

Family Ties

**A Three-Round Shadowrun 3rd Edition Virtual
Seattle Adventure**

Round 2: Back into the Fire

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It has been away since you got fragged in that last charlie foxtrot, and Claudia has another job for you. Things can only get better....right?

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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 tournament 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.

TIERING

This scenario is set up for an average party. There are two exceptions to the scenario as it is written – if the average Karma Pool of the characters at the table is less than or equal to five, the table should be considered a Novice table. If the average Karma Pool at

the table is greater than five, the table should be considered a Veteran table.

If it is a Novice table, reduce all the listed TN's in scene two by one, the number of non-roving guards in scene five is two, and Svetlana's Karma Pool is equal to the number of players at the table. If it is a Veteran table, double the number of non-roving guards in scene 5, Katrina is present also, and Svetlana's Karma Pool is 9.

Adventure Summary and Background

About This Scenario

This scenario is the second of three written for a Weekend in Seattle event. It is designed for a group of four to seven players using characters generated under the Virtual Seattle guidelines or the pre-generated "Primed Runner" characters in Polyhedron 107. At least one rigger or decker and at least one mage or shaman is recommended for this adventure.

As this scenario can be fairly nasty, it is recommended that the GM determine the table's tier before play. To determine the tier level, add the personal Karma Pool dice of each player at the table and divide by the number of players at the table. If the average personal Karma Pool is greater than or equal to 5 the table should be considered Veteran tier.

The scenario is organized into six main scenes: Opportunity Knocks, You've Got Mail, Toll Road, There's Always Room For...Pancakes? Weren't We Just Here? and Glad That's Over. Each scene of the scenario is broken down into five sections: Tell it to them Straight, Biz, Details, and Turbo Mode. The "Tell it to them Straight" section contains information the GM reads or paraphrases to the Players when their characters engage the encounter. "Biz" is all the information the characters can learn by using skills or poking around during a scene. "Details" contain background information for the GM to use when running the encounter. "Turbo Mode" is only used if players are running overly long in a scene, or are hopelessly lost.

Housekeeping

Before the run begins, all players who did not purchase a permanent lifestyle should deduct one month's lifestyle Nuyen from their liquid cash. If they do not have enough—tough! They were warned in the character generation rules. They must either buy a lower lifestyle or live on the street (and the street isn't such a nice place). If they live, maybe they'll learn from their mistake.

For each Initiate at the table roll 1d6 with a target of 10 minus the Initiate Grade. If you roll over the number it means that a particular megacorp (usually one of the ones involved in the scenario) has noticed the Initiate. They can take steps to deal with him or her. This is an open-ended roll (i.e.: if a six is rolled on the die, another die is rolled, and that number is added to the six).

The Team Karma Pool is equal to the number of players at the table.

Background

This is the second in a series of three scenarios which are intended to show the players that events outside of North America can affect them as surely as those from down the street.

Backstory

Pitr Alekseevich Bogdnaov was born Ivan Sergeevich Byelmodin. He majored at the University of Moscow in Astrophysics and Economics. After graduation he went underground and re-emerged with a new face and a new identity, that of Pitr Alekseevich Bogdnaov. He quickly rose through the ranks of the nearly defunct Russian Space Program (Glavskosmos), who after selling Mir to Harris-3M was relegated to a space cargo service. Pitr gathered several investors to “buy” the Glavskosmos from the Russian government, who were more than happy to get rid of the drain on the economy and get some quick cred into the economy as well.

After the unexplained deaths of most of his investors and leveraged buyouts of the rest, Pitr was able to become chairman and CEO of Glavkosmos Heavy Space Industries. He has spent the last 20 years expanding other markets, such as petroleum in Siberia and weapons research. As a result GHSI has become a solid AA corp. He has recently entered into a partnership with AresSpace on their Helios space station program.

Pitr’s father, Sergei Byelmodin, is the czar of one of the most powerful syndicates in the Vory V Zakone. Though Pitr did not know it at the time, his father was responsible for the deaths of Pitr’s investors. Now with his son in the position to aid his smuggling operations into the UCAS, Sergei believes that he should be compensated for his far-sightedness in aiding his son during the early years of his company. Pitr has refused to aid his father and claims that he is a respectable businessman now and wants nothing to do with the Vory.

Sergei is not one to be told no, even by his own son. Since he cannot get his son’s help voluntarily, he will do it by force. To that end he has made arrangements to kidnap Pitr’s son, his own grandson, Arkady, who goes by the street name of Rasputin. The problem was that Yamatetsu Corp. currently has custody of Rasputin. Yamatetsu is holding him and his team after having them test their security in much the same fashion as the PC’s did in round one of Family Ties. Sergei pulled a favor, and made sure his grandson would stay in Yamatetsu custody. Yamatetsu has agreed to this in return for certain concessions from the Vory V Zakone in Vladivostok. Also, after having their security tested so recently by two groups of Shadowrunners, they are confident that no one will be able to re-capture him, which was one of their chief selling points when negotiating the deal with Sergei.

The Story So Far

The players were contracted in part one to infiltrate a Yamatetsu research facility and gather some research data from the Secure Access Node located there. Unfortunately, the entire run was a gambit by Yamatetsu to test the new security they had put in place at the facility. The PC’s were incapacitated and ritual samples were harvested, after which the players were magically healed, revived, paid their fee and let go.

Plot Synopsis

A month has passed since the events of part one—long enough for the runner’s wounds and pride, to have healed, but not long enough for them to forget.

Claudia has been contacted to hire a team to retrieve Pitr’s son and get him to a safehouse in Tacoma owned by his company, GSHI.

After the PCs accept the job, they will meet a Mr. Johnson to discuss it. Once they have accepted the job, they will be given a means to contact a person on the inside who can get them access to the facility. Mr. Johnson will also inform the runners that Yamatetsu had their way with the PCs while they were knocked out, and took ritual samples from them. The players will be directed to go to a seedy diner in Redmond to retrieve the necessary information for this job. On the way to the diner they will have to deal with some enterprising gangers. Once they get to the diner they will receive ID’s and a partial map of the facility. The players infiltrate the facility to rescue Rasputin, his team, and liberate their ritual samples. They will clash with the cat-woman shaman they first encountered in round one during their escape. Upon dropping off Rasputin with the Mr. Johnson at the safehouse in Tacoma the players will be paid and have the opportunity to gain a new contact.

Scene 1: Opportunity Knocks

Tell It To Them Straight

Your pride is healing nicely after that last job. You swear to yourself that you’re never going to take another “easy” job again...and this time you mean it!

Then your phone rings and you’re greeted by the familiar voice of your employer, Claudia Tyger.

“I’ve got a job offer on the table that has your name written all over it,” she says. “If you’re interested, meet Mr. Johnson at the Gray Line Downtown in one hour. I should warn you that time is critical, so you may want to be ready to roll if you accept the job.”

The Gray Line is a large, upscale restaurant situated in the Puget Sound, just off the docks by Post and Alaskan Way. When the players arrive, the tide will be in and the main dining area will be underwater behind 6 inches of Macroglass. When asked for the Johnson

party the Maitre d' will show the players to a private balcony table overlooking the main dining room.

The table affords a breathtaking view, while staying above sea level...just in case.

Seated at the table is a distinguished looking man wearing a Tres Chic suit sipping hot tea out of a tall glass with a lemon in it. He speaks with a thick Russian accent.

"Sit, sit! Thank you for coming on such short notice. Would you like something to drink? I find it more pleasant to discuss business over drinks, don't you?"

Once the PCs are situated Mr. Johnson will activate the white noise generator built into the tabletop.

"My employer has need of your services. His son fashions himself a Shadowrunner, and as such gets himself into some, how do you say...sticky situations. My employer tolerates his behavior because he believes it to be his duty as a father to look out for his son and clean up after his messes. Ordinarily, he would have me take care of the situations personally, how is unimportant, but this time it is beyond our capabilities to do so. His son recently took on a job to steal some data from a research facility in Everett, one that I believe you have more than a passing familiarity with. Needless to say he met with a similar fate as you did. The problem lies in the fact that he was recognized for who he is and that there are those who would benefit greatly from having my employer, as you say...over a barrel."

"I am prepared to offer you 45,000n¥ each to bring my employer's wayward son to a safehouse in Tacoma. Additionally, I will provide you with some information that I am sure will interest you regarding your former captors. I do not know if you may have realized this, but Yamatetsu has a penchant for harvesting ritual samples from teams that they capture—a form of insurance if you will. We would also request that the ritual sample of my employer's son taken care of as well."

"We have a man on the inside, which is how we found out about the current situation. He can arrange for you to get inside the complex, as well as provide you with the location of the ritual samples and my employer's son."

"Will you take the job?"

Once the players have agreed to take the job they will be given a picture of Rasputin (player's handout #1), a datachip with instructions on how to contact the person on the inside and a number to call for the safehouse's location.

"Here is a picture of my employer's son. Please leave the following message for our man on the coffee discussion group of Shadowland and he will contact you with a time and a place to meet."

Details

The datachip contains a message with the subject line of "Is there a better bean than Jamaican Blue Mountain." As well there is a note for the runners instructing them to look for a reply with a subject line of "Try Kopi Luwak...it's chocolatey," and a run once program on it to decode the reply.

The players should be quite upset at learning that they've had samples harvested. If they seem hesitant to take the job play up the point that they could each be killed or manipulated in any number of unpleasant ways with little or no warning as long as the samples are in Yamatetsu's possession.

If the players ask, Mr. Johnson will tell them Arkady's street name Rasputin, but he will not reveal any further information about their prospective employer or his son.

Biz

Mr. Johnson has a Negotiations skill of 7, and an Intelligence of 6. Each success in a negotiations test will result in an additional 5,000n¥ for the party. He can go as high as 60,000n¥ each.

The players can try to break the encryption on the original post (Hacking target 20, minimum 3 successes). If they succeed the message simply reads "Now is the time. Contact the poster of this message in the predetermined fashion and arrange a meeting. Half of you fee has been deposited in your account on Z-O. The remainder will be deposited at time of delivery."

Turbo Mode

You shouldn't have to resort to Turbo mode this early on in the scenario. If the players seem to be taking too long simply prod with comments about the limited time they have and mention their ritual samples. It can be safely assumed that any decker working for Claudia will be able to logon to Shadowland, so it isn't necessary to make them test to login. If there is no decker in the party they can either have Claudia post for them and forward any replies to them or a decker contact can do it (but not for free. Charge anywhere between 50 to 200n¥ for the service). If any of the mages want to try and use Ritual Tracking (p.39 Magic in the Shadows) or a Watcher Spirit (p.101 39 Magic in the Shadows) to track down their sample they will find that an astral trace leads to the facility in Everett. The ward is powerful enough (Force 5) to deter anyone from making a casual attempt at entry to the facility. If they manage to circumvent the ward they will find the samples in the basement of the facility. Any attempt to destroy the samples will fail. If the player does something that would warrant their destruction drop the hammer on them—Astrally—Svetlana shows up with (6) Force 5 Watchers and a Force 6 City Spirit in tow (remember the friends in combat rule applies in Astral).

Scene 2: You've Got Mail

Tell It To Them Straight

The players will be contacted approximately an hour after they post the message on Shadowland. While they are waiting is an ideal time to do some legwork (see Appendix 2).

The contact message give a location to meet the Russian's inside man.

You've been checking Shadowland for a reply to the post you made for the last hour, before you patience pays off. You run the decryption program and the message reads: "meet me at the Waffles and Things #4263 in Redmond at 2245. Get a table in the back. I'll find you."

It's about 2130 and with traffic, go-gangers, and who knows what else, you figure that you've got just enough time to get there and not miss the meet.

Details

All is pretty much as it appears. There are no traps for the PCs to fall into in this section. All this scene is designed to do is convey the players to the next scene and allow them to get some legwork done.

This is really a simple thing...even for the most paranoid runners. If there is no decker in the party or the decker is unwilling to plug the datachip into his deck. Simply allow them to plug it into a public data terminal. Of course, you should make sure that they get lots of snickers and odd looks for doing so – especially if there is a decker with them. Paranoia is a Good Thing, but too much can be bad for one's rep.

Biz

Refer to Appendix 2 for Legwork and remember that the players' contact has to eat too, so make them pay for what they get.

Turbo Mode

This scene is meant to take as long as the players need to do as much legwork as they are comfortable with at this stage. If they take a really long time with their contacts, simply note which ones they want to get what from and have their contacts tell them they'll get back to them. Also point out that the inside man is their best chance of getting into the facility, especially in light of their last encounter there.

Scene 3: Toll Road

Tell It To Them Straight

You were making good time...right up until you came to a dead stop. Now you're crawling along. You look at your watch and see the seconds ticking merrily by as you get closer and closer to becoming late for the meet.

Up ahead you spot the cause of the slowdown - the Crimson Crush is collecting a toll, just what you

need. One of the Orks struts up to window and taps on the glass with the barrel of his CMDT. You roll the window down and are assaulted by a smell that you're sure would turn a Devil Rat's nose.

"We'z collectin' a toll to fund the local neighborhood watch...ya know, makin' the neighborhood safe fer decent folks. It's 200n¥ per head."

The PCs will have to decide whether or not they want to pay the toll or try some alternate method of dealing with this situation.

If the PCs decide to pay, they'll be allowed to leave without incident. If they try to fast talk the ganger he'll become confused and call his boss over. His boss is not a pleasant fella to be around. If they use magic to alter his memory or control his actions they'll get through, but may want to take a different route home. If they try and fight it should be pointed out that there are about 20 of the gangers, all Orks and with a few Trolls, and all armed. Should they persist in their desire to fight the gangers us the standard ganger template in Appendix 1.

Details

The Crimson Crush is an Ork go-gang operating out of Redmond proper. They wear red leathers. They see themselves as a neighborhood watch and have a serious dislike for the Humanis Policlub and the Human Nation. The gangers only want some cred and don't really want a fight, but they'll be more than happy to provide one if provoked.

If the party looks like they're going to put up a fight, have a car ahead of them start a shootout with the Orks. That vehicle will be transformed into a burning hunk from combined gunfire and a shot or two from the one ganger with a Great Dragon ATGM™. If they continue to think they can fight their way out of this, inform them that ganger is reloading the Great Dragon. If they still persist, spank them—hard! .

Biz

Refer to the stats for a standard Crimson Crush ganger in Appendix 1. The toll collector has an Intelligence of 5 and a Negotiations skill of 6.

Turbo Mode

If you're running short of time you can let the players off by having a ganger recognize one of the metahuman players (preferably Ork) and wave them through or by simply avoiding the encounter altogether.

Scene 4: There's Always Room For... Pancakes?

Tell It To Them Straight

You pull into the parking lot of Waffles and Things #4263 at 2301. You hope the guy hasn't taken off.

As you enter you find yourself in one of the seediest places some of you have ever encountered in your lives. There is a thin film of grease on everything and a pall of smoke hangs in the air like a shroud. As you cast eyes about for anyone that might be your man you find yourself coming under the gaze of a Troll in a stained, pink waitress uniform replete with bright red, beehive hairdo. Her nametag identifies her as Thelma. "Yeah?!" She draws "You folks want a table or just want to stand in the doorway all night?"

Thelma will show the players to a table in the back next to the kitchen door. It is dirty, the silverware is dirty, the glasses of water are dirty—in fact, the water isn't too clean either. If anyone complains, Thelma will become indignant and make a big show of wiping the table down to very little effect.

"The specials of the house are dandelion waffles with elderberry syrup, it's a big hit with the elfs. We've also got our Behemoth breakfast platter—French toast, home fries, silver dollar pancakes—dunno why they're called that, but the cook insists we call 'em that—sausage, bacon and soycaf. Here's some menus, I'll be back in a couple a minutes so be ready to order."

Thelma will give everyone menus and the glare at the players until they decide on what to order.

Just as you're beginning to fear that the guy you've come to meet has left you high and dry a slight over-dressed, Arab man comes up, places a white noise generator on the table, and sits down with you.

"I thought you'd never show up. What took you so long? Oh well, never mind. I am Omar. Our mutual employer asked me to contact you so that I can aid you in the recovery of his lost package."

He opens his briefcase and removes a small package.

"Here are ID badges for each of you. You will go in as the cleaning staff – I have made arrangements for the regular crew to be otherwise occupied. All I had was general descriptions of you, so you may need to modify them slightly, but I'm sure that won't be a problem for resourceful individuals such as yourselves.

The package also contains:

- a key to one of the offices with an uplink to the facility's rigged security system
- a detailed map of the facility with the cryogenics lab, holding area, and office labeled
- a copy of the database that catalogs the ritual samples with Rasputin's and their samples highlighted.

I suggest that you go in at 1800, it's later than the regular crew comes in, but not too late; it also has the benefit of being at the shift change when things are most confused in the security center. Of course,

that's also when there are the most guards on duty, but what's life without a few risks, ne?"

At this point Thelma returns with their food. All the orders are wrong, the soycaf tastes as if it has been boiling since the Great Ghost Dance, and you're pretty sure that whatever the sausage is made of is neither soy or pork.

If the players press him for any further details about the facility there isn't too much more to tell them—after all, he doesn't work for Yamatetsu security, he just worked in the facility.

At the first opportunity he'll get up and leave saying that if he isn't back soon, his keepers will become suspicious.

If the players should attempt to leave without paying or without leaving a gracious tip, they'll find that Thelma keeps a Panther Cannon under the counter—no need for explanation there.

Details

Thelma is the worst waitress in the world; she knows it too, she just doesn't care. You should go out of your way to be offensive to the players and make their dining experience as memorable as possible. If anyone refrains from ordering, Thelma will make a big fuss about "them being too full of themselves for their own good," and then she will bring them the special anyway.

Pick one of the players. This unfortunate soul will be the subject of Thelma's affections for the remainder of the scene, as she develops a crush on that player – their coffee cup will never be empty. When you pick, the more incompatible the pairing the better.

Omar is a closet member of the Humanis Policlub. As such he will always try to direct his attention to the humans at the table. He will speak to metahumans, but only if he must, and he will be obviously reluctant to do so.

The ID's are for the Jiffy Mop Cleaning Services of Everett. Any player with the forgery skill can alter the ID's. If no one in the party has such a skill, Claudia can take care of it.

Omar can tell the players the following additional facts about the facility that he has noted while working there:

- There are approximately eight guards per shift, not counting the Security Rigger and the Mage.
- Security wears light security armor (just like the last time the players were there) and are armed with HK-227Ss and Ruger Superwarhawks.
- The Mage is contracted. She's Russian and has some severe body mods, including cat's eyes, ears, a tail and a short coat of gray fur.
- The Security Riggers work in 36-hour shifts and the next shift change for them will occur at 1800 tomorrow.
- The Mage doesn't stay on site, but is always on call and is there for important functions.

If the players don't have a rigger (preferred) or a decker on their team they can get Claudia to do the job for her usual fee of 3,000n¥ once a link is established to the System Area Network.

Omar only has so much to tell the players. If they threaten him to get him to give them more info, or if they try to make him come along on the run he'll set off his Doc-Wagon wrist-phone and inform them that if they don't leave quickly they'll have a High Threat Response team on top of them.

Let the players decide whether or not to go with the entrance provided by Omar. Most players will be paranoid, especially after the first part of this trilogy, about following the directions provided by someone they don't know. If the plan they come up with sounds feasible let them go ahead with it.

Biz

There are not any tasks requiring dice rolls in this scene.

Turbo Mode

The only potential slowdowns for this scene are if the players try to over-plan an alternate route into the facility or if they really get into role-playing with Thelma. Admittedly, Thelma has a great deal of potential for interaction—think of Flo from Alice but with more attitude and about 2.75 meters tall. If they want to keep role-playing with Thelma, you can simply tell the players that the diner is closing for cleaning and give them the boot.

If they try to over-plan going in you should simply remind them about the amount of time left in the slot

Scene 5: Weren't We Just Here?

Tell It To Them Straight

You approach the front gates of the facility at 1755. You can see the Hellhounds in their dog run between the interior and exterior cyclone fences.

A guard in light security armor strolls up and asks, "You aren't the regular crew. What happened to Lopez and his guys?" Before you come up with some feeble excuse, he goes on. "Ah well, guess it doesn't matter. Go around to the loading dock entrance and ring the bell. George will let you in. I'd recommend that you be quick about it too, he's getting ready to get off shift soon and doesn't like to be held up."

You drive the van around to the back and see a Troll in light security armor checking a chrono-display in his forearm and shaking his head.

"Come on! Dang you fellas are takin' yer sweet time, ain't cha?!"

As you get to the door he gives your equipment a cursory look over and waves you through the door. Huh, not even a weapon scanner—looks like they've gotten a little slack since the last time you were here.

He leads you down a hallway and opens a closet. The boss says he wants the floors buffed tonight. Seems they've got some bigwig comin' in

from out of town. Well, see ya fellas later, I'm gettin' outta here."

The guard leaves you at the closet and heads to a door at the end of the hall.

If anyone bothers to try and see inside the door a successful perception test (TN 3 – he's a big Troll after all) will reveal approximately 12 guards and a dwarf climbing out of what appears to be a crèche.

If they go to the Cryogenics Lab first:

You open the door and are hit with a blast of very cold air. You move to the locker indicated on the map. Inside you see racks of test tubes filled with blood samples. Each is labeled with a serial number.

If they go to the Holding Cell first:

As you open the door you notice five individuals lying on the floor in manacles and wearing mage hoods. As you remove the hoods you will uncover Rasputin and his team.

As soon as the door to the Holding Cell is opened the watcher spirit Svetlana left guarding Rasputin will go to get her. Once that happens the players will have approximately two minutes to get Rasputin out of the facility before she attacks.

Details

This scene has two purposes: to get the players to really hate Svetlana and to get Rasputin out. There is no way for Svetlana to not find out the PCs are there, so a confrontation is guaranteed. She will toy with them and, more than likely, at least one PC will take a serious beating from the encounter.

Notes about the facility

The building is made of reinforced Duracrete (barrier rating 24). All of the trapdoors in the compartmentalized corridors and the doors to secured rooms are made of Plasteel (barrier rating 16).

Ground floor:

- Entering from the front is the lobby—nothing to see here, move along.
- To the left is the Security office. If the players try to attack the security personnel directly in an effort to take them out several things will occur:
 1. The Rigger will get back into his crèche which gives him the equivalent of 4 points of vehicular armor).
 2. One of the teams will descend the ladder to Sub-level 1 so as to make an end-run against the players.
 3. The other team will attempt to hold the players off as long as possible with small arms and melee until the rigger is secure and the other team is away. Once those conditions are met

all bets are off and the guards will do whatever is necessary to kill the players.

4. Svetlana will be alerted and will also attack the players according to the notes provided for her in the NPC's section of the Appendices.
- Turning to the right from the lobby will lead to offices, conference rooms and labs.
 - Directly ahead is a bank of elevators that only go up the second floor.
 - Opposite to the entrance to the storeroom is the stairwell and freight-elevator. Both go up and down. The door at the bottom of the stairwell is maglocked (rating 4).

Second floor:

- The second floor has offices and conference rooms on it.
- Svetlana is sleeping in the northwest corner office. She has (5) watcher Spirits (force 4) guarding her.
-

Sub-level 1:

- The first room to the right as you exit the stairs is the Cryogenics Lab. The door is locked with a biometric maglock (rating 8). Inside is the secured locker that contains the samples. Anyone not wearing clothes that protect against cold will have to take a Body test (TN5) for every minute in the lab.
- The next room along is the Generator Room. The door is locked with a maglock (rating 4). The generator is intended as a backup in case of a power failure.
- The next door along the wall is labeled "Holding Cell." The door is locked with a biometric maglock (rating 8). There is a Watcher Spirit (force 4) guarding the door. It will take off for another part of the building if the door is opened.
- The next door as you turn the corridor is unmarked. It has a biometric maglock (rating 12). Inside is a ladder that leads directly to the security office on the ground floor. If the door is opened security is alerted, the door (barrier rating 16) is shut by hydraulics (Str 25) and the room is flooded with Gamma Scopolamine gas.
- The next room as you round another corner is labeled "Incinerator" and has no lock on it.
- The next room along is the Infirmary. In this room there are medkits (rating 6) and several unoccupied beds with restraints.
- The only other area of interest on this level is the freight elevator.

If the players enter the facility at the recommended time they will find that there is a 15-minute window when the only security that is active in the building will be alarms on the doors to the Cryogenics Lab, the Holding Cell, and other sensitive areas of the building.

*Remind the players about the ritual samples, if they have not already retrieved them.

Svetlana has been staying on site since Rasputin was captured, and will remain with him until he delivered to his grandfather in Vladavostok.

A note about the facility's security: The walls, floor and ceiling are lined with a gridwork of pipes that carry FAB-2. The FAB is stored in feeder tanks in various locations throughout the facility to speed its delivery. FAB-2 prohibits astral travel. Additionally, the building is compartmentalized and each compartment is fitted with an Enviroseal. This allows security to contain intruders in an area of the building and then pump the room full of aerosol Gamma Scopolamine to incapacitate them. This was how the players were captured last time. The security doors have a barrier rating of 16 and the walls have a barrier rating of 24 (see p.124 SR3 for rules on barriers).

The advantage the players have this time is that they know about the system from prior experience and should have prepared. Additionally, Svetlana will not notify security if her watcher informs her that Rasputin's is escaping—she believes that she is fully capable of handling the situation herself. Of course, once un-silenced weapons start being fired security will be aware of the situation and may take action as well. They will not lock down the section if Svetlana is there, as that is against their security protocol. Security has orders to shoot to kill if direct action becomes necessary, but are also on orders to avoid any injury to Rasputin, so things could get confused very quickly.

One thing that is *very* important about this scene: *Svetlana cannot die*. She is an integral part of the finale of the trilogy. If it looks like she's going to die, she will use one of her dual-charge FAB/IR smoke grenades to break from combat and flee the scene. The grenades block all LOS including Thermographic Vision and Astral Perception. She cannot be tracked using Ultrasound vision or sights due to an anchored stealth spell. If someone tries to kill her with an area effect attack (i.e. panther cannon, grenade, manipulation spell) she will inexplicably have an anchored physical barrier spell go up and block the attack.

The players' best bet for getting out of the facility is to get control of the rigged security system. This will be possible if they connected Claudia into the building through an up-link or if their own rigger or decker is jacked in somewhere else in the building.

If the players are stymied on how to get out of the facility once they're discovered, have Rasputin suggest that they put the mage hoods back on him and his comrades, that way security won't know who's who. Then the players can use them as human shields.

If all else fails Rasputin knows the spell Acid Stream and will be able to burn a hole through a security door...it just might take a while.

Also, if the players manage to kill any of the security guards and try to take the BattleTac units off of them as loot, sorry, the BattleTac unit is rendered inoperable when removed. It is high tech junk.

Biz

Novice Tier: The Yamatetsu Security Teams wear armor jackets (5/3) and no helmets instead of light

security armor; each of the teams is composed of (5) members (3 humans, a troll and the rigger). Svetlana's Karma Pool is equal to the Team Karma Pool.

Veteran Tier: Use stats and equipment supplied in NPC's section for the Yamatetsu Security teams; each of the teams is composed of (8) members (6 humans and 2 trolls) in addition to the rigger. Svetlana's Karma Pool is equal to 9.

Turbo Mode

There is no easy way to speed the players through this part of the scenario. In short, they either make it through with enough time or they don't.

Scene 6: Glad that's Over

Tell It To Them Straight

Ah, the Tacoma aroma. You never thought you'd be happy to smell it again...ok that's enough. <Whew! >

You call the Mr. Johnson and he gives you directions to the safehouse.

After about an hour of annoying turn-backs and "shake the tick" driving you find yourselves at the docks. You're sure you haven't picked up any tails.

Mr. Johnson is waiting for you out front. As Rasputin gets out of the van your employer beams: "Ah good! I knew you were right for the job."

If the players helped the rest of his team escape the following happens.

Rasputin walks up to Mr. Johnson as his comrades get out of the van and whispers something into Mr. Johnson's ear. Mr. Johnson nods and turns to you.

"Please come inside for a moment while I get your payment."

You follow him inside, where you are offered a seat and a drink. Mr. Johnson returns after a moment and hands each of you a certified credstick.

"There is a small bonus for each of you for aiding my young master's associates."

The players receive an additional 5,000n¥ each for each of his teammates they extracted, for a total of 20,000n¥ each if all four made it out alive. Additionally, the players will be offered medical assistance if it is required.

Rasputin turns to you and says, "I would like to thank-you for your help. I shudder to think what would have happened if you had not come to my aid. If I can ever be of assistance to you in the future, you may contact me at this number."

Each of the players may now put Rasputin down as a contact.

Mr. Johnson turns to the players and asks", By the way, what happened to the ritual samples?"

If the players recovered the samples Mr. Johnson will be satisfied and ask that the players destroy them. If they did not recover the samples he will be disappointed.

"Hmm...well we shall have to take measures to insure the young master's safety. I'm sure you did your best."

If the players left Rasputin's teammates behind the following happens.

Rasputin gets out of the van, nods to Mr. Johnson and walks into the safehouse. Mr. Johnson approaches you and says", On behalf of my employer I would like to thank you for your efforts. There is but one matter left for us to discuss. The ritual samples—did you recover them?"

If the players recovered the samples he will ask that they destroy them. If they did not recover the samples Mr. Johnson will look very gravely at the players.

He says", I'm sure you did your best. Here is your compensation. I bid you a good day." He then hands each of you a certified credstick with the agreed upon amount on it. He then turns and, walks into the safehouse.

Biz

Have each of the players test to see how long their wounds (if any remain) take to heal by consulting the rules on p.126-7 of the Shadowrun 3rd Edition rulebook, in the Healing Physical Damage section. Test after magical healing and first aid has been applied. The results should be noted on the players' character sheets and initialed by the judge, as this comes into play for the next scenario.

Turbo Mode

If the players haven't reached this stage by the end of the slot give them a quick overview of what was supposed to happen, so that they will start from the same point as anyone else would for the next scenario.

Wrap-up

Karma Awards

Team

- 1 Survival
- 1 Discovering Rasputin's real identity
- 1 Recovering or destroying their own ritual samples
- 2 Recovering or destroying all the other ritual samples as well
- 2 Freeing Rasputin and getting him to the safehouse
- 1 Freeing Rasputin's team as well

-1 Each Turbo Mode used

Individual

- 1 Excellent role-playing
- 1 A good joke that made the whole table laugh
- 1 Courageous or potentially self-sacrificing play
- 1 GM's discretion

The maximum karma award for this scenario is 12 points.

If the players failed to extract Rasputin during the time allotted for the slot they receive 1 Good Karma each.

Appendix 1 – NPCs

Svetlana – Cat Shaman

Bod	5
Qui	6(8)
Str	4
Cha	6
Int	5
Wil	6
Rea	5(7)
Init	5(7)+1(4d6)
Essence Index	8.02
Bio Index	2
Magic	11(9)
Combat Pool	9
Spell Pool	6
Astral Combat Pool	8
Karma Pool	Special

Skills: Athletics 8, Cyber Implant Weaponry 6, Grenade 6, Sorcery 9, Conjuring 9, Stealth 7, Etiquette (Vory V Zakone) 4(6), Interrogation 5, Aura Reading 6, Pistols 4, Megacorp Policies 3, Criminal Org. (Vory V Zakone) 4(6), Smuggling Routes (Vladivostok) 4(6), Smuggling Routes (Seattle) 3(5), Sorcery (BG) 6, Conjuring (BG) 6, Russian 6, English (City Speak) 3(5).

Spells: Mind Probe 6, *Improved Invisibility* 7, *Stealth* 7, Detect Enemies 5, Stun Bolt 6, Mana Bolt 6, Treat 6, *Mass Agony* 5, *Chaotic World* 5, *Flash* 5, *Physical Mask* 6, Influence 6, Increased Reflexes (+3) 4, Physical Barrier 6. Note that spells in italic are illusion spells that Cat Shamens get a +2 bonus for.

Metamagical Abilities: Masking, Anchoring, Shielding, Reflecting.

Cyberware: Balance Tail (Betaware), Cybereyes (Thermo, Low Light, Flare Comp, Optical Mag 3) (Betaware), Cyberears (Spatial Recognizer, High Freq Hearing, Dampner, Balance Aug, Hearing Amp) (Betaware), Retractable Improved Climbing Claws.

Bioware: Orthoskin 1, Hair Growth (Short Gray Fur), Enhanced Articulation, Muscle Toner 2.

Gear: Anchoring Focus level 7 – Stealth, Anchoring Focus level 7 – Improved Invisibility, Anchoring Focus level 4 – Increased Reflexes +3, Dual-Charge FAB/IR Smoke Grenades (Blocks **all** LOS, including Thermographic and Astral Perception)

Notes: Svetlana is a Cat Shaman working on contract for Yamatetsu. She is in fact one of the Lieutenants of Sergei Byelmodin and is working for Yamatetsu as a gesture of good will. Like all Cat Shamans, she likes to play with her prey. As such, she will opt to use her less powerful spells against the players until she is successfully wounded - after that the gloves come off. She will continue to attack the players until it becomes

apparent that they will kill or incapacitate her. She will then use her grenades and anchored spells to make a retreat. One final note, Svetlana will cast Influence on one of the players, preferably a Troll or Ork. The spell will compel that player to make a call to a certain LTG # when they reach their final destination (i.e., the safehouse).

Rasputin – Street mage and son of Russian aerospace mogul

Bod	4
Qui	5
Str	4
Cha	6
Int	5
Wil	6
Rea	5
Init	5+1(3d6)
Essence Index	8.1
Magic	5
Combat Pool	8
Spell Pool	5
Astral Combat Pool	8
Karma Pool	2

Skills: Sorcery 6, Conjuring 6, Pistols 4, Negotiations 7, Stealth 5, Etiquette 6, Aura Reading 5 Hypnotism 6, Magical (BG) 6, 20th Century Russian History 5, Sorcery (BG) 4, Conjuring (BG) 4, Hypnotism (BG) 6, Paranormal Animals 6, Russian 5, English 5

Spells: Improved Invisibility 5, Increase Reflexes +2 4, Heal 5, Mindlink 4, Powerbolt 5, Stun Touch 5, Hot Potato 5, Glue 5, Nova 5, Control Thoughts 4

Cyberware: Cybereyes (with Thermographic, Optical Vision Mag 3, Flare Compensation, and High Power Eye Laser System), Datajack.

Gear: None (it was all confiscated when he was captured)

Rasputin styles himself after the mad monk of the same name. He likes to use his eye laser system as a means to “dazzle and hypnotize” his opponents and to use his control thoughts spell to “bend others to his will.” For the most part he and his cronies run the shadows for the thrill of it, as they are from fairly well to do families. Until recently he was unconcerned with his family’s background, but lately he’s been hearing things about ties to the underworld of Vladivostok, even though his Father insists that he was born and raised in Moscow. While he isn’t a mover or shaker in the Seattle shadow community, he does have a large number of contacts that he can call upon for information.

Greigor – Street Samurai

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

Francis – Street Samurai

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

Benedict – Combat Decker

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

Bhuddy – Physical Adept

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Magic	5
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

Yamatetsu Security Guard (Human)

Bod	6
Qui	5(7)
Str	6(8)
Cha	3
Int	4
Wil	4
Rea	5(10)
Init	5(10)+1(3d6)
Essence Index	5.3
Body Index	2.2
Combat Pool	8
Karma Pool	3

Skills: SMG 6, Pistol 6, Unarmed Combat 6.

Cyberware: Wired Reflexes 2, Cybereyes (Thermographic, Low Light, Flare Comp), Smartlink .

Bioware: Muscle Toner 2, Muscle Augmentation 2, Enhanced Articulation.

Gear: HK-227S w/ 3 clips of APDS ammo, Ruger Superwarhawk w/ 3 speed loaders of APDS ammo, light security armor with helmet (7/6), BattleTac receiver unit, Commlink.

Yamatetsu Security Guard (Troll)

Bod	11(12)
Qui	4(6)
Str	10
Cha	2
Int	3
Wil	4
Rea	4(9)
Init	4(9)+1(3d6)
Essence Index	5.3
Body Index	2.0
Combat Pool	6
Karma Pool	3

Skills: Heavy Weapons 6, Armed Combat 6.

Cyberware: Wired Reflexes 2, Cybereyes (Thermo, Low Light, Flare Comp), Smartlink II.

Bioware: Muscle Toner 2, Enhanced Articulation, Pain Editor.

Gear: Ares HV MP-LMG, Wallacher combat axe, light security armor with helmet (7/6), BattleTac receiver unit, Commlink.

Yamatetsu Security Rigger (Dwarf)

Bod	6
Qui	4
Str	6
Cha	2
Int	5(7)
Wil	7
Rea	5
Init	5+1d6
Rigged Init	9+3d6
Essence Index	3.8
Body Index	.8
Combat Pool	6
Control Pool	9
Task Pool	3
Karma Pool	3

Skills: Small Unit Tactics 8, Leadership 6, Pistol 3

Cyberware: VCR 2 (Beta), Encephalon 2 (Beta), Tactical Computer w/ BattleTac Modification, 300 Mp of headware memory.

Gear: Walther PB-120

Notes: The rigger acts as a BattleTac when he is connected to the building's security system via his crèche. When jacked in he is able to communicate with any and all members of the security team.

Crimson Crush Ganger

Bod	8(9)
Qui	5(6)
Str	8(10)
Cha	3
Int	4
Wil	4(5)
Rea	4(5)
Init	4(5)+1(2d6)
Essence Index	8.4
Body Index	0
Combat Pool	6(7)
Karma Pool	3

Skills: Shotgun 6, Cyber Implant Weaponry 6.

Cyberware: Retractable Spurs (x2),

Gear: Mossberg CMTD, Kamikaze Slap Patches, Armor Jacket (5/3)

Notes: Stats in parentheses represent a ganger on Kamikaze. Additionally, gangers on Kamikaze have the equivalent of (4) levels of the Physical Adept power Pain Resistance (p.170 SR3).

Appendix 2 – Legwork

Unless otherwise noted all target numbers are (4). Listed below each item are types of contacts best suited to know this type of information. The list is far from extensive, so if a player has a contact that can be justified to know about one of the items let them use it.

Picture of Rasputin

Fixers, Lonestar, Talismongers

- 1 Success – Yeah I've heard of him. He's alright...for a newbie. He ain't no wannabe tho; a good solid mage.
- 2 successes – Yeah, I've seen him work before. He's in tight with some Russian corp, I mean real tight.
- 3 or more successes – His real name is Arkady Bogdnaov. His father is Pitr Alekseevich Bogdnaov, the chairman of Glavkosmos Heavy Space Industries.

Glavkosmos Heavy Space Industries

Corp

- 1 success – Some Russian Aerospace Corp.
- 2 successes – I heard something about them doing some contract work for AresSpace. Old DK must be stretched pretty tight if he's contracting outside help.
- 3 or more successes – I've heard stories about some ties back in the early days to the Vory V Zakone.

Pitr Alekseevich Bogdnaov

Corp, Underworld (6)

- 1 success – He's the Chairman and CEO of Glavkosmos Heavy Space Industries. Real hard nosed businessman.
- 2 successes – I heard something about him being tied to the Vory V Zakone in the early days, but he's done his best to cut those.
- 3 or more successes – Supposedly his real name is Ivan Sergeevich Byelmodin, as in the son of Sergei Byelmodin. Seems old Sergei wanted to help his son out in his new business venture, so he set it up for all Ivan's business partners to mysteriously die and leave him their shares. Sergei didn't take it too well when his son told him to get stuffed.

Sergei Byelmodin

Underworld, Smuggling

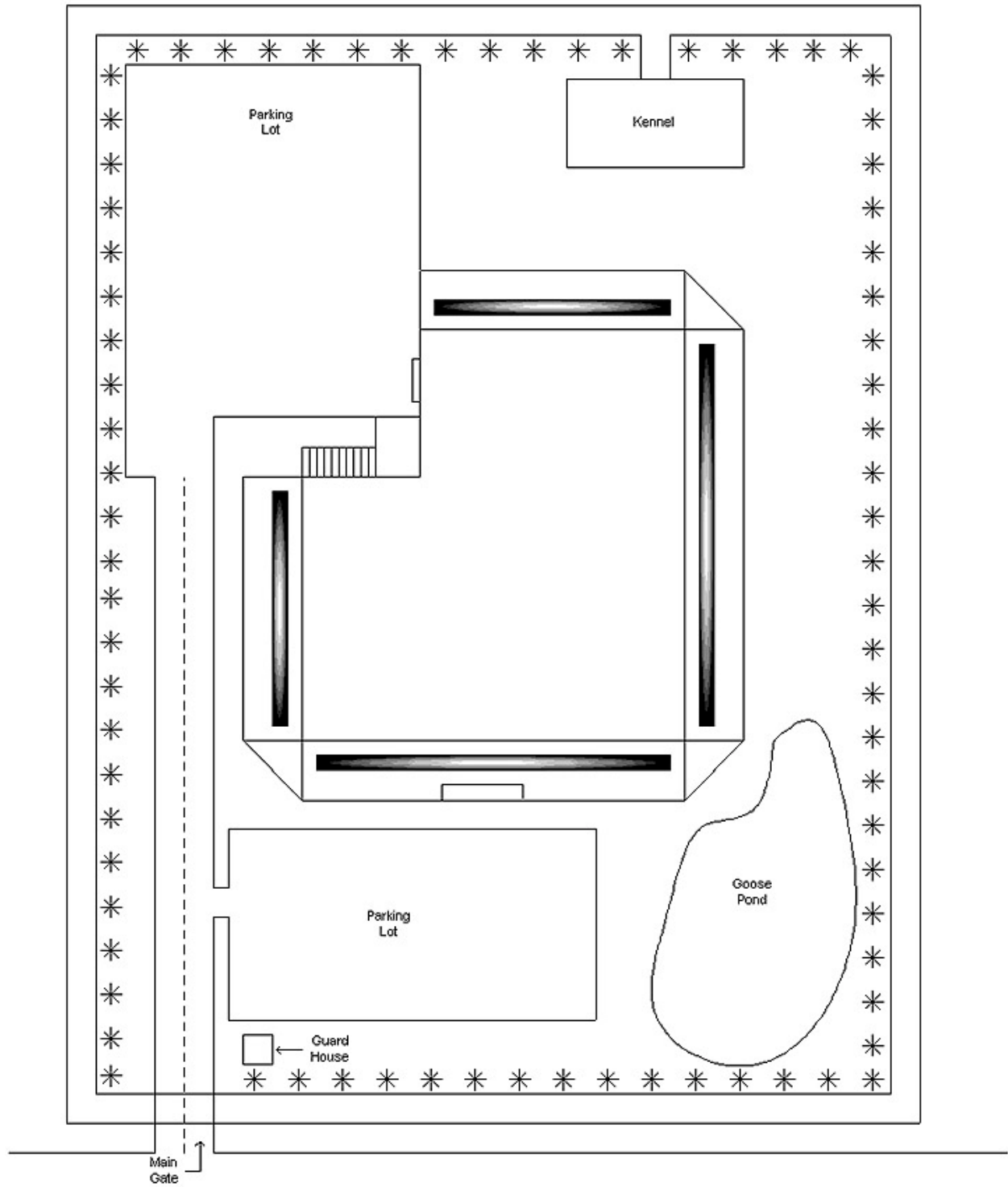
- 1 success – He's the head of one of the Russian mob families isn't he?
- 2 successes – He's kinda like the Boss of Bosses for the Vory V Zakone, a.k.a. the Russian mob.
- 3 or more successes – He reunited the various factions of the Vory in Vladivostok back in 2048. He's doing his best to clear out the Rings and Triads, but especially the Yaks.

Vory V Zakone

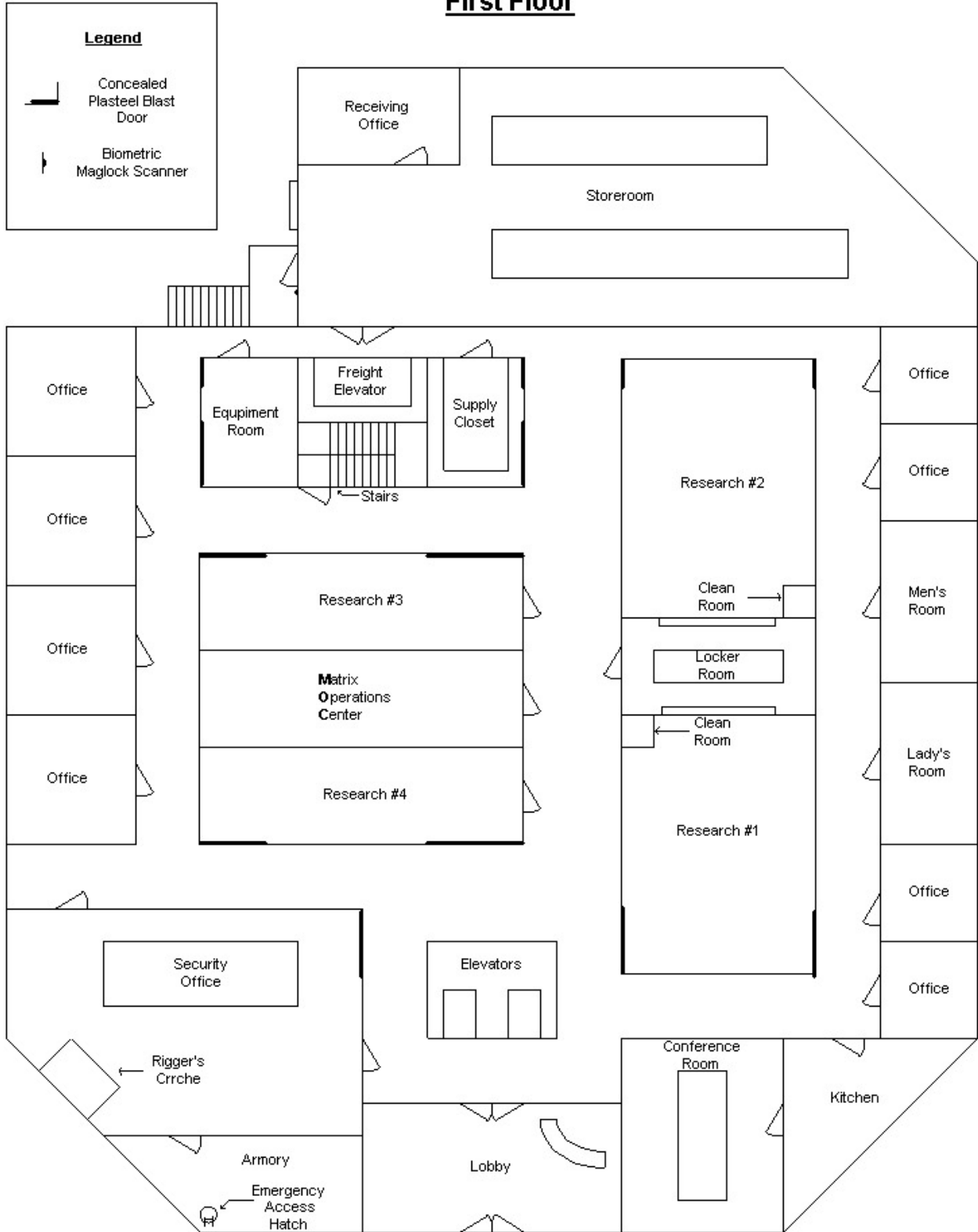
Underworld

- 1 success – That's the name the Russian Mob uses to call themselves. Of course, you don't call them the Russian mob, especially to their face.
- 2 successes – They control Vladivostok's underworld. Sure the Triads, Rings and Yaks are trying to get in on the action, but if you want to move anything in or out of Vladivostok you go through them if you know what's good for you.
- 3 or more successes – I hear that they're in pretty tight with Yamatetsu. They're probably hoping that they can use their newfound neighbors to open up shop on this side of the Pacific

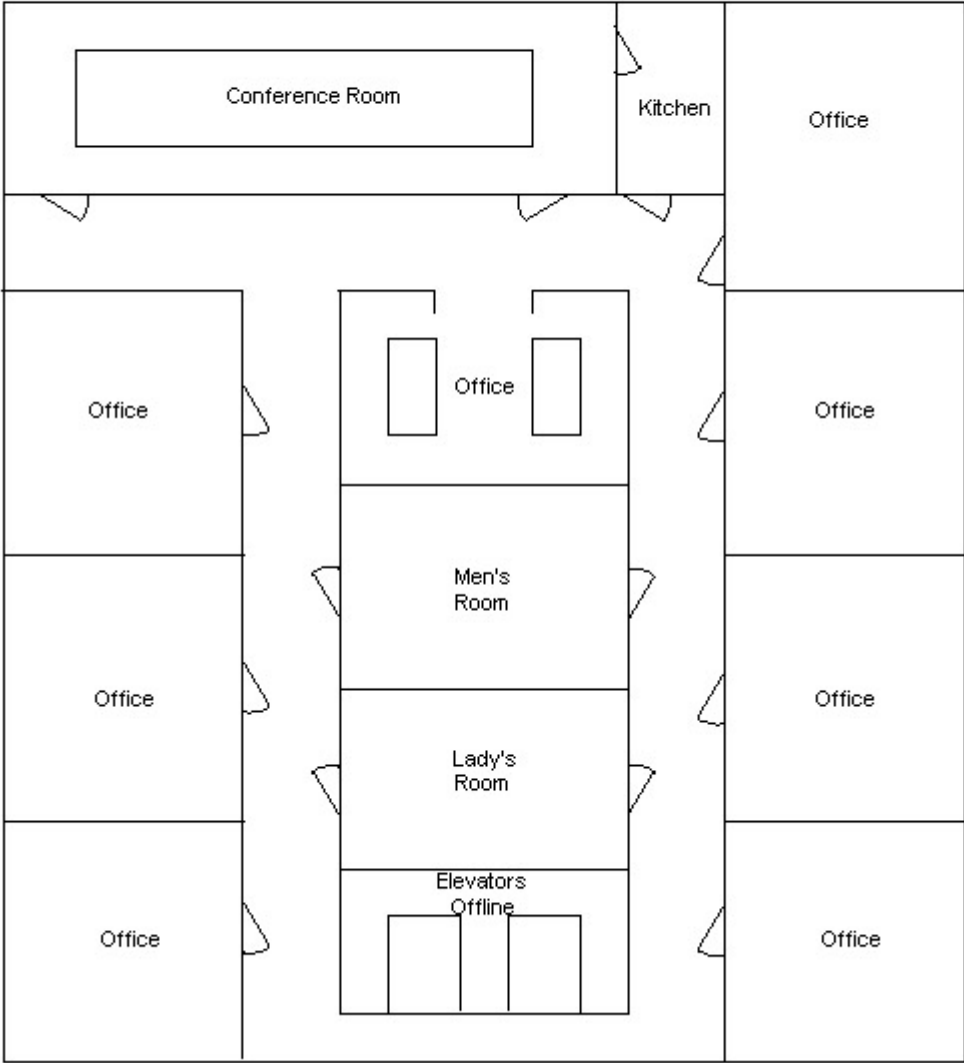
Facility Exterior



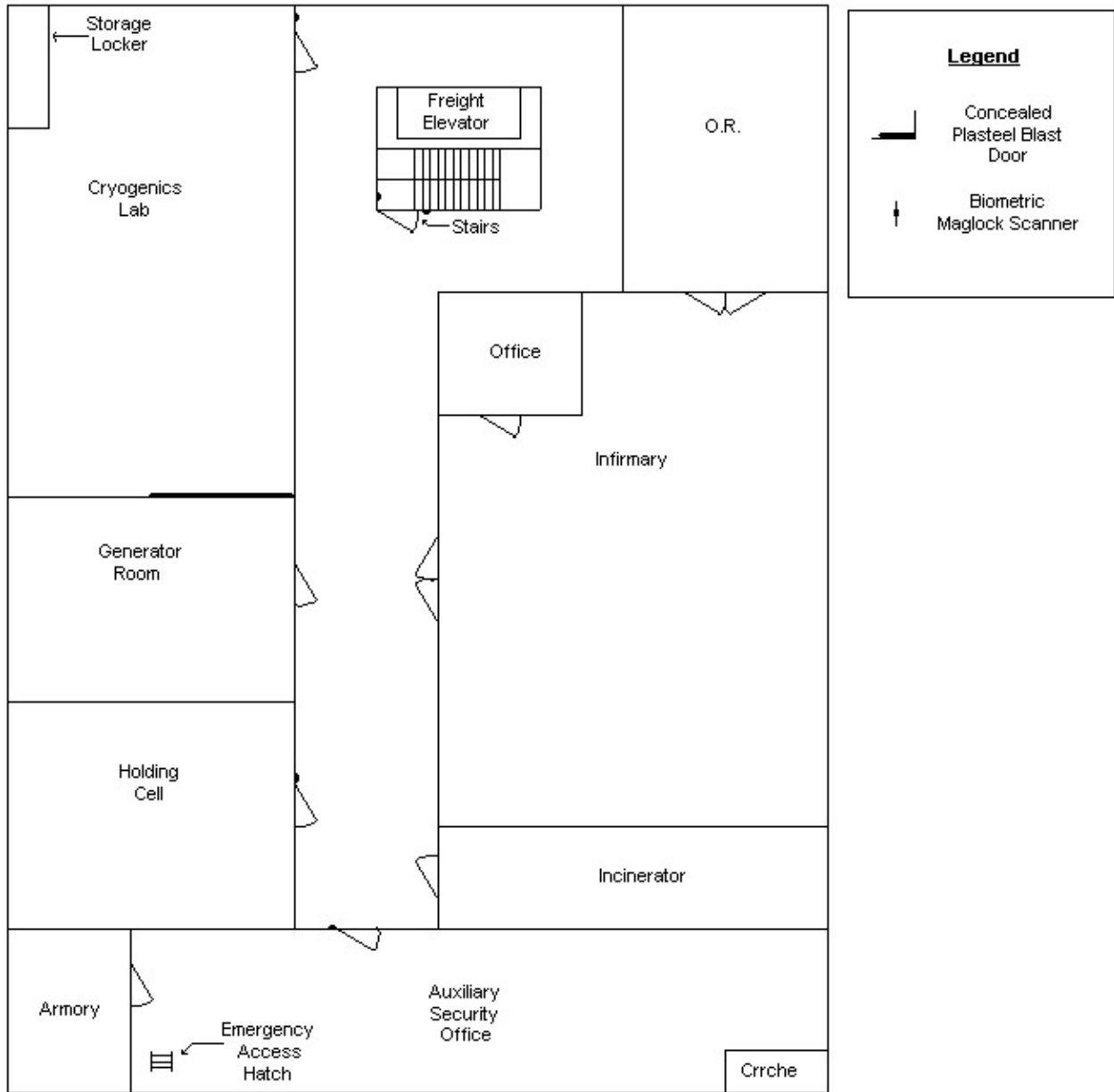
First Floor



Second Floor



Sublevel One



Player Handout #1

Picture of Rasputin:

The picture shows a young human male in his early twenties. His hair is cut short and combed down in the front. He wears a short goatee, black robes and a Greek cross around his neck.