

SHADOWRUN

Missions

SRM02-12 WINTER WONDERLAND
BY: ADAM LARGE



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INTRODUCTION

Winter Wonderland is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Winter Wonderland* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-12B, *Winter Wonderland, Playing Aids*.

Preparing the Adventure

Winter Wonderland 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

Winter Wonderland 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.

What's up, chummer? 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.

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 offer 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 *Winter Wonderland* (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, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* 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 in the *Cast of Shadows* section.

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 (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of

Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Adventure Background

Ardent's head hurt. He felt bruised all over, like bailing without a parachute. Everything was hazy, he couldn't remember what happened the last few...hours...days. "Did I crash? Wait, no, I landed", he thought.

Memories started coming back. He remembered that he landed, taxied to the hangar, the Koshari met him, and then everything went black; black and painful. The Koshari weren't pleased that the cargo was missing. He tried to explain that he saw a ZDF plane coming at him and he dumped the cargo. Unfortunately he couldn't explain why he was so far off course. They thought he sold it to a competitor. Ardent mumbled to himself, "Should have kept flying." The Koshari don't like mistakes, and this was Ardent's second.

His first only cost him repayment plus interest. A light sitting on a table pushed the shadows back. Ardent was seated in a chair with his hands tied behind his back. The room was vast beyond the darkness. Even with thermal and lowlight in his cyber eyes, there wasn't much to make out.

Footsteps echoed behind Ardent. "Good news, Mr. Ardent, your plane's logs confirm your statement. You can be on your way. Any further obligations we had with you are terminated as your services are no longer needed," said a voice from behind him.

A figure of a man walked just past Ardent. It resembled the Mr. Johnson who hired him, though with the Hopi mask, it was impossible to be sure. The man continued as he put down a case and opened it, "Before you go, there is the matter of payment. Cash isn't optional."

Ardent looked up confused. When he saw the man turn around holding a scalpel, he finally understood...

Plot Synopsis

A smuggler dropped Koshari cargo on the WinterLand Ski Resort mountain because Dean Costello of the Casquilho family spoofed his sensors. The Cargo landed in NeoNET corporate territory. Mark Longfeather would like the runners to go up there, secure the cargo, and bring it to him.

Along the way, they'll get to interact with mid-level corporate employees just trying to enjoy their vacation. Pulling off the 'run while trying to blend in will be critical to the scenario.



The Hook

What's up Chummer?

The characters are contacted by Raven about a meeting at Denim tonight.

Tell it to them straight

You sit down at your routine hangout for the morning stim of a soykaf and scream sheet, when you hear a tapping, a tapping from your commlink. An ARO raven from a tag on the table is virtually rapping on your commlink. Below it is an attached message. When you load the message, the raven squawks "NEVERMORE!" and the tag self erases. Some people have the flair for the dramatic.

The Message is for you to meet at Denim at 7 PM tonight in the PCC sector.

Behind the Scenes

It's about 10 AM when the players are contacted. They are all contacted by the same type of ARO which is activated by the runner's proximity. The message mentions to prepare for some traveling and be sure to leave space for souvenirs. The time between the contact and the meeting is to give the runners plenty of time to pick up any necessary gear or plan traveling arrangements (though the destination is not mentioned). Denim is located at 10151 W. 26th Ave, in the Edgewater neighborhood of the Pueblo sector.

Debugging

Some players may want to dig up more information about Denim or about Mr. Johnson. If so, proceed to Legwork.

The Meet

What's up Chummer?

Mark Longfeather needs a large cargo picked up and delivered back to Denver's PCC sector. It's up in the mountains near WinterLand. Getting there would be the easy part; tourists and corporates take the train from Union Station there all the time. As Longfeather puts it, "Think of it as a little vacation."

The magic ritual presented in this scene is not important for the runners to understand. It conveys two things: that Mark Longfeather is a busy man who has little time to deal with the runners and that the Koshari can be dangerous.

Tell it to them straight

The drive into Edgewater is a respite from the light and sound pollution from Lakeside Amusement Park nearby. The parking lot below the glow of the neon sign has become a bit packed with cars.

If they arrive before 7pm

Sound dampers kick in as you open the door. The gut shaking tribal rock is in full swing. A crowd of young Hopi and few others in Amerindian garb fill the place. Everyone is focused on the stage where the band is playing as well as a few tribal dancers circle. You can feel like a static build-up in the air; like lightning is going to strike. Just as the clock strikes 7, the music ends, leaving deafening silence and a release of that energy.

After 7pm

The band is packing up their gear, as most of the crowd leaves and the Trids are turned on. Some of the crowd give you hard looks as they exit. This leaves you with a few drinking patrons at the bar. A young man, also in traditional Hopi clothes is behind the bar attending to drinks. Hopping along the bar in front of him is a raven.

Behind the Scenes

The bar has synthetic dark wood paneling, and the walls are covered in Hopi artwork and memorabilia. A small stage and dance floor is set off to one side of the bar. Several trids are showing sportscasts and local news. When the 'runners speak with the bartender, he'll ask them what they're

drinking and then direct them to a back room. The drinks are on Mr. Johnson, but he won't refuse a tip. If the runners ask him about the meeting, he says that Raven told him to expect people matching their description and to direct them to the back room for a meeting. He'll just smile if they point to the raven on the bar.

The back room is set up like a medicine lodge. The floor is covered in what appear to be authentic skins. Several cushions surround a fire pit in the center of the room, where a small brazier currently burns. The atmosphere is aromatic and smoky, but a metal chimney above the brazier seems to be pulling most of the smoke out of the room. The warm smoke also obstructs Thermographic vision (-2 dice). Directly across from the door, behind the brazier, a man dressed in a grey business suit, but wearing a traditional Hopi mask (emblazoned with a stylized Raven) sits. Another man rests next to him, similarly dressed and wearing a Hopi mask with a stylized Bear. The man in the bear mask stands up, bows to the other man, and leaves quietly. The remaining man gestures for the 'runners to enter and take a seat. Any magically active 'runners who assense the men, will immediately identify that they are both magically active. They'll also be able to tell that one mask appears to be a fairly potent power focus (Raven) while the other appears to be a sorcery focus (Bear). The man in the raven mask will silently wait, until everyone has arrived. At that point he will introduce himself as Mr. Johnson. (See Mark Longfeather in **Cast of Shadows**) He will thank the team for coming, and then quickly get down to business.

Mr. Johnson will explain that two days ago, a smuggler took a detour into the mountains to the west. While over the mountains, he was spooked by a ZDF patrol and dropped his cargo. The smuggler managed to re-orient himself and land at the correct destination, but without the cargo. The mission is to recover the missing cargo.

Payment will be 3000¥ (+500¥ * TR) + 100¥ per Opposed Negotiation hits) each. 1,000¥ will be given to them up front on acceptance of the job.

Mr. Johnson explains that there are four cargo containers, each about 2 cubic meters in volume (2x1x1). He is unaware of anyone else having found the cargo in the meantime. He assumes that the weather conditions and location have kept the cargo well hidden. He doesn't care how the contents get to him. They just need to be recovered as quickly as possible. Delivery is to be made to a Mr. Backstreet at The Sacred Rat Lodge in the Arvada Barrens. Final payment will be made upon delivery. Mr. Johnson also recommends contacting Snowman, a coyote, for assistance into the mountains.

Mr. Johnson provides two files via their commlinks. The first file is sensor readings from the plane's blackbox. The second is a recording from the pilot.

Playing the two datafeeds together shows that obviously the Sensors are giving a different reading than when the Pilot looks out the window, where the plane encountered the ZDF Jet. An analysis of the video sensor data from the plane (Software+Analysis (2)) shows the ZDF coming in. Slowing it down frame by frame reveals that the sensor data has been spoofed or edited and the cockpit area has been artistically modified for 3 frames. In the cockpit, the pilot is a generated image of a neatly dressed young man in an office setting, giving the camera the bird. Characters who have dealt with Dean Costello (see **Cast of Shadows**) will immediately recognize him.

Video from the pilot continues as he looks out the window. The runners can make out a town and ski zone (ski lifts zig zaging around the mountain) with a road and railroad connecting to the town. Some Koshari hacker added highlights to some of the buildings and connecting road and railroad relating that to a map of WinterLand Ski resort, color-coding the buildings from the video to the map.

If the runners head to the train station then See **Legwork: Last train to Winterville** then go to **Are you a Shadowrunner?**. If they look for Dean, see (**Legwork: Dean Costello**) then go to **Dean's Switchboard**.

Debugging

If the runners played *Through a Rose Colored Display Link*, they recognize the ZDF pilot as Dean Costello. If not, see (Legwork: Dean Costello) and (Legwork: Casquilho Family).

If the runners ask how to get there, Mr. Johnson would suggest the Train as the least complicated route.

Pushing the Envelope

The young Hopi at the bar (1+TR), pumped up after the music, pick a fight with the runners starting with the closest non-native looking one. (see *Halloweeners Street Gang*, **SR4** p 275. No Hand Razors, just fists and beer bottles). The brawl will end quickly if firearms are used with the materialization of a large raven and the voice of Mr. Johnson chastising the Hopi for their behavior and chastising whomever pulled the firearm.

Dean's Switchboard

What's up Chummer?

The Runners can contact Dean and ask (or pay) him for a more specific location of the plane. Dean is awake that evening. He'll meet them at the Tower of Babel in the Hub at 9PM (Earlier if necessary). Dean is very forthcoming with information, unless the runners are threatening him. Since his girlfriend died, he's been hanging out here in the evenings, drinking, so he's mellow in his mannerisms and loose in (most) information.

Tell it to them straight

Arriving on the 34th floor, home to the Tower of Babel in the Hub, your display link AR is flooded as almost a hundred personas are dancing and spazzing to an unnaturally syncopated music and light show. Filtering out the AR, The Tower of Babel becomes a fairly quiet white/off-white room with around twenty patrons sitting at booths. Dean is sitting alone at a white booth drinking and bobbing his head to the odd synthetic beat.

Behind the Scenes

The Tower of Babel is an odd sort of nightclub. It's basic with white tables, chairs, and white marble floors. The tall glass windows are etched with binary strings and snippets of code, including in large font, "Hello World." Appetizers and drinks are offered from the white marble bar. Without a commlink on, it's fairly quiet with echoing footsteps and the hiss of white noise generators.

It's the AR of the club that makes it the Tower of Babel. The walls are dynamically splashed with color, like rain spattering from outside. A cacophony of instruments is played from the sides of the room from agents interpreting matrix traffic passing through. The sounds sometimes come together into music. The randomness of music and color are based off of Matrix traffic filtered into one of 9 floors of Babel. A following of hundreds of personas hang out on the 9 virtual floors of the Tower of Babel listening to different versions of filtered traffic, and in higher floors, viewing decrypted data.

Asking Dean about what happened to the smuggler two days ago and he'll brag, that the smuggler put way too much confidence into his sensors and forgot the Mark I eyeballs. He led him 80 kliks off course to the north, then spooked him with a spoof of a ZDF patrol. Once he bugged out, Dean went back to playing.

Asking how he does it, he'll only say, "Trade secret, chummer, trade secret.."

After the runners leave, roll loyalty + faction(2) test for Dean if the runners have him as a contact. If successful, Dean stays loyal to the runners and doesn't contact the Casquilho Family. Otherwise, this conversation tips off the Casquilho Family of the goods that were dropped.

Debugging

Threatening Dean, only brings a price into obtaining information. He'll ask for 100¥ (*TR) for the location of the incident.

The use of force will bring building security and the ire of many hackers at the club.

Are You a ShadowRunner?

What's up Chummer?

This is an impromptu meeting with the runners and Carl. The runners will probably be concerned about this guy shadowing them. When Carl finally approaches them with his offer, they'll either think this is a trap or easy money. This scene can be done on the train, or if the runners take alternative transportation, then Carl can "bump" into them as they are doing legwork.

Tell it to them straight

If the runners take the train

Ah, a brief respite from the din of the everyday and the hassle of border crossing. While sitting on the train, your paranoid senses track on a human in a tre-chic black & plum colored ski suit who's glanced in your direction and walked past the team several times.

He looks like he's finally made a decision and approaches you and asks quietly, "Are you shadowrunners?"

If the runners take alternate transportation

As you are doing legwork, you are contacted though your commlink with a blunt message, "Going to WinterLand? I got a job for you. Meet me at the Union Train Station."

Behind the Scenes

The Runners are interrupted by a young Corporate Trendsetter, Carl. Carl is a tall, Hispanic male with the smell of money coming off of him with the Tanaka Cologne. He's dressed in tailored clothes and carrying some top of the line ski gear (gloves, goggles, etc. – all but boots, skis, and poles).

He'll introduce himself as Mr. Johnson, though his commlink (not hidden) shows his name to be Carl Axiom, and his gear has the initials C.A. embroidered on it. He is unperturbed if the team responds that they're not runners. Either way, he'll continue by saying that he's looking for some individuals looking to make some quick cash. If the runners are still not interested, then he'll leave (go to **At WinterLand**).

If they are not in a private compartment, he'll invite them to his drawing room for a meeting before continuing. If they are taking alternate transportation, he'll invite them into a waiting limo and it will just drive around the block as they talk.

He tells them he needs to exit Celsius Intellect's WinterLand corporate party early and would like to leave an impression of "Corporate Bad Boy." He needs their help staging a fight that leads to him boarding a corporate helicopter. Half of the runners will be *his* operatives and stay at the Horizon lodge. The other half of the runners will be the *bad guys*.

The Plan

His team is to interrupt him at the party at 6 PM, two days from now. They'll warn him that the family has caught up with him and that he needs to leave now.

On his way out the door, the *bad guys* intercept him. Carl wants a staged fight between him and the ugliest or biggest brute of the runners, where Carl will win and escape. Carl has worked out a deal with guards to ignore anything short of a gunfight.

Payment

He'll pay each of them 500¥ x TR plus money for the B&B Lodge (His Team doesn't have to pay for their room).

If they accept, Mr. Johnson will make reservations at the Lodge under one of the runner's names. He'll then give a certified credit card with 2000¥ for the *bad guys* to stay at a B&B.

If the Runners are not inclined to help Carl, then Carl picks up another group. (A faction that the runners would have to deal with later.)

Alternate way to WinterLand

By car, the runners will have to cross the from the PCC Sector into the PCC Proper. The usual border crossing rules apply. From there it's an hour up into the mountain region. The road is icy with lots of turns and no grid available. There's snow falling with an occasional whiteout, which reduces visibility. Both conditions can prove hazardous to those used to city driving. For each vehicle and Drone flying/driving, make a Reaction+Drive(2) or Pilot+Maneuvers(3) test. Failure means that the car failed to stay on the road (spinning out, bumping a tree, falling into a ditch, etc) causing Body/2 boxes of damage that can be resisted. A

glitch means that something on the vehicle was not up to spec for these weather conditions and has failed, causing 10% of the cost of the vehicle in damages (sunroof leaks, radio shorted out, heater shorted out, pilot software now stuck speaking French, windshield cracked, headlights out, etc). A critical glitch raises the damage to Body boxes of damage to be resisted as the vehicle actually crashes.

Approaching WinterLand, the runners will find that most of the base of the mountain has been secured with a wall similar to the borders of Denver. Though not as secure, the extreme conditions and terrain would make such a crossing dangerous. At the front of WinterLand is a manned gate with three security guards (SR4 p.275, Corporate Security Unit). One takes the money (requiring a 15¥ all-day parking permit or 90¥ for the week), one checks SINs (and warns those in hidden mode) as a security check, and the third opens the gate.

Continue to **At WinterLand**.

Debugging

Carl's price won't go over 750¥ x TR. He can find temps cheaper if he has to. If the Runners don't accept the mission, then he leaves them alone. Clean break, like all his business deals.

At WinterLand, Carl's *Operatives* will receive gold embossed invitations with their SIN names on it, for the CI's WinterLand Party. The *bad guys* will receive RFID badges as temporary help at the CI party. The badges only allow access from 6 to 9 PM on that day, and only to the party and kitchen areas. The invitations will be delivered later in the day that the runners check into the lodge. The RFID badges will be either delivered to the rooms at the B&B or if the runners decide not to stay at the B&B, the badges will be given to the runners staying at the lodge for them to distribute. Carl's *Operatives* will have their rooms paid for 3 nights by Carl.

At WinterLand

What's up Chummer?

This scene is for the runners to decide where are they going to hole up, while looking for the cargo. It introduces the runners to the corporate security and etiquette of WinterLand. And if they aren't geared up properly for snowboarding and skiing, they can do so here.

Tell it to them straight

A light snow falls around you as you approach the town of WinterLand. Besides the large NeoNET logo'd building on the hillside, 10 smaller lodges spread out before it with slight elevation changes indicative of status. Finally the lowest point before you is the "town" of WinterLand with the basic essentials: restaurant, gift shop, rentals, Doc Wagon medical center, and ticket purchase (Train, Parking, and Mountain access). All you need to keep a wage slave happy.

You also realize, hey it's cold up here....

Behind the Scenes

There are 4 permanently owned lodges in WinterLand: MCT, Ares, EVO, Horizon. There are also four shared lodges rented by smaller corporations, and 2 B&B style lodges (WinterLand B&B, and Snowbound B&B) for the independent vacationer. The corporate lodges are treated as corporate territory with all rights there of.

All lodges are designed for workers to telecommute in, thus giving the worker more vacation "days" and maintain a non-interrupted workweek. WinterLand has it's own security as well as specific lodges are leased as the eminent territory of several other corporations and they have their security as well to prevent espionage. Those arrested and/or expelled from WinterLand are handed over to PCC Police.

CI Security

Celsius Intellect security can drop in on the runners at any of the lodges or B&Bs that they are staying at when there is a problem. Security consists of 4+TR in Security Guards (**SR4** p.275, Corporate Security Unit). Every four security will also include an aerial drone for support (MCT-Nissan Roto-drone on **SR4** p.342.)

Autosofts for the roto-drones include: Clearsight 3, Defense 3, Targeting: automatics 3 and are equipped with a HK MP-5 TX.

If only a portion of the team is detected as threat (such as a given hotel room or combat on the mountain), only those runners will be focused upon.

If things get hostile and the runners resist, then security will try to prevent collateral damage with gas grenades and flash packs within the lodges. Outside, they have less constraint on use of force. Security will use snowmobiles to find or pursue those outside the lodges, such as on the mountain.

Anyone captured or any gear confiscated ends up in the detention center at Celsius Intellect. If the runners accepted Carl's offer, then they can contact him for help. Contacting Carl, will give him a thrill of having a 'bad boy' rep. He'll get his *operatives* released, but can't help anyone else. That would just spoil the plan. The best he can do for the others is to delay the transfer to PuebSec for another 8 hours.

WinterLand

Inside the town the runners have access to the restaurant, the gift shop (WinterLand memorabilia), and rental/purchase of skis (50¥-200¥), snowboards (300¥-1500¥), and thermal boots (30¥-50¥), coats (40¥-80¥), helmet (30¥-75¥), etc. A few snowboard brands include Fish; Malolo; Triumph; Vapor; Powers; Chicklette; Dominant; Puncher; Ginger; Tadashi; and Feelgood.

The only snowmobiles around are those used by CI security. Not even the lodges have snowmobiles. The runners can also purchase tickets for skiing the mountain at 50¥ for the day, 250¥ for the week per person.

AR Environment

The augmented world is rich with AROs, interactive interfaces, and helpful software. Little is seen of spam and adverts, except those contained in the gift shops and rental building. On the Ski slopes, AROs of actual arrows help guide guests to the right ski tracks and warn them of more challenging slopes, while simple agents stored in lampposts and ski lifts give pointers and motivation to those around them. In the stores, adverts compete, selling the bigger products such as snowboards and skis,

while meeker adverts suggest accessories (Commlink Charms, gloves, VR instructors, etc) and consumer products based on purchases.

Astral Environment

Astrally, the mountain is in a fairly good state of cleanliness colored mostly by the emotions of happiness and enjoyment. Watcher spirits buzz back and forth as secretive couriers, while wards (force 2+TR) and abominable snowmen looking spirits (average force 3+TR) deter magical influence or prying eyes from getting in the lodges.

Matrix

Of all the lodges, only the 4 permanently owned and CI's lodge's node contain some pay data. The stats of the nodes are (5+TR rating) with software running at (4+TR). Every corporate node can be broken into and browsed for up to 2 points of pay data each. A total of 10 points of pay data can be found.

Due to the design of winter wonderland network topography, Tracing and tracking software get an additional +2 dice.

If the runners are caught hacking the Horizon lodge and they accepted the job with Carl, Carl will drop them as a liability to his career and go with someone else.

Staying warm

If the runners are running around outside without at least one level of thermal protection, they will suffer a **-1** penalty to physical activity and one box of stun every hour. This is cumulative. The penalty can be removed by being indoors/by a fire for an equal amount of time.

Being Bugged

All the lodges have bugs (mostly audio sensor tags) from one corporation or another. It's almost rude not to have planted a bug. The bugs found in the runners' rooms are all audio type tags. They have real simple functions to keep costs down, as their lifespan in this environment is low. No one is carefully monitoring the bugs, with all the rooms than can be bugged and the high turnover rate, at best, a given corporation would have an agent to data mine

conversations and extrapolate what the competition is doing. Checking for a shadowrunner next door is not even in the agent's programming. No one will care if the tags are destroyed. In two days, functioning bugs will replace them. If the runners turn the bugs into the front desk, they get a "bounty" of 10¥ for each. Again, new bugs will be in the room two days later.

At the Horizon Lodge

All the lodges have the same design. They are three stories tall and triangular in shape made with prefab faux wood to resemble a log cabin. At each end is a sunroom, easily noticed by the one-story glass half dome at either end of the building. Entering the lodge, the Foyer is grand with the ceiling open to the rafters and faux wood columns with mounted animal heads and more modern corporate trophies. In the Horizon Lodge, there are three large tapestries hanging, showing the CEO, the CFO, and Company Logo on a grand scale. These partially block the visibility of the open hallways to the second and third floors from the foyer.

Much like a hotel, the clerk will ask for their company ID or reservation and SIN. For the "team", Carl has reserved two adjoining rooms with 2 double beds each. *Carl's Operatives* receive a commlink passcode that allows access to the rooms, elevators, sunrooms (casual fireplace to the left, jacuzzis to the right), and restaurant.

The rooms are nice and clean with the smell of artificial pine. Each contains a small refrigerator stocked with overpriced snacks, complimentary white noise generator, and a Mr. Soy processing unit.

Scanning the room for bugs will find up to 4 functioning bugs (1 per hit) and 1 non-functioning bug. Even failure will find the non-function bug, which is lying under one of the beds.

At the CI Lodge

This two-story building has a similar architectural style as the other lodges, however it is twice as wide as them and rests higher on the hillside. A security fence runs around the perimeter of the building, but the gate is left open with two CI security officers at the entrance.

Like the other lodges, it has a grand foyer displaying many of CI's achievements. The left wing however is not hotel rooms, but several adjoining rooms for entertaining, plus a large kitchen for cooking for large parties. The right wing is better secured than most. Behind the doors and security desk, are several rooms for detaining criminals, checking confiscated equipment, and meeting rooms for corporate negotiations of the detained assets. They have twenty 2m x 3m cells and five 4m x 4m rooms for larger metahumans allowing for one person per cell. The whole area has a wireless dampener to prevent communication between cells.

The area is typically used for detaining the white collar criminals (espionage) and the drunk and disorderly. The corporations can then "negotiate" for their people outside the court system through the Corporate Affairs office. Runners are usually deniable assets, and are shipped off to police within a day if no one 'claims them'.

Adjacent to the detention center, are holding rooms for confiscated equipment. Confiscated goods are held around for a while as Celsius Intellect determines if they are useful to them.

Any cargo taken by Security from the runners end up at the holding rooms. Captured runners are in the detention center for four hours before a PCC police vehicle arrives to pick them up.

At WinterLand and Snowbound B&Bs

Each B&B is a smaller two-story house, also of faux wood resembling a log cabin. Each has 20 rooms. The runners will be able to find vacancies at either place. Price is 200¥ for single occupancy or 300¥ for double occupancy per day. Larger metahumans can be accommodated at the B&Bs for 50% additional cost and those rooms are designed for larger occupants (2 rooms at each B&B, ground floor at the far end).

Scanning a room for bugs will find one functioning bug and up to 2 non-functioning bugs (at the bottom of the closet).

Debugging

General CI Security precautions

Moving around in "Hidden Mode" is not allowed here. CI security will give a warning

first to those who are in Hidden mode. Celsius Intellect Security also is interested in keeping corporate battles to a minimum. To this end, CI Security has drones out on patrol around each of the lodges to do random commlink interrogation and MAD scans for firearms. Every day, while the runners are outside, roll their TR. For each hit, one runner's commlink is interrogated (is it in public mode) and a Mad Scanner (TR rating) scans for any firearms on them. Because of the issues of each corporation having it's own security personnel, if the firearm has a permit tied to that SIN on the commlink, the Drone will only issue a standard warning on the commlink:

"Dear <SIN Name>, while it's legal to carry a <Firearm Name>, please do not attempt to discharge the firearm on Celsius Intellect territory. It is also advised that you leave your <Firearm name> in your room if you intend to use the ski slopes. This conversation has been recorded. Have a nice day."

Otherwise TR Security Guards (**SR4** p.275, Corporate Security Unit) will approach the runner as the runner is noted to be carrying an illegal firearm. If it's a small caliber weapon, CI Security will ask the character to turn over the weapon and will fine the 'runner 100¥ for possession of an unlicensed weapon. For larger weapons or resistant runners, they will attempt to arrest the runner and bring him to detainment at the CI Lodge, before turning the runner over to PCC Security.

The Lodges don't accommodate metahumans. It's a discrete bias against ork and trolls inherited from the Japanese corporations, not necessarily the employees of this corporation. They are polite and will recommend those individuals go to the B&B. They'll even call to make the reservation for them. Their excuse is that the rooms are too small to accommodate them. An Ork can make an argument that he's not that big. The Lodge will not challenge it and allow him to stay.

The Runners can attempt to "Camp" outside of WinterLand and pay the daily fees for a vehicle entering the mountain area. There's no patrols or security running around the mountain as the conditions are just too hazardous, and there's nothing worth protecting outside the walls. If they are not camping in adequate accommodations

(i.e. sleeping in car or tent w/o heating or insulation), the runners would accrue a -1 penalty daily to both mental and physical activities due to the cold hard conditions.

If the Runners have accepted Carl's job, and are at the Horizon Lodge, then proceed to **Connecting Trails**

If the Runners want to look for the Cases, then proceed to **Needle in an Avalanche**



Connecting Trails

What's up Chummer?

Carl has been going on and on about being a secret agent for the company, including telling people where his *operatives* are staying. In this scene, several wage slaves will take Carl's word for it and approach Carl's runners at the Horizon Lodge room with several covert bug jobs. This is a minor inconvenience for runners trying to blend in, as well as an opportunity to make more money. The runners are not required to do any of these other missions.

Tell it to them straight

It's not so bad. A nice room in a fancy lodge with someone else picking up the tab, it beats camping in the cold and snow. While checking what can be purchased on the trid, someone knocks on the door. When you ask who is it, your reply is, "uh...Swordfish?"

Behind the Scenes

The first "Mr. Johnson" is a short chubby fellow. With the gear he's carrying, he resembles a hacker. His commlink shows him as Bill with additional info of 'loves Western trideos and Italian cuisine'; part of some dating program he's purchased. He has a handful of bugs that his boss wants planted in the MCT lodge. Being a wageslave trying to climb the ladder, he said yes. He just doesn't know how to do it. He'll pay the runners to do it for him.

Bill doesn't have more than 300¥ to pay them, but he can 'reject' some equipment he tests and leave it for them. He tests lots of electronic devices for commlinks, but he doesn't really know what he'll get. He will need an address to send it to. Bill has 3 RFIDs with audio and video recorders. Bill doesn't know where in the MCT lodge he wants them placed, he guesses in the common areas, which are the foyer, and the two sunrooms.

A half hour after the first Mr. Johnson leaves, another one knocks on the door giving the same "Swordfish" password. He looks like a larger man whose flush as he's filled with liquid courage. His commlink really shows his name to be Mr. Johnson (James Johnson). He's got a bug-sized drone that he wants placed in Suite 310. He'll flash a

data chip with details of a '68 Suzuki Mirage, worth about 4K, and offer the pink slip of the vehicle for doing this job.

Helping Mr. Bill (Optional Scene)

Mr. Johnson (Bill) wants 3 sensor tags placed in the MCT Lodge. Without an MCT ID, it will be difficult to get to the sunrooms. 'Runners can do the more traditional, sneak around and do some B&E or they can use a page from Dean's book and schmooze one of the MCT wageslave snow bunnies and get access through them.

If they choose the former, then use TR+4 Corporate Security guards (SR4 p.275). If they choose the latter, then see **MCT Executives** in **Cast of Shadows**. Presented are five possible targets that the runners can attempt to contact and use to get into the MCT Lodge.

All have open commlinks. The twist is however; three of the targets are also intelligence/counter intelligence agents for MCT. For a Female character, on an odd/even roll, odd the character hooks up with an MCT agent (**Derek Entegra**), even roll, normal wage slave (**Andre Byella**). For a male character, a roll of 1-2 gets you the normal wageslave **Andrea Byella**, 3-4 **Belle Carter**, and 5-6 **Carrie Dumont**.

Each target can only be won over by a single runner (not a group effort). Anyone attempting etiquette with a hidden commlink is immediately rejected. The targets' commlinks are clean of any paydata.

It's an extended Charisma+Etiquette (8, 30 minutes) test. Bonus/Penalty dice can be given depending on the runner and what he spends his time/money on 'the date'. Success means that the runner gains access to MCT through the target. When the target is an Agent, the agent gets a similar extended test (3+TR) in dice. If the agent is successful before the runners, then the runner has been tagged secretly with a bug.

Room 310 Optional Scene

Mr. Johnson (James) rambles on how he thinks his long time girlfriend/short time wife is having an affair with a junior executive in room 310. He wants proof recorded with the drone he brings. After accepting the job, Mr. Johnson leaves the drone and a picture of his wife, and excuses himself as he needs another drink, and heads to the bar. The drone that Mr. Johnson wants delivered is a small insect drone.

A Logic+Hardware(2) inspection shows that the drone has been modified to include a tag zapper and sensors have been improved with a lowlight camera. A successful Logic+Software(4) inspection, shows that there is a cruel set of commands hidden in the pilot program. This drone is set to go berserk and attack every electronic device, 5 minutes after it recognizes a voice or face. Failure on this inspection only shows the pilot software has been upgraded to 4 and it has Clear Sight 4 and Maneuvers 4 Autosofts.

The 'runner's room keycard doesn't allow access to the third floor elevator. Horizon security guards are posted in the hallway of the third floor to monitor those who pass through, or who illegally use the fire exit.

Room 310 is about twice as large as the runners' rooms. It has a large bedroom, study, meeting/living room, and two bathrooms. Checking out the room will not detect any bugs. If the runners just activate the bug and set it down, it will migrate to the bedroom and hide under the bed.

By a stroke of lousy luck, the wife shows up while they are there.

If the runners do not interrupt her, the events continue as follows:

She moves directly to the study. She shuts the door to the study and begins typing. The computer in the room responds with "connection secured". She then has a conversation about her marital problems with a Dr. Castillo. Anyone with Dean Costello as a contact or who has met him at the tower of Babel will recognize the voice of the doctor as his.

If the Bug is left as is, five minutes after hearing her voice, it begins to move out and starts zapping things. It attacks the lamps, trideo, electric razor, and commlink in the bedroom causing small electrical fires. It then attacks an electrical outlet, overloads the circuit, and dies. This also shuts down power to the room and dumpshocks Dean. Horizon Security will arrive 2 minutes later to investigate the power outage. Security does not deem this as a threat and are relax about the whole thing. They just need to document the problem and call maintenance.

Background on the event:

Dean Costello is up to new tricks. He's managed to get some access to Horizon's systems by pretending to be a psychologist, promoting well-being for the vacationing employees. This proved very successful, until he met James's wife. Now because of either a soft-heart, or fear of being exposed, he's continued scheduling sessions as Dr. Castillo in hope of either curing her problems or gently getting rid of her.

If the team wants to look for the cases, then proceed to **Needle in an Avalanche**

Debugging

Helping Mr. Bill

Upon successful completion of this mission, Bill will send a box to the address. In the box is a pair of foam packed Satellite link accessories and three holoprojectors. All have a big red sticker saying "DEFECTIVE," though in actuality they are just fine. This is the basics of what he'll send the runners. If the runners are looking for a specific electronic device/commlink accessory that is not illegal or has an availability higher than 6, then replace one of the items of greater value in the box with multiples of that device, but don't exceed 1600¥. (Example, if the runners wanted a skinlink module, then replace the holoprojectors with 12 skinlink modules).

If the runner has been tagged with a bug. Their actions become monitored for the next few hours. If the bugs are not discovered immediately, then MCT realizes that these guys aren't wageslaves, they're Shadowrunners and contact CI security. (See CI Security in **At WinterLand.**)

Helping Mr. James

Mr. James really just wants to hurt whomever his wife is having an affair with and is very drunk when he hires the runners. He waits at the bar for the runners to give him the news that the bug was planted. If that's all the runners tell him, then he'll slide the pink slip over, pull off his ring, and continue drinking. Job complete.

If however the runners get involved with James and his wife and straighten things out with the help of Dr. Castillo (Dean), Dean will tell James to keep his bike, as he'll pay the runners 2000¥ each for their help.

Alternatively, if the runners blow Dean's cover to James's wife, exposing him as a con artist, they will get James and his wife back together. James turns over the pink slip thanking them for their help. Dean however gets his feathers ruffled from this incident and knows that it means more time to work his way back in.

Pushing the Envelope

If the Runners were in LuCom in SR02-05

Some of the faces are familiar. They have the same feeling. It finally clicks that there are some LuCom employees here. This leads to some awkward questions as where does the runner work now and why don't they see them/him around. Failing a Etiquette+Charisma(3) test, results in MCT security (**SR4** p.275, Corporate Security Unit) coming over, requesting IDs and escorting them out (2 x TR). The LuCom incident is still a sore spot for MCT.

Needle in an Avalanche

What's up Chummer?

The runners are to get on the mountain and search for the boxes. Once found, the runners have the logistics of bringing it all down to their residence. The materials are all bulky and the boxes are too suspicious to carry down the mountain.

Tell it to them straight

The Mountain before you looks daunting and the line to the ski lift is long. Patrolling around the area are CI Security on snowmobiles and Aerial drones. Looks like the only way to the boxes is to rely on remembering the late night trideo shows on extreme sports.

Behind the Scenes

If the runners talk to Dean, then they know approximately where it. The easiest way to the containers is to take the ski lift up to the top of MaryJane (see **Mountain Map**) and then attempt to ski down rolling ridge/runaway route to the location. Security is not an issue; it's the not being conspicuous to the other extreme wage-slave skiers. Especially when the boxes are so close to the ski runs.

Otherwise it's an extended Perception + Intuition test (10, 30minutes). But anything other than skiing/snowboarding (hiking, camping) would constitute suspicious behavior. GM discretion on what would seem out of the ordinary. If the runners are doing something odd for more than a half hour, then it's guaranteed that some wage-slave took notice of it. At minimum the runners would get a warning from security over their commlink.

Every hour (including the initial down hill run), each runner that is helping in the search makes an Agility + Gymnastics (2) test as they maneuver down the hill. Failure means that they get a lot of encouragement from the Agents in the area and suggestions to try a less difficult slope. A glitch results in an embarrassing tumble and the runner is unable to contribute in the search. A critical glitch is ½ Body +1 S damage resisted by body+impact armor as the runner has

become attracted to trees and other large immobile objects.

The Runners find three plastic grey boxes in the same general area. They are scuffed and dented as if they've been kicked around. Each has a simple mechanical lock and Box #1's lock has busted on impact. They can either bring the containers down the mountain, which would bring suspicious security around to have a peek at the boxes, or they can open the boxes and bring down the contents piecemeal.

Contents of Box1:

75 Kilos of fishy smelling seaweed packaged in 10, 7.5 kg, 1 meter long cylinders. (AKA Bad Karma)

Contents of Box2:

50 Kilos of what smells and looks like potpourri. Bags, boxes, and cans of all kinds of stuff fill this storage container. Fiddle heads, rose hips, cinnamon sticks, tree bark, bags of flower petals, and cans of roots and stones. No container is more than 2 kilos in weight and larger than 25cm in length/width (virgin talisman in 30 different containers)

Contents of Box3:

60 Kilos of more odds and ends. Lots more odds and ends fill this storage container. Licorice root, distilled oils, Ivory tusks and teeth, a clear container marked "Dragon" filled with a yellow liquid, bags of multi-hued corn kernels and other seeds, and cans of volcanic ash and bones. No container is more than 3 kilos in weight. No container is larger than 25cm in length/width (virgin talisman in 25 different containers)

Box 4 is missing.

A difficult search (Perception threshold [4]) will find little plastic pieces around the first three boxes. Following the drop pattern and looking for those same pieces, will place the 4th box at an area on the ski path. Looks like someone dragged it down the hill. (See **Party at WinterLand**)

Casquilho's men

If the Runners Contacted Dean for information and Dean fails the loyalty check, then continue with this section.

Arriving in a flurry of Snow are (4+ TR/2) armed men and one Troll on snowboards and one (TR) rated Plant Spirit. Farther up

the slope, but within LOS is the Shaman controlling the spirit. The men are armed with Streetline Specials, with the exception of 1 with a Yamaha Sakura Fubuki with silencer. The first action of this team is to allow one man and the troll (both wearing jackets with Shock frills) to slam into the runners and attempt to incapacitate them then move past and catch the runners in a crossfire. See **Cast of Shadows** for more information.

Debugging

Combat lasting longer than three rounds with the Casquilho team will result in some wageslave skiing within LOS of the combat and reporting it to security. In 2 more combat turns, security will arrive (See CI Security in **At WinterLand**).

Camping in the area (not skiing or snowboarding) for more than an hour or trying to bring the cases down the mountain intact is considered suspicious activity and security will intercept the runners. If they bring the cases down, then security will meet them at the bottom of the ski run/mountain. If the runners are just camping, Security will tell them to move along and/or attempt to confiscate the containers if visible.

If Security confiscates the containers, then they will end up at the detention center at the CI Lodge(see **At WinterLand**) Runners attempting to negotiate with Security are told to have their corporation to file a complaint or talk to Corporate Affairs at CI.

Party at WinterLand

What's up Chummer?

Big fancy party at CI's Lodge. All the corporations' employees are invited to attend. This is the last opportunity to pick up the last cargo container before the corporations consume it. This is also an opportune moment to rescue anyone left in the detention area, pick up confiscated goods/cargo containers, or just cause mayhem. There's a buzz in the air about the party.

Behind the Scenes

Finding the Missing Box

This is an Extended Etiquette (Corporate) test (10, 1 hour). Subtract 3 from the threshold if the runners use the RFIDs that they planted.

This is the information that they can pick up:

Box 4 was picked up prior to the Runners arrival by a wageslave (Wilson) of the MCT Corporation. He opened it up and found the contents being 12 vintage (non-genetically modified) wines in gyroscopic containers to prevent shakeup. By bringing it down the hill, it was confiscated by security, but after Wilson explained the contents to his manager, corporate affairs and MCT negotiated it as a corporate gift to the WinterLand Party; a minor tax writeoff; and MCT gets first choice on wine from the case. Wilson got a raise.

Each attempt on the Extended test gives security a chance to figure out that something is going on. With 5 dice, Security needs (10-TR) successes to figure out that the runners are not here for the snow. If security is successful, then they pay a little visit to the runners. See CI Security in **At WinterLand**.

Behind the bar is the container with the wine. It proves difficult to get to the wine, as it seems most of the wage slaves hang out at the bar waiting for it to open. The Party events occur in this order if the runners don't intervene:

6:00 PM – Guests arrive. A swinging jazz band plays while the partygoers mingle, have hors d'oeuvre, or dance. A sign over the bar says it will open at 7PM.

6:45 PM – Wharez Waldo crashes the party. Waldo is wearing a tres chic “glacial blue” suit, complete with a thermal lining, dry ice cooling system for a chilly fog effect, and Lightweave™ nanite technology producing a “aura borealis” of light coming from the jacket as he walks. He’ll pull out of a pocket, a mini drone to take some footage as he mingles, samples the food, and interviews several people, including a random runner. Some of the Chitchat he would ask the runner would be like:

- How do you like the party? Have you been to better Corporate Parties?
- Do you like the suit? All of it’s made by local entrepreneurs in Denver. (flashes ads from the makers of his clothes).
- Have you heard of any new business from CI? What about your company, anything going public?
- Speaking of going public, did you hear about Mr. G. over there with the blonde and red head? He keeps referring to them as his daughters, but here (sends a photo via commlink). I don’t know about you, but the kids in this recent photo are about ten years younger than those two....

7:00 PM – Carl waits for his team to interrupt him saying, “The Family has caught up with him and he needs to leave now.”

7:00 PM – Bartender shows up, starts dispensing beer. Dinner also is ready and is presented buffet style.

7:05 PM – “The Enemy” arrives via the service entrance and stops Carl. Carl fights with the “Enemy Boss” and knocks him down with pseudo judo.

7:07 PM – Carl gets on a corporate helicopter and the helicopter flies away.

7:15 PM – A waiter, who was at the MCT table, walks over to the bar to get a bottle of ‘54 Shiraz from the bartender.

7:19 PM – The bottle is opened for the MCT table and poured.

8:00 PM – A host of the CI Party gets on stage to welcome everybody to the party. He notices Wharez Waldo, and has him discreetly removed before continuing with some news from CI and the other corporations. Intermingled are some door prize winners. They must be present to win.

8:00 PM – Wharez Waldo gets escorted out of the building, but not before releasing a hover drone to cover anything that he missed.

8:15 PM – if the runners help Carl, then a Random runners’s name from Carl’s team is announced (by his SIN name) as the winner of a Sapphire SPU (Soy Processing Unit), courtesy of EVO. The runner would be presented with a voucher to be filled out, so the Refrigerator sized SPU can be delivered to the correct address and an ad for the Sapphire SPU(handout #1).

8:30 PM – Wharez Waldo escapes from the detention center and retrieves his drone. Tomorrow morning, on Wharez Waldo Now, Waldo flashes a news article on the good stuff he got from the party, plus highlights of Corporate Bad Boy Carl’s exit, The runner’s interview, and reaction to his clothes.

Debugging

If the Runners rejected Carl’s offer, Carl hires a different team of runners. This team consists of thugs from the Chavez family. This proves most difficult for the runners if they have a negative relationship with the Chavez family. Carl’s *Operatives* consists of 3 Mafia Thugs and Carl’s *bad guys* consist also of 3 Mafia thugs lead by Javier. (See **Cast of Shadows**.)

If at least one point of Pay data is given to Wharez Waldo, he’ll be your friend (and annoyance) for life as he broadcasts that info over the air on Wharez Waldo Now.

Leaving WinterLand

The Runners can leave by Car with the same weather/road conditions and tests. The runners can also leave by Train (Last train leaves at 8PM to arrive at 10pm).

The runners can also attempt to leave by Carl’s helicopter. While Carl is heading back to the Hub, he didn’t figure on having the runners go with him. He’s adamant not to take the *bad guys* or of taking illegal cargo, which would work against his bad boy persona or get him arrested. The Runners can also attempt to hijack the helicopter. Carl won’t resist and will try to get off the helicopter. The pilot will also attempt to get off.

Pushing the Envelope

If the Runners have a negative faction rating with the Chavez family and didn’t not help Carl, Javier and his team will throw some pot shots at the runners with an elbow or bottle before taking on Carl.

Delivery at the Rat Lodge

What's up Chummer?

The Runners deliver the goods and pick up payment.

Tell it to them straight

The Address given, leads you down a pothole-infested road in the Arvada Barrens. The buildings are barely more than concrete skeletons harboring who knows what. Nothing is really walking around out here, scurrying maybe, but not walking. On the left is the stained sign of the soup kitchen.

Behind the Scenes

Day or night, rats can be seen scurrying in or around the Rat Lodge. Though the windows are all bordered up, a faint light can be seen.

Inside, a warm wind and the smell of decaying vegetation, blows through as the doors open. The front room, lit by various candles, strings of Christmas lights, is filled with, what can only be described as junk. Every table that would have been used for dining has been piled with knick-knacks, clothes, and various bottles and cans. Closer inspection of any of the tables reveals that some of the stuff looks similar to what you're bringing him.

The long table where food would have been presented is also covered with junk, though more recognizable as tribal (Masks, pots, paintings, statuettes). Logic +

Enchanting (2) can identify most of this "junk" as handmade talismans with the rest being raw and refined reagents like those they are delivering.

John Backstreet, an Amerindian gentleman in his 30's, enters from the backroom behind the long table with an entourage of several large rats. He's wearing several layers of jackets over duct tape patched carharts and boots. He'll greet the runners and ask them what he can do for them.

When the runners present the contents of the cargo, he'll inspect each piece before setting it down on a random table. After so many items inspected, he hands one of the runners a certified credstick from a pocket within the layers of his jackets. In the end the runners will have 5 credsticks with a total amount equal to what was agreed upon.

Anyone paying attention to the rats will notice that they take some of the items delivered, to the backroom.

Debugging

Each Container is 25% of the final payment. If a container of goods is missing, then reduce the payment by that amount.

For each container that only part of the goods is delivered, then reduce the final payment by 15% for each partial container.

If the PCs decide it would be a good idea to try to rob the person paying them, the assorted reagents and talismans can be fenced for TR * 20,000¥. Use your discretion to apply suitable faction and reputation penalties for this action.



Picking up the Pieces

Money

The runners each earn 3000¥ + (500¥ x TR), plus negotiation. The PCs may earn additional funding through the variety of side jobs offered.

In addition, paydata recovered at WinterLand be sold for 1000¥ * TR per point.

Karma

2 – Recovering all 4 boxes

OR

1 – Recovering 3 boxes

1 – Accepting Carl's Mission

1 – Assisting Mr. Bill OR Mr. James

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is 7 karma.

Reputation

Failure to complete the 'run will earn all characters 1 point of notoriety. If the runners deliberately injure or kill any bystanders at the resort, they gain 1 point of Notoriety.

Contacts

If the players already have Dean as a contact, they will earn +1 loyalty (to a maximum of 4) for not blowing his cover at WinterLand. If they do blow his cover, they will lose 1 loyalty.

Successfully completing the mission will earn Raven as a contact or gain +1 loyalty (to a maximum of 4) if they already have him as a contact.

If the team feeds him some juicy footage, they will earn Wharez Waldo as a contact at loyalty 1.

Faction

Completing the mission for the Koshari, results in a gain of 1 point of faction with that group.

If the Casquilho or Chavez Mafia families end up in conflict with the team, they will each lose 1 point of faction with the appropriate groups.

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 50¥ * TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to 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 200¥ * TR.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

Carl Axiom

Street Contact

0. What team does he play for?
1. Mr. Axiom is a Jr. Executive for Horizon
2. He plays a hard, fast game as a day trader.
3. If you're competing on the same corporate ladder with him, watch out. He's got some tricks that will drop the glass ceiling on you!

Snowman

Street Contact

0. What team does he play for? Sorry old joke...
1. Snowman? Sure, he's a Coyote
2. He's the man you need to talk to if you're taking the train out of Denver to PCC.

Dean Costello

Street Contact

3. "Don't know, Don't Care"
4. I've heard he's a Matrix consultant who works with the Casquilho family.
5. He's a hacker who snags inside information for the Casquilhos. If the PC is using a law enforcement contact, he may purchase a copy of Dean's police record for 50¥. (Handout #2)
6. He's also a bit of a Don Juan of the electronic dating world.

WinterLand

Corporate Contact

0. Never heard of it.
1. WinterLand is wholly owned by Celsius Intellect.
2. It is located in the Pueblo territory, one hour west of Denver by Train, 2 hours by car.
3. Great place for skiing, take the whole family. Several corporations allow longer vacations if the employee works from there part time. Would you like a brochure (Show Brochure)?

Celsius Intellect

Corporate Contact

0. Is that like an Oxymoron?
1. Celsius Intellect is a subsidiary to NeoNET
2. CI is working with extreme temperature technologies for use in space.
3. They've created a corporate vacation park west of here called WinterLand

Raven

Street Contact

0. A bird that scavenges around the city. Better looking than the flying rats
1. Raven's the Mr. Johnson for the Koshari
2. Raven is just the nickname for Mark Longfeather since he's a raven shaman
3. It's rumored that Mark Longfeather is on the Council

Koshari

0. That's a Sushi bar, right? In the Hub?
1. They're a sect of the traditional Zuni and Hopi Kachina society, they tend to specialize in less than legal dealings. The Kachina society controls most of the chip and narcotic sales in the Pueblo sector.
2. The Denver subgroup is run by a tribal council, all of whom go by totemic names.
3. Mark Longfeather is a raven shaman who's rumored to be on the council.

Denim

0. Yeah, I just got a new jacket too.
1. It's a nightclub in the Edgewater district of Pueblo.
2. The place can get pretty hopping, some great Tribal Rock bands play there from all over the NAN.
3. It can be a decent place to do biz. It's not uncommon for Johnsons to have meets in the back room.
4. Notice there's a strong Hopi theme to the décor? That's cuz the Koshari own the place.

Casquilho Mafia

0. Do I smell Pork?
1. Don't you watch any of the Godfather trideos? It's family organized crime.
2. They specialize in smuggling
3. Hey if you want more details, go to Casquilho Imports and ask them yourself.

Ardent

0. Who dented my car?
1. Yeah, an air jockey; Runs some of the riskier routes through the PCC to Denver
2. Has a sweet ride, tricked out with all sorts of stealthing SOTA.
3. He works mostly with the Koshari
4. Yeah, I've seen him. Let me give you some advice, don't make a mistake on a Koshari job. Ardent had two failed deliveries, I'd be surprised if he ever flies again.

Last train to Winterville

This is the most convenient way to travel to the mountains, as you don't stop as you travel from the CAS sector, through Pueblo Sector, through the DMZ, and through PCC Territory before stopping at the first of the Corporate owned resorts. Winterville is the second stop. However it's about as difficult to bypass security with sensors both at the station and on the train with illegal goods.

Price per ticket is 100¥ for a seat on the train (public car) or 500¥ for a six-passenger cabin. Public car is only a seat on the train, the cabins include wireless access for business and privacy signal screens to deter outside hacking. All the cars have access to a food and beverage car.

The Coyote contact for the train is named Snowman. For less comfortable accommodations and 300¥, Snowman can squeeze someone aboard the modernized train in many maintenance shafts, part storage, or if they're lucky, an unoccupied private car. If it's just the gear that's suspicious, then for 100¥, Snowman can package up electronics and pistols up to heavy. For 200¥, he can deliver bigger weapons or grenades (up to 6). Plastic Explosives are out of the question; Snowman knows that sensors will pick up that in a nano. He can get away with grenades and HE ammo through containment and distribution.

The quick test to get on the train is the same as any border crossing, Fake sin rating + charisma + etiquette with a threshold of (tr/2). The bribes and fines are also the same. If the runners are attempting to bring non-permitted/ restricted weapons, grenades, or have no SIN (fake or real), there is an opposed roll of TR + (+1 for illegal weapons, +1 explosive devices, +2 no SIN) in dice. If this is successful, double the penalty described in the border crossing.

Cast of Shadows

Mark Longfeather (Koshari Chief)

Human Male; Connection Rating 4

B A R S C I L W M E S S I N I T I P C M

3 3 3 3 5 5 4 5 5 2 6 8 1 10

Active Skills: Conjuring: 4; Sorcery: 4; Etiquette: 4; Leadership: 2; Negotiation: 4

Knowledge Skills: Underworld Politics: 4; Drugrunning: 5; Magical Theory: 3

Spells: Stunbolt; Analyze Truth; Mind Probe; Mass Confusion

Advantages: Magician; Mentor Spirit (Raven)

Gear: Power Focus (2) – Mask; Actioneer Business Clothes

Mark is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.

Carl Axiom

Human Male; Connection Rating 3

B A R S C I L W E S S I N I T I P C M

3 3 3 2 5 4 4 4 6 7 1 10

Active Skills: Etiquette (Corporate): 4(6); Negotiation: 4; Intimidation: 2; Computer: 3; Con: 2; Data Search: 2; Perception: 3; Dodge: 2; Unarmed Combat: 1

Knowledge Skills: Corporate Finances: 3; Corporate Rumors: 3; Underworld Politics: 1

Carl is a tall, Hispanic male with the smell of money coming off of him with the Tanaka Cologne. He's an executive at Horizon Corporation on the fast track up the ladder. He has put on a persona of Corporate *bad boy* working corporate deals that don't show up on the books. Whether it's true or not, it helps him get the ladies and intimidate the competition.

John Backstreet (Talismonger)

Human Male; Connection Rating: 1

B A R S C I L W M E S S I N I T I P C M

3 3 2 3 4 4 3 4 4 6 7 1 10

Active Skills: *Conjuring:* 3; *Sorcery:* 3; Perception: 2; Dodge: 3; Negotiation: 3; Etiquette: 3

Knowledge Skills: Talismongering: 5; Appraisal (Telesma and Foci): 3(5); Metalworking: 3

An Amerindian in his 30's, John usually wears several layers of jackets over duct tape patched carharts and boots. He's a little slow and essentric when it comes to normal life, but sharp when it comes to artificing. Whether he chose Rat as his mentor, or it chose him is uncertain, but he's happy working with his little rat chummers.

Snowman (Denver: PCC Coyote)

Troll Male; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

8 3 5 7 4 3 3 4 3.9 8 2 10

Active Skills: *Stealth:* 3; Automatics: 3; Perception: 3; Dodge: 2; *Electronics:* 2

Knowledge Skills: Denver Trains: 4; Physics: 2

Cyberware: Cybereyes, Olfactory Booster, Wired Reflexes (Rating 1)

The Snowman is a big burly troll with a long white furry mane and beard. Besides being mistaken for a sasquatch, or worse, a windigo, he specializes in crossing from Denver to PCC territory via the trains at the union station. As a train fanatic and a mechanical engineer, he has devised many ways to get a runner or their gear on board the train without being detected and a few while the train is in motion.

The Snowman is a bit of an introvert and doesn't talk much. He dresses in sweatshirts with a hood in an attempt to cover his mane.

Wharez Waldo

Elven Male; Connection Rating: 2

B A R S C I L W E S S M I N I T I P C M

4 4 5 3 5 4 3 4 6 4 7 1 9

Active Skills: Assensing: 2; *Conjuring*: 3; Etiquette: 3; Negotiation: 3; Perception: 4; *Sorcery*: 2; Dodge: 3

Knowledge Skills: Denver Gossip: 4; Tres Chic Fashion: 4; Celebrities: 3

Wharez Waldo is an elf reporter who appears to be in his mid twenties. He produces the matrix-cast show "Wharez Waldo Now?" His style of fashion rangers from the "Tres Chic" to "Are you Color-challenged?" with bold color choices and patterns. He uses his magic as a stand-in for a camera crew as well as getting him into places. He also carries a few Frisbee cam drones for the riskier shots. He's known mostly for his show, as he finds ways into many exclusive/invite only parties, impromptu raves, and advertising local designers of clothing and jewelry. The news reporting is just to keep soy on the table and yen for the coffin motel; his show is where his heart is.

Dean Costello (Casquilho Hacker)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3 3 2 4 3 5 4 3 6 6 1 10

Active Skills: Computer 4, Data Search 3, Etiquette 2 (Mob +2), Seduction 4, Hacking 4, Hardware 2, Perception 2, Pistols 1

Knowledge Skills: Business 3, Law 4, Mob Politics 5, Police Procedures 2

Gear: Hammerli 620S, Armor Vest, Transys Avalon running Iris Orb

Matrix Programs: Attack: 4; ECCM: 3; Exploit: 4; Sniffer: 3; Spoof: 5; Track: 3

Dean is a late 20-something hacker for the Casquilho family. His good looks and charms, have lead him to seducing corporate secretaries/female wage slaves to gain access to their corporations for schemes of blackmail and extortion. Only once was he caught in a sting operation. That put him away for 5 years, but he gained respect, as he never gave up the family to police. He's moved away from his previous MO, to working money laundering and writing fake licenses for the Don.

MCT Executives

Andrea Byella

Administration

Human Female; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

2 3 2 2 4 3 3 2 6 5 1 9

Skills: Etiquette: 3; Athletics: 2; Data Search: 4; Perception: 2; Computers: 3

Knowledge Skills: Cataloging systems: 3; Mandarin Chinese: 1; Japanese: 3; French: 2; Spanish: 3; English: N

PC Bonus Dice:

- Prefers Humans or Elves
- Skiing

PC Penalty Dice:

- Dislikes Trolls

Arte Byella

Commlink Sales Lead

Human Male; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

3 2 2 2 3 3 2 2 6 5 1 10

Skills: Etiquette: 3; Athletics: 3; Con: 3; Computers: 3; Data Search: 2; Perception: 2

Knowledge Skills: Marketing: 3; Electronics Background: 2; CAS Restaurants: 3

PC Bonus Dice:

- Prefers Humans or Elves
- Skiing

PC Penalty Dice:

- Dislikes Trolls

Belle Carter

Wagemage/Agent

Human Female; Connection Rating: 1

B A R S C I L W M E S S I N I T I P C M

3 2 3 2 5 3 2 2 3 6 5 1 10

Skills: Etiquette: 3; *Conjuring*: 3; *Sorcery*: 3; Computers: 2; Perception: 2

Knowledge Skills: Denver Fashion: 3; Denver Corporate Politics: 2; Denver Fine Dining: 3

PC Bonus Dice:

- Tres Chic Clothing
- Find Dining

Carrie Dumont

Marketing Supervisor/Agent

Elven Female; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

3 3 4 2 5 3 3 2 6 7 1 10

Skills: Etiquette: 3; Negotiations: 3; Computers: 2; Seduction: 3; Dodge: 2;

Knowledge Skills: Marketing: 4; Fashion Designers: 2; Shopping: 4

PC Bonus Dice:

- Famous Designer Tres Chic Clothes
- Mallwalking

PC Penalty Dice:

- Skiing

Derek Entegra

Mass Marketing Lead/Agent

Human Male; Connection Rating: 1

B A R S C I L W E S S I N I T I P C M

3 2 3 2 5 3 2 2 6 5 1 10

Skills: Etiquette: 3; Athletics: 1; Con: 3; Computers: 3; Data Search: 2; Perception: 2

Knowledge Skills: Marketing: 2; Daytime Trid: 4; Pop Music: 2

PC Bonus Dice:

- Synthpop music
- Skiing

PC Penalty Dice:

- Dislikes Dwarves

Javier (“Enemy Leader”)

Male Ork; Connection Rating: 2

B A R S C I L W ESS INIT IP CM

7 3 3 6 2 3 2 3 6 6 1 10

Skills: Clubs: 3; Dodge: 3; Pistols: 3; Etiquette: 2; Intimidation: 2

Gear: Retractable Baton, Armor Vest

Mike, The Hammer (Casquilho Enforcer)

Troll Male; Connection Rating: 2

B A R S C I L W ESS INIT IP CM

8 4 3(4) 8 3 3 3 4 3 6(7) 2 12

Skills: Dodge: 3; Unarmed Combat: 4; Pistols: 2; Perception: 2; Intimidation: 3

Gear: Streetline Special w/ Silencer and Smartlink; Armored Jacket (2 Levels insulation, 2 levels thermal dampening, Shock Frills); Helmet; Smartlink enabled Contacts; Renraku Sensei Commlink w/ Renraku Ichi, Wired Reflexes (Rating 1); Aluminum Bone Lacing

Casquilho Agents

Human

B A R S C I L W ESS INIT IP CM

4 4 4 3 3 3 3 4 6 7 1 10

Skills: Dodge: 3; Unarmed Combat: 3; Pistols: 3; Etiquette: 2; Perception: 3; Intimidation: 2

Gear: Streetline Special w/ Silencer and Smartlink; Armored Jacket (2 Levels insulation, 2 levels thermal dampening); Helmet; Smartlink enabled Contacts; Renraku Sensei Commlink w/ Renraku Ichi

Mafia Thugs

Human

B A R S C I L W ESS INIT IP CM

4 3 2 4 2 2 2 2 6 4 1 10

Skills: Dodge: 1; Clubs: 2; Pistols: 2;

Gear: Armor Vest, Sap