



SHADOWRUN

MISSIONS



COPYCAT KILLER

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In Memoriam, Doug Chaffee 1936-2011



CONVENTION MISSION PACK 2010-02 COPYCAT KILLER

...EMERALD CITY HEARTBREAK...

The ork groaned as he sat up in bed, pushing the heavy covers off of himself. Sun streamed through the windows, and he fumbled on the nearby nightstand nearby for his glasses. He needed to get corrective surgery, but had just never made the time. Slipping the wire frames on he squinted at the bedside clock. 08:55. He mumbled to himself and staggered out of bed. In his forty years he'd never been a morning person, and he didn't feel like he was ever going to adjust to it now. While making his way to the bathroom, his commlink chirped, and the icon showed a laughing coyote. With a grimace, he answered the call.

"Johnny." The ork said flatly. "Lemme guess. You ain't been to bed yet."

"You know it!" The voice on the other end said cheerfully. "Was heading there soon, but wanted to touch base and see how things were going for you out there. My offer still stands, you know."

"I know, and I appreciate it. But things are fine. Billy's settled in, starting running with his own crew. Rebecca's doing fantastic in school. And hell, being a fixer is cake. I sit back, make a few phone calls, meet with a few uppity young runners too big for their britches, and let the money roll in. It sure beats the drek outta getting shot."

"Or being hounded by a dragon." Johnny replied. Even with no vid-feed on the comm call, the ork could see him grinning. "Or being hunted by bug spirits. Or—"

"Ok, ok, enough. Yes. It's much better. I already said that." Irritation flooded his voice. "It's early and I just woke up, chummer. What did you need?"

"I'm gonna be in town in a couple days on biz. Figured I'd crash on your couch, let you buy me some beer."

"Yeah, sure. Xuxa going to be... Hold up. I got another call, I should take it. Be right back." The ork mentally put Johnny's comm call on hold, and answered the other line. "Hoi Tosh, what's up?" He listened to the voice on the other end for several minutes, then hung up numbly. His legs rubbery, he stumbled back to sit on the edge of the bed.

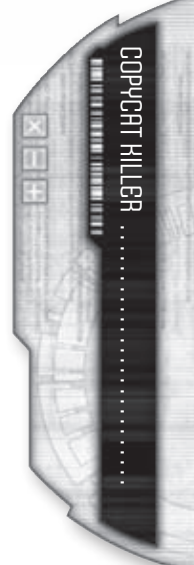
"Bull?" Johnny's voice came through the comm. "You there? I think we got cut off."

"I'm here Johnny." Bull replied, his voice devoid of emotion. "I...I need to call Marie. That was a friend at Knight Errant. It... She..."

Bull's voice cracked and tears rolled down his face.

"Rebecca's dead."





INTRODUCTION

CMP-02 Copycat Killer is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

CMP-02 Copycat Killer is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

ADVENTURE STRUCTURE

CMP-02 Copycat Killer consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Shadowrun Missions adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *CMP-02 Copycat Killer* (or any Shadowrun Missions adventure).

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.





GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

GMs are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

MISSION SYNOPSIS

Six months ago Edmund Jeffries, Governor Brackhaven's press secretary, had lunch with a friend of his from college, George Mathers, a mid-level bureaucrat at Knight Errant. Both had pretty strong anti-metahuman leanings, though Jeffries had to be more circumspect about it due to his political office. As the conversation proceeded, Jeffries expressed to his friend his frustration over what he referred to as the "underground problem". Metahuman rights groups were pushing to have the Ork Underground declared an official district of Seattle, granting it access to tax money, law enforcement, and all the legal benefits that the other districts enjoyed. Meanwhile, the Governor's Office was interested in shutting the Underground down as much as possible, viewing it primarily as a haven for criminals and a source of many of the city's problems.

During the conversation, Jeffries made an off-hand comment about how it was a shame that the Mayan Cutter had been killed and that the cutter could have solved a lot of the city's problems if he'd killed a few of the leaders of these groups. Mathers, wanting to impress his friend, decided after the meeting that maybe he could do something about this, even if Jeffries' hands were tied due to his political position. He had a lot of contacts in Humanis, the Human League, and a number of other hate groups, and proceeded to make some rather discreet phone calls.

A couple of months ago, George Mathers finally started putting his plan into place. He found a disgruntled ex-UCAS Army Ranger named Shawn Walker, a man whose racism bordered on the psychotic. He coached Walker in the Cutter's killing techniques, and provided him with targets, all members of organizations such as the Ork Rights Committee and Mothers of Metahuman or their close friends and family. Walker was to mix in some random metahuman kills in with the targets to make it less obvious that there were the specific targets for the kills.

The runners are hired by William MacCallister when his daughter Rebecca is killed by the new Mayan Cutter. He wants the runners to find the Cutter and stop him, and bring him in alive. This run is personal to him. He can give the runners two starting points, a contact he knows at Knight Errant who's involved in the investigation, Detective Tosh Athack, and some information on what his daughter was doing in the Ork Underground when she was killed.

The runners have to untangle a web of rumors and speculation surrounding the Mayan Cutter and discover who was the Mayan Cutter and if the reappearance of the Cutter is due to a copycat or not. They quickly realize that while the copycat knows the Cutter's methods well, his targets are more varied. The real Cutter is indeed dead, and on the surface the new Cutter's targets are more random than the original, who targeted mainly poor, SINless, metahumans.

Doing some digging, research, and putting two and two together, the runners eventually figure out that the Cutter is targeting immediate family and the close friends of affluent members of the metahuman activist groups Mothers of Metahumans and the Ork Rights Committee. During the investigation, they get jumped by members of the Troll Killers, a racist street gang that was hired by George Mathers in an attempt to stop the runners.



Following up clues they've found, they eventually track down the copycat and have a confrontation with him. Depending on the investigation and if they take the copycat alive, they can find out about George Mathers, which they can turn over to MacCallister or to Tosh. There is no way to trace things back to Edmund Jeffries.

SCENE 0: THE NEW KIDS IN TOWN

SCAN THIS

This scene gives the gamemaster options for introducing the adventure to runners who may not be from Seattle, or who may not have run for Mr. MacCallister before.

TELL IT TO THEM STRAIGHT

If the runners are not native to Seattle and their last run wasn't set there, read the following:

Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking corp sarariman. Your travel was arranged and they even managed to smuggle your gear here. It's never that simple though and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel, and decided to see the sites, blowing the meager retainer you'd been given for making the trip. After all, you're shadowrunners, this is Seattle, and this town gave birth to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and guns firmly in hand), beat up a few Halloweeners, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the 3rd level of Hell at Dante's Inferno, and had planned to sleep in and sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on, and see the face of your friendly neighborhood fixer on the other end.

"Looks like you had a good night." He says with a grin. "Listen, since your last job was a washout and you're already in town, I have a friend who needs some help. Meet a Mr. William MacCallister at the Big Rhino at one o'clock. Ask for him at the door. And play nice, this guy's got a lot of connections and, well, this job's personal. He'll pay well if you play straight with him."

If the runners have been in Seattle recently but are not native, read the following:

You just wrapped up a job, you're tired and you're ready to go home, relax, and spend some of your hard earned nuyen. It's noon and you're just finishing packing when your commlink beeps and on the other end is your fixer.

"Hey, great job with that last run. The client was very happy with your performance. But listen, since you're still in Seattle, I have a proposition for you. I have a friend there who needs some help. This guy's got a lot of connections and, well, this job's personal. He'll pay well if you play straight with him. Meet him at the Big Rhino at one o'clock. His name's William MacCallister, ask for him at the door."

BEHIND THE SCENES

This scene's primary goal is to set the runners in Seattle if they're not normally from that city (Usually running in New York or Denver, for example). The runners have access to all their normal gear and riggers have access to their drones and a "loaner" for their primary vehicles.

Play up the ambiance of Seattle, and the history for a shadowrunner. This is a town where everything can and does happen, and many of the pivotal moments in history have taken place here. Almost everyone involved in the shadows considers Seattle to be the "big time". It's a rough town with a ton of competition, and almost every player in the biz has a stake in Seattle. For runners outside of Seattle, there's an almost mythical quality to the place. It's like Mecca or Graceland for many shadowrunners, a holy place for them. Fastjack, Kid Stealth, Dirk Montgomery, Jack Skater, Zapper Weisman, Hatchetman. The cream of the shadowrunning crop has done their biz there. The runners are likely to be disappointed, of course, because Seattle's dirty, grimy, filled with crime, and pretty much just like any other city. But still, it's Seattle.

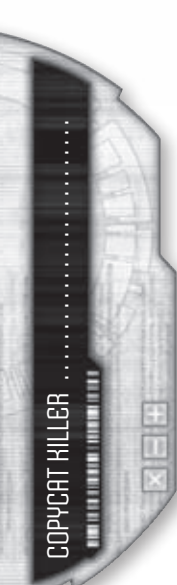
If the player or character is new to Missions, talk to them and find out where they plan to set up their "home base", and let them know that New York ends after Mission 12. If they are planning to play in New York still, assume they're from there and read the above accordingly. Otherwise, have them settle into Seattle as their home town and skip to **A Fixer's Call**.

Once the runners accept the meet, head to **A Daughter Lost**.

DEBUGGING

The only real problem here is if a player doesn't want to accept the meet. If they seem hesitant, their fixer very reluctantly offers them a 100¥ bonus just to attend the meeting. He tries to talk them into it first without the cash offer, since he was given that by MacCallister and he gets to keep it if they go without it.





SCENE 1: A FIXER'S CALL

SCAN THIS

In the last two weeks, a string of murders has the rumor mill working overtime that the infamous Mayan Cutter is back. With one phone call, the runners are drawn into a search for this killer.

TELL IT TO THEM STRAIGHT

It's barely noon when your commlink buzzes. Being a shadowrunner, noon means you've been in bed for a couple hours at most. You almost let them leave a message, but decide to answer in case it's work. On the other end you see the familiar red ork smiley-face that's the icon of a fixer you've worked with in the past, a Mr. MacCallister.

"Hoi chummer, I know it's early, but I need to meet with you immediately. Meet me at the Big Rhino downtown in an hour."

Normally MacCallister is a very open, friendly ork who likes to chat. Today, however, he's all business, and there's an edge to his voice sharper than a mono-katana.

BEHIND THE SCENES

MacCallister sends along a small data file that contains the address to the Big Rhino, on the corner of Seneca Street and First Avenue. The restaurant is famous for serving "authentic ork cuisine" in "ork serving sizes". The Rhino is also notable for being one of the most prominent tourist entrances to the Ork Underground.

DEBUGGING

If the runners have never encountered MacCallister before, assume they've worked with him once or twice in the past, or at least have heard of him. He has a reputation for treating his runners fairly, and he's usually fairly open and friendly with those he works with.

If they balk at MacCallister's deadline to meet him in an hour, he'll brush their concerns aside and offer them 100 ¥ just to show up and listen to what he has to say.

SCENE 2: A DAUGHTER LOST

SCAN THIS

The runners have been asked to meet their fixer, William MacCallister, at The Big Rhino. Unbeknownst to the runners when they arrive, MacCallister just found out a couple hours earlier that his daughter was killed by the resurfaced Mayan Cutter and he wants revenge. He's angry, distraught, and by the time the runners get there, on his way to being completely drunk.

TELL IT TO THEM STRAIGHT

When you walk into the Big Rhino, the place looks like it's been hit by a thriller gang. Scraps of food and trash are strewn about the place, and the staff is picking up overturned chairs and benches, and cleaning up broken glasses and plates. There are only a few customers still here, and as you approach the hostess, an attractive young female ork, she apologizes for the mess and explains that they've just finished up the lunch rush and are still cleaning up.

William MacCallister is seated at a table along the back wall. He has several empty glasses that obviously once had alcohol in them in front of him and is working on a fourth when the runners arrive. His eyes are slightly red and puffy, and he looks pissed off. He waves you over. As soon as you sit down, he immediately dives into business.

BEHIND THE SCENES

The Big Rhino is a Seattle landmark that specializes in authentic ork cuisine and is also home to one of several public entrances to the Ork Underground. Everything here, including the furniture, is built for an ork or a troll, so other races tend to feel a bit undersized. The food is all incredibly spicy and they have an impressive beer list, with the house specialty being the Big Rhino Hard Cider that only comes in a huge mug and kicks like a mule.

MacCallister has no time for pleasantries and immediately explains to the runners why he had to meet with them right away. At 09:00 this morning, his daughter Rebecca MacCallister, also an ork, was found dead in an apartment she was renting in the Ork Underground. She was staying in the Underground while she did research for a paper on both ork history and the Underground itself.

The killing appears to have been the work of the Mayan Cutter, a serial killer that terrorized Seattle for over two years before being killed by Knight Errant shortly after they took over as the law in Seattle. Two weeks ago, a new rash of killings began and rumors have begun circulating that Knight Errant got the wrong guy.

MacCallister wants the Mayan Cutter found, he wants to know why his daughter was a victim, and he wants the Cutter brought back to him, alive. He's willing to pay the runners each 8,000¥. The runners can negotiate with him, with each net hit increasing the pay by 250¥ each (To a maximum increase of 2,000¥). Between his grief, the alcohol, and the fact he really wants this job done bad, MacCallister is at a -2 dice pool for this test. If the runners bring it up, or they score 4 or more net successes, MacCallister will also offer them a 2,000¥ bonus each if they bring the Cutter in alive.

Once the runners accept the job, MacCallister will give them a data-file with photos of Rebecca MacCallister, as well as some personal information about her background and the location of her apartment in the Underground. The file indicates that she was well liked by the community in the Ork Underground and that she had no known enemies. She was Awakened, a hermetic mage, and was working on her Master's Degree in sociology and history at the University of Washington. She was living in the Underground while she was working on a research project about the history of the Underground.

The runners will also be given a copy of a screamsheet article about the Mayan Cutter dated four months earlier detailing his supposed death at the hands of Knight Errant officers.

Finally, MacCallister gives them a contact number for a friend of his that works for Knight Errant, a troll Detective named Tosh Athack. Tosh worked on the original Mayan Cutter case, and may be able to help them with the current killings. Tosh is expecting to hear from the runners, though MacCallister will warn them that he doesn't offer up help cheap and not to get on the troll's bad side.



If they decide to visit the Underground first, go to **Going Underground**. The Big Rhino has an entrance to the Underground, and there are visitor maps available. If they decide to call and Meet with Tosh, go to **The Errant Knight**.

DEBUGGING

The Big Rhino doesn't have much in the way of security during lunchtime, but the staff is almost exclusively ork, and more than a few of them grew up on the streets. If the runners start trouble, several of the busboys and cooks will face off with the runners unless they start waving guns around. Combat is ill advised, as Knight Errant will arrive in less than a minute once the Panic Button is pushed. If necessary, four Busboys and 2 Cooks will defend the Big Rhino. Knight Errant will initially send 2 officers to investigate, and will send more backup if things escalate (see **The Errant Knight** for KE Officer stats).

MacCallister is desperate, but there's a limit to how far he can be pushed by the runners. If they deliberate too long or keep demanding more money than their negotiation roll allows, he will walk away and find a new team to deal with his problem.

Urgent Message.....

ORK BUSBOYS

(Professional Rating 0)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3	3	4	2	3	2	2	6	6	1	0/0	11

Skills: Athletics 3, Clubs 4, Dodge 3, Perception 4, Unarmed Combat 3

Weapons: Improvised Club [club, 3S]

ORK COOKS

(Professional Rating 0)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	3	4	5	2	3	3	3	6	7	1	0/0	11

Skills: Athletics 3, Blades 4, Dodge 3, Perception 4, Throwing Weapons 3, Unarmed Combat 3

Weapons: Butchers Knife [blade, 4P, -1 AP], Thrown Kitchen Knives x2 [throwing weapon, 4P]

SCENE 3: GOING UNDERGROUND

SCAN THIS

Investigating MacCallister's daughter's murder scene leads them to the Ork Underground, where they have a run in with some of her former friends, members of the Skraacha. Examining the apartment Rebecca was staying in can turn up some physical evidence.

TELL IT TO THEM STRAIGHT

The Ork Underground is a unique experience. In places, it's barely more than a dirt and stone tunnel small enough that a troll would have to stoop. In others spacious caverns were carved out several stories tall with ornate support columns and intricately detailed mosaics along the floor. The buildings are similar, with some being little more than caves hollowed out of the dirt, to several story buildings that were obviously built by skilled architects.

The Underground is a maze of tunnels and streets, only about half of which are clearly marked. The map is even less helpful, since it only marks out the path meant for tourists. Rebecca lived in one of the residential areas, which isn't on the map. Maybe one of the friendly denizens of the Underground can help?

BEHIND THE SCENES

The Ork Underground is vast. Following the Great Seattle Fire of 1889, the city opted to simply build over the old Downtown. Many of the buildings that could be repaired now had their original first floor underground, and even many of the streets remained intact. In the mid 20th century the Underground was partly restored as a tourist destination. After the Awakening and Goblinization, it became a haven for many metahumans, and following the Night of Rage had become a refuge for a large portion of the metahuman population of Seattle.

By 2050, the Underground had been built up and expanded into a thriving district in it's own right, though it has never been regarded as such by the City of Seattle. It has its own unofficial mayor, its own police force (since Knight Errant, and Lone Star before them, almost never step foot into the Underground), and entire commercial and residential sections. The entire Underground network has never been properly mapped out and stretches throughout Downtown and beyond.

The citizens of the Underground still don't trust "topsideers", as they call anyone who lives on the surface. They put up with the tourists, since that's a major source of income for many residents, but they're not fond of people just randomly wandering around the Underground, especially outside of what they call the Tourist Highway, which is the public area of the Underground where tours run. So getting information can be difficult.

The Underground is constantly being expanded and under development. In some sections, if it weren't for the ever-present ceiling, it would be easy to mistake it for neighborhood streets topside. Two and three story buildings, markets, stores, factories, and even legitimate businesses all call the Underground home.

In other sections, crude tunnels and caves make up a maze that even lifelong residents have trouble navigating. Hidden entryways into basements and sewer lines litter this area of the





Underground. Paranormal critters, smugglers, and the more common criminals utilize these tunnels for their own ends.

Many of the tunnels aren't wide enough for vehicles, so outside of some of the larger areas, vehicles other than motorcycles are rare. Bicycles are very common, however, and all along the Tourist Highway and other commercial areas you can find plenty of bicycle taxis and plenty of bike rental places (10¥/hour, 150¥ deposit required).

Humans and elves suffer a -2 to all social tests against any of the Undergrounds residents, and any information will cost them twice the Nuyen it normally would. Many of the residents are openly hostile outside to any topsiders that aren't on the tour. Orks, trolls, and dwarves do not suffer this penalty, but are still looked at with distrust.

An opposed Negotiation (2) test is required to get solid directions to Rebecca's apartment, and will cost 40¥. 400¥ will automatically buy them accurate directions, but only if the runners offer that much money. Even the residents of the Underground won't shake the runners down that hard. A failed Negotiation test gives the runner poor directions and after thirty minutes they will have to stop and try again. A Critical Glitch (or pissing off the locals) will deliberately send the runners into the undeveloped tunnels and into a nest of eight Devil Rats with a Demon Rat leading the pack.

Urgent Message.....



DEVIL RATS

B A R S C I L W Edg Ess M Init IP CM
2 5 5 1 5 5 2 3 2 6 3 10 1 9

Skills: Climbing 3, Dodge 3, Infiltration 4, Perception 2, Unarmed Combat 3

Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite)

Weaknesses: Allergy (Sunlight, Mild)

Weapons: Bite [natural, 1P, -1 Reach]

DEMON RAT (GAMMA)

B A R S C I L W Edg Ess M Init IP Arm CM
5 5 5 4 5 5 4 4 3 6 6 9 2 0/0 11

Skills: Climbing 2, Exotic Ranged Weapon (Corrosive Spit) 3, Infiltration 3, Perception 3, Unarmed Combat 3

Powers: Gestalt Consciousness, Animal Control (Devil Rats, Rats), Concealment, Corrosive Spit, Immunity (Pathogens, Toxins), Natural Weapon (Bite), Regeneration

Weaknesses: Allergy (Sunlight, Moderate)

Weapons: Bite [Natural weapon, 4P, -1 AP, -1 Reach], Corrosive Spit [Exotic Ranged, 6P, Range 5 meters, Resisted with 1/2 Impact Armor]

DEBUGGING

If the runners cause problems, they'll draw the attention of the Skraacha (See Scene 4) and will be accosted by a group of eight of them. If this breaks down into a firefight it will turn the entire Underground against them.

If the runners are having trouble getting the information they need or simply refuse to ask for direction, an enterprising young ork street urchin can come to their rescue, for a fee (200¥ and he cannot be negotiated down). The humor element of the street urchin can be played up, as he's fascinated by shadowrunners. If the runners mistreat him he'll get the Skraacha to help him out.

SCENE 4: HOME AWAY FROM HOME

SCAN THIS

The runners meet up with the Skraacha and investigate the murder scene. They can find a vital clue to the identity of the Cutter here.

TELL IT TO THEM STRAIGHT

It's taken a bit of searching, but you finally manage to find Rebecca MacCallister's apartment in the Underground. This section of the underground seems to be mostly residential in nature, and is pretty nice. A row of what look to be small, two-story condos line either side of a two-lane road. There are even some fake trees planted in front of some of them, with children sitting on stoops and playing stick-ball in the street. If it wasn't for the artificial lighting and the ceiling only 10 meters above your head, you could easily mistake this for a middle-class neighborhood.

Rebecca's building is easily recognizable. There is police tape blocking off the sidewalk in front of atwo-story brownstone, and dried blood still stains the steps and sidewalk.

As you approach the address Mr. MacCallister gave you, several tough looking orks wearing predominantly brown and gray colors move into view and block your way. "A little out of your element, aren't ya, topsiders?"

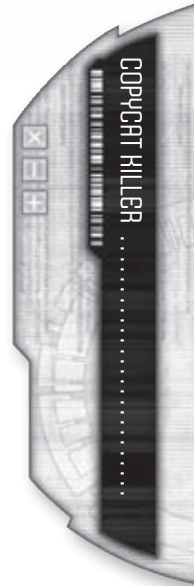
BEHIND THE SCENES

Skraacha means "scorchers" in Or'zet, the ancient ork language. The Skraacha are an all ork gang that reside in the Underground and acts as muscle and protection for the residents, as well as doing all the other things a gang normally does. They like to hunt down Humanis goons for fun, and they don't particularly like anyone who isn't an ork.

Rebecca MacCallister had made friends with the Skraacha while she was living down here doing her research and they're incredibly pissed off about her death. The Cutter (both the original and this new one) has targeted a fair number of metahumans living Underground and they blame themselves for not stopping him long ago.

The Skraacha will initially be very defensive and antagonistic toward the runners. If the runners can talk them down and explain that they're working for Rebecca's father to find the killer, they will take a moment to make a commcall or two and then become very helpful to the runners. If one or more of the runners is an ork, they will defer to him, mostly ignoring the others. Otherwise, they will deal with the toughest looking runner.





Their leader is named Ca'Tan ("sword" in Or'zet) has a passkey into the brownstone, and will let the runners in without breaking in. He will not say why he has a key and he just scowls angrily if asked. Several of the other Skraacha will pat him on the back as if to console him afterward. The gang will stand guard while the PCs search the place.

The only information they know is that no-one saw anything. The murder happened this morning around 8:00 AM and the body was hung up on the steps of the brownstone and discovered almost immediately. While this is one of the nicer neighborhoods in the Underground, there is no street security to speak of, and thus no cameras that would have recorded what happened.

The brownstone is a small two-story building with two bedrooms on the second floor, one of which appears to have been converted into an office. There is a small bathroom on the second floor as well. The first floor is taken up by a large living room and the kitchen.

There is a home node set up that is a cut above the standard node, and was obviously custom designed by someone who knows how to program. The node contains nothing really useful, though it has all of Rebecca's research notes, a detailed history and guide to the Ork Underground that she was writing, and some photos of herself and Ca'Tan, obviously out on a date.

Rebecca had only been living in the brownstone for three months, and there aren't many personal effects to be found beyond a few pictures and some basic furniture. There are no internal security cameras, and the only security seems to be maglocks on the front and back door. If the players have to break through the maglocks, they have a Device Rating of 5.

The murder took place in the kitchen, apparently as Rebecca was making breakfast judging by the pans set up on the stove. There are signs of a struggle, a pool of dried blood on the floor, and the kitchen table has had the contents swept onto the floor and is covered in blood as well. The Cutter placed the body on the table to do his mutilation.

If the runners search the bathroom, a Perception (3) test will turn up a small streak of recent blood underneath the edge of the sink. Rebecca fought back against her attacker and sliced open his cheek with her fingernails. The cutter cleaned up the cut in the bathroom, and though he covered his tracks, he missed the fact that he touched the bottom of the sink and left a trace of blood.

This blood can be used to track the cutter. However, it's only viable as a material link to the target for another hour before decomposition renders it useless. Refrigeration or the Preserve spell can prolong its viability.

The blood can be used to magically track the Cutter via a Spirit or Watcher with the Search power (p. 297, SR4A). The target is in the Redmond Barrens. If the runners attempt this search from Downtown or the Underground, the distance modifier is fourteen kilometers. If the runners attempt to search from the Redmond Barrens, the distance modifier is two kilometers.

The runners can also have a law enforcement or fixer contact attempt to get a DNA trace on the blood. The test takes two hours to come back, and will cost the runners 400€, but will net the players the name of the Cutter.

DEBUGGING

If the runners managed to piss off the Skraacha in Scene 3, they're going to have a much tougher time dealing with Ca'Tans group. They will be very hostile toward the runners. If the runners play it smart, they can still get help by name dropping Rebecca and her father, but it will be given very grudgingly.

Missing the blood clue isn't entirely vital, as the runners can still track the Cutter through Scene 6.

Urgent Message.....



NODE: REBECCA MACCALLISTER'S HOME SYSTEM NODE

Sculpting: A small, neat office. The IC resembles 4 foot tall garden gnomes wearing primary colored outfits. The Trace IC is in yellow and carries a flashlight, while the two Attack IC programs are blue and red and carry swords.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 5, Response 5, Signal 2, System 5

Spiders: None

IC:

Node 1: Custom Three Musketeers Suite 5 (1 Trace IC, 1 Attack IC targeting invader's Icon, 1 Attack IC targeting one random program the invader is running)

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 5)

ARC:

Node 1: Scramble Three Musketeers Suite

Urgent Message.....



SKRAACHA GANG MEMBERS (Professional Rating 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	6/4	11

Skills: Athletics Skill Group 2, Blades 4, Dodge 2, Perception 3, Pistols 4, Unarmed Combat 4

Gear: Ares Predator IV, Armor Vest, Knife

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], Knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

CA'TAN, SKRAACHA LEADER

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
7	4	5	6	5	4	3	4	6	3	9	1	8/6	12

Skills: Athletics Skill Group 3, Blades 5, Dodge 3, Negotiation 4, Perception 4, Pistols 4, Unarmed Combat 3

Gear: Ares Predator IV, Armor Vest, Katana

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], Katana [Blade, (Str/2+3)P, -1 AP, 1 Reach]



SCENE 5: THE ERRANT KNIGHT

SCAN THIS

Following the lead to Knight Errant Detective Tosh Athack, Tosh is willing to give the runners a copy of the file for the current investigation as well as information about the original Mayan Cutter, for a price.

TELL IT TO THEM STRAIGHT

Calling the number that MacCallister provided you, you get an answer after the second ring. “Knight Errant 3rd Precinct, this is Detective Athack.”

If the players are coy, secretive, or otherwise play any sort of games, Tosh will assume it's a prank call and hang up. If they threaten him, harass him, or do anything that could piss him off, he'll keep them on the line while a Knight Errant spider attempts to track them. If they identify themselves as working for MacCallister, Tosh will talk with them.

“You're with MacCallister, eh? Damn shame about his kid. Yeah, I can help. I bet I know why you're calling. Tell ya what, meet me at Center House Mall, the lower food court in thirty minutes.”

BEHIND THE SCENES

Center House is a ten story mall in Downtown Seattle that is packed wall to wall with shoppers and has shops dealing in anything and everything. Everything legal, at any rate. The entrances are staffed by harried looking mall cops and token weapons detectors (Rating 3) to make the shoppers feel safe.

The runners AR filters are put to the test the moment they walk in the door, and even with all the spam filters they have, a few ads slip through hawking women's lingerie, sporting goods, and Psychedelic Phlegmm's reunion tour album. They can also grab an ARO map of the mall, which shows there are two food courts, one on the first floor and one on the eighth.

Tosh is sitting at a bench near a Soybucks coffee stall in the food court, a troll sized mug of coffee in one hand. While not the only troll in the mall, he still stands out. When the runners introduce themselves, he'll move to a table to talk with them. He can provide the players with background on the original Mayan Cutter case insisting that they nailed the right guy the first time, and that the new Cutter is a copycat. The troll won't give up any more information until the runners buy some “tickets to the policeman's ball”, which run a total of 400 ¥.

The original Mayan Cutter's first victim appeared in October of 2069. There are forty-eight confirmed victims between then and early 2072, when he was finally tracked down and killed by Knight Errant. There are at least two dozen other open cases that are possibly the work of the Cutter as well, but nothing can be proven for those. The victims were all killed in the same fashion. They were all ritually sliced up, the cuts forming the same pattern on each victim. The cuts were all made by an obsidian blade, probably the size of a dagger. The obsidian left microscopic fragments in the wounds. And finally each victim was bled out and then publicly hung out on display. The majority of the victims were

Urgent Message.....



CENTER HOUSE MALL COPS (Professional Rating 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	2	3	2	3	6	7	1	8/6	10

Skills: Clubs 3, Law Enforcement (Professional Knowledge) 3, Perception 2, Pistols 2, Unarmed Combat 2

Gear: Armor Jacket (8/6), Commlink (Device Rating 3), Defiance EX Shocker, Stun Baton

Weapons: Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

KNIGHT ERRANT OFFICERS (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	9/7	10

Skills: Clubs 3, Law Enforcement (Professional Knowledge) 3, Perception 3, Pistols 4, Unarmed Combat 4

Gear: Armor Jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Weapons: Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

KNIGHT ERRANT MAGE (Professional Rating 3)

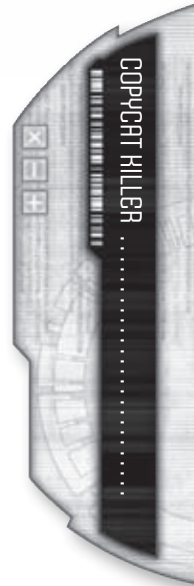
B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	5	8	1	9/7	10

Skills: Counterspelling 4, Law Enforcement (Professional Knowledge) 3, Perception 3, Pistols 3, Spellcasting 4, Unarmed Combat 4

Gear: Armor Jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt

Weapons: [Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)]



metahumans, with the bulk of those being orks and only a couple of them being human. Most were poor and SINless.

The new Cutter appeared two weeks ago, and has killed five people so far, including Rebecca MacCallister. Once again the majority of the victims are metahuman (two orks, one troll, one dwarf, and a single human), however so far all of the victims have been SINners. There has been no apparent pattern to the locations of the killings, and Knight Errant hasn't been able to find any obvious links between the victims.

For some "extra tickets", costing the same, Tosh offers to take them down to the city morgue so they can "identify the body" and maybe ask a few questions from the city coroner (**Scene 6 "Speaking with the Dead"**). This is an optional scene, and should only be used if the runners insist on seeing the corpse, or if they miss the blood sample from Rebecca's apartment.

DEBUGGING

The runners should have no trouble getting into the Center House Mall unless they try bringing in large, obvious weaponry or cause trouble. If the runners do cause problems, the mall cops will initially try and turn the players away. A small bribe (200 ¥) will let them overlook the runners. Otherwise, the mall cops will call for backup (six more guards show up in 2 rounds) and hit a panic button, alerting Knight Errant. Tosh will arrive after 2 turns, and the two Knight Errant officers will arrive after that.

If the PCs are just causing problems but haven't turned to violence, Tosh will take them "into custody" and have his discussion with them outside of the mall. He will be less disposed to the runners, will double his fees and the runners will not get Tosh as a Contact. If they already have him as one, they lose one loyalty (to a minimum of 1).

If the PCs started a gun fight or have killed someone, Tosh will simply leave and let the mall cops and Knight Errant deal with the runners. As above, they will not get him as a contact, or will lose one loyalty. Two rounds after the first Knight Errant team shows up, a team of four more KE officers will arrive, including one KE mage. If the PCs decide to have a shootout with KE, officers continue to show up until the team is taken down or manage to escape.

SCENE 6: SPEAKING WITH THE DEAD

SCAN THIS

Tosh takes the runners to the Downtown Seattle Morgue, where Rebecca's body was taken for an autopsy. While here, they can find out a bit more about how she was killed, and find a clue they may have missed elsewhere.

TELL IT TO THEM STRAIGHT

As the nuyen transfer is completed, Tosh grins. It's a broad, friendly grin that makes you forget for just one moment that he looks like he bench presses GMC Banshee's to warm up for his work out. "Alright guys, I'll make a couple calls. Hang tight for a sec."

A couple of minutes later, he nods at you. "Look, I have a lot on my plate today and I'm supposed to be chasing down this copycat Cutter myself. So I don't have time to babysit a bunch

of shadowrunners. I called down to the morgue, and Dr. Jordan is expecting you. As far as he knows, you're consultants. Behave yourselves, and for ghost's sake, don't take any damn weapons in with you."

BEHIND THE SCENES

The city morgue occupies two sub-basements of the Hooper Building, a private medical practice high rise in downtown that specializes in private health care to the rich and famous. Knight Errant leases the sub-basements to use as its Downtown morgue. Security is tight, and weapons are prohibited. There are numerous signs and ARO's prohibiting even legal firearms within government buildings, and there are weapons scanners (Chemical and Metal with a Device Rating 6). Four Knight Errant officers are on guard in the lobby, dozens more are stationed throughout the building.

The morgue itself is spotless, sterile, and brightly lit. Chrome tables, counters, and white tile reflect the light. It is deathly quiet, shut out from the noise of the city and even the building above it, except for the occasional hum of a bone saw or drill. The rooms are kept at a very low temperature, just enough to be slightly uncomfortable.

Dr. Alma Jordan is an African-American Elf with obvious silver cybereyes. She's cool, brisk, and seems very much like she doesn't have any patience for talking with people. In truth, she's anthropophobic (A fear of people), and is far more comfortable dealing with the dead than with the living. She's uncomfortable talking with the runners, and will try and get them out of her morgue as quickly as possible.

She will show the runners Rebecca's body, which she's already begun an autopsy on. The body has been badly cut up, with the cuts forming a pattern. She was knocked unconscious with a sedative (Gamma Scopolamine), bound and gagged, and then sliced up, where she bled out. Dr. Jordan shudders when describing this, and will say "it's a horrible, lingering death". She did find some tissue and blood sample beneath Rebecca's fingernails, and they're currently running those through DNA analysis. Rebecca has no cyberware (She was a registered magician), and there was no commlink found on her body.

If the runners ask for the results of the DNA scan, or for a sample of the blood to try and track magically (**See Chapter 4, "Home Away from Home"**), they will have to talk with Tosh who will, once again, charge them for his help.

DEBUGGING

This is strictly a fact gathering scene. The runners shouldn't spend too much time here, and Dr. Jordan will hurry them out of her lab insisting she needs to get back to work if they stay too long. If they cause problems or start a fight, it will end badly for them as KE has the building under heavy security.



SCENE 7: KILLERS OF TROLLS

SCAN THIS

After the runners have nosed around a bit, they're jumped by a street gang, the Troll Killers, who've been hired to take them out. Capturing the leader or examining his commlink can provide vital clues.

TELL IT TO THEM STRAIGHT

You stop a moment to catch your breath and clear your head. You've been running all over hunting down information on this Mayan Cutter and you think you're starting to get some ideas. For Seattle, it's a pretty nice day, overcast but not raining and relatively cool and smog free. So of course it's at this moment that trouble comes knocking.

Stepping up around you are several thugs wearing red and green leathers. They all have the look of experienced street toughs, all human, and most wearing a leather thong around their neck bearing troll horns and ork tusks. Their leader, a scarred blond man whose necklace carries almost a dozen tusks, steps forward.

"You fellows look lost. This here's our turf, and ain't no filthy animals allowed." He spits as he looks pointedly at each meta-human in the group. "Hell, even if we weren't being paid to take you down, we'd do it just for fun. The fact you're working for a tusker makes it even more fun."

BEHIND THE SCENES

This scene takes place after the runners have finished up their legwork, but before they go hunting the Mayan Cutter. George Mathers has been monitoring events surrounding the new Cutter's killings and has noticed the runners' involvement. He's been watching the past crime scenes and has an agent monitoring Knight Errant's comm.-lines. He contacts Arnold to have his men ambush and take down the runners. The Troll Killers will be waiting for the runners either outside the Center Mall after their meet with Tosh, or after they leave the Underground. They immediately attack after Arnold finishes speaking.

The Troll Killers are a racist, human-only street gang that delights in killing orks and trolls and wearing their tusks and horns as trophies. They're not particularly fond of elves or dwarves either. This particular group has been hired by George Mathers. He got wind that the runners are poking around into the Mayan Cutter, so he's hired this street gang to take care of the runners, making it look gang related.

Arnold is a sadist and believes in his cause. He's very dangerous, but he's also a firm believer in self-preservation. If he takes more than 6 boxes of damage, he'll turn tail and run. The rest of the gang will individually run at the same point, and the whole gang will flee if half of them are killed or run off, or if Arnold goes down.

Arnold holds a key to finding the Cutter. He knows only that he was hired to kill the runners less than an hour ago, but not why, nor does he know who hired him. The voice on the other line was masked and the number blocked. The runners can glean some information off of his commlink though. The last call was from the man who hired the Troll Killers, and can be traced back to its source. The call came from a disposable commlink purchased by

Mathers that he's been using to conduct all of his "side business". While the commlink isn't registered to George Mathers, he's been purchasing additional minutes for the commlink with his own credit. He doesn't realize that his credit information has been stored on it. A skilled hacker can find this information as well as the call log, which will show a number of calls to another number, which can be traced to Shawn Walker, the Mayan Cutter copycat.

Urgent Message.....

ARNOLD, TROLL KILLERS LEADER

B A R S C I L W Ess Edg Init IP Arm CM
55(8)4(6)5(7)4 4 3 3 1.08 2 8(10)1(3) 8/6 11

Skills: Athletics Skill Group 3, Automatics 5, Blades 4, Dodge 3, Infiltration 4, Negotiation 3, Perception (Visual) 3, Pistols 5, Unarmed Combat 4

Qualities: Guts, High Pain Tolerance 1

Augmentations: Wired Reflexes 2 (Alphaware), Cybereyes 3 (Alphaware, w/ Flare Comp, Low-light, Smartlink, and Thermo)

Gear: 2 Ares Predator IV (w/ 2 clips EX-EX ammo for each), Ingram Smartgun X (w/ Sound Suppressor, Gas Vent 3, 4 clips of EX-EX ammo), Armor Jacket, Commlink

Weapons: Ares Predator IV [Heavy Pistol, 6P, -2 AP, 0 RC, 15(c)], Ingram Smartgun X [SMG, 6P, -1 AP, 3(4) RC, 32 (c)]

TROLL KILLERS GANG MEMBERS (PROFESSIONAL RATING 1)

B A R S C I L W Ess Init IP Arm CM
3 4 3 3 2 3 2 2 6 6 1 6/4 10

Skills: Athletics Skill Group 1, Blades 3, Dodge 2, Perception 3, Pistols 4, Unarmed Combat 3

Gear: Ares Predator IV, Armor Vest, Knife

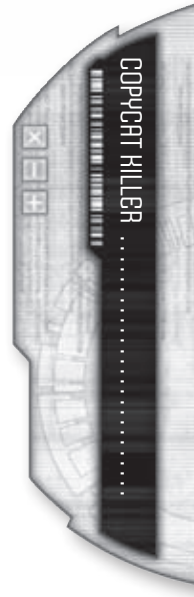
Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], Knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

ARNOLD'S COMMLINK

Firewall 2, Response 2, Signal 1, System 3

SHAWN WALKERS COMMLINK

Firewall 5, Response 4, Signal 2, System 3, Black Attack IC 4



Tracing Walker's commlink and hacking into it shouldn't be too difficult. The commlink is active, since it is Walker's personal unit and his address and name can be pulled from it.

Tracing Mathers is a bit more difficult, as his financials trace through his bank. The disposable commlink is turned off, so it can't be traced to its physical location. The runners can attempt to hack his bank records (which would be very difficult and time consuming), or can simply pass this information on to MacCallister, Tosh, or some other contact.

DEBUGGING

This is a straightforward combat scene, but shouldn't be too terribly difficult unless the runners really foul up. The Troll Killers are cowards at heart, and will break and run when things start going against them. If the runners are having a spectacularly hard time, Knight Errant can show up to break up the fight with Tosh "losing the paperwork" and getting them released. For a fee, of course.

If the runners insist on trying to track down Mathers through his financial records, encourage them to follow up on the Cutter instead, as Mathers is outside the scope of this adventure. Hacking the bank is either a suicidal process for the hacker, or will take quite a long time to hack a backdoor into. Emphasize that to get the runners to move on to the final scene.

SCENE 8: CUTTING THE CUTTER

SCAN THIS

Having gathered clues, the PCs should be able to track down the copycat Mayan Cutter by this point. They can track him to a safehouse in the Redmond Barrens, where he's holed up with some Humanis muscle for protection.

TELL IT TO THEM STRAIGHT

Everything so far has been leading to this. One man imitating a dead serial killer, preying on metahumans. Maybe he's a psychopath, maybe he's a racist. You're guessing probably a little of both. Either way, it doesn't really matter. You take him down, you get a paycheck. If it happens to soothe your conscience any, that's just icing on the cake.

The Barrens is a pit, a wasteland of urban decay, gang violence, and metahuman suffering. Rusted-out cars litter the streets, buildings lie in ruins, and hiding out among all of this is your target. The local gangs must sense some ultra-violence is about to go down, as they're nowhere to be seen. The cops won't step foot in here without riot gear, SWAT backup, and an election year. As you move into position, you almost expect to see a tumbleweed roll by. Just remember, your Mr. Johnson wants this mark alive.

BEHIND THE SCENES

The Cutter is holed up in an abandoned car dealership in the Redmond Barrens, surrounded by muscle supplied to him by the local Humanis Policlub chapter. By now he knows someone's on his tail, thanks to Mathers, and he's preparing to go to war.

The Mayan Cutter is in reality Shawn Walker, formerly of the UCAS Army Special Forces. He was dishonorably discharged from service in 2061 due to behavior he exhibited during a conflict

with Aztlan forces in Denver, when Ghostwalker took over the city. He was found torturing several Aztlan soldiers, and then attacked his commanding officer when ordered to stand down. While most Humanis members are now ethnically blind, Shawn Walker still believes in the Aryan purity. Being tall, blond haired and blue-eyed himself, the Humanis goons he's surrounded himself fit that ideal as well.

Walker will not let himself be taken alive easily. Runners will have to be creative and find ways to subdue him. His Humanis guards are likewise fanatics, and will fight to the last man.

The old car dealership has been converted into a fortress of sorts. Rusted out cars are stacked along the perimeter two and three high, and more cars are stacked inside the lot itself providing cover. The Humanis members will utilize cover and set up ambush points for the runners. Walker himself stays inside the main dealership building, waiting for the runners to approach.

There are two Spellcasters, plus there will be a bound Force six Guardian Spirit protecting Walker with Magical Guard. There are seven goons as well, spread out and watching for the runners.

Urgent Message.....

NODE: SHAWN WALKER'S HOME SYSTEM NODE

Sculpting: A German war room, straight out of a World War II movie. Nazi flags hang from the walls, and busts and paintings of Adolph Hitler adorn the walls.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 4, Response 3, Signal 2, System 3

Spiders: None

IC:

Node 1: Black Hammer IC Rating 4 (Sculpted to look like a blond SS officer)

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 3)

ARC:

Node 1: Scramble Black Hammer

Straight up, this should be a tough, but winnable fight. There are ways to even the odds, however. Once the runners track down Walker, if they talk to Ca'tan and the Skraacha they will offer up their assistance. Likewise, they can turn to Tosh. However, if they do this, Tosh will have to make it a police matter, which means they take over the capture of the Cutter and the runners will not be able to fully complete their mission.

Searching the residence, there is a home commlink unit with some top-of-the-line security on it. If the runners want to try and hack through it, they can find out the juicy details of who hired him to imitate the cutter and why. It will likely take time to slice through the security though.



Urgent Message.....

SHAWN WALKER, MAYAN CUTTER COPYCAT

B A R S C I L W Ess Edg Init IP Arm CM
55(9)4(7)5(8)5 4 3 4 0.25 3 8(11)1(4)15/14 11

Skills: Athletics Skill Group 4, Automatics 6, Blades 5, Dodge 4, Infiltration 5, Negotiation 3, Perception (Visual) 5, Pistols 5, Unarmed Combat 5

Qualities: Guts, High Pain Tolerance 3

Augmentations: Wired Reflexes 3 (Betaware), Cybereyes 3 (Betaware, w/ Flare Comp, Low-light, Smartlink, and Thermo), Muscle Augmentation 4 (Betaware), Muscle Toner 3 (Betaware), Dermal Sheathing 3 (Betaware)

Gear: Ares Predator IV (w/ 2 clips EX-EX ammo), Ares Alpha (w/ Sound Suppressor, Gas Vent 3, 4 clips of APDS), Light Military Armor (w/ Rating 6 Insulation), Commlink

Weapons: Ares Predator IV [Heavy Pistol, 6P, -2 AP, 0 RC, 15(c)], Ares Alpha [Assault Rifle, 6P, -5 AP, 5 RC, 42 (c)]

HUMANIS POLICLUB GOON (Professional Rating 2)

B A R S C I L W Ess Init IP Arm CM
4 4 4 3 2 3 2 2 6 6 1 8/6 10

Skills: Athletics Skill Group 2, Blades 2, Dodge 3, Perception 3, Automatics 5, Unarmed Combat 3

Gear: UZI IV, Armor Jacket, Knife, 3 Clips EX EX ammo

Weapons: UZI IV [SMG, 6P, -1 AP, 1 RC, 24 (c)], Knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

HUMANIS POLICLUB MAGE (Professional Rating 2)

B A R S C I L W Ess M Init IP Arm CM
4 4 4 3 5 4 3 5 6 5 8 1 9/7 10

Skills: Conjuring 4, Counterspelling 4, Perception 3, Pistols 3, Spellcasting 5, Unarmed Combat 4

Qualities: Magician (Norse Tradition, Resist Drain w/ Cha + Will)

Gear: Armor Jacket (8/6), Ares Predator IV

Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt, Fireball

GUARDIAN SPIRIT, VALKYRIE

B A R S C I L W Ess M Init IP
F+1 F+2 F+3 F+2 F F F F F F (Fx2)+1 1

Skills: Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience

Optional Powers: Concealment (Force 3-5), Natural Weaponry (DV=F, Force 6-8)

If the runners interrogate Shawn Walker, he's a tough nut to crack. Any non-human, non-Caucasians will cause him to refuse to speak at all, and he'll hurl every racial slur imaginable at them, and call Caucasians traitors to their blood. If a Caucasian attempts to interrogate him alone, he's still tough, but he'll eventually break down and spill the whole story, though he's not remorseful in the least, and brags that he'd have done it for free if asked. They can also force the password to his commlink from him. Mind reading spells will likely be easier and more effective.

DEBUGGING

If the runners walk into the fight without assistance and get overwhelmed, Ca'Tan can have people following the runners to see what they turned up. If things are going badly for the runners, the Skraacha can show up, starting from the beginning of the third round, to offer some help and even the odds a bit.

SCENE 9: A PAINFUL GOODBYE

SCAN THIS

The runners complete the mission and meet up with MacCallister to get paid.

TELL IT TO THEM STRAIGHT

If the runners capture Shawn Walker, read the following:

A commcall to Mr. MacCallister is answered immediately. "Yeah? You got him? Good work. Bring the fragger to 55 Seaver Way in Tacoma. There's a warehouse there. Honk your horn once, I'll let you in." A chill runs down your spine. Right now you are very, very glad that you're not in the copycat's shoes.

The warehouse is in the Tacoma docks, nestled in the midst of dozens of identical small warehouses. You pull up in front of

Urgent Message.....

INTERROGATION TEST

Runner Negotiation/Interrogation Modifiers:

Human, Caucasian	+2
Human, Non-Caucasian	+0
Metahuman, Any	-2



a rolling door big enough to fit a van or delivery truck and honk the horn. The door rolls up, and you drive in. Inside, the warehouse is empty save for a single chair in the center. You can see MacCallister standing there. Next to him are a handful of others you don't recognize. One is an Amerind wearing fringed leather and carrying a sword. Next to him is a younger male ork who looks almost identical to the picture of Rebecca MacCallister, and looks just as pissed as his father. Behind him, one hand on his shoulder is a dark haired human woman, her eyes red and puffy but with a fierce and angry scowl on her face. Several others stand behind them. Obviously these are friends and family of the deceased.

As you step out of your vehicles, MacCallister looks at you. "Bring him. If you brought his commlink, I would like that as well." The Amerind and the young ork step forward and roughly take the Cutter from you and throw him into the chair.

"You can stay and watch if you want. Otherwise, meet us at the Big Rhino in an hour. We'll settle up then." MacCallister says to you, then he then nods to the Amerind and quietly says "Take it all, Johnny."

Johnny steps forward and grabs the copycats head on each side, and his hands glow. You can see the shamanic mask of a Coyote appear around his head as he casts a spell. Light ripples across the body of the cutter, and then fades. Johnny steps back and smiles grimly at your Mr. Johnson. "Got everything, Bull".

The dark haired woman steps forward and pulls a Ruger Warhawk from her purse. She doesn't even blink, and in one simple motion puts the gun to the copycat's temple and pulls the trigger. She calmly puts the gun away and looks at the runners. "Thank you for this."

If the runners killed Shawn Walker, modify the above accordingly. MacCallister still wants to see the body, but he's going to insist the runners find and deliver Walker's commlink. Instead of shooting Walker, the woman will simply spit on his corpse.

If Knight Errant arrested Shawn Walker, read the following:

Your commlink chirps. It's been an hour since Tosh said his men were going to move in to take custody of the copycat Cutter. The call icon shows a red ork smiley.

"So, you drekhheads couldn't handle things and called the fraggin' cops, ch?" The ork scowls through the commlink at you. "Luckily you called Tosh. I wanted that fragger's head on a pole, but I suppose "shot while resisting arrest" will have to do. He's still alive, but they're not sure he'll ever wake up. And if he does, his hoop is mine."

He sighs, then shrugs. "Okay, meet us at the Rhino in an hour. You chummers did a good job, even if you weren't able to deliver him to me personally. We'll set you up with your pay then."

BEHIND THE SCENES

MacCallister is glad it's over, regardless of the outcome. He's just glad his daughter's death is avenged. He's upfront with the runners and gives them certified black credsticks with the appropriate amount. He's brief with the runners and excuses himself to gather his family to go mourn.

The rest of the family is Billy, Rebecca's twin brother, a shadowrunner and hacker with a little bit of cyberware. The dark haired woman is Marie MacCallister, Rebecca's mother. She is completely mundane and has no cyberware. The Amerind is Rebecca's "uncle" and a coyote shaman named Johnny 99, a grade 6 initiate. His sword is also his ally spirit. The others in the group are Xuxa (female talismonger and Johnny's wife), Becky (rat shaman, and Johnny's ex-wife), and Penthisil (grade 6 initiated hermetic mage).

If Walker was taken alive, the spell Johnny casts was a mind reading spell. If the runners ask about what information Johnny found, MacCallister says that it's private, and he'll deal with it from here. The runners get the same reply if they turned over the commlink and ask about any information on it.

If the runners already hacked the commlink and/or interrogated Walker and inform MacCallister of this, he will ask them to keep their silence about it and let him handle things, though the runners are free to do what they wish.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to total up:

6,000¥	Each for stopping the new Mayan Cutter.
2,000¥	Each if the runners catch him alive and deliver him to MacCallister
250¥	Per Negotiation hit to a maximum of 2,000¥ (as per Scene 2: A Daughter Lost)
100¥	Bribe if the runners were reluctant to meet (as per Scene 1: A Fixer's Call)

KARMA

- 1 Karma for stopping the copycat Mayan Cutter by any means.
- 1 Karma for capturing the cutter alive.
- 1 Karma for finding out about George Mathers' involvement.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 6.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.)



If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 800¥.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, SR4). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4).

WILLIAM MACCALLISTER

Contacts	Data Search	Information
0	0	Never heard of the guy. He play for the Seadawgs, maybe?
1	3	An ork, right? I think he's some kind of fixer.
2	6	He's relatively new in town. He's got connections though, knows pretty much everyone.
3	10	He's a retired shadowrunner, used to work back during the 50's. He vanished off the scene for a while, then showed up here last year, working as a fixer.
4	18	Rumor has it his kids are mixed up in the shadows, so he came out of retirement to keep an eye on them.
5	--	He's originally out of Chicago and survived Bug City. Used to run by the name of Bull.

REBECCA MACCALLISTER

Contacts	Data Search	Information
0	0	Never met her, is she cute?
1	3	She's an ork, a student up at the University of Washington.
2	6	She's been studying up on the Ork Underground, researching its history.
3	10	She's been spotted hanging out with the Skraacha lately. Looks like she was real close with one of their leaders.
4	18	She's a mage, though she doesn't advertise it. Her father was a shadowrunner, though.

THEODORE "TOSH" ATHACK

Contacts	Data Search	Information
0	0	Tosh Attack? That some new band?
1	3	I think he's a cop.
2	6	He works for Knight Errant, Special Crimes Division.
3	10	He was one of the lead detectives on the Mayan Cutter case when KE took it over from the Star.
4	18	Rumor has it he's a bit dirty. He does whatever it takes to keep the streets safe for SINners, don't get me wrong, but he's willing to bend or break the rules to do that. And if he can line his own pockets or make his own job a little cushier in the process, he'll do that too.

THE SKRAACHA

Contacts	Data Search	Information
0	0	Gesundheit.
1	3	They're an all ork gang.
2	6	Skraacha is Or'zet, it means "Scorchers".
3	10	The Skraacha are a gang in the Ork Underground. They kinda protect the Underground, and like to mix it up with anti-meta gangs and policlubs.

MAYAN CUTTER

Contacts	Data Search	Information
0	0	I think they're playing Underworld 93 tonight.
1	3	Wasn't that the serial killer cutting up meta's last year?
2	6	There's been some new killings in the screamsheets. Nobody is saying it yet, but word on the street has it that the Cutter's back. Some say they caught the wrong guy, some say it's his spirit, some a copycat. This guy I know over in Redmond swears that the Cutter came back as a cyberzombie.
3	10	Yeah, he was killing people for over two years. Lone Star couldn't catch the guy, so that's one of the reasons Brackhaven gave the city contract to Knight Errant. Then they waltz in and catch him in less than a month? Made a lot of folks wonder about that. Especially if he's back now.



SHAWN WALKER

Contacts	Data Search	Information
0	0	Frag off and die.
1	3	Walker is bad news. He's a violent racist, runs with Humanis.
2	6	By racist, I'm not talking meta-human racism. He's an old school, hates you because you're born the wrong color racist.
3	10	He's ex-UCAS Special Forces. I heard he was kicked out after the tussle in Denver during the Year of the Comet. He had captured some Azzies, and was torturing them.
4	18	He's got some bleeding edge 'ware, and he works as an enforcer and "specialist" for Humanis from time to time.
5	—	Shawn Walker has a place in the Redmond Barrens that he usually holes up in, an old car lot off 124 th Ave. He's usually surrounded by a bunch of Humanis' more Aryan members. If you're not blond haired and blue eyed, he tends to shoot first and check your ancestry later.

CAST OF SHADOWS

WILLIAM MACCALLISTER

William MacCallister is fairly new to the Seattle scene, but he's by no means a stranger to the shadows. He spent the majority of the 50's and early part of the 60's as a decker before finally retiring. However, they say that no shadowrunner ever really retires, and he was no exception. When his children decided to move to Seattle and get into the family business for themselves; he decided to follow and set up shop as a fixer, using his contacts and experience to help them get settled in.

William is an aging ork who always looks like he's not had quite enough sleep. He doesn't wear a suit, instead opting for "biker casual" with jeans, a t-shirt, and a leather motorcycle jacket. He has a pair of chrome datajacks in his right temple. William is fond of saying that he's "getting too old for this drek", and quite often uses outdated street slang like "frag", "hoop", and "chummer". He has a relaxed demeanor, though he's direct and to the point with anyone he works with. He doesn't play games, treats those he deals with fairly and with respect, and demands the same in return.

B A R S C I L W Edg Ess Init IP Arm CM
 8 4 5(8) 6 5 4 6(9) 4 6 3.5 12 4 8/6 12

Active Skills: Athletics Group 4, Automatics 4, Automotive Mechanic 3, Close Combat Group 4, Computer 6, Cybercombat 6, Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette 4, First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (7), Leadership 4, Longarms 4, Negotiation 5,

Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (7), Software 6, Stealth Group 4

Knowledge Skills: 20th Century Sci-Fi 4, Chicago Area 5, Chicago Street Gangs 4, Comic Books 4, Computer Hardware 5, Computer Software 6, Corporate Security 4, Insect Spirits 6, Matrix Security 6, Ork Underground 4, Seattle Area 3, Police Procedures 3, Seattle Street Gangs 2, Seattle Politics 4, Shadowrunner Lore 6

Languages: English N, Sioux 3, Japanese 3, Spanish 2

Qualities: Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)

Augmentations: Datajack x2, Cerebral Booster 3, Encephalon 2, Math SPU, Mnemonic Enhancer 3, Synaptic Booster 3, Simsense Booster, Smartlink (all Betaware)

Commlink: System 9, Response 8, Firewall 10, Signal 7, Armor Case 10, Biometric Lock (electro shocker), Customized Interface, Hardening 6, Simsense Accelerator, Response Enhancer 6,

Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

Gear: armor jacket, 2 Ruger Super Warhawks w/ 4 speed loaders and APDS ammo, AR contacts (w/ thermo, image link, vision mag, vision enhancement 3), Panther Assault Cannon

Weapons: Ruger Super Warhawk [Heavy Pistol, 6P, -6 AP, 0 RC, 6(cy), APDS ammo, custom grip, biometric lock (immobilization), smartlink], Panther Assault Cannon [Assault Cannon, 10P, -5 AP, 1 RC, custom grip, biometric lock (immobilization), smartlink]

THEODORE "TOSH" ATHACK

Tosh is a Knight Errant detective, a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that KE's retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he stands almost a full 3 meters high and has horns like a bull, making him look a bit like the minotaur metavariant. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

B A R S C I L W Edg Ess Init IP
 9 4 4(5) 9 3 4 2 3 3 3.7 9 2

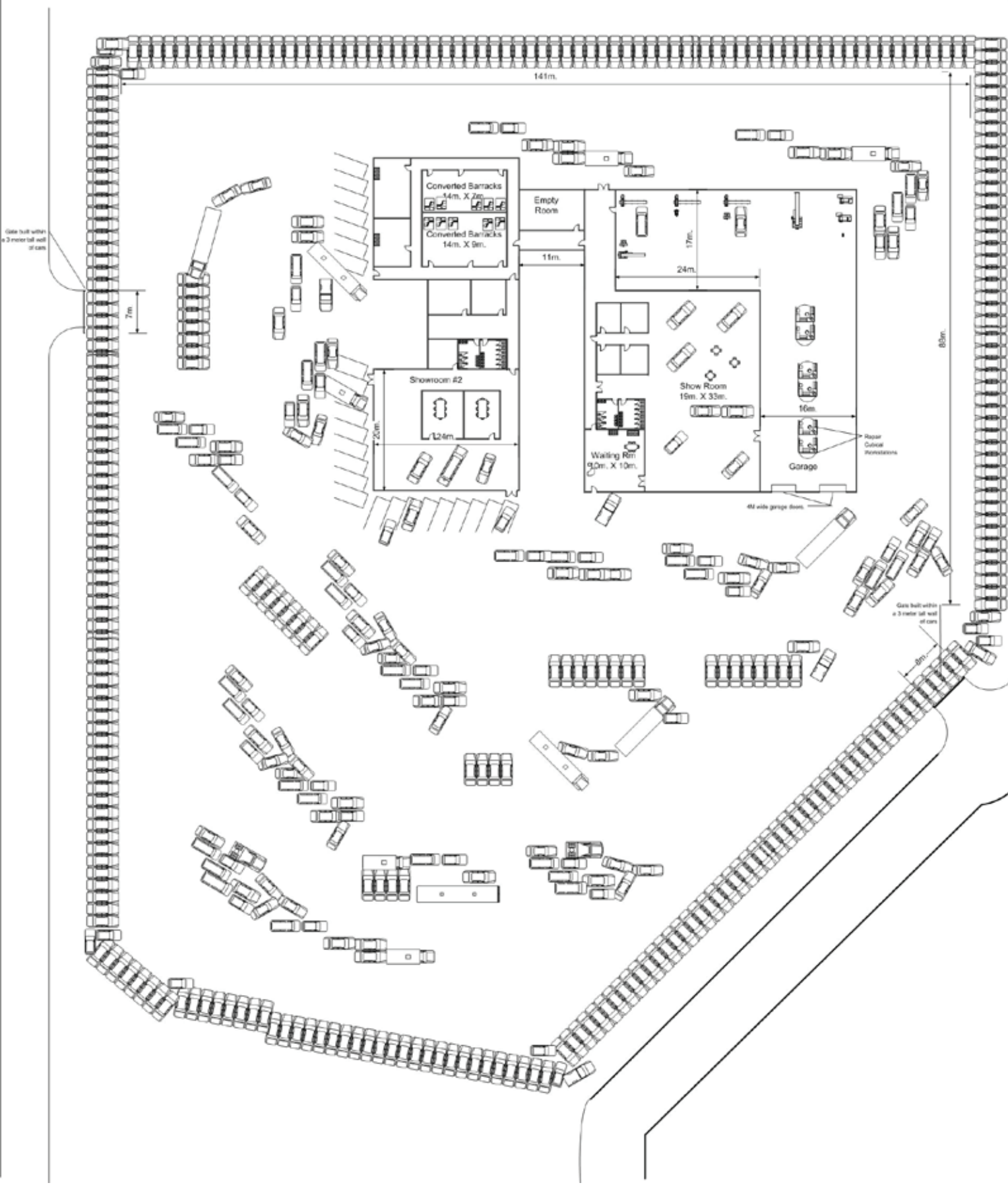
Active Skills: Close Combat Group 3, Computer 2, Data Search 2, Dodge 3, Firearms Group 4, Intimidation 4, Perception 4, Pilot ground Craft 2

Knowledge Skills: Crime Syndicates 3, Knight Errant Politics 3, Police Forensics 2, Police Procedures 4, Seattle Area 4, Seattle Gangs 3, Street Rumors 3, Urban Brawl 3

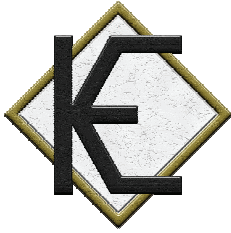
Augmentations: Cybereyes 2 (Smartlink, Image Link, Flare Comp, Thermographic, Low-Light, Vision Enhancement 3), Wired Reflexes 1

Gear: Ares Predator, 2 extra clips of ammo, concealed holster, Armored Jacket (8/6), Commlink (Hermes Ikon w/ Iris Orb)





//archive/KnightErrent/Athack/Casefile: Mayan Cutter



Case File: KE-381-77234-H78

Subject: MAYAN CUTTER, FINAL REPORT

Filed By: Detective Theodore Athack

Date: 02.04.72

The first identified victim of Jose Martine, dubbed the “Mayan Cutter” by the press, was discovered in Tacoma on 11.13.69. The victim was a homeless Caucasian male elf (**see case file [KE-381-77234-A01](#)**) who frequented the docks. The killing was kept quiet by Lone Star, and early reports were filed away as low priority and not followed up on, due to the victim’s lack of SIN.

The modus operandi of the murder is the same stylized, ritualistic killing that the cutter became famous for within a few months. The victim was sedated with a neurotoxin that paralyzed them, but left them awake. The killer then would begin cutting them, presumably using a very sharp blade made of obsidian. The cuts made were likely painful and deep, but not life threatening by themselves. They formed a pattern across the victim’s torso, throat, arms, and upper thighs. Later victims were all found with an identical pattern carved into them. The victim was then let to bleed out before being hung up somewhere public near the original murder. There were never any witnesses, nor any recorded evidence of the murder found.

Microscopic fragments of obsidian (**see evidence files [KE-3181-77234-006 through -048](#)**) were found inside the wounds of the 6th victim and each subsequent victim, and though this was not discovered during the autopsies of the earlier victims, it was easy to overlook and Lone Star was not performing the most thorough examinations at that point. Each of the early victims were SINless, and thus cremated, so was impossible to verify that the obsidian blade had been used.

The first twelve verified murders were all SINless, with 11 of the victims being metahuman. The first SINner killed by Martine was discovered on 06.23.70, the 13th victim to be discovered. The press found out about the murders shortly after, and on 07.19.70, KSAF released the first news report about the killings and dubbed the killer the “Mayan Cutter”, speculating that the killings were part of some magic ritual or cult killing, due to passing similarities to designs found a few Mayan Temples. No connection to rituals or cults was ever confirmed. Most of the victims were metahuman, with the majority being SINless.

The killing continued for over two years, and despite mounting pressure from the public Lone Star was unable to track down Martine. When Knight Errant was awarded the Seattle Contract in January of 2072, one of our primary directives was to find and stop Martine. A Special Crimes task force was formed, headed up by myself. There were three more deaths during January, bringing the confirmed kill count to 48, with almost 20 more deaths and missing persons suspected to be linked.

On 02.02.72 we managed to track down a talismonger that specialized in unusual ritual materials, who had sold a number of obsidian knives that matched our murder weapon (**see case file [KE-3376-78203-B35](#)**). Following the payment trail led us through two different false trails, and eventually let us identify the killer as Jose Martine, a disgruntled former Aztechnology factory worker who had been laid off several years ago and who our forensic psychologist believes blamed cheaper metahuman labor for his layoff.

We traced Martine’s location to the Puyallup Barrens and found him finishing up his final murder (**see case file [KE-3181-77234-A48](#)**). He attempted to flee, and during pursuit opened fire on our officers, who returned fire. Jose Martine was pronounced D.O.A. at Seattle General shortly after. Searching Martine’s apartment, we found a number of obsidian knives that had traces of blood on them as well as clothing with traces of DNA. The blood and other DNA matched up to several of the Mayan Cutter’s victims.

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

CMP 2010-02 COPYCAT KILLER

The Mayan Cutter and Tempo were two of the causes that the Star lost its Seattle contract. Shortly after Knight Errant took over, the killings stopped. Conspiracy theorists believed the Cutter was a ploy by KE to bring the Star down, but now the killings have started again. Is it a copycat or the real deal?

- Mayan Cutter was captured.
- Mayan Cutter was killed.
- Mayan Cutter's commlink turned over to MacCallister.
- Mayan Cutter's employer was discovered.

SYNOPSIS

MISSION RESULTS

Names

Character Improvement	Karma Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

Street Cred _____
 Notoriety _____
 Public Awareness _____

KARMA

REPUTATION

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

