Vests with Plates (Ballistic 4, Impact 3) and are armed with Browning Ultra Powers [Ammo 10 (clip), Damage 4M2.] If it looks like there's going to be a major firefight, four more policemen are called in for back-up. They arrive two minutes later.

If there's a fight, some of the characters can duck into Bambrá's office and be real quiet. This means running **Loop de Loop**, p. 20, with a pretty intense time pressure (the cops could spot them at any second). The shadowrunners could also take off for awhile and return when things have cooled off. In this case, assume any gang members that didn't get geeked got picked up by the cops.

If the shadowrunners get dumped into jail, they must somehow get themselves out. Simpson will not get involved.

LOOP DE LOOP

TELL IT TO THEM STRAIGHT

The metal door to the office is locked. Printed on the door in silver letters are the words "Pat Bamba, Private Detective." The door has an electronic lock.

Getting through the lock requires an Electronics (4) Test. Each extra attempt adds 2 to the target number. The door can also be forced. Its Barter Rating is 8. If the shadowrunners blow the door off the hinges during business hours, the cops arrive as in Stakeout, p. 19. If it is night-time, nobody really wants to leave their vidscreens to report the noise.

Bamba's office has been tastefully decorated in mid-21st century Over-Worked Bachelor. Stuffer Shack wrappers, sheafs of paper, piles of clothes, and scattered computer manuals dot the office landscape. To the right of the door is an area sectioned off by a sheet hung over a rope. Enclosed here are a cot, a bureau, and some jackets and shirts hanging on a hook. There is also something reminiscent of an archaeological dig, which, upon closer examination, turns out to be a sink.

Bamba's desk has a video-phone unit, a vid-deck, a screen, and a table-top computer. Several video chips are stacked on top of the computer. When you glance at the labels of the chips, you find that all are prerecorded cinemas. Some of the titles are vaguely familiar as century-old classics such as "The Maltese Falcon," "The Big Sleep," and "Laura." You also notice that one chip, unlabeled, is already in the deck, which is connected to the screen.

There is also a box filled with chippies, or micro-audio chips. A Sony Pocket Secretary, also with a chip in it, sits near the box. The recorder is on top of a yellow legal pad. The top page is blank.

That's what you get from the glancing around, chummers. Time to get to work.

BEHIND THE SCENES

The shadowrunners have found the office/apartment just as Bamba left it when he realized that Victoria was mixed up with the Universal Brotherhood. Two big chunks of information are contained on the tapes as well as a clue on the legal pad. A map of Bamba's office is in **Switching Targets**, the next section.

If the shadowrunners examine the pad with eyeware or even make a pencil rubbing, they may see the impression on the top piece of paper:

When you look down, you see the word "Victoria" written many times on the pad and that hearts have been doodled onto the sheet.

If the shadowrunners play the video chip:

There's a crackle of static, a time/date stamp from last Sunday flashes on the screen, and then an image of Victoria talking into a phone fills the screen. She's even lovelier than in the photo.

"Daniel," she says after a slight pause, "I'm leaving this message for you at work...because I'm afraid that you'd try to talk me out of what I'm about to do if we spoke in person. You might even succeed. So when you...well, I guess it is Monday morning when you're seeing this...." Victoria smiles and says, "Good morning!" and then looks serious once more, her attempt at lightness only emphasizing her concern. "I'll be gone for a day or two. I just wanted you to know that I'm all right. I also...wanted to thank you again so much for the necklace." Victoria smiles and touches the necklace gently. "It's so beautiful, and it made me realize how much you care about me. And when I come back, I'm going to tell you...some of the things I haven't told you about myself. I know I can trust you with everything now."

Victoria's eyes light up and she seems like a child about to embark on a fantastic journey. "I'm very excited, Madame Ullishia has told me that this is something I shouldn't pass up. She said to me 'Victoria Deliling! This is your moment. Seize it!' So I'm going to. I love you. Goodbye. Talk to you soon."

The tape then turns to static. A moment later, the static forms once again into the image of Victoria Deliling—and the message you just saw begins again.

If the player characters check, they discover that the chip has a loop programmed into it. It will play the message over and over again until the machine is stopped.

If the shadowrunners examine the audio chips:

Each is hand-labeled with what appears to be the name of one of Bamba's cases: "The Fairchild Kidnapping," "The Thompson Diamonds," "The Ravenna Assault," and so on. The chip already inside the recorder is labeled "The Simpson Affair." If the shadowrunners play any of the chips besides "The Simpson Affair," they hear Bamba mumbling random thoughts to himself. Usually there is the background noise of distant traffic, suggesting the tapes were made right in the office, with lots of other voices in the background of other sections. These portions are usually at the scenes of robberies, murders, or interviews with clients.

Bamba's musings generally consist of ruminations such as, "What are we going to do about this one? Hmm. The killer didn't leave prints, but he's leaving handwritten messages. No. Can't be him. Who's writing them? The victims. Wrong. Bamba! Wrong! You know they're all the same handwriting!" He seems to argue with himself a lot.

LOOP DE LOOP

If the shadowrunners play "The Simpson Affair":

The chip is a record of Bamba's assignment to tail Daniel Simpson. By re-cueing the chip and fast-forwarding at random intervals, the group can get the gist of what went on.

The case began two months ago when Lucile hired Bamba to follow her husband. Most of the audio notes are the detective mumbling into the microphone that Simpson is without doubt the dullest human being he's ever encountered. Bamba has tried for six weeks to dig something up on the guy and failed miserably. Simpson didn't seem to have a single vice. Though he did lose Bamba every once in awhile at a shopping mall or some other crowded area, Bamba never got the feeling that Simpson was doing it on purpose.

"On the other hand," Bamba noted, "it's the guys who look straightest who have to be letting it out secretly. He's too clean. But I hate this kind of work. Forget about the money. I'm telling Mrs. Simpson her husband's clean."

When he went to cancel the job with Mrs. Simpson, the tape recorder was on:

"Mr. Bamba," a woman's voice says, "not only do you come highly recommended, but you've already invested a great deal of time into learning about my husband. I'd like you to follow this through. I'll double your fee."

"Mrs. Simpson...."

"Quiet. I spend my husband's money as I choose. Now, is there anything I might do to help things along?"

"Well, there is something...but it's illegal...and a bit risky."

"Oh, posh. Anything to get this business over with and that man out of my life."

"I'd like to tap his office phone...."

"An excellent idea! It's a shame you didn't think of it sooner."

"Well, I did. But it's illegal."

"Yes, yes. I think we covered that well enough. But it seems to me that the real problem is getting a tap onto anything at Renaku. They have such a tight security system."

"Well, yes. That's where you'd come in. Most of the security is based on trying to keep information thieves out. I'd like you to put the tap on your husband's phone sometime when you go to visit him."

"Visit Daniel? But I never do such a thing."

"Well, go visit your father and slip in the tap during your visit. I'll reach you how to do it."

Bamba then taught Mrs. Simpson how to tap the phone and she successfully set up the tap.

The next important entry is from just last Friday when Bamba followed Simpson into Crawford & Crawford. He saw Simpson purchase the necklace and decided that it couldn't possibly be for the man's wife and must be for Simpson's mysterious mistress. Contacting a dealer friend, the detective asked him to crawl into the jewel store's credit records. The dealer came through, and on Sunday afternoon, Bamba gave a copy of the receipt to Lucile Simpson.

After that comes a click of the machine being turned off and then back on again. Bamba says, "I'm back in the office now. There's a message from Simpson's tap...which I'm calling up right now...." Then a bit of silence followed by a woman's voice.

If the characters play the video tape before playing the audio tape, they immediately recognize the message from the video. If they haven't played the video yet, read them the video message above (leaving out the visual bits, of course).

Right after the words "You might even succeed," the characters hear Bamba say in an awed whisper, "She's beautiful." When the message is over, they hear him mutter, "Come on, Pat. Get a grip on yourself. Remember, trust your sidarm, not a woman. But did you see her? Yes, I saw her. She seems absolutely wonderful. But so did Hotama. Hey, maybe it's time we let the wound heal. What am I thinking? Oh, boy. This is bad. I haven't...Oh frag!" The tape recorder is then clicked off.

When the sound comes back up, Bamba is talking to himself again, apparently pacing the floor of his office. In the background is the sound of Victoria's message on a loop.

"Monday. Forget the recorder again. All right. First, Lucile blew it. She told her husband about the receipt and he came up with the anniversary nonsense. Got to find Victoria before he does. This is terrible of me, I know...I know I'm not usually like this, but if I can prevent her from giving that necklace back, the guy'll be ruined and...well, I don't know. I want the girl, as they say. But where is she? The landlord said she'd moved out. Wrong, you idiot. Someone else moved her out. Should have talked to the guy with the cats. Wake up, will you! We know she wasn't moving because of the message to Simpson. And this Madame Ullishia. Whew! But there was something about the way she spoke. No. Not that. The words. Something about her routine—reminded me of something—What? Can't remember. Think, might be important. Belonging. Something from my past, leez, distant memory. Echoing. Belonging. Hotama. Right. Sometime around the breakup with Hotama. Frag, five years now. Where did I hear that? Wait...Oh, no...Victoria wouldn't have gotten mixed up...."

The machine clicks off and that is the end of the chip. Once the shadowrunners have had a chance to go through the material in the office, it is time to switch to a new scene. If they didn't deal with the gang members outside before entering the office, it happens now with **Switching Targets**, p. 22. If the gang members were already dispatched and the player characters have the information from the office, they have several options. If they want to pay a visit to Madame Ullishia (either a first visit because Bamba seemed to think she was important, or a second visit because the psychic claimed she had no idea where Victoria went, whereas Victoria credits Ullishia with helping decide what to do), go to **Family Feud**, p. 24. And if they want to try to find Bamba himself, go to **Legwork**.

DEBUGGING

This scene is almost foolproof because all the runners have to do is press a couple of buttons and download a lot of information. This scene should be a lot of fun for the gamemaster. Make sure to read the scene out loud once before **Missing Blood** even begins. That will give you a feel for what is going through Victoria and Bamba's heads when they're speaking their messages. The more expression you put into the reading, the more entertaining it will be for the players.

SWITCHING TARGETS

TELL IT TO THEM STRAIGHT

Have each character make a Reaction (4) Test. The number of successes determines how aware the player is of what's going on with the Brotherhood gang members. Read the description to each character according to his successes in decreasing order. The information in parenthesis gives the game effect of the test's outcome.

Successes

- 3+** **Result**
You hear someone whispering down the hall and then the footsteps of people trying to be quiet. You have a moment to swing into action. (The character has one turn to set up a position and take any actions that can be completed in one round.)
- 2** You realize that someone is at the door and is about to come crashing through just as the door swings open. (The character can react normally on the turn of the attack.)
- 1** You hear the door swing open and hear someone scream out, "The Icemen cometh, dudes!" and realize that it's shootout time. (The character can dodge, move, and so on normally, but all his tests for the first turn are at +2 to their target number because he was caught slightly off-guard.)
- 0** The word, chummer, is "Oops." You hear the door crash open, someone shouts something, and then bullets are whizzing by your face. (The character is surprised, per the rules on page 64, **Shadowrun**. The character does not even have a chance to pull out his weapon until the next turn.)

BEHIND THE SCENES

No matter how careful are the shadowrunners at hiding their presence in the office, the gang members are going to realize that the people they just saw enter the building are now in the dick's office. At that point, all five get out of the car, one at a time, casual-like, and begin sneaking up to the office.

BROTHERHOOD GANG MEMBERS

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

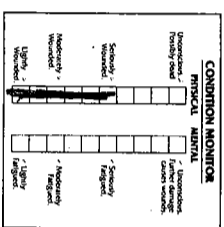
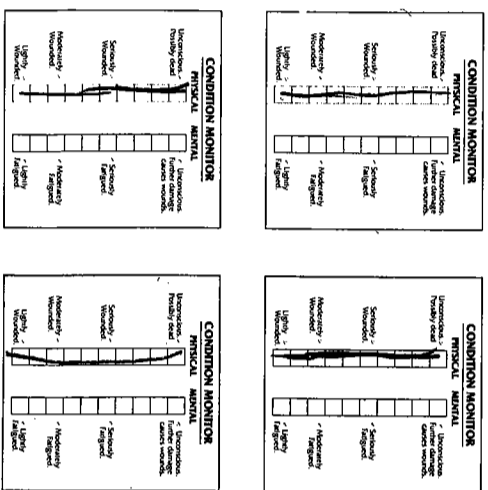
Dice Pools: Defense (Armed) 5, Defense (Unarmed) 5, Dodge 6

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

Cyberware: Hand Razors (SL2), Retinal Modification: Low-Light

Gear: Ares Crusader MPs (40 (clip APDS), 2 extra clips, 4M2, -1 to ballistic armor), Throwing Knives (Str + 2)L1, Synth-Leathers (0/1)

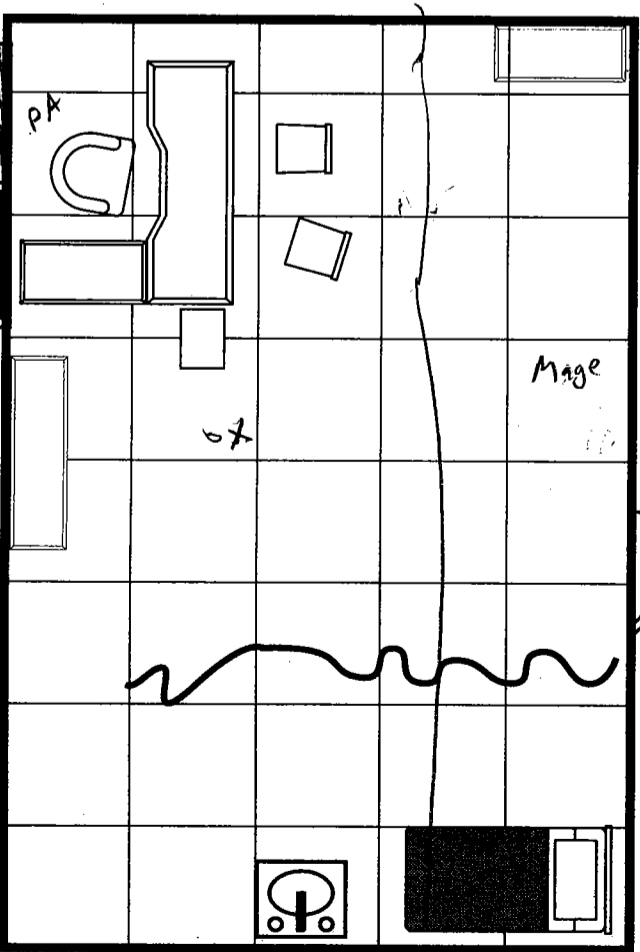
9/1



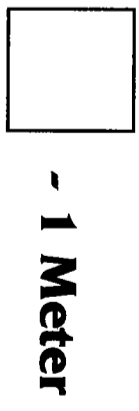
RM

+

SWITCHING TARGETS



Bambra's Office



The Brotherhood has armed the punks with Ares Crusader machine pistols, equipped with APDS ammo. It is common knowledge that APDS is not something found on the street. That should alert the players that the punks are not acting on their own.

Though the runners cannot hide their presence, they can beat the ambush. If the shadowrunners have somebody watching the street from a window, he's going to notice the punks getting out of the car one by one. Or if a player character is on watch in the hall, the ambush will probably not happen because the rest of the shadowrunners will be warned.

Remember that the gang members are not stupid. Let them respond to the shadowrunners with a bit of tactical savvy. For example, if a runner at the window is staring down into the street, one of the gang members might spot him (Opposed Skill Test, a gang member's Intelligence against the lookout's Stealth). The kids could then drive around the block and try to approach the building from an angle not visible to the runners.

If the gang members are captured, the runners can question them, but they will not reveal that the Brotherhood sent them. Any Interrogation Test has a Target Number 17 (5 for their intelligence, +6 for an enemy, and +6 for revelation of the info being disastrous to the NPC), a virtual impossibility. Their story is that Bambra has made himself the enemy of a local protection racket run by Mally the Melon, who sent them to rough up the detective. The gangers claim they thought the shadowrunners were muscle hired by Bambra. Make sure to make a few Interrogation Skill Tests so the shadowrunners think they are getting real information.

After the fight, the player characters can try to track down Bambra or go see Madame Ullishia. If they want to find Bambra, go to **Legwork**, p. 42. If they want to visit the psychic, go to **Family Feud**, the next section.



TELL IT TO THEM STRAIGHT

If this is the first time the players have been to Madame Ulishia's, start with the following paragraph and then skip down to the *third* paragraph in normal typeface.

Most of the buildings on this street are run-down. Some are boarded up, but you see fires glowing through the cracks. Windborne garbage floats gently down the sidewalk while deckheads engrossed in their own reality wander aimlessly through giggles of tourists in embarrassed fascination. The psychic's shop is a storefront on the first floor of a dilapidated apartment building. A plate glass window is completely covered by a faded lavender curtain. In front of the curtain is a neon pink sign proclaiming, "Madame Ulishia/Fortunes Told/Advice Given. A paper sign on the door says: "Open."

If this is the characters' second visit to the shop, start with this paragraph and continue:

Except for some new burned-out deckheads, the neighborhood looks the same as last time you were here. Approaching the shop, you hear the sounds of splintering wood, shattering glass, and something crying out in pain.

Give the shadowrunners a chance to set up however they want. The first characters through the door (or the plate glass window, depending on their sense of gratuitous violence) get the following description read to them.

The shop is a shambles. The central table has been knocked over and a wall mirror is shattered. Madame Ulishia is lying face-down, motionless. Another body, possibly that of a man, lies in the corner. A black-haired man wearing a battered suit stands over Ulishia. He has her right arm twisted completely back over her shoulder blades. You see the splintered bone of the arm jutting out through her skin.

The man looks up at you. His eyes are shiny black, obviously some sort of cyber job. You've seen replaced eyes before, but these are even more alien and the sight is unnerving. His teeth are also artificial. It takes you a moment to find the word for what he's got. They're mandibles, the pincers that insects sometimes have. They jut down from the roof of the man's mouth and push the flesh of his lips aside. They click twice and the man drops the arm. Then a second man enters the room from a back doorway. He has the same teeth and eyewear. From his posture, it's obvious that he is surprised to see you, but he quickly tenses for combat.

BEHIND THE SCENES

The two enforcers are Ant Warriors from an Ant Totem Hive. When the Ant Queen discovered that Rekratraci was doing something for his Queen that was out of normal bounds, she sent in some warriors to restore the natural balance. They were ordered to eliminate Rekratraci and the child/thing. Two of the warriors took on Rekratraci while the other two assaulted the nursery. In the ensuing battle, Rekratraci killed one of his attackers before dying. The Fly Spirit guarding the nursery also destroyed a warrior before it died. The surviving warriors found the insect/boy mutation born from Rekratraci's host body and smothered it to death. Madame Ulishia and Rekratraci are no longer of this world.

However, there remain two Ant Warriors to be dealt with, and they will do everything in their power to kill the shadowrunners (and brother, they've got plenty of power.)

FLESH FORM ANT WARRIORS (FORCE 5)

B 9 **Q** 9 x 4 **S** 11 **C** — **I** 5 **W** 2 (5) **E** 7* **R** 11M2

*Receives a +5 initiative bonus

Dice Pools: Defense (Unarmed) 10, Dodge 9

Gear: Lined Coat (4/2)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Ready (red)	Unconscious Ready (red)
Stunned Ready (red)	Stunned Ready (red)
Minor Injury Ready (red)	Minor Injury Ready (red)
Moderately Wounded Ready (red)	Moderately Wounded Ready (red)
Lightly Fatigued Ready (red)	Lightly Fatigued Ready (red)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Ready (red)	Unconscious Ready (red)
Stunned Ready (red)	Stunned Ready (red)
Minor Injury Ready (red)	Minor Injury Ready (red)
Moderately Wounded Ready (red)	Moderately Wounded Ready (red)
Lightly Fatigued Ready (red)	Lightly Fatigued Ready (red)

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FAMILY FEUD

The warriors attack with their hands because their spiritual force combined with their hosts' bodies makes their hands more powerful than most weapons. Remember that the warrior's Unarmed Combat Skill is equal to its Reaction, in this case 10. After the warriors have been dispatched, the shadowrunners can search the place to find out what all the ruckus was about.

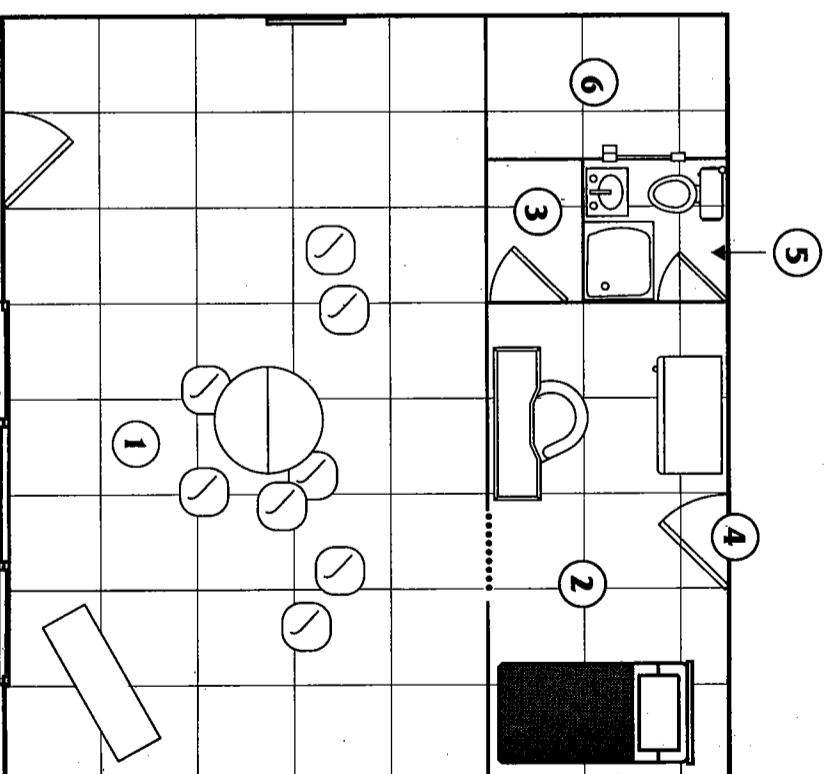
The Ant Warriors do not have the ability to Mask their aura. Anyone who examines them astrally will see that the men are truly powerful, Human-sized ants.

ULISHIA'S SHOP

THE MAIN ROOM (1)

This is where Madame Ulishia did her tarot card readings. On the floor are Madame Ulishia's corpse, at least one Ant Warrior, and any shadowrunners who didn't make the grade. The rest of the room's contents—tarot cards, incense sticks, and pillows—are of no importance.

If anyone wants to examine the corpses astrally, it requires a Sorcery (4) Test because the host bodies of the Insect Spirits are dead. The mage or shaman will have to search the flesh for spiritual residue.



**MADAME
ULISHIA'S**

- - Beads
- Refrigerator
- Pillow
- Secret Door
- 1 Meter

Successes
1-2
2+

Result
The bodies were recently possessed by Spirits.
The Spirits were of a kind the mage has never encountered in his studies. Something about the spiritual residue is simply wrong.

If the shadowrunners examine the corpses of the Ant Warriors physically, they discover that the eyes and teeth are not cyberware. The mandibles grow out of the mouth, and the eyes are not mechanical.

ULISHIA'S BEDROOM (2)

This back room, separated from the main room by hanging beads, has a bed, a refrigerator, and a desk. The refrigerator is stocked with fresh fruits, vegetables, and steaks. However, rotting garbage and trash are piled up all over. The smell is awful.

If the player characters search the desk, they find a small notebook with the label "Child" on the cover. Opening it, the characters discover journal entries of only a few pages. The first entry is dated three months ago.

When the the characters find the Journal, give them the **Player Handout** labeled **The Child Journal**. The word "Pre" in the Journal notes is Rekratr's written shorthand for the Ant Queen at the northside chapterhouse, but it is not her true name.

CLOSET (3)

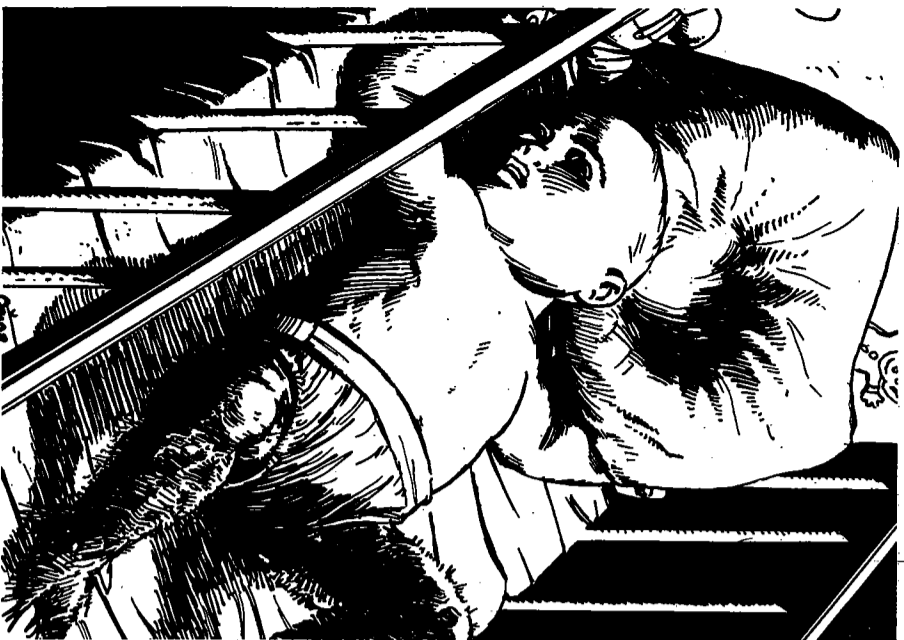
This closet contains Madame Ullshia's clothes, which are more like costumes than normal street clothes. Almost everything is in a jumble on the floor, but there is also a heavy blue box on a shelf built at the top of the closet. If the shadowrunners open the box, they discover it to be filled with flyers for the Universal Brotherhood. Once the player characters open the box and examine the contents, give them the **Universal Brotherhood Flyer** handout, if they have not already received one.

BACK DOOR (4)

The back door is made of thick metal and has a heavy metal bolt. The bolt is difficult to lift off the door and nearly impossible to break through. It has a Barrier Rating of 12.

BATHROOM (5)

The bathroom contains a sink, tub, and toilet, all of which are as filthy as the rest of the house. The charred remains of the fourth Ant Warrior lie here. Under the sink is a cabinet filled with cleaning products, toilet paper, and diapers. A wall contained a hidden door, which has been ripped away. The hole leads to the nursery.



NURSERY (6)

When a character enters the nursery, read the following:

Stepping through the hole in the wall, you enter a small room, no more than two by three meters. Against one wall is a crib brightly painted with bears and brownies. Leaning against the bars of the crib is a brown teddy bear. Extending from beneath a pillow is the arm of an infant.

There is no motion, however, and approaching the crib, you realize that not even the fingers are moving. The pillow is creased from pressure applied to it. Even as you reach for the pillow, you steel yourself against the knowledge that underneath is an infant that has been smothered to death.

The pillow is soft in your hand as you raise it to confirm your fears. When you see what is there, you draw back in horror.

Lying there is a corpse, its face expressionless as though in a calm sleep. Its mouth is slightly parted, but draws in no breath. Its face is that of a baby's, a boy about three months old. But its eyes are those of a creature—silver and multifaceted. Though its arms and torso look Human, its legs are black and thin, the appendages of an insect, covered with sharp, coarse hairs. You notice that its chest is too large, layered with bulges beneath the flesh, like some sort of ridged armor.

You know immediately that the thing in the crib is not the result of cyberware but something wholly unnatural, a horror that never should have seen the light. At the same time, you are sickened by the murder of an obvious innocent. The image of the monstrous child in the crib will haunt your dreams for weeks to come.

The group is now left with a lot of loose ends. If they haven't yet tracked down Bambrá, they can start **Legwork** and attempt to find him. If they want to look into this Universal Brotherhood business, also go to **Legwork**. If they decide to visit a chapterhouse of the Universal Brotherhood without doing research, go to **The Science of Silence**, p. 31.

DEBUGGING

The fight in the first half of this section is a pretty straightforward affair. The only hitch can occur if the Ant Warriors cut too large a swath through the runners. If the player characters start taking too much damage, let Rekratr be just alive enough to rise up from the ground to start a last-ditch effort to clear out his base of operations. He should take an ineffectual swipe or two at the shadowrunners, but put most of his efforts into trashing the warriors. Don't bother rolling the dice for the non-player character combat. If the situation comes down to this, it's time for the bad guys to get cleared out quick.

If most or all of the shadowrunners get wasted in this combat, have them grab new Archetypes, buddies of the first batch of runners, who decide to find out who wasted their friends.

If the runners want to try to track down information about the identities of their assailants and Madame Ullshia, they are out of luck. The best they can learn from the SIN IDs they get from the corpses is that Ullshia is from California Free State and the other two are from the CAS. Trying to punch through to another nation's ID files and track everybody's data is going to take longer than they've got.

SCOPING OUT SUPERDAD'S

TELL IT TO THEM STRAIGHT

Superdad's is on the first floor of a run-down and apparently deserted office building in Kingsgate. The sign outside proclaims GL LS—LIVE G RLSI in spurring neon letters. Upon entering, you see that the sign is true—barely. There are girls, two to be exact. They are moving perfectly out of time to the music on a stage set behind a U-shaped bar. Along the walls are tables with built-in stools. A door to the bathroom is to the right of the bar. To the left is an emergency exit, an office, and a dancers' entrance.

The lights on the stage are red, and the girls emotionlessly grind to throbbing hits from three months ago. The bartender, a young kid, seems chipped up pretty high on something. He tosses the bottles in the air and shouts "You?" while pointing his finger at anyone who's just finished a drink. A man and a Dwarf are watching a football game on a trivid set strategically over the dance area. They are definitely more engrossed in the game than the girls. Each time the L.A. team makes a break for their goal post, the Dwarf screams, "I will kill you! I will kill you!" at his companion, the words heavily accented with Portuguese. If they lose the ball, he slams his arms against the bar and drives his forehead into his fists.

The place is packed with about 20 men, all watching their drinks more than the girls or the game. Most appear to be blue-collar workers, with a handful of truckers.

If the shadowrunners got a description of Bambrá, add:

You scan the crowd, but see no one matching Bambrá's description.

BEHIND THE SCENES

Bambrá is in the back office. He's a friend of the co-owner, Fernando, the Dwarf with the strong ties to the L.A. Griffins. No one but Fernando and his brother, Speedo, the bartender, know that Bambrá is in the place. Use the **Bartender Contact**, p. 163 of **Shadowrun** for both Fernando and Speedo. The map for Superdad's is in **Crossfire**, p. 28.

If the runners ask any of the men about Bambrá, they get only blank shrugs. If they talk to the dancers, the girls will sway their hips and look at them with feigned interest, but really have no information to give. They hang out just long enough to find out whether or not they're going to get some nuyen transferred to the credit sticks hanging from the cords around their necks.

If anyone roughs up a customer or one of the girls, 15 of the patrons will actually intervene. Superdad's is where they go to relax and get the frag away from the turmoil of the outside

world. Anyone bringing it inside isn't going to be very popular. Use a combination of 10 **Dockworker Contacts** from p. 109 of **Sprawl Sies** and 5 Human Pedestrian Contacts from p. 116 of **Sprawl Sies**. The patrons treat the situation as a brawl and draw no weapons. If a fight breaks out, Speedo is on the phone to the cops in a flash. Because Superdad's is a favorite cop place, they show up in a couple of minutes. Use the **Street Cops** from **Available Now**, p. 12.

If the shadowrunners ask Fernando about Bambrá, he eyes them warily and says he knows Bambrá, who was in earlier but left hours ago. If the shadowrunners persist in their questioning, they will notice Fernando trying to catch Speedo's eye.

At this point, Speedo casually attempts to push a button under the bar. Speedo isn't a casual guy, however, and the runners have little difficulty catching the action. The button activates a buzzer in the office and is Bambrá's signal that heat has arrived and he better fraggin' move his Irish but.

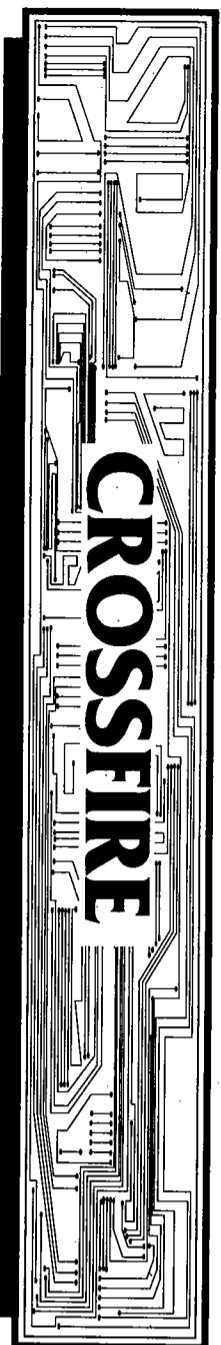
If the runners talk to Speedo, first he shouts that he has no idea who they're talking about, and then keeps asking them if they want a drink. He'll wait until he thinks the shadowrunners aren't looking and then press the button. Again, the shadowrunners easily notice this.

As soon as the shadowrunners make a break for the office, Speedo hits the button again and Bambrá is breaking for the back door of the office.

If the shadowrunners remember that they are in a public area with average guys who really don't give a frag about other people's problems, this section should move along smoothly. If, however, they treat the people in the bar the same way they would a group of ninja assassins out for their blood, then work the scene against them, with the mob rising up against the runners and the cops arriving real soon. The player characters should be warned that roughing up everybody they meet is a bad way to conduct business. Shadowrunners are so-called because they work in subtle ways and with a degree of aplomb. If they simply broke people's fingers every time they needed information, they'd be called thugs or enforcers.

If a fight does break out, Bambrá will stick his head out from the back office to see what the commotion is. Someone on the players' team should spot him. Bambrá will then run for the back door and lead the group into **Crossfire**, the next section.

If the shadowrunners go directly for the office or sneak around the back alley to the office, go to **Crossfire**. If they don't do anything about checking out the office, even after seeing the button pushed, wait a few moments and then tell them they think they hear gunshots from outside. When they move to investigate, they hear the shots coming from the alley behind the bar. If they investigate, go to **Crossfire**.



TELL IT TO THEM STRAIGHT

If the team goes to the back office, read the following:

You enter the office, a small room crammed with a cot, a desk, and a stack of boxes filled with bottles of beer. At the same moment, the rear door of the office slams shut. You race through the door and you're out in an alley behind the bar. You see Bambrá to your right, long coat flapping wildly as he races for the street. A sudden squeal of tires heralds a car swerving into the alley, its headlights cutting a blinding swath through the darkness. The car screeches to a halt and Bambrá dives for cover behind a pile of garbage cans.

The doors of the car open and you can just make out four legbreakers with automatic weapons setting up to rattle the alley with lead.

If the team wanted to cut off Bambrá's escape through the back door and either entered the office from the back door or approached it from both the front of the bar and the back door, read the following:

You enter the office and find a small room crammed with a cot, a desk, and a stack of boxes filled with bottles of beer. A tall, thin, red-haired man is lying on the cot. He leaps up immediately, and goes for a gun in his coat pocket. His left hand is in a cast and his face shows the bruises of a recent battle. Seeing that he is outnumbered and outgunned, Bambrá freezes and raises his hands.

"All right," he says, "if you're going to waste me, fine. But first tell me what you did with the girl."

At that moment, a thug crashes through the door with a machine pistol and opens fire.

BEHIND THE SCENES

At this point, Bambrá assumes that the shadowrunners are goons sent by the Brotherhood to finish up the beating he escaped earlier. In fact, the Brotherhood's goons arrive just after the shadowrunners.

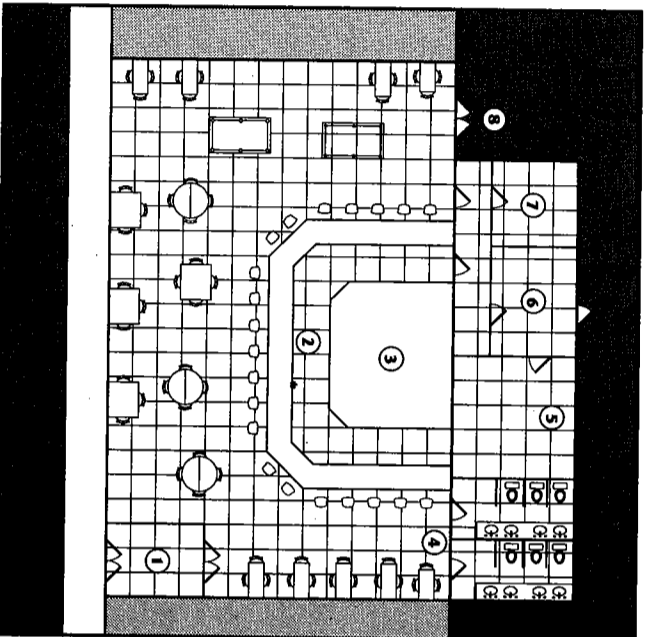
The four goons are Universal Brotherhood enforcers (natch). They aren't possessed and they don't know nothing about no Insect Spirits. They're just well-trained men of violence who realized that their lives were empty until they joined up with the Universal Brotherhood. Now they're fulfilled, well-trained men of violence who do the Brotherhood's bidding.

BROTHERHOOD ENFORCERS

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

Dice Pools: Defense(Armed) 1, Defense(Unarmed) 3, Dodge 4
Skills: Car 3, Etiquette(Street) 5, Firearms 5, Unarmed Combat 3
Gear: Scorpion MP-125 (clip APDS), 1 extra clips, 4M2, -1 to ballistic armor, Secure Long Coat (4/2)

Character	HP	MP	Stun	Stagger	Stunned	Dead
Enforcer 1	10	10	0	0	0	0
Enforcer 2	10	10	0	0	0	0
Enforcer 3	10	10	0	0	0	0
Enforcer 4	10	10	0	0	0	0



- Superdad's**
- ① - Main Entrance
 - ② - Bar
 - ③ - Dance Area/Stage
 - ④ - Restrooms
 - ⑤ - Stock Room
 - ⑥ - Office
 - ⑦ - Changing Room
 - ⑧ - Emergency Exit
- - Buzzer
 □ - 1 Meter

If the fight is happening out in the alley, the four thugs were rushing to Superdad's after getting a tip (they did break fingers, by the way) and pulled into the alley to park. They spotted Bambrá just as they arrived and decided that the shadowrunners were the detective's backup.

If the shadowrunners cornered Bambrá in the office, the situation is a little different. In this case, the thugs pulled into the alley and sent two guys to the back door and two to the front. When the thugs bust through the back door, there is a chance they will catch the shadowrunners off-guard. Each player should make a Reaction (4) Test.

- Successes**
- 0 The character is totally surprised. All he can do for the first turn of combat is attempt to dodge their shots. The character does not even have a chance to pull out his weapons until next turn. The character can dodge, move, and so on normally, but all his tests for the first turn are at +2 to the target number. The character can react normally.
 - 1 The character realizes that someone is outside the door the split-second the thugs are opening the door. The character gets one action before the thugs enter.
 - 2 The character can react normally.
 - 3+ The character realizes that someone is outside the door the split-second the thugs are opening the door. The character gets one action before the thugs enter.

Five rounds after the two thugs come through the back door, the other two thugs come around to the office from the front and join in the fight.

Bambrá, a good judge of character in tight spots, will shoot at the thugs and not at the shadowrunners.

The Brotherhood enforcers will fight to the finish. In the event that one is captured, he will have nothing to say, like the gang members in **Switching Targets**. The men are equipped with APDS rounds, issued to them by the Brotherhood. Again, the presence of those rounds means that something unusual is happening. It is not necessary for the goons to talk, for Bambrá will gladly share his information and expose the Brotherhood connection.

Once the goons are out of the way, Bambrá introduces himself to the team and asks if they wouldn't mind sitting down to share information. He suggests that they take off for a new hideout so that he doesn't get his friends in any more trouble. Once a place is chosen, go to **Battleplans**, the next section.



BATTLEPLANS

BEHIND THE SCENES

This section is intended to give the shadowrunners a breather so they can think for a bit. It might be necessary to give them more than one section like this. For example, the team might hold a council to determine the best course of action for getting more information on the Brotherhood, and then a second meeting to determine how best to bust into the Redmond chapterhouse.

This is also the first time the characters have a chance to talk to Bambrá. He should, in effect, become a member of the team. Though they're researching for the necklace and he's going for the girl, their goals are linked and they have every reason to pool their resources. This also means that if the group went straight for Bambrá and missed all the fun stuff about Madame Ulissha (starting with Victoria's apartment and going on), use Bambrá to guide them back to the psychic's shop just in time to catch the end of **Family Feud**.

Now's a good time for the characters to start putting together the information they've been gathering. If they're missing some stuff from sections they skipped over, use Bambrá to fill in gaps. No one knows the whereabouts of either Victoria or the necklace, of course. Though it seems certain that she's probably at a chapterhouse, the team will have to visit a Brotherhood chapterhouse or deck into their system to get concrete facts.

Bambrá's main function in this section, and in the adventure, is to appeal to the group to help him rescue Victoria. The idea is to get them to turn this mercenary venture into a quest with a "higher purpose." What Bambrá and the shadowrunners probably don't know yet is that Victoria is as good as dead because she's already been cocooned. But that depressing discovery should not occur until the end of the adventure. This will set them up for a big fall, for the bad guys win in **Missing Blood**, whether the shadowrunners get the necklace or not. Here's what Bambrá has to offer the runners:

• He is positive that Victoria was a member of the Redmond chapterhouse. Not only is it but 20 minutes by public transportation from where she lived, but people living near the chapterhouse say they saw her in the neighborhood.

• He won't tell the shadowrunners not to go talk to the folks at the UB, but he'll suggest that it will be a waste of time. When he tried it, all he got was beaten up. Then those "gentlemen" showed up at Superdad's. They seem to have some information about people looking into Victoria's disappearance.

• He offers to help them raid the chapterhouse. If they help him get Victoria, he'll help them get the necklace. Having seen how well he handled his gun in the fight at the stripper bar, they should realize he'd be a valuable asset.

Bambrá will really push for the team's help. He will plead

("You don't understand, I've got to find her"), use logic ("We can help each other"), angry manipulation ("I always said that shadowrunners weren't just nuyen-sucking machines until I met you guys. Now I'll know to keep my mouth shut.")

If it really gets tight, try this:

"Look, I know you guys were hired to do a simple job. But here's the thing, the job isn't simple anymore. There's someone in trouble now, someone who had no idea what she was in for, someone we can help. And it's not just her. If we get her out, we might be able to find out what's going on with the Brotherhood. You've got to admit that this whole thing is pretty weird. Maybe we can help other people from ending up in the same mess. Look, we're all going in there. I'm just saying we do as much good as we can as soon as we can."

DEBUGGING

If the characters have gotten a copy of *The Universal Brotherhood*, they might feel that common sense dictates that the whole shadowrun should be scrubbed. After all, they can't get hold of Simpson to get more money for running the higher stakes (he couldn't afford it anyway), and the UB looks like it might be the biggest piece of bad news since the Crash of '29.

That's why Bambrá is so important. Use him to shift the focus from nuyen to concerns about the future of the Human race. "Look," Bambrá can point out, "we don't know if the document is even true, yet. But I think we better know for sure. Unless we have something more to go on than undocumented data files, we aren't going to get anyone to believe this."

Even if the shadowrunners won't help Bambrá get Victoria, he asks that they raid the chapterhouse together. Once inside, he'll go his way and they'll go theirs.

From here, the runners could go to the Redmond chapterhouse just to check it out (**The Science of Silence**, p. 31), deck into a chapterhouse system (**A Frozen World**, p. 33), or go for an attack in **Assault**, p. 36.

THE SCIENCE OF SILENCE

TELL IT TO THEM STRAIGHT

The following section is written with the assumption that the characters are going to the Redmond chapterhouse at Belmont and Waveland. If the team goes to one of the other three chapterhouses, don't sweat it. Though each chapterhouse has its own unique elements, for the purposes of this section, it doesn't matter which chapterhouse they choose. It might be necessary to revise the external description, but otherwise what happens is all pretty much the same.

When deciding which chapterhouse to visit for a casual look-see, the two obvious choices are **The Octagon**, which is the biggest in town, and the chapterhouse in Redmond, in the Kingsgate area where Victoria lived. If the player characters have not put together the fact that there's a chapterhouse in the same part of Seattle as Victoria's apartment building, be sure to point it out to them. This should encourage them to head for the Redmond chapterhouse.

Arriving at the chapterhouse, you find that it has been built into an abandoned four-plex movie theater. The building is large enough to house several small theaters and has two floors of office space above it. The facade has been cleaned and the building is the most attractive edifice on the block. The marquee is still in place and declares, "The Universal Brotherhood—Come in and find the power of Belonging." A few people are leaving the building and others are entering.

Passing through the doors to the chapterhouse, you see that the lobby has been converted into a bookstore and information center. There are racks of books about the "science" of the Universal Brotherhood, books on depression, books on difficult childhoods, books on repairing one's self-esteem, books containing testimonials of people who got help from the Brotherhood.

In the information booth is an attractive woman, about 25 years old, who seems to fraggin' radiate confidence and charisma. When you look over at her, she smiles at you, inviting you to come and ask questions. A sign above the booth says "Discovery Meetings Every Tuesday Night."

You notice two uniformed guards in the lobby, each wearing UB patches on his shoulders. They also sport pistols. Though the guards look relaxed, you can tell they are ready for action at a moment's notice.

The theater was a four-plex. Double doors lead to two theaters on the first floor, and staircases on either side of the lobby lead up to the second-floor theaters. There is also a small side door on the right side of the lobby. A few people are walking up the stairs, smiling happily. A man also exits from the small side door. He crosses the lobby, nods at you confidently, and exits the building.

Read the following if a runner is assessing the location astrally:

You separate yourself from this reality and ghost your way to the chapterhouse. As you pass through Kingsgate, you are almost overwhelmed by the sense of despair around you. You pass by hovels housing people with no hope, no future, the fire of their lives reduced to a dying ember. As you approach the chapterhouse, however, the people on the street project a sense of joy and inner peace, as though a flame were kindled in their hearts. They all seem to be coming from or going to your destination: the chapterhouse.

When you reach the chapterhouse, the sense of joy and peace in the street is stronger, but an astral barrier is up around the house. There is no way for you to breach it without alerting the creators.

Wolf howls.

The last line should be read only if the magician is a shaman. Change the name of the Totem and the response as appropriate. For example: **Bear growls, Eagle screams, Raven crows, Snake hisses, etc.** This line is only to let the shaman know that *something* is not right with the place.

BEHIND THE SCENES

The map in **Assault** describes the different parts of the chapterhouse. Around the building is an Astral Barrier with a Force of 6. Attempts to breach the barrier will occasion the appearance of a Fire Elemental. Rather than attacking, the Elemental will tell the astral character that there is no need for force. The magician need only come into the chapterhouse, and the Brethren will help him with whatever is troubling him. The Elemental will then vanish. If the character continues to attack the Barrier or breaches it, three True Form Male Fly Spirits with a Force of 6 will attack. The Fly Spirits will not pursue anyone who runs away.

If the players attempt to physically enter the chapterhouse, they are in for just as much stonewalling. As the Brotherhood has already tagged the shadowrunners, either through Madame Ulissha or through the contacts who spotted the team searching for Bambrá, the runners will not get past the lobby without a fight.

Everyone on the first three floors of the building is fully Human. On the fourth floor are three Human hosts possessed by Fly Spirits. Use Rekratr's stats, p. 17, for these three bureaucrats.

The full stats for the building's guards are given in **Assault**, p. 36.

Use the **Former Wage Mage Archetype**, p. 38 **Shadowrun**, for Judy, the woman in the information booth. Her stats

are also listed in **Assault**. Her orientation is the Prowler list of spells. She is also an initiate of the fourth grade. Being a mage, she has a good idea of what is going down at the Brotherhood and she wants a piece of the action. Judy is currently Masking her aura. If a shaman or mage in the group wants to assense her, make a secret Magic Test against Judy's Essence of 6. To get past the Mask, the shadowrunner needs a number of successes equal to the Judy's grade (4), minus his grade. If the test fails, the mage sees a "mundane person." If the test succeeds, the shadowrunner knows the woman is a mage. If a copy of **The Gimmote** is not available, the gamemaster won't understand all this stuff about grades. Not to worry. Just play it as though none of the mage-type runners can penetrate the Mask.

Besides giving out information about the Brotherhood, one of Judy's main functions is to screen those with magical abilities, especially shamans. She will assense the team and determine which, if any, members of the group have magical abilities. If the players get into combat here, Judy will attempt to neutralize the magic-users with a Chaotic World spell.

Judy recognizes the team as the same runners who have been seeking information about Victoria DeLing. Her job is to get the shadowrunners to leave as quickly as possible.

If the shadowrunners try to go up the stairs or enter any of the doors, Judy calls out to them, "Excuse me! Can I help you?"

If the team pays no heed, one of the guards steps up and says, "I believe the woman in the information booth would like a word with you."

If they still want to go on their way, Judy presses an alarm in the booth and it's time to go to **Assault**, whether the shadowrunners are ready for it or not.

If the shadowrunners go to the booth, they see that Judy is wearing a name tag. She smiles up at them and says, "Would you like some information about our organization?" If the players have yet to get the Universal Brotherhood flyer, give it to them now from the **Player Handouts** section.

"Our Discovery meetings are every Tuesday night at seven-thirty, and we suggest that anyone interested in the Universal Brotherhood attend a Discovery Meeting to find out what we're all about. Now," she says, an edge creeping into her well-trained voice, "we prefer it when the interest in the Brotherhood is genuine. You don't know how disappointed and saddened we are when someone tries to gain entry to the Universal Brotherhood under false pretense. When you've had time to think about whether you truly want to join, then please come back Tuesday."

By the time her speech is done, six more guards have entered the lobby. If the team does not want to leave, a guard approaches. "The lady asked you to leave," he says. "I don't think any of you wants trouble. There's enough of that in the world already." If the runners try anything, the guards shoot to kill.

DEBUGGING

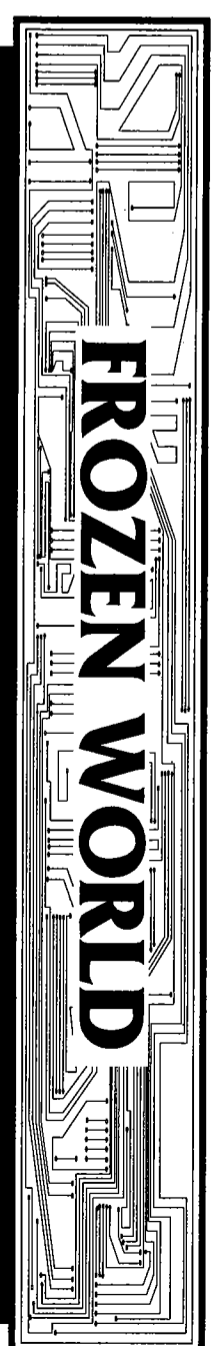
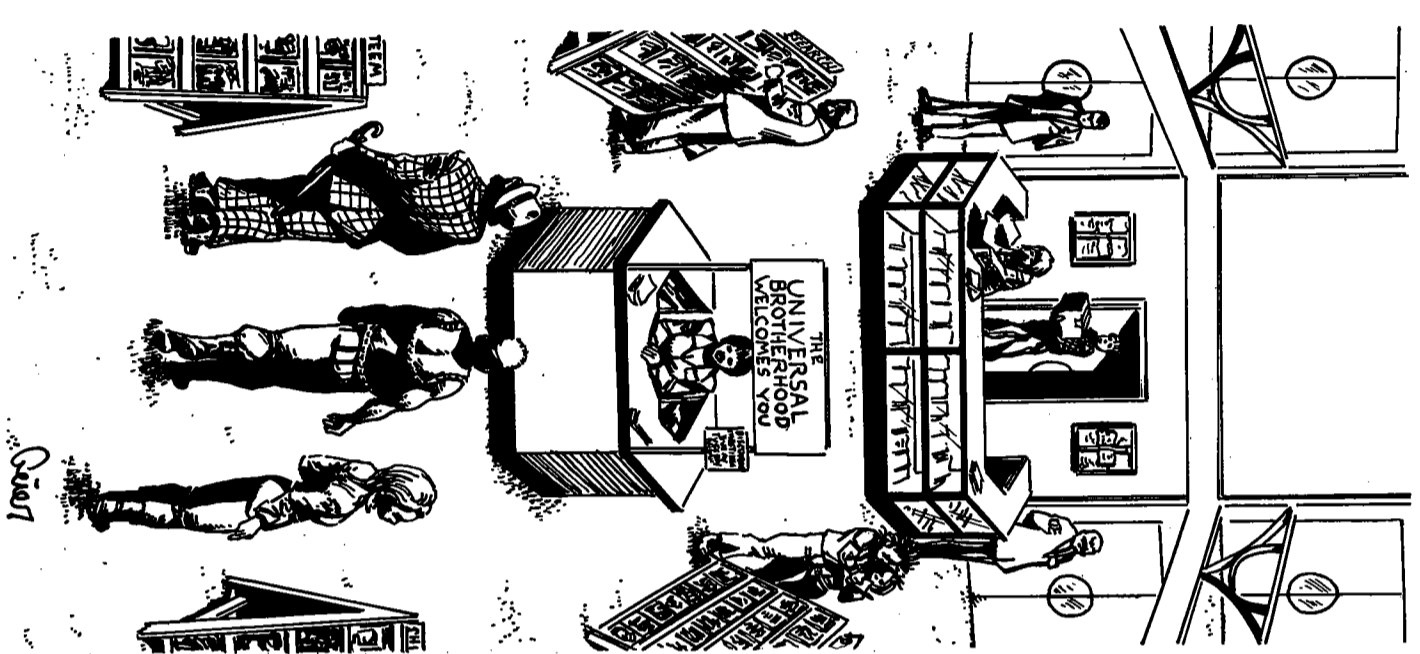
This scene reveals that the UB is onto the shadowrunners and that dealing politely with the cult is going to garner very little success.

If Bambara has met up with the group, he will not accompany them to the chapterhouse for just a visit. He knows they

want him and he's not about to hand himself over.

If the group decides to shoot their wad now, flip over to **Assault** and let the chips fall where they may. If this is what they want, let them have it.

If they leave calmly, the runners have several options. If they try decking into the Brotherhood systems to get data about Victoria's whereabouts, they discover that the Brotherhood data is in a **Frozen World**. They might also want to get together with Bambara and make **Battleplans**, p. 30.



BEHIND THE SCENES

The shadowrunners may want to check out the Brotherhood systems in order to locate Victoria and the Blood necklace. Each of the four chapterhouses in Seattle has its own system address, but each system is identical in design. That means the decker can use the map and map key below, no matter which UB system he accesses.

Though the system maps are identical, each system holds different information. Only The Octagon and the Redmond chapterhouses contain information about Victoria and the necklace. A copy of *The Universal Brotherhood* is currently on file in each system, so the runners can grab it now if they didn't get it in the course of their legwork.

To track down the chapterhouse computer system address, the decker must make a Computer Skill Test against the UCAS's RTG security code (that's a Target Number of 4, with a whopping 1 success required, chummer). For details on this, see **Shadowrun**, p. 100. The decker must declare which chapterhouse he's going for before making his test.

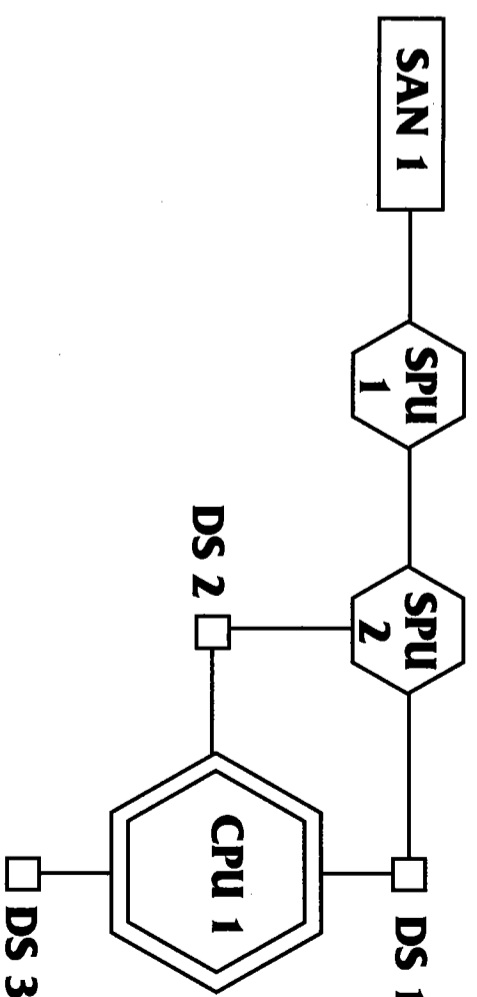
Once the decker has an LTC, he can start working his way through the system.

UNIVERSAL BROTHERHOOD MAP KEY

SAN-1: Directory # (63-7516) Red-3, Access (modified) 6. The SAN appears as a giant orb of white light. As the decker approaches, a small sphere of light detaches itself from the orb and floats over him. It speaks to the decker in the voice of a kind but authoritative woman. "Welcome to our chapterhouse. As we are all brothers, you have every right to be here. But because some of our files, such as our bank account records, must be kept safe, we hope you will understand that only some are open to your perusal. Have you ever thought of coming to a Universal Brotherhood Discovery Meeting?"

The small white light is an Access IC and is modified to act as a tag for deckers who are in the chapterhouse Matrix. The program will be referred to as Orb for the rest of the text. As long as the little white light is following the decker, he can bypass a lot of the IC in the rest of the chapterhouse Matrix. That is, as long as he doesn't do anything the Orb asks him not to do.

If a decker approaches the SAN with the proper passcode, the Orb simply floats alongside the decker as he travels through the Matrix. The passcodes are only given out to members of the Brotherhood. Depending on the particular passcode, the Orb will give the decker different levels of access to files and data.



If a decker approaches the SAN without the passcode, Orb will let the decker into the chapterhouse Matrix, floating alongside him, pestering him about his buried angers, his feelings of inadequacy, and offering the Universal Brotherhood as a solution to all his problems. "All this sneaking around," Orb might say, "You know it isn't a decent way to live. There's no need to encourage such distrust in the world—a world already rife with so many problems. The Universal Brotherhood can help you, you know."

If the decker throws a Deception program at the IC, Orb will float alongside the decker but remain silent. The runner will have the same access as if he hadn't run the utility, but he won't have to put up with the thing constantly babbling at him about the Brotherhood. Running a successful Deception also affects the Trace and Report program (see below).

If the decker runs a Sleaze, he gets past Orb, but draws a lot of trouble to himself. Orb ensures that most ice won't run against a decker unless he does something really aggressive. Traveling through the Matrix without Orb means that the decker will activate every IC the second he enters a node.

SPU-1: Orange-5, Trace and Report 4. This SPU controls various audio-visual equipment that is used for Discovery and Guidance Meetings.

Once the decker passes through the soft white surface of the SAN, he enters a large garden that extends as far as the eye can see. (Because the Matrix is made up of icons, the world can be made to look as large or small as you want it to). An attractive man, neatly dressed in corporate garb, is sitting on an old-fashioned wrought iron metal chair in the middle of a gravel circle about five meters across (again, the appearance of being five meters across). Before him is a table holding a small computer terminal. An empty chair is on the other side of the desk and five more empty chairs are at the edge of the gravel circle.

If Orb is still active, he says to the decker, "This is Timothy. I think you'll like him."

Either way, the man rises from his chair, smiling as he introduces himself. He asks the decker to take a seat so they may talk before he goes further into the chapterhouse's Matrix.

If the decker does not comply, Timothy sits down and types into the computer. He is activating the Trace and Report program (of course, he is the program). The decker can attempt to block the program using his utilities.

If the decker does sit down, the icon first tells him how happy the Brotherhood is to have him as a guest. Then he asks if he'd be willing to give some information about himself. Timothy would like a name and the phone number of the decker's entry point into the system. Timothy will then type some information into the tabletop computer (he is activating the Trace and Report program). If the information does not match up or if the decker is later responsible for contradicting the rules of the system, four green-shirts appear at the point of the decker's location within ten minutes. Use the **Company Man Contact**, p. 164, **Shadowrun**, for the green-shirts.

If the decker simply walks past the icons, they will try to activate the Trace and Report and the green-shirts are immediately sent to the decker's real-world entry address.

If the decker seized Orb and thus is not properly "tagged" by the Access program, the Trace and Report automatically tries to run itself and the decker enters the node with Timothy still

typing into the terminal.

If the decker ran a Deceive against Orb, then the silent icon marks the decker as a person already logged with the Brotherhood. Timothy simply nods hello to the decker, smiles, then continues looking contentedly about the garden.

A small stream travels through the garden to a sub-processing unit.

SPU-2: Red-4, Tar Baby 3. This SPU controls the air conditioning and lighting systems for the chapterhouse as well as serving numerous I/O devices used to input and retrieve data from Datastore-1 and Datastore-2.

The decker comes to a fork in the stream. An old man sits fishing on the bank of the stream, his feet resting in the water. Little sparkles of light, which look like the sun reflecting off the water but are really data entering and leaving the system, travel up and down the forks of the stream.

If the decker is with a quiet Orb, the man smiles and nods a greeting.

If the decker is with a talkative Orb (that is, the decker is not recognized as a member of the Brotherhood), the man invites the decker to "sit a spell" with him. The man then relates a story about how he was not fulfilled in life until he joined the Brotherhood. It's got all the classic elements, including close to suicide, success but no happiness.

If the decker does not have Orb with him, the man (in reality the Tar Baby program) snaps his reel back and attempts to "snag" the utility from the decker.

Datastore-1: Orange-3, Killer 5. This datastore contains files on the chapterhouse's membership (or, if the decker is in the Octagon system, the membership for all four chapterhouses).

The decker follows the stream to a kind of office set up along the banks of the stream. There's a desk with a computer on it as well as a multi-line phone. A man, relaxed and competent, sits behind the desk. He greets the decker and asks what he can do for him.

The man behind the desk explains that no one has anything to hide once they enter the Brotherhood and so all files are open to anyone who wants to look at them. The files are contained in the fruit growing in the trees along the stream. To access the file, the decker need only find the apple with the subject's name carved in small letters on the skin and eat it. The icon grows back when the file is plucked. The orchard around the stream contains about 10,000 Mp (40,000 for the Octagon). If a Browse is used to search the database, the keywords "Delling" or even "Victoria" might work. The entry reads:

Delling, Victoria/Redmond Chapterhouse

Discovery Meeting: 7-3-49

Joined: 7-12-49

Inner Circle: 8-21-51

Progressing.

The decker notices another orchard on the other side of a fence. Orb or the gentlemen behind the desk explain that it contains records of donations by members of the Brotherhood. Membership is not a secret, but the Brotherhood respects its members' right to keep their incomes, or lack of income, their own business. The system icons indicate that the orchard is off-limits. If the decker attempts to get over the fence, the business-man pulls out a heavy pistol and tells him to stop. The Killer Ice has been activated.

If the decker gets across the fence and accesses "Delling,

"Victoria," or "Blood," he finds a fruit with the following data:

Donations:
Delling, Victoria
Liquidated assets:
11,000¥ of furniture and household items
157¥ misc.
580¥ clothes
120¥ jewelry
Retained:

Blood Necklace, Jewelry (Est. Value 60,000¥)

Note: Necklace is a unique piece that will remain in the Redmond chapterhouse coffers until interest in Delling has subsided or been removed. Pawning too soon could leave a trail back to the Brotherhood.

If Orb is still with the decker and he has killed the businessman, whether or not the Access program had been deceived, he begins to extol the virtues of the Brotherhood in riddling one of excess anger and the importance of belonging to the world rather than fighting it.

Datastore-2: Orange-3, Scramble. The stream leads to an area where men and women are happily arranging colored rocks across a giant, open field. They are dressed in colorful, loose clothing. If the decker inquires as to the types of files he is observing, he is told that these are financial records of the chapterhouse. They report book sales, expenses for the soup kitchen, and so on. Each file contains 3 Mp each and can be read without difficulty.

The decker also comes across a series of stone patterns that never stop shifting around. If he tries to read them, one of the workers comes up to his icon, touches it gently, like any good Brotherhood member, and says, "These are our bank accounts. I'm sure you'll understand if we don't want you accessing these. You can, of course, receive a printed report of our accounts from the chapterhouse."

The bank data file is nothing but garbage. Like the other files in this database, these are the "public" reports shown to the government. If the decker gets into the file, he ascertains that the chapterhouse has 17,073¥ in the bank of Security Savings. It is a 30 Mp file to download. It has a Scramble on it so a decker will believe he's hit the chapterhouse's piggybank.

CPU-1: Red-7, Black IC 8.

The streams lead to a small pond with a small cottage next to it. Orb informs the decker that he's not welcome here. If the decker enters the cottage, he finds an office filled with countless cubicles. The room is much bigger on the inside than the cottage was on the outside. A few people look up and a corp type asks what the decker wants. No matter what the decker says, the icon replies, "I understand your curiosity, but you must understand that some areas are off-limits until we are certain we can trust you." The decker can attempt to run utilities to get past the businessman.

The black IC is in the form of eight green-shirts. If the IC starts taking damage, the green-shirts appear to die.

There is a door at the other end of the CPU.

Datastore-3: Red-7, Barrier 5, Trace and Burn 6. The datastore looks like a room containing a bank vault. There is a nervous-looking little clerk-type who throws up his hands as soon as the decker enters the room. This is the Trace and Burn. It will take off for the door as soon as it has a fix on the decker, no matter what the condition of Orb.

The vault contains all kinds of goodies contained in safety deposit boxes, but at the top of the list of interest for the decker is:

- A cache of nuyen. System operation permits transfer of funds (500,000¥) from the chapterhouse's second Security Savings account. The money must be fenced normally. For purposes of downloading, this is a 100 Mp file.
- If the decker checks the names "Victoria" or "Delling," he pulls up the following:

- Notes: Delling is a dedicated member of the Brotherhood. However, despite our best efforts, she has managed to resist total acceptance and, it is suspected, is keeping major aspects of her life a secret from the Brotherhood.

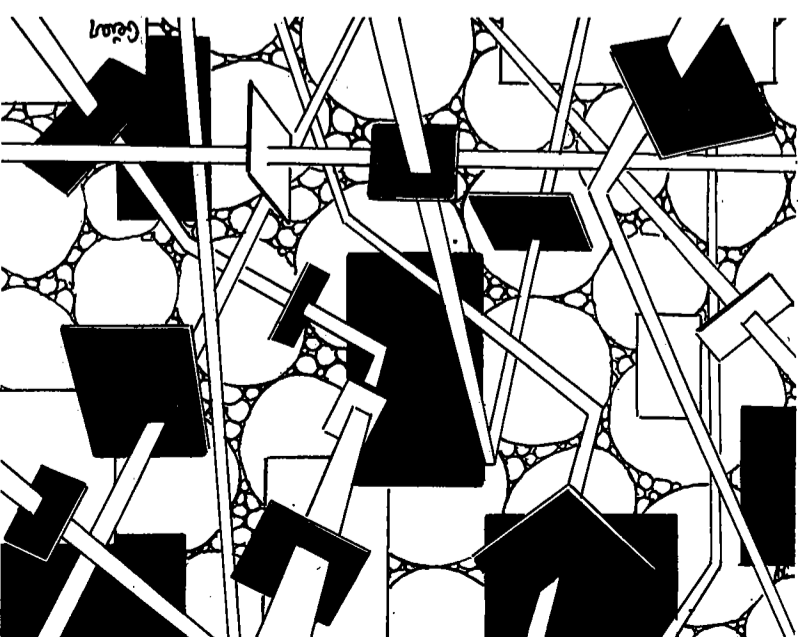
- Update (8-21-51): Moments before her initiation, Delling said the word "Danial." We suspect that this might be the missing element. She never mentioned such a man before. When she does not return, this man may send investigators to track her down. No action will be taken until contact is made by outside agents. At that time, they will be dealt with as quickly as possible.

- Update (8-23-51): Delling has already started generating interest. Proceed with Human muscle. Rekratrach has details on the description of the interested parties.

August 21 was last Sunday's date.

If the decker looks under "Wandery" or "Davitt" or scans for *The Universal Brotherhood*, he digs up a copy of manuscript, which is about 20 Mp long. If he downloads it, give him the handout.

If the system goes into External Alert, the chapterhouse has two Major League deckers (**Shadowrun**, p. 116) who come onto the system to clean it out. They appear as a metallic ant and a metallic fly.





TELL IT TO THEM STRAIGHT

You've geared up, centered out, and locked on. The Redmond chapterhouse is your target and you can feel the familiar edge sliding into your spine. Already your breathing is picking up, your muscles are tensing, and your eyes are catching every detail around you. Something's different this time around, though. It's in your gut. Something's telling you that there's definitely reasons to be afraid.

But here you are. You're a shadowrunner and that means you take that fear and make it someone else's nightmare.

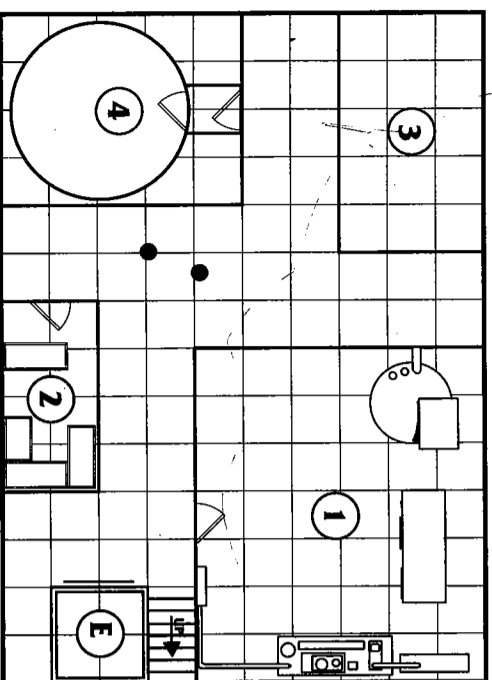
BEHIND THE SCENES

Here we go...

Following are maps and descriptions of the five floors of the chapterhouse. Note that some of the characters in the chapterhouse are only there during business hours (7:00 a.m. to 12:00 p.m.).

The shadowrunners' attack will catch the Brotherhood by surprise. That is, the chapterhouse is prepared to meet an attack, but they won't know in advance that one is coming at that moment. Once gunshots go off, the building will be on alert. The guards will leave their marked starting positions and head for the sound of the combat.

The location of other characters and creatures are noted in



- - Guards
- ⓔ - Elevator
- - 1 Meter

Basement

the appropriate rooms. All of these non-player characters will stay where marked on the map.

If the shadowrunners are not going to help Bambda rescue Victoria, he will hang out with the player characters until he finds the Inner Circle Room. If Bambda goes off on his own and the shadowrunners do not look for him in the Inner Circle Room, they never hear from him again.

REDMOND CHAPTERHOUSE MAP KEY

The chapterhouse is divided into five floors: the basement, the first floor (including the lobby), the second floor, and the third and fourth floors, which are made up of offices.

BASEMENT

NOTE: All the lighting in the basement is dim and red.

Utility Room (1)

This large room houses the heating system, electrical circuits, and so forth for the building.

Supply Room (2)

Boxes of books, pamphlets, office supplies, and such are in this room.

Coffers (3)

This room houses all the valuables gathered by the chapterhouse that have yet to be liquidated. One True Form Male Fly Spirit is in the room.

ASSAULT

TRUE FORM MALE FLY SPIRIT (FORCE 10)

B 10 **Q** 11 **S** 4 **C** 12 **I** — **W** 9 **E** 1 **R** 10A 17* (Str)M2 or Special

*In astral space, receives a +10 initiative bonus, and a +5 when physically manifest.

Powers: Enhanced Senses (Smell), Venom (Damage 10S2)

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

The guard will smell the party approaching and prepare an ambush. As soon as a shadowrunner opens a door, the creature launches itself at the group and attacks with its venom.

The room contains 15 metal boxes. Each box contains a valuable, be it jewelry or creditsticks. The value of the items ranges from 10,000¥ to 60,000¥. After the adventure, make a die roll for each item and multiply the result by 10,000¥. Blood is in one of these boxes. To get cash for the other items, follow the fencing procedures described in **After the Shadowrun**, p. 147-8. **Shadowrun**.

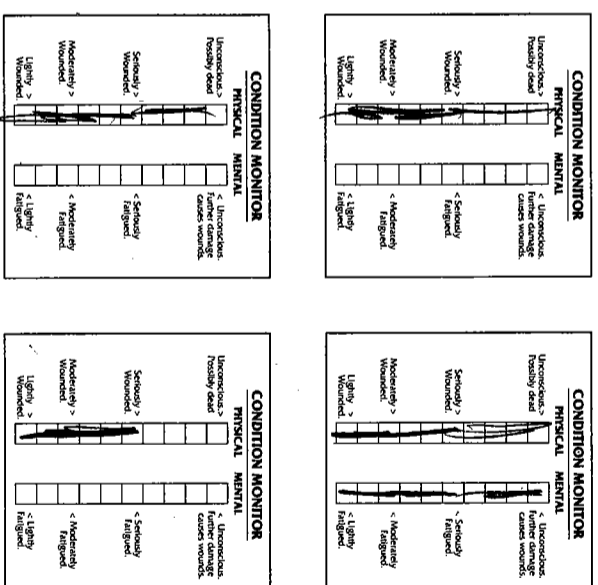
Inner Circle Room (4)

When the characters approach this room, they see that the door is black with gold fittings. Upon entering the room, they become immediately aware that the hall behind the door is very warm and that the floor and walls are soft, almost alive. The lighting is now a dim blue. A strange smell is in the air, "something vaguely familiar, like yeast, something biological."

The next door leads to a circular chamber about 20 meters across. Here the shadowrunners see four Male Flesh Form Fly Spirits and the Fly Queen. The Flesh Forms are tending three bloated, bulging sacs. Looking carefully, the runners see that the sacs contain writhing Humans.

MALE FLESH FORM FLY SPIRIT (FORCE 6)

B 9 **Q** 10 **S** 10 **C** — **I** 5 **W** 1 (6) **E** 13 **R** 9M2 **Attacks**



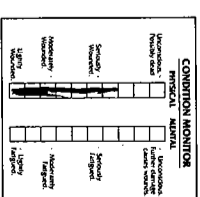
QUEEN

B 14 **Q** 14 **S** 5 **C** 14 **I** 10 **W** 10 **E** 10A 22* 14S3 or Special

*In astral space, receives a +10 initiative bonus, and a +5 when physically manifest.

Powers: Animal Control (Fly), Compulsion, Enhanced Senses (Smell), Fear, Immunity to Normal Weapons, Summoning, Venom

Weakness: Reduced Senses (Sight), Vulnerability (Insecticides)



If the shadowrunners wipe out the bugs and open the sacs, they find one man and two women, one of them obviously Victoria, all in different stages of metamorphosis. Victoria's once-beautiful face is now misshapen, bulging at the cheekbones. Her hair has fallen out and her spine is hunched at the base of neck. She does not react to the characters and seems almost dead. *There is nothing the characters can do for her.* Let them try magic and what-not, making all the rolls and so on, but she is as good as dead.



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FIRST FLOOR

Lobby (1)

Besides the guards, Judy is behind the Information Booth. She'll pull out whatever spells she can to defeat the shadowrunners. There are two guards also in the lobby. During normal business hours, there would also be 20 or so bystanders milling around.

JUDY

B 2 **Q** 1 **S** 3 **C** 1 **I** 5 **W** 3 **E** 6 **M** 6 **R** 4 **Armor** 3/0

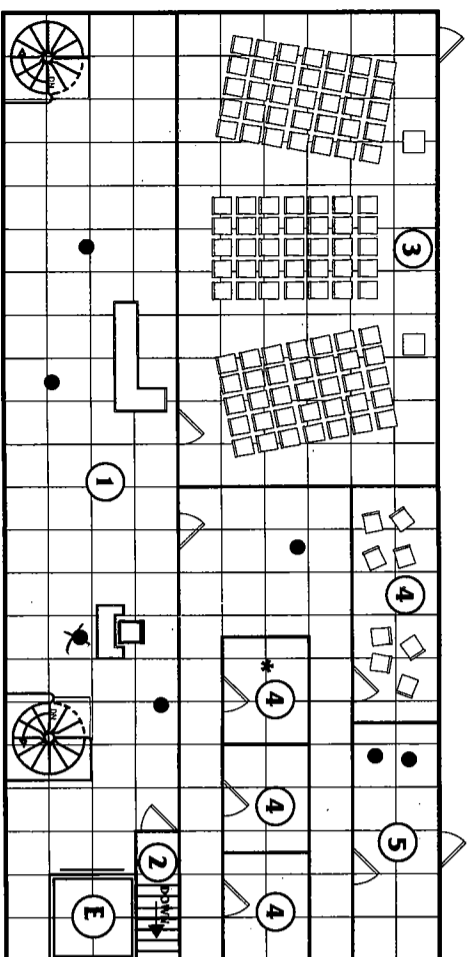
Dice Pools: Defense(Armed) 5, Defense(Unarmed) 5, Dodge 6

Skills: Conjuring 6, Etiquette(Corporate) 4, Firearms 2, Magical Theory 6, Negotiation 2, Psychology 2, Sorcery 6

Gear: Ruger Super Wathawk [6 (Cylinder APDS), 2 reloads, SM2, -1 to ballistic armor] Armor Clothing (3/0)

Spells: Analyze Device 5, Chaotic World 5, Clairvoyance 4, Entertainment 3, Mask 3

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead 10 9 8 7 6 5 4 3 2 1	Unconscious Further damage causes wounds 10 9 8 7 6 5 4 3 2 1
Slightly Wounded Moderately Wounded 10 9 8 7 6 5 4 3 2 1	Slightly Fatigued Moderately Fatigued 10 9 8 7 6 5 4 3 2 1



- - Guards
- ⓔ - Elevator
- Ⓛ - Information desk
- Ⓛ - Bookcase
- Ⓛ - 1 Meter

1st Floor

BROTHERHOOD GUARDS

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

Dice Pools: Defense(Armed) 1, Defense(Unarmed) 4, Dodge 5

Skills: Car 3, Etiquette (Street) 7, Firearms 5, Military Theory 2, Psychology 4, Unarmed Combat 4

Gear: Ares Crusader MPs [40 (clip APDS), 2 extra clips, 4M2, -1 to ballistic armor], Secure Ultra-Vest (3/2), Flash-Pak, Anti-Flash Goggles.

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead 10 9 8 7 6 5 4 3 2 1	Unconscious Further damage causes wounds 10 9 8 7 6 5 4 3 2 1
Slightly Wounded Moderately Wounded 10 9 8 7 6 5 4 3 2 1	Slightly Fatigued Moderately Fatigued 10 9 8 7 6 5 4 3 2 1

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead 10 9 8 7 6 5 4 3 2 1	Unconscious Further damage causes wounds 10 9 8 7 6 5 4 3 2 1
Slightly Wounded Moderately Wounded 10 9 8 7 6 5 4 3 2 1	Slightly Fatigued Moderately Fatigued 10 9 8 7 6 5 4 3 2 1

During the first round of combat, Judy will throw a Chaotic World at any magic-users she can identify. During the next round, one of the guards will activate a Flash-Pak, while Judy drops behind the desk to put on her goggles. Flash-Paks are described on page 45 of the **Street Samurai Catalog**. Once activated, they continuously fire a random sequence of blind flashes of light. When facing a Flash-Pak, a character takes a +4 target modifier to all ranged attacks. Opponents with flare-compensation or anti-flash goggles receive only a +2. The pak will remain active for five minutes.

SECOND FLOOR

These rooms take up an area that was once two movie theaters but that has been divided into small rooms by the addition of walls. Each room contains a dozen chairs. The rooms marked with a (*) have counseling sessions going on during normal business hours. Each contains six new members to the UB and six counselors. There are a total of four guards on this floor.

BROTHERHOOD GUARDS

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

Dice Pools: Defense(Armed) 1, Defense(Unarmed) 4, Dodge 5

Skills: Car 3, Etiquette (Street) 7, Firearms 5, Military Theory 2, Psychology 4, Unarmed Combat 4

Gear: Ares Crusader MPs [40 (clip APDS), 2 extra clips, 4M2, -1 to ballistic armor], Secure Ultra-Vest (3/2), Flash-Pak, Anti-Flash Goggles.

Use **Human Pedestrian (Sprawl Sites, p. 116)** for all the UB members in the room.

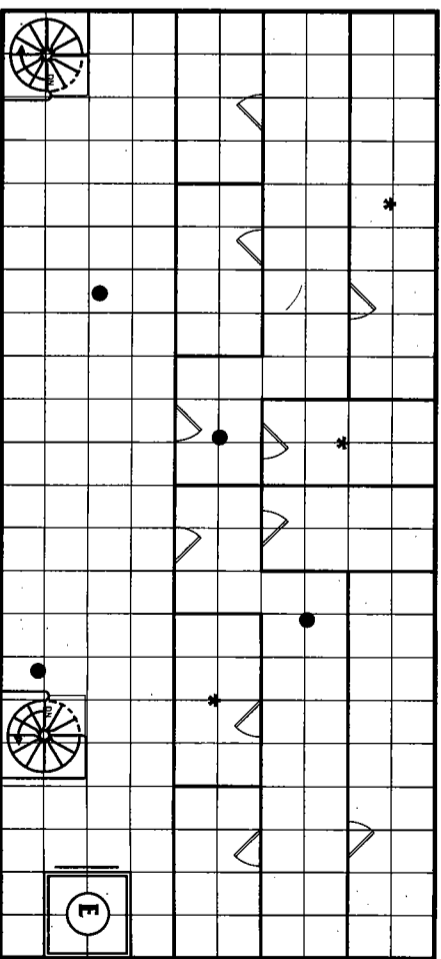
Use **Human Pedestrian (Sprawl Sites, p. 116)** for all the UB members in the room.

Soup Kitchen (5)

The rear of the first floor has a makeshift soup kitchen whose entrance is from the alley behind the building. During normal business hours, there are six kitchen staffers and a dozen street people looking for a meal. Use **Human Pedestrian (Sprawl Sites, p. 116)** for the staff and **Squatter (Shadowrun, p. 170)** for the street people.

The presence of this group will, obviously, hinder the team's ability to sneak in through the back.

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead 10 9 8 7 6 5 4 3 2 1	Unconscious Further damage causes wounds 10 9 8 7 6 5 4 3 2 1
Slightly Wounded Moderately Wounded 10 9 8 7 6 5 4 3 2 1	Slightly Fatigued Moderately Fatigued 10 9 8 7 6 5 4 3 2 1



- - Guards
- ⓔ - Elevator
- Ⓛ - 1 Meter

2nd Floor

THIRD AND FOURTH FLOORS

These rooms are all offices filled with desks, water coolers, file cabinets, computer systems, and so forth. There are two desks per office on the third floor. The chapterhouse operations are on a 24-hour schedule and there is someone at every desk. Everyone on the third floor is a pure Human. Use the **Mr. Johnson Contact**, p. 170, **Shadowrun**.

There is nothing of value in the offices. The records are coded so deeply to disguise the building's income that they would be useless as proof of any wrongdoing. There are two guards on each of these floors.

BROTHERHOOD GUARDS

B 4 **Q** 5 **S** 3 **C** 3 **I** 4 **W** 5 **E** 6 **M** — **R** 4 **Armor** (3/2)
Dice Pools: Defense(Armed) 1, Defense(Unarmed) 4, Dodge 5
Skills: Car 3, Etiquette (Street) 7, Firearms 5, Military Theory 2, Psychology 4, Unarmed Combat 4
Gear: Ares Crusader MRs [40 (clip APDS), 2 extra clips, 4M2, -1 to ballistic armor], Secure Ultra-Vest (3/2), Flash-Pak, Anti-Flash Goggles.

3rd Floor

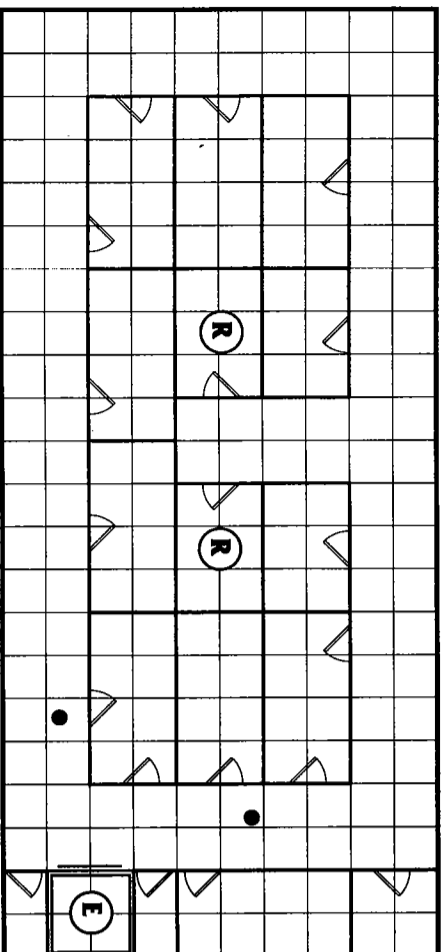
CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead < Moderately Wounded < Seriously Wounded < Lightly Wounded	Unconscious Further damage causes wounds. < Moderately Fatigued < Seriously Fatigued < Lightly Fatigued

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

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

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

4th Floor



3rd & 4th Floors

- - Guards
- ⓔ - Elevator
- Ⓜ - Elevator
- - 1 Meter

DEBUGGING

First off, if the characters die here, so be it. Dealing with the Universal Brotherhood is like that.

Second, if the team isn't going to help Bambrá get Victoria out, he'll hang out with them until he thinks he's found out where she is (the doorway leading to the Inner Circle) and then go off on his own. Before doing so, he says sincerely, "Thanks for helping me get me this far."

Later on, the group will hear gunshots and maybe a scream coming from the Inner Circle Room. If they do not go to investigate, they never see Bambrá again.

If they go to his aid, they find him dead on the floor of the Inner Circle Room, his chest ripped out. One of the Flesh Forms is munching on a leg.

The shadowrunners make it out with their lives and maybe the loot, and then it's off to **Picking Up the Pieces**.

PICKING UP THE PIECES

TELL IT TO THEM STRAIGHT

You've got no trouble getting through the rush-hour crowds, arriving quickly at your meeting spot, the Glass Onion. Simpson is standing there in the lobby, looking expectant and in high spirits. He almost seems to be standing up straight.

"Do you have it?" he asks as you approach. "Wonderful, wonderful! Lucile will be so happy. Thank you so much. Did Victoria...? No, don't tell me. I don't want to know where she was, what she was doing. You know... I think this whole thing was really for the best. Victoria was just some tramp looking for quick cash. She was never going to make me happy. But when she left, I had to examine what it was that was making me unhappy. I talked about it with my father-in-law—I'd never really been open with him before—and that night, the night I hired you, he took me to an organization that I think is really going to help me."

Smiling, Simpson takes out a creditstick with the balance of your fee on it. Then he turns and walks off to his car, whistling.

BEHIND THE SCENES

One of the runners may want to warn Simpson of the dangers of the Brotherhood or to argue for more money because of the run's unexpected dangers. Remind the runner that it is unlikely that Simpson would believe any of the strange circumstances surrounding the Brotherhood. Worse, the man might pass the word that the team was involved in the Redmond chapterhouse raid to the Brotherhood superiors. As it stands, the Brotherhood will have a tough time tracking the runners down. Simpson is their only potential leak, and as long as the team members keep their mouths shut, he'll never know.

If the runners try to take their knowledge public, the attempt is doomed to fail. The Brotherhood's Brethren are too well-entrenched to allow a full public disclosure. Anyone to whom the runners tell the story will mysteriously die; the data will be wiped from the Matrix and the Brotherhood will come after the runners with major muscle.

If the shadowrunners lie low for awhile, the Universal Brotherhood will not make a huge effort to find them, nor will they have much success. The runners should not underestimate how powerful is this enemy, however. At some future time, the gamemaster should weave a couple of scenarios around the Brotherhood's attempts to burn the runners, but not right away. One reason shadowrunners can do what they do is because it's hard to extract revenge against people who don't officially exist.

AWARDING KARMA

If the runners get to the chapterhouse coffers, they're going to be rolling in enough nuyen to help them maintain a low profile for some time. There's also some Karma to be awarded for achieving certain goals in the mission.

- Getting the Necklace 5
- Getting a copy of *The Universal Brotherhood* 3
- Going with Bambrá to the Inner Circle 2





USING THE TABLES

During the course of **Missing Blood**, the shadowrunners might have to do some legwork to get more information, dig up clues, or follow up leads. This is done either through personal contacts or by digging into the Matrix or public access datanets. In this adventure, the player characters should focus their research on the whereabouts of Patrick Bambra, a detective who apparently has some idea of what's going on, and the Universal Brotherhood, which the characters know to be involved in the whole mess, but not to what degree or in what way.

If the characters want to track down Bambra, see **Irishman On The Lam** below. If they want to find out more about the Universal Brotherhood, consult **Behind The Brotherhood**. Each section includes a table showing what information the characters can gather during their legwork.

Any character may talk to a contact once every two hours. All success tests have a target number of 4 and all are unresisted. The die rolls are frequent because **Missing Blood** occurs during a short time span (it's a three-day mission, after all). The shadowrunners are going to have to work every contact they've got in the city. Skills that permit legwork include the appropriate Etiquette Skill (Street, Media, and so on), Computer or Decking, and Negotiation or Interrogation.

Keep a running total of the group's successes from each contact. When the total reaches a given number, give them the information indicated in the appropriate section.

For example, three characters are doing legwork one night. One uses Computer Skill, another uses Etiquette (Media) to plumb his media contacts, and the third is out in the bars using his Etiquette (Street). The first couple of hours they roll 1, 4, and no successes, respectively. Their total so far is 5 successes, allowing them to gather information with a Success Rating of 5 or less in the particular section of the adventure they are investigating. Two of the characters continue for another two hours of work. They each get 2 more successes. The total on that section is now 9 (5 + 2 + 2), and they get all the information with a value of 9, or less.

Keep separate totals for each section. If two characters are after the **Irishman On The Lam** and another is checking details contained in **Behind The Brotherhood**, total up their successes separately. Successes collected in one section do not count for clues in another.

There are two ways to use the legwork tables. The first is to simply make the success tests and read off the information. There is nothing wrong with this and it keeps the adventure moving along. If the gamemaster wishes, he can also use the tables for impromptu scenes. That means fleshing out the circumstances of the test for which the shadowrunner is using

his appropriate skill as well as the information he receives.

For example, a shadowrunner is using his Etiquette (Street) Skill to find the **Irishman On The Lam**. This means that he's using his rougher, streetwise contacts to dig up dirt and possibly the current location of Patrick Bambra. If the character makes some successes, it means that somewhere out in the dark streets of Seattle the shadowrunner has gathered some information. Let's say that he got 10 successes. That's enough information to discover that Bambra is hiding out because he knows that somebody with muscle is after him, and enough successes to also find out where this guy is.

The gamemaster decides that the shadowrunner is at a bar called O'Malley's (that's right, he's just making it up as he goes along), a popular hangout in an Irish neighborhood near Bambra's office. You start the scene with the runner asking a bartender if he knows a guy called Bambra. The bartender directs the character to a shifty-eyed guy named Phil, sitting with a bunch of his friends in the rear of the bar. The shadowrunner has to go back there, make friends with Phil, or buy him off, threaten him, or whatever else the gamemaster decides, to get that information. A scene develops between the two characters as the shadowrunner tries to get the information from the non-player character, who is trying to get something (cash, a favor, a drink, whatever) in return. Realize that Phil might be Bambra's best friend and thus not predisposed to spill information to a total stranger, or he might just have heard a juicy tidbit of data and will sell it to the highest bidder. It's up to you, chummer.

The idea is to bring the information from the legwork tables to life by making the shadowrunners interact with NPCs instead of just reading it cold off the table. Examples of characters giving out information in **Missing Blood** are the meetings with Dent and Lawson at Victoria's apartment house. Each exists primarily to give the player characters data, but each has an environment, quirks, and a point of view about the subject at hand.

In this way, the gamemaster can plug in non-player characters from other adventures (Ferrat from **Dreamchopper**, for example, or other characters that he has invented for previous adventures) into **Missing Blood**. If the runners have to track down one of their familiar contacts to get the dirt on Bambra, it will add a depth to the gaming world. The Seattle of **Shadowrun** will have that much more substance when the various elements of the shadowrunners' lives have continuity rather than appearing once and then disappearing forever.

Legwork scenes also offer good opportunities to weave in other aspects of a shadowrunner's life. For example, let's say that in another adventure one of the shadowrunners owed a great deal of money to a loan shark. If one of the loan shark's enforcers wanders into O'Malley's while the runner is questioning Phil, that character would suddenly have two problems to

deal with: pumping his informant for dirt and trying to avoid being spotted by the enforcer. All because of a simple little bit of legwork.

When setting up such encounters, keep in mind that the scene is intended to add color, not to be another series of tests to get the information. Thus, if the character is dealing with Phil to get his information that Bambra is hiding, the shadowrunner should leave the scene with that information. There's no need to make more tests during the scene. It should simply be the gamemaster and the characters roleplaying the situation. If the runners play the scene really well, however, it might merit them some bonus successes so that they end up getting more information than the original Legwork Success Test would have yielded.

We have compressed all the Legwork information into tables because there is not enough space to develop a full scene for each piece of data on the tables. If the gamemaster decides to roleplay a scene, he knows his characters and game situation more intimately than anyone else.

On the other hand, if it's time for the story to gain some quick momentum or the gamemaster is not comfortable inventing scenes on the spur of the moment, he can simply use the tables or perhaps create a combination of scenes and straight Legwork Tests.



LEGWORK

IRISHMAN ON THE LAM

This section comes into play if the shadowrunners start to look for Patrick Bambra, the detective hired by Daniel Simpson and a man who is now on a personal quest to rescue Victoria Delling from the Universal Brotherhood.

As the runners accumulate successes, the gamemaster begins to give the team all the clues up to and including their current Success Total.

If the characters already have Bambra's name (which they can get from visiting **Madame Ullishla**), they automatically start with 6 successes.

If the shadowrunners find out where Bambra is and want to go talk to him, go to **Scoping Out Supertad's**, p. 27. The Target Number is 4.

Successes

4

Result

A detective named Patrick Bambra has been working on an extramarital affair case for an exec at Renraku. It pays pretty well, but he doesn't like the job. The runners also get a description of Bambra from the **Cast of Characters** section if they remember to ask what he looks like.

Bambra has a good reputation, but is more than a bit of a romantic. He often throws caution and good sense to the wind when he decides to help someone who he believes is being victimized.

Bambra is on one of his quests. This time it's a young woman who needs to be rescued. What's interesting is that Bambra has apparently not been romantically involved with a woman for years, but now he seems to be in love.

Bambra has gotten himself into a bit of trouble. No one knows exactly what the trouble is, but there's some muscle out after him. He's lying low for awhile.

A good friend of Bambra's, a decker named Toggle, was scrapped off his terminal earlier in the day after getting shorted by some vicious ace. Word is that Toggle was doing a favor for Bambra at the time. Last anybody heard, Bambra is holed up at a bar called Supertad's, a stripper joint in the Kingsgate area of the Redmond Barrens!

5

8

10

12

14+

BEHIND THE BROTHERHOOD

This section should be used if the characters want to get background information about the Universal Brotherhood.

As the team accumulates successes, the gamemaster begins to give them all the clues, up to and including their current Success Total. Much of this information is available simply by doing a search of the datanets.

Remember that nobody in Seattle is much concerned over the Universal Brotherhood. People know it's a semi-religious cult, but that's about as far as their interest goes. If the shadowrunners dig down deep enough, however, they start to discover some exceptional details about the Brotherhood. Most specifically, this involves information about the Brotherhood, two writers, and the destruction of a tavern.

The following Legwork information does not include what is available through decking into the Universal Brotherhood's private Matrix or an actual visit to a Brotherhood chapterhouse. If the shadowrunners decide to undertake either activity, go to *Frozen World*, p. 33, or *Science of Silence*, p. 31, respectively. The Target Number is 4.



Successes Result

2 The Universal Brotherhood has four chapterhouses in Seattle. The largest of these is The Octagon, a ten-story building on the corner of Eighth and Westlake Avenues. A second is in the Redmond Barrens neighborhood of Kingsgate, at Waveland and Belmont. The third is in Puyallup and the fourth is in Everett.

4 The characters dig up an eight-year-old newspaper article. Give them the Player Handout labeled **Here Comes the Brotherhood!**

8 The Universal Brotherhood is a non-profit corporation with a total UCAS cash flow of under one million nuyen. The Brotherhood claims to have about 300 chapterhouses in North America, and another 100 chapters worldwide. The Brotherhood is well-connected. It seems that one of their members, a supply officer at Fort Lewis, has been shipping them machine pistol APDS rounds and Flash-Paks.

11 Earlier this spring, a Seattle freelance writer named Zebediah Wanderly was asking around about the Universal Brotherhood. People remember Wanderly's investigation because he was killed in a bomb blast in Grodin's Tavern at the time of his investigation. The official story claimed that a decker discovered Wanderly planting a bomb in the bar's basement and that the bomb went off when the decker tried to interfere.

14 Some people remember seeing a file labeled the Universal Brotherhood on the Shadowland net in June last year. It was written by Zebediah Wanderly and Frederick Davitt. It flashed on the screen for about three minutes and then crashed when the local server hub was destroyed by an explosion. If the shadowrunners want to find out about Frederick Davitt, give them the Player Handout labeled **Freelance Newswriter Mugging Victim**. Information about Wanderly's death is impossible to dig up at this time.

16 Some folks aren't too sure that Wanderly set the explosion in Grodin's Tavern. At the time of the bomb blast, Grodin's was the location of the local Shadowland server hub. The runners also get the **Lone Star Memo** handout.

18 Word has it that some folks managed to get a copy of the Wanderly/Davitt file, but none has come forward to reveal himself.

20 An anonymous source leaks a copy of the *The Universal Brotherhood* to the shadowrunners. At this point, give them a copy of Wanderly and Davitt's correspondence and research.

CAST OF CHARACTERS

DANIAL SIMPSON

Danial Simpson is a pudgy executive who is afraid of... well, just about everything. He wanted a good job and beautiful wife so he could stop being afraid, but that backfired because he really doesn't like his job, so he doesn't get promoted, so his wife doesn't really like him.

His love for Victoria was the flash-in-the-pan kind. As soon as things got sticky, he was ready to hate her. He feels used by her, not seeing that he used Victoria in ways she could never even have conceived.

If the shadowrunners somehow make contact with Simpson before Friday, he is mortified and stutters out that he is late for a meeting. Play this character as a pathetic simpleton.

Attributes

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

Skills

- Computer: 5
- Etiquette (Corporate): 3
- Negotiation: 6

Dice Pools

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

CONDITION MONITOR

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



PATRICK BAMBRA

Bambra, 28, is not the most innocuous of private dicks. Well over two meters tall, he is very thin, with a boyish, freckled face topped by a mop of curly red hair. He dresses as well as he can, with thin ties and lined black dusters. The gals usually think he's cute to handsome.

He went into the detective business to solve puzzles and to help people. Like Victoria, Bambra is a bit of a romantic. He grew up watching the old detective flicks, which is where he learned about combining romantic cynicism and doing good deeds. To date, he's had a few cases such as rescuing kidnapped children and the like, but he must also take sleazier assignments to pay the bills. The Simpson affair is definitely one for the sleazy side of the ledger, but Lucile Simpson seemed ready to fork over plenty from some unlimited bankroll, and Bambra could not afford to turn down the work.

After a particularly painful love affair during his teens, Bambra swore off women. His friends even kidded him about it: "Never trust a woman more than your sidearm, Pat." Throwing himself into his work, he became moderately successful. All that changed the moment Bambra saw Victoria's face on her message to Simpson. His imagination immediately kicked into high gear, for here was the woman he'd been waiting for. He watched the tape incessantly, studying, lingering over the way she smiled, listening to the music in her voice, and falling deeper in love.

Bambra is determined to rescue her from the Universal Brotherhood. He definitely does not have anywhere near the full story, but he does know that something bad is going down there. Once he knows the shadowrunners aren't trying to geek him, he'll try to enlist their aid in rescuing Victoria. At the very least, he'll ask for cooperation because finding the necklace could mean finding the girl, or vice versa. If the runners manage to dig up The Universal Brotherhood file, knowledge of the monstrous danger will only spark Bambra's code of honor, making him more determined than ever to rescue Victoria. The runners will probably be able to talk him out of throwing his life away, but it will not be easy.

Attributes

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

Skills

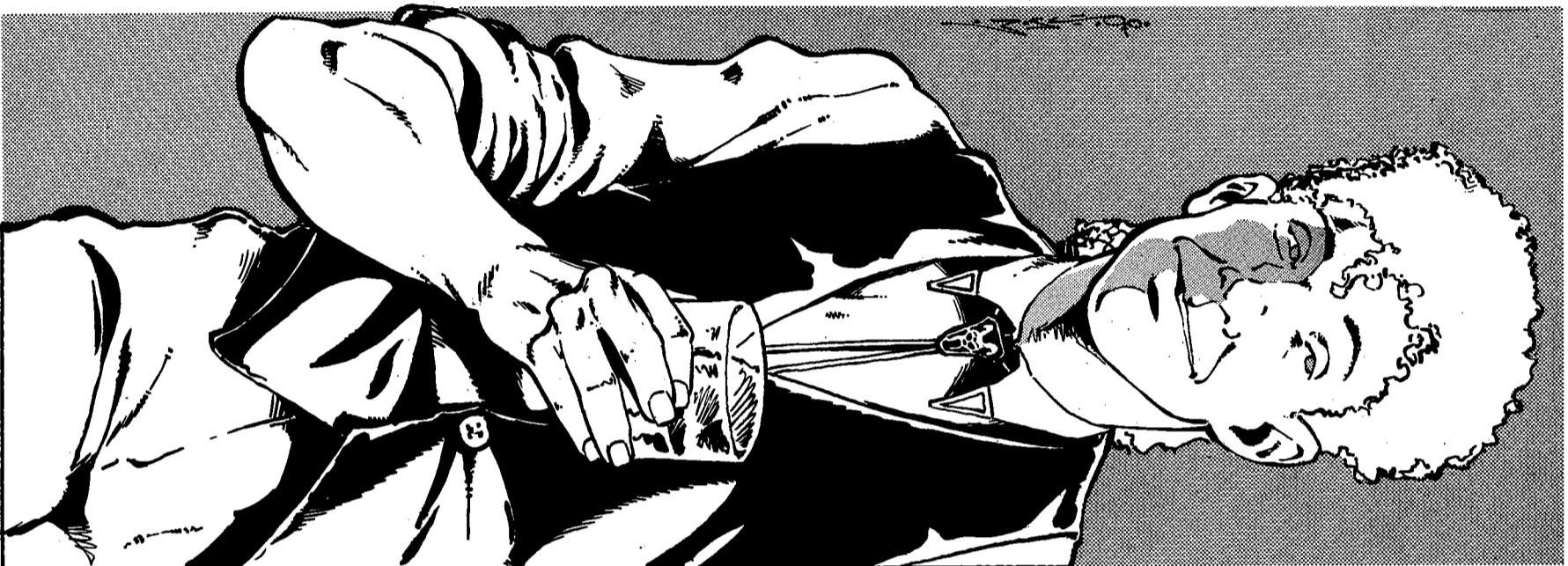
Biotech: 2
Car: 4
Computer: 5
Etiquette (Corporate): 3
Etiquette (Street): 4
Firearms: 6
Negotiation: 6
Stealth: 5
Unarmed Combat: 6

Dice Pools

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

Gear

Lined Coat (4/2)
Ares Predator II [15(Clip), Laser Sight, GM2]
Shock Glove (SL3)



INSECT SPIRITS

Following are the game stats for the Insect Spirits described in *The Universal Brotherhood*. Alert readers will notice some differences between the information given here, that given in *The Grimoire*, and what the shaman Man-of-Many Names told Zeb Wanderly. These are not inconsistencies; they simply reflect the fact that—wise though he may be—Many-Names does not know everything. For example, the entries for "Flesh Form" spirits also refer to what Many-Names and Zeb came to label "Human Form". These forms represent occasions when "the merge was good," with little or no manifestation of insect form.

Note, too, that any character possessed by an Insect Spirit loses control to that Spirit regardless of whether the "the merge was good." This information is not known to any character in the *Shadowrun* universe. The Brotherhood perpetuates the myth that a good merge leaves the host in charge in order to recruit voluntary hosts.

FLESH FORMS

The Mental Attributes and Reaction of the Flesh Form version of any Spirit are the same as for the True Form, but its Physical Attributes are equal to those of the host plus the Spirit's Force.

A Flesh Form Soldier does not have any of the Powers of the Spirit nor does it have the Spirit's Weaknesses.

ANT SPIRITS

Ant Spirits are highly social and cooperate exceptionally well within a single hive. Ant Spirits are also territorial, leading to intense rivalry between hives.



TRUE FORM SOLDIER ANT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F+1 (F+4) x 4 F+4 — F 2 (F/A) F+5 (Str/MZ or Special)
*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest
Powers: Enhanced Senses (Smell), Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

TRUE FORM WORKER ANT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F-2 F x 3 F+2 — F-1 I (F/A) 1* None
*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest
Powers: Enhanced Senses (Smell), Skill
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

ANT QUEEN

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F+5 (F+6) x 5 F+6 F F (F/A) F+10* (Str/S3 or Special)
*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.
Powers: Animal Control (Ant), Compulsion, Enhanced Senses (Smell), Fear, Immunity to Normal Weapons, Paralyzing Touch, Summoning, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

CAST OF CHARACTERS

FLY SPIRITS

Fly Spirits show no caste system. All members of the hive are male except for the Queen. These males serve as either warriors or workers; in neither role are they as skilled as Ant Spirits.

TRUE FORM MALE FLY SPIRIT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F (+1) x 4 **F** + 2 — **F** - 1 **I** (F/A) **F** + 7* (Str/MZ or Special
 *In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.

Powers: Enhanced Senses (Smell), Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)



FLY QUEEN

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F + 4 (F + 4) x 5 **F** + 4 **F** **F** **F** (F/A) **F** + 12* (Str/S3 or Special
 *In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.

Powers: Animal Control (Fly), Compulsion, Enhanced Senses (Smell), Fear, Immunity to Normal Weapons, Summoning, Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)



TERMITE SPIRITS

Termite Spirits show a caste system similar to that of ants; it is composed of queens, workers, and warriors. Termite workers are adept at burrowing and can build cement-hard "mounds" and "towers" by mixing sand with their saliva to make a fast-hardening, concrete-like material. They are less territorially ambitious than ants, but are ferocious in defense of their own territory.

TRUE FORM SOLDIER TERMITE SPIRIT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F + 1 (F + 4) x 4 **F** + 5 — **F** 2 (F/A) **F** + 4* (Str/MZ or Special
 *In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.

Powers: Enhanced Senses (Smell), Paralyzing Touch, Venom
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

CAST OF CHARACTERS

TRUE FORM WORKER TERMITE SPIRIT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F - 2 **F** x 3 **F** + 3 — **F** - 2 **I** (F/A) **I*** **None**
 *In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.

Powers: Enhanced Senses (Smell), Skill
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

TERMITE QUEEN

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**
F + 5 (F + 6) x 5 **F** + 5 **F** **F** **F** (F/A) **F** + 10* (Str/S3 or Special
 *In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest.

Powers: Animal Control (Termite), Compulsion, Enhanced Senses (Smell), Fear, Immunity to Normal Weapons, Paralyzing Touch, Summoning,
Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)



WASP SPIRITS

Wasp Spirits have no caste system, and there can be multiple females in a single hive. Only one—the Queen—reaches sexual maturity. Males are territorial and not overly intelligent. Females have a malign intelligence, especially the Queen at egg-laying time. A Queen must lay her eggs in the body of a host creature who has been paralyzed with a toxin she secretes. When the eggs hatch, the larvae—Young Flesh Form Spirits—feed on the host and eat their way to the outside world.

TRUE FORM MALE WASP SPIRIT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**

F (F+4) x 4 F+3 — F-1 1 (PA) F+5* (Str/MZ or Special)

*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest

Powers: Enhanced Senses (Smell), Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

TRUE FORM FEMALE WASP SPIRIT

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**

F+1 (F+4) x 4 F+4 — F 2 (PA) F+5* None

*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest

Powers: Enhanced Senses (Smell), Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)

WASP QUEEN

B **Q** **S** **C** **I** **W** **E** **R** **Attacks**

F+4 (F+5) x 5 F+5 F F F (PA) F+12* (Str/S3 or Special)

*In astral space, receives a +10 Initiative bonus, and a +5 when physically manifest

Powers: Animal Control (Wasp), Compulsion, Enhanced Senses (Smell), Fear, Immunity to Normal Weapons, Paralyzing Touch, Summoning, Venom

Weaknesses: Reduced Senses (Sight), Vulnerability (Insecticides)



PLAYER HANDOUTS

LOVE STAR NETLINK (16:47:06/05-10-51)

E-MEMO

TO: Wallace Haygood, Commander, 25th Precinct, SEA
FROM: Capt. Judith Bentz, Arson-Sabotage Dept., 25th Precinct, SEA
RE: Grodin's Tavern fire

Wally, we've got final IDs on everyone caught in the fire. Only two victims are of interest. They were both found in the basement. One was Juli Parkhurst, streetname of Icepick. We've had her tagged as a drek-hot shadow decker from way back. The other was Zebediah Wanderly. Guy used to be a journalist for Newsnet, but hasn't worked for three years.

Word on the street is that he got tied in with some runners a while back, and they were all involved in some pretty heavy action, maybe even network. (Off the record, Wally, we think he geeked his old partner, Frederick Davitt, but we don't have enough evidence to push it.)

This is how we read the Grodin's fire. Wanderly was hired to take the place out. He carried in the explosives and set them in the basement. Parkhurst caught him in the act and they got into a fight.

Somehow the explosives got triggered, killing Wanderly, Parkhurst, and the people upstairs. We did find traces of explosives and primer in the pockets of what was left of Wanderly and his clothes. At this point, there is absolutely no doubt he was trying a torch job.

I understand somebody told you Wanderly had a chip on his person when he was found. I scanned the chip myself, but it was blank. Probably erased by the heat.

I know it's not the best solution, but I think we should soft-pedal this thing. We have no way of knowing who hired Wanderly to do the job. We know who his old associates are, but we'll never get anything out of them. If we put on a heat wave, they'll just drop off the face of the earth. I'll keep them under discreet surveillance, but I suspect we'll never know exactly what went on.

Recommendation: No Further Action

Authorization Code: 02974-4-NFA

Capt. Judith Bentz

May 29

The child was born yesterday. I called the chapterhouse when my host went into labor and the Queen sent others to assist me. It was uncomfortable giving birth and it reinforced my sense that the Queen is asking me to do something wrong—unnatural. At the same time, I know it is my duty to serve her.

The thing had a great deal of trouble breathing for the first six hours, but then it settled down. I will be surprised if it lives and rehired if it were to die.

June 7

The breathing problems reappeared today and the creature almost died. But once again, it seemed to come out of it all right. I wish I were not responsible for it. The rearing already keeps me busy enough. But the Queen is right that it would be too dangerous to keep it at the chapterhouse.

June 9

The thing cried most of last night. I find it very disturbing to have it nearby. It is not one of us.

June 24

I realized that I have been remiss in the notes. But there is almost nothing to write and I don't like dwelling on it. The creature continues to grow. I have discovered that it seems to like best the meat I grind to something just short of a liquid. The breathing problems stopped a week ago. Though it's hard to judge, it seems quite healthy.

July 4

Apparently Pre is suspicious. Somehow she discovered that my host had been pregnant. She asked my Queen about it. My Queen said that the creature was killed months ago, before it was born.

July 18

It almost died last week and the Queen was furious. She says she wants to know what happens to it, that this project is important to her. Her curiosity will ruin us.

She put most of the blame on me. The creature, she says, has

a human side that needs nurturing—emotional nurturing that can only come from physical contact. She demanded that I use my host body to hold the child, play with it, feed it! I do not want the thing near me, but I will obey my Queen.

July 26

The creature is doing much better, though sometimes I know that it knows I do not want it. Does it sense that it does not belong to this world? So many of the human parents who come here, male and female, tell me how their children drain them. I am not surprised. They disgust me.

When I try to bring out their despair, I find out that their parents must have felt the same way toward them. The humans, many of them at least, pass on cycles of rejection. They are our fodder and I am only now beginning to fully appreciate why they come to the Brotherhood.

August 4

Pre has not given up her suspicions. She sent some of her minions, useless creatures, to ask me about my rearing methods. They could not stop snooping about. I distracted them enough to keep them from spotting the door, but it was not something I wish to deal with again. I must speak with the Queen.

August 6

Tempe flared at the council meeting. Is the creature worth it? That line will waste everything we built in Seattle. Why must they meddle? Perhaps we are fools to trust them.

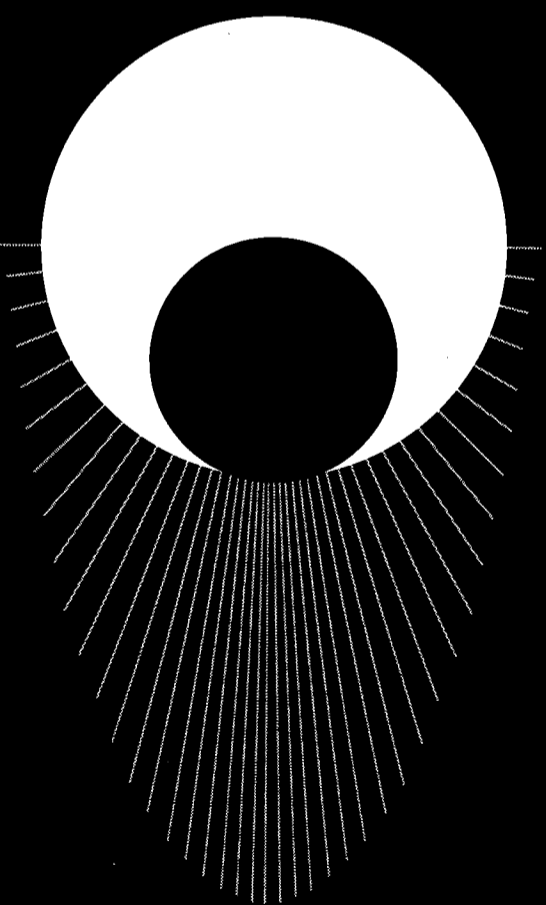
Ever as I write the words, I know why. I distrust the actual abomination as much as they distrust the possibility of it. A flesh form without a spirit. What happens if we can't control it?

August 14

A client heard the creature crying through the walls today. I told her it was a spirit weeping for the woman's unrealized potential. Worked wonders.

August 15

I think Warriors were investigating the shop earlier, walking around outside. Must get word out to the Queen. I don't think Pre will ever give up until she discovers the truth



UNLEASH YOUR
INNER ABILITIES!

JOIN THE
UNIVERSAL BROTHERHOOD
TO BUILD A BETTER TOMORROW!

BE ALL YOU CAN BE!

help yourself. The Universal Brotherhood has a responsibility to those less fortunate, and we take that responsibility very seriously. That's why you'll find our charitable works wherever they're needed. We're down in the streets, working in the soup kitchens, sponsoring the educational resources and free clinics. These are all works of the Universal Brotherhood.

Our Philosophy

We believe that the goal of every sentient being is to become an "agent," one who acts with total control of actions and motivations for the betterment of all. An agent takes full and complete responsibility for his present condition and future potential. Only a true agent can live life to the fullest.

That's where the Universal Brotherhood comes in. By putting you in touch with the deepest power and knowledge at the core of your being, we can help guide you toward becoming an agent. You'll learn to wake up every morning knowing who you are and where you're going; you will visualize the steps you must take, the obstacles you must overcome, in order to fulfill your destiny. And it is *your* destiny, not the government's, not your employer's, not your friend's. Yours.

The Science of Belonging

The fundamental brotherhood of all sentient beings is a fact proven scientifically and mathematically. It is as measurable and tangible as the Gravitational Constant...and just as pervasive.

Breakthrough studies conducted in the middle of the last century proved that a major cause of stress and suicidal tendencies was a sense of helplessness. This led many people to the conclusion that their lives were no longer in their own hands. With the help of the Universal Brotherhood, you can leave this fear behind forever.

Then you can sleep soundly each night, unburdened by drugs, untroubled by anxiety and nightmares. You can awake refreshed each morning, ready to take on the world...and win. You'll be more open to the opportunities around you. Each day, you will make the world a better place for yourself and for everyone else. With the power and support of every sentient creature on this planet—over three billion strong—at your fingertips, the possibilities are mind-boggling!

Join Us!

The Universal Brotherhood has more than 300 chapters across North America, and another 100 internationally...and we're still growing! If you're ready to explore the possibilities, join us. Contact us by EMAIL, fax, or phone (voice or vid). Or just stop in at your nearest Universal Brotherhood chapter (we're in the listings). You can change your life. Today.

Universal Brotherhood
Building a Better Tomorrow

Because all Humans are brothers, acting to help one another is really acting to your full potential. But it's also so much more...

The Universal Brotherhood is dedicated to showing you the path to unleashing brotherhood that connects us all.

Look beneath the surface of Humanity and you'll see the universal land mass. But take away the oceans, and the islands become one solid isolated and unconnected within the vast oceans, so do individuals become often knowledge and power, is what truly makes us brothers. Just as islands seem share a central core, a basic origin. This core, the well-spring of spiritual self-many branches of a tree spring from a single trunk, so do all the people of the world proven fact that all Humans are, at a very deep and real level, brothers. Like the The Universal Brotherhood is an organization bound together by the scientifically

What is the Universal Brotherhood?

We are the Universal Brotherhood, a worldwide organization dedicated to YOUR success. We can help you get in touch with the Truth that's at the core of your being. We can help you find your own value in the Grand Scheme, your own personal destiny.

If you think this sounds like philosophy, you're right. But it is scientific philosophy that can be applied to the real world. It is philosophy that can make your life better, more effective, more enjoyable...and more significant.

We Can Help!

So much of our day-to-day life comes down to self-knowledge. A pre-industrial writer named Shakespeare said, "To thine own self be true." But how can we be true to ourselves if we don't know ourselves?

around us and about ourselves.

Success or failure is based on what we know—now, this minute—about the world our own when we make these important decisions: no guidance, support, or help. It's a difficult world we live in. Lots of decisions to make, decisions that affect our quality of life...even whether we continue in this life. In most cases, we're on

Get In Touch With the Power Inside You!

HERE COMES THE BROTHERHOOD!

(Seattle) UPI
[02-17-43]

Californians have always been known for their "flavor-of-the-week" approach to religions and cult institutions. Some traditions never seem to change.

The latest entry in the "fringe-cult sweepstakes" is the so-called Universal Brotherhood. A month ago, nobody had ever heard of them. On February 1, though, four "chapters" opened their doors simultaneously across California: two in San Francisco, one in Ukiah, and one in Gilroy (that's right, "Garlic Capital of the World" Gilroy). Each chapter pays for space in whatever low-rent building it can find—abandoned church, dilapidated house, bankrupt business establishment. Current estimates show that each chapter has from 10 to 20 active members, though they are already starting to recruit more.

The Brotherhood espouses a tripartite philosophy based on equal parts of EST, New Age pseudo-mysticism, and a healthy dose of Madison Avenue marketing smarts. Some who have attended the revival meetings say no specific religious belief is envisioned, but the overtones of spiritual devotion and financial contribution are reminiscent of the televangelist craze at the close of the last century.

The Universal Brotherhood declares itself a purely charitable organization, and their actions so far seem to support that. The two San Francisco chapters have cooperated in setting up a soup kitchen for squatters, while the Ukiah and Gilroy chapters are each setting up youth recreation centers in impoverished neighborhoods.

A statistical survey commissioned several years ago reported that most fringe cults have an average lifespan of 18 months. Experts say that if a group such as the Universal Brotherhood lasts longer than that, the chances are better than good that it will be around for a much longer time.

FREELANCE NEWSWRITER FOUND DEAD

(Washington, D.C.) AP
[05-02-51]

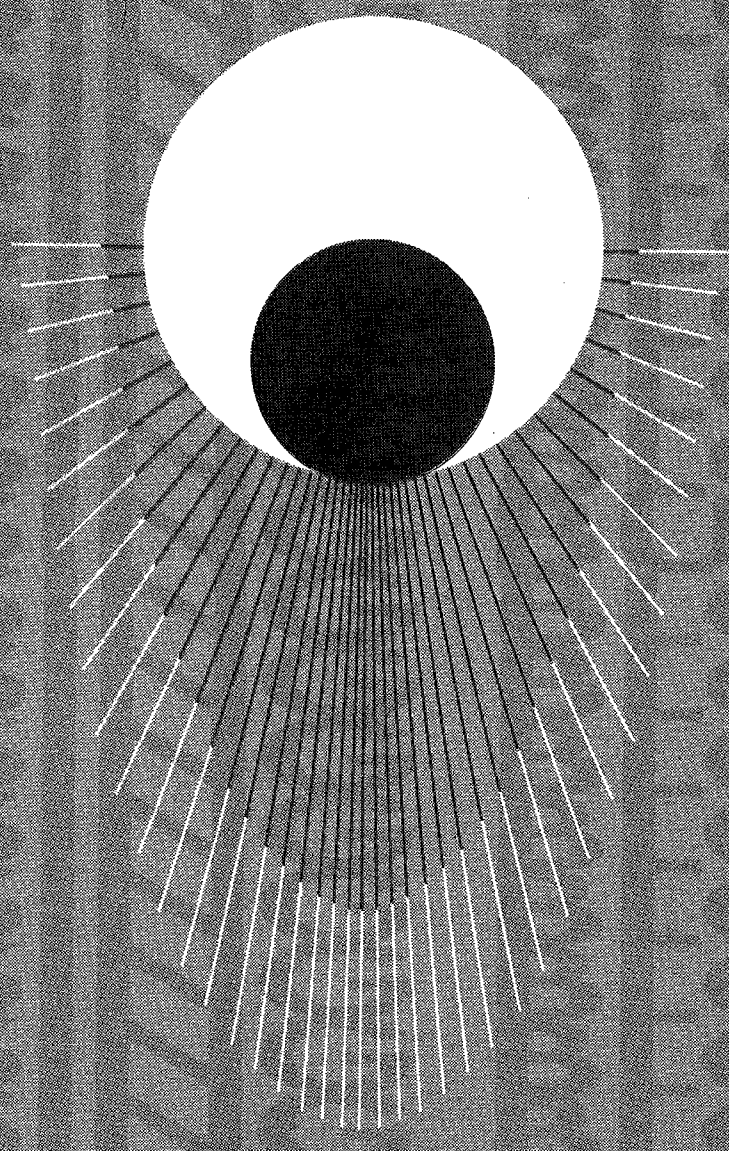
The body of freelance reporter Frederick Davitt was discovered late last night in a dumpster behind his Washington, D.C. apartment building. Cause of death was listed as extreme trauma, possibly the result of an armed assault.

"He was bludgeoned to death," concurred Lt. Karl Baumeister of Lone Star subsidiary Capital Security Services. "The ferocity of the attack is, well, startling. We've been predicting an increase in street use of energizer drugs, and I think that's what we might have here—an assault by a turbo junkie."

Bloodstains in the hallway outside Davitt's apartment indicate the assault took place there. Lt. Baumeister admitted the police have no significant leads or suspects at this time, though the investigation was continuing.

Frederick Davitt began his career as a reporter for Turner News Service (later renamed Newsnet) back in 2030. After cutting his teeth on the local beat, ironically winning a Seattle Golden Pen award for his series on the escalating phenomenon of random street violence, he gained a reputation for hard-hitting investigative journalism. His exposure of the ConEd scam in 2032 won plaudis from journalists across the country. Davitt moved on to work on what he described as a "freelance oversight" role with respect to the fiscal responsibility of governmental agencies.

MISSING BLOOD



Chris Kybasik