

# SHADOWRUN

## Missions

**SRM02-18 A VERY BAD DAY**  
**BY: ADAM LARGE**



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## INTRODUCTION

*A Very Bad Day* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *A Very Bad Day* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-18B, *A Very Bad Day, Playing Aids*.

### **Preparing the Adventure**

*A Very Bad Day* 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**

*A Very Bad Day* 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 *A Very Bad Day* (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** p.59) 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 game play.

### **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** pp.257-8).

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](mailto: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.

## Plot Synopsis

It's a bad day. The Frog Sorcerer (from ancient Pueblo legends) has come into power and has used it to cause a large mana storm. During the height of the storm, the Frog Sorcerer creates an astral rift and a Displacement Alchera (**SM** p.115) manifests, but he's not powerful enough to "jump ship" and become a free spirit, escaping the planes.

Meanwhile, the runners find the worst luck following them just trying to get to a job downtown in this weather. When they finally get to the meet, they find Mr. Johnson dead, and no nuyen on him to compensate for the trip to the Hub.

Just then, another opportunity shows up at the bar where they were to meet the late Mr. Johnson. Aaron Drey has been watching the storm anticipating something. When the Alchera opens, he recognizes the landscape. He believes that, through the alchera, the runners can locate the spirit Yuichotol for him.

When the Runners get into the mountains of the Alchera, they unknowingly move through the rift into the metaplane of the ancient Pueblo.

The runners get off on the wrong foot as bad luck still lingers around them, but can obtain guidance in their search for Yuichotol. After battling mythical creatures and the Frog Sorcerer himself, the runners search comes up empty as Yuichotol has moved from this metaplane. However, the runners may recover a vessel for Yuichotol.

As the runners leave, they find that they've exited the metaplane at a different part of the alchera, and wind up in the office building across the street. They have to get out of that building, run back across the street, and present the skull to Aaron, who attempts to "Reverse Engineer" the spirit formula from the Construct in a creative Chaos style of magic.

## Blue Skies Fade to Grey

### What's up Chummer?

The runners wake up to a bad storm in Denver. In general, this event targets the runners choices in lifestyle before getting called for a job. The weather is bad enough that any runner below a low lifestyle is displaced from their "Home" during this mission.

The weather is also effected by a mana storm and, as such, unusual bad luck follows the runners as they leave for the job

### Tell it to them straight

Trid reports that this storm is going to be a fucking doozy. Doppler is predicting up to 6 inches of rain in the first few hours. In the midst of the patter of raindrops and the sulfuric smell of acid, your commlink chimes in with a vidmail at one of your anonymous addresses on a shadowboard. The message is from a red-haired dwarf, "Hey! I looked you up because I have a once in a lifetime job for you. I know what you're thinking, 'Why the fuck should I go out in this weather?' That's the whole reason! This is the perfect time for this job! Get to the Tower of Babel by 7 and I'll throw in another 3..." It ends with hisses and pops. Looks like the message got corrupted in delivery. You find out why as thirty consumer viral-ads trojan in on your inbox.

Everything from Buzz Cola to Three Runners' Energy Bars mod your commlink's background music and wallpaper with commercial jingles and logos. It takes a while to clean, but not before a jingle gets stuck in your head.

## Behind the Scenes

The runners are already feeling the bad weather. Anyone below a low level lifestyle would be feeling the consequences of their lifestyle choice (flooding, infestation, pollution, etc). GMs should use their discretion for the overall results of the rain at each runner's residence. Below is a basic reference:

**Street** – It's a cold, wet nightmare as the rain sweeps into the hole you call a home. An Intuition + Reaction (3) test is needed to scoop your stuff up before they are swept away in the floodwaters. Characters who fail the test will lose two pieces of non-critical running gear. GM's discretion on what is lost.

**Squatter** – While life is more than a plasticard box, the location is just as bad. The sewer system backs up and the power fails at the shelter. While great for a mushroom, it's not so good for runners. An Agility + Athletics (2) test secures home necessities from the effluence and other squatters exiting. Characters who fail the test will lose one piece of non-critical running gear. GM's discretion on what is lost.

Low and higher lifestyles only have the leaks and occasional brownouts. Their stuff is secure.

Heading out into the storm, the runners will notice that it's fierce and cold. Matrix reception is spotty and traffic is heavy with accidents. A news headline reveals that a popular autopilot autosoft cannot cope with the weather conditions due to a sensor glitch. Drivers have to override the autopilot and operate their vehicles manually.

For the runners, there's a sense of trouble. Astrally, a magician can see the astral storm. An Assensing + Intuition (3) reveals that this is a level (TR) Mana Storm, aspected to Shamanistic magic of Pueblo tradition (SM, pp.118-9). Those shamans of southwestern Amerindian tribes (Zuni, Hopi, Tewa, or Pueblo) would find the storm advantageous.

Those that are out in this weather find it a challenge getting to work, as the Mana storm causes an Accident-like effect. (SR4, p.286) It's the GM's decision on how bad it gets for the runners as they travel

downtown, but the intent of this scene is that the runners are having unusually bad luck.

Here's a sample list of things that can occur to each runner:

- Some ganger is stealing your tires (Security alarm fails due to the weather)
- Stall on the freeway due to the Autopilot glitch
- Favorite "runner outfit" was stained or ruined by the acidity of the rain.
- Stuck in a border crossing because of identification confusion. (The situation eventually resolves without issue, even if it's a fake id)
- Stuck in a border crossing because runner's vehicle has been randomly selected for vehicle search.
- Stopped by police for faulty taillight.
- Miss the bus.
- Splashed by passing traffic.
- Matrix service is slow. Time frame changes from Initiative passes to combat rounds.
- Commlink service is out (range is shorter due to the rain interference). Treat the interference as a TR rated white noise generator
- Leather interior of a vehicle is etched by the acidity of the rain
- Magic has inadvertent side effects (spell generates a temporary background count of half the force, creates an illusion of a forest with an area of effect spell, lasting force in minutes, elemental effect of a manipulation spell replaced with water, etc).
- Fast food severely messes up your order including giving you a flat burpee cola. ("Now with triple the caffeine!" as a dormant advert virus pipes in.)

## Debugging

Displaced runners can stash their gear at another runner's house, or rent a coffin motel or other place (SR4 p.304), but double the price due to high occupancy. If any bad luck incident gets out of hand, to keep the game moving, police lose the trail of the runners due to weather or road accident.



## You Work at a Smile and You Go for a Ride

### What's up Chummer?

In this optional scene, the runners are sidetracked by a call to from one of their fixers to help a "Mr. Johnson", Little D with a mundane job. When they get there, the job turns out to be more difficult. The runners may choose to bypass this scene.

### Tell it to them straight

With flooded streets, sensor blinding rainbursts, and drivers who think they're T-Bird pilots sneaking across the border, it's sheer luck that you've survived this far. Interrupting that thought, a Fixer calls, "Hey, buddy! Listen, I'm up to my elbows in crap...literally. Someone's shitter fell through the ceiling onto my desk, I've called in second stringer replacements for jobs, because the prime runners have gone MIA, and people are asking for so many services, that I've gotten short on labor. Long story short, I need a favor. I know it's not up to your usual standards, but it shouldn't take long and I'll owe you. Little D's Gourmet Emporium needs help with sandbagging and the usual channels are booked up. Could you head over and see what you can do?"

### Behind the Scenes

The fixer calling is the highest loyalty one for the character with the highest Street Cred and Charisma at the table.

Little D's Gourmet Emporium is located on E. Ellesworth Ave off of N Potomac St. This is just on the CAS side of the UCAS/CAS border, near the Meat Market. Getting there is a little easier than going downtown. There, the runners find a sweeping river of water flooding across the parking lot and into the store. A truck is just leaving after dropping off several pallets of sandbags at the front of the store. Power is out around the block. Little D (see **Cast of Shadows**) is not around outside of the building. His commlink is in active mode, but attempts to call him fail as he doesn't answer. After a few moments stumbling out of the store is Little D. He tells you that devil rats have gotten into the store. If they can take care of the rats, he'll start moving the

sand bags. The runners who don't want to go in can help move sandbags. The runners can have all the foodstuff they can carry after the job. It will go bad anyways with the storm damage, so his insurance covers it.

Little D's gourmet emporium has a high vaulted ceiling and aisle upon aisle of Soy machines, genetically modified, Unmodified, Imitation, and unique treats both soy and non-soy. Unfortunately it's dimly lit from a few emergency lights along the walls.

Outside of the moving water from the door, the ground is mushy with the mixing of water, garbage, and powdered soy. The lower shelves have exploded bags of soy soaking into the water. There are (TR+6) devil rats feeding in the store led by a demon rat (see **Cast of Shadows**). Before they can act, they hear a hiss and a spray of Buzz Cola ("*Now! With new Grape Buzz Cola!*" a dormant Advert virus pipes in) and a devil rat scrambles out of the cola machine behind the runners.

Unless the runners act immediately, six of the devil rats attack the runners. The rest of the rats hide away, waiting for an opportunity to attack. They are sneaky buggers and there is a lot of debris. (Use standard surprise rules – **SR4** p.155). A Glitch on this test would result in shooting at shadows, damaging a soy processor or blowing up a bag of flavored soy product.

Besides a limited amount of real fruit and vegetables, soy substitutes, soy refills, and Flavoring, the runners can pick up processing units such as from the Mr. & Mrs. Soy Collection (*Mrs. Egg, Mr. Rice, Mrs. Juice, Mr. Chips*, etc).

### Pushing the Envelope

To push the envelope further, a Go-Gang (Use Halloweeners on **SR4** p.275) of TR+2 gangers figure that the Little D's is easy picking without power and are coming to see if they can steal anything.



## Hit a New Low

### What's up Chummer?

The runners finally get downtown, find a parking spot, when they find that they've interrupted a hunting party of ghouls' meal.

### Tell it to them straight

The whole downtown grid is a mess; flooding, crazy drivers, you'd bet nuyen to soynuts that something would happen to your car if left on the streets. The parking garage next to the Tower is your driest solution.

### Behind the Scenes

The Tower of Babel is located on the UCAS side of the Hub. Keep in mind that Lone Star forces, though hampered by the weather, do aggressively patrol the hub. All PCs are expected to have their commlink running in Active mode.

The same problems occur as they continue downtown, but not as badly as to slow down the game. Public Transportation such as a taxi or bus that a runner might take will breakdown two blocks from the Tower, making passengers have to walk to their destinations. The main entrance to the Tower has been taped and sandbagged, blocking pedestrian entry. A posted and AR sign have the message, "Please use the parking garage entrance". The usual place to park is the small parking garage next to the Tower (three upper floors, and two underground levels). It's dry, with the exception of a few rivers and waterfalls from the upper floors of the garage. Very few cars are parked on each floor.

There's a smell of sewage that lingers around. Progressing downwards to the subfloors, the runners will see sewage and runoff collecting on the lowest floor. Getting out of the car, the runners will hear echoing grunts and growls like animals milling around. It's hard to tell where they are coming from. There's a bang against a car, and a car alarm goes off. In the flashing of car lights, the runners can make out a white bald head and sharp pointy teeth of a ghoul. In his hand is what looks like an arm of some poor soul. A hunting party of (TR + 3) ghouls (**SR4** p.292) have been evicted from

the sewers and into this parking garage. The arm belonged to the Mr. Johnson they were to meet. The dwarf was only an appetizer for this pack.

After defeating the ghouls, if the runners look around for the remains of the victim, they will find that it's the red-haired dwarf, or at least what's left of him behind the car that had the alarm going off. The ghouls have been feasting for a short time, but it's still a gruesome scene. The ghouls chewed on everything including the commlink and a couple of credsticks he was carrying. The only thing worth selling if the runners are of that nature is the Mentex watch (classical design with moving hands and LED glow face) located on the dismembered arm for 50¥ at any pawnshop.

### Debugging

If the PCs decide to try and talk their way out of the situation with the ghouls, it's going to be awkward. They're in a foul mood from the weather and from having their meal disrupted. They're still hungry, and the team is the only available selection from a limited menu. It'll take an awfully persuasive etiquette or intimidation test (4 net hits) to get them to back down.

### Pushing the Envelope

Substitute a spontaneously generated toxic spirit or two (Sludge or Acid) for the ghouls. These were triggered by the sewage backup, that's flooding the sublevel of the parking garage. Who knows what people put down storm drains?



## Life's Been Way Off-Line

### What's up Chummer?

All is not a waste of time for the runners as Dean Costello of the Casquilho family, (accompanied by a PC's contact, if no one has Dean as a contact) has arrived after the runners, in the parking garage. He/They offer the runners a drink in Babel and a chance to dry off. This is the only good luck the runners are going to have, as power goes out for most of the downtown area and patrons of the Tower of Babel are dumpshocked. Outside lightning hits the building and an Alchera emerges.

### Tell it to them straight

While you figure out what to do now that Mr. Johnson is dead, a car's motor echoes through the garage, you see headlights and hope that it's someone you don't have to shoot for a change. You quickly recognize Dean stepping out of the rain. "Hey guys," he says. "Out for a swim? Why not head up to the Tower? I'm buying."

### Behind the Scenes

Moments after the runners defeat the ghouls, a deep magenta Westwind pulls into the garage, dripping wet from the rain; its wipers now squeaking against the dry windshield. It pulls in adjacent to where the runners are. Getting out is Dean Costello (see **Cast of Shadows**). He asks what the runners are doing in such nasty weather. If he sees the ghouls or the dead Johnson, he'll continue, with "I see." If asked what to do, he'll tell them, police aren't going to get here for a while, just leave a message with parking security. While this sounds heartless, it's the best solution that Dean can give without having to deal with the police and it's not pertinent to the scenario.

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.

The Etiquette of the club is to keep it clean, AKA plausible deniability of Babel involvement. Bringing or doing illegal drugs/BTLs into Babel is a no-no for two reasons. One, it brings the class of client down or scares them off; Two, it brings unwanted policing. Legal forces might question what's happening in the upper floors of Virtual Babel.

At the Tower of Babel, the runners enjoy a free drink with Dean. He'll listen to their complaints, ask about work, and make casual conversation. He doesn't know of any jobs, but he can sniff around. If the runners ask about his social life, he'll tell them he was waiting for his date to arrive, but with all the problems going on with the storm, she had to cancel.

Suddenly, with a loud pop, everything inside and outside goes dark. Lightning strikes the Tower. The power flux from both losing power from the grid and the bolt of lightning results in nodes rebooting or crashing. Babel's nodes all reboot or crash. Any runners in VR suffer dumpshock (**SR** p. 231). Only a few self-contained AROs such as the exit and restroom signs remain on.

Another flash of lightning and a few windows shatter at the Tower of Babel, scattering glass inside. In the darkness, there's a soft glow and across the street the upper half of the building is gone, substituted by the rocky face of a mountain. A whole range of mountain peaks have appeared throughout downtown Denver. Anyone with knowledge of the astral plane can surmise that this is a fairly large Alchera.

With nodes rebooting and/or crashed, heavy rain, and the appearance of volumes of rock around downtown and above, Matrix

and communication access will be limited to the Tower itself and surrounding blocks (including the parking garage) for this scene and the next.

### **Debugging**

If the runners do not have Dean as a contact, include one of the runner's contacts, preferably a hacker, to accompany Dean, and to ask the runners to join them. If the runner(s) do not have a good relation with Dean, he'll be civil to them. Business is business and he understands that runners might not have the same sense of loyalty, but he'll be honest with them, telling them what they did to displease the Casquilho family if they ask. The contact is accompanying Dean, the contact will say that with all the rain, it's better to stay in groups and find a place to hole up. Babel is high enough up to stay out of flooding.

If the runners are hostile to Dean to the point of combat, Dean will flee the scene, out into the storm.

### **Pushing the Envelope**

Two to three patrons at the bar have been running ZAPs (short-lived BTLs). This is a bit of a breach in etiquette at this club. When they come across a bad mood chip, in a fit of induced rage, they run from table to table smashing drinks, throwing tables, then focus on throwing stuff at the runners. Use Bloggers (**SR4** p.283) for these characters.

## **Falling to Pieces**

### **What's up Chummer?**

An elf calling himself Aaron approaches the runners and mentions that this is an opportune moment to find the Spirit called Yuichotol. He will pay them a good deal of money to traverse the alchera and enter the Ancient Pueblo world to look for her.

### **Tell it to them straight**

The quiet of Babel is now interrupted with the splattering of rain on the tiled floor and the wind blowing items off tables. Awestruck patrons turn toward the windows, seeing the impossibility of tons of rock floating in the air, even replacing floors of buildings. Your view is blocked momentarily by an elf dressed in black and grey. He's briefly silhouetted by the glow of the Alchera, and then turns toward your table, and in an English accent he says, "The Sipapu is opened into the astral world. I have a financial opportunity for you."

Your brain has to take a few moments to translate that to "Job for Cash".

### **Behind the Scenes**

Aaron Drey (See **Cast of Shadows**) offers a job to the runners. He appears to be distracted by the scenery outside, gesturing with a hand holding a ribbon. The lettering on the ribbon alternately glow as he moves his hand around. Assensing the ribbon, a runner can determine that it's a powerful Detection Spell focus. Other than that, it's difficult to ascertain how the item is being used due to its complex nature and chaotic design. If asked what does the ribbon do, he'll say that it helped map magic fields and intersections. Aaron will tell the runners he's a collector of antiquities and lore and he's here in response to signs and portents of a magical event. His PAN is set to public (per Hub etiquette), and runners can view the persona business card of Aaron Drey, an independent antiquities dealer. Now that he's seen the alchera and recognizes the mountains, he believes that a group can find and pass through a spiritual doorway into the mythical Ancient Pueblo world, helping him in his job. The Pueblo world is home to many gods, such as Masewu, who is the

gatekeeper to the underworld, Ahayuta and Matsilema, who are twin great warriors who protect the Pueblo world and other great spirits. Spirits in the Pueblo world are called Kachina. The Kachina that Aaron is searching for is Yuichotol.

He describes Yuichotol as a large water serpent with silver and blue scales and large horns of crystal. She's feisty, but loves verbal banter.

Aaron will offer 2000¥ + (1000¥ \* TR) each to find the spirit of Yuichotol. He cannot go as he must prepare for their return with Yuichotol. He tells them to look for a stone lodge on the mountain called a Sipapu. Enter it and inside is another door to gain entrance to the metaplane. Successful negotiations hits will each add 500¥, up to a maximum 2500¥ increase. He feels a slight sense of urgency, but years of doing business and working for a dragon, he still haggles over the price.

## Debugging

Other than incidental encounters, this negotiation sets up the bulk of the adventure. If the players aren't interested, try to figure out why. Aaron has considerable resources available, and could be persuaded to offer payment in terms of gear instead of nuyen. He can offer gear at a comparable book value with availability up to 15F.



## Blue Sky Holiday

### What's up Chummer?

Runners climb the staircase of the Tower to the roof. There, in the rain, they traverse the mountain and find a spirit lodge with a door leading to the metaplane of Ancient Pueblo. Masawu, the gatekeeper, helps the runners out of the Sipapu from the "underworld."

### Tell it to them straight

As you exit the stairs onto the rooftop, a spray of ice-cold rain hits your face. Lightning crackles around the urbanscape, vibrating your eardrums. A peak of rock edges part of this roof and covers a whole city block, including the empty space above the street. As you take the first steps up the slippery rocks of the improbable mountain with lightning hitting all over, looking for a smaller stack of rocks, a thought runs through your mind, "Did you negotiate enough for this job?"

### Behind the Scenes

After fifteen minutes of a wet climb, a Climbing + Agility (2) test, the runners find a semi-circle structure of stone on the side of the mountain. Failure means slipping and bruising. A glitch would be a considerable fall and inflict 4S damage. A critical glitch means a slide down the mountain to the edge of the alchera and 6S damage.

The stone structure has the astral signature of an active lodge with a rating of TR (SR4, p.185). Entering through the doorway, the runners see more, cold, wet stone with a shaft of light coming down from the center of the Sipapu. Looking up at the light, the runners will see that it's an opening in the ceiling to a clear sky unlike the current weather outside. The ceiling is three meters up. Masawu will help the first runner to the hole. He is a Kachina with the form of a man in a brown robe, yet his face is just a floating white skull. He helps all those who come from the "underworld;" sort of the Grim Reaper of the Pueblo World.

He's helpful, but just doesn't talk. From the hole in the ground, the runners can see a world of rugged mountains, small forests, and valleys dotted by lakes. To the north is a village across a vast cornfield. At the horizon

is a hazy view of the outside stormy world. Masawu points to the village, in an attempt to guide the runners to the village. He sits back down on a rock and waits for any more guests entering the Pueblo world.

### Debugging

While the runners themselves don't change when entering the metaplane, other things do in relation to the Pueblo mythos (Give the players the **Through the Looking Glass** handout).

The metaphor (**SM** p.129) for the shamanic metaplane of Pueblo tradition is naturalist and wild. The following changes will be seen with the metaplanar form:

Cyber enhancements are replaced metaphorically with beaded and feathered bands attached to the affected limb. Head enhancements are replaced with colored feathers braided into the runner's hair. (Every half point essence is another band or colored feather). For cyberware that duplicates equipment such as the commlink, it will be replaced metaphorically with tattoos. Any bioware that is radically different than natural organs, will also be replaced metaphorically with beaded and feathered bands with the same ratio as cyberware. In all cases, these metaphorical versions will continue to function normally.

A rigger's drones, if he brought them with him into the sipapu, will become a raven, wolf, spider, or toad depending on the size of the drone(s) (see **Cast of Shadows**). They are spirit companions to the runner (**SM** p.132), not the actual drones transformed. The rigger feels a link to the animals just as a mage would to a spirit. It will have the same skills and stats of the drone, just not the weaponry.

Unbound spirits leave as the runners moves to the metaplane. A Magically inclined runner will find calling spirits on this world impossible with the exception of Spirits of Man, Guidance, Guardian, or Worker. Also, no matter how many runners call on one of these spirits, only one will show up. His name is Kokopelli. The runners do not suffer drain, or lose services when calling on Kokopelli. Bound Spirits are the exception to this rule. When called, they will appear as normal.

## Where is the Moment We Needed the Most?

### What's up, Chummer?

To find their way around the metaplane, the runners can seek help in the village, as pointed out by Masawu.

When the Runners arrive, a bolt of lightning heralds their coming, striking the cornfield. The cornfield vanishes in smoke. The runners are initially blamed for the loss of the corn (and cornmaidens), but after bridging the cultural gap, the village leaders, the twin brothers Ahayuta and Matsilema (collectively called Ahayuta), agree to help the runners find Yuichotol, if the runners help them find the corn maidens.

### Tell it to them straight

Well it looks like you're not in Denver any more, or anywhere your GPS can locate. The only place to get directions it seems, is the village that freaky guy pointed out. You don't see a yellow brick road leading to or from the village, just a field of corn, a lake, and mountains beyond.

### Behind the Scenes

If the runners traverse through the cornfield, they start to see beautiful women, camouflaged in the shades of green of the cornfield. Their faces and hands are tattooed in the pattern of corn and are many shades from blue, to yellow, to white. Their dresses are edged with cornhusk silk. These are Corn Maidens, and they dance around the runners as they walk, keeping a short distance from the runners.

A lake lies to the east of the village. It is surprisingly deep and cold. Tall reeds and grasses grow along the edges of the lake, tall enough to hide in. There's an occasional splash as fish jump from the lake. The lake's rim nearest the village is thirty meters away, with wide trampled paths through the grasses there.

A little more than a dozen primitive style huts make up the bulk of the village. Fish are smoking on a rack outside one hut; a potter's wheel sits outside another. The villagers look human enough, yet their faces are like living masks; full of color with hair braided with feathers and beads. The village

is home to many kachinas (spirits). Many kachinas here have some skill or craft they could teach those seeking them. Others of the village like the leaders offer guidance and leadership.

When the runners enter the village, a bolt of lightning strikes the cornfield. In seconds, the cornfield vanishes in smoke. Silhouetted by the smoke is what appears to be women running. The smoke clears, leaving barren ground, where the field used to be. The villagers become enraged in response to this bad omen.

If the runners try to interact with the villagers, the kachinas are immediately hostile, bringing bows and spears. They wait for their leaders, Ahayuta and Matsilema (see **Cast of Shadows**), who come out to see these outsiders. The runners seem odd to them, and they are edgy due to the storm around them. The village leaders will question the runners, about why they caused the disappearance of the Corn Maidens. Ahayuta will question why the runners are here, as he knows that they aren't here for guidance or learning from the Kachina. Matsilema questions what is the intent of the runners with such deadly looking weapons. And while the runners might not have caused the lightning, it's a bad omen, and Matsilema doesn't trust them.

Initially, the duo will be very aggressive in their stance. While they won't immediately enter combat, they will clearly be prepared for it. They want to know who these trespassers are, and why they have scared off the corn maidens.

While the village is accustomed to visitors, they are typically used to those who come seeking spiritual enlightenment. If the team includes members who are not awakened, the kachinas will be very confused at their presence here. They wholeheartedly want an explanation for these intruders.

The runners can use Etiquette (**SR4** p.121) to reduce the hostile stance the natives have to a neutral or friendly one in order to gain help. If Kokopelli is with them, add 2 dice to the test. Getting the stance down to friendly will change Ahayuta's mind about them and he'll offer directions to the mountains where the spirit the runners describe resides. Upon hearing the name

Yuichotol, they'll identify him as "The Horned Water Spirit."

In addition, with an Extended Negotiations + Charism (7, 5 minutes) test, Ahayuta and Matsilema will agree to help guide the runners if in return, the runners help the brothers find the corn maidens. Ahayuta will say that they will look for Yuichotol first since they have an idea where that spirit is. The corn maidens haven't run far, but they could be anywhere.

## Debugging

The Kachina have average stats of 3 and have various crafting and artistic skills. Gunboat diplomacy might work in getting a direction that they can look for the spirit, but no help from the villagers. The only two fighters in the village are Ahayuta and Matsilema. Any roughing up the villagers will spread to other shamanic spirits. For a few weeks, the runners will have some problems with those spirits, either in getting them to do something, or a temporary Spirit Bane trait (**SR4** p.86). Killing any of the Kachina will result in the spirit issues, plus a cold shoulder with several of the Amerindian tribes.



## You're Taking One Down

### What's up, Chummer?

While climbing up into the Mountains, they find Giants, called Cloud Swallows. These spirits lounge against the mountainside, pulling water from the creeks, turning them into clouds and pushing them to the edges of the world. The Runners can see that these giants are influencing the weather in Denver. Beyond the giants is a valley with a shallow marsh and lakes. There the runners and their guide face the Frog Sorcerer. At the end of the valley is a structure carved into the mountainside. After defeating the Frog Sorcerer, the runners find a carved cavern with the remnants of Yuichotol's vessel created by Ghostwalker.

### Tell it to them straight

While traveling up into the mountains, you find yourself on a trail edging this world and the alchera. The trail turns. Along the trail in a canyon between mountains, 4-meter tall men stand next to a creek. They pull the water from the creek like streamers, weave them into clouds, and then push them out of the alchera into Downtown. It is there that the brothers told you that the Horned Water Spirit used to reside, which could be Yuichotol, as it matches your description of her.

### Behind the Scenes

Beyond this path is a large valley. The path is edged by a steep slope on either side and is 400 meters in length before entering the valley. At the end of the path, there's a moraine of gravel and boulders entering into the valley from the path. The rest of the border of the valley is approximately a 15-20 meter cliff from the surrounding mountains. Several miniature waterfalls edge the valley. It's very humid almost marsh-like. Above the valley, large hawks circle. These are Thunderbirds (SR4 p. 293). They scout the valley for the Frog Sorcerer.

There are TR+1 giants called Cloud Swallows (See **Cast of Shadows**) at the end of the path, about 350 meters from the runners. These spirits are in the service of the Frog Sorcerer. The Cloud Swallows have the job of bringing storms into Denver and are using the water from the creek to do that. They are given some leeway with their job. If anyone comes near them, the Cloud Swallows are allowed to kill them. There's not much cover around here with only a few scrub bushes. The runners can see that there are several other giants around the edges of the valley camped next to rivers and creeks. When the runners come near, the Cloud Swallows along the path complain of work and sit down for a snack of





venison jerky. If the runners approach a giant around the edge of the valley, they offer the runners the gold it found in the river. (The gold will vanish upon leaving the alchera.)

Astrally, there's an alarm ward (Rating TR) surrounding the valley. Crossing into the valley will alert the Frog Sorcerer (see **Cast of Shadows**) to the runners's presence. He will greet them with a guttural laugh and a harsh voice saying, "She's been gone a long time from here, puppets." He'll continue, "Best you go back to your world, I'll join you later."

The Frog Sorcerer has found the vessel Yuichotol inhabited in a carved cave in this valley. He has since cracked many of the 'bones' that made up the vessel and drank its magic. All that remains that still contains magic is the Skull, which he was having a hard time trying to crack. This is how he learned of Ghostwalker and Yuichotol and he's guessing that the people arriving at his valley want the vessel back. The runners can make a Judge Intentions test to realize that the Frog Sorcerer is lying. The Frog Sorcerer is a lousy liar so limit the Frog Sorcerer to TR hits on the test.

In Combat, the Frog Sorcerer has the advantage as he can control the storm within the valley. This is the same one that is effecting Denver. He gets TR in dice for magical tests, as it's aspected to Shamanistic magic of Pueblo tradition. The Frog Sorcerer is a crafty one and uses the Movement power to quickly speed around the marsh. He won't leave the bones behind, and if severely injured, will run back to the cave. There the runners can corner him with the Skull in his hands as he attempts to drag it out of the cavern.

The carved cavern at the end of the valley is very faded. The relief carvings are almost gone. There's a wide doorway and dais heading up to it. Inside are woven baskets with offerings of food, gold, and silver from the Pueblo people. Most of the baskets have been dumped with gold, silver, beads, smoked fish and smoked deer scattered along the floor. At the end of this cave lie the bones of what could be a dragon. A closer examination of the bones shows they are made of stone, wood, and crystal. All of them are broken except for the skull. The skull is large, around a cubic meter, made of beech wood with mounted

horns of quartz. The skull weighs 100 kg. Astrally, there is still magic embedded in it. Any runner with skill in Enchanting or vessel preparation (**SM** p.24) will realize, while it's not Yuichotol, it still can be used to obtain her formula.

The items in the cave, with the exception of the vessel, are a part of the metaplane, and will immediately fade when the storm ends. The Vessel was part of the physical realm originally, but time in the metaplanes has changed it. When the skull leaves the Pueblo world, it becomes an independent construct, capable of sustaining itself. When the magic is freed from it, it will fade back to the metaplanes.

With the defeat of the Frog Sorcerer, Kokopelli (if he's not there, he'll arrive, see **Cast of Shadows**), will tell the runners, that with the death of the Frog Sorcerer, the Pueblo world is moving away from theirs. The door to the sipapu is closed. Kokopelli will gate the runners back out of the alchera when they are ready. Once out, they can make it back home.

## Debugging

Negotiating with the Cloud Swallowers or trying to sneak past them can be tricky. With either approach, keep in mind that these are aggressive, but sly spirits. They enjoy nothing more than devouring victims whom they have defeated in physical combat.

If the Runners have Kokopelli with them, he uses his Spirit force to counter the effects of the storm up to his force in meters. After the defeat of the Frog Sorcerer, if the runners are unable to determine that the skull is still useful, Kokopelli will tell the runners to take the skull with them. As he feels that it will be useful to them later.

If the Frog Spirit somehow manages to escape with the skull, as soon as he is out of sight, Kokopelli will still arrive, as described above. Unfortunately this time, the team will be leaving without their objective.

## Pushing the envelope

The Frog Sorcerer can call forth TR in Thunderbirds (**SR4** p. 293) and Cloud Swallowers (See **Cast of Shadows**) to aid him.

## You're Coming Back Down

### What's up, Chummer?

The runner's luck doesn't improve. With the defeat of the Frog Sorcerer, they are gated out of the alchera by Kokopelli. As it fades back into the metaplane, the runners find themselves on the boardroom table in the building next to the Tower of Babel. Now the runners have to use the storm and confusion to their advantage and get out of the building.

### Tell it to them straight

With the click of your heels three times like you saw in an old trideo, it feels that the floor drops from you. After a few moments, you realize there's a flat surface beneath your feet and it looks like you're inside a building. Looking down you see several suits sitting around you. You realize then, you're standing on a boardroom table. Through the window you see the Tower of Babel. A perfect ending to a lousy fucking night.

### Behind the Scenes

The runners must pass a Willpower + Intuition (TR/2) test or they are disoriented for 10-Willpower in minutes and suffer a -2 dice pool modifier for all actions, similar to dumpshock. Many others in this building are similarly effected. As the runners leave the boardroom, they will find people who have injured themselves trying to walk around in a disoriented state.

The Runners have ended up in, AVO, a subsidiary of EVO, a resource-trading corporation. The boardroom holds a dozen old men and women in expensive suits. This top floor and the four floors below contain many confused people who were effected by the alchera. With the disappearance of the alchera, power and the matrix is coming back on line to these floors.

AVO's node stats are (4+TR rating) with software running at (3+TR) with 4 points of paydata available. A hacker has the advantage of accessing the nodes as they restart, reducing the threshold by 2.

Physically, the building is 50 stories tall, slightly taller than the 40 story Tower of Babel building with a distance of 10 meters from Babel's roof top from which they started. The top two floors are laid out with hallways with large meeting rooms and fancy restrooms. The floors below are a maze of cubical farms. With the alchera gone, the elevators now function.

On the 45th floor is a unit of (TR+5) security (use Corp Security, **SR4** p.275) in the stairwell, who come up to secure the area and reestablish order. People are collected and detained and debriefed. The corporation had lost contact with several high-level executives and important data for over two hours. They will not be gentle with non-employees. Security's primary concern is the boardroom and will beeline for it when they get up to the top floor. It will take the Security unit 10 minutes to secure a floor, which means collecting people on the floor in a central location, checking their commlink to see if they are an employee, and sending them down to the 15th floor for a 1 hour debriefing before being released. Those they can't identify, they will zip tie and send them to the 20th floor for interrogation.

A High Threat Response Team from DocWagon (see **Cast of Shadows**) waits on the ground floor. They are also concerned since a few Platinum contract signals went dead for a few hours. The DocWagon team is stuck in red tape and is waiting for security to bring the executives down to them.

## You Had a Bad Day

### What's up Chummer?

Wrap up of the events.

### Tell it to them straight

The Tower of Babel is almost empty and most of the virtual floors are down for maintenance. The floor is wet with rain blown in from broken windows. The bartender has done his best with duct tape and garbage bags in securing the windows from additional rain. Aaron awaits the runners at a booth. He has put together an interesting improvisation of a ritual spell on the floor using unorthodox items such as olives, coasters, and dragon shaped swizzle sticks.

### Behind the Scenes

Dean (and the runner's contact) is still here. Dean has rolled out a soft keyboard and is playing some synth blues. Aaron is expecting the spirit of Yuichotol to be with them to be bound. When the runners arrive with the Skull, he is confused at first and will ask the runners where the rest of her is. When the runners tell him that she already left, he nods sullenly. He had hoped to reunite Yuichotol with Ghostwalker after the storm, but he acknowledges now that it will take more time and this is the next best

thing in his quest. He'll look at the design on the floor, now not correct for the new spell. He scoops up both the traditional and nontraditional materials and redistributes them in a new pattern. The olives are substituted with pickled eggs. Aaron trades certified credsticks for the Dragon skull, and with the help of one of the stronger runners, places the skull in the center of the pattern.

If the runners stay and watch, Aaron begins the ritual spell to deconstruct the vessel. It takes another two hours to complete, but in the end, Candles flair and pickled eggs smoke, then Magic patterns and symbols glow on the skull. The Dragon-shaped swizzle sticks and some other material melt forming similar raised pattern on the coasters. The skull glows bright once, then fades away. When finished, Aaron collects the coasters, thanks the runners, and leaves Babel.

A few days later, Dean contacts them to meet him at the Tower. It seems that Aaron wants to show the runners his appreciation with a miniature replica of the skull (A radical mineral reagent worth about 400¥).

### Debugging

If the team shows up without the skull, Aaron will offer them half payment in exchange for the story of their adventure through the Alchera. He hopes that they'll at least be able to offer him some meaningful leads in his quest.



## Picking up the Pieces

### Money

2000¥ + (1000¥ \* TR) per character, subject to negotiation.

Paydata recovered from the AVO building may be fenced for (500¥ \* TR) per point recovered.

### Karma

**2** – Bringing the Skull to Aaron

**1** – Helping Little D take care of his Store

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 **6** karma.

### Faction

**+1** With the Koshari if they work well with the villagers.

**-1** With the Koshari if they engage in mass slaughter at the metaplanar village.

### Special

If any awakened characters were involved in successfully defeating the Frog Sorcerer, this will count as an *Ordeal* for initiation purposes.

If the characters were particularly violent towards the villagers, they will be under the effects of a **Spirit Bane** for their next two Shadowrun Missions adventures.

### Contacts

**Little D** – Earned at Loyalty 2, if the team clears out his store.

**Special** – Whichever contact called them about the Little D job will also go up by 1 point of loyalty (to a maximum of 4).

## Cast of Shadows

### 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.

Since Dean lost his long time girlfriend, he's been hanging out here being depressed and drinking a little too much. His friends and Family have urged him to move on and find someone new. That someone was Dahlgren, an attractive dwarf, who played him like he did to secretaries. That's what happens when you take Miguel Sanchez's advice.

He's trying again, moving further from his usual circles (secretaries and hackers). He has met a cute blonde who works as a doctor. They first met at lunch downtown, where she couldn't find a table and he had an extra chair. This would have been their second date, but the storm has kept them apart.

### Little D

Dwarf Male; Connection Rating 2

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

4 3 3 5 4 4 3 5 5 7 1 10

**Active Skills:** Computer: 2; Etiquette (Corporate): 4(+2); Intimidation: 2; Perception: 3; Negotiation: 4; Pistols: 3

**Knowledge Skills:** Business: 4; Soy Processors: 2; Food Producers: 4; Shipping Laws: 3

**Languages:** English: N; Spanish: 3; Japanese: 2

Little D, real name David Bogue, is a 40-something dwarf with a bristly black beard and auctioneer suit. He often stands with thumbs in his suspenders and a thick, real leather belt. (It holds either a brass case with Three runners Chokolade bars [good days], or a heavy pistol [bad days].) He conducts shrewd business, working a niche food market, catering to many tastes. He got his nickname of Little D, as he can make deals like a dragon 'at half the size'. A lot of goods at Little D's Gourmet Emporium are unique, but vary in price. As he says in his commercials, *"Now some people can live with sucking on Go-GoGurt flavored like Chicken, I can't. I need more to gnaw on. I don't want to go to a fast food joint for mass-produced, under the heat lamp, too much yen, soy burger. I want to cook at home. Here at my gourmet store, I try to spice up people's One-Meal Lives by offering some of the better made home Soy Models and prepackaged food stuffs."*

### Demon Rat

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

5 5 5 4 5 5 4 4 3 5 6 10 2 11

**Powers:** Animal control (Rats, Devil Rats), concealment, corrosive spit, immunity (Toxins), Natural Weapon (Bite: DV 4P, AP 1, -1 Reach)

**Weakness:** Allergy (sunlight, mild)

### Aaron Drey

Elf Male; Connection Rating 5

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

2 3 3 2 4 5 4 5 4 ? 6 8 1 9

**Active Skills:** *Conjuring*: 5; Dodge: 2; Enchanting: 4; Etiquette: 3; Negotiation: 3; *Sorcery*: 5; Unarmed Combat: 3; Arcana: 4;

**Knowledge Skills:** World History: 3; Artifacts: 3; Archeology: 4; Mythology: 3

**Languages:** English: N; Latin: 3; Greek: 3; Speredhiel: 4; Spanish: 4

**Gear:** Lined Coat; Spellcasting (Detection) Focus (Rating – High!)

**Spells:** Stun Bolt, Power Bolt, Analyze Device, Analyze Magic, Catalog, Improved Invisibility, Preserve, Armor, Astral Armor

Aaron Drey is an elf a bit on the chubby side. His brown hair is tied back in a pony tail. Under his charcoal trenchcoat, he's wearing what appear to be woolen clothes, also in warm shades of grey. There is a juxtaposition of magical materials he wears: a copper band with Hermetic runes, tied with Shamanic Feathers and beads; A dream catcher with an embedded Celtic cross on his jacket; and a Silk ribbon in his hand with both Hebrew and Kanji lettering. His tradition of magic is unusual and can be assumed is Chaos. He is of a high enough initiation to have a masked aura to any astral perception of the runners.

Aaron Drey is a collector of antiquities and lore working under Ghostwalker on retrieving things forgotten. When the Alchera opened, he recognized the mountains, assented that they are now part of the metaplane of the Ancient Pueblo, and figured this is the best time to seek out Yuichotol. Yuichotol is an old spirit missed by Ghostwalker that Aaron assumes he would like to get back in touch with.

### **Wolf Spirit Guide**

(Medium/Large Drones;  
Agents/Sprites R:5-6)

*Use Drone Stats*

**Skills:** Use Autosofts

**Powers:** Enhanced Senses (Smell), Natural  
Weapon (Claws/Bite: DV 2P, AP 0)

### **Raven Spirit Guide**

(Flying Drones; Agents/Sprites R:3-4)

*Use Drone Stats*

**Skills:** Use Autosofts

**Powers:** Enhanced Senses(Sight), Flight,  
Natural Weapon (Bite: DV 2P, AP 0, -1  
Reach)

### **Toad Spirit Guide**

(Small Drone; Agents/Sprites R:2)

*Use Drone Stats*

**Skills:** Use Autosofts

**Powers:** Concealment, Regeneration

### **Spider Spirit Guide**

(Micro or Mini Drone; Agents/Sprites R:1)

*Use Drone Stats*

**Skills:** Use Autosofts

**Powers:** Concealment, Natural Weapon  
(Bite: DV 1P, AP 1, -1 Reach), Venom

### **KokoPelli (Traveling Man)**

Free Guidance Spirit  
(See **SM** p. 97)

**Force:** (TR/2)+3

**AdditionalActive Skills:** Spellcasting

**Additional Powers:** Banish Resistance,  
Astral Gateway, Cleansing(metamagic)

**Optional Powers (in order of addition):**  
Influence, Enhanced Sense (Hearing)

KokoPelli, also called the Traveling Man, has the appearance of a tall Amerindian with Large red plumes in his hair. He has a satchel of goods on his back as he plays a flute. He is a unique character, and can be found in many southern Amerindian mythologies. Kokipelli is able to cross several metaplanes bringing guidance and knowledge to many shaman. When he is summoned, Kokopelli takes his time walking towards the runners playing his flute, though the runners summon Kokopelli, he has free will, and doesn't have to obey the runners (No services offered or used). To the runners, he offers advice, food, and/or music. He's neither combative, nor aggressive, however evening the battlefield for the runners is not out of the realm of possibility.

### **Ahayuta and Matsilema**

Guardian Spirits of the Pueblo shamanic metaplane

(See **SM** p. 96)

**Force:** (TR/2)+1

**Optional Powers** (in order of addition):  
Concealment, Archery

The Twin Warrior Brothers, are the main heroes in Pueblo mythology. They help bring order to the Pueblo world, including slaying many beasts, bringing corn, etc. Their appearances are relatively human looking as very muscular amerinidians. They currently protect a village of kachina where shamans on metaplanar quests can come and seek spiritual guidance. While twins in appearance, Ahayuta is milder in temper and Matsilema is impulsive.

### **Cloud Swallower**

Greater Air Spirit of the Pueblo shamanic metaplane

(See **SR4** p. 294)

**Force:** (TR/2) + 2

**Additional Spirit Powers:** Storm (**SM**, p.103)

**Optional Powers:** (in order of addition):  
Elemental Attack

Cloud Swallowers are four-meter tall giants with blue tinged skin. They are spiteful and mean spirited creatures, yet lazy. They don't like to chase their victims; they try to lure their victims close by offering goods, or pretending lethargy or apathetic. Then they strike as they are unusually quick and try to eat their victims.

### **Frog Sorcerer**

Wild Spirit of the Pueblo shamanic metaplane

**B A R S C I L W E S S I N I T I P**  
F+2 F+1 F+2 F+1 F F F F F (FX2)+2 2

**Force:** TR+2

**Movement:** 15/40

**Active Skills:** Spellcasting, Conjuring, Arcana, Assensing, Clubs, Counter Spelling, Dodge, Perception, Unarmed Combat, Negotiations

**Advantages:** Magician (Shamanic)

**Powers:** Banish Resistance, Astral Gateway, Personal Domain, Astral Form, Confusion, Storm, Guard, Magical Guard, Materialization, Energy Drain(Karma), Sapience, Search, Movement

**Spells:** Mana Ball, Lightning Bolt, Mob Mind, Turn to Goo

The Frog Sorcerer is a two meter tall frog in a robe of woven grass, carrying a wooden staff. He is a trickster and antagonist in Pueblo stories, but after finding the items left behind in the cave, he changed. Feeding on Yuichotol changed his abilities and gave him visions of the sixth world. He then began to use the new abilities to find a way to leave the Pueblo world and experience the world he had visions of.

### **Doc Wagon HTR Team**

**Paramedics (3)**

**B A R S C I L W E S S I N I T I P C M**  
4 3 4 3 3 4 4 3 6 8 1 10

**Skills:** Clubs: 3, First Aid: 4, Perception: 2, Pistols: 3, Unarmed Combat: 3

**Gear:** Armor Jacket, Colt Manhunter, Defiance Super Shock, Stun Baton

**Armored Personnel (4)**

*Use Tir Ghosts (SR4, p.276)*