

Bloodstone

A One-Round Shadowrun Virtual Seattle Adventure

by Nick Perch

A mysterious door discovered in the Canadian Rockies has caught Mr. Johnson's interest. Looks like it's time for a trip.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

Some of the text in this scenario 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 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.

Veteran Tier:

This scenario contains a veteran tier. Use the indicated statistics if the runners have an average Karma Pool of more than 5.

Adventure Background:

Professor Arnold Simmons of the Archaeology department at Princeton University has recently made a fascinating discovery. While exploring a valley in the Canadian Rockies thought to have once been the home of ancient men, Prof. Simmons' students came across a small cave. The unusual feature of the cave is an ornate iron door set behind a low ledge. To date, nobody has opened the door.

Word of the find spread quickly, and many parties are interested, though few suspect what the door really means. Prof. Simmons, who is confined to a wheelchair, has asked Professor James Gideon of Columbia to collaborate on the project and head to the dig site to oversee the project personally. Rumors abound on the Matrix, of course, so lots of folks have opinions on the matter. Mostly they don't have a clue what they're babbling on about.

But there are a few people who actually know what the door signifies. One of those groups wants to hire the runners to retrieve an object they believe to be behind the door.

The Johnson for this mission is the Draco Foundation, and they are correct in their assessment of what's behind the door. They are hiring the runners to retrieve an object called the Bloodstone. They aren't the only ones who know about the Bloodstone, however. An Aztechnology blood mage wants the thing for his own purposes, and will dispatch a team to acquire it.

Note: The town of Hubert and the dig site are both located in Athabaskan Council lands. It's unlikely that this will cause too many problems, but who knows where a runner has a price on his head?

Sections:

This scenario is divided into sections. A brief overview of each section is given below.

Setup: This describes how the runners get involved in the story. Claudia has a job for them, and it seems to pay very well. She has some information to get them started.

Research: There are a number of avenues available to the runners. They can do research on the dig site and the personnel involved in order to help formulate their plan. They will also dig up some rumors that they may find amusing, or which may lead them astray.

Transport: If the runners cannot provide their own transport to the Canadian Rockies, it will be provided for them. The available transport for two anticipated approaches is briefly described here. This information can be used to help the judge ad lib if the runners choose an unanticipated approach.

Hubert: This section gives a few details on the airport and town of Hubert. It is unlikely that the runners will choose to go there, but it is possible.

The Dig: This details the dig site. It includes descriptions of the major characters present, security details, and how the group will react to the runners' arrival.

The Cave: This details the small complex behind the door. The Bloodstone can be found in the complex, if the PCs are clever and tough enough.

Aztechnology Ambush: The team sent by Aztechnology wants the Bloodstone, and won't take no for an answer. This section describes that team. Also, if the runners are discovered infiltrating the camp, a team of heavily armed goons will be sent to deal with them. Use the strike team stats for the response team.

Delivery: This section describes the delivery, and the subsequent payment. The end of the scenario.

Setup:

When the players are ready, read or paraphrase the following:

It's late summer in Seattle, and things have been quiet lately. No big jobs, no troubles, just some time to relax. It's almost surprising when you check your messages and hear a familiar

voice, "Hey, Chummer! It's Claudia. Mr. Johnson wishes to make arrangements for the recovery of an object from a remote location. If you're interested in some travel, you can meet me at the Lair for more details. Around 5pm should do. Take care." A quick check of your watch shows that it's about 2:30 now. Plenty of time to get to the Lair, if you're interested.

The runners are free to take whatever actions they wish, though getting to the Lair is suggested if they wish to continue with the scenario. They've got almost no information to work off of, so it's unlikely that they'll do much research or contact checking at this point.

When the runners arrive at the Lair, Claudia is running just a bit late. The runners can meet each other and converse amongst themselves if they so choose. Encourage the players to give descriptions of their characters at this point.

After a few minutes, Claudia arrives. She gets right to the point. The information she has available is listed below.

- Mr. Johnson wants the team to recover an item called the Bloodstone from an archaeological dig site in the Canadian Rockies.
- Workers at the dig site have apparently uncovered an iron door. From a description of the door that became public, Mr. Johnson believes that the Bloodstone is behind it.
- Payment is 25,000 nuyen up front, an addition 275,000 upon delivery. That gets split between the runners and Claudia, and their rigger, if they need one.
- Mr. Johnson has specified that there will be a significant reduction in compensation in the event of loss of innocent life, or wanton destruction of the archaeological site.
- Claudia provides a series of maps of the area, all made before the dig started. She doesn't have any details on the dig site itself.
- A rigger will be provided to transport the team to the area, if none of them have the skill and appropriate vehicle. The runners should contact Claudia for arrangements when they figure out where and when they're travelling.
- Mr. Johnson has indicated that this issue is time sensitive, but not critical. Claudia advises the runners to move quickly, but to take time to come up with a sound plan.

- Claudia indicates that there have been a number of rumors flying around the Matrix regarding this archaeological dig.

The runners now have some information to work with. They should probably go on to the research section, but they're welcome to just schedule a trip to the Rockies and jump in with both feet.

Research:

Four main avenues of approach are anticipated. The runners may decide to infiltrate the dig site in the guise of authorized personnel. They may decide that brute force is their best option. They may also decide that stealth is their best option. They may try to bribe one of the security guards to let them into the site. It's also possible that they'll come up with something completely different. Some of these approaches will only become evident once the runners start doing some research.

This section is broken down by topic. For each topic there is an answer or series of answers. Suggested TN's for obtaining each bit of information are provided, but it is up to the judge to determine what sort of rolls need to be made to gain this information. The number of variables (different contact types, knowledge skills, and so forth) make it impossible to predict accurately what the runners will do.

It is recommended that runners with a skill in archaeology or a similarly appropriate discipline be rewarded with lower target numbers for some of the information. The judge is left to his or her discretion in that regard. It should be noted that thorough research can make this run a lot less dangerous for the team; they don't need *any* of the information in this section to complete the mission. With that in mind, the judge is encouraged to give the runners what information they deserve, but should not feel obligated to inform runners who don't go looking for it in the right places.

The target numbers assume that the runners are asking their questions in the right places. If they ask somebody who would have no reason to know about the subject, they aren't going to get an answer. Target numbers can also be lowered if the runners have exceptionally good contacts or highly applicable skills.

Nobody knows where in the dig site the door has been discovered. The runners will only be able to get this information on-site, or through trial and error.

What is the Bloodstone?

(TN 8) The Bloodstone is some sort of legendary magical device.

(TN 10) Legends say that a Bloodstone is formed when a powerful individual or dragon sacrifices himself for the benefit of mortals.

(TN 12) A Bloodstone is a powerful talisman that can be used in the magics of life, or in the magics of blood and death. It allows the possessor to channel more powerful magic than would otherwise be safe.

(TN 18) Bloodstones are highly sought after by Aztechnology because they lend themselves to use as focuses for blood magic and the summoning of blood spirits. Such use seems to consume these precious items, so they're always looking out for more.

(TN 20) Nobody actually knows where Bloodstones come from, but there have been a handful of them discovered since the return of magic. Those that are known are kept by governments, great dragons, or megacorporations, and are considered highly secret. There may be a few in private hands, if they've been discovered and their existence kept secret.

What information is available about the dig site?

(TN 4) The door that's causing all the excitement is about 4 ft. x 8 ft., apparently made of solid iron, and covered with geometric patterns. It shows no hinges, locks, handles, or anything of the sort.

(TN 4) The site being excavated is supposed to be millennia old.

(TN 5) Prof. Simmons is leading the research group.

(TN 6) The group is affiliated with Princeton University.

(TN 8) Prof. Simmons is not actually on site.

(TN 8) The group supposedly found an iron door, but they don't believe it's related to the other artifacts at the site.

(TN 10) A grad student named Amy Collsun is in day-to-day charge of the dig.

What sort of security do they have?

(TN 5) Site security is being provided by Princeton security forces.

(TN 7) Security is pretty light – mostly focussed on paranormal animals.

(TN 8) The security team is led by Markus Kale.

(TN 9) – this information is available only through decking or the use of a decker contact) The other team members are Jennifer Moss, Steve Jones, Cory Thomas, and Julio Martinez.

Who's allowed to come and go?

(TN 6) Supplies are delivered every three days by helicopter, flying out of a small airport in the town of Hubert, on the western edge of the mountains.

(TN 8) After discovering the door, Prof. Simmons asked a collaborator, Prof. James Gideon of Columbia University, to visit the site.

(TN 8) A pair of environmental regulators visits the site every 4 days to make sure the regulations are being followed.

What can we find out about these people?

(TN 5) Prof. Simmons is a well respected scholar who specializes in sites and cultures of ancient western Canada, but a degenerative disease has left him wheelchair bound, so he rarely goes on site any more.

(TN 5) Prof. Gideon is a meta-archaeologist. He specializes in sites of power, and has published a leading book on the Australian Outback.

(TN 8 – not common knowledge) Jennifer Moss is in some financial trouble, since her husband got into debt with the mob.

(TN 10) There's nothing much interesting to say about the other named characters. Feel free to make something up, if you like.

What are the details of the resupply operation?

(TN 6) A Hughes Stallion owned and operated by Princeton makes the trip from Hubert to the dig site every three days. It arrives around noon, and returns to the airport by 5pm.

(TN 8) The next trip is tomorrow.

(TN 8) The pilot and co-pilot are Jimmy Garces and Arnold Johnson, respectively.

(TN 8) The crew stays at a place in Hubert called the Stop Inn – Airport. Tracing credit transactions will show that they eat most of their meals at Harry's Diner about a mile from the hotel.

What are the details of Prof. Gideon's trip?

(TN 6) He's taking a group that includes students, an aide, and security guards. The exact number isn't settled yet.

(TN 6) He's scheduled to leave in three days, in the afternoon, on a commercial flight to Seattle, then up to Hubert and then by land to the dig site.

(TN 8) A number of off-road vehicles have been rented for the party, and will be picked up in Hubert.

What sort of security does the Hubert airport have?

(TN 5) Very little in the way of security. A barbed wire fence, weapon and explosive scanners, and a handful of armed guards.

(TN 8) There are no magically active guards registered at the Hubert airport.

(TN 10) They have an agreement for support from the provincial police in the event of a serious security problem. There is a provincial police station about 5 miles outside of town.

Transport:

If the runners cannot provide transport of their own, they get to meet Hoppy. Hoppy is a rigger who makes his trade smuggling people and goods across borders in his thunderbird, the *Onager*. He's good at his job, and not cheap – he expects a full cut (and Claudia has agreed to pay it).

Hoppy will meet the runners at an abandoned industrial complex just north of Seattle, and weave his way from there to Hubert, or directly into the mountains. The trip will go without incident.

He can set them down anywhere within reason, but will not participate in an assault on the camp. His bird is far too valuable to risk (not to mention that being stranded in the Canadian Rockies isn't anybody's idea of a good time).

The runners can arrange to have Hoppy pick them up at a predetermined time, or they can work out a way to contact him. He has state-of-the-art communications gear on his bird, and can tune it to pick up the runners' signals. If he's to meet them in the mountains, he suggests that they use some sort of satellite based communications system when in the mountains.

In actuality, the method used to contact Hoppy will have little game effect. If the runners lack good communications gear, feel free to let them sweat some, but Hoppy is merely a device to get them to and from the meat of the story, not part of the plot himself.

For a bonus of at least 10,000 nuyen, Hoppy can be convinced to pilot a helicopter from Hubert to the dig site. He has zero interest in actually participating in the recovery of the object. His only job is to move the runners from point to point. He will not condescend to driving land vehicles for them. If they can't do that for themselves, they're out of luck.

Hoppy:

Hoppy is a Caucasian male human of 33 years. He's got brown hair and blue eyes, and a chrome datajack behind his right ear. He uses a Vehicle Control Rig (Rating 3) and a built in Smartlink II. He's very good at his job, and possesses the applicable skills Vectored Thrust Aircraft (8), Build/Repair Vectored Thrust (5), Rotorcraft (7), Build/Repair Rotorcraft (5), Gunnery (5), Stealth (5) and Vehicular Stealth specialization (10).

He wears an armored jacket and carries a Savalette Guardian pistol upgraded to a Smartlink II and loaded with APDS ammo.

Onager:

The t-bird in question is a heavily modified GMC Banshee. Hoppy is not particularly interested in sharing where he acquired the machine. It's got improved range, better stealth capabilities, and room for more cargo and passengers than the original. While it sacrifices some punch, it's still very fast, very maneuverable, and very stealthy. The passenger compartment is cramped (especially if there are trolls in the group), but there is room enough for everybody to squeeze in. The runners will have enough room for standard equipment, but not for rocket launchers, miniguns, or drones larger than a loaf of bread.

Hubert:

Hubert is a small town on the western slope of the Canadian Rockies. It has a population of about 15,000, and a local airport. If for some reason the runners want to spend much time in Hubert, they've left the module behind, and the judge will have to improvise. The information here regards the more interesting features.

The airport has just two runways (crossing at a right angle). There's a single commercial flight on a small turboprop each day that goes to Seattle. There are about 30 aircraft of various descriptions in hangars, and a single terminal. Security is light,

and unless the runners are real bunglers they shouldn't have any trouble.

The airport security consists of a barbed wire fence surrounding the property. The area is fairly well lit with floodlights at night, and relatively wide open. Security cameras, however, are only mounted on the terminal, and not on any of the hangars or the perimeter. The gate in the fence is open from about 8AM to 10PM, and locked after that. Inside the terminal (if for some reason the runners want to go there) can be found the standard metal detectors, explosive sniffers, and armed guards (6 in all, use the stats for the guards in the camp). Faced with serious armed intrusion, the guards will immediately radio for assistance from the provincial police.

The vehicles waiting for Prof. Gideon's party are parked in front of the terminal. If the runners have any sort of fake identification, they'll be handed the keys to a pair of Landrover Model 2046's. The terminal attendant tells them that the autonav has been programmed with their destination, but that they shouldn't rely on the autonav to handle rough terrain. If the runners are clever, they could also steal the Landrovers (for example if they decide to use other means to get to Hubert).

Sine the runners have a good idea where Prof. Gideon's party is going, it's also possible that they could set up an ambush in the mountains. None of Prof. Gideon's party is prepared for combat. They'll surrender and comply, unless it looks like the runners are going to kill them out of hand, or if they see a really good opportunity to escape.

The resupply pilots are staying at the Stop Inn – Airport. The Inn is a quarter mile from the gate to the airport, and the sign can be seen from the gate. They're in rooms 212 and 214. If the runners need that information, the clerk will provide it for a bribe of 50 nuyen or more.

The pilots are not combatants, and not above making a fast nuyen. They will cooperate with the runners if coerced, or if they are offered sufficient funds (at least 2,000 nuyen) and the assurance that nobody is going to get hurt. They can provide the runners with the location of the resupply helicopter (Hanger 3). They report that the helicopter should have been loaded up, fueled, and ready to go.

Harry's Diner is a little place down the road that serves traditional diner fare. It's usually pretty

busy, and accosting the pilots there might not be the best idea. At any given time, assume there are between 5 and 35 patrons, likely including 1 to 4 officers from the provincial police station.

The Dig:

The dig site is located in a valley in the Canadian Rockies. It can be reached by land, but the preferred approach for moving equipment is by air. There is a camp set up near the entrance to the valley (**A**), not far from a surface made level for the landing of helicopters (**B**). The camp consists of half-dozen prefab buildings, surrounded by a temporary security fence.

The valley is still largely untouched, the door was discovered during preliminary investigations. The door is in a cave (**C**) on one side of the valley. The beginnings of the dig (**D**) are on the other side of the valley, not far from a small stream.

During the day, the students can be found out surveying the grounds, working in the nascent dig, or taking care of the camp. One or two guards are up and about, keeping an eye out for paranormal critters. The rest of the guards are either hanging around the camp, or sleeping for the night shift.

The students and guards take their meals together, except for a lone guard who stays out to keep watch. In the evening, the students can be found back at the camp catching up on their notebooks, writing reports, and relaxing. Most of them are asleep from about 11pm to 7am.

The students are mostly non-combatants. Their names are Adria Hall, Chuck Wilhelm, Pat Emory, Jay Hamilton, and Laurie Denver. Amy Collsun is in nominal charge of the group. They hold a teleconference with Prof. Simmons every two days.

Personality notes (you shouldn't have to play any of these characters for very long, so only the briefest of notes are given, to get the judge started):

- Amy is curious and well read.
- Adria is a total pacifist.
- Chuck is outgoing and athletic.
- Pat is lazy and introverted.
- Jay has a crude sense of humor.
- Laurie is aloof and superior.

As a group, the students know:

- Which cave has the door. (Cave 13, of course.) If prompted, they can identify which cave is Cave 13.
- Detailed maps of the area are located in the office (Building 1 on the camp map). The map shows the location of the iron door.
- The communications gear is in the conference room (Building 2).
- The contents and function of each of the camp buildings.

The difficulties encountered in the dig site area mostly depend on how the runners choose to approach the area.

If the runners attempt to approach by stealth:

Their transportation can set them down somewhere within a few hours hike of the site. The maps provided by Claudia show that the valley runs north/south, with the entrance at the north end. Let the runners approach from whatever direction, and at whatever time, they choose.

If the runners set up to watch the camp, they'll see the everyday activities described above. Nobody goes anywhere near the cave with the door, since they're all waiting for Prof. Gideon to arrive to investigate that.

If the runners try to break into the camp to figure out where the door is, use the description of the camp and its buildings. Remember that security is light, and when confronted by two-legged intruders, the guards are likely to call for help before anything else. If they confront the guards, go to the section on armed break-ins.

It's entirely possible that the runners could successfully break in, find the correct cave, and be gone without anyone ever being the wiser. If that's how they choose to approach it, and they're good at it (both through intelligent play and skilled characters) let them do it.

If the runners masquerade as Prof. Gideon's party:

The students greet them. After a cursory credentials check by the guards (if the runners have put any effort into obtaining phony identification at all, it will pass). The guards will show any runners masquerading as guards where the barracks are, and the students will show Prof. Gideon and the rest of his entourage to their

quarters. After that, they'll be excited to get right to work.

A meeting will be held as soon as the new arrivals have had a chance to refresh themselves. Amy Collsun will show the map of the area, including which cave holds the door. The students will explain that they have left the door completely alone since discovering it, waiting for Prof. Gideon's arrival.

The students make themselves completely at Prof. Gideon's disposal, if he or his group need anything. They tell the runners that they're expecting a call from Prof. Simmons that evening, and that they're sure their boss would love to have Prof. Gideon join the conference and give his first impressions on the door.

Chuck Wilhelm will volunteer to guide the runners to the cave of interest. He'll accept if they decline.

If the runners attempt to come in as a resupply flight:

They're going to have a lot more problems than with the other methods. The students and guards are expecting two pilots. They know both of them. The runners will need to have some sort of quick cover story. The guards might accept two replacement pilots, but a group of 4-7 runners showing up will raise immediate suspicions.

The guards also expect the pilots to help unload the cargo, and then get back in their helicopter and leave. If the pilots fail to do so for some reason, the guards will become suspicious.

When the group lands, if more than two pilots are in evidence, the guards will immediately radio the Hubert airport, to see where the regular pilots are. They will then immediately call for assistance. A SWAT team from the provincial police will arrive within the hour. Use the stats for the veteran tier Aztechnology strike team.

If the runners are clever, they can make this work. This method is likely to be a lot more trouble than the other approaches, however.

If the runners attempt to bribe Jennifer Moss:

They first have to figure out how to get in contact with her. They can attempt to contact her remotely, by tapping into the communications gear (a simple task any decker or decker contact can

complete) and asking to speak with her. They will find her completely unreceptive to bribe attempts made over the air. If they attempt this, she will notify Kale immediately, and the guards will increase vigilance. They will also ask for an investigation, and the runners will notice the heat turning up on them. Contacts will become unwilling to talk, Claudia will mention that the police are looking for them, and life will generally become more difficult. How this is played out depends on the judge, but it should not amount to a physical confrontation with police forces.

If the runners offer her money she can see and touch, Jennifer becomes much more tempted. Getting her to accept a bribe requires a face-to-face meeting, cash in hand, and a Negotiation check with a TN of 6. She can be bribed to give the runners access to the site, but will not agree to any plan that involves people getting hurt. She can be bought for 17,000 nuyen, less 500 nuyen for every point by which the Negotiation check exceeds 6.

Do not tell the players the target for the Negotiation check. If they fail the Negotiation check, she takes the money, but reports it immediately to Kale, who calls the provincial police. The SWAT team will show up in about an hour to deal with the runners.

The real problem here is getting to see Jennifer. Identifying her shouldn't be too much of a problem, if the runners are on site. She's the only female guard. A stealthy character might be able to approach her while she is on patrol in the valley. It would also be possible to approach her in the guise of one of the resupply pilots.

If they can successfully bribe her, she will be the only one on watch that night. She will let them in through the fence, and open the door to the office, so that they can find the location of the cave. They can then go to the cave and complete their task.

If the runners assault the camp:

The guards will meet them. The first thing the guards will do is send somebody running for the communications building to summon help from the provincial police. The students will be diving for cover.

The guards, for convenience, all have the same statistics.

Guards (5):

Attributes:

Body: 5 Quickness: 5 Strength: 4
Charisma: 4 Intelligence: 5 Willpower: 4

Cyber/bio: none

Skills: Rifle 5, Pistol 5, Unarmed Combat 4, Stealth 5.

Gear: Armored Jacket (5/3).

Colt Manhunter Heavy Pistol (SA, 9M, 16 shot clip, integral laser sight)

Dart Rifle (range as shotgun, uses Rifle skill, loaded with Narcojet, SA, 6D stun, 10 shot clip, equipped with laser sight)

Extra clip for dart rifle.

Extra clips (2) for pistol.

Short range communication gear.

Flashlight and night vision goggles.

Knife.

Ballistic: 5 **Impact:** 3

Reaction (Initiative): 5 (1d6+5)

Combat Pool: 7 **Karma Pool:** 1.

The guards will respond intelligently. They will use as much cover as they can, attempt to stay out of hand to hand, and concentrate their fire. The dart rifles are likely to be far more effective than the pistols, so they will use those.

The runners will also need to negotiate the static defenses of the camp. That shouldn't be too much of a problem, but refer to the camp description for details.

If the runners succeed in taking the camp by force, they've got about an hour before the provincial police show up. (Unless they were so slick that nobody got to the communications equipment.) The students can be intimidated into showing the runners what they want.

If the runners skip the camp, and just search for the door:

If they're searching anywhere but the caves, they have no chance. Have them roll Stealth (TN 6) checks every so often (twice per night, or every hour during the day). If they fail the guards have spotted them and called for help. A SWAT team from the provincial police (use Aztechnology strike team veteran tier stats) will arrive an hour later to deal with the skulkers.

If they're searching the caves, they've got a chance. For each cave they search during the day, have them roll a Stealth check (TN 6). If they search at night, have them roll a check every three

caves (TN 6). If they fail, they've been spotted, with the same consequences as above. There are 31 caves scattered about the eastern side of the valley. To determine which cave the runners are searching, simply have them pick a number between 1 and 31. The correct cave is 13.

If they find the correct cave without being spotted, go on to the next section.

The Camp:

The buildings are prefabricated, and were brought in by helicopter. They are made of plastics and composites, and each has a solar panel roof. The solar panel feeds batteries that supply the power for the building. The buildings are generally left unlocked. All of the buildings are cramped, but have most of the amenities of modern life. A small generator behind the storage building (7) supplies auxiliary power.

There's an electric fence around the perimeter (2M stun damage on contact). Just inside the fence are two large off-road vehicles (Landrovers) that brought the group to the dig site. Mounted at each corner of the fence is a floodlight that points outward. During the day, the gate stands open, but it is locked (with a padlock) at night.

Building 1 is the office. There are a number of desks, computer terminals, and the like. Scattered about the room are archaeological artifacts of no interest to anybody except the students and Prof. Simmons. A map of the valley can be found after a search, and it shows clearly which cave contains the door.

Building 2 is the communications center. There's a large conference table, and videoconference facilities. This building also has the emergency communications. All communications go out through the satellite dish on the roof.

Building 3 is the guard barracks. It contains a small lounge as well. There is little of interest to be found here, except perhaps guards. Guards in Prof. Gideon's entourage will be housed here.

Building 4 is the student housing. It also contains little of interest. Students or technicians in Prof. Gideon's entourage will be housed here.

Building 5 was flown in and set up when Prof. Gideon's visit was planned. He will be housed here.

Building 6 is the central kitchen and dining area. All the typical things you might expect to find in such a place are available. Adria, Jay, and Cory do most of the cooking.

Building 7 is storage. Extra fuel, tools, larger artifacts, food, blankets and clothing. The solar panel on this building feeds the electric fence.

The Cave:

There is a map for this section, please refer to it.

No part of this complex is lit. The runners must provide their own light sources.

Once the correct cave has been located, it's relatively easy to find the door. The cave winds about 20 feet into the side of the mountain, and then the ceiling becomes very low (about 2 ft.). It will be necessary for the runners to crawl. Trolls will find it an extremely uncomfortable fit. Armored trolls will not be able to pass. Beyond the low section is an open area (1), on the far side of which is an ornate iron door.

The door 4 ft. by 8 ft. and covered in geometric designs. No amount of study will allow the runners to glean any information from the designs. The door has a clear aura on the astral plane, as it is some sort of ancient focus. The method for making this type of foci is long lost. The purpose is that it will open at the touch of any magically active runner who bonds to it (a process taking 15 minutes and 1 point of good Karma). This bonding has no other effect other than to allow the runner to open the door. A sorcery or conjuring roll (TN 5) will reveal these facts if the runner astrally perceives the door. If nobody astrally checks the door, a Magical Background check (TN 9) will reveal the same information.

If nobody can or will open the door magically, the runners will be left to more destructive methods. The builders of the door never anticipated the destructive power of modern explosives. A Demolitions (TN 4) check will get the door down (assuming the runner has proper equipment). If the runner needs to improvise demolition materials from stuff found in the camp, or from ammunition or grenades or the like, the TN rises to 8. If all the dice come up 1, the blast brings the cave down. The runners lack the excavating equipment to continue at that point.

Once the runners are past the door, they pass through a short hallway and emerge into a square room (2). There are iron doors to the left and right from where the runners enter, and a pool of water with a 1 in. high, 6 in. wide rim set in the floor. The doors are carved similarly to the front door, but are not magical, and open at a touch. The far wall is covered with a painting showing a great western dragon in apparent ill health, surrounded by what appears to be a ritual circle of dwarven mages.

If anybody looks into, touches, or causes an object to touch the pool, or if the runners tarry more than 3 minutes in the room, they will be attacked by a water elemental bound to the pool. The elemental is Force 5. On the veteran tier it is Force 8. The elemental has the run of the room, but cannot go beyond any of the three doors. Its movement power works only on targets in the water. The elemental will prefer to engage in material form. All powers are described on 262-265 of Shadowrun, Third Edition.

Water Elemental:

Attributes:

Body: 7 (9) Quickness: 10 (14)

Strength: 5 (7) Charisma: 5 (7)

Intelligence: 5 (7) Willpower: 5 (7)

Reaction (Initiative): 6 (1d6+16)

[8 (1d6+18)]

Combat Pool: 10 (14) **Karma Pool:** 1 (3)

Attacks: 5S stun (7S stun)

Essence: 5 (7)

Powers:

Engulf, Materialization, Movement

Immunity to Normal Weapons

Vulnerability to Fire

The pool is 3 meters deep, and leads to a tunnel that runs sideways for about 7 meters, then runs up another 3 meters to area 5. A dwarf swims 0.4 times his quickness in meters each combat phase. Runners of other races swim at 0.6 times their quickness each combat phase. Full swimming rules are found on page 47 of the Shadowrun Companion.

If the runners exit through the doors, they will find themselves in the halls. The halls are smooth stone, and are not trapped, guarded, or interesting. They do, however, lead to areas 3 and 4.

Area 3 is an octagonal room with hallways leading in on four sides. In the center of the room is

gaping hole, 5 meters across, and 50 meters deep. In the center of that hole is a 1 meter wide platform, upon which is a pedestal, and a fist sized red gem sitting atop the pedestal.

The gem gives no sense of magic, and is in fact a large piece of red quartz. It is of little value, but is set in this location as a fake Bloodstone in the hope that intruders will be satisfied. The chasm can be negotiated in any normal fashion, or the gem retrieved by any number of means. The runners could jump over, use magic to fly or lift the gem, summon spirits, or whatever they like. If they somehow manage to fall into chasm, the falling rules are on page 46 of the Shadowrun Companion. The damage will typically be 25D.

Area 4 is a rectangular room containing two iron doors and a pool all very similar to the features in area 2. Also like area 2 the pool is guarded by a water elemental (same statistics). Unlike area 2, this pool does not lead to a tunnel to area 5. Other than an opportunity to get killed, there's not much of interest here. It even lacks the painting.

Area 5 is the room where the real Bloodstone rests. As the runners emerge into the room, the guardian moves to attack. The guardian is a construct; very similar to an ally spirit in homunculus form, but constructed to survive the death of the creating mage. It is permanently bound to its focus, and destroying it or separating it from its focus causes the destruction of the focus. The guardian is a dual natured being, and can be confronted as such.

The guardian appears as an iron statue of a dwarf. It bears an axe in its hands, and stands between the pool and the Bloodstone. Statistics for the veteran tier version are in parentheses.

Guardian Homunculus: Force 6 Spirit, in a Force 6 focus (Force 8 and 8 in veteran tier)

Attributes:

Body: 9 (12) Quickness: 9 (12)
Strength: 9 (12) Charisma: 6 (6)
Intelligence: 6 (6) Willpower: 6 (8)

Reaction (Initiative): 7 (1d6+7)
[9 (1d6+9)]

Combat Pool: 10 (13) **Karma Pool:** 3 (8)

Skills: Edged Weapons 8 (10), Sorcery 8

Attacks: 11S (14S)

Essence: 6 (8)

Armor: 8 ballistic, 8 Impact

Powers:

Reach 1

Spellcasting (knows Increase Reflexes +3 at Force 1, and Lightning Bolt at Force 6)

The guardian will cast and begin sustaining Increase Reflexes immediately upon detecting trouble.

Note that the runners don't really have to defeat this thing to get the Bloodstone. If they can distract it for a time, they can steal the stone and flee.

The Bloodstone itself sits on a stone pedestal. It's about the size of a man's fist, and perfectly spherical. It virtually screams of magical power, though the runners will not have time to figure out how to make use of it.

Aztechnology Ambush:

Upon exiting the cave, the runners will be ambushed by a strike team from Aztechnology. They may be in rough shape by this time. Don't go easy on them. They have the option of surrender (though they may not realize it) and they can always pull back into the cave complex and try to bait the Azzies into confrontations with the elemental in area 4.

While the runners were inside, the Azzies showed up. They rounded up the guards and student, and quickly discovered where the door was, and that another group was present. They then set up an ambush outside the cave. It's possible that the runners will have some warning, if they thought to watch their backs. Someone (or a drone, or camera) outside the cave, could have seen the activity at the camp. Adjudicate this fairly. If the runners are able to get the drop on the Azzies, that's just good planning and fortune on their part.

The tactics of the strike team are as follows:

- Let the runners get out of the cave.
- Shoot them (lots).
- Hit magic types first, if they can be identified (the strike team lacks magic of its own, so target only characters carrying lots of foci or fetishes).
- Accept surrender (and the Bloodstone) if they are offered.
- Offer surrender if need be. Don't fight to the death.
- Use cover. There are plenty of rocks to hide behind.

- The flame thrower operator will set up over top of the cave. The sniper, if present, will be set up about 220 meters away, across the valley. With the sight integral to his rifle, there's no range penalty at all.

Note that the strike team has no magically active characters, so they can't tell the real Bloodstone from the fake. If the runners surrender, there's a good chance that they can offer up the fake Bloodstone rather than the real thing.

Leader:

Attributes:

Body: 6 Quickness: 9 Strength: 5
Charisma: 5 Intelligence: 5 Willpower: 6

Edges: Magic Resistance IV (4 extra dice vs. magic)

Cyber/bio: Smartlink, Wired Reflexes I, Muscle Toner III

Skills: Tactics 4, Leadership 4, SMG 7, Unarmed 6, Pistol 5, Stealth 6, Assault Rifle 4, Athletics 3.

Gear: Heavy Security Armor with Helmet and communications gear.

Ares Predator II Pistol (SA, 9M, 15 shot clip – loaded with APDS in veteran tier)

HK227 SMG (SA/BF/FA, 7M, 28 shot clip – with integral smartlink – loaded with APDS in veteran tier)

Extra clip for pistol (APDS in vet tier).

Extra clips (2) for SMG (APDS is vet tier).

Ballistic: 8 **Impact:** 7

Reaction (Initiative): 9 (2d6+9)

Combat Pool: 10 **Karma Pool:** 2 (7 in vet.)

Heavy Weapons Operator:

Attributes:

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

Cyber/bio: Smartlink

Edges: High Pain Threshold III

Skills: Spray Weapons 6, Pistols 4, SMG 4, Assault Rifle 4, Stealth 4, Unarmed Combat 4.

Gear: Light Security Armor

Flamethrower (8M, 10 shots, see Canon Companion page 29 for rules).

Ares Predator II (SA, 9M, 15 shot clip – loaded with APDS in veteran tier)

Extra clip for pistol (APDS in vet. Tier).

Communications gear.

Ballistic: 6 **Impact:** 4

Reaction (Initiative): 4 (1d6+4)

Combat Pool: 7 **Karma Pool:** 1.

Goons (4, 6 on veteran tier):

Attributes:

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

Cyber/bio: Smartlink.

Skills: SMG 5, Unarmed Combat 5, Stealth 5, Assault Rifle 4, Pistol 4.

Gear: Light Security Armor

Ares Predator II Pistol (SA, 9M, 15 shot clip – loaded with APDS in veteran tier)

HK227 SMG (SA/BF/FA, 7M, 28 shot clip – with integral smartlink – loaded with APDS in veteran tier)

Extra clip for pistol (APDS in vet tier).

Extra clips (2) for SMG (APDS is vet tier).

Communications Gear.

Ballistic: 6 **Impact:** 4

Reaction (Initiative): 5 (1d6+5)

Combat Pool: 7 **Karma Pool:** 2.

Sniper (veteran tier only):

Attributes:

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

Cyber/bio: Smartlink, Wired Reflexes I.

Skills: Rifle 8, Pistol 7, Stealth 6, Unarmed Combat 3, SMG 3.

Gear: Light Security Armor

Ares Predator II Pistol (SA, 9M, 15 shot clip – loaded with APDS)

Extra clip for pistol (APDS).

Ranger Arms SM-3 (SA, 14S, 6 shot magazine – loaded with APDS)

Box of 20 APDS rounds for sniper rifle.

Communications Gear.

Ballistic: 6 **Impact:** 4

Reaction (Initiative): 8 (2d6+8)

Combat Pool: 8 **Karma Pool:** 3.

Once the strike team is defeated, the runners are free to take whatever means they choose to return to Seattle. They shouldn't encounter any more difficulty.

Delivery:

Claudia arranges for the runners to drop off the Bloodstone to Mr. Johnson at Jynx, a trendy club in downtown Seattle. Johnson meets the runners, briefly inspects the goods, and delivers the agreed upon payment. If the runners caused needless destruction or loss of life, deduct from their pay accordingly. Blowing up the door if the runners lacked a mage to allow them entry is a 20,000 nuyen reduction. Wanton destruction of the site is

a 50,000 nuyen reduction. Accidental deaths among the students or guards (this includes Chuck, if he attacks the runners) result in a 20,000 nuyen reduction per death. Intentional deaths caused by the runners will result in a 50,000 nuyen reduction for each death.

The runners may wish to examine the Bloodstone before turning it over. They really can't make anything of it. It's clearly a repository of great power, but they can't figure out how to make use of it. If one of the runners decides to keep it and study it rather than turn it over to Johnson, that runner will eventually be corrupted by the stone, and become a blood initiate. The character is permanently out of play in that instance. (The stone is not itself corrupt or evil, but attempting to use it without proper preparation and training can lead a mage into debauchery and madness.)

The runners can collect gear from the strike team, if they defeated it. They can also keep the dwarf statue, though only as a curiosity. Its magical powers faded when the spirit was removed. It weighs about 170 kilograms. They can also keep the fake Bloodstone, if they still have it. It's worth about 50 nuyen. Other than that, all they get is their payment. They can't keep the camp buildings, or any of the vehicles.

If they used Hoppy for transportation, he gets a full cut. Claudia also gets her cut from the payment.

Karma Awards:

Finding the Bloodstone	2
Giving the Bloodstone to Johnson	2
No Fatalities among Students, Police, or Guards	2
Unusually Clever Play	1
Unusually Good Role-playing	1

Award the first three categories to the group. Award the last two individually. The maximum Karma award for this scenario is 8.

- THE END -

