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DRAGON HUNT

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TABLE OF CONTENTS

ON THE LOOSE: A Prologue	4
INTRODUCTION	7
Gamemastering Notes	7
How To Use This Book	7
Plot Synopsis	8
Roleplaying Suggestions	11
Starting Off	11
THE ADVENTURE	
Flowers For Mr. Johnson	12
Crashing The Party	15
The Mad Scientist	18
Silent Approach	19
The Persuaders	26
Meeting Marie	31
Mr. Ares, I Presume?	33
Through The Back Door	34
So Close	40
The Rescue	42
Another Rescue?	45
PICKING UP THE PIECES	51
Tell It To Them Straight	51
Behind The Scenes	51
Awarding Karma	52
After The Run	52
LEGWORK	53
CAST OF SHADOWS	57
Coinspinner	57
David Childers	58
Elohann	58
PLAYER HANDOUTS	60

ON THE LOOSE: A Prologue

The Shaikujin led them across the crowded lobby to the elevators, then summoned a car. With his back to the heavily armed shadowrunners, he stood smoothing his thinning brown hair and trying to ignore the scene of carnage around him.

Medics dashed back and forth between the broken bodies of six security guards. Blood gleamed on the marble floor, a red trail leading from where the guards had been dragged off the elevators. One of the guards, a young Elf, moaned pitifully as a medic pressed burn and trauma patches against his chest. The downed boy didn't look as though he'd make it. Three bodies were already covered with plastic sheets.

The Shaikujin turned to face them. "I, ah...I take it we are agreed on your price, then." He fidgeted with his tie, and his eyes seemed to look everywhere but at the bodies on the floor. "I assume you'll want this in nuyen?"

Blackwing regarded the man with narrowed eyes. He did not know the little man's name, for it had not been offered. The Shaikujin evidently felt that his tailored suit and his salary set him above the people on the street. And, evidently, above responsibility for his company's failures.

The Elven samurai glanced at the rest of his team for their reactions. Render, the Troll, stood staring into space, lost in some reverie. John Whitefeather looked sidelong at his huge, misshapen friend, and shrugged his massive shoulders. Rhiannon, Blackwing's mate, stood a little to one side, absorbed in the plight of the young Elf.

The samurai regarded the Shaikujin coldly.

"Ten K each, plus any medical costs, will be sufficient. You will have the money waiting for us at the conclusion of the operation."

The Shaikujin smiled, spreading his hands. "Well, that depends on how fast you kill the animal."

The Elf gave him a withering look and the laughter died in the man's throat. A chime sounded, followed by the elevator doors opening. The Shaikujin stood aside, and Blackwing stepped in. The car reeked of charred flesh. Render followed, moving to the back of the elevator. Rhiannon stood outside a moment longer, then turned her head away and hurried inside.

The Shaikujin looked suddenly relieved, a plastic smile spreading across his face. He darted his hand inside the car and pressed the fourth-floor button. "Thanks again for taking this job on such—"

Blackwing waited until the man's hand was almost out of the elevator. The Shaikujin was weasel-fast, but the Elf seemed to pluck the hand from the air. The elevator started to close on the man's arm.

"I don't understand," the samurai said, not concealing the disgust from his voice. "Aren't you coming with us? Don't you want to supervise the elimination of the test subject?"

The elevator closed on the man's arm. The Shaikujin yelped and began to struggle wildly. The doors opened again, and the Elf let him go.

The Shaikujin was livid. "Get up there," he hissed. "Kill the animal any way you can, then take your money and get out of my sight."

"Fool of a man," Blackwing said coldly, meeting the Shaikujin's contemptuous stare. "Are you still so arrogant to believe that it is a mere animal up there, killing well-armed security men?" The Elf smiled. "How could an animal, locked in a cage, stage a stock takeover on its captors?"

The elevator doors began to close. "Wise up, Mister Shaikujin. That's not an animal you people have been experimenting on. It's a Dragon. There's a big difference. Ask your guards. If any are still alive."

The doors closed. The samurai's keen ears heard the Shaikujin's whispered snarl: *street trash*. Blackwing's fist flashed out, the cyberlimb denting the steel door at face level.

Rhiannon laid a hand gently on her lover's shoulder. Whitefeather laughed his maniac's laugh. "Hoo-ee, that was beautiful, fearless leader! Better count the money real careful when we get back! That guy was desperate. We could've held out for more yen if you hadn't made him mad." Render grunted agreement.

The samurai turned to Rhiannon, ignoring the Indian's words. "That fool! I warned him and the others about the risks they were taking, experimenting with such a creature. They should at least have kept the Dragon sedated, rather than letting it observe and learn. It was probably just biding its time until it got what it wanted. Being kept in that steel cage must have given it plenty of amusement.

"They wouldn't listen then, and now that the whole thing has blown up in their faces, they send the expendable assets to manage the situation."

"Hush," Rhiannon said, placing a gloved finger on the samurai's lips. "Enough words over what can't be helped. Let's do the job and get out of here."

"Yeah, listen to the Elf-lady, man," said Whitefeather. "Who cares about a Dragon? We have enough firepower to handle it. No problem." The Indian shrugged and flashed a manic grin. "You ever eat fried lizard, man? Good stuff."

"Whitefeather, have you any idea what we're up against?" The samurai stared at the Indian, then the Troll. "Render, do you?"

The Troll shrugged. "Big lizard. Big deal."

The elevator stopped on the fourth floor. Blackwing hit the stop switch. An alarm howled. "O.K., get this, and for the Bright Lady's sake, think about it. This company has been experimenting on this Dragon for about six months. The creature's very young,

ON THE LOOSE: A Prologue

but it's stronger than Render and probably smarter than all of us put together. It could have escaped *any time it wanted to*, but it didn't. Instead, it somehow took over the company while staying right in its cage. It understood the nature of the experiments, and wanted them to continue under its control. And never forget that the only thing that interests a Dragon is whatever makes it more powerful."

"Someone in the corp discovered what was happening, almost too late," Rhiannon said. "They tried to kill the so-called beast immediately, but the Dragon taught them a brutal lesson about why it is the most feared of all awakened creatures."

"What makes you think it's not already too late?" Whitefeather said.

"Because the Dragon's still here," Blackwing said. "It hasn't left yet or brought the building down around us. There is something in here that it still wants, and that's occupying most of its attention right now. It's the only advantage we have. If we don't make use of it, we're as good as dead."

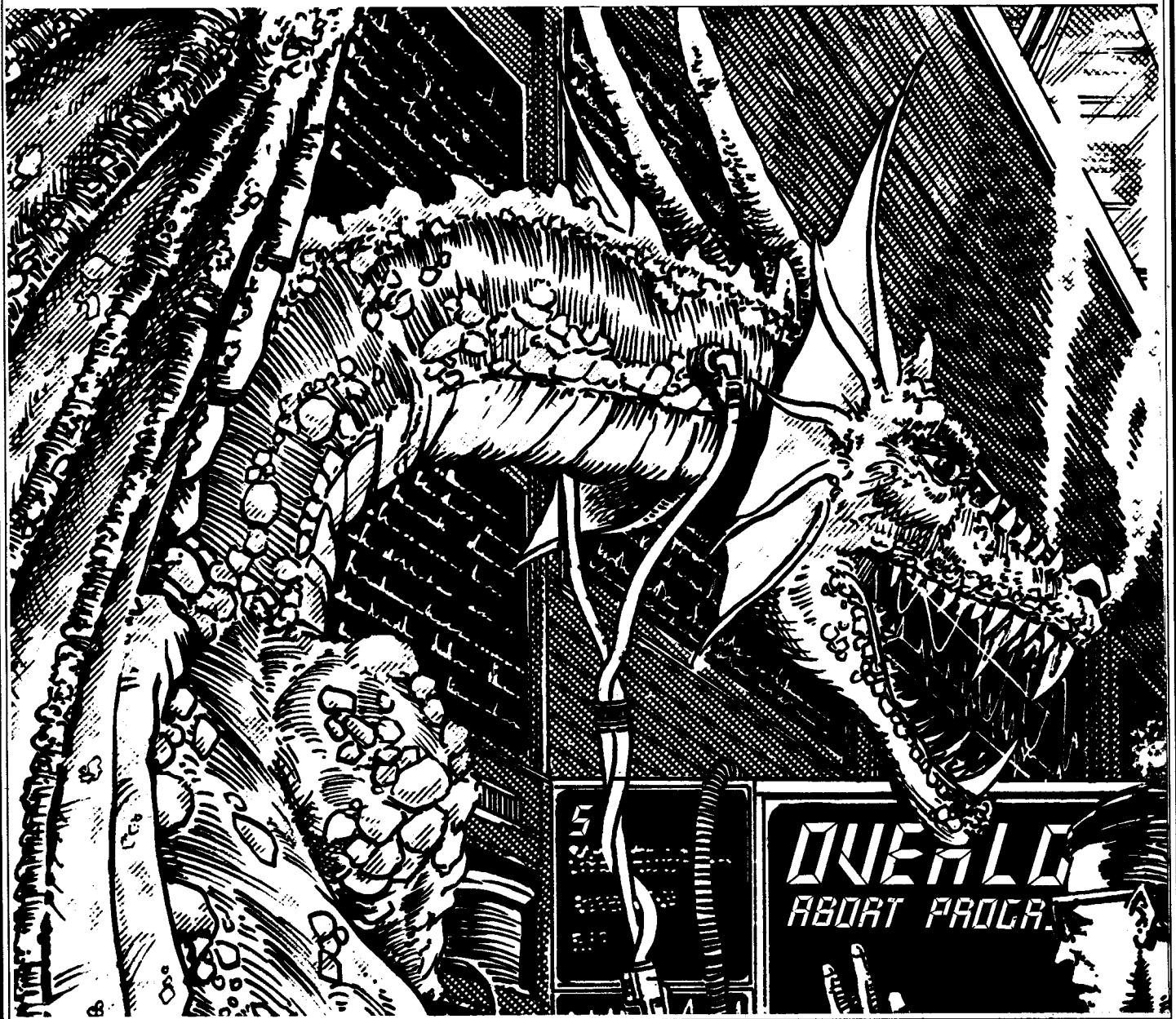
"You seem to know a lot about Dragons, 'Wing,' Whitefeather said craftily. "You and Rhiannon do this kind of thing a lot in the Tir?"

The samurai stiffened slightly. "Not a topic for discussion, Indian." He hit the stop switch. The elevator started upward once more.

"All right," the Elf said as the doors opened. "Let's do it."

The fourth-floor landing was darkness and smoke, slashed eerily by white emergency lighting. The stench of fear and death hung in the air. A security guard in heavy armor stood to one side of a room, gripping an assault rifle. The four shadowrunners entered the room quietly, stepping over the bodies of men the medics had considered it pointless to evacuate.

Blackwing stepped up to the guard. The others took up positions in the room and started to check their weapons. Rhiannon began making mystic passes in the air. "What's up, chummer?" the Elf whispered.



The guard looked at him with wide, shell-shocked eyes. The Elf could see scorch marks covering the man's armor. "It...it's knocked out most of the lights on the floor," the guard said raggedly. "I think it has fallen back to the research areas on the other side of the building. When I last saw it, it was dragging a technician along with it. I think the guy is still alive." The guard peered around the corner, down the darkened hallway. "I still hear him scream, every now and then."

"Where are the others?"

"Setting up on the roof, like you wanted."

The Elf nodded and jerked his thumb toward the open elevator door. "Get up to the roof with the others."

The guard bolted for the elevators. Blackwing turned to the others. Whitefeather carried an Ares GPMG, barrel pointed at the ceiling. Render wielded a Panther assault cannon, which looked like a mere rifle in the Troll's huge hands.

"Let's rock!" Whitefeather whispered.

"O.K., you know the drill," the samurai said. "When we find the Dragon, we hit him hard and fast. Whitefeather and Render go left and cut loose; Rhiannon goes right and hits the magic. I go right down its throat."

"What are you gonna hit it with?" The Troll asked.

The Elf just loosened his katana in its scabbard.

A look of wonder crept across the Indian's face. "It was nice knowing you, man."

The samurai shrugged. "Like I said, the Dragon's very young. I'm hoping if we hit it hard enough and from all angles, it will panic and react instinctively. If that doesn't work, we're probably all dead anyway. Let's go. Whitefeather, take point."

"Yeah, yeah, as always." The Indian turned the corner, moving in a crouch. Render followed, then Blackwing and Rhiannon.

They followed the long hall until it turned right, Whitefeather peering around the corner, listening intently, then moving on. The hall continued for another few meters, then opened into a room. Inside the room, faint green light flickered off to the left.

They halted just outside the doorway. The room appeared to be an observation area, with doors and windows opening onto larger test areas beyond. To their left and out of sight, faint movement could be heard.

"This is it," the samurai whispered. "The Dragon is probably in the room beyond this one. Go in, then to the left. There should be a door, probably open. Get in and cut loose. Rhiannon, you go next and take a right. Hit the Dragon with the biggest blast that you can."

"Hey," said Whitefeather, "what about that techie the Dragon's supposed to have with him?"

"Forget him," the Elf said. "It's his bad luck. If we pull any punches, the worm will tear us apart. Now go!"

Whitefeather rushed forward into the room, then broke left. Render followed. Blackwing took a deep breath, found his center, then he too rushed forward.

A shattered observation window and a door were open on the left wall. Without hesitating, the Elf leaped through the window.

The room beyond was filled with electronic equipment that defied easy identification. In the center of the room, nestled against a large machine was the Dragon. Its armored green back was to the shadowrunners.

As Blackwing landed in the room, the world seemed to go in slow motion. Seeing the Dragon, his throat went dry. Two long

cables stretched from the machine to jacks in the Dragon's head. It reminded the Elf of nothing so much as a decker and his deck.

Beside the Dragon, a trembling technician threw a switch. The machine began to hum, and the Dragon crooned softly and then screamed.

Blackwing shouted. Render and Whitefeather opened fire. The GPMG made a stuttering roar, the first burst tracing a line across the floor and up the Dragon's flank. Some of the rounds struck sparks as they ricocheted off the Dragon's armored hide. The technician screamed and fell, arms flung wide. Other bullets struck home. With a thump more felt than heard, the assault cannon fired. The Dragon's "deck" exploded in a shower of sparks and shrapnel.

The Dragon screamed, a high-pitched roar that cut through the stutter of the gunfire. Blackwing leaped again, his enhanced strength carrying him to the Dragon's other side. Just as he landed, the Dragon turned with a savage jerk of its head, tearing the cables free, and sending a burst of flame back the way the Elf had come. Blackwing heard Render scream.

With a savage *kiai*, the samurai made an *iaido* drawcut. The razor-edged blade skated a few centimeters along the beast's armored neck, then sank deeply, drawing a long gash. Faster than thought, the Dragon's head whipped around, teeth sinking into the samurai's right arm. With no apparent effort, the Dragon bit the cyberlimb off at the elbow.

Blackwing fell back, cursing and fighting off shock. As he did, bluish energy from Rhiannon's powerbolts burned across the Dragon's back. The GPMG hammered again, striking the beast's flank and passing over it. Windows shattered, revealing the Seattle skyline.

Confused and hurt, the Dragon spun about, trying to face all its opponents at once. Desperate, its eyes flicked toward the night sky showing through the window. The next instant, it leaped over the Elven samurai and into the air.

The Dragon was barely clear of the building when the security team on the roof fired the first missile. The small antiaircraft missile tracked the Dragon's heat signature and exploded a meter above it, showering the creature with shrapnel, and sending it tumbling earthward. The Dragon recovered just short of the ground as the second launcher fired. While the fiery missile sped to its target, the Dragon breathed a gout of flame at its path. The missile exploded in a shower of flaming fragments and fuel. Dangerously low to the ground, the Dragon turned down a narrow alley and sped out of sight.

Blackwing staggered to the window as Rhiannon reached him. "Did we get it?" she asked, taking a look at his arm.

"No," the Elf replied grimly. "It managed to recover before we could hit it with the other missile. But we must have hurt it badly. How are the others?"

"Render is very bad. But I stabilized him with a spell. He will live. Whitefeather has some burns, but is still functional."

"Good." Blackwing said, rubbing the stump of his cyberlimb. "Let's get some medics up here. Things happened about the way I figured they would. It got away, but it won't get far. All we have to do is go out after it and run it to the ground."

The Elf turned and paused for a moment, looking at the machine the Dragon had been jacked into.

Jacked in, he thought. *Bright Lady*, what have these corporate idiots done?

Whatever happened next, though, Blackwing knew the hunt was far from over.



INTRODUCTION

Dragonhunt is an adventure of violence and intrigue set in the world of **Shadowrun**. In the year 2050, high technology has made it possible for the human mind to interact directly with computers, opening up the dreamlike world of cyberspace, or the Matrix. The spheres of medicine and cybernetics have fused, allowing the Human body to be made stronger, faster, more alert, more durable, more sleek, more perfectly inhuman. Cyberchic is the creed of modern society.

At odds with the trends of technology is the return of magic to the world and the great Awakening. Elves, Dwarfs, Orks, and Trolls have shed their Human guise and reclaimed their places in society. Megacorporations and magicians, scientists and shamans, all work their powers in a tenuous but workable coexistence. The corporate towers and the arcology domes cast long shadows on the city streets, while shadowrunners do the work no one else can or will down among those streets and shadows.

This adventure is set in the Seattle-Tacoma megaplex, a densely populated sprawl covering some 1,600 square kilometers. Despite its size, it is but an enclave in the midst of the much larger nation-states of Native American and Awakened beings that stretch along the western seaboard.

GAMEMASTERING NOTES

Except for sections designated as Player Handouts, all material in this book is for the gamemaster's eyes only. Before playing this adventure, both players and gamemaster should be familiar with the **Shadowrun** rules. The gamemaster should be completely familiar with this adventure, reading it through at least once before play.

Players may choose among any of the character archetypes included in the **Shadowrun** rules or in the supplements, **Street Samurai Catalog** and **Sprawl Sites**. During this adventure, the runners will have to follow a trail of information, hunting for data in situations that will almost certainly lead to combat. The players team should have a good balance of investigative, combat, and magical skills. A decker is not absolutely necessary for success, but would be helpful. To avoid splitting up the players group for lengthy amounts of time to handle decking, the gamemaster could give the team a decker NPC.

MAKING SUCCESS TESTS

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given Target Number. These Success Tests are referred to by the name of the appropriate skill and the Target Number. For example, a Stealth (4) Test refers to an Unresisted Stealth Success Test with a Target Number of 4.

SUCCESS TABLES

At times the gamemaster will use Success Tables to determine how much information the players receive. Each Success Table lists different information for different numbers of die roll successes. Unless otherwise noted, the player should receive all the information for the level of success he rolled, as well as all the information for lower levels of success.

HOW TO USE THIS BOOK

Aside from the **Shadowrun** rules, **Dragonhunt** contains all the information needed to play this adventure. The gamemaster should read though the entire module before play begins. Some important plot developments will not become apparent until well into the adventure, but the gamemaster will have to lay the groundwork much earlier. He can only do that by being familiar with the storyline.

To get the players involved with the adventure, see **Starting Off**, p. 11.

The actual adventure is separated into chapters, representing the various encounters that might occur in the course of play. Every reasonable course of action the players can take has been plotted. Should unexpected tangents occur, the various encounter sections provide the gamemaster enough information to improvise a response. Each encounter section is further subdivided into three parts, entitled **Tell It to Them Straight**, **Behind the Scenes**, and **Debugging**.

Tell It to Them Straight is read to the players verbatim. It describes the setting and creates the mood for the players. Any relevant dialogue delivered by non-player characters is also given here.

Behind the Scenes tells the gamemaster what is going on in the encounter and the various things likely to happen. Any data the players might discover, any relevant NPC data, and the various consequences of player actions are also noted.

Debugging gives the gamemaster suggestions on how to get the game back on track if, for example, the player characters overlook a vital piece of data, or if half the players team meets an untimely death. The suggestions given are just that, however. If the gamemaster can think of a better way to redirect the game, let creativity rule the day.

The **Legwork** section provides rumors and information about various people and aspects of the adventure that the runners can learn from their contacts.

Picking Up the Pieces contains suggestions on how to reward and/or extricate the players from the adventure as well as a guide to awarding Karma.

Finally, **Cast of Shadows** gives vital statistics for prominent NPCs that appear in the adventure.

PLOT SYNOPSIS

"Take it from me, little man. What a Dragon cannot kill, it will seek to control, simple as that. You're either a pawn or you're prey. Now what was it you came to see me about?"

—Anonymous Western Dragon

Emerging Futures Unlimited is a small corporate "think-tank" that has provided research and feasibility studies to larger corporations on a freelance basis since its beginnings in 2041. In 2045 the ambitious corp scored a signal success when it signed a five-year exclusive contract with Ares Macrotechnology. Though the directors of EF knew that they were not likely to get more than trivial "spill-over" from the overworked Ares labs, the contract would give EF a chance to build a reputation among the "big boys" in the Seattle corporate sphere.

All went as anticipated until 2050, when Justine Grier, Director of Operations at EF, was approached by Armand DeHavillier, a mid-level supervisor from Ares Research and Development. DeHavillier presented Grier with authorization and credit funding for a high-security project. DeHavillier explained that Project Cerberus would be attempt to take the previously unsuccessful attempts at "cybering" animals in a radically new direction. Cerberus would attempt to interface animal minds with cyberspace. Ideally, such an animal would "go naked" into the Matrix, with the aid of a computer analog/interpreter that could call up and implement computer utilities, based upon the animal's behavioral responses. This would make possible system "watchdogs" with higher reaction times and greater levels of initiative than any currently available IC. DeHavillier explained it as a stopgap between IC and AI. Grier was highly skeptical and said so, but if Ares was willing to spend the money to find out for sure, she was not about to argue.

What Grier did not know was that Ares Macrotechnology had no knowledge of Project Cerberus. DeHavillier, a mid-level manager with his sights on an executive vice-presidency, was trying to find the "Golden Project" that would open up the road to promotion. Having failed to get Ares to accept his ideas, he decided to use one of the subcontracted firms to secretly develop his project, then present its successful findings to his superiors when the time was right. He skimmed funding from a hundred smaller projects, forged the proper authorizations, and set the wheels in motion.

Within eight months, Grier was ready to report Project Cerberus as a dismal failure. The animal mind, when subjected to simsense representations of cyberspace, simply did not have the mental flexibility to accept such a subjective environment. Because of mounting pressure from her superiors, who wanted to be successful in the one big project Ares had given them, Grier let the experiments continue, but this time in a new direction. If normal animals did not have the necessary mental flexibility, then perhaps paranormal animals did.

Grier hired four teams of shadowrunners to covertly acquire as many paranatural animals as possible. They collected her a Griffin, a Basilisk, two Nagas, and best of all, a very young Western Dragon. But again, Grier did not know the full story.

The Dragon, who had named itself Elio hann, was a lesser dracoform with a surprisingly high intelligence and some magical capability. Elio hann also had an almost obsessive fascination with technology. It was this insatiable curiosity about the hunting team's equipment that got the Dragon captured in the

first place. Having learned to distrust Humans after his capture, Elio hann allowed himself to be taken to Seattle, hiding his true capabilities so he could safely indulge his curiosity. He knew he could always escape, once he had seen enough. The scientists at EF classified him as a "Western Dragon, pre-adolescent, average-to-below-average intelligence for type."

Within a few weeks, Project Cerberus seemed to turn completely around. True to Grier's suppositions, the paranatural animals took much more readily to the Matrix. The Dragon was delighted with the vista of cyberspace, and reveled in the simsense testing, quickly becoming the project's star subject. The initial funding almost exhausted, Grier made a progress report and a request for additional funding, passing them on to DeHavillier.

One year after the initial presentation to EF, DeHavillier was now halfway along the road to a vice-presidential position. His management of project funding was also under an intense internal audit. The encouraging evidence in Grier's report convinced him that Project Cerberus would win him the position he had coveted for years, but it would be disastrous if he were caught dipping further into the corporate coffers. Liquidating every bit of his spare credit and stock holdings, DeHavillier funnelled them to EF. It was not half what the project required, but Grier took what she got, reducing expenses to keep the project alive.

She eliminated the Basilisk and one of the Nagas from the program, and cut back the research staff. Time on the expensive industrial simdecks was also cut by half. That caught the Dragon's attention. Not only was he enjoying himself, but he was beginning to grasp the significance of the Matrix and how to work with it. Listening carefully to the conversations and grumblings of lab workers, he eventually pieced together what was going on around him. Being a Dragon, he knew what he wanted and wanted as much of it as he could get. Moreover, he did not like the idea that someone else, least of all a Human, had the power to decide whether he would get it or not. Settling down in his cage at night, Elio hann began to plan.

The Dragon learned about the stock market through a trideo program that the animal keeper watched religiously every night. It did not take long before he figured out that he could influence the actions of a corp by controlling enough of its stock. He also discovered that he would need nuyen to get into the market. To obtain it, he instigated an "accident" that required Dr. Grier to exercise her Platinum DocWagon™ coverage for a new left arm, leaving Elio hann in possession of Grier's diamond wedding ring. Elio hann used his power of influence over the animal-keeper to get the man to sell the ring for the highest price, then deposit the money in a numbered Banque Orbitale de Suisse account. For the rest of his plans, he would need a partner to act as go-between with the outside world, someone with whom he could communicate from his cage.

Late one night, fate intervened to grant the Dragon's wish. Being active on both the physical and astral planes, Elio hann sensed an astral form probing the Emerging Futures compound. Upon investigation, the form turned out to be a shadowrunner, an old Ork mage on the verge of burn-out. The Ork, who had a penchant for gambling, was attempting one last run before finally getting out of the biz. The Dragon fell upon the hapless Ork's astral form, pretending to be one of the compound's guardforms. Elio hann waited until the Ork was almost insane

INTRODUCTION

with desperation and fear, then made him a proposition in exchange for his life. The Ork, whose street name was Coinspinner, struck what would be a rather lucrative, but short-lived partnership.

While communicating astrally with Coinspinner, who then acted as his agent with the outside world, the Dragon began to aggressively develop a sizable stock portfolio, whose profits were duly deposited in his account with the orbital L-5 Swiss bank. While funds for the Cerberus project ran ever lower, the Dragon was amassing a considerable fortune. Within a few months, the time was right.

With the aid of an agency specializing in corporate takeovers, Elio hann seized a majority of Emerging Futures shares, and within a week, was in a position to dictate the policies of the corp that locked him in a cage every night. The EF Board of Directors did not know the identity of the new chairman, for they met only the proxy, a worn-out Ork named Mr. Coinspinner. Elio hann hid behind the Ork because he was not sure of how the Humans would react to his true identity. The Dragon realized that, despite his physical and economic power, he was still vulnerable to his captors.

The takeover could not have come at a more fortunate time. DeHavillier's secretary, made an informant by Ares internal security, passed a copy of Grier's progress report to her new superiors. Ares reacted to the data with panic. Imagining how outraged animal rights groups would be to learn of the experiments involving sapient and near-sapient beings, not to mention the business complications if Great Dragons such as Lofwyr found out, Ares ordered EF to terminate the project as well as all test subjects.

Elio hann learned of Ares' intentions via an astral report from Coinspinner. Enraged, the Dragon ordered the project to continue at an accelerated rate. Elio hann knew that he was close, very close, to being ready for cyberjack implants. From there, he could abandon EF and begin his own studies.

When no reports describing the termination of Cerberus reached Ares, the corp immediately began to take legal action. A Corporate Crisis Team was also formed, and Ares began to consider "damage control options," including stock-control maneuvers to freeze EF internally and to buy time to bring a breach of contract lawsuit. They also determined that any Cerberus research staff who might be likely to talk to the media should be killed. Corporate war had been declared.

Within a day, Ares owned all of EF's remaining stock and was attempting a buy-out of the rest. Elio hann considered his few options. A direct fight against Ares was ridiculous. Besides, he had sensed that Dr. Grier was beginning to suspect his true identity. He had to buy time until he could force the implantation of the datajacks. The Dragon, through Coinspinner, opened negotiations with Ares. He proposed the sale of all data concerning Cerberus, as well as the termination of test subjects, for an outrageous sum of money. Otherwise, he suggested that other corps in Seattle might be interested in the data; not to mention how hungry the media would be for the story. Ares agreed to negotiate. The site they proposed for the talks was "neutral ground," a place called Cobalt Marie in the Redmond Barrans. The Marie catered to high-level corpors who wanted to negotiate secretly and under high security. What only a handful of corps knew was that the Cobalt Marie was hardly neutral ground. It was a self-serving organization that, for a price, would gladly supply confidential information about one negotiator to

another. Exactly who were the owners of the Marie remained a mystery, but they had not yet not taken advantage of the influence they had gained from previous Ares' dealings.

Coinspinner meanwhile assured EF that the Chairman of the Board deemed it vital to keep Project Cerberus going. Once the study was complete, the package would be used to lobby for money and immunity from Ares, making EF a force to be reckoned with among the other corps. To ease the board's apprehensions, he also hinted that another big corp interested in Cerberus could be counted on to keep Ares at bay. All the while, Coinspinner pushed for the datajack surgery on the Dragon.

Finally, after a few weeks of tense negotiations, Ares had become frustrated with EF's bargaining position. What Ares did not know was that Coinspinner had bribed one of the Marie's employees to feed Ares false information. Unfortunately for the Dragon, Ares had gotten wind of the rumor that EF was negotiating with an unknown firm. In a short time, Ares execs came to believe that EF was only continuing negotiations with Ares to buy additional leverage with this unknown firm. Ares authorized a raid on the EF research compound to take the data and kill the subjects. This plan was promptly leaked by Marie to EF, but not until a few short hours before the raid occurred. The raid was foiled, but only barely, and only after severely damaging the EF compound.

Elio hann now chose to capitalize on the panic at EF. Coinspinner ordered the Dragon's surgery done while there was still time. The project could then be turned over to their "ally," the contrived corp. But even as Elio hann was being operated on, Dr. Grier began to draw some conclusions.

While Elio hann was recovering, Dr. Grier brought her suspicions about the identity of their new Chairman to the Board of Directors. The Board was incredulous at first, but Grier's arguments finally persuaded them. Without waiting to get Coinspinner's approval, they voted to terminate the project as well as its one remaining subject, and to make peace with Ares before it was too late.

The Dragon awoke with a burning desire to run the Matrix, the real Matrix, for the first time. He was just beginning to rise when the elimination team entered the lab. The Dragon knew that the game was up, but no longer cared. He had finally gotten what he wanted. With a toothy smile, Elio hann rended his cage like it was paper, then burned a bloody path to the cyberdeck room, dragging a screaming technician along with him.

A freelance emergency response team hurried to the scene, catching up with the Dragon just as the technician jacked him into the experimental cyberdeck. The Dragon crooned, then screamed. Despite all the simulation Elio hann had been through, not even his paranatural mind could handle the reality of cyberspace. Yanking its head from the terminal, the creature went berserk, destroying everything around it. Obviously hurt, and possibly insane, Elio hann brushed aside the security team and broke out into the skies, flying in an unpredictable path until it came to rest atop Seattle General Hospital, half-dead and with no memory of who it was or how it came to be there. Amid the confusion, Coinspinner managed to escape, taking almost all the Cerberus Project files with him as hostage against his life. If the corp came after him, by morning it would find Cerberus splashed all over the screamsheets, or so went his bluff.

This is where matters stand when the player characters enter the scene. Elio hann must find out who he is and what has

INTRODUCTION

brought him to the hospital. By influencing a medical orderly, he gets out word to hire a team of runners to do this for him.

There is no single path for the players to take to solve the mystery of Elohann. Depending on the particular personalities of the group, different clues or pieces of evidence might have different levels of significance, leading one player group along a totally different line of investigation from another.

One likely way for the adventure to proceed is as follows:

The player characters go together or meet separately at the hospital, get briefed by the Dragon, and receive a jeweled earring for payment. Grier ordered the earring for the Dragon after Elohann became infatuated with one he saw Maria Mercurial wearing. Noting the earring's rare workmanship, the player characters check their street contacts to learn the location of the one jeweler in Seattle capable of such fine work.

Proceeding to the jewelry shop, King Solomon's Mine, the team enters just as the place is being robbed. After quickly overcoming the robbers, the runners learn from the store's files that Justine Grier at Emerging Futures commissioned the earring.



The runners then proceed to Emerging Futures to do some investigation, but Justine Grier gives them a cool reception. Categorically denying any knowledge of the earring, she ushers the team out. If the player characters are going to learn anything more from Emerging Futures, they will have to go in and get it for themselves. Justine Grier assigns her shadowrunner team to discourage the runners from investigating further.

When the team breaks into EF, they discover that the corp has been working on a major project for Ares. It was called Cerberus, and was abruptly canceled. They learn that a proxy named Coinspinner, who represented the Chairman at all Board meetings, stole copies of the data vital to Cerberus as a possible insurance policy against the corp. This proxy is described as an Ork whose left ear tip is missing.

Remembering these clues from their briefing, the players check with their street contacts, from whom they may learn the identity of Coinspinner. Hearing that he is doing biz at the Cobalt Marie, a club in the Redmond Barrens, the runners go looking for the Ork. After they ask a few discreet questions about Coinspinner, one of the bar hostesses leads the runners to a private meeting room. She asks why they want Coinspinner, and the group tells her that they are working for the Ork's former employer. At that point, two Ares corpers and two samurai enter the room. The corporate types, who have known for some time that this Marie was EF's informer, deliver the player characters a message from Ares Macrotechnology. The players are led to believe that Ares and EF are in a corporate war over Project Cerberus. They also learn that the star subject of the project, an unidentified animal, is on the loose. Coinspinner is also at large, and Ares is eager to get him and the data that he has. With that, the players are shown the door.

The players then take a midnight tour of the staff-only sections of the Marie. They learn that the Marie is actually a high-security negotiating place for corps, and that Ares and EF have been doing extensive negotiations there about Cerberus. They also discover that Ares is hunting down Coinspinner and that the corp has discovered Elohann's identity. Ares, through its subsidiary Knight Errant Security, has recently obtained the supplemental security contract for Seattle General, putting Elohann under the control of Ares. At this point, the runners can go after either Coinspinner or Elohann.

If the team is lucky and fast, they will get to Coinspinner before Ares does. Otherwise they will have to rescue Coinspinner from an Ares safehouse. Once they encounter Coinspinner, he will offer them an enormous sum of money to rescue Elohann from the clutches of Ares. He is convinced that Ares will have Elohann "accidentally" die while under medical treatment.

If the team decides to rescue Elohann, they have to assault the hospital. After a violent firefight, the team should make it to Elohann's room, where they are in for a surprise.

Rather than assassinate Elohann in his sleep, cooler heads at Ares decided to negotiate with him directly. While the runners were out tracking down Elohann's past, Ares filled the Dragon in on what had happened. The Dragon agreed to let Ares absorb EF, in exchange for certain concessions, primarily continued research into Matrix/Dragon interfaces. The hatchet is buried and all the runners accomplished in "saving" Elohann was major damage to Seattle General and a real bad rep with Knight Errant.

ROLEPLAYING SUGGESTIONS

Dragonhunt is a mystery, but a rather straightforward one. The characters must backtrack along the Dragon's trail, following the few clues given and piecing together the information they uncover. As they go deeper, the gamemaster should emphasize the power and resources of the two corps, letting the runners begin to realize the magnitude of what they face.

The Ares negotiators at the Cobalt Marle should exude influence and wealth, as well as distaste for shadowrunners. These people will respond to any attempts at intimidation with genuine amusement. At various times, the runners will be approached or even attacked by forces from either corp. During one such moment, Lone Star could show up in the middle of the fight. The team scrambles for a getaway, but the corp team merely surrenders, all smiles. The last thing the runners see as they get away is the corp team leader talking to an irate Lone Star cop. The company man hands the cop a plastic card. As the Lone Star man reads it, his expression changes. The cop hands back the card, apologizes, and then the Knight Errant "security team" just walks away.

The gamemaster can build the tension over the course of the game by making the corps seem to be everywhere, seeming to know everything. Their resources are vast, and not even the law can stop them. Everywhere the runners turn, the odds seem to stack higher against them. Every success the team wins will mean that much more to them. When the player characters defeat Knight Errant and rescue the proxy, they will have reason to cheer.

The gamemaster should also play fast and loose with the action. The object of the game is for players and gamemaster alike to have fun, not to see how many times it is possible to overcome one set of statistics with another set of statistics. Try to keep the tempo fast-paced. Instead of slowing down to leaf through rules, improvise. The rules and game information exist as suggestions to the gamemaster, not gospel. The gamemaster is the final arbiter, his or her word is law. Make a decision and get on with the action instead of losing momentum. Keep things going, just as in the best adventure movies. If the gamemaster can keep up the tension, action, and momentum, the players will be on their feet cheering and screaming at the final showdown.

TIE-INS WITH OTHER RUNS

This adventure uses characters and events from two other FASA adventures, **Mercurial** and **Bottled Demon**. Though it is not necessary for the player characters to have made either of those runs, the gamemaster can tie in these previous adventures if the players have gamed them.

The **Mercurial** tie-in is the simplest one. Becoming enamored with an earring that Maria Mercurial wore during a trideo interview, Eliohann persuaded Grier to get one made for him. Eliohann later gives the earring to the runners as payment. This earring is the clue that starts the team off to solving the mystery. If the player characters make the connection between the earring and Maria, they might approach her or her manager for possible information about it. This assumes that the runners successfully completed the **Mercurial** adventure and ended up on good terms with Hernandez or Maria. If not, this clue is a dead end, but not one that will stop the adventure.

The second tie-in is **Blackwing**, the Elven assassin from **Bottled Demon**. This tie-in assumes that the runners succeed in getting the idol away from Geyswain, deactivating it, and that **Blackwing** survives. **Blackwing** is now back in Seattle working for EF. The Elf's attitude toward the player characters is a mixture of respect, gratitude, and bitterness. He respects their ability, because they were able to deal with Geyswain and he was not. The gratitude is for the characters' intervention during the final confrontation with Geyswain, which probably saved his life. The bitterness is because he holds them responsible for his failure and the subsequent charge of treason that his Tir Tairngire masters leveled against him. This means that **Blackwing** will first discharge his debt to the characters by trying to warn them off. If the runners ignore the warnings, he will attempt to kill them. All this is covered in the section entitled **The Persuaders**.

STARTING OFF

Have the runners' usual Fixer contact them about a simple job. No complications, just some straight legwork. If the players group has yet to establish a solid relationship with any one Fixer, use a contact from a previous adventure. Whatever the case, the Fixer or other contact should say:

"I represent a client who needs a discreet investigation done. He is willing to hire up to five people for a period of two days to one week, depending on results. Payment is a minimum of ¥2,000 nuyen per person per day. If you are interested and wish to know more, let me know and I will have someone contact you."

Within an hour, one of the runners receives a voice-only call. It is the voice of a young male, who passes on a simple message: to meet him in the lobby of Seattle General at one tomorrow afternoon, and he will take them to their prospective client.

If the call is traced, it leads to a home phone of a David Childers, a hospital orderly. Childers lives in an apartment in downtown Seattle.

If the runners are exceptionally paranoid and decide to check out Childers' apartment, they will find nothing of value. If they confront Childers as he arrives home in the evening, he will tell them he knows nothing about the nature of the job. The team will have to meet him in the lobby of Seattle General Hospital at one to learn more. That's all Childers knows.

If the runners are reluctant to follow through, remember the old adage: Money talks, chummer. It is generally assumed that shadowrunners have to eat to survive. A gamemaster can remind his players of their characters' standard of living, make the necessary deductions from their credsticks, then ask them where their next soyburger is coming from. If the characters are financially solvent enough to live comfortably for a while, the gamemaster can always skip ahead. If these suggestions are not appropriate, other options also exist. The hospital orderly that Eliohann uses to get the deal on the street may be a friend or relative of one of the player characters who is owed a favor or two. Or one of the doctors at the hotel might know one of the characters and ask for a big favor, thus making the doctor a valuable contact after the job is finished. If none of these possibilities appeal to or entice the runners, the gamemaster should probably ask them why they are shadowrunning in the first place.

When the team decides to take on the job, go to **Flowers for Mr. Johnson**.

FLOWERS FOR MR. JOHNSON

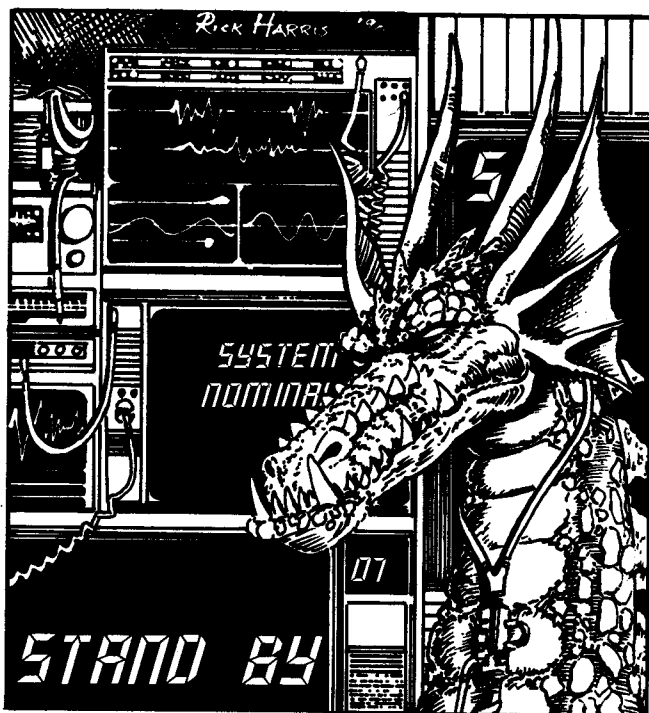
TELL IT TO THEM STRAIGHT

If the characters do not know each other, read the following.

You step into the lobby of Seattle General a few minutes before the meet. You find a corner and check the place out. Though the lobby is pretty crowded, things are quiet. A Lone Star man stands by the nurse's desk, flirting with the nurse and giving you the hard eye every few minutes. Other eyes are on you too. In this white, antiseptic place, there are no shadows to fade into, no real crowds in which to get lost. You stand out like a wolf among sheep, and timid eyes look out at you from over the tops of magazines. You see you aren't the only one getting the wild animal treatment. Several other people stand around the room, looking as dangerous and probably feeling as uncomfortable as you do. You acknowledge each other with a nod and a long-suffering shrug.

A few minutes later, you see an orderly step to the edge of the waiting area and look around expectantly. He must be your contact. As you make your way toward him, mothers pull children out of your path, and you notice the other rough types in the lobby also approaching the young man. What a surprise...

Once you reach the orderly, he spreads his hands and smiles. "You must be the people here to visit Mr. Johnson. Please follow me."



If the characters know each other already, read the following.

You step into the lobby of Seattle General right on time. The lobby is crowded but quiet, and all conversation stops for a moment as the doors close behind you. You feel many timid eyes peering over magazines and potted plants at you. A single Lone Star guard stands by the nurse's desk. He stops flirting with the nurse as you come in, and starts speaking into his radio.

You walk across the lobby, feeling like a dangerous wildlife display. The guard starts to walk over to you, his hand hovering about the Ares Predator on his hip. Meanwhile, an orderly rises from behind the nurse's desk and hurries toward you, heading off the cop.

Once you are standing by the orderly, he spreads his hands and smiles. "You must be here to visit Mr. Johnson. Please follow me."

Once the players have entered the lobby, continue reading here. Note that the Lone Star Security guard might stop any runners attempting to smuggle in weapons. See Behind The Scenes.

The elevator lets you and the orderly off at the hospital's top floor, Floor 14. At first you think you're on the wrong floor. Workmen seem to be everywhere, pressing wet plaster into dozens of holes dotting the walls. When you realize they are bullet holes, little alarms start to go off in the back of your head. Other workers are installing a new nurse's desk, while the whole scene is surveyed by Lone Star guards in all-seeing visors, heavy armor, and armed with assault rifles. When you step into the reception area, two guards come toward you, one carrying a weapons detector, the other leveling his rifle. The orderly steps up to them and murmurs something. The guards back off, and the orderly motions you forward.

You walk down a long corridor flanked on either side with private and public patient rooms, all empty. At the end of the hall stand two more guards, smoking cigarettes and talking outside a door. One carries an assault rifle; the other has an Ingram light machine gun leaning against the wall. They move aside as the orderly steps up to the door. With one hand on the latch, the orderly looks back at you:

"Mr. Johnson is inside. Keep your negotiations and questions brief and to the point. He is still convalescing. You may call for me when you wish to leave."

He opens the door and steps aside. You enter a public patient room that is empty of beds. One wall is lined with medical equipment, tended by two doctors. In the center of the room, lying on the bare floor, is the sinuous form of a small Western Dragon. Its scaled, green-gold body is covered with oversized trauma and pressure bandages. The Dragon regards you emotionlessly as you enter the room.

BEHIND THE SCENES

If the team observes the guard in the lobby, have them make an Intelligence (4) Test. One success shows that he is wearing an armor vest and is carrying an Ares Predator instead of the usual stun baton. Two or more successes reveal that the officer is trying to watch the runners' every move as inconspicuously as possible as he checks in every few minutes with someone by radio.

The orderly is a young man, with a distant, almost distracted air about him. He will engage in no conversation, as he turns to lead the runners to the hospital elevators. If a magician in the group assesses the orderly, he will see that the man is under a powerful form of suggestion. If the players are exceptionally well-armed, they might be headed off from the elevators by the Lone Star cop (p. 171, **Shadowrun**). Have the badge make an Intelligence Test for each weapon the runners are trying to conceal. The target number is the weapon's Concealability Rating. The area's Security Rating is A (p. 123, **Sprawl Sites**). This means the guard will probably let characters carry small bladed weapons and pistols, but no other offensive weapons. If the players offer a reasonable bribe, the guard will "keep an eye" on the weapons for the players. Otherwise, the Lone Star cop will attempt to arrest the party for carrying illegal weapons. How to handle this situation is up to the gamemaster. The guard could call for backup before attempting an arrest or he could be stupidly brave and attempt to stop the players single handedly. All this is really just to remind the players that their characters are supposed to be *shadows*, not neon lights. Walking in Downtown Seattle with enough weapons to invade a small nation is not a smart move and is bad for their reputations.

The Dragon lying before the runners is either very young or very small for its breed. It is a mere seven meters long and two meters tall at the shoulder. Bandages and trauma patches cover wounds along most of its body, particularly around the head and neck. It looks as though the Dragon was on the losing end of a very bad fight. After a few moments the runners notice a large earring around the base of the Dragon's left horn. It is a gem-studded gold band, from which hangs a delicate globe of gold leaf, also studded with diamonds. If there is a rockerboy or girl in the players team, or if any of the characters took part in the **Mercurial** run, something about the earring will be naggingly familiar. If no such character is present, the gamemaster lets the earring nag at one of the characters selected at random.

The Dragon begins to speak the moment the runners are all in the room.

"Good afternoon, shadowrunners. I am pleased you could come. I do not wish to be rude, but you have arrived at my hour of allotted trideo time. The doctors will only allow me an hour of trideo a day, and it is something I cannot miss. I do not see why it should interfere with our discussion, however."

Childers, the orderly, walks up to the Dragon and sets a small trideo deck in front of it, then leaves the room. The Dragon carefully activates the deck with its claws, then starts to flip the trid channels, taking obvious pleasure in the actions. The creature does not dwell on a channel for more than 30 seconds before changing it again. It seems to the players that the Dragon is more interested in simply playing with the machine and watching it make pictures than in actually watching the trid. The Dragon will continue to speak in a distracted manner.

"I would like to hire you to conduct a discreet investigation. You see, I checked into this hospital last Tuesday at three in the morning, almost dead from a variety of wounds, magical and mundane. I landed on the roof, broke through the ceiling, caused the local security men to overreact a bit, and then passed out. The doctors say that because of the head injuries I received, I am suffering from amnesia. No one has any idea how long it will last, and I am starting to believe that no one ever will."

At this point, the Dragon flips to a trid music channel. The creature watches the rocker-group raptly for a few minutes, bobbing its head slightly in time to the music. Then it continues:

"I need you to investigate my past. If you can discover what it was, then you should also be able to learn why someone tried to kill me. Because these two objectives are intertwined, they should probably occupy your attention for only a week, maybe less. You will not need to report back to me until that time or until such time as you have uncovered all the information. Reporting back to me every day with scattered bits of data would only confuse and annoy me."

As the Dragon changes channels, he finds a children's educational program about cyberspace. It watches the trideo of the Matrix raptly for almost a full minute in silence.

"Any questions, shadowrunners?"

It should be obvious to the players that the Dragon's brain might be a little bit...addled. In truth, exposure to the real Matrix has left the Dragon on the edge of insanity. Hours of -controlled simulation were one thing, but exposure to actual cyberspace was more than it's mind could take. It was a traumatic reaction to the experience that caused the amnesia, not any physical damage.

If the player characters were able to follow the Dragon's ramblings, it will wait in silence for a few minutes, then continue. If the runners ask the Dragon to repeat itself, it will shift about uncomfortably and look directly at its visitors. "I don't know who I am or why someone is trying to kill me, and I need you to find out for me. I thought I made that clear."

If the players have no questions or ask the Dragon for any clues, it will say, "I do have some fragments of memory that might be useful in your investigation. I remember a name, Cobalt Marie. I remember the face of an Ork. He was an older man with scraggly black hair. The tip of his left ear was missing, and in the same ear he wore an earring that looked like a large coin. The only other thing I remember are the words Southampton Street. Does any of that mean something to you?"

If the players ask about payment, the Dragon says: "Oh, yes. Well, of course, if I had any cash, I don't remember now. However—" It reaches up to the earring on its horn and pulls it off. "This should net you a good price on the street, just in metals and stones alone. I will not negotiate any further on payment, but you can try to improve the money you get for that on the street." The Dragon gives the earring to the nearest player character.

Have that character make an Intelligence (6) Test. If he fails, let the player character who finds the earring familiar make an Intelligence (4) Test. If both fail, just tell them the earring is a unique piece of jewelry. If either character gets one success, tell the runners that the earring is an almost exact replica of one worn by novastar Maria Mercurial in an interview with Johnny Disk a year or so ago. If either player character gets two successes, tell them also that only a handful of jewelers in Seattle could have made that earring. It could be worth checking out.

FLOWERS FOR MR. JOHNSON

At various points during the conversation with the Dragon, have the team make an Intelligence (8) Test. If any succeed, tell them that during the conversation, they get a glimpse of some bandages behind the Dragon's horns, just behind the skull plate. It is an unlikely place for a battle wound. If they ask the Dragon about it, the creature shrugs and says, "I don't know. Ask the doctors."

If the runners question the doctors about the Dragon's condition or about the bandages, any two characters can make an Etiquette (Corporate) Test with a Target Number of 5.

Successes	Result
0	"Do you mind, streetie? I have work to do."
1	"The Dragon is suffering from internal trauma caused by multiple gunshot and shrapnel wounds. We don't know what the wounds behind the horns might be."
2	"Well, it appears that the Dragon has been recently operated on in that area. We have covered the spot behind the horns with sterile patches as a precaution."
3	"At some point, the Dragon had some kind of brain surgery done, but we don't know what kind, or who would be capable of such a thing."
4+	"O.K. O.K.! It looks like someone placed two jacks in the back of the Dragon's head. We don't know what they are, and we're afraid to mess with them."

If the player characters ask to see the jacks, the Dragon will reluctantly agree. Someone should make a Biotech (5) Test. Any successes will reveal that the work was not done in a body shop; it is too well-done, probably better than the hospital can manage. Two or more successes will reveal that these are some kind of heavily modified datajacks.

At this point, the Dragon will more or less ignore the players. The only way the runners can proceed now is to get more information from their street contacts (see **Legwork**, p.53).

DEBUGGING

If the characters provoke a firefight with Lone Star in the lobby, suggest to them that there is no telling how many reinforcements Lone Star has in the building and that a fast escape is in order. If they choose escape, let them get away, shot-up but hopefully wiser. The orderly will contact them again and suggest a quieter entrance. If they decide to fight it out, five more Lone Star guards will appear on Turn 3 and another ten on Turn 7. After the last runner is dead, make new characters and try again.

If the runners are leery of the deal, the gamemaster can always point out some of the advantages. The earring, for instance, could probably pull ¥50,000 nuyen, maybe more if the characters talk fast. That is a good bit of cash, even when split up among the team members. Also, once the job was over, the team could count on having a Dragon as a contact in the future. The job may look a little shaky, but that's what the biz is about. If the players can pull it off, it will boost their reputations, which means more jobs, more money, better reps, and so on.



CRASHING THE PARTY

TELL IT TO THEM STRAIGHT

If the players only got the name of the mall during their legwork, read them the following.

This five-story mall sits perpendicular to the street, with an open-air atrium in the center. Men and women in the latest Eurofashions sit among the white tables of the open-air cafe, sipping espresso. The few who notice you try to pretend you don't exist.

You enter the seventh jewelry shop in the place, King Solomon's Mine. There is no neon, no bars over the small show window or door, just a simple sign hanging over the door. The lack of flash or glitz indicates that this is a place that does biz by reputation. Or so you are thinking as you step inside.

You find yourself in a small show room. Track lights on the ceiling shine down on rectangular display cases. Instead of softly highlighting unusual pieces of jewelry, however, the lights shine on empty cases and piles of broken glass.

A small voice in the back of your head starts to tell you something is very wrong. Suddenly, the first of a group of scuzzy runner wannabees comes tearing from the back room toward the door.

If the players got the name of the store, read them the following.

The address for the King Solomon's Mine takes you to Bellevue Square, a small mall nestled against a hill in safe, scenic Bellevue, home to well-heeled executives and upper-echelon mobsters.

This five-story mall sits perpendicular to the street, with an open-air atrium in the center. Men and women in the latest Eurofashions sit among the white tables of an open-air cafe, sipping espresso. The few who notice you try to pretend you don't exist.

You enter King Solomon's Mine. No flash, no glitz, just a simple sign hanging over the door. This must be a place that does biz by reputation, you think to yourself. Stepping inside, you see a small show room. Track lights on the ceiling shine down on rectangular display cases.

A old man comes from the back room. "Can I be of service?"

BEHIND THE SCENES

With Justine Grier heading Emerging Futures after the Dragon's ouster, the small think-tank has adopted a new strategy to pacify Ares. The first phase of the plan is to eliminate all traces of Project Cerberus. Through Blackwing, EF has hired three street toughs to make off with the jewelry store's records in what would appear to be robbery.

If the player characters spent their time searching the mall for King Solomon's Mine, the thieves are just making their getaway as the players arrive at the shop on the third floor of the mall. The street toughs have taken all the jewelry in the showroom (Area 1) and broken into the office (Area 3). The jeweler, Howard Karascyk, lies unconscious and wounded in the workshop (Area 2). Before going down, however, he managed to activate the PANICBUTTON™ on his wrist telecomm. When the players enter, the three thieves are in the hallway between Areas 1 and 2 and heading for the door. All three carry Remington Roomsweepers. Thief Number 3 also has the jewels and the shop's records in a bag at his waist.

The thieves will attempt to shoot their way out of the shop and down to the street. They will turn right at the street and run for a block and a half. If they get that far, they will toss the bag through the open passenger window of a Mitsubishi Runabout, driven by a fourth thief, who then pulls off. The windows are tinted and the car has no plates. The other thieves keep right on running.

If the players stop the thieves, a quick search will turn up the bag. The owner was an eccentric who kept his records on faded yellow index cards. A little shuffling will turn up a card that describes the earring and lists its sale to Justine Grier at Emerging Futures Unlimited. Give the players Handout 1.



CRASHING THE PARTY

The player characters can keep the jewels stolen from the display cases if they wish, but all are fakes. The owner is eccentric, not stupid.

If the players arrive before the robbery, Howard will greet them in the shop and then adamantly deny that he made the earring. Neither will he divulge the name of any of his clients. Just as Howard is about to call the police, the street toughs come in. Have each player character make a Reaction (8) Test. The number of successes determines how aware the character is of what is going on. Read the description to each character according to his successes, in decreasing order. The information in parentheses gives the game effect of the test's outcome.

Successes	Result
3+	You see three raggedy street scum wander toward the shop. The way they are glancing around can only mean one thing: they mean to take down the shop. (The player character has one turn to set up and take any actions that can be completed in one Turn.)
2	You realize that the three new customers who just entered the shop definitely look out of place. The clothes they wear wouldn't even be accepted for a United Brotherhood clothing drive, and they are carrying Remington Roomsweepers. Time to act. (The character can react normally on the turn of the attack.)
1	You spin around in time to see three scuzzies pull out Roomsweepers and blast away. (The character can react normally, but all his target numbers for any tests for the first turn of the attack are at +2.)
0	Blam! (The character is surprised, per the rules on p. 64, Shadowrun . The character does not even have a chance to pull out his weapon until the next turn.)

If and when the thieves are stopped, a Nightsky, driven by Rhiannon and Blackwing, cruises down to a stop just outside the mall. As the team emerges from the shop, the two Elves will take their descriptions and return to EF. The characters are now on Justine Grier's hit list (see **Blackwing's Team**, p. 27).

If Howard Karascyk survives the attack, he will be so grateful to the runners that he immediately gives them the information they seek. Give the runners Handout 1.

About four to five minutes after the players team first encounters the robbers, two Lone Star patrol cars pull up to the mall in response to a PANICBUTTON™ call, set off either by the jeweler or a passerby. The runners will probably want to leave the scene quickly before they have to answer questions about their lack of SIN.

It is possible that the thieves will survive their encounter with the runners, but they can offer very little information if interrogated. The thieves only know that their fixer got them this job. They were to burn the records in the shop and keep the jewels as payment. They gladly give the runners their fixer's name. If the team looks for the fixer, they will find him dead, killed by Blackwing.

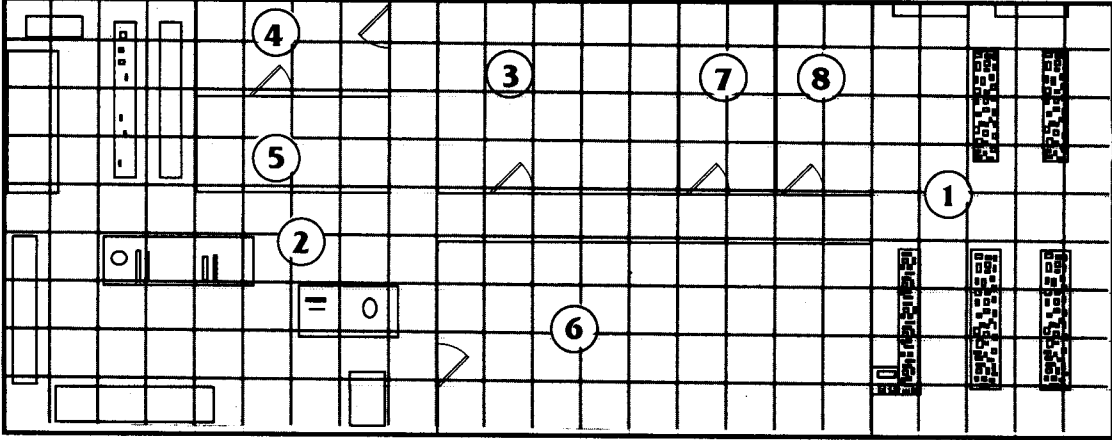
From this encounter, the players group can go either back to **Legwork** or to EF for a talk with Grier. If the team decides to go to EF, proceed to **The Mad Scientist**, p. 18. If the runners decide to break into EF, go to **Silent Approach**, p. 19.



CRASHING THE PARTY

King Solomon's Mine

□ = 1 Meter



KING SOLOMON'S MINE MAP KEY

Unless otherwise noted, the rooms are unlocked.

Showroom (1)

This is the shop's small showroom. Display cases containing examples of Mr. Karascyk's work line the walls and are spaced around the room. If a player character approaches a display case, a trideo projection of Mr. Karascyk will appear, superimposed on the case, and begin describing the jewels contained inside. **Gamemaster's Note:** If the runners arrive after the robbery, the display cases have been smashed and emptied of all jewelry.

Street Toughs (Four)

These are just standard wannabees. Not much in the way of intelligence, skill, or strength.

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

Dice Pools: Defense (Armed) 2, Defense (Unarmed) 3, Dodge 4

Skills: Car 2, Firearms 4, Unarmed Combat 3

Gear: Remington Roomsweeper [6 (Magazine), 3M3], Synthetic Leather (0/1)

Workshop (2)

This area contains machine tools and equipment for the jeweler's craft. If the runners arrive after the robbery, Mr. Karascyk is also here, lying in a pool of blood from a shotgun wound. He is fatally wounded, unless the thieves should get away (see **Debugging**). An Intelligence (4) Test will show that the PANICBUTTON™ alarm on his wrist telecomm has been activated.

Office (3)

This is Mr. Karascyk's office. If the players arrive after the robbery, it has been well and truly ransacked and the shop's records been removed.

Metals Storage (4)

This room is locked. The door has a Barrier Rating of 18 and uses a combination retinal and thumbpad maglock with a Rating 10. A successful Electronics (4) Test will also reveal that the maglock is linked to a PANICBUTTON™. This is the room where Mr. Karascyk stores the metals for his jewelry. There is approximately ¥50,000 nuyen worth of gold and silver locked in ten small storage boxes. Each box weighs 15 kilograms, and contains about ¥5,000 nuyen worth of metals.

Jewelry Storage (5)

The door to this room is equipped exactly as the one to the Metals Storage Room. It also has a Force 4 Fire Elemental assigned to guard it. If anyone other than Karascyk opens the door, the Elemental will manifest and attack. This is where Mr. Karascyk stores the originals of his display jewelry. It contains about ¥75,000 nuyen worth of custom jewelry.

Main Storage (6)

This is the store's general storeroom.

Restrooms (7 - 8)

DEBUGGING

If the players do not succeed in stopping the thieves, they can obtain information about the earring from the jeweler. He will tell them that the earring was commissioned as a "rush job" for Justine Grier, head of research at Emerging Futures.

CONDITION MONITOR			
PHYSICAL		MENTAL	
Unconscious Possibly dead	Unconscious Further damage Causes wounds	Unconscious Totally dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued	Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued	Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued	Lightly Wounded	Lightly Fatigued

CONDITION MONITOR			
PHYSICAL		MENTAL	
Unconscious Possibly dead	Unconscious Further damage Causes wounds	Unconscious Totally dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued	Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued	Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued	Lightly Wounded	Lightly Fatigued

THE MAD SCIENTIST

TELL IT TO THEM STRAIGHT

If the players decide to question *Emerging Futures* directly about either the earring or the Dragon, read the following:

Even from the outside, the headquarters of Emerging Futures Unlimited looks like something out of a war zone. Situated halfway down Southhampton Street, the five-story building has scaffolding rising up to the fourth floor on two sides, where work is underway to replace a whole corner block of windowpanes. Small drifts of crushed glass lie piled all along the curb outside the building. A burly Ork guard watches you closely from the building's double doors as you approach. He opens the doors, and you enter a modest-sized, marble-floored lobby. Across the lobby, a Human guard stands behind a welcome desk. "Can I help you?" he says dubiously.

BEHIND THE SCENES

If the characters ask to see someone in charge or to see Justine Grier, specifically, the guard tells them to wait. He picks up the phone and speaks for a few minutes, then hangs up and calls the Ork guard over. After a few whispered words, the Ork motions to the players. "Follow me." They go to the elevators and up to Grier's fifth-floor office. The Ork will not engage in conversation or answer any questions.

The elevator is equipped with an autonomous weapons detector with a Rating of 6. Make a Perception Test against the Concealability Rating of each weapon the characters are carrying. (See p. 156, *Shadowrun*, for more on Perception Tests.) As the elevator stops, but before the doors open, the device will issue the following statements:

"Beep...Subject one is carrying such and such number of weapons."

"Beep...Subject two is carrying such and such number of weapons."

and so on, with the machine announcing the number of weapons it discovered on each runner.

The Ork guard will ask the players to disarm prior to proceeding. The guard will leave the weapons in the elevator. Any obvious offensive cyberware such as spurs and razors might also be detected. Retractable varieties have a Concealability Rating of 5 against this device. If cyberware is detected, the guard will request that the individual put on an RAC (Restraint, Air-travel, Cyber) bracelet. The RAC is a small explosive device that fits around a limb. The device senses the electronic im-

pulses that are used to activate cyberware. Once it senses such activity, it sets off a directional explosive charge that neatly severs the limb, all without any messy collateral damage.

The guard will leave the runners in Grier's office. The office is of modest size but comfortable, and the desk is covered with papers and reports. Grier is just hanging up the phone when the team enters. She does not stand up, but merely motions the runners to be seated, while introducing herself as the company's chief executive officer. The player characters will notice that the title on her desk nameplate reads Director of Operations. If questioned about the discrepancy, Grier smiles and says that she was recently promoted. Then she asks what brings the team to EF.

Grier is after information. She wants to know why the players are poking around and what they already know. She will appear to be cooperative, but to every question, she says she knows nothing. She tries to get the runners to reveal what they know by continuing to let them ask questions. "Sorry, I don't know anything about that. Can I help you with anything else?"

If asked about the Dragon or the earring, Grier will deny any knowledge, even if confronted with the jeweler's records (see **Crashing the Party**). If the runners get too pushy, Grier will call four guards and ask the team to leave.

Once they are gone, Grier puts them on her "hit list" (see **Persuaders**, p. 26). If the runners want to learn anything more from Emerging Futures, they will have to break in. If they decide to do so, proceed to the next section, **Silent Approach**.

DEBUGGING

If the player characters run into snags during their investigations, they might be tempted to kidnap Justine and question her. Allow the players to make the attempt, but remember that the Persuaders are also hunting down the team. At the moment of the snatch, have the Persuaders hit the team hard and fast. This should break up the kidnapping attempt quite easily. In the ensuing fire fight, Justine can drop a file case containing the necessary clues (**Player Handouts 2 and 3**), in order to get the adventure back on track.

If the team decides to question Ares as well, the gamemaster should let them get no further than a gatehouse a half-kilometer from the central complex. Ares is talking to no one about anything. If the runners consider breaking into Ares, the gamemaster should tell them that an attempted break-in would be an elaborate form of suicide. They simply would not stand a chance against the corp's security.

SILENT APPROACH

BEHIND THE SCENES

Use this encounter if the players decide to break into the Emerging Futures offices.

Emerging Futures is a major piece in the puzzle of the Dragon's past. As the runners may have discovered if they approached EF directly, the think-tank is unwilling to answer or even acknowledge any questions. There is information locked up in Emerging Futures, but the team will have to break in to get at it.

Once the player characters make the decision to raid EF, the gamemaster may wish to drop some helpful hints. He should definitely suggest that the team form some plan of attack before going in, including specific ideas about what they are looking for and where they expect to find it. Walking around the EF building and sticking their heads into every room will surely get them killed. Though the building's security is understaffed, the men are competent, well-armed, and won't forget their run-ins with the Ares commandos and a Dragon. They will shoot first and ask questions later. It is also advisable for the player characters to make the penetration at night, when only the guards are in the building.

If the players team has a decker, he may want to try to get into EF's system. Getting EF's Matrix address from the decker's contacts is no problem, but the decker will find that EF has taken its system off the network and shut it down for the night, to prevent Ares deckers from raiding it.

The gamemaster may also wish to suggest that the team "case the joint," looking it over from the outside to find the best way inside. The only options open to the runners are: the front doors (brave, but stupid), either of two emergency doors on the first floor, the building's windows (one for every room), or the roof, if the runners can get up there.

GETTING IN

If the team tries the front-door approach, they will have to get past the two guards in the lobby. Also, the door is maglocked. It may be bypassed by the proper use of tools and a successful Electronics (5) Test. The lock can also be overridden by a switch on the welcome desk across the lobby. The guards are too smart to be tricked into opening the doors with any fast talk. (*Huh? We didn't order a pizza, chummer. Get out of here.*) The front doors have a Barrier Rating of 5. If the runners try to enter via the windows or the emergency doors, they must first override alarms on those points with an Electronics Test. The Target Number for the windows is 7, for the doors it is 6. If the team can get to the roof, they will have to defeat the alarm on the stairwell door (Target Number 5).

BUILDING SECURITY

There are 25 security guards in the building, including a rigger and two mages. The mages have conjured a Fire and an Earth Elemental to patrol astral space around the building. Any mage attempting to travel astrally in the building will be attacked immediately by these Elementals. For statistics on the guards, see below. The Elementals are Force 4.

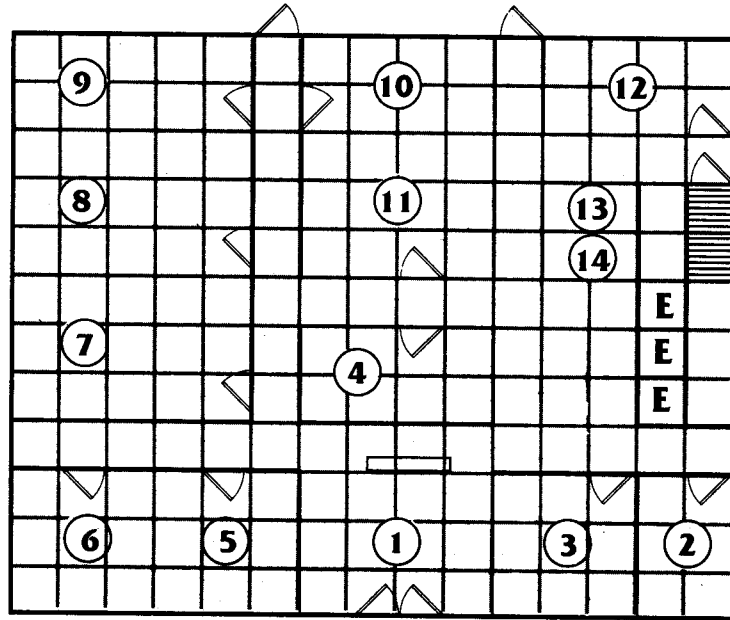
There are four security guards on the fifth floor, two each on the second, third, and fourth floors, and the remaining 15 on the first floor. Every 15 minutes, two guards on each floor will patrol the halls, checking every room. Each guard is equipped with a radio. If the guards notice anything amiss, they will alert security control, then attack.

If an alert is sounded or if someone at Security Control hears gunfire, he will first use the radio to check with the other guards and locate the disturbance. Security Control can override the elevators, bringing them to ground level and shutting them down. Three-quarters of the guards will then concentrate on the area of disturbance. Two guards will be posted at each ground-level exit.

The rigger has control of two hunter-spotter drones (p. 134 and 141, *Shadowrun*), each armed with two light machine guns (200 rounds of ammunition each). The drones are small enough for use in the building, under the rigger's expert control. If the disturbance is on an upper floor, the rigger will send the drones up in the elevators, then right down the runners' throats. The guards will follow up simultaneously, charging in and finishing off the team. The guards are not interested in prisoners.



SILENT APPROACH



1st floor

□ = 2 Meters
E = elevators

EMERGING FUTURES MAP KEY

FIRST FLOOR

Unless otherwise noted, all doors are unlocked. With one or two exceptions, locked doors are equipped with a Rating 5 maglock.

Main Lobby (1)

This is the main entrance to the building. Two guards monitor the area, one sitting behind the welcome desk opposite the doors, the other walking about.

Emerging Futures Security Guard (Two)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat: 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious - Possibly dead	Unconscious - Further damage causes wounds
Seriously Wounded	Seriously Injured
Moderately Wounded	Moderately Injured
Lightly Wounded	Lightly Injured

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious - Possibly dead	Unconscious - Further damage causes wounds
Seriously Wounded	Seriously Injured
Moderately Wounded	Moderately Injured
Lightly Wounded	Lightly Injured

Office (2)

The door to this room is locked. This small office belongs to the corp's Human Resources director. It contains a desk with a computer terminal and has bookshelves lining the walls. Nothing else of value is in the room. Though the terminal connects with the building's mainframe, it cannot access any data on Project Cerberus because the system is shut down.

Office (3)

This is the Assistant Human Resource Director's office. It is identical to Room 2.

Security Control (4)

This is the Security Control center for the building. Five guards are here, plus two mages and a rigger. Four maglock passkeys hang on wall hooks just inside the door, and a locked cabinet contains two Remington Roomsweepers, with 40 rounds of ammunition. The rigger's two drones are also here, along with his control equipment. This is the location of the elevator controls, including the weapon detection system, but the system is on manual and cannot be switched unless the mainframe is operating.

Emerging Futures Security Guard (Five)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

SILENT APPROACH

Emerging Futures Security Guard (Five)

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

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

Security Mage (Two)

The security mages are equipped and dressed exactly as are the security guards. In combat, they will attempt to conceal their true abilities. Remember that a magician does not have to make gestures or speak an incantation aloud in order to cast a spell.

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

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 1, Dodge 3
Skills: Conjuring 6, Etiquette (Corporate) 4, Firearms 2, Magical Theory 6, Negotiation 2, Psychology 2, Sorcery 6
Spells: Heal Severe Wounds 3, Mana Bolt 6, Powerball 6, Sleep 5
Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

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

Rigger (One)

The rigger is located in the Security office. He will never leave the room, but rather sends his drones out to investigate any disturbances.

B Q S C I W E M R Armor
5 6 4 4 6 5 1.1 — 6 (5/3)

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 1, Dodge 6
Skills: Bike 4, Car 6, Computer 3, Electronics 3, Firearms 2, Gunnery 4
Cyberware: Cybereyes w/Low-Light and Flare Protection, Datajack, Radio, Smartgun Link, Vehicle Control Rig (2)
Gear: Armor Jacket (5/3), Remote Control Deck with three Slave Ports, Uzi III [16 (Clip), 3 spare clips 4M3]

Rigger (One)

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

Hunter/Surveillance Drone

Handling	Speed	Body	Armor	Signature	Pilot	Weapons
4	63	4	0	3	2	2 LMGs w/200 round of Ammo each

VEHICLE	
Type	Condition Monitor
Handling	Vehicle Destroyed
Speed	
Body	
Armor	Serious Damage
Signature	
Pilot	
Weapons	Moderate Damage
Manipulate	Light Damage
Other Items	

Office (5)

This office belongs to the corp's Public Relations Director. It is identical to Room 2.

Security Chief's Office (6)

This room is locked with a Rating 7 maglock. There is a passkey and a Ruger Super Warhawk pistol in one desk drawer.

Conference Room (7)

This room contains a large trideo projector and has a round table with 15 chairs.

Technician's Room (8)

The door is locked. This is the work area for the building's two technicians. There are complete sets of technician's tools in the room.

Equipment Room (9)

The door to this room is locked. Extra circuit boards and other computer equipment are stored here.

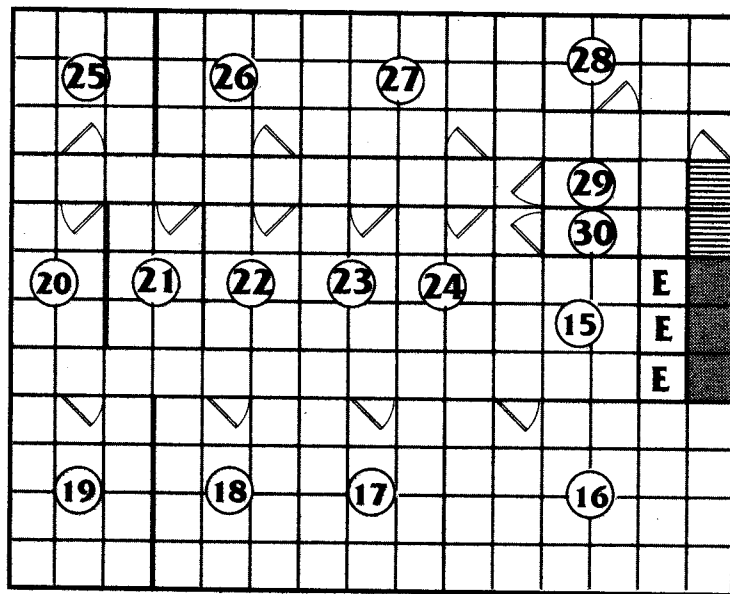
Backup Generator Room (10)

This door is locked. The two generators are backup in case the building should lose power.

Mainframe Computer Room (11)

Two guards are here, walking around and talking. The room contains the building's mainframe computer, which stores all the corp's general data. A decker may interface directly with the mainframe and peruse the stored data, but the machine must be turned on and the programs loaded. This will take one character five minutes to do completely. The mainframe contains no information about Cerberus.

SILENT APPROACH



2-3rd floor

= 2 Meters

Emerging Futures Security Guard (Two)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Break Room (12)

Two guards are lounging here, snacking from the stuffer machines.

Emerging Futures Security Guard (Two)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

Emerging Futures Security Guard (Two)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Restrooms (13 - 14)

SECOND AND THIRD FLOORS

These floors are identical in layout. Unless otherwise mentioned, all locked doors are equipped with a Rating 5 maglock.

Elevator Lobby (15)

If the guards on the floor are not on their patrol route, they will be here.

Emerging Futures Security Guard (Two)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

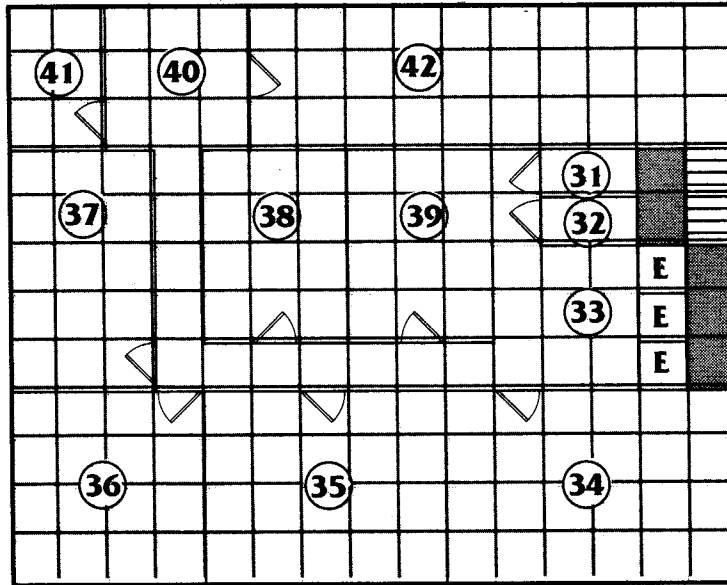
Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

SILENT APPROACH



4th floor

= 2 Meters

Conference Room (16)

This room is identical to Room 7.

Researchers' Offices (17 - 19)

These are offices of the chief EF researchers and all the doors are locked. Most of the rooms are a mess, with papers strewn everywhere. Many reports are lying about on the desks and in the desktop computers, but none mentions Project Cerberus.

Work Stations (20 - 24)

These rooms have locked doors. Each contains a desk, chair, and desktop computer. Nothing else of value is here.

Support Services Offices (25 - 27)

These are identical to the first-floor offices. They contain many accounting reports, time logs, and departmental memos, but nothing concerning Cerberus.

Fax/Copy/Shredder Room (28)

This room's door is locked. It contains copy and fax machines and a paper shredder.

Restrooms (29 - 30)

FOURTH FLOOR

Unless otherwise noted, all doors are equipped with Rating 8 maglocks. If a player attempts and fails to bypass a lock, an alarm will go off at Security Control, identifying which door has been tampered with.

Restrooms (31 - 32)

Elevator Lobby (33)

If not patrolling, the floor's guards are here.

Emerging Futures Security Guard (Two)

B 5 **Q** 4 **S** 5 **C** 3 **I** 4 **W** 3 **E** 5.05 **R** — **Armor** 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious / Possibly dead	Unconscious / Further damage / Critical wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious / Possibly dead	Unconscious / Further damage / Critical wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

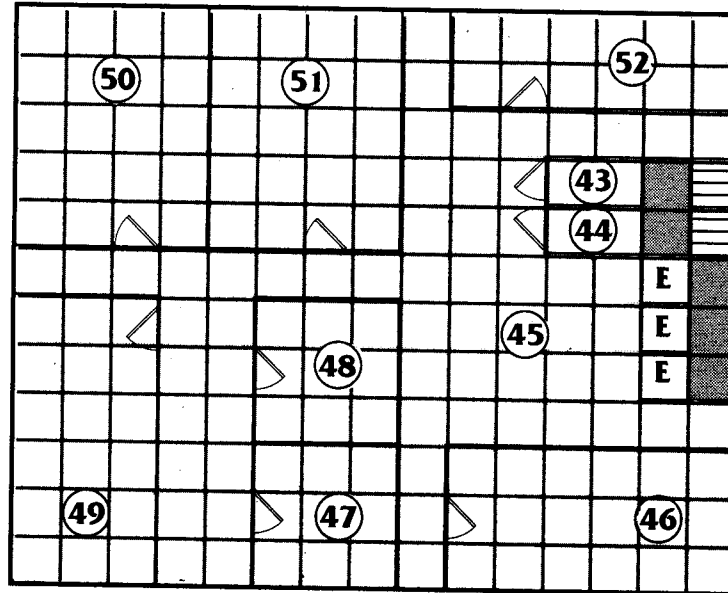
Research and Development Areas (34 - 38)

These doors are locked with sophisticated maglocks. If a player tries and fails to bypass a lock, an alarm goes off at Security Control, identifying which door has been tampered with. These rooms contain massive, complicated machinery used for a number of unidentifiable projects-in-progress.

Computer Room (39)

This door is equipped with locks similar to those on the R&D rooms. The room contains a backup computer to handle advanced simulations for the research groups. A decker may deck directly into the unit, or any player character may work with it using the unit's monitor terminal. A decker may peruse the unit's files with a successful Computer (4) Test. The time it takes for this examination is one hour, minus ten minutes for every extra success rolled. The terminal can reveal the same information. The character must make a Computer (2) Test, with

SILENT APPROACH



5th floor

□ = 2 Meters

the time for the search being three hours, minus ten minutes for every extra success rolled. Log on and log off listings in the computer indicate that every file marked CERBERUS has been erased one week ago, under the user name GRIER-DOP.

Observation Room (40)

This room has large observation windows on the left and right walls, and doors opening into Research Rooms 41 and 42. Both doors are locked. Both windows are broken out, but work is obviously underway to repair them as well as the many bullet holes and scorch marks along the walls. Painters have begun to repaint one wall.

Cerberus Prototype Room (41)

Long ago, this room contained the prototype Cerberus Deck and monitoring equipment. Now it is full of worker's sawhorses, insulation piles, and wiring bundles. The room is under repair, and all electronic equipment has been removed. The glass windows along the outside corner of the room have also recently been replaced. The air still smells of smoke.

Simsense Room/Animal Storage (42)

The door to this room is locked. Though largely destroyed by the Dragon's rampage, this huge room is still filled with the wreckage of computer monitoring systems, expensive industrial simdecks, and a number of cages. If the team explores the room, they can make either a Computer (B/R) or an Electronics (B/R) Test to identify the equipment (Target Number 4). If successful, the characters will identify cerebral monitoring units, programmable industrial simdecks, and vital signs monitors. If the runners examine the simdecks, have them make an Intelligence (5) Test. If successful, they note a memory cartridge still plugged into one of the two decks. If they remove and examine it, it is immediately obvious that the cartridge is damaged beyond repair, but it is clearly labeled "CERBERUS: Matrix sim 2.0 (penetration simulation)."

FIFTH FLOOR

Unless otherwise noted, all doors are equipped with a Rating 8 maglock. If anyone tries and fails to work a bypass on these doors, an alarm will go off at Security Control.

Restrooms (43 - 44)

Elevator Landing (45)

If not patrolling, the guards on this floor are here.

Emerging Futures Security Guard (Four)

B Q S C I W E M R Armor
5 4 5 3 4 3 5.05 — 4 (5/3)

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 6, Firearms 6, Military Theory 2, Stealth 3, Unarmed Combat 6

Cyberware: Cybereyes (Low-Light), Radio

Gear: Armor Jacket (5/3), Uzi III [16 (Clip), 3 spare clips 4M3]

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

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

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

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

SILENT APPROACH

Executive Conference Room (46)

This room is identical to Room 7.

Research Director's Office (47)

The door to this office is locked. Among the papers piled on the desk is a memo from Justine Grier. It reads:

Bob: Where is the Cerberus feasibility study? You were supposed to have turned it over to my secretary by now. I must have it ASAP.

Computer Services Director's Office (48)

This office is locked. Nothing relating to Cerberus is here, but a cabinet next to the desk contains an expensive Fairlight Excalibur cyberdeck.

Director of Operations' Office (49)

This is Justine Grier's previous office. The room is empty.

President's Office (50)

This is Grier's new office. The door is locked with a Rating 9 maglock. Justine's desk is covered with reports and projections. Lying under a pile of papers is a large envelope to which a memo sheet is attached.

If the runners look inside, they will find copies of the Cerberus Project proposal (**Handout 2**), and the Cerberus progress report (**Handout 3**). If the team looks for the document inventory, they will find it in the top drawer. It lists more than 200 documents and computer files relating to Project Cerberus, including everything from initial studies to diagrams of the Cerberus Deck. The signatures and dates beside almost every document name indicate that the material has been erased or destroyed. Nearly half the documents show an asterisk after their name. The asterisk is defined at the bottom of the page.

"*The 'Chairman's' proxy stole copies of these files. Our security team has identified the proxy as a former shadowrunner named Coinspinner. He remains at large, but has not yet released the documents to the press. (Maybe this is his insurance policy.)"

Below that is a handwritten note:

"Query: Justine, are you sure it's wise to be use our best shadowrunner team just to scare off nosy types? Why just scare them? We've come this far. Why not just kill the nosy ones off, and get on with things?"

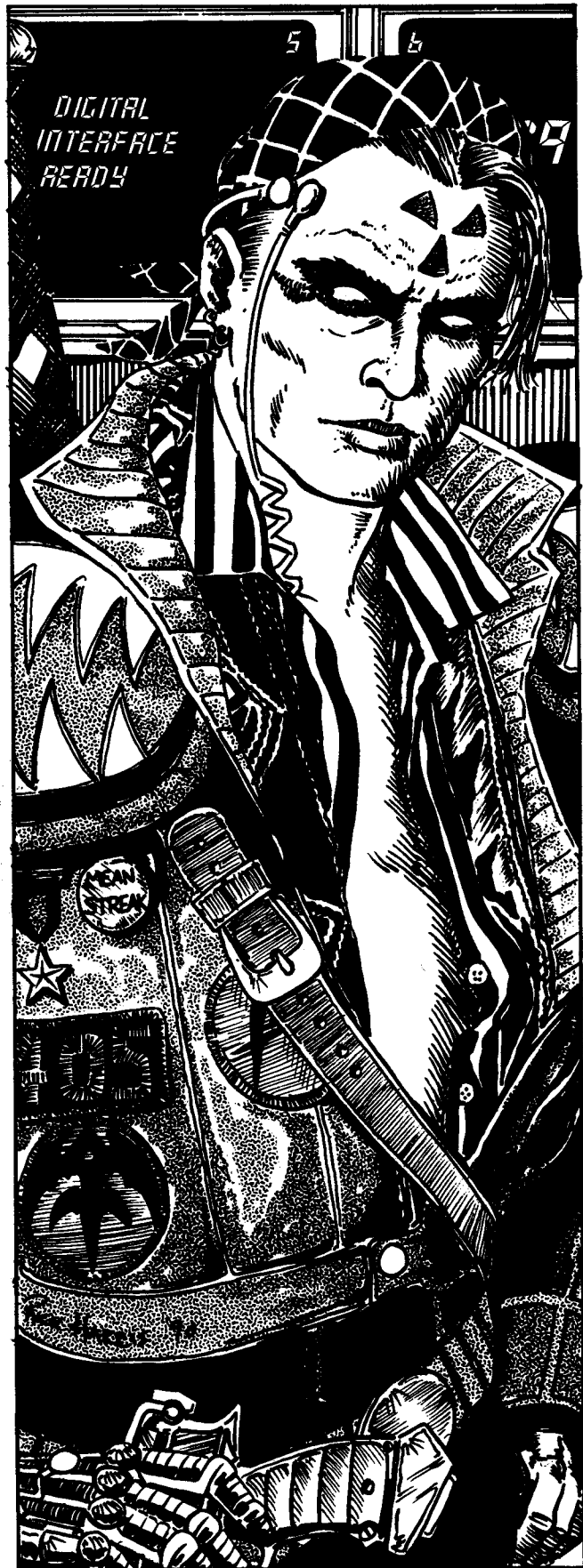
Nothing else of value is in this room.

Vice President's Office (51)

The door to this office is locked. The room contains nothing relating to Cerberus.

DEBUGGING

Make no mistake, the player characters could easily take some losses trying to break into Emerging Futures. The gamemaster should play security to the hilt, but try not get too heavy-handed. If an alarm does go off, give the players some time to think of a way out while the guards are closing in. If nothing else, they can always escape through the windows. If the runners are determined to fight it out, let them. They might even pull it off and survive.



THE PERSUADERS

BEHIND THE SCENES

Now that Emerging Futures knows that a Dragon has been manipulating them, acting head Justine Grier has launched a plan that just might appease Ares Macrotechnology and also reduce the chances of leaks to the press. Grier is spending major nuyen to hire shadowrunners and thugs to hunt down Coinspinner and the Dragon and to eliminate every trace of information related to the project. This means destroying all project files, the data Coinspinner stole, and the transaction and commission records for the jewelry made for the Dragon. It also means scaring off anyone snooping around the project, to the point of killing anyone too persistent or who knows too much.

If the player characters stumble into the jewel robbery (*Crashing the Party*, p. 15), or if they approach Emerging Futures directly and ask too many questions (*The Mad Scientist*, p. 18), they will be put on Grier's "hit list." She orders her top team of shadowrunners to scare off nosy team players, and if that doesn't work, get rid of them—permanently.

Exactly how Blackwing's team will approach the player characters is left to the gamemaster's discretion. He decides when the time is right for the purposes of maintaining player tension, maintaining a sense of paranoia, or simply to liven things up during a dull moment.

Blackwing's team should make the warning in such a way that the player characters feel vulnerable, even defenseless. Following are some suggestions:

•If the runners know Blackwing from the *Bottled Demon* adventure, have the Elf sidle up to one of them in the street.

"Hello my friends," he says. "Once again we seem to be working at cross-purposes. Last time I underestimated your abilities, but this time I will not. I suggest that you take a long vacation, far away from this grimy city. Otherwise you might end up with one of those things on your head." (He points to a red laser sighting dot resting in the middle of one character's forehead. If the player characters don't take cover then, a few near-misses from Render's laser-sighted sniper rifle should do the trick. By the time the runners have taken cover, Blackwing is gone.)

•The player characters are returning to the home of one of their team to think, heal up, and so on. As they unlock the door, they hear the trideo playing inside. Whitefeather is sitting on a chair, eating a sandwich and watching the trideo.

"Hey! It's about time!" he says jovially. "Get in here! You're missing the best part!" When the characters enter and start demanding to know who he is and what he is doing here, the Persuader says, "Hey, I'm here to do you a favor. Someone sent me with the message that you're getting a little too curious about certain things, and that is making someone really unhappy." Whitefeather rises and goes to the door. "If you don't

back off now, *someone* might send *someone* to break into your place, like I just did, search it, like I just did, and maybe even plant a bomb, like I might have." With that, Whitefeather ducks out the door and is gone, leaving the runners listening for ticking sounds.

•The player characters are walking to one of their vehicles. Rhiannon calls out to them from an alley.

"I wouldn't do that if I were you," she says. When they ask why, she replies, "Because you guys look like curious types. And curious people sometimes aren't too popular. They can even make enemies, the kind known to plant bombs in vehicles." On cue, a radio-detonated bomb explodes, destroying the vehicle. When the smoke clears, Rhiannon is gone.

If none of these warnings is sufficient to discourage the runners (let's hope not!), Blackwing's team will try to kill them. The how and when of these attempts are up to the gamemaster, who can use this plot twist to spice up the adventure. As a rule, Blackwing will try to play it safe, preferring stand-off attacks to up-front firefights. His preferred tactics would be well-planted bombs, sniping attacks, or well-laid ambushes against isolated characters. Blackwing will make only one attack at a time. If the shot or bomb misses, his team will fade into the woodwork and try again later. Gamemasters can play Blackwing's team as skillful, unnerving, frustrating villains who always seem to appear just when the runners least need the grief, and then invariably escaping like ghosts. When the players finally have a chance to go toe-to-toe with Blackwing's crew during the climactic rescue (*Another Rescue?*, p. 45), they will relish every minute of it.



Following are the statistics for Blackwing's team.

BLACKWING

Blackwing is a first-class Elven runner whose services are in high demand. His last foray into Seattle, as detailed in **Bottled Demon**, was on behalf of high-placed Elves from Tir Taimgire. It is an understatement to say that Blackwing's employer was displeased when the Elf samurai was not as successful as hoped in accomplishing his mission. The Tir noble claimed that Blackwing had tried to double-cross him by delivering a forgery of the idol around which the adventure is based. The Elf was found guilty of treason and sentenced to death. With Rhiannon's help, Blackwing escaped to the California Free State, where he made his way to San Francisco. Before venturing out into the shadows again, he had a shadow cyberware clinic make some modifications to his chrome.

Blackwing and Rhiannon came back to Seattle in mid-2051 and signed on for "security" work.

Blackwing will do whatever is necessary to get the job done. He will protect his team if possible, making himself third priority. Fearless in the face of death, the Elf will not hesitate before even the riskiest maneuvers.

Attributes

- Body: 5 (6)
- Quickness: 6
- Strength: 4 (7)
- Charisma: 3
- Intelligence: 5
- Willpower: 5
- Essence: 16
- Reaction: 5 (11) [+3D6]

CONDITION MONITOR			
PHYSICAL		MENTAL	
Unconscious / Ready to die	□	Unconscious / Ready to die	□
Seriously Injured	□	Seriously Injured	□
Moderately Injured	□	Moderately Injured	□
Lightly Injured	□	Lightly Injured	□

Cyberware (Alpha Clinic)

- Cybears with Hearing Amplification
- Cyberlimbs (both arms)
w/ Smartgun Link & Increased Strength (3)
- Radio
- Wired Reflexes (3)

Skills

- Armed Combat: 5
- Car: 5
- Computer: 4
- Electronics: 4
- Etiquette (Street): 5
- Firearms: 8
- Unarmed Combat: 7

Dice Pools

- Defense (Armed): 5
- Defense (Unarmed): 7
- Dodge: 6

Gear

- Ares Predator [10 (clip), 3 extra clips, Smartgun Link, 4M2]
- DocWagon™ Contract (Gold)
- Eurocar Westwind 2000
- FN HAR [20 (clip), 2 extra clips, Smartgun Link, Gas Vent 2, 5M3]
- Katana (7M3)
- Très Chic Armor Clothing (3/0)

Powers

- Low-Light Eyes

Weaknesses

- Allergy (Sunlight, Nuisance)



THE PERSUADERS

RHIANNON

Rhiannon is an Elven combat mage, who recently deserted the Tir Taimgire military. Blackwing and Rhiannon met and became casual lovers in the Tir. It was not until Blackwing was sentenced to die for treason that Rhiannon discovered how deeply she cared for the dark and forbidding Elf. Throwing her career away, she helped Blackwing escape from his prison cell and the two fled to the California Free State.

Rhiannon is quiet and reserved, with a will of iron. Though a compassionate person, generally she is disdainful of Humans. Her only loyalty is to Blackwing.

Attributes

Body: 2 (4)
 Quickness: 4
 Strength: 2
 Charisma: 2
 Intelligence: 5
 Willpower: 5
 Essence: 5.1
 Magic: 5
 Reaction: 4 (8)

Cyberware*

Boosted Reflexes: 1
 Smartgun Link

Skills

Conjuring: 3
 Etiquette (Street): 2
 Firearms: 3
 Magical Theory: 4
 Sorcery: 6
 Unarmed Combat: 2

Dice Pools

Defense (Armed): 1
 Defense (Unarmed): 2
 Dodge: 4
 Magic: 6

Gear*

Armor Jacket (3/2)
 Flash-Paks (3)
 HK227 [20 (clip), 4 extra clips, Smartgun Link]
 Ruger Super Warhawk [6 (Cylinder), 4 reloads, Smartgun Link]
 Power Focus (1)
 Spell Lock (Armor/2 successes)
 Spell Lock (Personal Combat Sense/4 successes)

Spells

Combat

Manaball: 5
 Mana Bolt: 5
 Power Bolt: 5

Detection

Clairvoyance: 5
 Detect Enemies: 2
 Detect Guns: 4
 Personal Combat Sense: 5

Health

Heal Moderate Wounds: 3
 Increase Reaction: +2

Illusion

Mask: 3

Manipulation

Armor: 5
 Confusion: 4

Powers

Low-Light Eyes

Weaknesses

Allergy (Plastic, Nuisance)

*Hypoallergenic

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



THE PERSUADERS

JOHN WHITEFEATHER

Called the Son of Coyote by his parents, John grew up amid the Salish tribe of Washington State. A thorough scoundrel and hellion while growing up, he was forced into the tribal military by his father, who hoped it would teach him some maturity. Just the opposite occurred. John took well enough to the training, but constantly rebelled against military authority. Finally, to avoid a court-martial, John deserted and made his way to Seattle, where he met Render. Blackwing hired him and Render a few months ago.

Whitefeather is fond of acting like a madman, seemingly carefree while bullets fly about him. This act hides a cold, calculating mind that only cares where the next nuyen is coming from. Whitefeather is loyal to no one but himself.

Attributes

Body: 6
 Quickness: 6
 Strength: 6
 Charisma: 3
 Intelligence: 5
 Willpower: 4
 Essence: 5.3
 Reaction: 5

Cyberware

Low-Light Retinal Modification
 Smartgun Link

Skills

Armed Combat: 3
 Athletics: 3
 Car: 3
 Computer (B/R): 1
 Electronics (B/R): 1
 Etiquette (Tribal): 4
 Etiquette (Street): 5
 Firearms: 5
 Stealth: 3
 Unarmed Combat: 3

Dice Pools

Defense (Armed): 5
 Defense (Unarmed): 7
 Dodge: 6

Gear

Armor Clothing (3/0)
 Beretta Model 70 [35 (Clip), 5 extra clips, Smartgun Links, Gas Vent 2, 4M3]
 Medkit
 Survival Knife
 Trauma Patches (2): 4

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



RENDER

Render was born and raised in the hell called the Redmond Barrens of Seattle. Abandoned by his parents, he learned the hard arts of survival at a very young age. By age 13, he had already become a cold, cynical, brutal survivor of the streets.

One day Render pulled a lunatic Human out of a knife fight with a group of Orks. Render had intended to mug the Human himself, but something about the man's attitude amused him. After getting a little protection money from the Indian, John Whitefeather, the two became partners, working the streets together.

Attributes

- Body: 7 (8)
- Quickness: 3 (7)
- Strength: 6 (10)
- Charisma: 1
- Intelligence: 2
- Willpower: 1
- Essence: 0
- Reaction: 2 (3)

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

Cyberware

- Muscle Replacement (4)
- Wired Reflexes (1)

Skills

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

Gear

- Armor Jacket (3/0)
- DocWagon™ Contract (Platinum)
- Harley Scorpion
- Range Arms SM-3 [6 (magazine), 3 extra magazines, with Smartgun Adaptor, 6S2]
- Remington Roomsweeper [6 (magazine), 2 extra magazines, with Smartgun Adaptor, 3M3]
- Smart Goggles
- Panther Assault Cannon [22(clip), 2 extra clips, with smartgun adaptor, 10D4/5S2]
- Cyro-stabilized Mount

Powers

- +1 Reach
- Dermal Armor (1)
- Thermographic Eyes

Weaknesses

- Allergy (Silver, Mild)





MEETING MARIE

TELL IT TO THEM STRAIGHT

The address leads you to the kind of deserted, god-forsaken street that is typical of the Redmond Barrens. Not a sign of life is visible, not even an occasional Devil Rat. A single, grimed-over street lamp glimmers fitfully far down the block. You're beginning to wonder about the deal you made to get the information.

You see a flight of stairs going down to what looks like a basement apartment, whose rotting door is scrawled with the word Marie. Well, what the hell, you've come this far... You start down the trash-covered stairs.

Stepping through the doorway, you enter total darkness. The only sound is the scuff of bare concrete under your feet. (**Gamemaster's Note: Anyone with lowlight cybereyes or other light source will see a narrow corridor, leading as far as they can see.**) You figure it's got to be a narrow space because the air feels—so close and heavy. With a shrug, you walk on...and on. It must be a corridor, and a long one.

Presently, you can hear other noises: electronic whirs, clicks, and hums, and the soft sigh of a ventilator system. Then, ahead, you see a figure silhouetted in a pool of diffuse white light. You could swear it wasn't there only an eyblink before.

A meter closer and the figure has detail. It is a tall, exquisitely beautiful woman dressed in a close-fitting gown of cobalt blue. Her flame-red hair falls in gentle curls to her shoulders, and her Zeiss cybereyes seem to shine with a light all their own. She watches you approach with an expectant, enigmatic smile. When you are upon her, she speaks, her voice low and husky.

"Good evening, gentlemen. I'm so glad you could come. Welcome to the Cobalt Marie."

BEHIND THE SCENES

The players have just made their way into the Cobalt Marie, one of the most exclusive establishments in Seattle. Ostensibly a fashionable night club, its clientele is small but affluent. The Marie caters strictly to the major up-and-coming and established corporations in Seattle. It offers executives a low-profile, high-security establishment where the Important and the Ambitious can disappear occasionally to relax or (more often), to discuss plans or negotiations best kept from the public eye. The Marie presents neutral ground where megacorporations can duel it out over negotiating tables with guaranteed secrecy.

What even fewer people know about the Marie is that it is not neutral ground at all. All the conference rooms are closely monitored, and the inside information obtained is offered to the most powerful corporations, giving them the advantage over their competitors. The price is never money, just the promise of

a favor at some later date. Having operated in this way for five years, the Marie's owners have accumulated numerous favors from the most powerful organizations in Seattle. Not one favor has yet been cashed in, and to this day, the identity of the person or persons who own the Marie remains a complete mystery.

In reality, there are actually four "Marie's," women who have submitted to cosmetic surgery so that they will be identical. As far as the outside world knows, only one Marie exists, and most assume she runs the place. Actually, these ladies are merely hostesses who welcome guests, conduct them to their meeting areas, bring drinks, and so forth. With the exception of the occasional live entertainer, all other club functionaries are kept out of sight.

The Marie who meets the runners is, by quirk or luck, the informer who has been supplying data to Coinspinner about Ares. As the runners do not have reservations at the club, Marie will ask each one his or her name, then inquire what is their business at "her" establishment. If the players did not pay attention to their contact's advice not to come heavily armed, Marie will also say "Gentlemen, please excuse me, but I took the liberty of having you scanned as you came down the corridor. I'm afraid some of you are carrying weapons not allowed within the club. They would be rather hard on the other guests and the furniture." Anything more powerful than a light pistol will not be permitted. Marie turns to each person carrying a heavier weapon, points to where the weapon is concealed, and instructs the character, by name, to remove it. Four Troll guards (use **The Troll Bouncer**, p. 173, **Shadowrun**) will appear from concealed positions and step into Marie's circle of light. "You may leave your weapons with these gentlemen. They will return them to you when you leave. If this is unacceptable, you may leave now."

If the player characters mention that they are looking for Coinspinner, Marie smiles and tells them to follow her. If the characters say they are here for a business meeting, she will ask what company they represent. If they say Emerging Futures, Marie asks them to follow her. If the runners mention another corp, she will ask them to leave. If they say they are with Ares, she will take them to a meeting room and then leave. Go directly to the next section, **Mr. Ares, I Presume?** If the runners say they are only here for a few drinks, Marie will ask them to leave. If the players refuse, the four Trolls will be eager to help.

In short, if the runners say they are looking for Coinspinner or mention EF, Marie will assume the team is working for Coinspinner and are trying to make contact with her (not a completely logical conclusion, but she is new to this). She will take the players into the club and to a private meeting room. Read the following to the players:

Marie smiles. "Please follow me," she says, moving off into the darkness. You follow, and after a few moments, sense you have entered another room. In the distance are the sounds of music and faint conversation.

MEETING MARIE



Gamemaster's Note: At this point, Marie insists that all flashlights be extinguished. From this point on, computers will direct weak lasers from positions on the walls to hit any character with cybereyes. Normal vision is unimpaired, but more sensitive levels such as low-light and infrared settings are reduced to an indistinct haze.

Every few meters, Marie steps through a pool of soft light, making her easy to follow. At one point, you pass a bar, softly lit in cobalt blue. Two men and women, obviously extravagantly paid bodyguards, eye you over their drinks. At another point, you pass a flicker-lit doorway to another room on your left. Then, suddenly, you are in a well-lit, luxurious conference room. A circular, smoke-glass table sits in the center of the room, ringed with plush executive chairs. A small computer terminal is recessed into the table opposite each chair, and you guess that a trid projector is probably in the center of the table. A fully stocked bar sits in an opposite corner of the room, with yet another trid projector in another corner. Couches and chairs line the near walls, probably for the benefit of aides and bodyguards.

You file in. Marie turns and flips open a panel in the wall by the doorway. Pressing her thumb to a keypad, she touches a few buttons. A heavy steel door closes on the doorway and a light hum fills the air. She turns, all pretense of glamorous sophistication completely gone.

"The room is really secure," she says, "but I don't know for how long. Central can override these controls, and I think they might be on to me. You're obviously working for Coinspinner. Where the hell have you guys been?"

Unless a couple of really fast thinkers are among the runners, this speech leaves them dumbfounded. Even if someone does respond, Marie interrupts impatiently. "Look, never mind about that now. Like I said, I don't know for sure, but I think they're on to me. It's getting too risky, and these people play for keeps. I can't pass your boss any more information. If he wants to know anything more about Ares' plans, he'll just have to find out by himself."

At this point, the humming stops suddenly and the metal door opens. In step four men. Two Troils in heavy armor, carrying submachine guns stand just outside the door. Go to the next section, **Mr. Ares, I Presume?**

MARIE

The mysterious owners of the Cobalt Marie hired the beautiful ladies who play Marie for their ability to charm as well as their ability to fight. Delivered from the mean streets, these women underwent cosmetic surgery to become as identical as possible in appearance (the slight differences are almost impossible to detect). This was done to maintain the illusion that Marie would be there 24 hours a day to receive the corporate men with a smile. It is part of the club's image and part of a tactic to keep any corporate analysts in doubt as to who or how many people work at the Marie. Should someone try to force his way into the Marie, these ladies can call on a wide range of combat training. Because of their intensive reconditioning and similar training, statistics for the Maries are identical.

B 5 **Q** 4 **S** 4 **C** 6 **I** 4 **W** 6 **E** 5.04 **M** — **R** 4 **Armor** —

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 3, Etiquette (Corporate) 8, Firearms 4, Negotiation 6, Unarmed Combat 6

Cyberware: Cybereyes, Hand Razors, Radio

Gear: DocWagon™ Contract (Platinum)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

DEBUGGING

The only real problems that the player characters could encounter here would be to get thrown out at the door, or worse, to get into a fight with the guards. If a fight does start, refer to the maps in **Through the Back Door**, p. 34. In short, the characters can either leave or fight and die. Any other way into the Marie besides breaking in becomes impossible. Once the characters are turned away or have shot their way out, the gamemaster should point this out. They can still break in (see **Through the Back Door**).

MR. ARES, I PRESUME?

TELL IT TO THEM STRAIGHT

The humming suddenly stops as though the wires had been cut, and the heavy steel door whooshes open. In step four men. Two are corporate types, probably mid-level sararimen, and two are samurai, looking sleek and lethal. Four Troll guards stand just outside the door, armed and dressed to party. Alarms start to scream inside your head...punch out, chummer, punch out!

The two corpors snap on plastic smiles that don't quite match their cold, crystal eyes. One of them turns to Marie and speaks in a quiet voice. "Thank you, Marie. I believe there are some people outside who want to talk to you." Marie pales visibly, then steps outside. You see one Troll take each of her arms, and the door slides shut. "Please be seated, my friends," says the first corper, his smile plastic as ever. "We have some things to discuss."

The corpors take seats at the table. The two samurai stand to either side of the door. You don't have to guess at what those large, lethal-looking bulges under their armored trenchcoats might be.

BEHIND THE SCENES

The Ares men are part of a team that has been awaiting the EF negotiating team's return to the Marie. (Though their intelligence is good, Ares knows nothing yet of EF's internal shakeup. They know that the project's star test subject has escaped and that Coinspinner has evidently disappeared.) After the leak that betrayed Ares' surprise attack on EF's research facility, the bosses at the Marie narrowed down the possibilities of who could be the leak, and uncovered the informer. That Marie was then kept under surveillance until she might show any suspicious activity, such as the little dialogue with the players. Despite the room's white-noise generator, the Marie's security was able to partially overhear her conversation with the runners, obtaining enough information to identify this Marie as the leak. Though they did not overhear enough to learn who the runners were working for, the Ares people automatically assume the players are working for EF. (Isn't paranoia great sometimes?)

The two corp men wait until the runners are seated, then the one with the briefcase begins to pass out dossiers to the characters. Each dossier contains complete information on each runner's vital statistics as well as a meticulous log of the characters' past exploits. (This data was faxed over from the Knight Errant's intelligence section at the request of the corpors when the players team arrived at the Marie.) After letting all this sink in, the other corporate man will speak.

"Now then, 'chummers,' I'm going to assume you are all professionals, so this won't take long. We know *exactly* who you are and who you are working for. First, we want you to go to your superiors and tell them that their leak at the Marie has been plugged. We know that the project's only test subject has escaped and that their negotiator has apparently disappeared. We will, no doubt, find both of them soon, and then we might learn some very interesting information. Very soon, Emerging Futures will be out of options."

The two corporate men will rise and head for the door, which a samurai opens for him. Before going out, one of the corpors will turn and say, "We also want you to consider finding another means of employ. In the near future, working for Emerging Futures may not be very healthy." With that, the corpors and their guards leave.

Afterward, another Marie enters the room. She looks and acts just like the informer, but the player characters sense that she is a different person. She asks the group whether anyone would like a drink.

If the runners wish to leave, Marie will lead them out the way they came in. She will not let them roam around unattended, nor will she take them anywhere else. If the characters become unruly, heavily armed Troll guards will arrive to quiet things down.

DEBUGGING

This is an opportunity for the player characters to learn some important clues about the overall situation, provided they are willing to sit and listen to the Ares people. The corporate men will answer no questions, and once they start talking, they will simply ignore any interruptions. If the players try to get physical with the Ares men, the samurai will draw Ingram machine pistols. One of them will shoot the most threatening character while the other covers the rest of the party. If the players insist on pressing the fight and it looks like the samurai might lose, two Trolls will enter the room to help break things up. Use the **Street Samurai**, p. 46, **Shadowrun** for the bodyguards' statistics. Statistics on the Troll guards are found in **Through the Back Door**, p. 36. The guards will not try to kill the runners, but will continue shooting until the team backs down. The corporate men will not join the fight, taking cover under the table until the shooting stops. Once the fight is over, the corpors and the samurai leave, and all the runners will know is what they were told before pulling their weapons. A Marie then enters the room and administers medical care.

It is not vital that the runners gain the information that the Ares men can provide. This information would sketch out certain directions the team might pursue and illuminate some of the forces at work, but no more. The players team still has the option of going in through the club's back door to find out more.

THROUGH THE BACK DOOR

TELL IT TO THEM STRAIGHT

It took you a while to track down the exact location of the Cobalt Marie. Its "front entrance" was at least 100 meters from the club itself. But even with that knowledge, you couldn't find the club. Finally you spotted a Real Foodstuff delivery truck in the neighborhood and followed it to the back of a burned-out building. The truck honks four times and a set of doors open to let the truck back in. You have finally found a back door into the Marie.

BEHIND THE SCENES

Once the player characters have spoken to Marie, they may decide to take her up on the offer to learn more information about the club on their own. They may decide not to enter the club the easy way at all. Instead, they may decide to break in then and there, and get what they want.

If the runners have already walked down the entrance corridor, they should realize that the Marie proper is located a significant distance from the front entrance. From that point, they will find the Marie's back door—a ruined, burned-out, rat-infested apartment building.



If the players have not gone down the corridor, make them work for the location of the back entrance. Have them search the neighborhood and run into squatters and the like, who give them bum information for a two-nuyen bribe and then vanish. This is also a good time to run an encounter with Blackwing's team from **The Persuaders**.

If the players group can find the front entrance and decides to attack that way, the gamemaster should warn them about the possible dangers of a frontal assault on a place that regularly hosts major corporate executives.

The security at the Marie is very tight. Physical security combines cameras and manned patrols. Roving astral mages provide magical security. Before they can physically enter, the team needs to get control of the cameras via the Marie's computer system.

BUILDING SECURITY

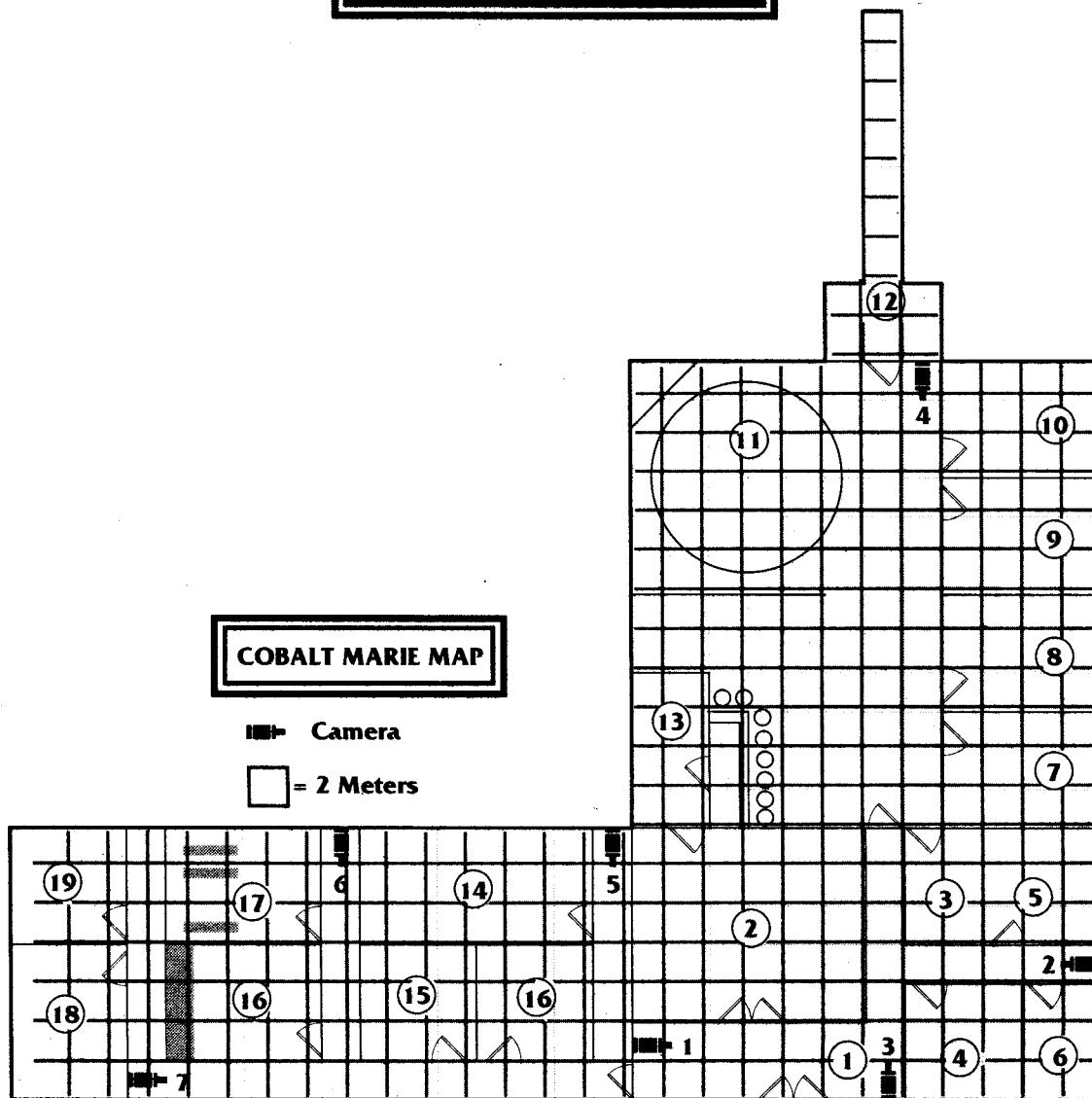
As stated above, the Cobalt Marie makes its nuyen from its reputation as a safe, private place where powerful people can meet to make deals better kept out of the public eye. To put it mildly, security in this establishment is heavy. The Marie employs 13 security personnel, all Trolls who have been cybered up at the Marie's expense. Also, the feminine Maries have all undergone combat training, and are always armed. The guards' first priority upon detecting intruders is to surround and capture them for interrogation. If capture is not possible, the guards are to use lethal force. Any other Marie personnel will only try to send an alarm and then run upon sight of an intruder.

Security Control monitors and operates all security equipment. This includes the detection apparatus lining the corridor leading to the Marie's main entrance, as well as the low-level "blinding lasers" in the main room and the security cameras in the back rooms. The lasers in the main room are too low-powered to do anyone actual damage, nor is it possible to increase their power in order to do so.

If a general alarm occurs, the guards stationed at Security Control will use the cameras to locate the attackers, then close in. The Trolls will not rely on subtlety. They will first attempt to close with the intruders and bludgeon them into unconsciousness. Once the first Troll is killed, however, all bets are off and the guards will use their assault rifles. For statistics on the guards and Marie, see below. For the technicians, use the **Dwarf Techniclan**, p. 166, **Shadowrun**.

Once the runners have gotten the information on Coinspinner from the Marie, and have found out about the Redmond Arms, they should go to **So Close**. If the characters have activated a general alert during their raid, physically or in the Matrix, or if they steal the trideo disk rather than making copies of it, Ares will get to Coinspinner before them. If the characters slip in and out without alerting Marie security, they can get to Coinspinner before Ares shows up.

THROUGH THE BACK DOOR



COBALT MARIE MAP KEY

Back Door (1)

This is the back loading entrance into the Marie. The maglocked steel doors are Barrier Level 20. The runners can attempt to run a bypass on the lock if someone succeeds at an Electronics (8) Test. If the character fails the test, an alarm goes off at Security Control (Room 14), warning of unauthorized entry. The door opens into a loading area. Except for a few handcars, the area is empty. Doors lead to storage, the main club area, and the "back areas." The door to the "back area" is locked. The team may attempt a bypass on this door similar to the one on the back door.

Storeroom/Kitchen (2)

This is the main storage area for the club and the kitchen. The door is not locked. Crates of food and liquor are stacked floor-to-ceiling along the walls, leaving narrow walkways between.

Waiting Room (3)

The door to this room is not locked. If the club is featuring live entertainment, any band members and hangers-on wait here for showtime. The room is empty.

Star's Dressing Room (4)

This room is used when the club features live entertainment. The door is unlocked and the room empty.

Apartment (5)

Because the Marie operates 24 hours a day, the club always keeps two of its four Maries here, operating them on twelve-hour shifts, rotating pairs every two weeks. This is a small but luxuriously furnished apartment, consisting of a one-room sleeping/living area and a dressing room/bathroom. No one is present.

Apartment (6)

This is an apartment similar to Room 5, but it is occupied. The door is locked with a Rating 5 maglock. A Marie is resting here. On a successful Intelligence (5) Test, she will hear activity at the door. She will attack the players immediately.

THROUGH THE BACK DOOR

Marie

B Q S C I W E M R Armor
5 4 4 6 4 6 5.04 — 4 —

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4

Skills: Armed Combat 3, Etiquette (Corporate) 8, Firearms 4, Negotiation 6, Unarmed Combat 6

Cyberware: Cybereyes, Hand Razors, Radio

Gear: DocWagon™ Contract (Platinum)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Meeting Areas (7 - 10)

These rooms are the negotiating areas. A large conference table with an integral holounit sits in the middle of the room. A small bar runs along one wall. If the runners make a successful Intelligence (5) Test, they will notice a small concealed door by the main door. Opening it reveals controls to a steel door (Barrier Level 20) that closes off the room and controls to a white-noise generator (Rating 12). Activating either will set off a light at security control. The guards will notice and investigate on a successful Intelligence (8) Test. Both controls can be overridden from Security Control. Each meeting room is also protected by a Rating 10 astral barrier.



Dance Floor (11)

This area has a holostage and sim players. The area is empty.

Main Entrance (12)

This ten-meter hallway leads to the main doors of the club. If the player characters enter the hall, Security Control will automatically detect them; the guards ahead of them will be warned of what weapons the runners are carrying. Two Troll guards stand in each alcove, waiting to welcome the "guests." Once the players are detected, the Marie on duty will also come to welcome/interrogate the guests. (For the exact procedure, see **Meeting Marie**, p. 31) The main doors are locked, but can be opened with the magcards that Marie and one of the guards carry.

Troll Security Guard (Two)

B Q S C I W E M R Armor
7(8) 3(7) 6(10) 1 2 1 0 6 2(3) (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7

Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6

Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)

Gear: FN HAR[20(Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Bar (13)

The bartender is here, cleaning glasses. The Marie on duty is also present, sipping something lightly alcoholic, awaiting her next guests.

Marie

B Q S C I W E M R Armor
5 4 4 6 4 6 5.04 — 4 —

Dice Pools: Defense (Armed) 6, Defense (Unarmed) 6, Dodge 4

Skills: Armed Combat 3, Etiquette (Corporate) 8, Firearms 4, Negotiation 6, Unarmed Combat 6

Cyberware: Cybereyes, Hand Razors, Radio

Gear: DocWagon™ Contract (Platinum)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

THROUGH THE BACK DOOR

Security Control (14)

The door to this room is not locked. A technician, a mage, and four Troll Guards are here. The mage is in a trance, his astral spirit patrolling the facility. A computer terminal and monitoring stations for the security stations and sensors are also here. The positions of the eight security cameras are posted on the Marie map. A camera will most certainly catch the players team moving around. If the characters move into view, the guards will notice and investigate on a successful Intelligence (8) Test, with two Trolls sent to investigate. The Marie often gets surprise guests, and the technician assumes that if these unexpected persons can get around without setting off any alarms, they must be all right. (The guards are just a little overconfident in their security.) Four magcard passkeys are in this room.

Troll Security Guard (Four)

B 7(8) **Q** 3(7) **S** 6(10) **C** 1 **I** 2 **W** 1 **E** 0 **M** 6 **R** 2(3) **Armor** (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6
Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)
Gear: FN HAR [20 (Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

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

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

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

Security Mage (One)

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

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 1, Dodge 2
Skills: Conjuring 6, Etiquette (Corporate) 4, Firearms 1, Magical Theory 6, Negotiation 4, Sorcery 6
Spells: Heal Severe Wounds 3, Mana Bolt 6, Powerball 6
Gear: Armor Jacket (5/3), Ares Slivergun [30 (Clip), 3 spare clips, 2M3]

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

Rest Area (15)

One Troll guard is in this room, lounging about, along with two technicians.

Troll Security Guard (One)

B 7(8) **Q** 3(7) **S** 6(10) **C** 1 **I** 2 **W** 1 **E** 0 **M** 6 **R** 2(3) **Armor** (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6
Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)
Gear: FN HAR [20 (Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

Armory (16)

This is the security armory. The door may be bypassed (Target Number 10), but an alarm will go off at Security Control when the door opens. If the players get in, they will find ten FN-HAR rifles, four Uzi Ills, and two Ingram LMGs, with a thousand rounds for each. There also 25 concussion grenades in crates marked "UCAS Military Forces."

Computer Room (17)

This door is locked with a Rating 9 maglock. Two Troll guards are here, along with two technicians. This room houses the CPU for the establishment. Any damage to the CPU in combat will crash the entire system and alert Security Control.

Troll Security Guard (Two)

B 7(8) **Q** 3(7) **S** 6(10) **C** 1 **I** 2 **W** 1 **E** 0 **M** 6 **R** 2(3) **Armor** (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6
Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)
Gear: FN HAR [20 (Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

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

Monitoring Room (18)

This door is locked with a Rating 9 maglock. A Troll guard is here. The monitoring devices are shut down because no negotiations are in progress. Any character making a successful Electronics (4) Test can identify and activate the machinery. Different screens will reveal hidden cameras and listening devices in all the negotiation rooms. Trideo recorders sit along one wall, but no trideo disks are present.

Troll Security Guard (One)

B Q S C I W E M R Armor
7(8) 3(7) 6(10) 1 2 1 0 6 2(3) (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6

Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)

Gear: FN HAR[20(Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

Main Office (19)

This is the Marie's main office. The door is locked, and cannot be opened by Marie's magcard. The Target Number is 9 to bypass the maglock. Behind the office desk is a safe whose door has a Barrier Rating 24. Anything strong enough to blow it open will destroy the trideo disks stored inside. On the desk is a report that reads:

Security Analysis: ref Marie (Informer). Subject was definitely made an informer by Emerging Futures, method unknown. Subject revealed the true function of the club, and may have revealed locations of monitoring apparatus and trideo storage. Per orders, subject has been terminated.

Trideo Editing/Storage Room (20)

A Troll guard and two technicians are here. Trideo editing equipment fills the room. One wall holds a large safe, currently open. The safe contains 50 trideo disks, each dated and naming the corporations monitored. Four of the disks are marked "Emerging Futures." One is also marked "Backup disk, Emerging Futures." If the team wishes, they can replay the disks on a regular trideo player or else on the equipment in the room. The disks reveal taped conversations between Coinspinner and his negotiation team. From the conversations, the characters will have no trouble figuring out that Coinspinner was using tactics to stall the negotiation process with Ares, for unknown reasons. It is mentioned twice that he is the proxy to "the Chairman," but the Chairman's identity is never revealed. The runners also learn that Ares is trying to make Emerging Futures stop the "Cerberus Project," and to destroy all its records to prevent a possible scandal that could severely hurt Ares. While the players are

watching the trideo, have them make an Intelligence (6) Test. If successful, they note that Coinspinner occasionally takes out a lighter and tosses it about in his hands. The lighter shows a symbol, a gold "RA," surrounded by olive branches. A close-up of the symbol also shows the words "est. 1851." It is obviously the symbol of some kind of business operation. The players could probably find out what by checking their street contacts.

Troll Security Guard (One)

B Q S C I W E M R Armor
7(8) 3(7) 6(10) 1 2 1 0 6 2(3) (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6

Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)

Gear: FN HAR[20(Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

Guard Patrols

A pair of Trolls are patrolling the area at any given time. When entering a new area, the gamemaster rolls 1D6. On a 1, the players encounter a pair of guards.

In addition, at least one mage is also patrolling the Marie in astral space. His or her physical body is in Room 14, Security Control. He is randomly moving through the facility. When the characters enter a new area, either physically or astrally, the gamemaster should roll 2D6. On a result of 10 or more, the security mage encounters them. The security mage will attempt to return to his body and alert the guards.

Troll Security Guard (Two)

B Q S C I W E M R Armor
7(8) 3(7) 6(10) 1 2 1 0 6 2(3) (6/4)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7
Skills: Armed Combat 3, Etiquette (Corporate) 5, Etiquette (Street) 4, Firearms 5, Stealth 3, Unarmed Combat 6

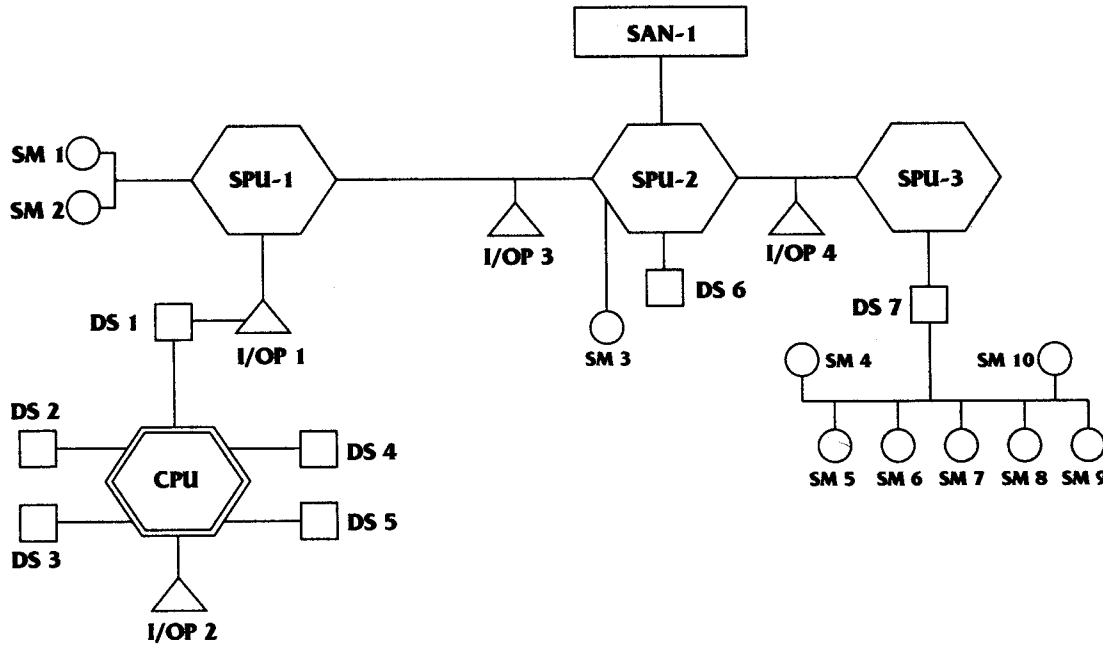
Cyberware: Muscle Replacement (4), Radio, Smartgun Link, Wired Reflexes (1)

Gear: FN HAR[20(Clip), 3 spare clips, Smartgun Link, 5M3], Sap [10M2 Stun], Light Security Armor (6/4)

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

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

THROUGH THE BACK DOOR



DECKING MARIE

If the players have a decker and they want to try to deck into the Marie's computer system, the decker must first obtain the club's system address. He must consult his contacts, making an Etiquette (8) Test. If he succeeds, have the decker make a Negotiation (7) Test. The decker has found the address, and the data costs ¥2,000 nuyen, minus ¥500 for every negotiation success the decker makes.

If the decker succeeds in getting the address, consult the system map below.

COBALT MARIE SYSTEM KEY

CPU = Central Processing Unit
DS = Datastore
I/OP = Input/Output Port
SM = Slave Module (Slave Node)
SPU = Sub-Processor Unit

SAN-1: Connects Marie system to the Matrix. Red-6, Barrier 5.
SPU-1: Security main processing unit. Red-5, Barrier 5, Trace and Burn 5
DS 1: Security subprograms. Orange-7, Access 7.
SM 1: Controls sensors and blinding lasers. Red-5.
SM 2: Controls security cameras. Red-5.
I/OP 1: Security data terminal. Orange-7, Access 7.
CPU: Main Processing Unit for the Marie. Red-6, Barrier 6, Trace and Burn 6.
DS 2: Processor subprograms. Red-6, Barrier 6, Blaster 6.
DS 3: Processor backup programs. Red-6, Barrier 6.
I/OP 2: Data terminal in main office. Red-6, Access 5
DS 4: Surveillance records. Red-7, Scramble 7. This node contains the same information that can be retrieved from Room 20. It takes up 2 mp.
DS 5: Backup records. Red-7, Scramble 7. This node contains the same information that can be retrieved from Room 20. It takes up 2 mp.

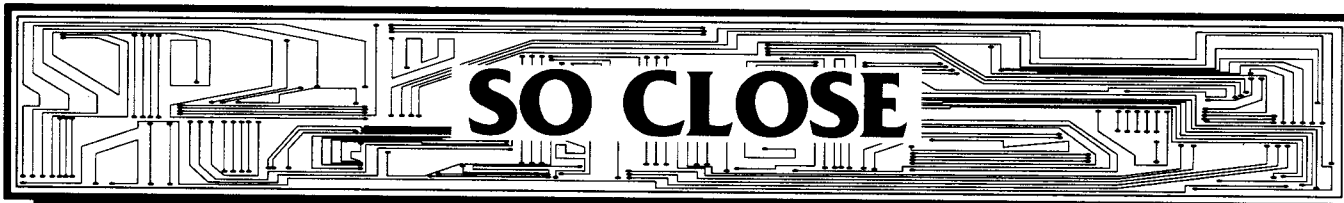
SPU-2: Entertainment Systems Subprocessor. Green-4, Access 4
DS 6: Processor subprograms. Green-4, Access 4
SM 3: Controls holostage. Green-4, Access 4
I/OP 3: Data terminal behind holostage. Green-4.
I/OP 4: Data terminal behind bar. Green-4.

SPU-3: Monitoring/Surveillance systems subprocessor. Red-6, Barrier 6
SM 4: Camera 1 Red-7
SM 5: Camera 2 Red-7
SM 6: Camera 3 Red-7
SM 7: Camera 4 Red-7
SM 8: Camera 5 Red-7
SM 9: Camera 6 Red-7
SM 10: Camera 7 Red-7
DS 7: Monitoring systems subprograms. Red-6, Barrier 6, Trace and Burn 7

DEBUGGING

The Marie is a tough place to break into because of the nature of its business. Going in with guns blazing will draw runners a response that should shut them down quickly. With the proper use of stealth, however, the characters might be able to get in and out with little problem. The Marie's security could easily wipe out the players team, but the gamemaster should give the players the chance to make a fighting escape if things go completely downhill. If the characters do not have the magcard when they try the break-in, play the security properly, but be merciful. They will have a difficult time getting the data out, but give them a chance. Make security a little overconfident and either slow to react or slow to commit a large part of their forces.

If the runners fail utterly to get the data on how to find Coinspinner, the gamemaster can always have a contact come through at the last minute to give the runners the address of the Redmond Arms.



TELL IT TO THEM STRAIGHT

The address of the hotel on Coinspinner's lighter lies dead center in a burned-out section on the western edge of the Redmond Barrens, a place of disease and dog-sized rats. The minute you start to wander down the debris-strewn streets, you feel eyes watching you from all around. Hungry eyes. Just at the edge of your vision, small, hunched shapes dart among the piles of broken stone. Rats or men? When you turn to look, nothing is there. You continue on, safeties off, looking for anything intact enough to be a hotel.

If the runners activated an alert at the Marie or if they stole the trideo disks rather than copying them, read them the following.

Soon enough, you find more than you bargained for. You turn a corner, arriving almost at the center of the district, and see a short street lined with urban personnel carriers bearing the Knight Errant logo. Knight Errant security troops in full armor are boarding the APCs, while yet more groups armed with heavy weapons stand about on either side of the street. With a high-pitched whine, a K-E chopper lifts from farther down the street and heads off quickly, skimming rooftops. It is just then that you see the building you're looking for—the Redmond Arms Hotel, a sagging concrete structure that is in little better shape than the rubble around it. A group of men in plainclothes and Knight Errant badges are picking their way down its steps.

It seems you have arrived at the party a little too late.

If the characters did not activate an alert at the Marie or took only copies of the trideo disks, read the following.

You turn a corner, coming almost to the center of the district, and see a short street. On one side is a six-story hotel whose bricks are crumbling and mortar falling away. You enter the lobby. Ten nuyen later you have Coinspinner's room number and head up the stairs. You give a quick knock on the door, which is answered by a deep voice cracking with age. "Yes?" the voice calls out.

BEHIND THE SCENES

If the runners were able to get in and out of the Cobalt Marie with no pyrotechnics (see **Through the Back Door**, p. 34), then getting to Coinspinner will be a breeze. All the characters need do is mention Elio hann or even just the word Dragon, and Coinspinner will let them in. He will explain everything that is going on. Once he has finished, make an Intelligence (2) Test for all the players. If successful, they will see and hear a convoy of Knight Errant Citymasters coming toward the hotel, giving them plenty of chance to get away. As they leave, they overhear a

Knight Errant officer mention another team securing the Dragon at Seattle General. It did not take much for Knight Errant to put two and two together. It would have been hard to miss news of a Dragon smashing into the city's central hospital. They also found out about EF's aborted attempt to eliminate Elio hann in the lab. Go to the **Rescuing Coinspinner** section, p. 42 of **The Rescue**.

If the characters broke into the Marie in a more obvious manner, the people at the Marie decided it was time to cover their own butts by giving the main trideo of Coinspinner's conversations to Ares. (The people at the Marie knew all along about the Redmond Arms, but were holding out on Ares in hopes of getting more favors out of them.) With Knight Errant's resources, it took almost no time for Ares to find the Redmond Arms Hotel. A fast-reaction force was assembled and the area around the Arms cordoned off within the hour. When they came for Coinspinner, the Ork didn't even consider resistance.

Knight Errant will take Coinspinner to a little-known safehouse in the south end of the city, away from any risk of exposure to the press.

If the runners approach the building, a Knight Errant investigator emerging from the hotel will meet them on the steps. He is a short, bald man wearing spectacles and a synth-leather trenchcoat. Blocking the team's progress, he smiles arrogantly and addresses the leader of the group directly.

"Well, well, well! If it isn't (leader's name) and friends. It's a pleasure to finally meet you in person. What a coincidence we should encounter one another in this god-forsaken place. But wait, I think I know why you're here. I'm very sorry, but Mr. Coinspinner won't be able to see you today. He's made other plans. He's going to be staying with some associates of mine for a few days. We're going to have a nice, long talk."

The man then walks down to a waiting APC, its machine gun turret trained on the party. Before he leaves, or before the players get out of earshot, he calls out:

"By the way, I wouldn't advise your continuing acquaintance with this man. In fact, I suggest you drop this whole business immediately. You are amateurs in a game of professionals, and you're about to get in way over your heads." With that, he leaves.

If the player characters enter the hotel, they find the front room deserted. A single corridor leads off under a sagging roof to the only five rooms the hotel has. All are empty. The last one, Number Five, appears, even to the untrained eye, to have been thoroughly searched.

At this point, the characters have only three options. They can run down any other clues they haven't already pursued (the jeweler or EF headquarters). They can go after Coinspinner. They can give up and tell the Dragon what they have found out, essentially failing their mission. The gamemaster should remind the players that backing down now from Ares and Knight Errant

SO CLOSE

could damage their reputations on the street. He should also inform them through any character with corporate experience that Knight Errant will probably spirit Coinspinner off to a safe house for interrogation to avoid any possible press leaks. A raid on such a place is possible. Their contacts could probably find out where Coinspinner was being kept, for the right price (see **Legwork**).

If the players decide to go after Coinspinner, commend them on their guts and go to **Legwork** to learn the location. Then proceed to **The Rescue**, the next section.

DEBUGGING

The only thing that can go wrong at this point would be for the characters to attack the Knight Errant troops. If they try, remind them that about 75 heavily armed, gung-ho troops are in the area, plus five armed APCs. If the players think these are good odds, shake your head, obliterate them, and proceed to **Picking Up the Pieces**, p. 51.

If the players decide to throw in the towel at this point, proceed to **Picking Up the Pieces**.



THE RESCUE

BEHIND THE SCENES

Once the players work up the courage to go after the proxy at the Knight Errant safehouse, it won't require much street work or nuyen to get the address. It is a small townhouse on the outskirts of Seattle in the Beverly Park neighborhood of Everett. Out in the country, so to speak.

BUILDING SECURITY

The Knight Errant personnel are not expecting any trouble. Who in their right mind would attack a safe house in the middle of an upper-class neighborhood? Six Knight Errant guards and two interrogators are in the townhouse. A small "security station" in the living room consists of monitors for the two security cameras mounted on the front and back doors. The guards will call for help if attacked, then fall back to the upper floor to guard the prisoner. If the guards can hold out for 15 minutes, a Knight Errant Urban Reaction team will show up, with 40 troops in four Citymasters (p. 134, *Shadowrun*). The guards have been told to protect the prisoner, but they will not hesitate to turn him over to the runners in exchange for their lives if the situation turns against them. Coinspinner has given Ares all they're going to get, and they know it.



RESCUING COINSPINNER

Once the players free Coinspinner, either through rescue from the safehouse or by getting to him before the Knight Errant troops arrive at the Redmond Arms, he will become quite frantic. The aged mage begins to jabber about how the Ares people found out where the Dragon was. He tells the players that Ares must be heading out to the hospital right now! They have to rescue the boss! Because Coinspinner is legal arbiter of the Dragon's fortune as a proxy, he is able to offer the players as much money as they want to take the job! Money is no object! If the players take the job, with nuyen signs dancing in their eyes, move on to **Another Rescue?** and the climactic battle. Coinspinner will take a weapon and accompany the players. If the players have any questions about what is going on, Coinspinner will answer them, supplying information found in the adventure synopsis section of the **Introduction**.

SAFE HOUSE MAP KEY

FIRST FLOOR

Living Room (1)

One guard is here, watching trideo and occasionally checking the camera monitors beside him. If the players happen to be loitering around the outside door, he will notice them on a successful Intelligence (8) Test.

Knight Errant Security Guard (Two)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

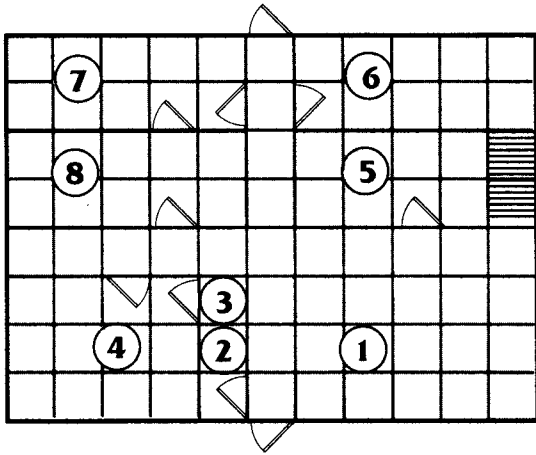
Partial Heavy Armor (6/4)

Survival Knife (7L3)

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

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

THE RESCUE



first floor = 1 Meter

Closet (2)

Closet (3)

Study (4)

The one guard in this room is reading a book, his feet propped on a desk in the corner of the room.

Knight Errant Security Guard (One)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Frenzy state	Unconscious Frenzy state Lacerations
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Storage (5)

Laundry Room (6)

Kitchen (7)

Two guards are here, making sandwiches and talking.

Knight Errant Security Guard (Two)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Frenzy state	Unconscious Frenzy state Lacerations
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

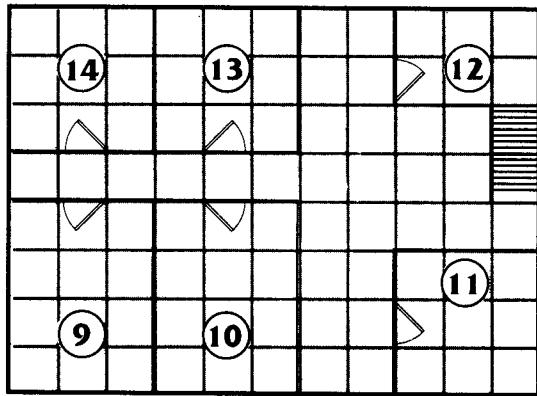
CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Frenzy state	Unconscious Frenzy state Lacerations
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Dining Room (8)

The one guard here is playing solitaire on the dining room table.



THE RESCUE



second floor = 1 Meter

SECOND FLOOR

Master Bedrooms (9 – 10)

The two interrogators are in these rooms, asleep.

Knight Errant Interrogators (Two)

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

Dice Pools: Defense (Armed) 1, Defense (Unarmed) 6, Dodge 5

Skills: Etiquette (Corporate) 5, Firearms 7, Interrogation 5, Unarmed Combat 6

Gear: Ares Predator II [15 (Clip), 2 extra clips, Laser Sight, 6M2], Lined Coat (4/2)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Storage Closet (11)

Master Bathroom (12)

One guard is in here.

Knight Errant Security Guard (One)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4

Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Radio, Muscle Replacement (2), Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

CONDITION MONITOR	
PHYSICAL	MENTAL
Unconscious Possibly dead	Unconscious Further damage Causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

Guest Bedroom (13)

Guest Bedroom (14)

Coinspinner is here, sedated.

DEBUGGING

If by sheer bad luck, the players are on the losing end of the attack, the gamemaster can always have Coinspinner even the odds by popping off a spell or two at the guards' backs.





ANOTHER RESCUE?

BEHIND THE SCENES

Within hours of discovering the Dragon's location, the Crisis Team at Ares Macrotechnology was alternately jumping for joy and kicking themselves because the creature had been practically under their noses the entire time. Upon inquiry, the megacorp discovered that the Dragon was still too injured for release from the hospital. Wanting to keep it under very close watch, Ares bought the hospital's security contract from Lone Star at an incredibly high price. Knight Errant became the guardian of Seattle General Hospital and moved its people into place to protect the Dragon.

The Crisis Team had come up with a strategy to make it appear to the world that EF had been conducting illicit experiments without Ares' knowledge, tried a very bloody cover-up, and that Ares intervened in the humane interests of the Dragon. After all, Ares had the project files with Emerging Futures written all over them and they could produce Coinspinner to attest to attempts on the Dragon's life. Besides, this was not so far from the truth. As a final touch, the Crisis Team sent a representative to discuss a working arrangement that would allow the Dragon to play with all the technology it wanted, even engage in Matrix simulations, as long as the Dragon became a "researcher" for Ares and sold them his interest in EF. The Dragon did not hesitate. Final arrangements for the deal are being signed just when the runners burst into the hospital, bent on rescuing the Dragon.

Blackwing's team has also located the Dragon and is attempting to fulfill its contract with EF by eliminating the Dragon. As chance has it, their assault comes at the same time that the player characters are attempting their rescue.

GETTING IN

Before the players team makes its rescue attempt, the gamemaster may want to suggest that they come up with a plan of attack. By now, the team should be expert at this kind of thing. With Ares agents likely to be in the building, just walking in the front doors and heading up to see the Dragon might not be too wise.

The team might consider a rooftop approach if they have the means to get up there. They also must consider how to get the Dragon out once they get to it.

Again, if the team has a decker, he might try to penetrate the hospital's computer net. The system address is easy to get, but upon investigation, the runners discover that the hospital's System Access Node has been disconnected from the general Matrix. The hospital system is isolated.

BUILDING SECURITY

Ares wants hospital security to be heavy, but does not want to attract undue attention. Security on all floors except the Dragon's is normal, with two guards at the nurse's station on every floor. The top floor, however, is a different matter. Thirty of Knight Errant's best are here, alert to the slightest hint of trouble. Knight Errant expects at least one attempt on the Dragon before it leaves the hospital. They theorize that Emerging Futures might attack the Dragon in a final attempt to prevent a possible scandal.

If anything remotely suspicious occurs on any of the hospital floors, the guards on that floor immediately warn the top-floor guards. As before, have the guard make an Intelligence Test for each weapon the runners are trying to conceal. The target number is the weapon's Concealability Rating. No weapons are allowed in the hospital.

Once the alarm is sounded or gunfire erupts, the guards on the top floor will simply stay at their posts and wait for the intruders to come to them. They are confident that their numbers and skill are enough to stop any attack. They are ready for anything.

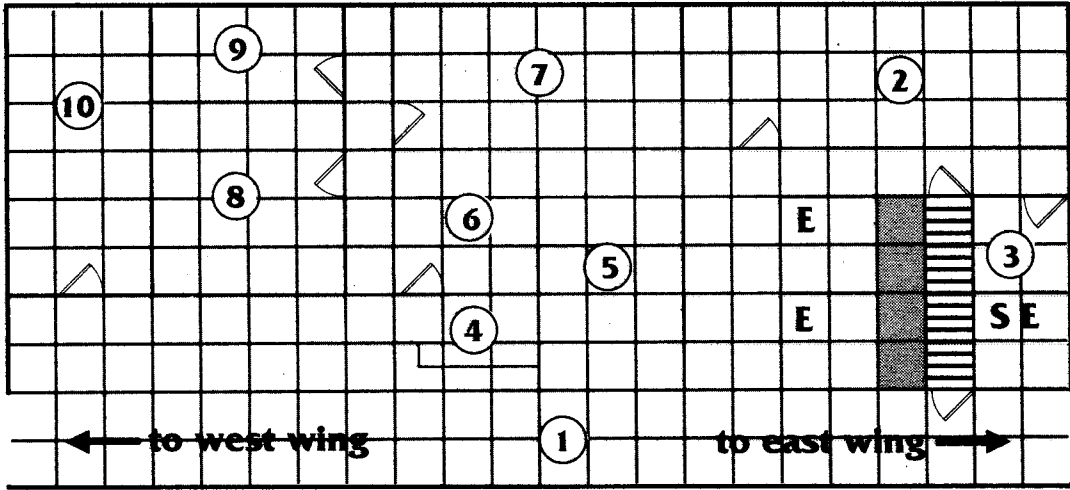
BLACKWING'S TEAM

What no one is ready for is Blackwing's last-ditch attempt to kill the Dragon for Emerging Futures, which comes at the very moment the players group is attempting a rescue. The gamemaster should, for the purposes of drama, have Blackwing's team make its attack in a manner almost identical to that of the players group, so that the two teams start off almost in the same place at the same time. (If the runners have managed to kill off any of Blackwing's team during the course of the adventure, fill out the ranks with **Mercenary** archetypes, p. 40, **Shadowrun**.)

Now the race is on. Blackwing's team is after the Dragon, and the players are after Blackwing's team to keep them from getting to the Dragon. Both are trying to get past the Knight Errant guards in the way. The gamemaster should milk this situation for all it is worth. For example, both teams might at times stop shooting at each other long enough to take on the Ares guards in the area, then get back to killing each other. Another factor is the orderly, David Childers. He has not been allowed near the Dragon since the Ares men arrived, so he is sure that they mean it harm. Having smuggled an Uzi III in through the service entrance, he is now hanging around, waiting for a chance to shoot his way in and save the Dragon. Childers is not located on the hospital map. The gamemaster can use the orderly as a surprise ace-in-the-hole who shows up shooting when the players need help the most.

When the players finally reach the Dragon, a cruel surprise awaits them. The Dragon has made some new friends, these wonderful people from Ares. Why would he want to be rescued? At that point, proceed to **Picking Up the Pieces**, p. 51.

ANOTHER RESCUE?



Seattle General Hospital: 14th floor Lobby Area = 2 Meters

- Nurses Station/Emergency Supplies (4)**
Four nurses are in this room, along with emergency first aid supplies.
- Computer Room (5)**
This room contains the hospital's mainframe computer. The door is locked with a Rating 8 maglock.
- Wheelchair/Gurney Storage (6)**
- Cleaning Supplies Storage (7)**
- Pharmacy Storage (8)**
- Pharmacy (9)**
- Cyberware Selections™ Office (10)**
Prospective customers come here to select from a wide range of quality cyberware that can be added to the human body the very same day the purchase is made!
- Broom Closet (11)**
- Cryotech Sciences™ Office (12)**
Why agonize over your loved one's imminent demise? For a nominal fee, Cryotech Sciences™ will place your loved one in cryogenic suspension until such time as it becomes possible to heal his or her condition! We have a 30 percent average of successful revivification. Isn't that more of a chance than your loved one has now?
- Cafeteria (13)**
Ten people are here, eating.
- Gift Shop (14)**
- Restrooms (15 - 16)**

SECOND - FOURTEENTH FLOOR

Lobby (1)
Six Knight Errant guards are loitering about the area, waiting for something to do.

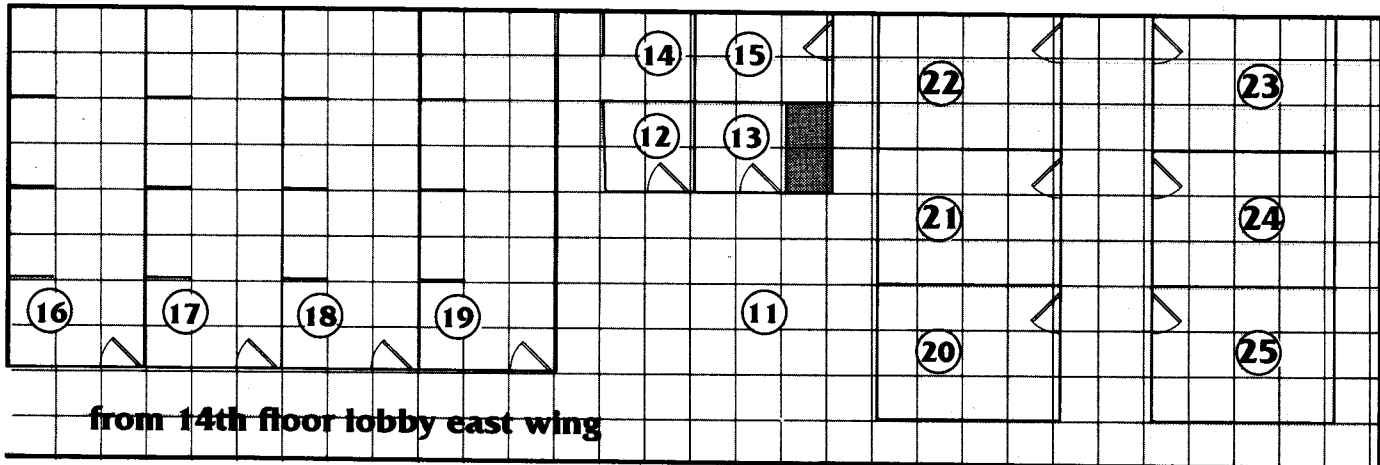
Knight Errant Security Guard (Six)

B	Q	S	C	I	W	E	M	R	Armor
5	4(6)	5(7)	3	4	3	3.18	—	4	(6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6
Cyberware: Low-light Eyes, Muscle Replacement (2), Radio, Smartgun Link
Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]
 FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]
 Partial Heavy Armor (6/4)
 Survival Knife (7L3)

<p>CONDITION MONITOR</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">PHYSICAL</th> <th style="width: 50%;">MENTAL</th> </tr> <tr> <td style="text-align: center;"> Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded </td> <td style="text-align: center;"> Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued </td> </tr> </table>	PHYSICAL	MENTAL	Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded	Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued	<p>CONDITION MONITOR</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">PHYSICAL</th> <th style="width: 50%;">MENTAL</th> </tr> <tr> <td style="text-align: center;"> Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded </td> <td style="text-align: center;"> Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued </td> </tr> </table>	PHYSICAL	MENTAL	Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded	Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued	<p>CONDITION MONITOR</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">PHYSICAL</th> <th style="width: 50%;">MENTAL</th> </tr> <tr> <td style="text-align: center;"> Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded </td> <td style="text-align: center;"> Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued </td> </tr> </table>	PHYSICAL	MENTAL	Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded	Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued
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PHYSICAL	MENTAL													
Unconscious - Possibly dead Seriously Wounded Moderately Wounded Lightly Wounded	Unconscious - Further damage causes wounds Seriously Fatigued Moderately Fatigued Lightly Fatigued													

ANOTHER RESCUE?



from 14th floor lobby east wing

□ = 2 Meters

Cyberware Storage (2)

This room is empty on floors 2 – 13. On the 14th floor, two guards are waiting, intending to hit any attacker from the rear as he comes off the elevators.

Knight Errant Security Guard (Two)

B	Q	S	C	I	W	E	M	R	Armor
5	4(6)	5(7)	3	4	3	3.18	—	4	(6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

Broom Closet (3)

Nurse's Desk (4)

Four guards are here.

Knight Errant Security Guard (Four)

B	Q	S	C	I	W	E	M	R	Armor
5	4(6)	5(7)	3	4	3	3.18	—	4	(6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

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

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

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

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

ANOTHER RESCUE?

Nurse's Station (5)

Four nervous nurses are here, with emergency medical supplies.

Security Control (6)

Two guards are here.

Knight Errant Security Guard (Two)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

Computer Subprocessor Room (7)

The door to this room is locked with a Rating 8 maglock.

Pharmacy (8)

Records (9)

Wheelchair/Gurney Storage (10)

Waiting Area (11)

Eight guards are waiting here on Floor 14. On all other floors, this room is empty.

Knight Errant Security Guard (Eight)

B Q S C I W E M R Armor
5 4(6) 5(7) 3 4 3 3.18 — 4 (6/4)

Dice Pools: Defense (Armed) 8, Defense (Unarmed) 6, Dodge 4
Skills: Armed Combat 8, Demolitions 4, Firearms 8, Gunnery 4, Military Theory 2, Stealth 3, Throwing Weapons 3, Unarmed Combat 6

Cyberware: Low-Light Eyes, Muscle Replacement (2), Radio, Smartgun Link

Gear: Ares Predator II [15 (Clip), 2 extra clips, Smartgun Link, 6M2]

FN-HAR Assault Rifle [20 (Clip), 2 extra clips, Smartgun Link, 5M3]

Partial Heavy Armor (6/4)

Survival Knife (7L3)

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

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



Restrooms (12 - 13)

Snack Machine Room (14)

Broom Closet (15)

PICKING UP THE PIECES

TELL IT TO THEM STRAIGHT

You burst into the room, ears ringing from the firefight, adrenalin pouring through your veins. Your eyes target-lock on two Ares corporate officials standing by the Dragon. You start to raise your weapon, but something makes you stop. The corporate types do not appear to be armed, and they are raising their hands. There must be another 50 of those fragging Knight Errant gomers running around the hospital. Why are these guys giving up? Stall tactic, maybe? Then the Dragon turns to you and says:

"Ah, there you are! I was just telling my new friends here that I was suffering from memory problems, and that I had hired some shadowrunners to do a little investigating for me. I'm eager to hear what you found out, though I do not think you will be telling me anything new. My friends at Ares have already told me how I was captured and operated on by Emerging Futures. They say they are going to help me find out what I can actually do with these...datajacks I think they called them. I am now working for them as a researcher! This has been a wonderful day so far...now, what have you to report to me?"



BEHIND THE SCENES

If the players try to tell the Dragon that they have come to rescue him, it will reply: "Ridiculous! Who suggested such a thing? I'm very well protected here by my Ares friends. Why would I want to leave? Are you the people responsible for all the shooting outside?"

At this point, the players hear about 200 pairs of booted feet pounding down the hall. It should be obvious that taking out their frustrations on the Ares men, or even the Dragon, would not be wise. One of the Ares men will smile. "Come, come now, chummers, put your weapons down," he says. "Despite the havoc you wreaked outside, we have no wish to harm you. We understand you are working for Eliohann here and were acting in what you thought were his best interests by attempting to rescue him. Besides, this attack will fit very well with the story we plan to give to EF's Directors tomorrow. Now suppose you tell Eliohann and us what you have discovered on your mission."

Now is the chance for the player characters to reveal what they have learned. The Ares men will listen impassively while the runners talk. If any of the runners are badly injured, medics will appear and begin tending their wounds. If the runners have learned that the Dragon was both a research animal and chairman of the company that owned him, they will notice a gleam of memory flash in the Dragon's eyes, and then fade. After that, the Dragon becomes contemplative, occasionally glancing sidelong at the Ares men.

When the players are finished, one of the Ares men speaks. "Well done, very well done. I see you have a talent for this sort of thing. You understand, of course, that whatever arrangements were made for the rescue of Eliohann are void, as he does not want to be rescued. However, we understand that you have gone to some expense in upholding your agreements with our...new partner. We would like to offer you a flat fee for the work you have done and for your continued cooperation, should the authorities question you on these events later. We are willing to pay all concerned a fee of ¥50,000 nuyen each."

Once the characters accept, they will be escorted without another word to the lobby, where each is paid in cash.

The characters are then led out through the hospital service entrance, away from the growing knot of reporters at the main entrance. If Coinspinner and Childers survived, they will remain behind in the room with the Dragon. Despite any assurances about their well-being, the players will never see either of them again. When they get outside, the sky looks like rain.

Just another day in the Sprawl, chummer.

AWARDING KARMA

Any way you look at it, this adventure is a tough one. Not only do the player characters have to piece together vague bits of data to figure out what is happening around them, they also have to get the data from well-armed people who are not interested in giving it up. Then, in the final analysis, it turns out that the whole struggle was pointless anyway. The Dragon just gets swallowed up by another, much larger corp. Aside from the money or the chance to work for Ares in the future, the payoff to all this suffering comes in Karma Points. Award Karma to each player as follows:

Survival:	1
Success:	
Figuring out that the Dragon was both test subject and chairman of Emerging Futures.	1
Slipping in and out of the Cobalt Marie without raising an alarm.	1
Successfully "rescuing" the Dragon.	1
Threat:	3

Awarding Individual Karma is left to the gamemaster's discretion.

AFTER THE RUN

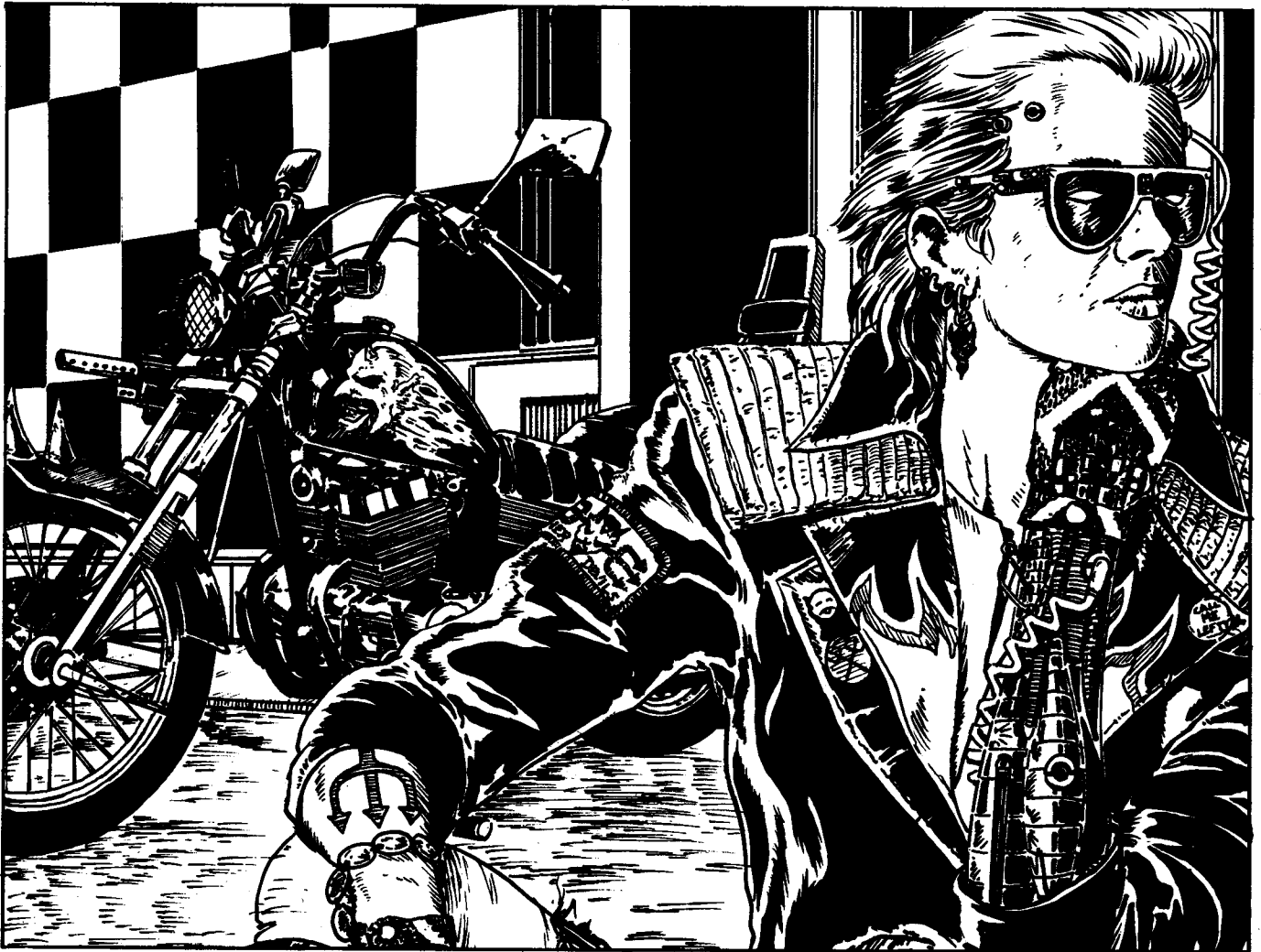
After this adventure, the runners' lives might be affected by the actions they took along the way.

The first problem has to do with Cobalt Marie, whose secret is now out. If the gamemaster wishes to continue to use the Marie and to develop the identity of those behind this mysterious establishment, he might let these people become very interested in making sure that the players are silenced.

Depending on how the players team got into the hospital, their relationship with Knight Errant might not be the best. The rank and file of most security companies take a dim view of runners who waste 20 to 30 of their comrades.

Blackwing might still be a problem, too. He is too good an NPC to waste, so the gamemaster might want to save him for future engagements. By this time, he should have developed an interesting phobia about the runners and Dragons.

The final problem is Elio hann himself. The runners are not intended to see him again. Ares will sequester the creature in a remote facility somewhere far from Seattle. But, who knows, the gamemaster may have his own ideas. You know what they say about making deals with Dragons...



LEGWORK

The following information, grouped by subject, is what the runners can try to obtain from their contacts concerning the adventure. In some ways, it is the assimilation of different bits of fact that will allow the player characters to build a good overall picture of the conflict in which they are involved as well as show them directions to pursue in their investigation. The gamemaster should encourage the group to do a little legwork at times, particularly when they seem in a slump about what to do.

The kinds of contacts that can provide the information are noted after each general category of information. If the runners want to investigate a particular subject and go to a contact type not mentioned the gamemaster can simply say that the contact knows nothing.



GENERAL DATA

This is general street talk that any runner can pick up without asking. When the character hits the streets, make an Etiquette (Street) (4) Test for him or her. Count the number of successes and read *only* the information for that number. Do not repeat any information.

Successes	Result
1	"Hey, yo, chummer! You got a low-down about Ares? I hear they're making a war on a little company up in Bellevue. You think they might be hiring shadowrunners?"
2	"Hey man, you hear about Ares? They sent a strike team into the Redmond Barrens and shot up some industrial complex. Looks like war!"
3	"Hey, pass the word. Some corp up in Bellevue is hiring shadowrunners. Don't know what for, maybe wetwork, maybe smash-and-grab. Money's supposed to be good."
4	"Somethin' weird happened over in Bellevue about a week ago. Somebody lit off a couple of rockets on Southampton Street. Don't know what they were shooting at."
5	"I think a bomb went off over on Southampton, last week. Southampton? Ya know...In Bellevue. Don't you savvy the local turf? Anyway, some corp called Emerging Futures had its fourth-floor windows knocked out one night. Think it has anything to do with the war Ares is in?"
6	"Hey, you seen a guy, Ork, pretty old, no left ear tip? Name's Coinspinner. Some people're looking for him."
7	"Know what I heard? Somebody says they saw a Dragon flying around Bellevue about a week ago."

ELIOHANN

Not much is known about Eliohann. Even other Dragons were not aware of his presence in Seattle. At best, the runners will find out that a Dragon was seen in the Bellevue area last week.

Appropriate Contacts (Target 6)

Any

Successes	Result
0 - 2	"A little, Western Worm? Yeah, right. Pull the other one, chummer."
3+	"I don't know. Talk on the street says a Dragon was seen flying around Bellevue last week. Don't know what it looked like."

THE EARRING

The earring is the first major clue for the players to track down. If the players decide to fence the earring (pg. 147-8, **Shadowrun**), it has a base price of ¥10,000 nuyen.

Appropriate Contacts (Target 4)

Any Club Type, Fixer, Any Media Type, Rocker

Successes	Result
0	"Not bad. Ain't it a little large for you?"
1	"Really good workmanship. Difficult to do, all hand work, probably a specialty job. Not many people in Seattle can do this kind of thing."
2	"Ya know, this looks like a big version of one that Mercurial wore in that interview with Johnny Disk a year or so ago."
3+	"Check out the Bellevue Square Mall. I think that there's a place there that does quality work like this."

If the runners go directly to the Bellevue Square Mall, go to **Crashing the Party**, p. 15. Because the characters will have to check out ten or so jewelry shops before they stumble onto King Solomon's Mine, they will be too late to stop the robbery.

If the characters participated in the **Mercurial** adventure by FASA and are on reasonably good terms with Hernandez or Maria, they can easily contact them for the name of the store, King Solomon's Mine. They will get to the store prior to the robbery attempt. Go to **Crashing the Party**.

COBALT MARIE

The Cobalt Marie is touted as a members-only club in the Redmond Barrens. However, this is only a front for a high-security negotiation center.

Appropriate Contacts (Target 5)

All Corporate Types, Fixer, Mr. Johnson

Successes	Results
0	"Weird name, man. Never heard of it."
1	"I don't know. I think it's a club or something."
2	"Yeah, it's down in the Redmond Barrens somewhere."
3	"It's some kind of club hidden down in the Redmond Barrens. Don't ask me how they stay in business."
4	"Yeah, it's a club for corp types. Very big corp types. You can't even get in without a reservation. Maybe you could bluff your way in, though."
5	"The place only looks like a club, chummer. Corp types go down there to negotiate sensitive deals. Nobody's suicidal enough to snoop on them down there."

FINDING THE MARIE

Finding out what the Cobalt Marie is and where it is located are two different matters. Use this Success Table if the players attempt to locate it.

Appropriate Contacts (Target 9)

All Corporate Types, Fixers, Mr. Johnson, Criminal Boss

Successes	Result
0-1	"Hey, you and I might go way back, chummer, but that don't mean I'll throw away my life for you."
2	"I've heard that if you go down to the corner of NE 75 Street and NE 151 NE Ave, you might be able to find something interesting."

COINSPINNER

Coinspinner is a burned-out shadowrunner who went on a run against Emerging Futures and has since dropped out of sight.

Appropriate Contacts (Target 8 from description, Target 5 from name)

All Street Types, All Magical Types

Successes	Result
0	"Never heard of him. You Lone Star or something?"
1	"No bells, chummer. Sounds like street people, though."
2	"I think I heard of a guy like that one. Small-time shadowrunner. I think he got killed, though."
3	"No left ear tip? Coin in the ear? Yeah, that's Coinspinner. Used to be a real hot mage, then burned out. I think he's dead."
4	"Yeah, Coinspinner. He was around, like, a couple months ago. Said he was going to make a run on some place called Emerging Futures. Ain't seen him since."
5	"Sure I know him. He was around here a couple weeks ago. Said he'd made a big run and that he'd made himself a powerful partner. Haven't seen him lately, but I heard something happened and he had to go underground."

COINSPINNER'S LIGHTER

Again, information about Coinspinner and finding out where he is now are two different things. Use this Success Table when the players are attempting to track down the logo on the lighter. They must have this symbol in order to pursue this line of inquiry.

Appropriate Contacts (Target 4)

Any Street Type

Successes	Result
0	"What do I look like, a trivial pursuit player?"
1	"Oh, sure. That's the Redmond Arms Hotel. It's a burnt out wreck on the edge of the Redmond Barrens, if it's still standing. Only the really desperate types try hiding out in there."

EMERGING FUTURES

PUBLIC INFORMATION

Home Office Location: Seattle, UCAS

President/CEO: Justine Grier

Chief Product/Services: Hardware and software research and design on a contractual basis.

Appropriate Contacts (Target 4)

Any Corporate Type

Successes	Result
0	"Is this a trick question?"
1	"Yeah, it's a freelance think-tank. Its headquarters is over in Bellevue, and I think it has a research facility in the Redmond Barrens."
2	"Yeah, it's over on Southampton in Bellevue. Last I heard, they were contracted out to someone."
3	"EF? They've been contracted out to Ares for the last few years. Exclusive contract to do feasibility studies, things like that."
4	"I heard about them. Some mystery guy bought them out in a hostile takeover a month or two ago. It was right out of the blue. Nobody knows who the new chairman is, either."
5	"Yeah, they're up to their ears in a corporate war with Ares right now. Nobody knows why, but Ares is playing hardball. Sent in a strike team and took out EF's research facility in the Barrens recently. The mayor's hot, but hey, it's the Barrens, right?"

ARES MACROTECHNOLOGY

PUBLIC INFORMATION

Home Office Location: Detroit, Michigan, UCAS

President/CEO: Damien Knight

Principal Divisions

Division Name: Knight Errant Security

Division Head: Roger Soaring Owl

Chief Product/Services: Providing multi-faceted private and corporate security; physical, magical, and electronic.

Division Name: Ares Arms

Division Head: Guido Cantarelli

Chief Product/Services: Military and police equipment ranging from small arms and ammunition to top-line combat vehicles.

Appropriate Contacts (Target 6)

Any Corporate Type

Successes	Result
0	A pair of Knight Errant undercover investigators rough up the player, and tell him to stop being so nosy.
1 - 2	"Nothin' man. Ares is up to something, but I don't know what."
3	"Yeah, haven't you heard? They're at war with somebody."
4	"They're at war with Emerging Futures Unlimited. Funny thing is, EF was working for them for the last couple of years."
5	"I heard there was some big internal shakeup over at Ares, then Ares sued EF for breach of contract. That's how the war started."

KNIGHT ERRANT SAFEHOUSE

This is prime data, chummer, and it will cost. The price for the address is ¥1,000 nuyen. If the runner wants to talk the price down, make an Opposed Negotiation Test. Each success lowers the price by ¥100 nuyen. After the price has been paid, the player characters have the address. Proceed to **The Rescue**, p. 42.

Appropriate Contacts (Target 6)

Street Cop, Mr. Johnson, Company Man, Fire Fighter, Any Government Type

Successes	Result
0	"You crazy? You haven't paid me enough to get my head blown off! At least not yet."
1	"Well, that's better. It's up over in Beverly Park in Everett. Here, let me write down the address."



CAST OF SHADOWS

COINSPINNER

This old Ork has lived a long time on the edge. Once well known on the streets as a shadowrunner and a mage, Coinspinner will be neither for much longer. His age and the years of drain on his body have left him on the fringes of burnout. Early in his career, he was famous for his luck. During a run against a now-defunct corp, a security guard leaped out at him from behind, swinging a katana in a lethal diagonal slash just as the Ork was cocking his head to listen down the hall. The blade missed by centimeters instead of splitting the mage's skull as was intended. The only damage was the loss of the tip of his left ear and a bite into his shoulder armor. Believing that he was luck incarnate after that, the Ork took up gambling and developed a roller-coaster lifestyle. Once the money and the magic were almost gone, Coinspinner decided to try one last run, alone, into a small think-tank, to see what he could grab before his luck deserted him as well. What he ran into was a Dragon, and his luck gave him one last shot at the Big Time.

Attributes

Body: 3
 Quickness: 3
 Strength: 2
 Charisma: 3
 Intelligence: 4
 Willpower: 5
 Essence: 5.5
 Magic: 1
 Reaction: 3

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

Cyberware

Smartgun Link

Skills

Bike: 2
 Conjuring: 9
 Etiquette (Street): 9
 Firearms: 4
 Magical Theory: 9
 Sorcery: 9
 Stealth: 3
 Unarmed Combat: 2

Dice Pools

Defense (Armed): 2
 Defense (Unarmed): 2
 Dodge: 3
 Magic: 9

Spells

Mana Bolt: 4
 Powerball: 6

Gear

Armor Clothing
 Ritual Sorcery Materials
 Ruger Super Warhawk with Smartgun Link



DAVID CHILDERS

Childers is an ordinary hospital orderly who has fallen under the influence of the Dragon. Like most people in such situations, this influence instills a strange form of loyalty. When the players make their move to rescue Elohann, Childers will do his best to help.

Attributes

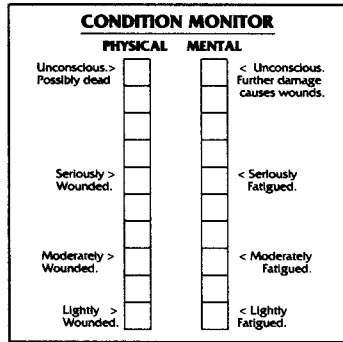
- Body: 2
- Quickness: 3
- Strength: 2
- Charisma: 2
- Intelligence: 4
- Willpower: 2
- Essence: 5.8
- Reaction: 3

Cyberware

- Datajack

Skills

- Biotech: 3
- Firearms: 2
- Unarmed Combat: 1



ELIOHANN

Awakened only three years ago, Elohann is a Western Dragon, gifted with a level of intelligence and magical ability usually found among only the greater of his species. He had roamed undisturbed most of his life among the mountains of the Sinearach and Tir Talmgire, but everything changed the day a group of shadowrunners came stomping into the woods near his hunting grounds. When the Dragon investigated, he became mesmerized by all the wondrous tech they carried with them! Having had almost no contact with any other intelligent being before, the Dragon had not yet learned to distrust Humans and their distant kin. The shadowrunners were there to trap paranatural animals for the Cerberus Project, and the only bait they needed to trap the Dragon was a small trideo player. The young Dragon never knew what hit him when the barrage of tranquilizer darts struck. Though initially enraged by his capture, Elohann was torn between escaping and taking revenge, and staying to see what other fascinating tech he might examine. When taken to Emerging Futures' research plant, his mind was made up. He decided to wait and see, then escape the moment he became bored. Then he learned what Cerberus was all about. Having discovered that information is both wealth and power, the Dragon was determined to build himself a hoard, no matter what the cost to anyone else. What he could not anticipate was the failure of Project Cerberus. For reasons that may never be learned, the one exposure the Dragon had to the actual Matrix was agonizing, and left Elohann teetering on the edge of insanity. Despite this, he still retains a Dragon's crafty intelligence and ruthlessness.

Attributes

- Body: 8/4
- Quickness: 9 x 3
- Strength: 20
- Charisma: 4
- Intelligence: 6
- Willpower: 8
- Essence: (10)
- Reaction: 5

Attacks

- 10D3, +2 Reach

Dice Pools

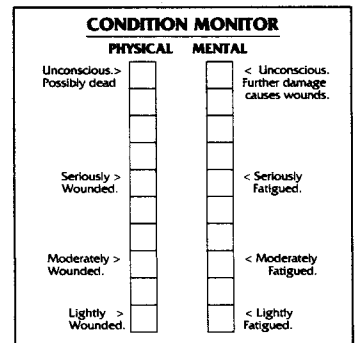
- Defense (Armed): 16
- Defense (Unarmed): 16
- Dodge: 9

Powers

- Astral Travel, Enhanced Senses, Flame Projection, Influence

Skills

- Computer: 1





TO AD

NELSON

Nelson

Player Handout #1

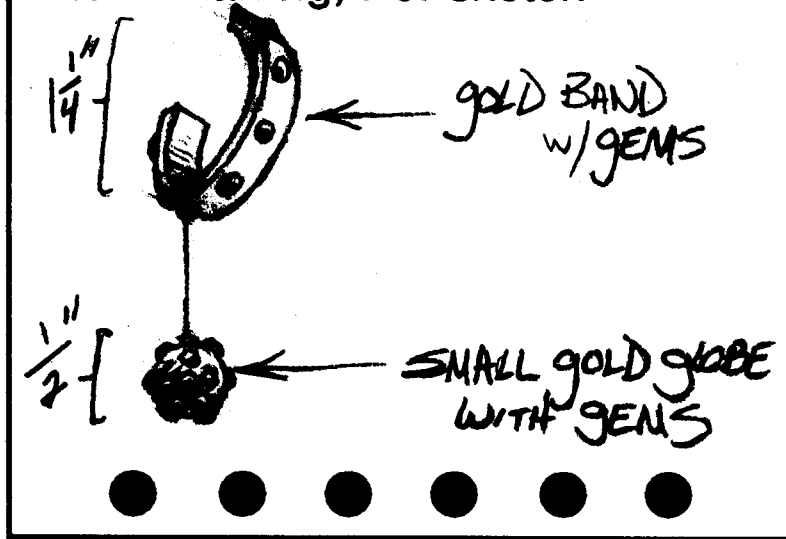
Customer: Emerging Futures

Justine Grier

10220 SE Lake Hills Blvd.

Bellevue, Seattle

Item: Earring, Per sketch



Player Handout #2

TO: Justine Grier, Director of Operations, Emerging Futures Unlimited
FROM: Ares Labs, Cybernetics Research Division
RE: New project proposal and authorization

Dr. Grier:

Following is a brief summary of a proposal drafted by Ares CRD on 4/4/50. Said proposal was approved for implementation by review committee on 4/30/50. This proposal, heretofore titled Project Cerberus, will be forwarded to Emerging Futures for feasibility studies and prototype system testing, in accordance with contractual agreement Ar 48005-217. Initial research should begin no later than 6/1/50. Credit funding has been approved by Accounts Division, and proper vouchers will be forwarded. (Please refer to project funding estimates on separate sheet.)

The prime objective of Project Cerberus is the development of an animal intelligence interface with cyberspace, for the purpose of creating "intelligent" Intrusion Countermeasures for computer mainframe systems. These systems are to be constructed using systems similar to cyberdecks. Rather than using a keyboard to initialize computer utilities, however, an analog system would have to be designed to activate utilities based on behavioral reactions from the animal mind. These "watchdogs" could then be inserted into mainframe systems and "trained" to accept specifically authorized instructions.

Ares CRD will supply four German Shepherds, two Doberman Pinschers, a cheetah, and a Bengal tiger for testing. Your liaison with CRD will be Armand DeHavillier. All reports and requests must be forwarded through him.

A more complete brief will be presented on 5/5/50.

Player Handout #4

Natalie:

When you get the feasibility report on Cerberus from Bob, destroy it and everything in this. Then sign your name on the document inventory in my desk and we'll be done with this mess! You and I will draft a letter to Ares, informing them we've shut down Cerberus. That should get them off our backs so we can renegotiate our contract.

Player Handout #3

TO: Armand DeHavillier, Ares Cybernetics Research Division

FROM: Justine Grier, Director of Operations, Emerging Futures

RE: Progress Brief (Project Cerberus)
12/29/50

Mr. DeHavillier:

The last of the German Shepherds was declared brain-dead at 1350 hours yesterday, and had to be terminated. At this point, I am forced to declare Project Cerberus a total failure. The animal mind is too strongly based on instinctive responses to operate within a completely subjective environment such as cyberspace.

Rather than waste almost 15 million nuyen in analog equipment and industrial simdecks, I would like to propose different parameters for the Cerberus Project. Though it seems that natural animals lack the necessary flexibility to interact with cyberspace, paranatural animals such as nagas, griffins, and basilisks might not. Recent zoological studies indicate that paranatural creatures possess a higher level of intelligence and creative interpretation than natural animals. I realize that the sapience question might come into play, but I believe that we can avoid adverse public reaction by keeping a low profile, at least during the first series of tests.

If this sounds feasible, Mr. DeHavillier, I can make a more detailed presentation to you this afternoon. Given the tremendous amount of legal protection granted to paranatural animals by both the Indian States and Tir Tairngire, any test subjects would have to be acquired covertly. I cannot stress enough the importance of this option. It could be the key to the entire project.

TODAY'S HEADLINES:

Compiled by: Ken Hlavic, Walter Smith, T. Gallagher

INTERNATIONAL

- Officials at the Montreal Public Health Ministry denied reports that several citizens had died recently apparently of a new rogue VITAS infection. Usually reliable but unnamed sources contradict the officials, stating that already 16 UCAS visitors have died and that there were at least 6 more in isolation. The strain is thought to be related to the original VITAS epidemic.

BUSINESS

- Ueber Corporation announced a public offering of its stock for the first time since the companies founding. Martin Van der Dann announced that the high tech electronic research company had also recently retained Prof. Alexander La Grande for its new parabiology research department.
- High Cyber Corporation plans to unveil a new cybernetic machine within 6 months. Orders for the new devices are currently being accepted for work in high risk and/or highly contaminated environments.
- Corporate spokesmen for Mitsuhama denied reports that the corporate helisat research station had been destroyed while over the Gulf of Mexico. They report the helisat was only damaged by tropical storm Laura.

ENTERTAINMENT

- Everybody's doing the Fortified Twist at the hottest dance clubs. Osteopath Marcus Brannigan discusses possible treatments for the morning after.

SPORTS

- Kingdome officials affirmed that the playing field will be ready for next weekend's Panzer Pull. The field sustained extensive fire damage during this past weekend's Battle of the Super Bruisers.

WATERMARK EXTRACTION

M.Perneta

A recent shootout at the Neon Spraygun nightclub has been attributed to corporate extraction. Jonathan Trainer, a slogan writer for Watermark Greetings, was discovered missing, presumed kidnapped, after a man disguised as a waiter shot Trainer's bodyguard with an MP5TX and fled the scene. Two Watermark Security agents were later found dead on a fire escape, near the wreckage of a rigged and armed Eurocar Westwind 2000. Lone Star says that the matter is "under investigation" and refuses futher comment.

ARES ANNOUNCES TAKEOVER

M. Lee

Ares Macrotechnology announced today the takeover of a small, independent think-tank in the Seattle Area. Emerging Futures, Unlimited had been working for the megacorporation under exclusive contract. Ares Macrotech had brought the small firm under litigation last month for breach of contract, but the firms settled out of court unexpectedly last Monday. Ares would not comment on the takeover being a condition of that settlement.

BATTLES IN THE STREET

Sirpriz

Lone Star forces were called out late last night to respond to an emergency call from downtown Seattle residents. It seems that a large fire-fight erupted in the alleyways behind a local favorite establishment. Lone Star reported that six bodies were found on the scene, apparently members of a local squatter gang. Lone Star Sgt. Jonathan Phillips said, "I haven't seen mangled bodies like that since the riots at the last combat bike championships." Sgt. Phillips also speculated that the conditions of the bodies indicated Yakuza involvement. Witnesses said the firefight began at approximately 2:30 a.m., and at least 15-20 men were involved.

The name's of the victims and the establishment are being withheld at this time.

GLOBAL TECH VP DEAD

M. Stackpole

Former Vice President of Global Technologies Edgar Kepple was found dead in his downtown Seattle apartment today. The cause of death is apparently suffocation. Kepple was found in his bed at 8:14 a.m. by his girlfriend, Lisa Lechenko. Lone Star has yet to comment on whether Lechenko is being considered a suspect.

The death comes just five days after Kepple announced his resignation from Global Tech. Kepple was in charge of GT's TerraForming Division, and was responsible for much of the work being done in NAN lands. David Wuo takes over as vice president and head of the division today. Wuo spoke warmly of about his predecessor, stating at upon his appointment, "Kepple was a very kind man, he loved this planet and its people. I only hope I can continue the fine work he began with as much success."

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HOSPITAL PATIENT ASSASSINATED

M. Lee

An unidentified patient was assassinated this weekend in what was reported as a bloody, terrorist-style attack at Seattle General Hospital. The victim was the only patient on the hospital's top floor, where the attack was made. Lone Star and Knight Errant released a joint statement today, saying they were following several leads on the case, but they declined to name any suspects.

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M. Stackpole

Former Vice President of Global Technologies Edgar Kepple was found dead in his downtown Seattle apartment today. The cause of death is apparently suffocation. Kepple was found in his bed at 8:14 a.m. by his girlfriend, Lisa Lechenko. Lone Star has yet to comment on whether Lechenko is being considered a suspect.

The death comes just five days after Kepple announced his resignation from Global Tech. Kepple was in charge of GT's TerraForming Division, and was responsible for much of the work being done in NAN lands. David Wuo takes over as vice president and head of the division today. Wuo spoke warmly of about his predecessor, stating at upon his appointment, "Kepple was a very kind man, he loved this planet and its people. I only hope I can continue the fine work he began with as much success."