

SILVER ANGEL

A Shadowrun Adventure by Tom Dowd



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SILVER ANGEL

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INTRODUCTION

Shadowrun is a game of turbulent times. Set in the year 2050, it is a whirlwind of magic and technology, of fast talk and quicker action. To be a shadowrunner, you must have an edge, something that sets you apart from others of your type. You'll be moving in the shadows of giant corporations and intolerant governments. You'll have to dart through the back alleys of secret installations and supposedly secure data bases as though you belong there. Keep your edge sharpened, chummer. There is no future. All you've got is now.

This adventure takes place in Seattle in the year 2050. Megacorporations dominate the physical and economic skylines, while primal instincts rule in a clash of gleaming technology and powerful magic on the streets below. Walking those streets, the observer might see everything from tribals of the nearby Indian and Elven lands to Orks and Trolls armed to their over-long teeth, street-toughs garbed in the colors of the gang to whom they owe their blood-allegiance, or long, dark corporate limousines bearing the city's masters safely through the streets.

To run this adventure, the gamemaster needs to be familiar with the basic rules of **Shadowrun**. Most of the information in this booklet is intended for the gamemaster's use, though some is available to the players as common knowledge or through the exercise of their skills.

Silver Angel draws the players into industrial espionage, one of the more common aspects of corporate life and a typical shadowrun assignment. The characters will roam the grimy streets of Seattle's roughest sections in search of the information needed to penetrate the chrome and steel corridors of Mitsuhamma Computer Technologies. One mistake and they're out of the shadows. One mistake and it all comes crashing down around them.

It is mandatory that the players' group include at least one decker, but otherwise the team may consist of any combination of Archetypes. The players are also free to choose any racial types, but the best team will balance slickness and firepower, street and corporate savvy, and magic and technology. Though only one decker is required, the presence of two would simplify parts of the adventure and provide an interesting bit of potential tension.

The gamemaster can decide what has been the relationship of the player characters to one another prior to the start of the adventure. It would be most convenient if they are already acquainted and have developed a degree of respect and trust for one another. On the other hand, letting the development of that trust be part of the course of the adventure might add another dimension to the plot and the gaming experience as a whole.

CONTENTS OF THIS BOOK

The **Adventure** section sets the scene for the gamemaster and sketches the general outline of the plot. The players themselves must come up with a plan to succeed with their shadowrun, but the gamemaster can decide how closely or loosely he wants to guide them in their decisions.

The chapter on **Background Information** includes material that the players may already know or be able to access through public data banks. The **Maps** section provides the gamemaster with key maps of the Cavilard Computer Center and its computer system. He can use these to create versions with slightly less information, as described in the text.

Cast of Characters includes descriptions and statistics for the important non-player characters that the adventurers will likely meet in the course of roleplaying **Silver Angel**. The **Contacts** section includes some character types that the player characters will encounter in their search for information to help them accomplish their mission. These descriptions supplement the Contact descriptions included with the basic game.

Gamemaster's Notes provides rules for supplying the player characters with information from Contacts, statistics for a spell and a vehicle not included in the basic game, and brief descriptions of places important to the adventure.



THE ADVENTURE

SEATTLE NIGHTS

If the player characters are already acquainted and have worked together before the adventure begins, have a member of the King's Crimson gang contact them to set up a meet to discuss a possible shadowrun. (If the player characters do not know each other, a nice device is for one gang member to contact each character individually, showing tidbits of knowledge about the character's idiosyncrasies, habits, or favorite hangouts.)

The emissary approaches the player characters discreetly, with an invitation for them to come to Matchstick's, a private club, to discuss possible employment. The meeting is set for a few hours hence and the players can gain entry by giving the name "Steward" at the door.

Matchstick's is in the substreet level of an office building near the Needle. Access is through a door that leads down a stairway into a comfortably furnished bar. The doorman, St. John, is expecting them, apparently recognizing them on sight. Once inside, the player characters again ask for Steward, and the bartender directs them through a door and down another flight of stairs at the far end of the club. The stairs lead to a short corridor, with a white door at the far end. Behind that door is the mysterious "Steward," whose name has been their password.

MISSION BRIEFING

Steward turns out to be a fixer named Eve Donovan, who wastes little time once the player team arrives. She explains that the mission consists of a datasteal. They are to locate and remove a valuable file currently in the data banks of one of Seattle's megacorps. A rival corporation has hired her to put together a shadowrun team to infiltrate their rival's facilities and remove the file. She cannot reveal the name of the corporation unless they accept the job, but the terms offered are 50,000¥ each now, and 35,000¥ on completion of the mission. Donovan explains that her employer wishes to maintain absolute secrecy, and will pay a 15,000¥ bonus per person if the file is extracted without attracting any notice.

When the player characters agree to take the mission, she begins to fill them in on the details.

Their target is the Cavillard Research Center run by Mitsuham Computer Technologies. The Center is a pure research and development facility focusing on compu-optic systems and biotechnology research. It is located to the east of downtown Seattle in a semi-wooded area that was formerly a large park. It is set into a hill.

The file the players' team is to steal is codenamed "Silver Angel," and is stored in an isolated, high-security computer subsystem of the Cavillard Center. Donovan further explains that

this subsystem, known as the Executive System, is physically isolated from the main computer system. The Executive System can be tied into the main system for limited access, but the linking can only take place through a special terminal in Cavillard's Computer Center. Thus, a Decker can only access Silver Angel from the main system if the Executive System has been tied to it.

The alternative would be for a Decker to try to penetrate the Center itself in order to jack directly into the Executive System. This would be a disadvantage to the player characters because the team would not have its Decker in the main system silencing the security system, while they are attempting to infiltrate the Center. The presence of two Deckers among the player characters would neatly resolve this dilemma.

Either method requires that the players' team enter the Center and take some kind of physical action. Eve Donovan will provide them with a rough map of the Center, but it is up to the player characters to develop, plan, and execute virtually everything else.

In showing the team Donovan's map, the gamemaster should use a version of the real map given in the **Maps** section. The players' version will display the various departments and sections of Cavillard but give no details on individual rooms or even of connecting corridors.

The one aspect that is not in the hands of the players is the timing of the mission. Donovan's employer has informed her that the run must go down at exactly 2:00 A.M. three days from now. This is because her employer is conducting another, simultaneous operation against Mitsuham, and they do not want to jeopardize the success of either mission by tipping off the corp that somebody is trying to penetrate their computer banks. Three days. 2:00 A.M. No exceptions.

DETECTIVE WORK

Donovan allows the player characters to take some initiative in researching and planning the mission, but she insists on being present at all meetings. Though she is out of practice as a fixer, she is rigorous about the handling of the details.

Because the player characters can approach this mission from many angles, it would be impossible to sketch all possibilities in the space of this booklet. Some of the avenues of information the team might decide to research are the physical layout, security, and computer systems of the Cavillard Center; information on Applied Security Concepts, the Center's security contractor; background on Renraku Computer Systems, who installed computer security at Cavillard; and information on Russel Overland, the Center's hauling contractor. The players' team should also be curious about Eve Donovan, their direct employer.

Information on any of these areas is available only from the Appropriate Contacts, as described in the **Gamemaster's Notes** chapter. The Target Number to obtain information is 4, and the number of successes determines how little or how much the players learn. Every level of success includes all the information in the previous level(s).

Donovan warns the player characters to be extremely careful in digging around for background because Mitsuhama must not hear even a whisper that someone is prying into its Cavilard Research Center operations.

While pursuing clues through their Contacts, the players' team may turn up leads concerning two key figures, Haruhiko Blake and Karen Whisper. The potential encounters with these two NPCs are described below.

The team will use up at least one day (Day 1) in trying to gather pertinent background and clues.

THE FUCHI TEAM

Donovan and the player characters are not the only ones interested in the valuable data in Cavilard's computer banks. Unknown to them, Fuchi Industrial Electronics knows about the Silver Angel file and wants to get its hands on it. Fuchi also knows that another party is on the trail, but not who it is.

Fuchi agents will be following many of the same leads and rumors as the player characters, which means the two teams may cross paths. Two such encounters are described in **Queen Conchita** and **Haruhiko Blake**, below.

Whenever a meeting takes place with a Contact, make a Success Test using the NPC's appropriate Etiquette Skill, with a Target Number of 4, as described above. If one or more successes are rolled, the Contact mentions that others have been asking similar questions.

To build some excitement and anticipation among the players, the gamemaster may ask them to make a Perception Test or two against an unknown target after each meeting with a Contact. He might also try to create suspense by giving them the impression that they are being followed, then putting doubt in their minds about that, and so on. It is up to the gamemaster to decide how many or few of these encounters with the Fuchi team will occur.

QUEEN CONCHITA

In the course of doing their background check, the adventurers might turn up the important bit of information that Karen Whisper, aka Queen Conchita, may have a system map of Cavilard Research Center.

Karen Whisper was the girlfriend of decker Neon Fever (alias Frank Gazzara) until his sudden death several months ago. Fever/Gazzara apparently obtained the Cavilard map by chance. It has since fallen into Whisper's hands, though she does not realize it. She does know that it was Aztechnology that put out the contract on Gazzara.

Karen Whisper works as a barmaid and dancer at The Cutting Edge, a disreputable bar in downtown Seattle. A mixture of Hispanic and Amerindian blood, Whisper is a beauty who performs under the name of Queen Conchita.

Contacts who might know Karen Whisper's whereabouts are the Bartender, Club Owner, Decker, Gang Boss or Member, Rocker, Street Cop, Doc, Mage, Samurai, or Shaman. The Target



Number for this information is 4, as usual. If the player characters are successful, the Contact will direct the players to look for the girl at the Cutting Edge.

Once the players' team knows her whereabouts, it should not be difficult to arrange to meet her personally after one of her performances. How Karen Whisper reacts to the player characters depends on how she is approached. The ideal character to contact her is the Decker, who can name-drop mutual friends of his and Neon Fever's. If the Decker himself has a reputation, all the better.

Getting the files from Whisper will not be as simple, as she is fearful and easily spooked. She knows that Aztechnology had her lover killed and that important data exist on some of the chips he left behind, but she has no idea what it is. When she hastily fled their apartment, trying to evade the corps, she accidentally picked up the chips.

Because of what happened to Gazzara, Karen Whisper is frightened for her own life. She probably assumes that the chips the Decker left behind relate to whatever it was that got him killed, but her instinctive street sense kept her from destroying the files, at whose value she can only guess. If she feels the least threatened, Whisper will scream for help. Winslow, the bar's Troll bouncer, will come running. He is deeply attached to Queen Conchita and takes most unkindly to anyone who distresses her.

If a fight breaks out with Winslow, Whisper will immediately try to escape. If she succeeds, the player characters will not be able to locate her again within the time limit of this shadowrun. A search of her dressing room will reveal no clues. By using force on Winslow or one of the other club employees, the players' team may learn the address of her apartment, but a search of it will yield no further clues, either.

Even if the player characters are able to convince Whisper that they do not work for Aztechnology, they must still persuade her to give them Gazzara's files. Using the appropriate Etiquette Skill, the Target Number is 9. At first, she will deny knowledge of the files' existence or else say that she does not know where they are. She will relent for a price of at least 2,500¥, however. Just as the player characters are sealing the bargain, Winslow shows up to inform Whisper that some corporate badges are outside asking for her.

The player characters will, of course, deny any knowledge of these people. If one decides to sneak a peek out front, he must make a Success Test against his Etiquette (Corporate) Skill, with a Target Number of 5, plus make a Perception Test against a Target Number of 6. Add the results of the two rolls together and consult the **Fuchi Guns Encounter Table** below.

Note that the table gives results relating to only three of the corp badges. The fourth is standing guard in the alley, and the player characters will only learn of his presence if anyone opens the rear door leading into it. For stats on these four, see the **Cast of Characters** section.

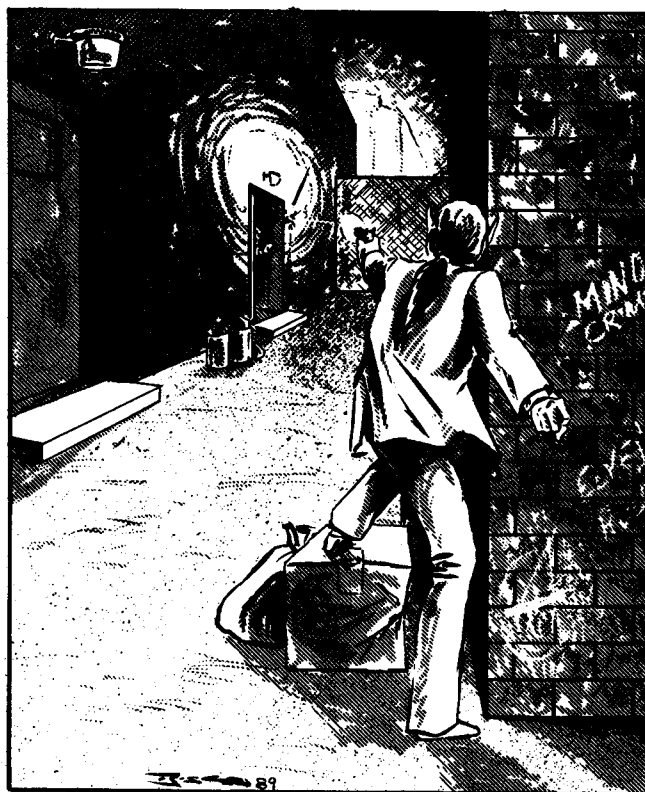
FUCHI GUNS ENCOUNTER TABLE

Successes	Result
1 or 2	At least three company men appear. Their style of dress indicates that they are connected to one of the corporations owned by a Japanese-American consortium.
3 or 4	Three company men, at least one packing a heavy sidearm. They are showing a flat holo-pix of someone to various patrons. One of the men looks familiar to a player character. (Roll 1D6 to determine how many hours before the character remembers who the man is. See 7+ below.)
5 or 6	Two company men and one female. One of them resembles an employee of Fuchi. They appear to be doing an information run, and may not know they are in the right place.
7+	Three company men, one of them recognized as Louis Rodrigo, a staff-gun for the local Fuchi Systems Design division.

As soon as the three company types have been identified, or at least viewed, Winslow advises Whisper to escape via the back door. She will agree to whatever deal the player characters have presented and then promise to lead them to the files.

Silverthorn, the fourth company man, is out in the alley, clearly visible and with his own clear view of the rear door. As soon as anyone exits or even pokes out his head, Silverthorn will assume it is Whisper attempting to escape. He will immediately take appropriate action.

The sound of gunfire attracts the attention of Rodrigo and the others inside the club, but Winslow does his best to slow them down. If the player characters can escape from the Cutting Edge and put at least one street between themselves and any pursuers, they will escape.



If Whisper also escapes, she will lead the player characters directly to the files, which she has hidden in a friend's small convenience store a few blocks from her apartment. In addition to the system map, the chip contains about 6,000¥ worth of valuable raw data. Whisper wants desperately to be rid of the files and to have nothing further to do with the player characters once the sale is accomplished.

After she hands over the files and disappears into the shadows, Whisper will vanish from the adventure until the characters hear the news that Queen Conchita's murdered body has turned up in the Barrens. There are no clues or suspects.

HARUHIKO BLAKE

The other major source of information for the players' team is Haruhiko Blake, whom they may learn of through various contacts described in the **Gamemaster's Notes**. Since his fall from grace at Mitsuhama, Haruhiko has cut himself a powerful rep among denizens of the darker side of life in Seattle. Operating under the *nom de guerre* of "Blood," he runs a high-grade chop shop, providing illegal body transplants or cyber implants to anyone with the nuyen to pay for it. Members of his organization, known as "the Blood Brothers," are among the most feared individuals in Seattle. Anyone with enough nuyen can obtain the correct compatible body part within a few hours, but the police consider Haruhiko and his men so many names on the missing persons' list.

Any meeting with Blake must be arranged through Contacts by making an Etiquette (Street) Success Test, with a Target Number of 9. The gamemaster makes all dice rolls for NPC Contacts in secret so that the players will not know immediately whether or not word gets through to Blake. Unless Mitsuhama,

Applied, or Cavilard is specifically mentioned in the meeting request, add 3 to the Target Number. The Contacts who may have knowledge of Blake's whereabouts are the Burned Out Mage, Detective, Fixer, Gang Boss or Member, Squatter, Street Doc, Mage, Samurai, Shaman, and Yakuza Boss, as described in the Gamemaster's Notes chapter.

Because Blake is a major source of information, the gamemaster may have to force events slightly so that word gets to him even if all the Success Tests fail. If the player characters are unable to make the contact, Eve Donovan might be able to do it through the King's Crimson gang.

However Blake gets the word, his people will contact one or more of the player characters and tell them to come to a meeting on the evening of Day 2, about 24 hours before the run is to occur. Nothing the player characters do or say can alter the time of this meeting. It will occur in the abandoned, decayed section of the wharf district, in a warehouse still bearing the faded sign of its former owner, Cerebus Shipping (see **Gamemaster's Notes**).

Any Contacts who speak to the players' team about Blake will warn them that he has a reputation for being a dangerous man with a quicksilver temper and little patience for conversational niceties.

The gamemaster may allow the player characters to take whatever precautions they desire. The Cerebus warehouse is Blake's turf, and he knows the small, man-sized passageways that run beneath the metal-plated floor like the back of his hand. Knowing the various hiding places that smugglers formerly used to get their illicit cargoes in and out, he, too, can come and go from here like magic. Which is just what he will do. Let the player characters who contacted Blake wait a bit before he shows, just long enough for them to think that he may not be coming.

Blake knows that he has information the player characters want, and that they are intending to hurt the same corporation that once hurt him. He will give them what they want, but for a price other than money. He wants something else. Let the player characters make offers to see if they come up with something that might persuade Blake. If nothing strikes the gamemaster's fancy, Blake tells the player characters that in exchange for information they will owe him a favor, a mark that he can call in at any future time. That is his price. Take it or leave it.

In return, Blake has information to impart. He knows:

- The directory location of one of the secondary data lines that leads right into the heart of the Cavilard computer system (NA/UCAS-SEA-8206)
- That the room and hallway cameras frequently static-out, and so no one gets especially concerned when it happens.
- That most of the important doors in the Center are protected by maglock keypads. A skilled runner with a maglock passkey can get past them.
- That there is a destruct/purge system around the main datastores that can be activated from the Security Center. It is, however, controlled by a Slave Module tied into the Security Subprocessor.
- Blake also has complete and accurate maps of the Cavilard computer systems and the Center itself. The gamemaster can provide the players with complete versions of both from the **Maps** section of this book. Do not, however, give them any additional room descriptions.

BEATING THE SYSTEM

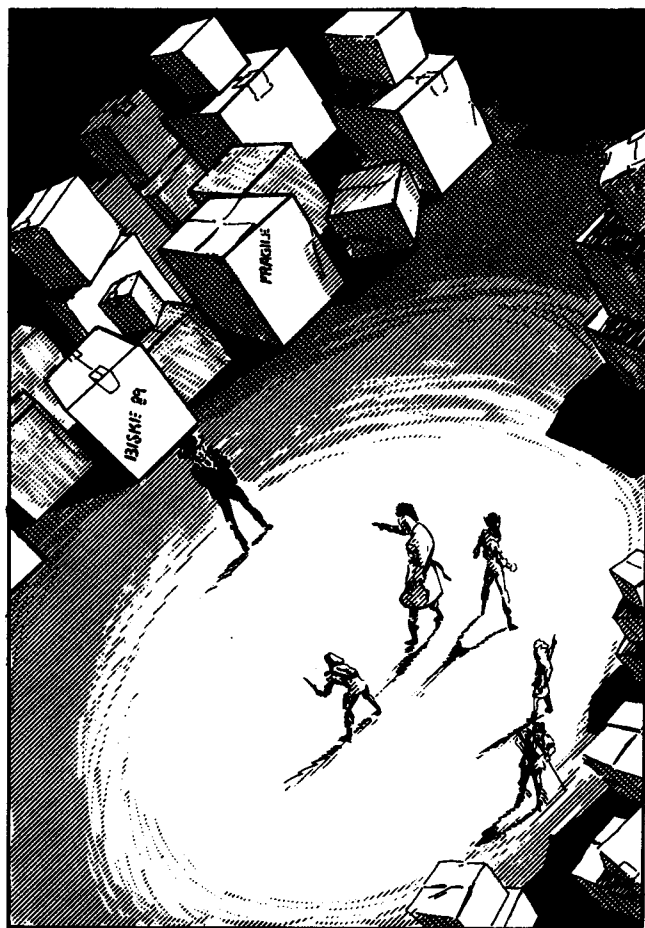
At this point, the team should have the beginnings of a plan. Use Donovan as the devil's advocate, but do not give anything away. Remember who her employer is and that they can probably get any piece of special equipment the player characters might need. If needed, Donovan will go into Cavilard with the team, geared-up appropriately.

There are only four ways to go in: The Flashy Way, The Violent Way, The Quiet Way, and The Subtle Way. Whatever the player characters decide, the gamemaster may use the following as guidelines.

THE FLASHY WAY

The Flashy Way requires plenty of guts because it amounts to the player characters' walking up to the front door of Cavilard and bluffing their way in. The team, or parts of it, could pretend to be either Applied Security Concepts inspectors making a late-night, on-site inspection, or Russel Overland Transport inspectors checking on an incoming shipment. They could also pretend to be other types of repair personnel, though it would be hard to invent convincing explanations for why they are arriving at two in the morning! They could even impersonate Mitsuhamma corp types, who could easily have their own secret reasons for arriving at the Center at an odd hour.

There are advantages and disadvantages to The Flashy Way.



One disadvantage is that it requires official IDs. Though it is difficult, the team might be able to obtain IDs from a Contact, but any such Contact needs 24 hours to obtain them. Depending on the situation, make a Success Test using Etiquette (Street) or other skill appropriate to the situation. If the player characters need the IDs in less than 24 hours, apply a +1 modifier for every two hours under 24. Only one success is needed. If the characters ask Donovan for IDs, she can get them from her employer within eight hours. However the players' team obtains them, the IDs will be as perfect as authentic ones.

Another disadvantage is that the guards will undoubtedly check these IDs through the computer system, which is standard procedure at Cavilard. A decker lurking in the ID Verification Slave Module (SM-10) could, however, intercept the verification request and approve the card, assuming he succeeds at the Computer Skill Test.

An advantage to this approach is that corp-types scare wage-slaves. As long as the ruse holds, all Perception and Social Skill targets are at a +1 for the guards, except for Security Director Jack Drury.

Unless the player characters devise a really outstanding cover, however, anyone fooling with the Executive System and then down-loading high-security files is going to encounter obstacles. The guards have standing orders that *no one* except an authorized Cavilard employee is to touch the Executive System.

Naturally, if the player characters are pretending to be corp-types, they can attempt to pull rank on Director Drury. They'll have to use either Negotiation Skill or Etiquette (Corporate) Skill to persuade him. His Willpower Rating is 5, making that their Base Target. Any request to access the Executive System or the Computer Center will make him suspicious (+2), and he knows that ignoring a standing order would certainly be harmful (+4). (And if Drury knew the real value of Silver Angel, it would be downright disastrous.)

Having a proper ID rates a -1 modifier, and verification through the Center's computer an additional -2. The target is then an 8, modified by other bonuses or penalties the game-master may wish to apply. Success will get the team into the Computer Center, and maybe even into the Executive System. Failure makes Drury definitely hostile.

One way or the other, things will not go precisely as planned. See **Unwelcome Visitors** and **Simultaneous Actions** below for more information.

THE VIOLENT WAY

The Violent Way is probably the most foolish approach, but it could work. The assault would have to come from several directions simultaneously, and unless the computer system were neutralized, the corporation would quickly learn of the attack. Crashing the Security Subprocessor would be the most direct method, and taking it over would give the team a set of electronic eyes and ears in the Center.

Once the run starts, Donovan does not care if Mitsuhamma finds out because the other run is equally high-profile. She is worried, however, about the corp's being tipped off in time to dispatch reinforcements to the Cavilard.

The two ways for word to get out are if any guard hits the PANICBUTTONS virtually everywhere in the Center or if the Security Center guards use the phone to call the emergency number. To prevent this, the players would have to override the

PANICBUTTONS by controlling the Sensors Slave Module (SM-6). They could only eliminate the telephone by controlling the appropriate Telephone Slave Module. If any of the guards, at any time, hears gunfire or sees evidence of a security breach, he will trigger an External Alert using the PANICBUTTONS.

If the player team has not been able to take the above precautions, Mitsuhamma will know someone is hitting Cavilard. Guard reinforcements will begin arriving 3D6 + 5 minutes after the External Alert is sounded. Reinforcements will consist of five Mercs and a Wage Mage arriving in a Hughes WK-2 Stallion helicopter. Additional reinforcements of eight Mercs will arrive in the equivalent of two Chrysler-Nissan Patrol-1 cars 3D6 minutes after that. (See **Mitsuhamma Combat Team** in the **Cast of Characters** section.)

Electronic assistance will arrive in the form of a Minor-League Corporate Decker employed by Applied Security Concepts, 2D6 turns after the External Alert is sounded. A second Corporate Decker with identical equipment will arrive 3D6 turns after that.

In the event of a physical assault against the Center, any guards not immediately involved in the fighting are supposed to head for the Armory, located across from the Security Center. There, each one picks up a set of Partial Heavy Armor and Helmet, plus an FN HAR assault rifle with three clips. It will take each guard three turns to don the armor and get the weapon. It is highly unlikely that more than a few will be able to reach the Armory once fighting begins.

The Security Center becomes sealed off once any alert is sounded. If more than half the guards are killed or injured or the attackers appear to be near their goal, the guard in the Security Center has orders to destroy the primary Datastores. He does this by triggering a switch in the Security Center that is hard-wired to explosives placed around the stores. If he throws the switch, the explosives go off, destroying the rows of optical chips and all the files inside them, including Silver Angel. The only ways to stop this from occurring are to crash the Security Subprocessor, control the proper Slave Module, or prevent the guard from pressing the button. The explosives cannot be disarmed in time, as they are sealed beneath the floor of the Computer Center, along with the Datastores.

The guards will fight as long as they are able, but they are not suicidal. When resistance seems futile, they will surrender. The guards will, however, watch for any opportunity to escape or reverse the situation.

THE QUIET WAY

The Quiet Way involves sneaking into the Computer Center, which is very difficult. There are only four entrances into the building: the main entrance, the loading dock, and the two emergency exits. Both the main entrance and the loading dock are continually manned, which virtually rules them out. The two emergency entrances are the most likely targets, as long as a decker is able to take control, first, of the Sensors Slave Module and then of the Security Cameras Slave Module immediately after. If anyone tries to breach the door, sensors located inside the building will alert the Security Center. The security cameras in the hallway will pick up anyone using the door. Neutralizing each Slave Module at the appropriate time will allow the player characters access without continually having to worry about the hallway cameras and the physical presence of the guards.

Unless the player characters are super-slick, odds are that the Quiet Way will become The Violent Way at some point. When that happens, the guards will respond as in **The Violent Way**.

THE SUBTLE WAY

The Subtle Way is actually similar to the Flashy Way, but is not as high-profile. This time, the player characters impersonate the Russel Overland Transport team, which is making an authorized delivery to Cavilard. The Roadmaster hauling the bio-hazardous cargo has three crewmembers along to handle the cargo once it reaches the Center. The Applied Security contract with Mitsuhamma specifically states that the guards must not, and will not, handle any biohazardous material of any grade. If roleplayed well, this ruse could get the player characters deep within the Center.

First, the adventurers must capture the Roadhauler. (See **Ares Roadhauler** in the **Gamemaster's Notes** section.)

The vehicle is running on auto-pilot, which can be overridden using special gear that Donovan can obtain. (The presence and capability of this equipment should at least hint at the identity of her employer.) The guards will quickly surrender the vehicle in the face of firepower. A suitably skilled player character wielding a maglock passkey can open the doors quickly.

Once the team has taken over the vehicle, three player characters drive it to Cavilard. Any more than three "crewmembers" will arouse the suspicions of the Cavilard guards. The hazard suits in the rear of the cab are one-size-fits-all stretchies, but player characters should use common sense in the case of odd-sized player characters.

When the vehicle arrives at Cavilard, the team must back it into the loading dock, which has an airlock-type seal around it. Once the Roadhauler is backed into position, the dock door will seal around it to prevent accidental spills from leaking out into the atmosphere. The guard on duty will let the vehicle's crew enter and then leave them alone to carry out their work.

If the player characters have not checked thoroughly enough into the hauling procedures to know that they are supposed to bring the six barrels down on the elevator to the Lower Level and then deposit them in the Biological Materials Storage Room, the guards on duty will become suspicious.

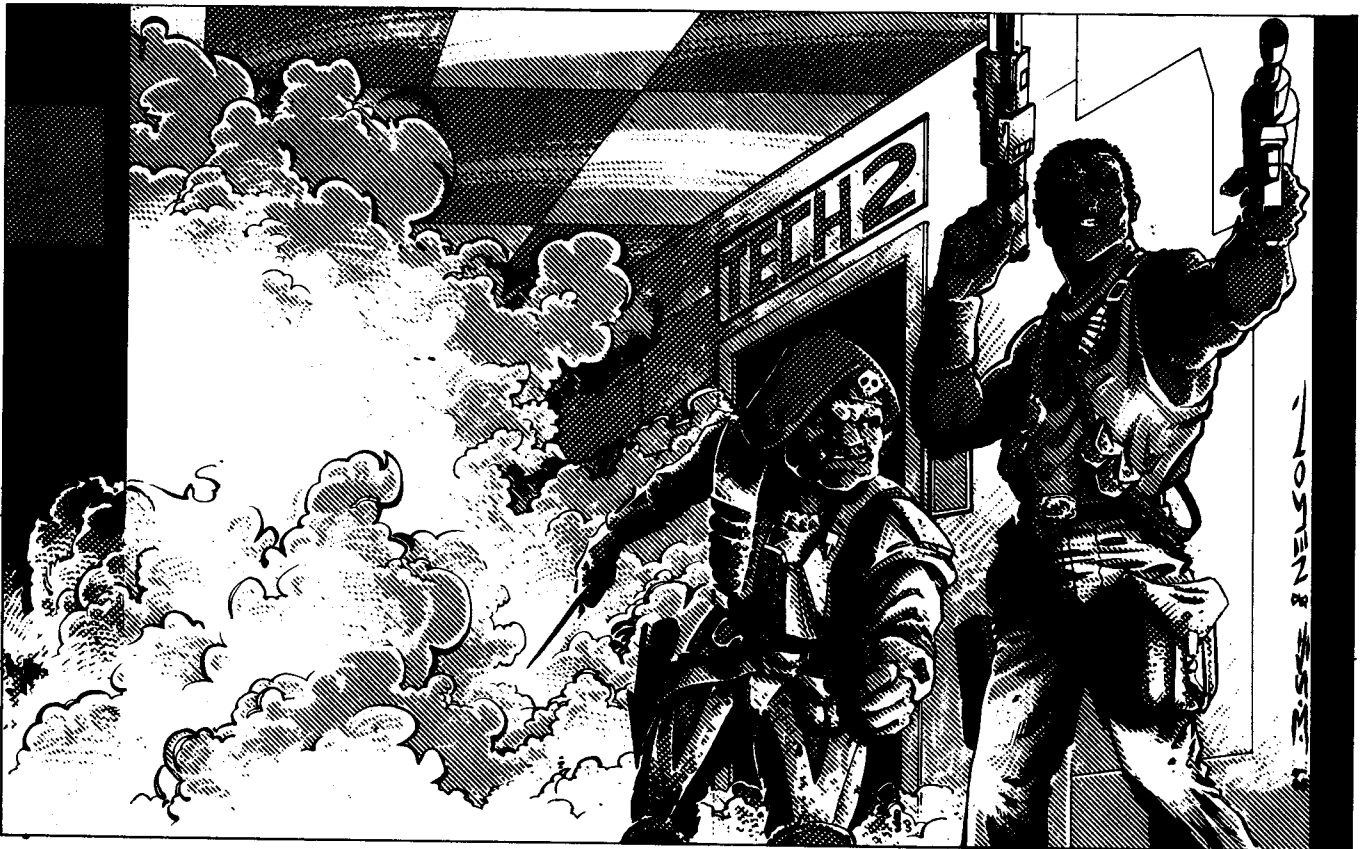
Remember, the Cavilard guards are very reluctant to get anywhere near the bio-hazard containers, and so are likely to give the player characters a fairly wide berth.

UNEXPECTED VISITORS

The player characters should realize that getting into Cavilard is not their biggest problem; getting into and out of the Executive System without setting off alarms or starting a fire-fight is the real challenge. To make matters even more complicated, someone else has arrived there ahead of them.

Remember that Fuchi has sent a team in after Silver Angel, too. As coincidence would have it, they are making their move at the same time as Donovan's team. Their methods, however, are potentially quite different.

The Fuchi team consists of two members, a Former Wage Mage (Callie Firebird) and a decker (Arthur Farren/"White Tiger"). Penetrating the Applied Security Concepts database, White Tiger learned which two guards would pull monitor duty that evening, and then Firebird paid them each a visit. It was her intention to use a See-Me-Not Spell on each one, but she was



only able to use it on the second man. The other guard, at her prompting, called in sick just before his shift began. The guard under a See-Me-Not Spell becomes distracted whenever she or White Tiger appears. He will not remember seeing them, and remains in that state until something else attracts his attention. (For the **See-Me-Not Spell**, see **Gamemaster's Notes**.)

An Alert in the Security Center, for any reason, will put the guard under the spell into a mental feedback loop. The alarm will temporarily break the spell effect, cause him to look at the monitors, see Firebird and White Tiger, and in turn, become distracted again! The effect is so noticeable that it could tip off the player characters to the fact that something else is going on in Cavilard. It could also tip off any of the other guards.

Any player character decker who slips into the Security Camera Slave Module and takes a peek inside the Computer Center will see Firebird and White Tiger. Remember, no one other than the guard in the Security Center is under the influence of the spell. The Fuchi Team is taking a big chance that no one will walk into the Security Center and glance at the monitors, but Firebird believes the risk is minimal.

During the time that she and White Tiger are in the Computer Center, Firebird will be maintaining a Detect Life Spell and monitoring nearby activity. If anyone strays too close to the Computer Center and makes an apparent attempt to enter, she may take some preemptive action.

To avoid confusion in coordinating the simultaneous actions of the player characters, the guards, and the Fuchi team, the gamemaster can refer to the following Fuchi Team Timeline. By comparing it to the current hour and the positions of the player characters and the Cavilard guards, he should have no problem determining if any contact occurs.



FUCHI TEAM TIMELINE

- 1:40 A.M. Decoy vehicle arrives. Three girls distract guards while Firebird and White Tiger sneak in under an Invisibility Spell. The girls leave with the guards' telecom numbers.
- 1:52 A.M. The Fuchi team sneaks aboard the elevator and rides down to the Lower Level with one of the unsuspecting guards.
- 2:01 A.M. White Tiger completes the procedures for bypassing the lock on the Center; apparently, he and Firebird are unaware of the system malfunction. Firebird casts Detect Life Spell and maintains it.
- 2:08 A.M. White Tiger jacks into Executive System and begins run.
- 2:13 A.M. White Tiger begins downloading Silver Angel.
- 2:18 A.M. White Tiger has completed downloading and is leaving the system when the Emergency Notification Signal arrives at Cavilard.

To find out about the Emergency Notification Signal, read on.

SIMULTANEOUS ACTIONS

Halfway around the world, another Ares Macrotech team is extracting Dr. Denise Parkwood from the Mitsuhamas enclave in the Philippines. The Ares commando team para-dropped into the enclave at exactly 2:00 A.M. Pacific Standard Time. Six-and-one-half minutes later, word reaches Mitsuhamas's Chiba, Japan headquarters, where the top brass quickly evaluate the situation. At 2:15 A.M. they decide to put out a world-wide facility alert and begin to transmit the Emergency Notification Signal.

Mitsuhamas uses the ENS to alert its various subsidiaries and facilities to problems. The signal carries a master override command sequence that automatically places all security systems and IC systems on External Alert. Upon receiving the signal, all security guards are ordered to gear-up and prepare for action.

If the Cavilard security guards are still unaware of any penetration or compromise of the computer system, it will not matter when the 2:18 signal arrives. The computer system will go on Alert, giving all IC systems a +2 to their ratings because of the increased processing power being devoted to them. The security guards will gear-up and conduct a room-by-room search of the Center. They will most certainly notice the odd behavior of the guard under a spell in the Security Center and will treat anyone in the Center as potentially hostile, whether or not they previously considered him friendly.

The deckers and merc reinforcements, as noted under the **Violent Way** above, will begin to arrive within the amount of time specified.

Remember the adage: The best laid plans of mice, men, and machines...

BACKGROUND

The information in this chapter is available to the player characters either through common knowledge or by accessing public data banks.

CORPORATIONS

ARES MACROTECHNOLOGY INC.

Home Office: Detroit, Michigan, UCAS

President/CEO: Damien Knight

Principal Divisions

Division Name: Knight Errant Security

Division Head: Roger Soaring Owl

Chief Products/Services: Multi-faceted private and corporate security in both physical and electronic arenas

Division Name: Ares Arms

Division Head: Guido Cantarelli

Chief Products/Services: Military and police equipment ranging from small arms and ammunition to top-line Ares vehicles

Business Profile:

Damien Knight takes a direct hand in Knight Errant's day-to-day operations. Rumor links his meteoric rise to the financial killings made during the Computer Crash of '29. The first reliable public records of his business dealings report him operating from Swedish data havens to mount a hostile takeover of Ares Macrotechnology. Within 24 hours of his first stock acquisition, Knight's carefully laid plans had him in the Director's chair of Ares Macrotechnology.

Security/Military Forces:

Ares Arms maintains extensive military assets, which are believed to be available to its sister division as needed.

Current Local Rumors:

According to the gossip-mongers, Damien Knight was in Seattle a few days ago on unknown business. He was seen dining at the exclusive Eye of Needle with the rising simsense starlet Jenny Chimes. The elusive Knight and the kittenish Chimes apparently caused quite a stir among the usually sedate crowd.

FUCHI INDUSTRIAL ELECTRONICS

Home Office: Tokyo, Japan

President/CEO: Richard Villiers

Principal Divisions:

Division Name: Fuchi System Design

Division Head: Samantha Villiers

Chief Products/Services: Research, design, and production of advanced technology for corporate, military, and industrial use

Business Profile:

Fuchi Industrial Electronics is owned and operated by a consortium of three clans, the Yamana and Nakatomi families of Japan and the Villiers family of New York. Relations between the families are less than cordial, but efficiently business-like. The first ASIST Simulated Senses technology marketed by the company created an instant boom, firmly establishing Fuchi and allowing it to withstand a billion-dollar international patent-violation suit by ESP Systems of Chicago. The company was a pioneer in cyberdeck technology and remains on the cutting edge of that field.

Security/Military Forces:

As Fuchi has non-Seattle divisions dedicated to the production of military equipment, it may be assumed that its internal security forces are well-equipped. Nothing specific is known about the depth of the corp's military capability, except that it recently fielded a crack company in the Winter '49 Tunisian Corporate Wargames.

Current Local Rumors:

The first of the two rumors currently circulating is that Samantha Villiers, head of Fuchi System Design, was the target of an aborted assassination attempt. The second rumor is that a respected Fuchi Mr. Johnson was recently seen in Seattle, apparently either recruiting or coordinating local talent.

MITSUHAMA COMPUTER TECHNOLOGIES

Home Office: Kyoto, Japan

President/CEO: Toshiro Mitsuhamu

Principal Divisions:

Division Name: MCT North America

Division Head: Tamatsu Sakura

Chief Products/Services: Data processors and computer interface and control devices

Business Profile:

Despite several successful court battles, Mitsuhamu's name remains linked with certain known Yakuza gang leaders. The company is sharp and aggressive. It pushes its competitors hard, both in the market and in the research labs.

Security/Military Forces:

Mitsuhamu normally relies on company personnel for internal security, but makes extensive use of hired individuals and companies for special operations.

Current Local Rumors:

Rumor has it that Mitsuhamu is a front for the Yakuza. With typical criminal disregard for human life, the company's computer systems are guarded by the blackest of IC.

MAPS

CAVILARD RESEARCH CENTER

Located to the east of downtown Seattle, Cavilard is a Mitsuhamma research and development facility allegedly specializing in compu-optic systems and biotech research. It is rumored to be a moderately secure facility.

EXTERIOR MAP KEY

Road Entrance (A)

Monitored by a security camera and motion sensors.

Employee Parking (B)

Monitored by security camera.

Loading Dock (C)

Large paved area leading to recessed loading area. Monitored by security camera.

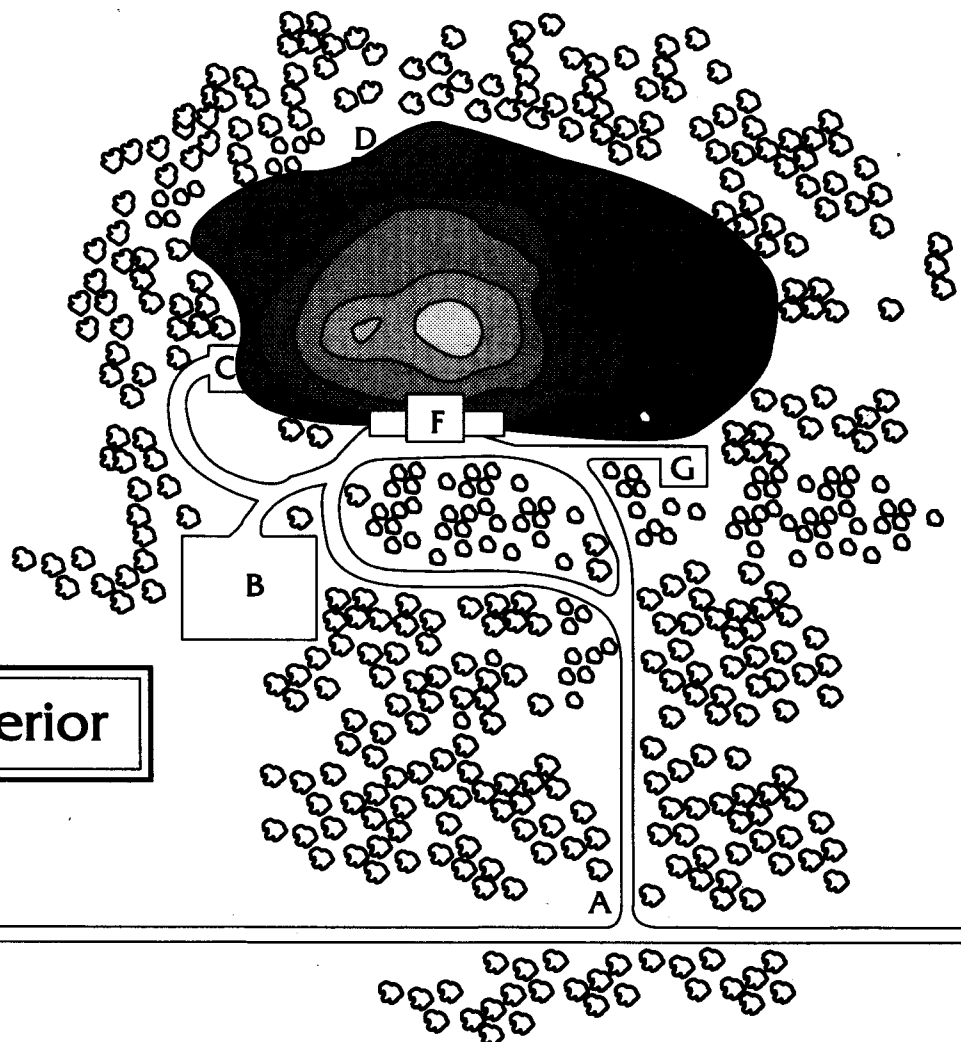
Emergency Exit (D and E)

Heavy plasteel door (Barrier Rating 10) monitored by intrusion sensors (Base Target Number 4 to override). Neither area concealed. Neither opens normally from the outside.

Main Entrance (F)

Heavy cement, chromed steel, and smoked glass facade built into hill slope. Double doors opening into Lobby area. Glass is Barrier Rating 3. Exterior monitored by security camera.

Private Parking Lot (G)



Cavilard Exterior

o o = Forest

■ = Hill

SILVER ANGEL

INTERIOR MAP KEY

All hallways are monitored by video cameras at each end.
All Offices contain computer system access points: terminals. (Access main system through appropriate Terminal Slave Module.) Each office doorway has a small window and interior shade to cover it.

[A] Indicates an airlock with a Barrier Rating 8 and a Maglock Keypad, Target Number 5.

All rooms have PANICBUTTONS.

Upper Level

Gallery (1)

Overlooks the center lobby area. Glass elevator opens onto the Gallery. Monitored by security camera.

Stairs (2)

Normal stairs leading to all three levels. Monitored by security camera.

Cafeteria (3)

The employee and staff cafeteria. Equipped with the latest in nuke-and-eat food preparation systems. (The macro-coffee maker in the corner is not half-bad.)

Unisex Lavatory (4)

Accounting Supervisor's Office (5)

Typical of the offices in the Center. It is sparsely furnished and equipped with many high-tech audio-visual aids and luxuries. Unless otherwise noted, all Offices are Maglock Keypad, Target Number 4. (I/OP-3)

Personnel Supervisor's Office (6) (I/OP-2)

Research Director's Office (7) (I/OP-5)

Technical Director's Office (8) (I/OP-7)

Meeting Room (9)

Eight soft gel-cushion chairs surrounding a minimally supported plexiglass meeting table. Each seat has a flat LCD screen and keyboard for computer access. (I/OP-4)

BioTech Supervisor's Office (10) (I/OP-6)

CompuTech Supervisor's Office (11) (I/OP-5)

Computer System Engineer's Office (12) (I/OP-5)

Secretary Pool Room (13)

Eight secretaries work here, allocated as needed among the various directors and supervisors. (I/OP-4)

Assistant Center Director's Office (14)

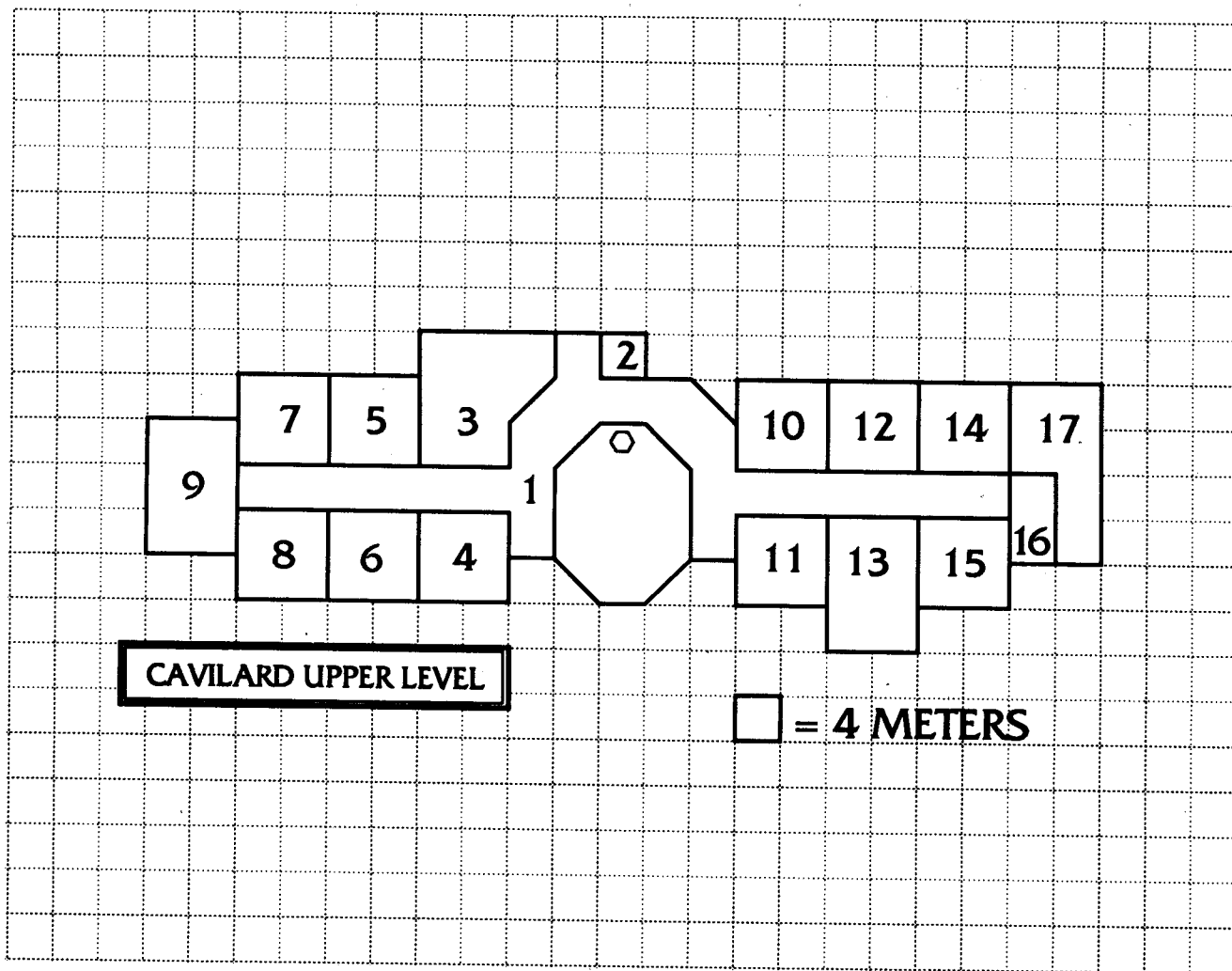
Unisex Lavatory (15)

Center Director's Secretary (16)

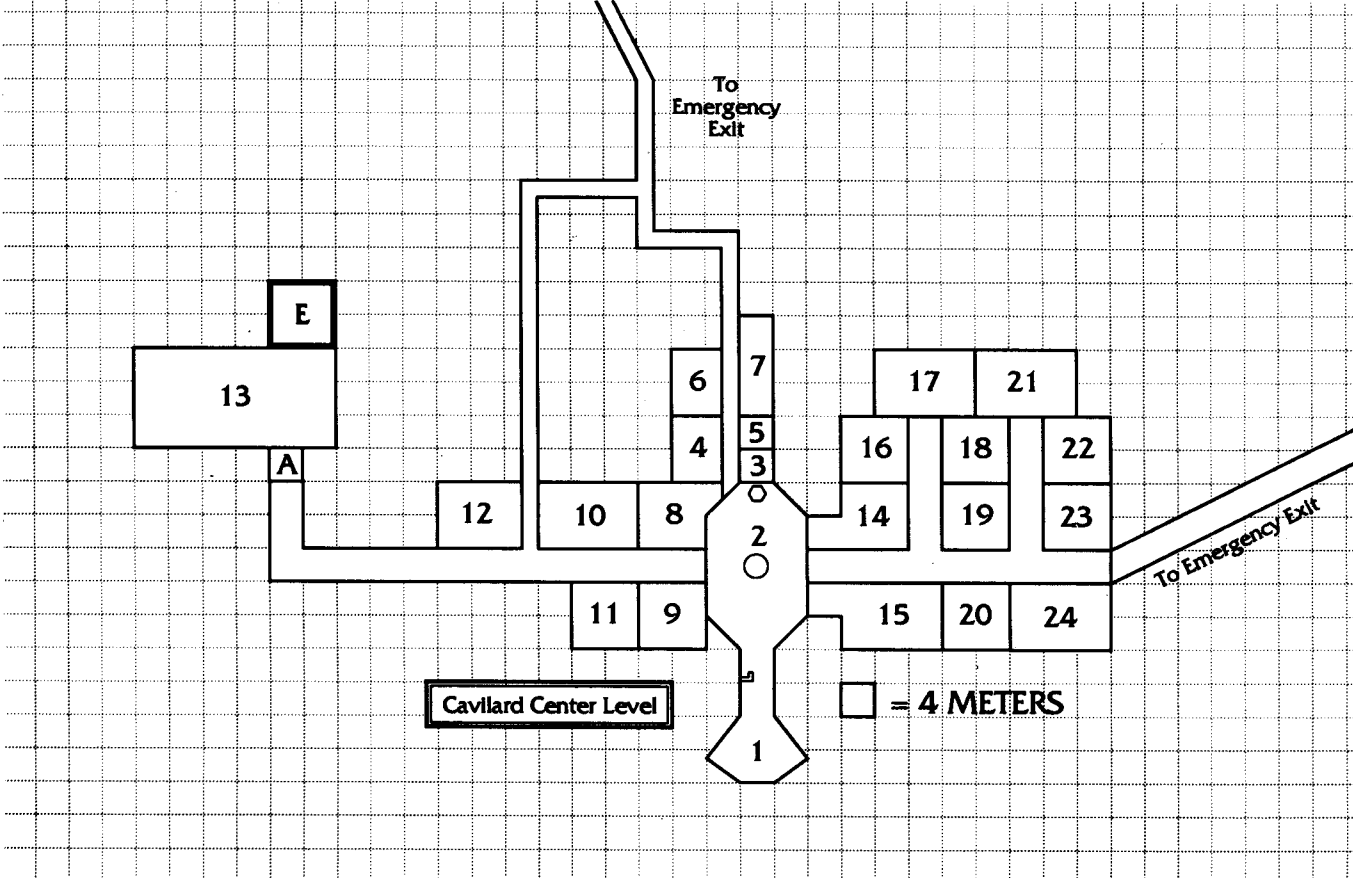
Maglock Keypad, Target Number 5. (I/OP-4)

Center Director's Office (17)

The ultimate in neodecadence. (I/OP-4)



SILVER ANGEL



Ground Level

Main Entrance (1)

All doors and glass are Barrier Rating 3. Security desk halfway to Lobby is manned by two Corporate Security Guards. Monitored by security camera.

Lobby (2)

Open-air lobby visible from the Upper Level. Center of lobby is occupied by gravity-defying water display, small shrubbery, and flowering plants. Glass elevator opens into the lobby and rotates on the way up to the Upper Level to open onto the Gallery. Elevator glass is Barrier Rating 2. Monitored by security camera.

Maintenance Supply Closet (3)

Maintenance Supervisor's Office (4) (I/OP-1)

Stairway (5)

Leads to all levels.

Maintenance Worker's Lounge (6)

Power Generation/Heating Access (7)

Power relay boxes, heating and air-conditioning controls, and circuit-breakers are all located in this room. Maglock Keypad, Target Number 4. Monitored by security camera. (I/OP-1)

Unisex Lavatory (8)

BioTech Assistant Supervisor's Office (9) (I/OP-6)

General Staff Lounge (10)

CompuTech Assistant Supervisor's Office (11) (I/OP-5)

Storage Room (12)

General office material: chairs, desks, terminals, and so on.

Loading Dock (13)

Interior area, sealed from remainder of building by airlock (Barrier Rating 8). Normal and biohazardous cargo enter through here. Normal material can be brought through airlock on this level, but all biohazardous material must go down to storage area in sealed elevator [E]. Any breach of the room, airlock, or elevator seals will set off an Internal Alert. For biohazardous deliveries, the loading-dock door acts as an airlock. All crew must enter through adjacent airlock when vehicle is sealed in place. Monitored by bio-sensors and security cameras.

CompuTech Laboratory 1 (14)

All CompuTech laboratories are generic facilities serving a variety of functions and purposes. Many experiments and research projects are going on in any one laboratory. There is no immediately available information or material in any laboratory. All CompuTech laboratories have a Maglock Keypad, Target Number 4, and are monitored by a security camera. (I/OP-5)

CompuTech Laboratory 2 (15) (I/OP-5)

Assistant Technical Director's Office (16) (I/OP-5)

CompuTech Laboratory 3 (17) (I/OP-5)

Storage Area (18)

Contains tool kits, supplies, raw optical chips, boards, and other computer-related material.

CompuTech Laboratory 4 (19) (I/OP-5)

Unisex Lavatory (20)

CompuTech Laboratory 5 (21) (I/OP-5)**CompuTech Laboratory 6 (22) (I/OP-5)****CompuTech Laboratory 7 (23) (I/OP-5)****CompuTech Laboratory 8 (24) (I/OP-5)**

Lower Level

Center Area (1)

The glass elevator opens into this area. It maintains the same face as on the Center Level. Monitored by a security camera.

Stairway (2)

Leads to all Levels. Monitored by a security camera.

Unisex Lavatory (3)

BioTech Technicians' Lounge (4)

Biological Material Laboratory (5)

The biohazardous workplace. Sterile room with numerous pieces of biological and biochemical analysis equipment. A trained observer knowledgeable about biohazards would note that the room can actually only handle middle- and low-level hazardous material. Monitored by bio-sensors and security cameras. (I/OP-6)

Sterilizer (6)

Storage Room (7)

Contains scrub-suits, hazard-suits, and other materials.

BioTech Laboratory 1 (8) (I/OP-6)

BioTech Laboratory 2 (9) (I/OP-6)

Biological Materials Storage Room (10)

All biological materials coming into the Center are stored in this sealed room. Monitored by bio-sensors and a security camera.

Access Room (11)

Access to and from the elevator [E] is through this room, which acts as a large airlock and has decontamination capability. Monitored by bio-sensors and a security camera.

General Staff Lounge (12)

Security Center (13)

Completely filled with video monitors and communications equipment. Doors have a Barrier Rating 10, and a Maglock Keypad, Target Number 6. The Security Guard on duty inside is under the Influence of Firebird's See-Me-Not Spell, and is perpetually distracted. Following this, the gamemaster should roll three dice against a Target Number 4 to see if he glances at the monitors. If he does, he is distracted once again. (I/OP-8)

Security Director's Office (14)

Jack Drury's office has a Maglock Keypad, Target Number 5. Unless something happens, Drury will be here catching up on paperwork. (I/OP-8)

Armory (15)

Weapons storage for the Center. Contains Partial Heavy Armor, Browning Max-Powers, FN-HARs, and ammunition for both guns. Door has a Barrier Rating of 6, and a Maglock Keypad, Target Number 5.

Hardcopy Storage (16)

Amazingly, the Center does have need for real paper and actual hard copy. This is where they keep it.

Assistant Systems Engineer's Office (17)

Computer Center (18)

This room contains some large computer banks, but is mostly an access point to the main systems and datastores located behind the walls and under the floors. The doorway has a Barrier Rating 10 and a Maglock Keypad, Target Number 6. There is a terminal in this room that controls the Executive System. Breaking into the terminal requires Computer Skill, with a Target Number 4, and requires three successes. Failure will set off an External Alert, while success will allow the Executive System to be linked back into the main system. Entering the system can then be done normally, but all IC are still present. If a decker attempts to Jack into the Executive System, it will take him four actions to set the equipment. All IC will be present as listed on the Computer System Map. This room is monitored by a security camera. The Fuchi team will draw the window shade on the door. (I/OP-9)

CyberTech Supervisor's Office (19)

Mitsuhamas is apparently doing cybernetic research here. A search of this office will reveal the name of Dr. Denise Parkwood and the codename Silver Angel. Except for the connection between Parkwood, Silver Angel, and cybernetics, no other information is available here. It is obvious that this office belongs to someone other than Parkwood. The office has a Maglock Keypad, Target Number 6. (I/OP-7)

CyberTech Laboratory 1 (20)

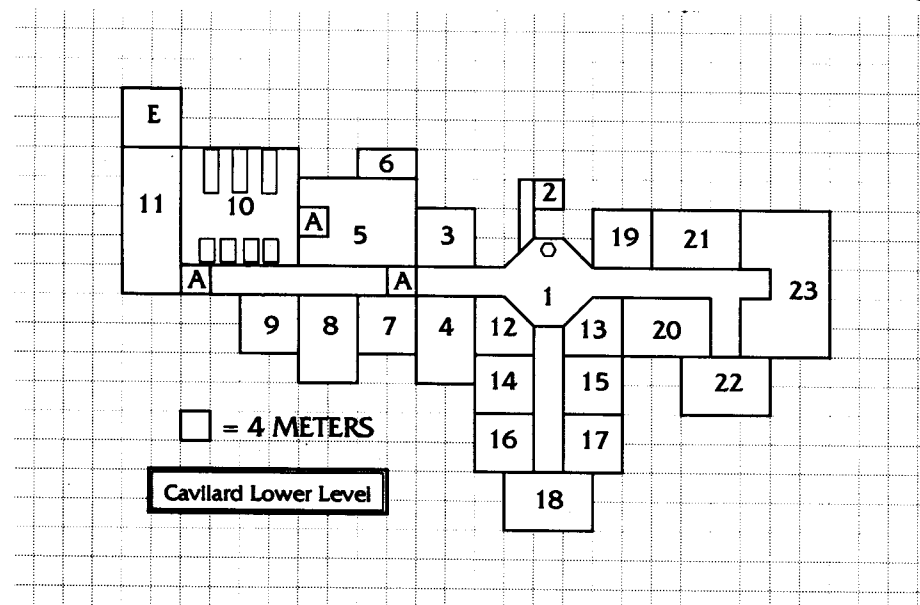
A true scavenger could find about 8,000¥ worth of parts and gear here, but such a search would require much time. The same holds true for the other rooms in this wing. This lab, and all others like it, have a Maglock Keypad, Target Number 6. (I/OP-7)

CyberTech Laboratory 2 (21) (I/OP-7)

Storage and Equipment Room (22)

CyberTech Experiment Room (23)

This room is under construction, apparently for the purpose of testing mind/brain-based cyberware. (I/OP-7)



CAVILARD COMPUTER SYSTEM MAP

CPU = Central Processor

DS = Datastore

I/OP = Input/Output Port

SAN = System Access-Node

SM = Slave Module

SPU = Subprocessor

SAN-1: Directory # 5206. Unlisted. Red-3. Access 5. Blaster 4.

SAN-2: Directory # 5206. Unlisted. Red-3. Access 5. Blaster 4.

SAN-3: Directory # 8206. Unlisted, private line. Orange-4. Barrier 3.

SPU-1: Data routing only. Green-3. No IC.

SPU-2: Building Systems. Orange-3. Access 4.

DS-1: Basic Record only. Nothing of value. Green-3. No IC.

I/OP-1: Terminal for control of Slave Modules. Orange-2. Access-3.

SM-1: Heating. Air Conditioning. Green-3. No IC.

SM-2: Power Systems. Green-3. No IC.

SM-3: Elevator Controls. Green-3. No IC.

SPU-3: Personnel. Orange-3. Access 4.

DS-2: Records. Orange-3. Scramble 3.

I/OP-2: Terminals. Orange-2. Access 3.

SPU-4: Accounting. Orange-3. Access 3.

DS-3: Records. Orange-3. Scramble 3.

I/OP-3: Terminals. Orange-2. Access 3.

SPU-5: Administration. Red-3. Access 4. Blaster 3.

DS-4: Records. Orange-3. Scramble 4.

I/OP-4: Terminals. Orange-3. Access 4.

SPU-6: CompuTech. Red-3. Access 3.

DS-5: Records. Orange-4. Barrier 3.

DS-6: Files. Orange-4. Barrier 3. Killer 3.

I/OP-5: Terminals. Orange-4. Barrier 3.

SPU-7: BioTech. Red-3. Access 3.

DS-7: Records. Orange-4. Barrier 3.

DS-8: Files. Orange-4. Barrier 3. Killer 3.

I/OP-6: Terminals. Orange-4. Barrier 3.

SM-4: Airlock controls. Orange-3. Access

SPU-8: CyberTech. Red-4. Access 5. Tar Baby 4.

DS-9: Records. Red-3. Access 5. Blaster 3.

DS-10: Files. Red-3. Access 5. Blaster 3.

I/OP-7: Terminals. Orange-4. Access 5.

SPU-9: Security. Red-4. Access 4. Killer 5.

DS-11: Records/Files. Orange-4. Access 3.

I/OP-8: Terminals. Orange-3. Access 3.

SM-5: Security Cameras. Orange-3. Access 3.

SM-6: Various Sensors. Orange-3. Access 3.

SM-7: Maglock Control. Orange-3. Access 4.

SM-8: Executive Datastore Destruct. Red-2. Barrier 4.

SM-9: ID Card Verification. Orange-3. Access 3.

SPU-10: Data routing only. Green-3. No IC.

SPU-11: Data routing only. Green-3. No IC.

SPU-12: Executive System. Red-4. Access 5. Trace 5.

DS-12: Records/Files. Red-2. Barrier 3. Black 3.

DS-13: Records/Files. Red-2. Barrier 3. Black 3. Silver Angel is here. It is 80 Mp in size and has a Scramble 3 on it.

I/OP-9: Terminal. Orange-4. Barrier 3.

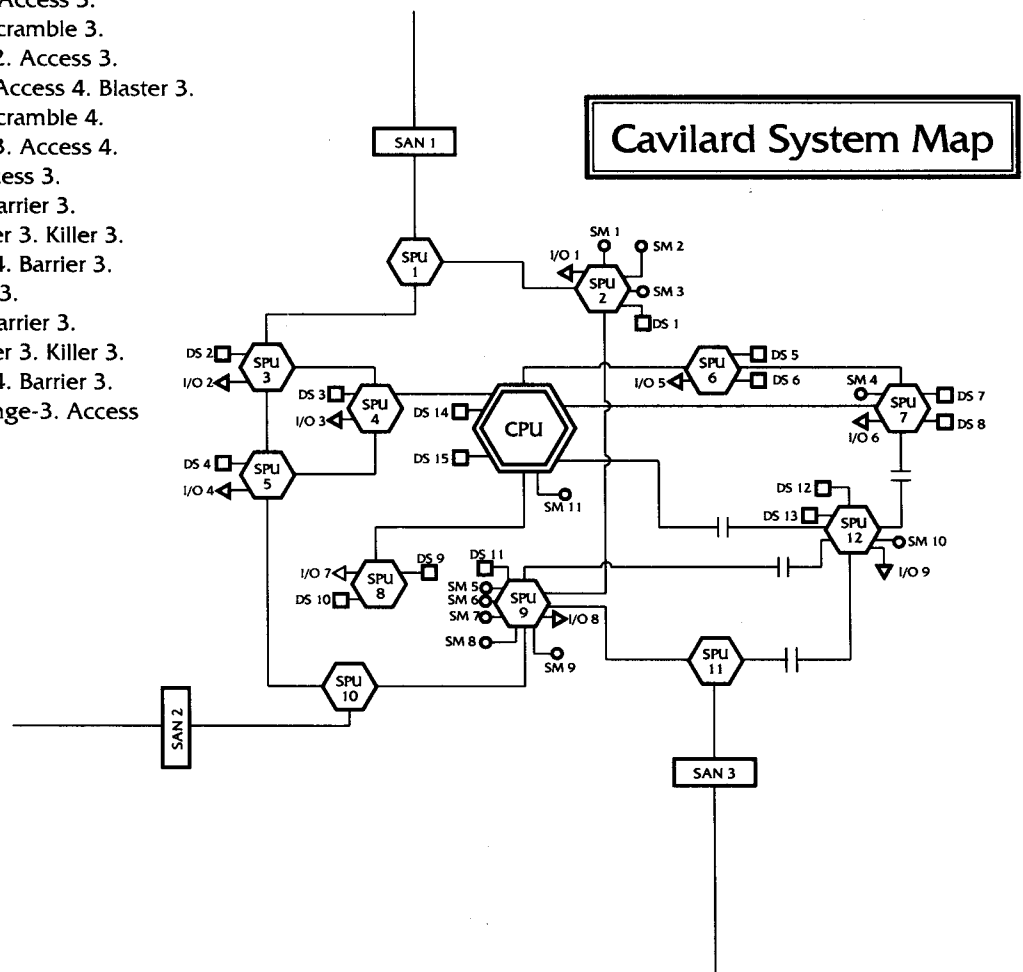
SM-10: Main System Connect. Orange-4. Barrier 3.

CPU: Red-4. Access 4. Trace 4.

DS-14: Back-up files and records. Orange-4. Barrier 2.

DS-15: Back-up files and records. Orange-4. Barrier 2.

SM-11: Telephone routing (does not effect data lines). Orange-3. Barrier 2.



CAST OF CHARACTERS

This section describes the non-player characters specifically mentioned in the **Adventure**. The gamemaster is, of course, free to create others and to modify these according to his needs or wishes.

In the case of lesser NPCs, only the stats are given.

HARUHIKO BLAKE

Born to well-placed parents employed at the Mitsuhamma Wake Island Facility, Haruhiko Blake spent his life as a child of the corporation. Raised entirely at the MCT compound, he saw nothing of the real world until his parents' transfer to San Francisco during his first year of high school. The differences between the idyllic paradise of the Wake Island facility and Tokyo West were staggering. Banking on his parents' pull and his own prowess, he enrolled in security training, hoping to move quickly up the ranks. He did, and by the age of 30, Blake was Head of Security at Cavilard Research Center. When implicated (unjustly) in the computer-time theft scandal, he was forced to leave Mitsuhamma abruptly.

In a rapid spiral downward, Blake became part of the Seattle underworld, which quickly embraced a man of his talents. His years at MCT served him well, and it was not long before he had maneuvered to a position of power at a chop shop hidden deep in the Barrens.

Appearance:

Tall and gaunt, Blake wears his hair unstylishly long and often done up in multiple braids. Black war-paint is his favorite.

Manner/Attitude:

Haruhiko is not quite as deadly as his reputation suggests, but he has been known to play the role to the hilt on occasion. One of his major dislikes is people who are not pleasant to him. He may behave in an intense, crazy, or twisted manner, but he will always be polite at a meeting. Be rude once and he will warn you, twice and you've made his guano-list.

Loyalties:

First and foremost, Haruhiko Blake is loyal to himself. The Blood Brothers rank a distant second. He will honor his word, but gives it only rarely and is not reluctant to exploit any situation to his greatest advantage.



Attributes:

Body: 4 (6)
Quickness: 6
Strength: 5
Charisma: 5
Intelligence: 5
Willpower: 5
Essence: .05
Reaction: 5 (9)

Skills:

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

Dice Pools:

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

Cyberware:

Cyberarm (right) with Monofilament Whip
Cyberarm (left) with Smartgun Link
Datajack
Dermal Armor: 1
Wired Reflexes: 2

Gear:

Concussion Grenade
HK227 SMG Smartgun (2 reloads, Flechette rounds)
Lined Coat
Streetline Special Smartgun (no reloads, ankle holster)

EVE DONOVAN

Born in Switzerland prior to humanity's goblinization, Donovan was raised in a Europe that rarely saw peace. Orphaned at ten years when her parents were crushed to death by a mob, she grew to adulthood on the streets of Bern and Stuttgart, honing her body and mind to its current razor-sharpness.

She was formerly one of the best fixers in Seattle. During a run in Aztlan three years ago, she was all but killed while riding in a helicopter that was struck by a heat-seeking missile. A long-owed corporate debt bought her rejuvenation in the blackest chopshops of Seattle and full cyber-replacements for her left arm and leg. The cyberlimbs contain no enhancements, because she refused them.

The offer from Ares Macrotechnology has come at an important point in her life. If she can properly coordinate this shadowrun, with a minimum of noise, it will propel her back to the upper ranks of her profession. She will press the player characters hard, driving them to perform flawlessly.

Recently, and inadvertently, she became the beneficiary of an honor-debt from Alan Corliss, leader of the street gang, King's Crimson. As a result, she has gained Corliss as a Contact... with access to up to twelve members of King's Crimson, as needed. Her connection to Corliss and King's Crimson may prove beneficial if the player characters have difficulty finding Haruhiko Blake or Karen Whisper.

Appearance:

Tall and athletic, Eve Donovan shows few physical signs of the violent life she has led. Her midnight-black hair is cropped short, and she is wearing loose-fitting white pants and a shirt exactly the color of her deep blue eyes when the player team first meets her. Everything about Donovan speaks of a cultured upbringing, testament to her well-tailored facade.

Manner/Attitude:

Donovan is business-like during a run, but not to the detriment of the project. Some of her former associates like to portray her as a "chrome-hearted" bitch, which she is not. While acting as team leader, she is more than willing to listen to suggestions and opinions offered by the other members.

Loyalties:

To her occasional detriment, Eve Donovan is fanatically loyal to her current employer, even placing it before her own interests.

**Attributes:**

Body: 3
Quickness: 4
Strength: 2
Charisma: 6
Intelligence: 5
Willpower: 5
Essence: 1.5
Reaction: 4

Skills:

Armed Combat: 2
Car: 3
Etiquette (Corporate): 4
Etiquette (Street): 5
Firearms: 3
Negotiation: 6
Unarmed Combat: 3
Vectored Thrust Vehicles: 1
Winged Planes: 2

Dice Pools:

Dodge: 4
Defense (Armed): 2
Defense (Unarmed): 3

Cyberware:

Blood Filtration: 3
Datajack (100Mp Memory)
Datasoft Link
Display Link
Telephone
Skillssofts:
Japanese: 3
Spanish: 3

Notes:

Due to her current association with Ares Macrotech, Donovan has access to a state-of-the-art communications and surveillance van equipped with the latest electronic gear at a minimum rating of 4.

JACK DRURY

Drury is the current Security Director at Cavilard Computer Center. A strict taskmaster and an imposing man, he wields his authority like a weapon. As a result, he does not take kindly to taking orders himself.

If the player characters are aggressive enough, the fake Mitsuhamma corp-types approach is the best to take for controlling him. No one else could get away with bullying him.

Unless called away by circumstance, Drury will be working in his office near the Security Center at the time the team begins to act. Reports of suspicious activity or the arrival of unexpected guests will draw him to the scene of the potential problem.

Appearance:

Large and solidly built, Drury looks like the ex-UCAS Marine that he is. His hair is military-short and shot with gray.

Manner/Attitude:

A former military man, Drury carries that philosophy with him perpetually. Gruff and direct, he is a difficult man to get to know.

Loyalties:

Drury is intensely loyal to the corporation.

Attributes:

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

Skills:

Car: 5
Etiquette (Corporate): 3
Firearms: 7
Stealth: 5
Unarmed Combat: 6
Armed Combat: 4

Dice Pools:

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

Cyberware:

Wired Reflexes: 1

Gear:

Ares Predator (2 reloads)

Notes:

If an Alert has been sounded, Drury will be armed as the other guards.

KAREN WHISPER

Since Neon Fever's death, Whisper has grown fearful of emotional connections, and is subconsciously glad to part with the mementos of Gazzara.

After terminating Gazzara, Aztech was apparently unable to identify his girlfriend, which is how she managed to disappear into the shadows. Whisper knew very little of Gazzara's activities, but still has some of his personal effects among the items she frantically grabbed in fleeing their apartment. Among those effects is a small packet of optical-chip data files. The entire contents of the data files, and their value, are up to the gamemaster. Somewhere in them is a system map of the Cavilard Research Center. The map is only a few months old, and Gazzara apparently acquired it a few days before his death.

Appearance:

Attractive, but worn, Karen Whisper has dark-streaked red hair and startlingly green eyes. She is slightly above average in height and has an attractive figure. When the player characters first meet her, she is wearing her dance costume under a cheap polycloth robe.

Manner/Attitude:

Aside from her fearful suspiciousness, Whisper is a pleasant woman. It is present circumstances that make her slightly paranoid, frightened, and testy.

Loyalty:

The only person who holds her loyalty at this point is Karen Whisper.

Attributes:

Body: 5
Quickness: 5
Strength: 3
Charisma: 6
Intelligence: 4
Willpower: 5
Essence: 5.6
Reaction: 4

Skills:

Armed Combat: 2
Car: 2
Etiquette (Street): 3
Firearms: 2
Unarmed Combat: 2

Dice Pools:

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

Special Skills:

Acrobatic Dance: 3
Dance: 6
Performance Composition: 3

Cyberware:

Datajack
Synthlink

Gear:

Knife
Mitsubishi Runabout
Synthetic Leather Clothing
Streetline Special

THE FUCHI GUNS

Louis Rodrigo and his three companions have been sent out by Fuchi to locate Karen Whisper. Rodrigo *et al.* have not been told why, only that they must find her and bring her back to the Fuchi office tower. After getting a tip that Whisper was working at a local bar, they have been canvassing in search of her. They got lucky.

All four are carrying forged Ares Macrotechnology/Knight Errant Identification cards. There is nothing to connect them to Fuchi.

LOUIS RODRIGO (Company Man)

Attributes:

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

Skills:

Armed Combat: 4
Car: 4
Etiquette (Corporate): 3
Firearms: 5
Stealth: 5
Unarmed Combat: 6

Dice Pools:

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

Cyberware:

Wired Reflexes: 1

Gear:

Armor Clothing
Ruger Super Warhawk (shoulder holster; 2 reloads)
Streetline Special (ankle holster; 1 reload)

SILVERTHORN (Male Elf Hitman)

Attributes:

Body: 5
Quickness: 6
Strength: 5
Charisma: 2
Intelligence: 4
Willpower: 4
Essence: 2.5
Reaction: 5 (9)

Skills:

Bike: 4
Car: 4
Demolitions: 4
Etiquette (Corporate): 3
Etiquette (Street): 3
Firearms: 5
Hovercraft: 4
Stealth: 5
Unarmed Combat: 4

Dice Pools:

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

Cyberware:

Smartgun Link
Wired Reflexes: 2

Gear:

Ares Silvergun with Smartgun adapter (shoulder holster; 3 reloads)

Armor Clothing

Allergies:

Iron (mild)

SHEN VANCHAK (Company Man)

Attributes:

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

Skills:

Armed Combat: 4
Car: 4
Etiquette (Corporate): 3
Firearms: 3
Stealth: 5
Unarmed Combat: 6

Dice Pools:

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

Cyberware:

Wired Reflexes: 1

Gear:

Armor Clothing
Browning Max-Power (shoulder holster, 3 reloads)
Streetline Special (ankle holster, 1 reload)

VICKI VENTURA (Female Street Samurai)

Attributes:

Body: 6
Quickness: 6 (7)
Strength: 6 (7)
Charisma: 2
Intelligence: 5
Willpower: 5
Essence: 1
Reaction: 5 (9)

Skills:

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

Dice Pools:

Dodge: 7
Defense (Armed): 4
Defense (Unarmed): 6

Cyberware:

Cybereyes (Low-Light)
Dermal Armor: 2
Muscle Replacement: 1
Retractable Hand Razors
Smartgun Link
Wired Reflexes: 2

Gear:

Armor Jacket
Fichetti Security 500 (lower back holster; 2 reloads)
Throwing Knives (2)
Uzi III Smartgun (hip slung; 4 reloads)

CALLIE FIREBIRD

Out-of-town magical talent, Firebird specializes in covert action. Fuchi has great faith in her, counting on her to pull off the datasteal without attracting notice. Though trained in avoidance and deception, she is also prepared to make a lot of noise if necessary.

Appearance:

Of average height, Firebird wears her dark hair long, but shaved close at the sides. Her clothing is semi-traditional Amerindian, and she wears warpaint when shadowrunning.

Manner/Attitude:

Firebird's personality can run hot and cold, as she wishes. One moment she's a bantering team member, and the next she turns cool and all-business.

Loyalties:

Though not the self-sacrificing type, Firebird is nonetheless loyal to her current employer.

Attributes:

Body: 2
Quickness: 3
Strength: 1
Charisma: 2
Intelligence: 5
Willpower: 3
Essence: 6
Magic: 6
Reaction: 4

Skills:

Conjuring: 5
Etiquette (Corporate): 4
Firearms: 3
Magical Theory: 6
Negotiation: 2
Psychology: 2
Sorcery: 6

Dice Pools:

Astral: 17
Dodge: 3
Defense: 1
Magic: 6

Gear:

Armor Jacket
Computer Media Hermetic Library (Sorcery 3, Conjuring 3, Magical Theory 3)
Enfield AS7 Assault Shotgun (Explosive rounds, Laser Sight)
Fichetti Security 500 (extended clip)
Illusion Spell Focus: 2
Manipulation Spell Focus: 3

Spells:

Combat:

Mana Bolt: 4

Detection:

Clairvoyance: 4
Detect Life: 4

Health:

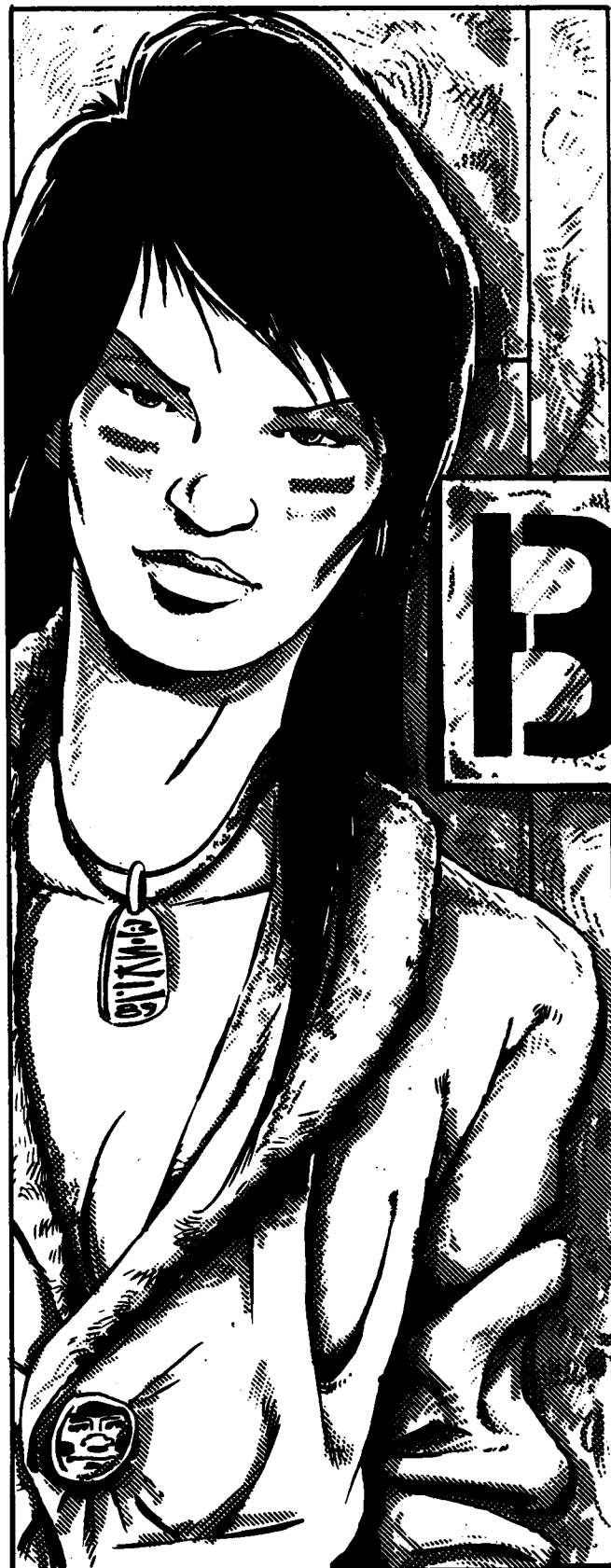
Heal Moderate Wounds: 2

Illusion:

Chaos: 3
Invisibility: 5

Manipulation:

Barrier: 3



WHITE TIGER

Local talent, Arthur Farren has worked for Fuchi before, but never on such an important mission.

Appearance:

A tall, thin young man, Farren speaks only rarely. When he does, his voice is surprisingly deep and expansive.

Manner/Attitude:

Farren generally dislikes physical violence, and will fight only if his life is threatened.

Loyalty:

Like Firebird, Farren is loyal to the company, but not to the point of self-sacrifice.

Attributes:

Body: 1

Quickness: 3

Strength: 3

Charisma: 1

Intelligence: 4

Willpower: 3

Essence: 5.8

Reaction: 3

Skills:

Armed Combat: 1

Computer: 5

Computer Theory: 4

Etiquette (Corporate): 2

Firearms: 1

Dice Pools:

Dodge: 3

Defense: 1

Hacking: 8

Cyberware:

Datajack

Gear:

Fuchi-4 Cyberdeck with Level 1 Response Increase

Programs:

Bod: 5

Evasion: 5

Masking: 4

Sensors: 6

Attack: 5

Smoke: 3

Slow: 6

Armor Clothing

Knife

Mitsubishi Runabout

Streetline Special

**WINSLOW**

As the bouncer/doorman at the Cutting Edge, Winslow has seen plenty of scum come and go, and he knows how to deal with it. He admires Queen Conchita and thinks she can do better than this place. He will do everything he can to help her get the chance she deserves. Being older than most Trolls, Winslow remembers a time when he was still Human. Looking at Queen Conchita brings back sweet memories.

Attributes:

Body: 9

Quickness: 3

Strength: 9

Charisma: 1

Intelligence: 1

Willpower: 2

Essence: 6

Reaction: 2

Skills

Armed Combat: 3

Etiquette (Street): 2

Firearms: 2

Unarmed Combat: 6

Dice Pools:

Dodge: 3

Defense (Armed): 3

Defense (Unarmed): 6

Gear:

None

Allergies:

Sunlight (Nuisance)

KING'S CRIMSON GANG MEMBER (Typical)

Appearance:

Each gang member wears black shoes, pants, shirt, gloves, and long coat. Each is randomly splattered in red, even on their black-dyed hair.

Manner/Attitude:

Loyalties:

Gang members are loyal to themselves and to anyone with whom they are currently in league. Word on the street, however, is that any King's Crimson member who gives his word can be trusted to keep it.

Attributes:

Body: 5
Quickness: 6
Strength: 5
Charisma: 6
Intelligence: 5
Willpower: 4
Essence: 3.8
Reaction: 5 (7)

Skills:

Armed Combat: 5
Bike: 3
Etiquette (Street): 4
Firearms: 4
Stealth: 6
Unarmed Combat: 5

Dice Pools:

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

Cyberwear:

Cybereyes (Low-Light)
Wired Reflexes: 1

Gear:

Knife
Simsense Player and 6 Chips
Streetline Special (1 extra clip)
Synthetic Leather clothing
Wired Reflexes (1)
Yamaha Rapier (second-hand)

Notes:

If necessary, a member of King's Crimson can call upon 2D6 other members for assistance.

CAVILARD CENTER GUARD

Attributes:

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

Skills:

Etiquette (Corporate): 2
Etiquette (Street): 2
Firearms: 5
Unarmed Combat: 4

Dice Pools:

Dodge: 4
Defense (Armed): None
Defense (Unarmed): 4

Gear:

Armor Vest
Browning Max-Power (2 reloads)
(On Alert):
Armor Helmet
FN HAR Rifle (3 Reloads)
Partial Heavy Armor

MITSUHAMA COMBAT TEAM

The first-response team to arrive consists of five Mercs and a Wage Mage. The second consists of eight Mercs.

MERC

Attributes:

Body: 5
Quickness: 4
Strength: 5
Charisma: 3
Intelligence: 4
Willpower: 3
Essence: 5.4
Reaction: 4

Skills:

Armed Combat: 4
Car: 3
Firearms: 4
Military Theory: 2
Rotorcraft: 3
Stealth: 3
Projectile Weapons: 3
Unarmed Combat: 3

Dice Pools:

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

Cyberwear:

Cybereyes (Low-Light)
Radio Receiver

Gear:

Browning Max-Power (2 reloads)
FN-HAR (3 reloads)
Partial Heavy Armor
Throwing Knife

WAGE MAGE

Attributes:

Body: 2
Quickness: 3
Strength: 1
Charisma: 1
Intelligence: 5
Willpower: 3
Essence: 6
Magic: 6
Reaction: 4

Skills:

Conjuring: 3
Etiquette (Corporate): 4
Firearms: 2
Magical Theory: 3
Psychology: 2
Sorcery: 4

Dice Pools:

Astral: 15
Dodge: 3
Defense: 1
Magic: 4

Gear:

Armor Clothing
Browning Max-Power (2 reloads)

Magic Spells:

Combat:

Mana Bolt: 5
Powerball: 5
Sleep: 4

Health:

Heal Severe Wounds: 3

CONTACTS

This chapter includes brief descriptions, including Attribute and Skill Ratings, of non-player characters likely to appear in this adventure. These Contacts do not appear in the **Shadowrun** basic rules. Also included with the descriptions are bits of dialogue appropriate to the character that may help the game-master add life and color to his roleplaying of these NPCs.

CLUB OWNER

"The joint's thrumming tonight, ain't it? Warms my heart to see so many people having a good time. Dancing, drinking, laughing. I'm laughing, too. All the way to the bank."

QUOTES

"Look, I don't care what you done someplace else. When you play my club, you're just another act and I expect to get what I paid for."

"Sure, I done a little blz with the Yaks. Everybody does. It's part of the cost of staying in business."

"Sure, I remember you, kid. What was your name?"

"Let's talk about this over lunch."

COMMENTARY

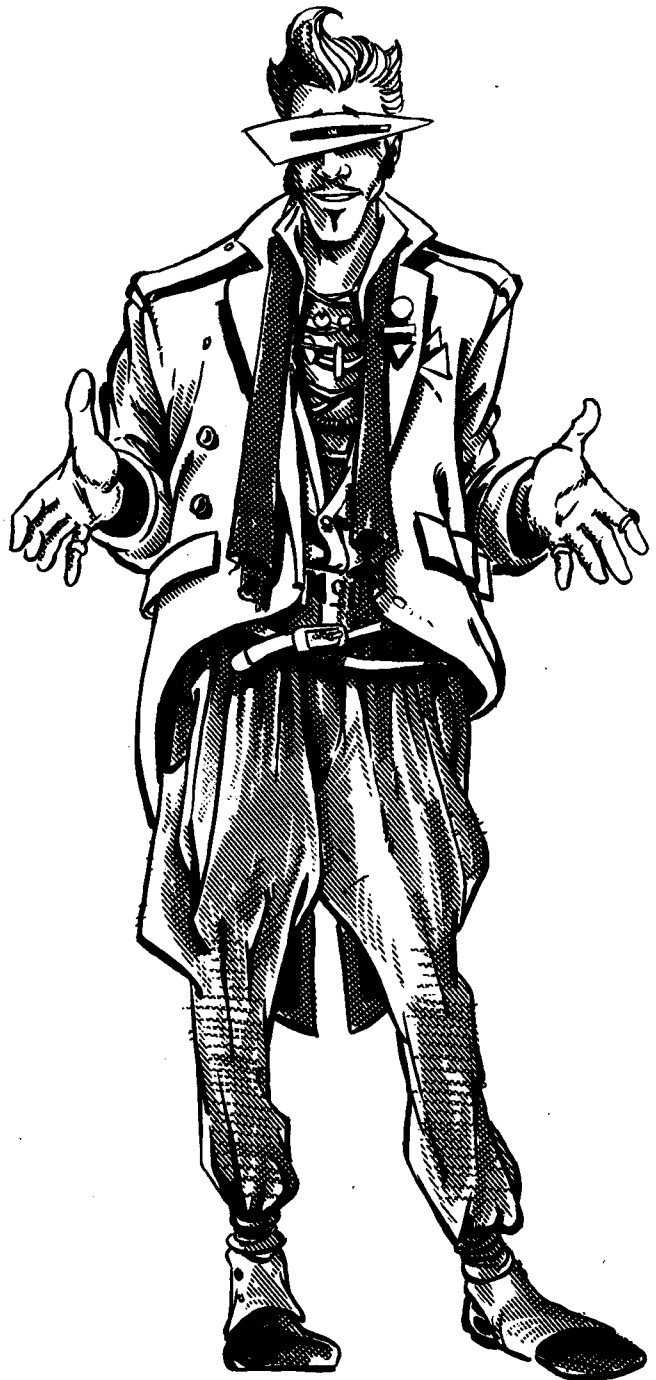
The Club Owner is a businessman who is in it for the bucks, or nuyen, or whatever the current currency is. He is sharp and hard-nosed. He looks out for himself, but will put himself out for his friends as long as he has a good chance of getting his own skin clear of the trouble.

ATTRIBUTES

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

SKILLS

Etiquette (Media): 4
Etiquette (Street): 4
Negotiation: 4



CORPORATE DECKER

"I don't care what some people say. I'm a company man and I love it. The corp's got the best hardware you've ever seen. It's hard to believe they actually pay me to use it. Even without that, I'd still be loyal to them. They really take care of you."

QUOTES

"I just got this new (incomprehensible). It's great. Never seen anything this hot before."

"Look, I just work here. O.K.?"

"It's not my fault. The computer screwed it up."

"Must be a hardware problem."

COMMENTARY

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

ATTRIBUTES

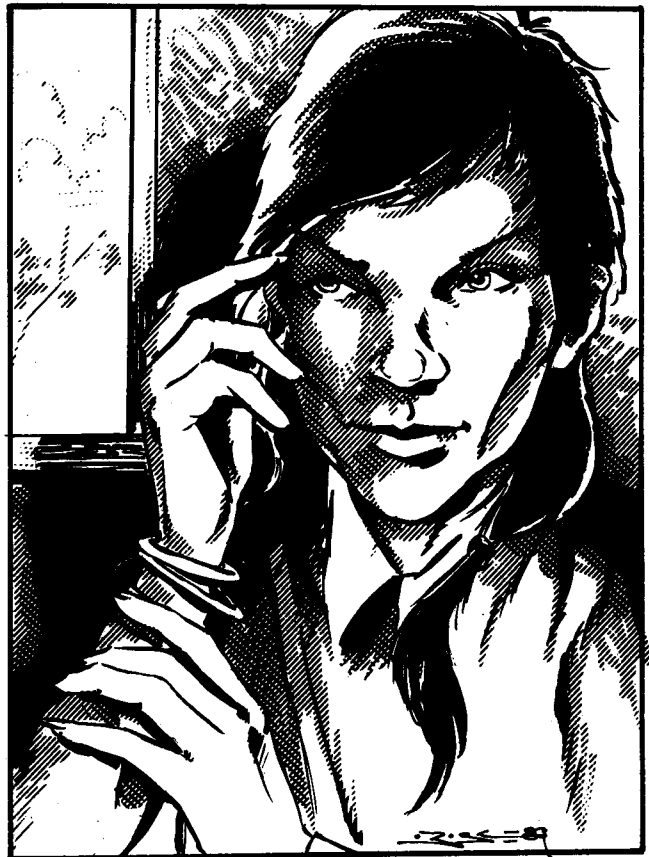
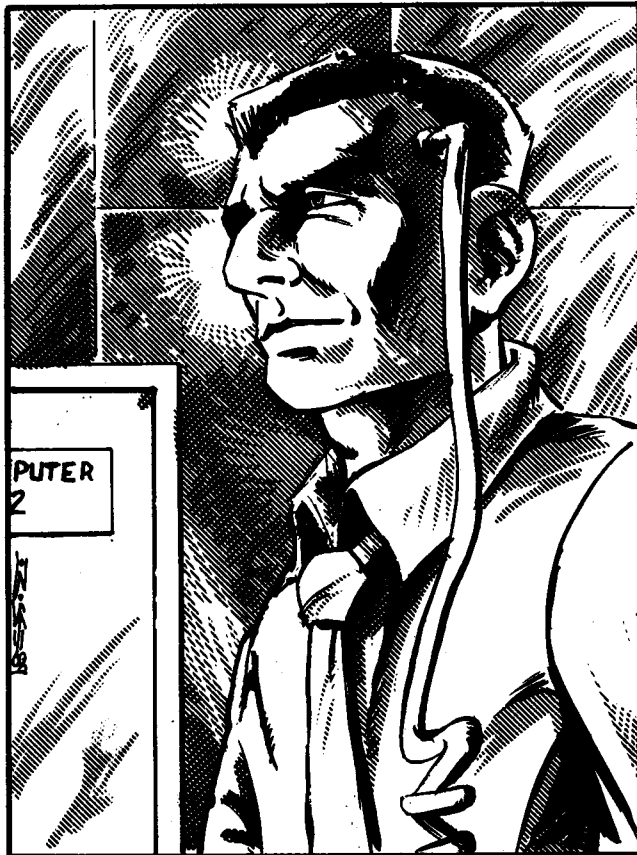
Body: 2
Quickness: 3
Strength: 1
Charisma: 1
Intelligence: 4
Willpower: 3
Essence: 5.8
Reaction: 3

SKILLS

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

CYBERWARE

Datajack

**CORPORATE OFFICIAL**

"I'm a company woman, too. In fact, I'm damn proud to say I'm a company woman. The corporation has done a lot of good things, not just for the metroplex, but for the country, even the world."

QUOTES

"Good business is where you find it."

"No comment."

"I misspoke myself before. This is the real story."

COMMENTARY:

The Corporate Official is a cog in the machine of the corporation. She climbs the ladder of success with grim determination and vicious application of every skill she has. She devours each bit of data that comes her way. She is a shark.

ATTRIBUTES

Body: 2
Quickness: 2
Strength: 3
Charisma: 3
Intelligence: 5
Willpower: 4
Essence: 4.8
Reaction: 3

SKILLS

Etiquette (Corporate): 5
Interrogation: 4
Negotiation: 4

CYBERWARE

Datajack, 100Mp of Memory



CORPORATE WAGE SLAVE

"I'm a company woman. We would all like to find an easy way out. I've tried. But now the corporation is my home and family. It's my life. What else can I do?"

QUOTES

"Look, I just work here. O.K.?"

"You'll have to take that up with management."

"Excuse me, but I have to get back to work now."

COMMENTARY

The Corporate Wage Slave is a loyal, industrious worker as long as she is under scrutiny. Even when nobody's looking, she is still unlikely to do anything that might endanger her soft position in the corporate structure. She has no real ambition beyond enjoying herself during her time off.

ATTRIBUTES

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

SKILLS

Computer: 2
Etiquette (Corporate): 2
Special Skills:
Being Ignored: 6
Corporate Rumormill: 2

MEDIA PRODUCER

"The people want to know. That's what I always say. They have enquiring minds, and besides, it's their fundamental right to be informed. At least that's what we'll tell them."

QUOTES

"For us, bad news is always good for the ratings."

"If I can't find any news, I'll just have to make some."

"Look, I been in the business since before you were born. I know what'll play and what won't."

"All the people want is a good show. Just a show. Every day is so full of problems, complaints, and worries that when people come home at night, all they want is their cocktail, their solitude, their entertainment. That's where I come in."

COMMENTARY

The Media Producer is an entertainment entrepreneur, who draws a very fine line between news information and entertainment. She's got an eye for what will make people sit up and take notice, and how to present the stories in a way that won't leave anybody too upset. Broadcasting is a business, after all.

ATTRIBUTES

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

SKILLS

Computer: 3
Etiquette (Corporate): 4
Etiquette (Media): 4
Etiquette (Street): 4
Negotiation: 4
Stealth: 2
Unarmed Combat: 2



METROPLEX GUARDSMAN

"I liked it better when we were the National Guard. People respected us more. But since the politicians got their way, we're the Metroplex Guard. We're supposed to be some kind of "accommodation" with the S-S Council. Isn't the government still part of the UCAS? I suppose that it don't really matter. We still do the same jobs. I just wish we had the stuff the private armies play with. They've got some very heavy hardware."

QUOTES

"It's our job to keep the peace. But if you want to make trouble, we can accommodate you there as well."

"Governor's orders, sir."

"What am I doing here? I could be home right now."

COMMENTARY

As an emergency peace-keeping force, the Metroplex Guardsman is under the direct orders of the governor. Though under-manned and ill-supplied compared to corporate forces and professional security cops, the Guardsmen are citizens proud to serve.

ATTRIBUTES

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

SKILLS

Etiquette (Corporate): 2
Etiquette (Street): 2
Firearms: 5
Unarmed Combat: 4



TECHNICIAN

"Slow down. You're always in too much of a rush. Tell me again what the problem is. You tried the debug? Let me see that thing. Ease off. I know you said you tried it, but I just wanted to see for myself. Well, I think I have a good idea what the trouble is. Have it for you next Tuesday. You want it by when? That'll mean a rush charge. O.K., chummer, it's your credit."

QUOTES

"Must be a software problem."

"You want quality. You have to pay for it."

"Don't rush me. This delicate stuff takes time."

"I could fix it for you if I had the parts."

"I can fix anything if the credit's there."

COMMENTARY

The Technician is the man to see when your hardware or electronic device is not operating correctly. He may be a legitimate businessman, a corporate suit, or he may even be a black marketeer. One way or another, he is a man of invaluable skill.

ATTRIBUTES

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

SKILLS

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

CYBERWARE

Datajack

GAMEMASTER'S NOTES

GATHERING INFORMATION

On Day 1 of this adventure, the players' team should be trying to gather as much information as possible about the object of their mission and any related people, places, or things that will help them penetrate Cavilard Research Center's computer system and make off with the Silver Angel file. They can obtain some information through the public data files (see Background Information), but the rest is available only through encounters with Contacts.

A Success Test using Etiquette (Street) or Etiquette (Corporate) would typically serve to attempt to find out what the Contact may or may not know. The Target Number for these encounters is always 4. The amount of information depends on the number of successes. Two or more successes always includes the information available for the previous levels of information.

Note that among the appropriate Contacts mentioned below are character types not included in the **Shadowrun** basic rules. For descriptions, statistics, and other details on any of these new types, see the **Contacts** chapter.

CAVILARD RESEARCH CENTER: GENERAL

Most people have heard of Cavilard, but few are aware of precisely what research goes on there. Located in the Bellevue District to the east of downtown Seattle, it is just off Route 405. A modern facility built into a gently rising hill, it is surrounded by light woods and set in a former park.

Appropriate Contacts

Bartender, City Official, Club Owner, Corporate Official, Corporate Secretary or Security Guard, Detective, Fixer, Former Company Man, Gang Boss or Member, Media Producer, Mr. Johnson, Street Cop, Street Doc, Street Samurai, Street Shaman, Yakuza Boss

Available Information

The Cavilard Center has a landing pad large enough to accommodate big passenger helicopters and luxury VTOL aircraft. Except for corporate visitors, it is rarely used. Within the past two weeks, however, there has been a marked increase in such activity.

Russel Overland has the hauling contract for the center and is in charge of all truck deliveries and pick-ups. See **Russel Overland Transport** for more information on this angle.

The microtronics industry is hot with the rumor that Mitsuhamas has hit a major breakthrough. There is little or no other information concerning the specifics of the research, except that higher-ups in the corporation seem excited about the discovery.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue:

1 Success

"Ya know, chummer, I think there's more hatchin' at that place than Mitsu wants folks to know. Cousin of mine used to have a place not too far from it, and lord if every so often one of those nasty Fed-Boeing jets would come in at treetop and land there. One of the big corp luxury jobbers."

2 Successes

"Mitsuhamas got itself a contract with Russel Overland to bring in supplies and equipment to the Center. I've seen their big rigs a couple of times heading down there. Don't know much about what goes in, but I do know that every so often they use one of their military-grade trucks. Whatever it is, they're protecting it."

3 Successes

"Yes, well, I did happen to overhear one gentleman—completely by accident, of course—who said that Cavilard was working on something quite important. A big piece of research data had come in and they'd been instructed to check it through and verify it. Apparently, the fellow not only worked there in some associate research capacity, but owned stock in the corporation. He seemed to think that the project was going to make Mitsuhamas a lot of money."

CAVILARD RESEARCH CENTER: PHYSICAL

If the player characters are to have any chance of accomplishing their shadowrun, they will need much more information about the layout and other physical details of the Cavilard plant. It will be difficult for them to acquire more detailed floor plans than the one Eve Donovan provides, but some additional specifics are available from a variety of sources. It would also be valuable for them to learn the distribution and scheduling of Cavilard's security personnel.

Appropriate Contacts

Corporate Secretary or Security Guard, Detective, Fixer, Mechanic, Former Company Man, Technician

Available Information

The security systems on the Lower Level of the Center have been deactivated because of the frequency with which repair teams have had to come in to work on the air conditioning system. Any room on the Lower Research Level is accessible from any other through the air conditioning ducts, except those on the other side of the air locks.

A minor glitch exists in the door-latch systems for the South Wing of the Lower Level. Rooms 14 through 18 on the map, normally accessible only with the proper password, can be entered by simultaneously pressing any two numbers on the entry keypad.

Following are the number of successes needed to obtain various bits of information and suggestions for roleplaying.

1 Success

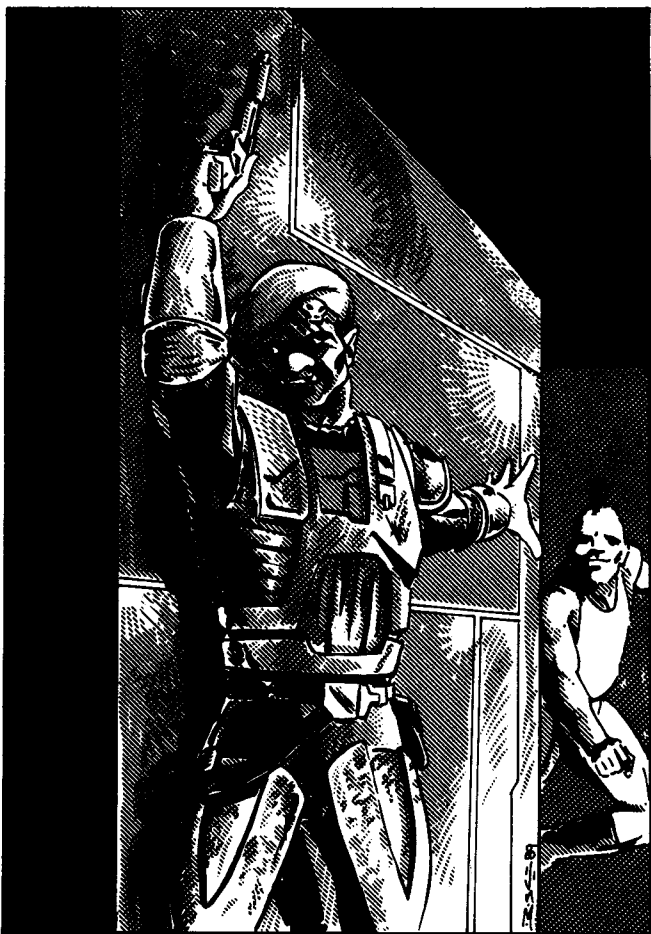
"Lemme tell ya, the bottom floor of that place's got an air conditioner system that breaks down more often than the monorail, if ya can believe it. The thing's so screwed-up that they've had to turn off the security sensors 'cause they kept goin' off."

2 - 3 Successes

"Yes, I have what you want, but do you have what I want? Yes? Let me see... Ah, good. Well, Applied Security Concepts has the contract, and there are three identical shifts. Day is 5:00 A.M. to 1:00 P.M. Evening is 1:00 P.M. to 9:00 P.M., and the night shift is 9:00 P.M. to 5:00 A.M. There are always two guards at the entrance desk, one outside the main elevator on the Upper Level, one inside the loading dock, one roaming the Center Level, another roaming the Upper Level, and two in Security Control. The Security Director is normally in for the day shift, but if something special is up, he'll drop by one of the other shifts. The rest's up to you, chummer. We never agreed to more."

4 Successes

"Friend of mine, a compu-tech, says the keypad doorlocks are messed up in the lower south wing of the Center. Apparently, if you press any two numbers simultaneously, the door will open. Hear they even flew a technomancer in from Frisco to check it out, but it's still broke."



CAVILARD RESEARCH CENTER: COMPUTER

Because Cavilard's computer systems are the whole point of this adventure, it is imperative that the players' team develop additional information about them.

Appropriate Contacts

Decker, Detective, Corporate Security Guard, Technician

Available Information

Both Haruhiko Blake and Karen Whisper have system maps. If the players' team meets up with either or both of these NPCs, it requires three successes to learn this information. As indicated in **The Adventure**, the Target Number for obtaining information from either Whisper or Blake is 9.

Mitsuhamas has a data-protection contract with Applied Security Concepts that will dispatch a Decker from Applied if a computer emergency is declared.

Following are the number of successes needed to obtain details from Contacts other than Blake or Whisper and suggestions for roleplaying.

2 Successes

"If yer goin' in, watch yer butt, ya hear me? The system's no pushover, and on top a dat, they got a contract with Applied that sics a decker on ya if ya trips the alarms. Those boys come in armed for bugs, I'm tellin' ya."

3 Successes

"Cavilard, eh? Renraku put that little joker in, so you can bet it's got its tough corners. Probably a Red-Three or Four, no higher. Geez, I ain't never heard of nobody with a sys-map. Guy who mighta had one deep-fried his brain runnin' the Aztech pyramid a coupla months back. They all but nuked his place afterward, so you ain't gonna find nothin' there. Guy had a gal-pal, though, strutter named Karen... Karen Whisper."

APPLIED SECURITY CONCEPTS

Applied Security Concepts was, for a long time, one of the premier agencies for the installation of and security for computers in Seattle. Having recently fallen on hard times, all indications point to a buyer, probably Lone Star Security, taking over the firm in the near future. ASC supplies all the security guards to the Cavilard Center, with the exception of the Security Director, Jack Drury, who is a Mitsuhamas employee.

Appropriate Contacts

Burned Out Mage, Decker, Detective, Corporate Official, Fixer, Former Company Man, Former Wage Mage, Gang Boss or Member, Merc, Metroplex Guardsman, Mr. Johnson, Squatter, Street Cop, Street Doc, Street Samurai, Street Shaman, Yakuza Boss

Available Information

Morale is at an all-time low at ASC, and the guards have been slacking off. Prior to any alerts, apply a +1 modifier to any encounter between an Applied guard and a player character that requires a Perception Success Test on the guard's part. Any interaction that requires a Success Test for any Social Skill receives the same modifier.

Haruhiko Blake is a truly disgruntled employee. He claims that Applied knew that one of its techs was stealing comp time and that they allowed him to do it in exchange for a cut of the game's future profits. Blake is angry at both Mitsuhamas and Applied, holding them responsible for his current situation. As Blake is a major source of information, Eve Donovan should

come up with knowledge of the man and his history if none of the player characters' Contacts yield the information. Donovan will lay great emphasis on the fact that it was she, rather than they, who did so.

Following are the number of successes needed for the various levels of information and suggestions for roleplaying.

1 Success

"Those ASCs couldn't even keep their own teeth safe if someone worth his rep wanted them. They know the company's sinking, so their morale's garbage. With supplies cut back, all they've been carrying is standard gear and some cheap bod-armor. Nothin' special."

2 or more Successes

"If I remember correctly, about two years ago, Mitsuhama had a screw-up out at Cavilard. One of their tech boys was stealing computer time to design some simulation for the Brits. He was real sloppy about it, but nobody ever caught on. Finally, the corp turned up the data somewhere else and checked back. The tech split with his game, and Mitsuhama scragged their Security Director. Guy by the name of Haruhiko Blake. You know, that damn game's number one on the charts right now!"

RENRAKU COMPUTER SYSTEMS

There is only a limited amount of information to be obtained from a Renraku connection because too much pressure will definitely start bells ringing. Problems with the arcology have made Renraku very sensitive to internal security problems.

Appropriate Contacts

Corporate Decker, Corporate Official, Technician

Available Information

Renraku did attempt to install a Black Hole security system in Cavilard, but the technology was not fully enough developed. After a pair of Mitsuhama deckers were lost, the system was removed entirely. It no longer exists in the Cavilard Computer system, but do not tell the player characters that.

Following is a suggestion for roleplaying the exchange of information.

1 Success

"It's definitely a Renraku system, but Spirits, don't tell anyone I'm tellin' you this. You won't find this on any of the sys-maps, but I hear they installed a prototype Black Hole system in Cavilard. It looks like a regular node, but if you try to do anything in it—anything at all—it goes off and sucks you in. Viruses your MPCP and hamstring your P-programs while it traces you back home. Once it finds you, it wastes you."

RUSSEL OVERLAND TRANSPORT

Russel Overland's contract with Mitsuhama covers everything from incidental carting to high-priority secured cargo. Some runs are carried out by automated vehicles, while others have full crews.

Appropriate Contacts

Corporate Contact (any), Detective, Fixer, Merc, Rigger, Yakuza Boss

Available Information

The player characters can obtain more information, but only by entering the Russel Overland computer system. If the Decker in the players' team does so, he will find the Russel security

system so full of holes that the term barely applies. If needed, the gamemaster can generate the system using the Quick Matrix Section found in the Shadowrun basic game. It is an Orange system, and has no Red nodes. Additionally, the Security Rating of each node is no higher than 4.

The Overland system will reveal a great deal of information:

1. The cargo destined for Cavilard that evening consists of six minimally shielded containers of a low-grade bio-hazard. If contamination occurs, the worst to be expected is nausea and fever after a three-day incubation period.

2. The cargo is scheduled for arrival at Cavilard at 2:00 A.M. Any change will have to be cleared and approved by Mitsuhama, which greatly increases the chance of discovery.

3. The vehicle is a converted Ares Roadmaster, the commercial version of the Citymaster, with rear-sealed cargo area and a tandem forward driver's area. The vehicle has a computerized auto-pilot (Skill 2) and will be carrying three technician/cargo handlers for moving the cargo once the vehicle gets to Cavilard.

4. The Roadmaster has an Ares "Pro-Pilot II" system that can be overridden from a remote source. If Donovan learns that a Roadmaster is to be used, she will say that she can get the equipment and access nodes, if needed.

See **The Subtle Way** in **The Adventure** for more information.

EVE DONOVAN

If the players have been shadowrunning long enough, they should know enough not to trust anyone. Checking up on Eve Donovan or anyone else who's sponsoring a shadowrun is a good idea, within reason. Push too hard, though, and that same person might decide to stop crediting your stick. The longer the contact has been in business, the better his or her likelihood of knowing something of Eve Donovan.

Depending on the Contact, the gamemaster should apply a +1 to a +3 modifier, as appropriate. Like the previous information, there are different levels available, depending on the number of successes generated. Each level of success also includes the information from the previous levels. The one bit of information the player characters will definitely not be able to turn up is the identity of Donovan's employer.

Appropriate Contacts

Any Contact is suitable to provide information on Eve Donovan, providing the character has been shadowrunning at least three years and has established a good reputation.

Available Information

The information available on Eve Donovan through Contacts is given below in a format that may assist roleplaying.

0 or 1 Success

"Eve Donovan? I've heard the name. . . I think she used to be a Fixer out East some years back. Had a name then, but haven't heard anything for a while."

2 or 3 Successes

"Ho-ho! Evie Donovan's back runnin' the shadows, eh? Well, don't worry. I'll keep it under my hat. She's good—or at least she was. She pulled off that big Coruscitra extraction a while back. Pulled the guy right out from under the nose of the Euro-Products Consortium during a resort weekend in Singapore. Real slick-like."

4+ Successes

"Eve Donovan? Gawd, there's a name I ain't heard in a bit. Somebody told me she'd gotten scragged on a mission near the Torreon fusion plant in Atzlan. Said her chopper ate a heat-seeker. A no-nonsense woman, that one, but one of the few you could trust."

SEE-ME-NOT SPELL

The See-Me-Not Spell that Callie Firebird uses on one of the Cavillard guards is not included in the **Shadowrun** basic rules.

Drain: L1 **Type:** Mana **Duration:** Maintainable
Special Effect: This spell causes the subject to become distracted whenever faced with the particular image(s) he is shown immediately after the spell is cast. The distraction lasts until something else occurs to attract his attention.

The subject remains unaware of the effects of the spell and will not remember seeing the distracting images after his distraction. The distraction will seem completely natural to him.

VEHICLES**ARES ROADHAULER**

A variant of the Ares Roadmaster, the civilian version of the Citymaster, the Russel Overland's Roadhauler has been converted for carrying biohazardous material. The rear section has been sealed off from the cab and is designed to carry its cargo in strapped, anchored, braced, and padded comfort. The cargo area is accessible only through the rear cargo door, which is controlled by an electronic maglock keypad with a Rating of 6. Each of the three crewmembers/handlers knows the code.

The front of the vehicle is a two-man tandem cab with rear cargo/passenger section. The doors, left and right, also have maglock keypads, but with only a Rating 4. One crewmember will be in the driver's seat, though not driving. The other is in the forward passenger seat, and the third in the rear.

In addition to manual driving controls, the cab contains the small navigation computer that handles the auto-pilot (an Ares Pro-Pilot II with a Skill Rating of 2.). There is also a cellular phone with direct-dial capability back to the Overland terminal. In the event of any delay, the crew is instructed to notify the Overland terminal immediately. The terminal will, in turn, notify the Cavillard Center. With finicky auto-pilots, unexpected delays are common. Only if the auto-pilot is unable to continue operating the vehicle are the crewmembers authorized to drive the vehicle themselves.

Stats for the Ares Roadhauler are:

Handling	Speed	Body	Armor	Signature	Pilot
5	30/90	2	2	3	2

Roadhauler Crewmembers

Use the Corporate Wage-Slave Archetype from the **Shadowrun** basic rules for the three crewmembers. Whenever they handle biohazardous material, they are required to wear the lightweight hazard suits stored in the rear of the forward cab. The pull-on jumpsuits have full hoods and thin plexiglass face shields and respirators. These features also prevent anyone from getting a good look at whoever is wearing the suit.

IMPORTANT PLACES

Besides the Cavillard Research Center, the other important places mentioned in this adventure are Matchstick's, the Cutting Edge, and the Cerebus Warehouse. The following descriptions are presented in the order that they are likely to come up in the adventure and should help the gamemaster set the scene.

MATCHSTICK'S

A local, low-profile club, Matchstick's follows a strict "members-only" policy. To enter, one must be either a member or the guest of one. To become a member, a candidate must be sponsored by a current Matchstick's member.

The doorman, Saint John, is a former Street Samurai with a photographic memory and an imposing presence. At the mention of the name Steward, he will give the player characters a knowing smile and admittance. He will also allow them to keep their weapons, but will warn that violence inside the club will not be tolerated.

The club is small, accommodating about 70 to 100 people when full. It is decorated in the style of a jazz-joint from over a century ago.

THE CUTTING EDGE

The sleazy cabaret known as the Cutting Edge is usually crowded with customers who often view strangers with suspicion and even lightly veiled hostility. The owner employs a number of Human female dancers-barmmaids, each of whom has some high-tech gimmick to enhance the appeal of her performance.

A two-meter-wide, four-meter-long hallway exits into the back alley, and is accessible from the club through a cluttered, four-meter-square storage room. The alley itself is ten meters long, two wide, and is strewn with garbage and debris.

CEREBUS WAREHOUSE

Abandoned nearly eight years ago, this warehouse is a favorite rendezvous of Haruhiko Blake and his Blood Brothers, who take care to maintain its unused, grimy appearance. Homeless people of the wharf district know the building is important to Blake and are paid well to notify the Blood Brothers if anyone comes snooping around.

Formerly used to handle the large cargo containers carried on long-distance freighters, the warehouse is a cavernous building. Decayed, interconnected offices honeycomb the areas along the side walls. Many empty cargo containers still remain in the building, along with support and maneuvering equipment for them.

When the time comes for the meeting that takes place here, the gamemaster should draw on every dark and forbidding image he knows to set the scene.

"It isn't just raining tonight. At the Mission, they're calling it The Rain. The rain that's going to wash every godless, soul-blackened sinner away into nothing."

The players should feel as if their characters are walking into something far more ominous, complex, and sinister than they really are.

"Out in the bay, a Metroplex chopper plays its light over the blackened water, looking for debris, human debris. Its arc-light

eyes see through everything, into the deepest, darkest shadows. They turn toward you."

Meeting the man called Blood, none of the adventurers should feel safe.

The inside of the warehouse would be deathly still were it not for the roar of the rain on the aluminum roof. The wharf-rats stare intently at the newcomers who invade their sanctuary. Empty freight containers, long-rusted from the year of abandonment, litter the area. The chains that once carried and supported them dangle from the rafters, dancing jerkily in the occasional wind. Water runs down the chains and drips into a hundred rusty pools. The only light is dim and gray-green, filtered in through half-broken skylights and strips of windows."

Do your best to strike fear into the players. That is what Blake wants and it is the reason he insisted on this meeting place. He is hoping the environment and his reputation will give him the advantage in any negotiations.

The warehouse was previously used as a clearing house for incoming shipments of illicit drugs, and is filled with hiding places and passages. Blake knows them intimately, but any outsider would have difficulty finding them, much less getting about through them.

AFTER THE SHADOWRUN

Once the players' group has completed the shadowrun, they will need some form of arranged pick-up. Again, Donovan can be the one to arrange it if they haven't thought of it.

Assuming all goes well, the player characters will be paid as promised. Unless the run went off like clockwork, however, they will not receive the bonus. On the other hand, if things got especially hairy and the player characters handled it well, Eve Donovan will fight with Ares for the extra money, and she will get it.

If any of the deckers decides to sneak a peek at Silver Angel, he will see a great deal of encoded data and formulae, but nothing concrete. If the opportunity arises, they might make an extra copy for themselves. Donovan trusts them, but if another copy shows up somewhere. . .

Just what is in the file that is worth killing for? Good question. The player characters will never have the resources at their disposal to find out, and if they take it to someone who does, they will be asking for a great deal of trouble. The file could be on a new optical chip that is four times faster than the old ones. Or it could be the plans for a new memory/mind cyber-interface that will bring undreamed-of mind/machine integration. Or it could be a fake planted by Mitsuhama to help them locate a mole in their corporation. It is up to the gamemaster to decide what it is, but he should make it something that will one day again involve the player characters. Maybe next time, they will be on the other side of the deal.

In any case, Mitsuhama will not be happy at being robbed and they will probably figure out that Ares is behind the double extraction (Parkwood and the duplicate file). They will be confused about the presence of two teams in the Center, however. This will delay them long enough for everyone involved to disappear. If any clues were left behind, Mitsuhama will find them and perhaps start looking for whoever dropped them. But, then, that's another adventure...

