

A Death in the Family

A Shadowrun Virtual Seattle Adventure

by Jason Reynolds

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be found in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Introduction

Welcome to *A Death in the Family*, a Virtual Seattle adventure. This is the second in a "trilogy" of adventures dealing with the Siracusa family. Each of these adventures can be run without the other two, but the experience will be richer if it takes place within the larger context.

Plot Synopsis

Before launching into the details of the adventure as it concerns the runners, a little background is in order. The Siracusas are Seattle area Mafia who can trace their roots to Sicily and Russia. While they are not enormously wealthy or powerful, they are a force to be reckoned with in Snohomish and to a lesser degree in Renton. The Siracusas operate a couple of legitimate warehouses and restaurants in Renton, which help them launder monies gained from their less legal activities in Snohomish. The oldest member of the clan is Emilio "Papa" Siracusa (who dies in this adventure). He has two sons, Alonso and Lazlo. In *Potlatch*, Lazlo

(and his team of runners) managed to acquire an ancient Amerindian artifact and use it to seal some trading ties with some tribal groups in the region. Although this impressed Papa somewhat, Alonso remains the favorite son- most likely to inherit most of the family's power structure. Emilio hasn't made the succession entirely clear, however, and Lazlo will try and leverage power once the Don dies.

The adventure begins with the runners seeing a news report on the death of Renton businessman Emilio Siracusa. Those who experienced *Potlatch* will no doubt recognize the names dropped in the newscast. They can then go about their normal lives- trying to find power foci, learn spells, buy guns, and shop for vectored thrust vehicles. The next morning, they receive a call from Claudia Tyger, who explains that they have an opportunity to work for one of Papa Siracusa's progeny. The pay is pretty good, and if they're interested, they can meet at the Renton Hole in the Wall later that evening. If the players choose to attend the meeting at the Hole in the Wall, they receive all the mission particulars from Claudia. Lazlo Siracusa's semi-disowned illegitimate daughter Araine "Rain" Davenport has run away- and at the worst possible time. Family politics being what they are, he is concerned about her safety and really can't spare any manpower. Claudia has her photograph (she's a very pretty elf) and her mother's home address. Lazlo is willing to pay 10,000¥ apiece and place the runners in his good graces if they keep her safe. Lazlo provides the address of a safe house where the characters may take Rain until the Siracusa trouble blows over.

Behind the scenes, Rain's boyfriend James "Skeeter" Rogers has gotten himself in deep, fatal dreck. Four short days ago, he was a scabby little courier for the local Seoulpa Ring- he had screwed up a few times in the past and wasn't destined to be working for them much longer. Skeeter was dimly aware of this ugly fact, and was doing his best to run on time. After picking up a package from the maildrop, he headed straight for the tenement where most Ring business happened. He knew that it was a big day- the Ring had just acquired a small shipment of Japanese BTLs. High quality, never released in the UCAS, and extremely valuable. Arriving at the building, he was greeted by two burning Lone Star cruisers. Ignoring the distant sirens, he headed upstairs and found a bunch of corpses- it looked like everyone perished in the shootout. Skeeter grabbed the suitcase of BTLs, kept his package, and "liberated" one of the cops' Ruger Thunderbolt heavy pistols. He told Rain that he was a) in big trouble and b) soon to be very wealthy. He put

the goods in a safe deposit box, gave the key to Rain for safekeeping, and started looking for a fence. One Lone Star trooper survived and was able to ID Skeeter, and several witnesses told the Ring that he had fled the scene with the goods. Both Lone Star and the Koreans started looking for Skeeter. Two days ago, Rain found him dead in his apartment and decided to run away. In short, both the Koreans and Lonestar are looking for a suitcase of BTLs, and both will be quite content to kill any greasy runners that get in their way. Luckily for Rain, neither really know that she has the key to the safe deposit box- yet.

Once the runners decide to accept the job, they can try and find Rain. Throughout the adventure they get the feeling that somebody might be tailing them. Talking to her mother, Ms. Haddie Davenport, a strained looking working class elf, reveals that she doesn't have much love for Lazlo. Rain took her jointly held credstick when she fled, so Haddie can authorize a trace on all transactions. She can also tell them Skeeter's name and give them his phone number. Using the phone number, they can get Skeeter's address. Visiting his apartment reveals a lot of police tape and the fact that he has been murdered. Lone Star contacts can give them the grisly details- Skeeter's throat had been slit, and a paper sign was nailed into his sternum. In Korean it said, "Thief." They can also tell the runners that somebody had been in the apartment several hours after the murder occurred. Eventually, tracking the credstick purchases will lead them to the Mayflower Park Hotel.

The Mayflower Park Hotel is in bustling downtown Seattle, and when the characters arrive, the Koreans are in the middle of interrogating Rain about her ex-boyfriend (I believe this is called the "Schrödinger's NPC" plot device- they'll be there whenever the characters arrive). Most likely the encounter will result in a small scale firefight, hopefully ending with the rescue of Rain and her key. If the players do nothing, the Koreans take the key and leave her somewhat bruised and shaken. Once the characters have Rain, they'll probably want to take her to Lazlo's safe house or a similarly secluded place. Either way, Alonso's men continue tailing them.

Once they've set up their little hidey hole, Rain can tell them a bit about herself, what Skeeter was trying to do, and her mom's relationship with Lazlo. She explains that she's pretty anxious to placate the Koreans by getting them their contraband back, but she also wants to make a little nuyen on the side. She's upset about Skeeter's death, but not especially devastated. If the

characters investigate the bank, they find a bag with the BTLs and a small plastic case containing some sort of circuit board thing (a cutting edge piece of simsense electronics- not yet available this side of the Pacific). Sometime after getting back to the house, somebody (Alonso) anonymously tips off Lone Star that there are a bunch of gun-toting BTL dealers are holed up there. Lone Star, eager not to repeat the body count at the Seoulpa Ring's meeting place, sends in a Fast Response Team with plenty of backup. The runners have an unpleasant choice: flee or visit the local paddy wagon.

Should they get captured, Lone Star will be willing to cut some sort of deal concerning the key, the suitcase full of BTLs, and their (most likely) highly illegal cyberware and weaponry. After cooling their heels a bit and sweating a lot, Lone Star makes its offer- the runners can either help them nab the rest of the Seoul Ring or they can rot in a nasty prison for quite a long time.

Unless they end up in jail or throw the bag'o'BTLs into the Sound, they'll probably want to help Rain get rid of the things. Contacting the Koreans reveals that they will pay up to 30,000¥ for the safe return of their chips and will forgive everybody concerned. They know nothing about the circuit board thing. The Koreans insist that everybody involved be present at the meet, including Rain. The exchange, depending on time constraints and individual GM taste, either takes place without a hitch or is rudely interrupted by Lone Star (if they runners were captured earlier, read on).

If the runners were captured and opt out of prison, the Koreans still want the meet to take place at the Public Library. Unfortunately, clearing out the civilians would tip off the Ring, so the Library is uncharacteristically busy as throngs of plainclothes cops descend on the scene. The runners go through the same motions as in the previous scenario, except that one of the Ring recognizes one of the Star just after picking up the suitcase full of BTLs and just before they rush in for the arrest. Absolute chaos erupts as Lone Star and the Koreans open fire and run around knocking over bookshelves, innocent bystanders and any runners in the way. Thanks to the ministrations of Detective Jones, an ally of Lazlo's, their ankle screamers are disabled. They can either hope that Lone Star will give them all their goodies back, or they can bolt. If they choose to go back with the police, they get nothing but grief. Check the penalties and fines tables (pp. 106-7 Shadowtech) and slap them with something. The one advantage of going back to the precinct is that they get

all their non illegal goodies back, including, perhaps the circuit board thing.

About a week and a half into their mission, Lazlo calls them and invites them to meet at his Yacht's slip. At the slip, he informs them that the dispute was settled after a fair amount of spilled blood on both sides. It wasn't the best outcome, but both brothers can live with it. Smiling grimly, he pays the runners and expresses his gratitude. Lazlo and her mother to Rain and asks if she wants to go live in Vancouver with him, and she accepts after a few minutes of thinking. Their entourage slowly walks to the yacht as the runners disperse into the night.

For your convenience, here's the timeline for this adventure:

| | |
|---------|---|
| July 8 | Skeeter steals the BTLs |
| July 10 | Skeeter Dies Horribly/Rain discovers the body and runs away |
| July 11 | Emilio Dies/Newscast/ |
| July 12 | Runners Called to Action |
| July 14 | Rain starts paying for Hotel with credstick |
| July 15 | Runners get Rain to safe house (hopefully) |
| July 18 | Lone Star comes down hard |
| July 20 | The meet at the Library |
| July 22 | Lazlo calls and goes into exile |

Scene 0. The Newscast.

Once everybody has set up their table tents, paid rent, and purchased their goodies or learned their spells, read the following:

You're sitting around cursing the cable company you're currently stealing from- 142 channels and there's still nothing worth watching on the trid. You look out the window and think briefly about going to the bar, but a crack of thunder and the sound of hammering rain quickly dissuades you. You thumb the remote- drek. Again- drek. Again- the news. Sometimes it's best to accept your fate. The lead story is pretty lame- some old guy in Renton kicked the bucket, and tons of people thought he was important or something. Emilio Siracusa... Your thumb descends again, and the glorious sounds of Quazar fill your ears- thank the spirits for music videos.

The characters are free to make street etiquette rolls (TN 5 (7 if they don't live in Renton or Snohomish), 2 successes required) to realize that he was head of the

Siracusa clan, a Mafia family in Renton and Snohomish. Once they've had their little realization, move on to **Scene 1**.

Scene 1. Slumming.

At noon the next day, July 12, the runners each receive a call from Claudia Tyger, who leaves the following message or tells them the pertinent information:

[Claudia's voice is uncharacteristically sultry as she plays the role of potential date] *"Hoi, Claudia here. You know I only call when I desperately want to see you. How's about meeting at the Hole in the Wall at 11:00 pm and we'll paint the town red."*

Claudia will chit chat as required, but she's only interested in making sure they make it to the dive, er, meet on time.

Everybody knows where the Hole in the Wall is, but everybody also knows that it's a total dive. Claudia must be in one of her moods again- normally she takes them to nice restaurants and picks up the tab. They've got 11 hours to play with, then they can go to the meet:

Ah, the Hole in the Wall- perhaps the only bar in town that would proudly display it's ten consecutive "Worst Restroom in the Metroplex" awards. Claudia's definitely got it in for you on this lovely evening. You elbow your way past the half melted and empty weapons check station and into the bar. Casually showing the crowd your concealed weapons helps clear a path to the overworked bartender. He nods his head towards the back rooms once you mention Claudia's name. You shoulder your way through the crowd and knock on the 'employees only' door. A sneering ork opens it and points to the first door on the right. Entering the room, you see Claudia seated smilingly at the poker table. Your drinks seem to have arrived before you. She smiles, 'Are you ready to make some nuyen?'

Claudia outlines the job for them- they need to find Lazlo Siracusa's daughter Araine(uh-RAIN) Davenport. The death of Don Emilio has caused a bit of strife in the Siracusa clan, and Lazlo wants to know that her safety is assured. The runners are to find her, take her to a safehouse in the Bitter Lake (Security Rating C) region of North Downtown. He will call the runners when all the family affairs have been settled. For their troubles, they will each receive 2000¥ in advance, with 10,000¥ payable at the end of the run.

Because Lazlo is concerned with their comfort, the safe house will have a resident chef. If they accept the deal (which can be increased by 2000¥ through negotiation (Claudia doesn't have stats- if they feed her a really good line and actually roll well, give it to 'em)), Claudia gives them an envelope with a two items: a hologic of Lazlo's elven(!) daughter, and her mother's name and address (Ms. Haddie Davenport, 1423 Maple #410; Seattle). That's it.

If any 'runner, for moral/ethical reasons, (working for organized crime) refuses to do the run, even though (s)he isn't doing anything illegal, give him/her 4 karma, no other rewards and do the endgame paperwork for that person. However, you may wish to point out that all they are being hired to do is protect an innocent with lousy taste in boyfriends and fathers.

The runners can stay and drink or dive immediately into **Scene 2- Everything but the Girl**. If you feel like making life miserable for the runners, some rowdy customers can pick fights with them as they leave. Use as many Gang Boss archetypes as you feel necessary (p. 207 SR11).

Scene 2. Everything but the Girl.

This scene is mostly legwork (unless, of course, the runners hose things badly). Given the clues, their first stop will most likely be Haddie Davenport's apartment. After that, they might check out Skeeter's apartment or simply begin tracing the credstick expenditures. Skeeter's apartment will bring them some valuable background information, while the credstick will bring them closer to finding Rain. Also, periodically give them a chance to make a perception (9) test. If they succeed, they notice somebody following them. That somebody is one of Alonso's soldiers, who will quickly fade into the crowds. If necessary, use the Mafia Soldier (p. 22 Contacts) for this man or woman. This happens throughout the adventure, and should serve to give them paranoia and itchy trigger fingers.

Haddie's House

When the runners decide to drive over to Ms. Davenport's apartment, read the following:

You drive into the dense Metroplex center, passing through some of the most expensive real estate in the region. Eventually, the housing becomes more crowded and less sanitized- discarded trid sets and fax sheets litter the streetscape and the graffiti becomes more belligerent. 1423 Maple is a massive apartment

block with its own stuffer shack. Broken security cameras are all that stand between you and the building's interior.

Only one of the four elevators works, and it tends to stop halfway between floors- especially if orks or trolls are aboard. Provided they call on the apartment between the hours of 9 am and 10 pm, a somewhat tired looking elvish woman will answer the door. She'll be much happier to chat with them after 4pm, as she works 3rd shift and sleeps all day (darn that mild allergy to sunlight!). Once the runners convince her that they're working for Lazlo, she lets them in and listens to their story. After they tell her what they know, or what they need to know, she gets on her soapbox:

Haddie sits quietly for several moments, then she sneers: 'NOW he takes an interest in his daughter. Seventeen and a half years of ignoring me- ignoring her, and now he steps in with his hired guns 'Don't worry, I'll save her!' Feh. Some slugging father.'

If the runners mention that they'll be hiding her out from a potential Mafia war, she really gets mad and rants "What about me?!" and other such things. Basically, she's led a bitter life since he dumped her 17 years ago and the blame rests entirely on his shoulders. If the runners ask, she works as a robot jockey (you know, those people who sit around controlling industrial assembly robots) at a manufacturing plant near her apartment complex. It obviously doesn't pay as much as being the son of a Mafia don. After tarnishing Lazlo's name, she'll mention that Rain had a boyfriend- although he hasn't been home these past couple of days. In addition to James "Skeeter" Rogers' phone number, Haddie can also provide the runners with the account number on the credstick that Rain stole (she and her daughter had one joint credstick- so mom could keep tabs on and limit her spending). With the number, they can either have Haddie get a daily register of purchases from the issuing bank or they can get a decker to do the same thing (a daily computer (8) test). If they're in the mood, the characters can sit around and have tea with Ms. Davenport, but they probably have more interesting lives to lead elsewhere.

Use the Dockworker (p. 18 Contacts) for Haddie Davenport, but with elven stat bonuses and a moderate allergy to sunlight. She also has the special skill Operate Industrial Robot: 4.

The Home of the Corpse Formerly Known as James "Skeeter" Rogers

The runners can easily use Skeeter's phone number to determine his address (an intelligence (3) test). Once that's done and they decide to pay Jimmy a visit, read the following:

As you cruise deeper into tenement country you start thinking that Haddie didn't have it all that bad. This neighborhood really resembles some of the nicer parts of the Barrens- lots gang graffiti, lots of trash on the sidewalks, and lots of used people shuffling around in a parody of living. You spot his building and head inside, careful not to wake the derelict sleeping in the lobby. You take the stairs to the fourth floor and soon find yourself standing in front of a bunch of "Police Line--Do Not Cross" tape. Doesn't look like fate has been particularly kind to young Skeeter.

The door is practically covered in that yellow Police line tape and locked by a cheap maglock (Electronics 3 or Strength 6 will open the door, while Intelligence 5 will tell them that the lock was recently forced open (the casing is already broken)). Once inside, the runners find a thoroughly searched and messy room that has a fair amount of blood and a tape outline on the floor. Anything worth taking has already been bagged by Lone Star, unless the runners are interested in adding ratty clothing to their wardrobes. Let them make perception tests, and allow high rollers to find 250¥ in the couch or Skeeter's January 23rd issue of TV Guide- and tell them that it's been thoroughly picked over by police and others. The neighbors are lower class and not particularly helpful, offering such clear observations as "He got geeked a couple of days ago" or "There were so many cops around that I thought he'd opened a donut shop."

There really isn't anything to find here. If runners have contacts in Lone Star or the Seoulpa Rings, they'll be able to learn more about the reason Skeeter died (see **Legwork**).

The Credstick Purchases

As mentioned before, the bank, Claudia or a player's decker can pull down daily transcripts of Rain's purchases. A daily Computer (6) test is sufficient. If the character wants to set up some sort of routine that

will alert them whenever she makes a purchase, it'll be a computer (8) test. She's really being pretty modest- she's staying at a moderately priced hotel (at least for

| Date | Time | Location | Amount |
|---------|-------|----------------------------|--------|
| July 10 | 14:39 | Stuffer Shack | 22.50¥ |
| | 21:30 | Bosco's | 12.00¥ |
| July 11 | 10:15 | Stuffer Shack | 15.00¥ |
| | 22:03 | Stuffer Shack | 18.50¥ |
| July 13 | 13:30 | You Should Not Eat So Much | 12.50¥ |
| | 18:55 | Pizza Galore | 16.00¥ |
| July 14 | 12:33 | Mayflower Park Hotel | 90.50¥ |
| | 13:30 | Mayflower Park Hotel | 22.35¥ |

the next few days- after that, her account will be very empty), buying food at Stuffer Shack, and not really doing anything else. The chart below tracks her purchases for each day.

The Stuffer Shack is located approximately two blocks away from the Mayflower Hotel. Bosco's is a raucous sports bar/family restaurant with a bias against non-elves, while *You Should Not Eat So Much* is a well known Chinese restaurant. The Mayflower Hotel is located at Fourth and Pine, and features carefully preserved 1990s architecture (love that forest green and beige!) as well as some of the lowest room prices in its class (few frills). Pizza Galore is near the aquarium. Note that these receipts are like the slips you sign during credit card transactions- there's only the location of the business and the total money spent. The runners won't get her room number *that* easily...

Once the runners determine where she's staying, they'll probably want to head on over and check things out. Proceed to **Mayflower Mademoiselle**.

Legwork sections have a way of spiraling far beyond the scope of the written materials. If, for example, the runners want to do some sort of matrix search on all guests in all hotels in the city, have Claudia take more than 24 hours to get the job done (it's quite an annoying task really- cracking all sorts of cheap ice over and over and over again- it takes a lot of time). Keep in mind that any encounters with law enforcement contacts should be nerve-wracking for most runners- you never know when your "buddy" will be gunning for that promotion and decide to haul you in for a sting of unsolved murder ones. Even if those charges never stick, there's always the cyberware, guns and fake IDs... Scary, neh?

Scene 3. Mayflower Mademoiselle.

There are many, many ways the runners might try and deal with the hotel. As written, all roads lead to an encounter in Rain's room with the Korean Mafia. If you, the GM, feel that this is contrived, you're welcome to tailor the adventure to your creative whim- perhaps things are lagging, and you want to speed the session along, or perhaps you just want to put off firefights until later. If the runners decide not to intrude on the Korean's little chat with Rain, they'll take the safe deposit box key from her and be on their way. Use the Luxury Hotel archetype for the Mayflower Park (p. 27 Sprawl Sites) if you feel the need for a map of the lobby and rooms. In addition to a main entrance, there are three alarmed fire exits with their own stairwells (and electronics (3) test will disable a door alarm). Despite its luxury sizing, the cheap prices (115¥ a night!) really show in the service area. There's only one bellhop, 8 guards, 2 desk workers, and no concierge. The bellhop's name is Chet, and he's friendly to the point of being creepy (like Chet in "Barton Fink"). He, like both of the desk workers (Shirley and Phil), is a Pedestrian (p. 25, Contacts). Since the guards might actually participate in some sort of shootout, their stats are below, along with the Koreans and Rain.

If the runners decide to play this the detective work way, they might get a decker or Claudia to hack the computer system and find Rain's room number, they might sit around and wait for her to walk in or out, or they might simply ask the desk staff where she's staying. Desk staff don't give out room numbers. They'd be willing to telephone the room and inform its inhabitants that they had guests, but they won't give the runners (no matter how nicely dressed) her number. Claudia (or any other decker) can easily hack into the system (Orange-4, Trace and Burn-4). Rain is staying in room 704 (on the 7th floor). Waiting in the lobby is an interesting tactic- if they loiter too long, Chet will be happy to call security to escort them out after about an hour (unless they feel like getting a room or sitting in the restaurant). If they manage to coordinate their shifts so that Chet's not constantly kicking them out, give them a chance to notice the Koreans' arrival (Intelligence (6)). Be sure to give them a few "dummy" Perception tests before the real one- maybe they notice the desk clerks pocketing something a patron left on the counter, or that one of the security cameras in the lobby is pointed directly at the wall, or that Chet's

hands shake a lot (could be he's on antidepressants or is *really* jazzed on caffeine), or some other seemingly innocuous but possibly important detail.

On July 14th, Rain enters her hotel room and finds it occupied by several members of the Seoulpa Ring that Skeeter fragged with. Her belongings are scattered around the room, and the gun Skeeter gave her sits on the nightstand. The Koreans spend a couple of hours interrogating her about her relationship with Skeeter, the last time she saw him alive, whether she knew where the shipment was, and so forth. It's not particularly fun, as the "bad cop" guy hits her a couple of times for lying (they have a shaman using "analyze truth" on her). The exact time that the runners arrive is up to them, and the stage of interrogation is up to you. Have they just started? Have they beaten her a bit? Have they gotten the safe deposit box key from her?

In any case, the Koreans won't be too pleased with the interruption, and the runners will no doubt perceive them as a threat to Rain's safety. Getting into the room isn't a problem- it's bolted shut but two successes on a Strength (4) test will break the frame. Once the door is open, the runners find themselves facing 6 Seoulpa Ring "soldiers." The shaman has a force 5 hearth spirit with him, so they will be prepared for a fight if anybody bothered to scope out the room astrally.

Neither the Koreans nor Rain are all that interested in dying here, but they are sort of cornered. If they aren't prepared for an intrusion, three will be at the little table in the room hassling Rain, the shaman will be perched on the bed watching the interrogation, the "bad cop" will be lying on the other bed watching trideo, and the sixth will be in the bathroom. When the door bursts open, everybody reaches for their guns (except for the bathroom guy, who will pull up his pants during the first round, and the shaman, who tells his force 5 spirit to confuse the first person through the door). One of the interrogators will start trying to break down the door to the adjoining room, while Rain will dive behind one of the beds. For the sake of the plot, it would be very nice if she were to live through this- maybe give here a moderate wound to make the runners nervous though.

This is an ugly firefight- many targets in a cramped space. Lone Star will arrive within 3 minutes once alerted by somebody at the hotel. When they hit the street, the runners will probably want to lose any pursuit and lay low for a little bit at least. Once they're ready to go to the safe house, proceed to **The House of**

Pain. If you're feeling generous, give them a Perception (10) test to see whether they notice that somebody (one of Alonso's men) tagged one of their vehicles with a tracker.

The Cat Shaman

He's dressed very nicely, has immaculate hair, and is slightly aloof. The runners won't notice this at first, because he'll cast Invisibility before commanding the spirit. He'll use the spirit (stats are under "gear") to disorient one or two targets while he nails them with spells. He won't go for the kill until he's taken a wound or his team's in major trouble...

B S Q I W C E M R
4 3 2 4 6 5 6 6 3+1d6(3d6)*

*Only if you decide to give him an increase reflexes (2) spell lock to make him tougher.

Totem: Cat- +2 dice for illusion spells and city spirits

Threat/Professional: 4/3

Skills: Unarmed 2 Firearms 3 Conjuring 5

Sorcery 5 Car 3 Street Et 3

Gear:

- Tailored Secure Jacket [5/3]
- Ares Viper Slivergun [Heavy Pistol, C:6, 30(c), SA/BF, 9S(flechette), 2 clips flechette ammo]
- Force 5 Hearth Spirit (3 services left) [B:6 Q:7 S:3 C:5 I:5 W:5 R:6 Powers: Accident, Alienation, Concealment, Confusion, Guard, Search]

The spirit appears as a shimmering bellhop.

(optional) Spell lock (Increased reflexes (2) with 2 successes)

| Spell | Drain | Target | Damage |
|-----------------------|------------|--------------|--------|
| Analyze Truth | [F/2]S | Willpower(R) | -- |
| Stun bolt | [(F/2)-1]S | Willpower(R) | S |
| Stun cloud | [(F/2)-1]S | Willpower(R) | M |
| Barrier | [(F/2)+2]S | 6 | -- |
| Improved Invisibility | [(F/2)+1]M | 4 | -- |
| Power missile | [(F/2)+1]S | Body(R) | M |

*Use the second number until he's wounded. At that point he'll cut loose with whatever is necessary to win the fight.

The Bathroom Guy

This whole thing stinks. Almost everybody in the organization who he liked was killed in the police raid on the Ring. He's sort of depressed. Not that that won't keep him from using his gun liberally to ensure his escape. He's the group's leader.

B S Q I W C E M R
5 4 5 3 4 3 5.5 -- 4+(2d6)

Threat/Professional: 4/3

Cyberware: Boosted reflexes-1

Skills: Unarmed 4 Firearms 4 Street Et. 5 Drive 3 Accounting 2 Armed 4 Leadership 3

Gear:

- Secure Jacket [5/3]
- HK227-S [SMG, C:5, 28(c), SA/BF/FA, 7M, silencer, integral laser sight]
- Knife [C:8, Reach: 0, 4L]
- Reading material

The "Bad Cop"

Naturally somewhat irascible, the wholesale slaughter of his buddies really pissed him off. He got a little extreme in his interrogation, so the others put him on trideo detail. He's got a bandage on his left cheek- it'll start bleeding when his blood pressure rises (when the fight starts).

B S Q I W C E M R
6 5 3 3 5 2 5 -- 3+(2d6)

Threat/Professional: 5/4

Cyberware: Boosted reflexes-1, smartgun link

Skills: Unarmed 4 Firearms 4 Street Et. 3 Drive 3 Bike 3 Interrogation 4

Gear:

- Armor Jacket [5/3]
- Ares Viper Slivergun [Heavy Pistol, C:6, 30(c), SA/BF, 9S(flechette), 2 clips flechette ammo, integral smartgun link]

Interrogators (3)

The meat and potatoes of the Seoulpa Ring. Smarter than average, big and intimidating.

B S Q I W C E M R
5⁴ 4 4 4 3 4 6 -- 4

Threat/Professional: 2/3

Skills: Unarmed 4 Firearms 4 Street Et. 3 Drive 3 Bike 3 Neighborhood rumormill 3 Interrogation 3

Gear:

- 5/3 Secure Jacket [5/3]
- Predator [Heavy Pistol, C:5, 15(c), SA, 9m, 2 clips regular ammo]
- Brass knuckles [C:8, Reach:0, 5M stun]

Rain

A very pretty 17 year old elf. Her ears are pierced several times, with thin silver wire woven through the holes. She also wears several necklaces with bits of metal, circuit boards, and fimo beads. She tends to wear "work" clothing- steel-toed grease resistant boots, canvas pants, sweatshirts. If she's feeling ladylike, she'll wear a plaid jumper with cream leggings. Same boots. Rain is very no-nonsense, but she's pretty

vulnerable right now- her on again off again boyfriend just got geeked, and then these Koreans show up, and now these runners claiming to be friends of her father's... She will recover her pistol from the nightstand- it's her only real memento of Skeeter (who lifted it from a dead cop at the Seoulpa Ring massacre).

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 3 | 3 | 5 | 5 | 4 | 7 | 6 | -- | 5 |

Threat/Professional: 1/2

Skills: Unarmed 3 Firearms 2 Street Et. 2 Drive 1 Biology 2 Computer 2

Gear:

- Synthleather jacket [0/1]
- Ruger Thunderbolt with "K. Brandt" engraved on barrel[Heavy Pistol, C:4, 12(c), 12S (burst fire already factored in), 1 clip loaded, 1 spare clip with 3 bullets, integral laser sight, no burst penalty for first shot, +4 for second shot in same phase]
- Clothing, make up, pocket simsense rig and a few chips
- Fake ID level 1 (used to get into bars) "Tanya Richardson"
- Old holopic of her mom and Lazlo
- Safe deposit box key #1153 (Bellvue Nat'l branch in downtown Seattle) on a lovely silver chain around her neck.
- Business card with gold embossed phone number

Hotel Security (8)

Boy, this is exactly what they didn't want. They're not going to pose much of a threat to anybody but themselves if they choose to intervene. Still, one well-placed bullet might turn the tide against one side or the other. Unless everybody heads for the lobby (as opposed to using one of the three fire escape stairwells), the runners might not ever have to deal with them.

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 4 | 3 | 3 | 2 | 2 | 2 | 6 | -- | 2 |

Threat/Professional: 2/2

Skills: Unarmed 3 Firearms 3 Corporate Et 3 Negotiation 2

Gear:

- Earplug radio
- Plastic restraints
- Armor vest [2/1]
- Shock gloves [C:9, 7S stun]
- Ceska vz/120 [Light pistol, C:7, 18(c), SA, 6L, 2 clips regular ammo] (Maybe they'll go for leg shots, since it'll bounce off most armor :)

Scene 4. The House of Pain.

If the runners feel really paranoid (probably a good thing), they'll probably decide not to use the safe house that is provided. That's fine, let them create their little hidey hole, set up all kinds of defenses, and get comfortable. Then call in the Star. Alonso had his people tailing them since the second scene, and he eventually decides to anonymously phone cops on the runners. Since his soldiers did their legwork, Alonso knows about the BTLs and the Seoulpa Ring Massacre (or so the screamsheets call it). Lone Star is all too eager to crack down on the owners of the BTLs... It works the same way if they simply go to Lazlo's safehouse. A final option is to postpone the Lone Star raid until **Scene 5- Lost in the Library**, which would give the runners some breathing room.

That said, this scene is split into three parts.

Checking in and Telling Tales

When they approach the safehouse, read the following:

This isn't the worst neighborhood you've seen, in fact it has a sort of seedy vitality. There may be trash on the sidewalks, but at least people aren't afraid to walk the streets. Your new home sits next to a row of neighborhood shops, including a dry cleaners, a trideo rental store and most importantly a convenience store. It's a two story affair, with chipping yellow paint and a slightly ramshackle feel, but it looks solid. There's ample on street parking, and an alley runs behind the house.

If the runners try to park in the garage, they're in for a disappointment: Luis the resident cook has already parked his Mitsubishi Runabout there. It's rather important to find out where they decide to park, because when Lone Star comes, the assault will be from the front.

Map Key

The second floor contains four bedrooms (one of which is over the garage, accessible both from inside the house and the backyard) and a bathroom, and the entrance hall has several pegs on which to hang coats, guns or objets d'art.

A- Living Room- Couches, chairs, four windows, and trideo. There's also a phone and several plants in here.

B- Dining Room- Stereo, dining table, desktop computer, three windows, and a phone.

C- Kitchen- It's pretty cramped, but it has all the essentials: counters, stove, refrigerator, and shelving. One door leads outside and one door leads down into the basement. The basement has a couple of damp rooms and some laundry facilities.

D- Garage- The cook's Mitsubishi Runabout is inside the garage, as are numerous garden implements. There is a room above the garage, which is where the cook stays.

E- The Backyard- There's plenty of room to park back here, and the alley looks like a promising escape route. Wooden stairs lead up to the room above the garage.

F.- The Neighbors- They're not there too often, but their German Shepards sure are. Mostly they run around the yard, threatening anybody who comes near the fence.

G- Several Small Stores- Adel's Cleaning, Master's Trideo Rental, and The White Zone Party Store. Their employees use the parking spots in the back of the building.

H- The First Floor Bathroom- This room's the size of a closet, but that didn't stop some half-crazed interior designer from throwing a toilet, a sink, and a shower stall in here. Make a Quickness (5) test when using this room, failure means the runner does something klutzy.

Once they've got all their stuff in the house, the runners might feel like talking to Rain. She'll be more than happy to spill all her teen angst (which even has a body count) to them. She's reasonably tough in spirit, but events have spiraled so far out of her control that she's really vulnerable right now. She'll get choked up now and then during her tale; she'll be moody and withdrawn; and she'll have a bitter, bitter sense of humor. If you feel like it you can read the following vignettes when the runners ask her about the following topics. If not, the essential facts are there for you to paraphrase...

On her family history:

“Mom and dad were both pretty young when they had their fling. I guess they loved each other, but once mom told him the big news- me- he took all his things and ran back to Snohomish. The only thing he ever did was send paternity payments. Or at least that's her version. He sent me a letter last year- went on and on about his guilt, his love, and his family's racism...

Maybe there was something to that, I mean, he never remarried or anything.”

On Skeeter:

“He is- uh, wu, was [a slight break in composure] my ex. I dumped him a few weeks ago, but the slag kept calling me. He was a courier for the Meredith/ Christopher Renton Seoulpa Rings. A couple of days ago, he shows up at the apartment and babbles about how he's probably in deep drek but he'll be rich and, and [another slight break in composure] and he gives me this key and a gun- so I'll be safe. Yeah, sure. Then he runs off to find some buyer or something, and I never see him alive again. [pause] I, uh, stopped by his apartment on the 11th, and he w-w-was, his throat was slit and there was blood everywhere... [pause] They'd nailed a sign to his chest. It seh-seh-said 'thief.' That's when I ran away.”

On the key:

“Skeeter gave me this when he gave me Officer Brandt's gun. It's for a box at Bellvue National Bank- I guess that's where Skeeter stashed his BTLs. At least that's what I think they are, from what those Seoulpa slags said in the spaces between hitting me.”

On her future:

[She laughs bitterly] “I don't have a fraggin' future! Not if you believe those Seoulpa Ringers. I'd love to get them their little chips back, but they'd probably sooner shoot me now... [this is where she turns on her formidable charm] Say... you wouldn't happen to be able to help me out there would you? I mean you shot up a buncha their men, right? Getting them their booty might help convince them not to geek you next time you step out into the daylight... [big smile] We could run down to the bank, give their bossman a call, and get this all settled. Oh yeah, and we'll charge 'em 20,000¥ for services rendered.”

On her future:

“I don't know. I mean, if Lazlo doesn't live through this thing... Mom really needs his money, I-I-I just don't know.”

If they go to the Bellvue Nat'l bank, they find a large bank archetype (p.11 Sprawl Sites) with a safety deposit area in the basement. Any attempts to bring armaments into the banks will be frowned upon (roll the rating 5 chemsniffer against the concealability of any firearms, grenades and explosives), and the 1d6+2 guards will be happy to escort offenders from the premises (use the Corporate Security Guard p. 205 SR11, and give them Browning Max Powers). Unless

they try bringing in weaponry, the runners will have absolutely no problems retrieving the bag o'BTLs.

The high school style rucksack is filled to the top with chips, chips, chips. The front pocket contains some sort of circuit board wrapped in bubble wrap. Examining the chips will reveal that they are indeed BTLs. BTL stands for "Better Than Life"- a controlled neural technology in which simsense gain levels are boosted to create intense and addictive experiences (I'm not sure which supplement covers BTLs- Dreamchipper, perhaps?). Examination using a datareader will reveal that they are Japanese imports, all manufactured within the past four months. A successful Intelligence (6) or any business-related skill (4) (not corporate etiquette) test will tell them that this is probably the first time these chips have seen this side of the Pacific. Not only do they represent a substantial amount of controlled technology, but they're also the absolute newest thing. Very valuable.

If anybody feels like experiencing exotic Japanese BTLs, assume they represent a drug with a mental addiction rating of 4 and a tolerance level of 2 (see "Substance Use/Abuse" pp 87-8 Shadowtech). If they use a 'trode set rather than simply slapping the chip into a jack, the addiction level is 3. Typical scenarios include leading a feudal clan into battle, living a mid 1980s corporate soap opera, manga-esque space battles, et cetera. Most of the chips also have some, ahem, adult themed segments. The chips are larger than life, and make all other simsense *and* real life experiences seem pale and useless. Friends don't let friends abuse chips.

Now, if the 'runners decide to 'just say no' to drugs and destroy the BTL chips; let them. DO NOT SUGGEST OR HINT THAT THEY SHOULD DO THIS INANYWAY, NOT EVEN VIA CLAUDIA. If asked Claudia will pass the buck back to them; their call 'cause they're there. If BTL chips are needed for the meet, fake ones can be made up that will pass cursory inspection.

The bubble-wrapped circuit board is a cutting-edge piece of simsense technology. Basically, when incorporated into a high-end editing suite or playback unit, it will significantly increase signal clarity (it's like comparing a high quality tape made from a CD to the original CD- only high-end systems or loud playback will detect significant differences). If they manage to hang on to this particular goodie, they can sell it through a fixer, corporate contact or

Claudia for somewhere around 250,000¥. An electronics (5) or computer (7) roll with 3 successes will reveal most of the information above, while fewer will tell them that it's probably some sort of simsense component thing.

Rain has the telephone number of "Dagger," one of the Seoul men. Using that the runners can set up some sort of meet. Or maybe Rain makes the call. In any case, the voice on the other end only asks whether they have possession of the "game chips"- they won't mention the circuit board. Dagger will be willing to pay up to 30,000¥ for the safe return of the "games", but no more (Rain planned on asking for 20,000¥). The meet will take place at the main branch Seattle Public library on July 20 at 8:00 pm (a little after sunset). Everybody is required to be present- the Ring wishes to see the faces of those who help it recover stolen goods- and guns are frowned upon (it's the library, for spirits' sakes!) but not unilaterally forbidden. On the second floor, the runners will find a desk with a red hardbound fully annotated copy of Richard III by Wm. Shakespeare. The runner with the bag of goodies is to deposit the bag there and take the book (which will have many pages cut out and credsticks in the amount negotiated).

A final note- for this scene to mesh properly, it is essential that the runners get ahold of the BTLs and set up the meet with the Ring. If not, they're in very deep dreck if Lone Star captures them- they won't have any sort of bargaining chips at all. Rain will be very anxious to pick up the bag, and once they have the goods, she will do everything she can to see that a meeting is set up.

Here Comes the Star...

Early in the morning on the 18th, Alonso decides to use a nasty little tactic on his brother in their dispute. Eager to demoralize Lazlo, one of Alonso's soldiers calls Lone Star anonymously from a payphone and informs them that the Seoulpa's BTLs are in a certain house just north of Downtown. The runners are in for a huge treat...

As a quick side note, this is the scene where it's important to know what exactly the runners have in the house, where their cars are parked, what they wear to bed, and whether they have any sort of watchdog shifts set up. If the runners flee, they'll lose anything left behind. If they get captured, they might get to keep some of their stuff.

Lone Star conducts its raid at 8:00 am. A mixture of Drug Enforcement Division troopers and Fast

Response Team cops arrive in an Ares Citymaster™ and several Chrysler-Nissan Patrol One vehicles. They don't bother showing their warrant- they just go for surrounding the house and lobbing tear gas grenades through the windows. They know nothing about Rain, and will probably shoot at most anything that comes out the front door (they're looking to avenge their buddies who perished in the Renton Seoul Ring Massacre). Their tactics follow: tear gas through the windows, gel rounds and concussion grenades at anybody exiting the house, and regular ammo once somebody starts shooting back with something larger than an SMG.

If the runners have any time to appraise the tactical situation, they'll realize that holding the house is out of the question. The front of the house features 8 FRT cops, 1 SWAT combat mage, and 3 DED troopers. The back yard contains 2 FRT cops, 1 SWAT combat mage and 1 DED trooper. 8 auto patrol officers are also on hand to keep people away from the carnage.

There are essentially two options here: flee with Rain or risk getting her killed. Fleeing out the back is safest- there are fewer guns and less tear gas that way, but it still be very difficult. They'll probably find somewhere else to hole up for the remainder of the run. That's fine. If they get captured, proceed to the **Big House Blues** section.

This should feel less like a dangerous firefight and more like a formally staged execution. Only clever and well prepared runners should escape capture- more and bigger guns will simply get them increasingly brutal initial interrogations. Note that the situation as described assumes that Lone Star is a good deal less competent than they should be- I'm not mandating the runners' capture. It's better to allow them to hang themselves. At the GM's discretion, the police can have hunter-spotter drones, air support, more troopers, and a lighter touch.

When you're ready to spring the nastiness, have anybody who's awake make a perception (7) test. If the person is actively on watch, reduce the target number by 2. If they succeed on that test, read the following:

You're admiring the beauty of the morning when you hear the sounds of crunching gravel out back. Squinting into the bright daylight, you catch a glimpse of what looks like a Patrol One cop car.

At that point the runners have about 1 minute to prepare for the arrival of the Citymaster™ and the

shock troops. If nobody happened to be awake, pick the runner who was nicest to Rain and read the following:

You're flying over a field that's filled with trees. Peach trees, apple trees, chocolate trees, money trees. You swoop in closer and begin devouring the tasty nuyen notes when a sudden wind buffets you, the trees start shaking, and there's a screeching sound- some woman screaming about the cops. The cops? Your eyes snap open- Rain's beating on you and yelling, 'They're here! Lone Star! Let's get out of here before they kill us all!'

The runner who woke up has the full minute. Feel free to time him or her as s/he runs around waking everybody up. Or as s/he flees with Rain. After the minute is expired, read or describe the following:

The sounds of morning- percolating coffee, microwaves, and birdsong- suddenly seem to lose coherence as a low rumble begins its assault on your eardrums. Glancing out a window, you see the ominous form of an Ares Citymaster™ approaching. Not a good sign at all.

Roll initiative and try not to get killed.

Fast Response Team Cops (10 total)

These are the troopers that Lone Star sends in when response to a call is important and the risk of collateral damage is low. If they concentrate their fire on the "safe" house, they won't have to worry about hurting the neighbors. Only two of the troopers have the grenade launchers.

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 5 | 6 | 5 | 4 | 4 | 3 | 3.5 | -- | 5(7)+2d6 |

Threat/Professional: 4/4

Cyberware: Smartlink, Wired Reflexes (1)

Skills: Car 2 Corp Et 3 Street Et 4 Firearms 5 Stealth 4 Unarmed Combat 3

Gear:

- Full Heavy Armor [8/6 + Helmet w/integral commlink]
- Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]
- Stun Baton [6S Stun, +1 reach]
- Grenade Launcher [Grenade Launcher, 6(m), damage by grenade, 6 tear gas grenades (+4 to all TN's while in the gas), 6 concussion (12M stun)]

GM's Option:

- AUG-CSL AR [Assault Rifle, 40(c), SA/BF/FA, 8M, 2 clips gel, 2 clips regular, integral smartlink, 3 pts. recoil compensation, thermographic scope]

OR

- HK227-S [SMG, 28(c), SA/BF, 7m, 2 clips gel, 2 clips regular, integral smartlink, 2 pts. recoil compensation]

Drug Enforcement Division Troopers (4)

This is their baby- they're here to see that they catch their men red-handed. They'd also like to see them roughed up a little (that's why they got FRT troopers rather than the SWAT team- FRT tends to be a little more trigger happy and prone to damaging the perps in transit).

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 4 | 4 | 5 | 4 | 4 | 2 | 3.5 | -- | 4(6)+2d6 |

Threat/Professional: 3/3

Cyberware: Smartlink, Wired Reflexes (1)

Skills: Corp Et 2 Street Et 3 Firearms 4 Stealth 2 Unarmed Combat 2

Gear:

- Full Heavy Armor [8/6+ helmet w/internal commlink]
- Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]
- HK227-S [SMG, 28(c), SA/BF, 7m, 2 clips gel, 2 clips regular, integral smartlink, 2 pts. recoil compensation]

SWAT Combat Mage (2)

These two are hoping that FRT doesn't turn this into one of those stunts that attracts bad press like black holes attract, well, everything. Unfortunately their hopes are likely to be dashed.

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 3(5) | 2 | 4 | 5 | 5 | 1 | 6 | 6 | 4+1d6 |

Threat/Professional: 3/3

Cyberware: None

Skills: Corp Et 3 Street Et 2 Firearms 2 Stealth 2 Unarmed Combat 2 Sorcery 6 Conjuring 3

Gear:

- Armor Jacket [5/3]
- Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]
- Spell lock (Armor, 4 successes)
- Spell lock (Personal combat sense, 2 successes)

| Spell | Drain | Target | Damage |
|--------------------|------------|--------------|--------|
| Armor | [(F/2)+2]M | 4 | -- |
| Stun bolt | [(F/2)-1]S | Willpower(R) | S |
| Manabolt | [F/2]S | Willpower(R) | S |
| Manaball | [F/2]S | Willpower(R) | M |
| Pers. combat sense | [(F/2)+1]M | 4 | -- |
| Power missile | [(F/2)+1]S | Body(R) | M |

Auto Patrol Officers (6)

They're here on gawking neighbor duty. They really don't want to do anything other than say, "I'm sorry sir, this sidewalk is closed."

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| B | S | Q | I | W | C | E | M | R |
| 4 | 4 | 4 | 3 | 4 | 2 | 6 | -- | 3+1d6 |

Threat/Professional: 2/2

Skills: Car 3 Corp Et 1 Street Et 4 Firearms 3 Armed Combat 3 Unarmed Combat 3 Police Procedure 4

Gear:

- Vest w/plates [4/3]
- Ruger Super Warhawk [Heavy pistol, 6(cyl), SA, 10M, laser sight, 24 extra rounds]
- Stun Baton [6S stun, +1 reach]
- Commlink

Vehicles:

Ares Citymaster™

| | | | | |
|-----------------|--------------|------------|------------|---------------|
| Handling | Speed | B/A | Sig | APilot |
| 4/10 | 30/120 | 4/12 | 2 | 3 |

Chrysler-Nissan Patrol One

| | | | | |
|-----------------|--------------|------------|------------|---------------|
| Handling | Speed | B/A | Sig | APilot |
| 4/8 | 60/180 | 3/6 | 4 | 3 |

Big House Blues

If Lone Star captures the runners, give them a grim description of being relieved of their weapons, injected with hallucinogens (if a mage), having twitchers put on their cyberware, glue jammed into any jacks, and seeing daylight vanish behind the grey steel paddy wagon door. Make 'em think that their lives are over, then read this:

You don't really want to remember the details of your processing. [look at the mage(s)] Except you- the colors were very pretty, indeed. After they got you to the precinct, hey relieved you of all your gear, gave you new clothes, and slapped squealer restraints on your ankles; they did bloodwork, tissue samples; they disabled any offending cyberware, and uploaded all that data into your brand new SINS. You're marked like everybody else now. Well, at least you're eligible to vote.

*4
After the processing and examinations, you were sent separately to be interviewed and lightly beaten. You spent the night in a holding cell trying to sleep and work out the aches. Around 9:00 am the following day, you all get dragged into the same interview room. A plate of bullet resistant glass splits the room*

in half. You stand in the light, while on the other side of the glass your interrogators sit in the dark, periodically smoking cigarettes. Rain is with you, shivering and pale. [Unless she got away somehow]

A male voice, slightly amplified and distorted by cheap speakers says, 'Now, suppose you tell us how you came to possess several hundred thousand nuyen in BTLs?'

Okay, here's their big chance to be arrested and live to tell about it. Let them tell their story, interrupting with questions. If they clam up totally, describe a plausible series of events- "Okay, Araine decided to make some money- she figured her boy Skeeter was weak, so you geeked him for her, trying to pin it on the Seoulpa Ring. Then you hole up, hoping that things'll cool down and you can sell you ill gotten drugs. That sound right, 'chummers'? You all get murder one, resisting arrest, possession of illegal cyberware, attempted murder, and trafficking BTLs- we're talking forty to life my friends... Unless, of course, you got a different story..." If the runners mention the Seoulpa boss "Dagger", the cops become interested. If they mention the meet, they hear one of the men hiss, "everybody out!" When the room's clear, he (DED Detective Jones) wants to know all about the meet and asks that they retell their little tale. If they spin a good yarn, he'll turn on a white noise generator and turn off the recorders. He will cut a deal- the drug charges will be dropped, leaving only the illegal cyberware/weapons possession/shooting people problems. Detective Jones tells them that they're "damned lucky" no cops died during their capture (those w/deadly wounds survived without permanent damage). He turns to go, pauses and tells Rain to express his gratitude to her father, then he turns off the generator and brings the other police back into their darkened half of the room. You can read the following, or role play through it:

The people on the other side of the glass carry on a hushed conversation, muttering about collateral damage; eventually you hear murmurs of assent. Then it's back to questions. You go over your story. You go over it again. They provide you with some lunch, then you listen while Detective Jones outlines what will happen tomorrow. 'Okay- you'll spend another night here in a holding cell, then we'll brief you on what you will and will not do at the library. Since we don't want the Koreans getting suspicious, you'll all get your pistols back- but we'll take the liberty of loading them with gel ammunition. Wouldn't want you killing anybody, you know. You'll go through the meet, then we'll nab the Seoul Men

when they take the chips out the doors. Any questions?'

You can't recall 24 hours that have passed more slowly than these. Gray walls, ugly sounds and smells [look at the mage(s)]- except you- the colors taste yummy. You sit and wait.

Just after dinner on the 20th, some tech heads affix screamers to your ankles, explaining that they'll beep twice in warning, then disable you with an electric shock if you try to leave the Lone Star perimeter at the library. They also clean the glue out of your data and chip jacks. Then you're lead to the interview room, where you find your gear piled neatly in its center. No guns though.

Allow them a perception(5) test, if they succeed, they find a note in one of their pockets. It reads, "None of the screamers work. You're welcome. -A friend of Laz's."

At 7, you're herded down to the garage, where you're given the keys to a Volkswagen Superkombi van and reminded that they'll kill the engine remotely if you drive anywhere other than where they tell you. Your pistols are returned to you, but you don't get any extra clips. Then you get into the van.

It's probably safe to move on to **Scene 5- Lost in the Library.**

As a final note, try and be reasonably lenient throughout this scene. If the runners aren't forthcoming with information about the meet, Lone Star can tell them that their source in the Ring has told them about a big meet at the library- would the runners happen to know anything about that?

Scene 5. Lost in the Library.

Depending on how the chips fall, this can either be a paranoid but ultimately anticlimactic scene, or it can be a messy and extended firefight with the runners at a serious disadvantage. If the runners escaped capture in the previous scene, it's up to GM whimsy whether Lone Star arrives at the meet and tries to arrest everybody. If they were captured, one of the Seoul lookouts recognizes one of the police outside and sounds a warning just after the exchange takes place.

If nothing happens, the runners leave the bag, get the book, and get on with their lives. Go to **Scene 6- Exile on Pier 32**. Otherwise-

Have the runners decide who will be picking up the book and exchanging it for the bag. Then have them describe exactly what they'll be doing when the person with the short straw is performing his/her duties. If necessary, pull out the map and write on it...

The Seattle Public Library- Main Branch

This 4 story building is somewhat neoclassical in its styling. The thick stone steps lead into a domed and open atrium that lends this place elegance and graceful formality. You really feel like you've stepped into the halls of knowledge.

A- The Main Doors These doors, despite any paranoia on the runners' behalf, are only designed to detect book thieves, not guns. They're heavy and iron, with wooden handles.

B- Circulation Desk Here's where runners can check out books and get library cards (if they have SINs, that is).

C- Staff Area Lots of desks and work cubicles. There is also a set of stairs leading into the basement archives.

D- Atrium The ceiling is domed and rises 4 stories above the marble floor. There's an information desk, a kiosk with computer terminals, and racks of library information.

E- Elevators These have front and rear doors, and serve all the floors, including the basement.

F- New Books/Media While bound books are less common than in the 1990s, there are still several publishing houses, and you'll find the latest here. This is also where the audio/visual/sensual collection is catalogued.

G- Children's Section Computers, bright colors, and comfy furniture. Let's hope the runners don't hang out in here.

H- Emergency Stairs The doors are all alarmed, but an electronics(7) test can take care of that (unless the runner has tools, in which case the TN is 4). If they're in a hurry, they can just run and ignore the alarms...

I- Reference Section If they need a dictionary, they can check one out for 1 hour from the info desk here.

J- The Desk This desk has a red leatherbound copy of Richard III by Wm. Shakespeare. It would be a good idea to leave the bag o'BTLs here.

K- The Second Floor For those who love the tactile sensation only found in a good book (or good simsense recording), this place is heaven. The books are well bound, and stacked nearly to the ceiling. The shelving (the thick black bars) is pretty solid, and it will take a strength (8) test to knock a shelf over. Everbody in the shelves can be assumed to have partial cover.

There are six Seoul Ringers at the meet, with Dagger outside in the parking lot. There are 25 police inside and outside the library- all in street clothes.

The runner who went for the book will be at the big K on the map when the Ringer starts yelling and opens fire with his SMG.

Lots can go wrong here, but the resulting pandemonium will pretty much ensure that the runners can duck out a side exit and bolt for the nearest tube station. The note didn't lie- the screamers don't do a thing. If the runners act like farm animals and go back into police custody, Detective Jones looks appalled, and they get fined for whatever you feel like dishing out (see pp 106-7 Shadowtech). They might (GM's discretion) get the circuit board thing back. Then they're back on the streets, with brand new SINs and a lot less gear.

If they haven't been captured by Lone Star and you decide to spring the police raid, the runners should have a pretty easy time escaping- after all they will probably have vehicles and more than pistols with one clip of gel ammunition (let's hope so, anyway). When you're satisfied that the business at the library is concluded, continue in **Scene 6- Exile on Pier 32**.

Seoul Ringers (6)

These guys aren't really all that tough. They are to be feared more for their ties to a powerful organization than for physical prowess or amount of chrome. Dagger isn't included in this number, as he gets arrested outside.

| B | S | Q | I | W | C | E | M | R |
|---|---|---|---|---|---|-----|----|-------|
| 5 | 4 | 4 | 4 | 3 | 3 | 5.5 | -- | 4+2d6 |

Threat/Professional: 3/3

Cyberware: Boosted reflexes

Skills: Car 3 Seoulpa Etiquette 4 Street Etiquette 4 Firearms 5 Unarmed 3 Interrogation 3 Local rumormill 4

Gear:

- Vest w/plates [4/3]
- HK227-S [SMG, C:5, 28(c), SA/BF, 7m, 2 extra clips, integral laser sight]

FRT Troopers (13)

Today they're in civilian clothing and feeling pretty exposed in their wimpy armor and carrying wimpy guns. They'll be more cautious today, and they're definitely firing gel ammo to protect patrons.

B S Q I W C E M R
5 6 5 4 4 3 3.5 -- 5(7)+2d6

Threat/Professional: 4/4

Cyberware: Smartlink, Wired Reflexes (1)

Skills: Car 2 Corp Et 3 Street Et 4 Firearms 5 Stealth 4 Unarmed Combat 3

Gear:

- Vest w/plates [4/3]
- Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips gel ammo]

SWAT Combat Mage (2)

Why they didn't call the SWAT team in on this one is a great mystery to these two. They'll try and keep the situation under control by taking down anybody who is endangering civilians.

B S Q I W C E M R
3(5) 2 4 5 5 1 6 6 4+1d6

Threat/Professional: 3/3

Cyberware: None

Skills: Corp Et 3 Street Et 2 Firearms 2 Stealth 2 Unarmed Combat 2 Sorcery 6 Conjuring 3

Gear:

- Armor Jacket [5/3]
- Colt Manhunter [Heavy Pistol, 16(c), 9M, integral smartlink, 2 extra clips]
- Spell lock (Armor, 4 successes)
- Spell lock (Personal combat sense, 2 successes)

| Spell | Drain | Target | Damag e | Force* |
|--------------------|------------|--------------|---------|--------|
| Armor | [(F/2)+2]M | 4 | -- | 3 |
| Stun bolt | [(F/2)-1]S | Willpower(R) | S | 4 |
| Manabolt | [F/2]S | Willpower(R) | S | 4 |
| Manaball | [F/2]S | Willpower(R) | M | 4 |
| Pers. combat sense | [(F/2)+1]M | 4 | -- | 3 |
| Power missile | [(F/2)+1]S | Body(R) | M | 5 |

Auto Patrol Officers (10)

They're here to protect the civilians. Once a fight breaks out, they'll help get patrons behind cover.

B S Q I W C E M R
4 4 4 3 4 2 6 -- 3+1d6

Threat/Professional: 2/2

Skills: Car 3 Corp Et 1 Street Et 4 Firearms 3 Armed Combat 3 Unarmed Combat 3 Police Procedure 4

Gear:

- Vest w/plates [4/3]
- Ruger Super Warhawk [Heavy pistol, 6(cyl), SA, 10M, laser sight, 24 extra rounds]
- Commlink

Pedestrians

Hoo boy. They came here to learn something, or maybe to escape the summer heat just a little, but now they'll have an experience that's good for years of psychological counseling.

B S Q I W C E M R
3 3 3 3 3 3 6 -- 3+1d6

Threat/Professional: 1/1

Skills: Car 1 Corp etiquette 2 Professional skill 3

Gear:

- Lipstick
- Bubble gum
- Briefcase
- Boredom

Scene 6. Exile on Pier 32.

This is where it all ends. Assuming the runners escaped the police or were released, they'll need to find a safe place to stay. Read the following:

You spend the next two days hiding. You sleep fitfully, dreaming about cold gray corridors and barren cells. Nobody comes. At 5 o'clock on July 22, you received a phone call. One of the Siracusas informing you that you can meet Lazlo at Pier 32 tonight. At 10:00 pm. Bring Rain with you.

They can do whatever they want until that time. Scoping out Pier 32 reveals that it serves as the slip for Lazlo's yacht. There's not much to do until evening—they can slip outside, or just stay holed up. When they're ready to go to the pier, read the following:

The Sound smells particularly bad tonight, but the lights on the water are quite picturesque. A gangplank leads from the pier to the Belle Soleil, Lazlo's yacht. Nobody's here.

Pause. Let them argue or whatever.

At 10:05, you hear the sounds of cars approaching. Three Americars, followed by a Toyota Elite limousine, slowly drive up the pier. The motorcade stops and several armed men step out of the Americars. One of them opens the back door of the limousine, and Lazlo appears. Rain gasps as her mother steps out of the limo as well. Lazlo limps slightly as he approaches you, the men forming a loose semicircle behind him. Haddie holds him tightly, supporting some of his bulk. He stands before you, your employer, his face bruised and stitched, and takes his hands out of his pockets. 'Rain,' he says, and turns to you, 'Thank you for keeping her safe. You've done a fine job.' He looks at the men circled behind him, their guns trained on nothing in particular, then back at you. 'Things have turned out much as my father might have wanted them. There wasn't a terrible amount of bloodshed, and I am leaving. I wish things had-' He stops, looks thoughtful, and then rummages through his coat. He holds out several credsticks.

They should probably take their payment.

'You have done me a great service, and I will not forget that.' Lazlo steps forward, 'Rain... Araine. Come here.' She runs to her parents, and they have a long murmured conversation. Then they turn and walk along the slip towards the waiting ship. As they walk up the gangplank, Rain pauses and looks back towards the vibrant skyline...

Eventually the boat takes off, the armed escort leaves, and the runners are left alone. Or maybe they leave right after getting their money. Each runner finds themselves in possession of 15,000¥ in certified cred. If they fence the simsense motherboard, they can get 250,000¥ plus or minus 5% per net success/failure in a negotiation roll against the Fixer, p 207 SR11. They might have been able to salvage a gun or two, but that's about it.

Lazlo has been banished from the metroplex, a result of his losing the little Mafia war. He will take his yacht to Vancouver, where he has tribal allies, and try and make the best of things with Haddie and his daughter.

That's it. Take your karma and go home.

The End

Karma Awards

- 7 karma for completing the mission
- -1 karma if they kill police
- -1 karma if Rain gets hurt
- -1 karma if they rat on Lazlo while jailed
- 3 karma if they destroyed the BTLs without prompting.
- +1-2 karma for individual excellence in role playing, smartness, or humor

Maximum Karma award per character, from any source, is 12.

Other Rewards

Lazlo's Gratitude

Assuming that the characters survived and, more importantly, Rain survived, Lazlo will be grateful. He will also want to discharge this debt as soon as possible. As well as the cash negotiated for doing the run, players can note the following benefits and disadvantages out to their character sheet.

1. Add Mafia Contact - Lazlo Siracusa, Vancouver area specialty.
2. SIN number/Lone Star will mysteriously be wiped from the computer. Claudia will inform them of this interesting development within three weeks. Nice to have her as patron, neh?
3. Any gear confiscated by Lone Star and not returned for the meet at the library is lost, gone and forfeit.

Legwork

Lazlo or Alonso

The 30 to 40 something sons of Don Emilio Siracusa, they've been rivals since birth. Alonso, the elder, was always Emilio's favorite- ruthless, calculating, and rather conventional in his business dealings. Lazlo, the temperamental younger son, maintains the family's less important Renton holdings. His methods are less conventional, more focused on PR and other spin tactics. He's hoping that allying himself with some Salish-Sidhe groups will strengthen the family's position, as well as his own.

Appropriate contacts: Organized Crime, Law Enforcement, Street

Target Number: 5

| Successes | Results |
|-----------|---------|
|-----------|---------|

- | | |
|-----|---|
| 0-2 | "Nope. Never hoid that name." |
| 3 | "Siracusa, right? One of 'em runs things in Renton, one in Snohomish- at least that's what they say." |
| 4+ | "I hear Alonso's got the better gig. Snohomish runs itself and pays more." |

The Siracusas

Although they can trace their patrilineage to Sicily, Lazlo's great grandmother is Russian. This provides them with some valuable family contacts in that largely Mafia-run government. If they need Russian arms, they can probably get them. The Siracusas have a tight hold over the urban areas of Snohomish, while most of their legitimate businesses are located in Renton.

Appropriate contacts: Street, Corporate, Organized Crime, Law Enforcement

Target Number: 5

| Successes | Results |
|-----------|---------|
|-----------|---------|

- | | |
|-----|--|
| 0-2 | "Nope. No idea." |
| 3 | "They're Mafia. Run some restaurants, smuggle some things, throw people in the sound sometimes. With the Don dead, the brothers will probably be fighting over the inheritance." |

- | | |
|----|---|
| 4+ | "I hear the bookies figure Lazlo's got a 32% chance of living, and an 8% chance of beating his brother down. Who'd you say you were working for?" |
|----|---|

Skeeter

James "Skeeter" Rogers was doomed to being a low rent courier for the Renton Seoul Rings. Not the best of jobs in any circumstances. When his bosses all turned up dead in a police shootout, he saw it as an opportunity to advance his pathetic career. He stole their shipment of BTLs and hung on to the package he had just retrieved. He was also Rain's boyfriend.

Appropriate contacts: Law Enforcement, Street or Organized Crime (note that the information will be colored by the contact- a Seoul Man might say he was honorless in the eyes of the syndicate and unworthy of living, while a cop might simply say that the Ringers geeked him over some drugs).

Target Number: 5

| Successes | Results |
|-----------|---------|
|-----------|---------|

- | | |
|-----|---|
| 0-2 | "Now that is a stupid name." |
| 3 | "He turned up dead a couple of days ago. Probably had something to do with the local trade, if you follow me." |
| 4+ | "Oh yeah. They found him dead in his living room with the word 'thief' nailed to his chest in Korean. Very nasty, those Seoul Rings." |

Renton Seoulpa ring

They're not in an enviable position- Renton is primarily a Mafia stronghold. They've managed to find a niche that the Mafioso don't really want- BTL dealing. It's been quite profitable, and would have kept them afloat, if it weren't for those pesky Drug Enforcement Division cops who recently managed to kill most of the organization.

Appropriate Contacts: Street, Organized Crime, Law Enforcement

Target Number: 5

| Successes | Results |
|-----------|---------|
|-----------|---------|

- | | |
|-----|----------------------|
| 0-1 | "They're criminals." |
|-----|----------------------|

- 2 "They did a lot of drug trade in Renton- picked up where the Mafia left off."
- 3 "'Course, recently, they had themselves a major setback. Bunch of DED Troopers went in and geeked everybody- the Renton Seoul Ring Massacre, they called it."
- 4+ "The Ringers killed the cops, too. Rumor has it that the Star's still looking for their suitcase full of drugs- it went missing at the scene."

Dagger

The alias for the last remaining leader of the Renton area Seoul Ring. He is ruthless, efficient and demanding. His organization works overtime, brings in lots of money, and is growing in power. It would be quite a coup if the Star were able to nail this guy.

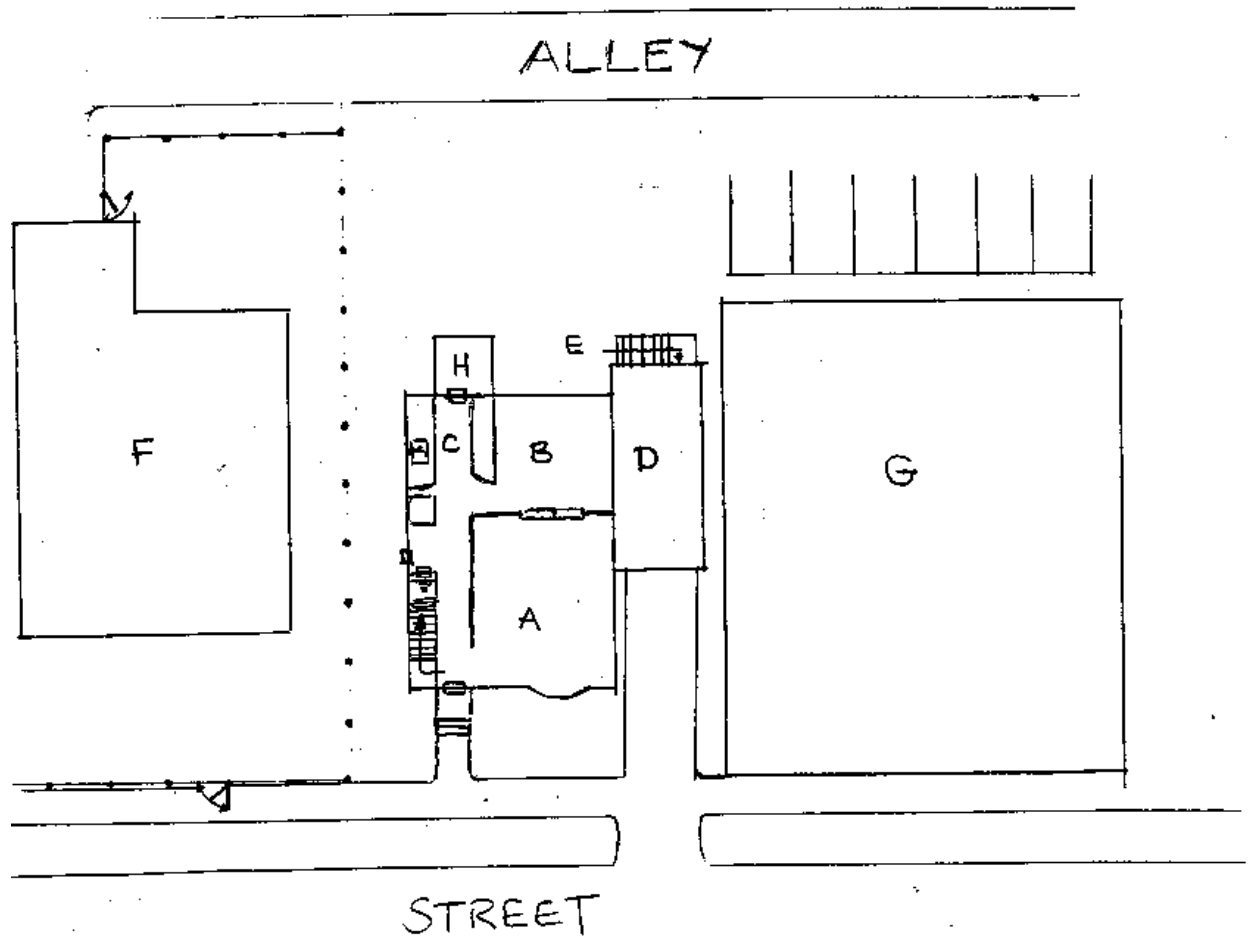
Appropriate Contacts: Street, Law Enforcement, Organized Crime

Target Number: 6

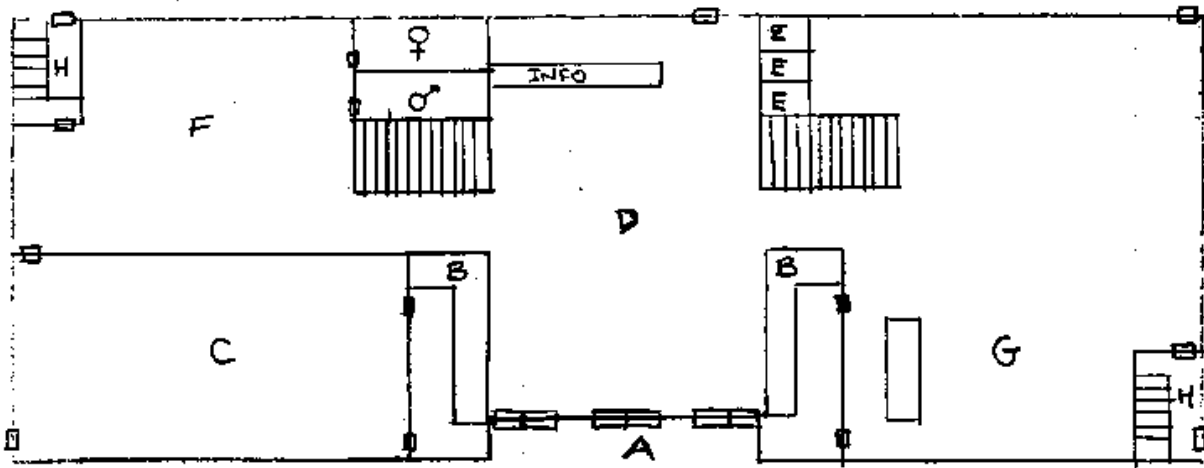
Successes Results

- 0-1 "Look chummer, I know fifty guys named Dagger- it's a joke name, like Mr. Pink."
- 2 "Wasn't he with the Renton Seoulpa people? Didn't they all get geeked a few days back?"
- 3 "He's one tough dog. Lived through the Seoul Ring Massacre and now he's looking for revenge."
- 4+ "Yeah, he's gonna find the people with his chips, then he'll cut their fingers off and feed them to his dog, and then he'll put their heads in a paper shredder, and then he'll..."

THE SAFE HOUSE

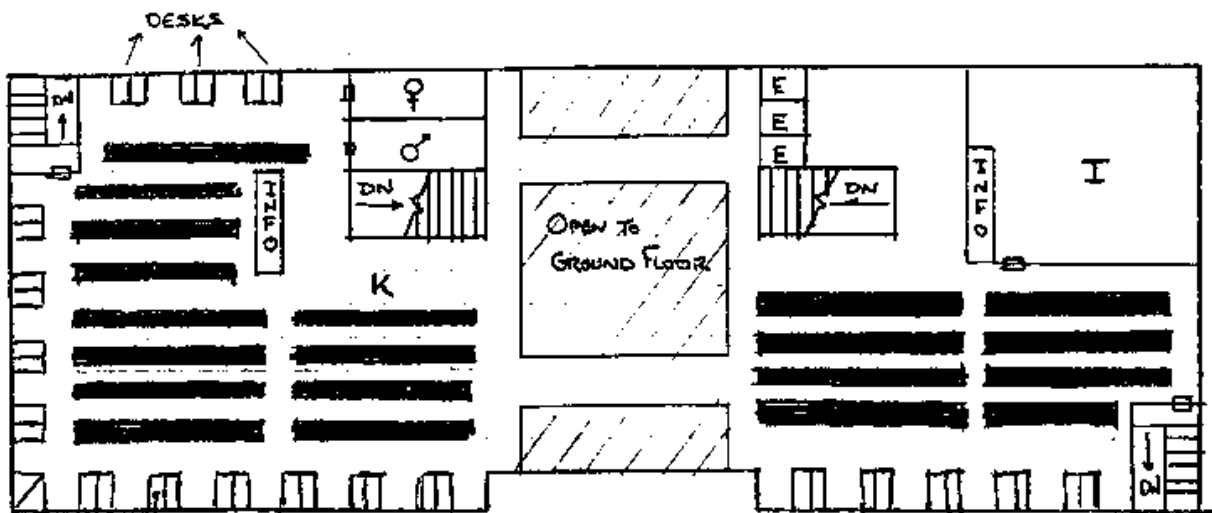


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