



SHADOWRUN

MISSIONS

SLEEPING GIANTS

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SOMEONE NEEDS TO DO SOMETHING

“Someone needs to do something,” the voice says over the commlink in a calm, measured tone. “These things are showing up all over Chicago again, and if we continue operations as normal, we will be in quite the same situation as Boston, only we could have stopped it before it became worse.”

“What d’you suggest?” Simon retorts. “It’s not like y’ have a bleedin’ army. Besides, even if y’ did, there’s no tellin’ what’s actually down there.”

The lizard-like man leans back in his seat and looks out over the sprawl. *He’s right, and you know it*, he thinks. Encounters with the insect spirits have become more and more frequent in the Windy City, though not much media attention has come of it, thanks to corporate control of the media. That wasn’t all. Something was wrong with the magic in Chicago. Nothing to directly interfere any more than was already there, but there was a sinister presence, something lurking in the depths, a shadow in the astral.

It had always been there, ever since the days of Bug City, but it had been quiet, almost dormant, even then. Now it seems to stare back at those who know where

to look, a malevolent consciousness setting itself up to strike.

“No, I do not have an army, but I do have resources. Resources that can be brought to bear, if it weren’t for the potential interference with the others in the city.” The voice on the commlink lets out a breath before speaking again. “How do we get them to listen?”

“Make it important. It’s for all the marbles, innit? ‘Ave it affect their profits. If they won’t earwig to ya, y’ know others who will ...” Simon trails off.

“It’s not exactly as if the Court jumps to the whim of anyone who comes calling. Getting them involved will take months, if not years.”

“Not if what yer talkin’ about is true. Nuffin’ pisses in their cheerios like losin’ bread and honey,” Simon says smoothly.

“What are you proposing?”

“I’ll find a team, and we’ll go get the information we need. And we’ll get it to ya. You get it to th’ Court.”

“Do you have a team ready to go as it is?” The voice is still measured but excited.

“I ‘ave just the bloomin’ bloke to find one ...” Simon grins.

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INTRODUCTION

SRM 08-05: Sleeping Giants is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at [facebook.com/SRMissions/](https://www.facebook.com/SRMissions/) and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 08-05: Sleeping Giants is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 08-05: Sleeping Giants consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

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

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 08-05: Sleeping Giants* (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. 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 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 some-

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thing or you just make a mistake. It happens, don't worry about it. Nobody is perfect all 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.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* and are not repeated in this adventure.

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

NON-PLAYER CHARACTERS

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

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a 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 **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than 1/3 of the total landmass of the city of Chicago proper,

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not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of 15 km to Harlem Avenue to the west. A mass of torn down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Over the last three years, the Astral Preservation Society in partnership with The Ash Union and various megacorp thaumaturgical divisions have made headway in cleaning up the background count within the CZ and the surrounding area. Thanks to their work, unless otherwise noted in the scene, assume a background count of zero anytime characters are within the Containment Zone. The count will fluctuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See p. 30, *Street Grimoire*, for full rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

With the megacorps construction efforts moving forward in the CZ and surrounding areas, matrix connectivity has improved dramatically. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of zero anytime the characters are within the Containment Zone.

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than 1/3 of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km north to Belmont Avenue, and reaches from the Lake Michigan to an average of 15 km away (about to Harlem Avenue) to the west. A mass of torn-down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly 20 years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default

BACKGROUND COUNTS

Background Counts impose a negative Dice Pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc.). Dual Natured creatures and spirits suffer this penalty to all actions.

Aspected Background Counts grants a boost to any Limit that utilizes magic in any way (see above) to any metahuman, spirit, or Dual Natured creature that matches the Aspected Domain. This includes spellcasting Force Limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the Aspected Domain should treat this as a normal Background Count and suffers penalties.

Background Counts above 12 are called either a Flux (For Aspected Domains) or a Void (For magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active focus, etc.) takes Background Count-12 unresisted Stun Damage each turn that they are active and exposed to the Flux or Void.

background count of 2 anytime characters are within the Containment Zone. The count will fluctuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps (see p. 30, *Street Grimoire*, for full rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Along with its background count, the CZ also holds challenges for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern Matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic Matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

PAPERWORK

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

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The first is to make certain to distribute a copy of the adventure's **Debriefing Log** to each player. As the gamemaster, 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 (p. 372, SR5).

The second is to make sure that all players have updated their character's **Mission 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.

MISSION SYNOPSIS

The bugs are back in Chicago, and no one seems to want to do anything about it. When the walls of the Containment Zone came down, corporate interests rushed in to claim whatever they could: old facilities, lost cash, and even simple territory. Over the course of the last few years, what was the end of oblivion started to become a revitalized symbol of victory over the bug menace.

They never went away, though—they merely lie dormant under the ruins of the city. Now they have re-emerged, this time with help from metahumanity. Initial forays have turned up evidence of an immense hive in tunnels under Chicago, but megacorporate interests have turned a blind eye. If they know, the corps may care about the bugs. However, most assume someone else will deal with it. Others don't want to risk Corporate Court sanctions by conducting an operation that can be seen as meddling in other corps' affairs.

Sid Gambetti (see **Cast of Shadows**) contacts the runners on behalf of Simon Andrews (see **Cast of Shadows**) to set up a meet with them at the Vault. Simon wishes to contract the team for a short, but extremely hazardous reconnaissance mission into the insect spirit tunnels under Chicago, to the heart of the hive. Using an entrance under Wrigley Field, the team descends into the tunnels, past hive guardians and maggot-laid traps. Breaching the heart of the hive, the runners make a frightening discovery: a queen wasp spirit has inhabited a western dragon, and Dr. Tate is attending the "patient."

Armed with evidence of the threat below Chicago, the runners and Simon must make their escape without alerting the hive. Should the team be detected, Simon gives them the evidence and covers their escape, telling them to seek out Juan Xihuitl of Aztechnology.

Juan, and possibly Simon, urge the team to deliver the evidence to the Renraku and Mitsuhamas representatives in the city, avoiding Horizon due to its relationship with Dr. Tate. Each corporation wants something in return and asks the team to perform a small task for

them. With four megacorporations, it is enough to force action. Juan hopes this will be enough to get the corps to move on the bug menace.

Scene 1:

CALL ME BACK ALREADY!

SCAN THIS

Sid Gambetti contacts the team on behalf of Simon Andrews to set up a meet at the Vault.

TELL IT TO THEM STRAIGHT

Weak sunlight streams through the cheap blinds of your room as the incessant beeping of a commlink rouses you from your dream. Was it the one about the yacht party, like something out of a Soyweiser commercial, or was it rescuing the models from the mountain lair of the evil overlord who happens to look like your ex? Struggling to remember, you grope around the nearby table for your commlink.

9:07AM, 23 *Missed Contacts*, the display reads. Someone must want to talk to you badly. It must be an emergency. Swiftly unlocking the device, your heart sinks a little as you see two calls from unknown comcodes and twenty from none other than Sid Gambetti. Sid's icon is grinning, his face animated with a disturbing leer, complete with raised eyebrows. "Comm me back, I have someone who wants to talk to you about a job," his messages repeats.

With a sigh and quick shake of your head, you tap the reply button. Sid answers quickly, almost as if waiting for your return call. "Good God, it's about time you got back to me. You'd think you were allergic to money or something. Anyway, I got this ... guy ... down here who wants to get some people together for a job, and he asked me to get the best. He wants to meet you in person here at the Vault as soon as you can. I told him you and your team would be by pronto. Do me a solid and don't let ol' Sid turn out to be the jackass."

ONCE THE RUNNERS AGREE

TO GO TO THE VAULT AND ARRIVE:

The Vault at mid-morning is vastly different than during the evening. The place is largely dead, save for the small line of people near the Horizon wellness clinic. A worker wanders the main room, picking up various bits of trash and wiping down the seats from the previous

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night's fight, while another scrubs the fighting ring, trying to remove what looks to be bloodstains. Cheesy pop music from thirty years ago streams on the house speakers. Sid sits at the bar, thumbing through an AR newsfeed. As he sees you, he sighs in what could be relief and says excitedly, "Glad you guys made it on time, I got a lot on my plate today. Your guy is in room three, over there by the clinic."

A few people waiting on the clinic shuffle out of your way as you enter the side room. Inside is a small, cluttered office, decorated with posters and flyers of famous fights and pop stars, none of whom have ever visited this place. Behind the desk, with his feet kicked up, is what appears to be a humanoid lizard wearing a studded denim vest decorated with pins and patches and a T-shirt resembling the Union Jack. As you enter, he sits up straight and motions everyone inside.

"Most of y' know me, but some of y' don't. Name's Simon," he states in a thick Cockney accent. "'ope ya don't mind me usin' Ol' Sid 'ere as a middleman. Can't be too careful these days."

Simon takes a quick look past you to make sure the door is shut. "I brought y'ere cause we're in a heap of o' the ol' Barney Rubble, and no one seems t'wanna to do ought about it. If y'been payin' attention, the bugs've made a comeback, but the corporations and UCAS government seem t'be ignorin' it. What I want is t'get chuffin' proof, and shove it in their bib and braces; make 'em do somethin' bout it. That's where you come in: get me in 'em tunnels so we can grok what the frag's goin' on. I've a lead on an entrance under the Wrigley Dome, of all places. I guess th'bugs've been usin' it t'get in and out of the CZ. Get me in and get me out, and you'll get paid. How does nine thousand each sound for a quick in and out?"

(Translation: "Most of you know me, but some of you don't. Name's Simon. Hope you don't mind me using the bloke out there as a middleman. Can't be too careful these days. I brought you here because we're in a heap of trouble and no one seems to want to do anything about it. If you've been paying attention, the bugs have

made a comeback, but the corporations and UCAS government seem to be ignoring it. What I want is to get the proof and shove it in their faces; make them do something about it. That's where you come in: get me down into those tunnels so we can see what's going on. I have a lead on an entrance under the Wrigley Dome, of all places. Apparently, the bugs have been using it to get in and out of the Containment Zone. Get me in, and get me out, and you'll get paid. How does nine thousand nuyen each sound for a quick in and out?")

BEHIND THE SCENES

Simon sets up a meet with the team through Sid because he does not want it known that corporate interests are involved in this reconnaissance mission. He knows there are those in the CZ who work with the bugs and funnel them information. To that end, he used Sid as an intermediary as his operations are generally beneath the notice of any of the higher profile employers. If asked why he went to the trouble of using Sid, he simply tells the team, "Lots of people in the Zone work for the bugs. Him? I know he just wants to make some quid, and I know he's no bug."

Ultimately, Simon is frustrated at the lack of response from several of the corporate presences in Chicago and has received authorization from his superiors to push the matter forward. So far, only Aztechnology has committed to fighting the insect spirit problem. Other major corporate interests in the area—Mitsuhamma, Renraku, and Horizon—have turned a blind eye. They've used their considerable resources to mask the re-emerging issues from the public and their employees. Interestingly, NeoNET and Ares, the corporations that may have the most interest in Chicago and the Containment Zone, are absent in dealing with these issues as well, as both struggle with internal issues demanding their attention elsewhere. The UCAS government has only recently rescinded Adverse Possession and declared the old CZ habitable. Now they're staring at an enormous scandal with these same Chicago troubles starting up again. Preferring to let the corporations take the fall for the new rise of the insect spirits, the UCAS is citing corporate greed and over-aggressive land grab and reclamation policies.

Simon is willing to negotiate the price with the runners but blows off their need for more money, and he ignores any flimsy excuses. He knows they will likely attempt to raise the payout, and he prepared for this inevitable conclusion by having a larger budget than he lets on. An opposed Negotiation + Charisma [Social] Test versus Simon's Negotiation (8) + Charisma (6) [8] rais-

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es the payout by 500 nuyen per net hit, to a maximum of 11,000 nuyen. Under no circumstances will Simon promise any up-front money. He says the team is either in or out, and he can't afford to pay people for nothing.

Simon says time is important, and the team must not dawdle or delay in this mission. The window of opportunity gets smaller with each passing moment, and Simon wants to make sure he can get what he needs to force open discussion with corporate interests in Chicago.

PUSHING THE ENVELOPE

This is simply where the team meets and negotiates a price with Simon, but if you wish to increase the difficulty, one of the other patrons at the Vault could be a maggot working for the insect spirits, and tips off the insect hive that the team is coming, leading to more soldier spirits and maggots patrolling the entrance at Wrigley Field as well as in the tunnels. Noticing the team coming in, and their general demeanor (as well as potential weapons and other armaments), one of the people in line for the clinic, an elf male named Brian Spangton, attempts to listen in on the conversation taking place in the room. Runners who act particularly paranoid or wary can roll a Perception + Intuition [Mental] Test versus the elf's Agility + Sneaking [Physical]. If detected, the elf runs for it, using Running + Strength [Physical] Tests to get away. If the team is thoughtful enough to use tools like white noise generators, or spells to muffle their speaking while negotiating, this foils the elf's ability to hear them, although he may still be able to see them.

Of course, the team can simply gun him down, or affect him with any number of spells. If coerced into speaking, with a Control Thoughts spell for instance, with **2 hits or more**, he says his name is Brian Spangton, and he is from the north side. With **3 hits or more**, he reveals he is trying to help his sister Jennifer, who happens to be a good merge wasp spirit. Brian doesn't think insect spirits are all bad, and ever since she came back from her "investiture," she has been very helpful and useful in getting the basics like food and clean water. With **4 hits or more**, Brian reveals his hope that someday he will feel the same sense of belonging that his sister does. Until then, he helps the spirits out.

Should he get away, Brian tells his sister, who communicates the potential breach to the hive, which in turn dispatches soldier spirits to patrol the tunnel (See **Scene 2: Wrigley Field Blues**).

DEBUGGING

This is a straightforward meet, albeit with a middleman gathering the team and providing the venue. It could be possible the team does not want to work for Sid. If this is the case, Sid reassures them that the job is not

from him, but from another employer with whom they may be familiar. Failing this, Simon contacts the team directly and meets them at a location of their choice.

The team could also decide the money isn't good enough, or the job isn't worth it. If they decide this, feel free to run them on a side mission, but mark their efforts to get the other corporations involved as failed on the debriefing log.

BRIAN SPANGTON

(MALE ELF, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	4	3	3	3	3	3	5	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 4, Social 7

Armor: None

Skills: Athletics 5, Blades 2, Perception 5, Running 3, Sneaking 4

Gear: Sony Emperor commlink [Device Rating 2]

Weapons:

Knife [Blades, Acc 5, Reach —, DV 4P, AP -1]

Scene 2:

WRIGLEY FIELD BLUES

SCAN THIS

After accepting the job, the team finds out the best way into the bug tunnels is under Wrigley Field. The team must make their way past traps that maggots set, and insect spirits.

TELL IT TO THEM STRAIGHT

Once Wrigley Field, the Wrigley Dome rises at the edge of the northern CZ like a tombstone. Temporary squats line the outside of the dome along Clark, and neighborhoods of row housing and old boutique shops stretch behind the old sports complex. Two Lone Star officers are visible just inside the front door, casually watching a trideo screen in the remains of a ticketing office.

BEHIND THE SCENES

During the earliest days of the Containment Zone, Wrigley Dome was used as the base of operations for Ares Knight Errant forces, as well as a haven for those

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fleeing the bugs. For several years, the Dome served as a haven amongst the ruins, even having a small community built inside it. Since the walls came down, several Dome inhabitants moved out, and Lone Star took control of the structure to keep the peace with the people on the inside. On the field in the Dome, a shanty town was erected, and several permanent, if ramshackle, structures still exist. The city of Chicago wishes to remove most of these remaining inhabitants to rebuild on this spot, but many simply won't leave, and more have nowhere else to go.

Over the course of several years, several surviving bugs became aware of the Dome and began tunneling to it, to have an egress point from the CZ that did not involve going over Lake Michigan. Quietly, the bugs abducted residents, a few at a time, and replaced them with good merges.

The building has two major entrances. Two Lone Star officers staff the main entrance at any given time. They make sure no one without an access pass gets into the complex. They also make sure no new "residents" show up to stay. Visitors must show a temporary pass linked to a resident's pass. The assignment to Wrigley Dome is an easy job that pays the same hazard pay as other Lone Star Containment Zone assignments. As such, the police aren't as vigilant or dedicated to screening individuals as they pass through the gates.

The second entrance is the old loading docks, where concessions and grounds supplies were offloaded to the complex. This exit is always locked with an old maglock system [Rating 3] reinforced with chains and two mechanical padlocks [Rating 5].

One surveillance camera overlooks each entrance, as well as one in the lobby area where the Lone Star officers are located. Other cameras guard the tunnels under the complex.

The building host has been modernized, and most of the lighting, cameras, maintenance, and interior doors are integrated into the host.

The Dome residents set up another host and perform day-to-day tasks such as communications for the residents. The residents privately maintain the host, which monitors the surveillance cameras that cover the tunnels. The bugs knew this could be a potential problem in their defenses and took steps through their maggots to build a host with strong defenses.

The entrance to the tunnel system exists in the back room of a ramshackle speakeasy which was set up during the Containment Zone days. The occupant at the time excavated a makeshift cellar to store fermenting liquor and other supplies. Ant spirits breached this cellar about three years ago in their tunneling under the sprawl. The ants, having entered the tunnels of the old parking structure prior to this discovery, use this cellar as an entry point into the dome, slowly investing people into the hive.

When the team arrives at Wrigley Dome, Simon makes a sidelong remark about how he learned about the entrance to the tunnels by interrogating a captured maggot. He doesn't go into specifics and only smirks when asked how he did it.

The speakeasy is a makeshift building, a collection of old plywood and corrugated steel, nailed, lashed, and sometimes welded together into walls and a roof. An old neon sign, clearly lifted from a concession stand, is lit up on the outside and advertises a brand of Soyweiser not seen since the 2050s (Soyweiser Extra Gold). The door is unlocked and swings outward to reveal a step down into a cramped room, its floorboards warped and crooked, lying directly on the ground. Trolls must duck going inside. A few seats stolen from the stadium or made from old building materials are scattered amongst a collection of three dirty plastic tables. The "bar" is made from signs and sawhorses, draped over with a tarp and stapled in place. A small flat screen monitor in the corner displays a newscast. Behind the "bar" is a dwarf named Carl with a dark, ratty beard. If asked for a drink, he rummages around in a cooler and produces some cheap beer. Requests for liquor get met with a shot of Wrigley Lightning, homemade moonshine. Any other orders get laughed at. Aside from Carl, there are four others in here, all humans. The room sits uncomfortably around strangers, and all eyes are on the runners the moment they enter.

If the runners attempt to go through to the back and tunnels, the bar patrons begin making a large commotion, yelling to get the attention of both the tunnel denizens and the Lone Star cops above. They also interpose themselves between the team and the tunnel entrance to prevent them from going in.

Any gunfire, even suppressed gunfire, has a chance of the Lone Star cops hearing it with a Perception + Intuition (2) [Mental] Test. These guards receive a -4 to their dice pool for hearing a suppressed weapon, and a -2 to their dice pools for being distracted (see **Using Perception**, p. 135, SR5). Should a cop hear gunfire, they immediately notify their partner and call for backup. Two squad cars with two more cops each (total of four) arrive in three minutes to investigate the disturbance. Should the runner team cause an egregious disturbance (Force 6 spells, explosions, automatic fire, etc.) the cops immediately call for a high threat response team. It is the maggots' (the bar patrons') goal to cause enough of a disturbance that Lone Star gets involved and forces the team to withdraw. Carl does not get involved, instead opting to hide under the bar.

The disturbance in the bar also causes the spirits set as sentries, a pair of wasp soldiers, to be alerted. They do not enter the combat above, instead seeking to hide in the tunnels until they can ambush the team.

The tunnel is in the small cellar, covered with a simple tarp on the dirt floor. The tunnel angles downward

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sharply for one hundred meters before leveling out again and widening into a more traveled path. Noise within the tunnel is at a 4 due to being underground. The tunnel also has a background count of 3, ascribed to insects, due to its being commonly traversed and connected to the central hive. The floors are sandy, and the walls are reinforced with a sort of biological resin secreted from the insect spirits. The tunnels have uneven walls, and these features are used to grant the spirits hiding in wait a +2 bonus to their Sneaking test. Because the resin is biological, it creates interference with Assensing. Any Assensing test made in these tunnels suffers a -2 penalty, including trying to perceive hidden objects along the walls astrally.

PUSHING THE ENVELOPE

If Brian Spangton from **Scene 1: Call Me Back Already!** notified his sister, and subsequently the bugs, about the team's intentions to use the tunnels under the Dome to breach the hive, increase the number of

wasp spirits waiting in the tunnels to four. They do not hesitate to use their Fear power on any runner they can perceive as possessing magical talent of any kind, preferring adepts over magicians. The spirits are part of the same hive, so they coordinate their attacks. This can also suffice if you simply want to increase the difficulty of the mission.

Further, if the team makes a lot of noise but ends up entering the tunnels before the cops show up, when they come out, several police are investigating the crime scene, and they try to detain the runners. On scene, there is the SWAT team, as well as six regular cops cordoning off the area.

DEBUGGING

It is possible the team decides to go crazy and explode holes in the Dome. The Lone Star cops have no problem calling for enough backup to take them out, if that is the case. Should the team end up on the wrong side of a Lone Star prison cell, the mission fails.

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HOST: WRIGLEY DOME

Rating	Attack	Sleaze	Data Proc.	Firewall
5	6	5	8	7

Installed IC: Patrol, Trace, Tar Baby, Blaster

Slaved Devices: Front door cameras, lobby area camera, loading dock camera, lighting control, environmental control, exterior doors, building maintenance, interior doors originally part of the Dome.

Spiders: None

Sculpting: Model of the Dome in new condition, as a sports complex

Security Procedures: Patrol IC is always running. Detection of a foreign icon prompts launch of Trace followed by Tar Baby and Blaster.

Pay Data: None

HOST: WRIGLEY RESIDENTS

Rating	Attack	Sleaze	Data Proc.	Firewall
6	8	6	7	9

Installed IC: Patrol, Trace, Tar Baby, Black IC

Slaved Devices: Residential mail, Tunnel Surveillance

Spiders: None

Sculpting: Basic Default Host. Unsculpted design.

Security Procedures: Patrol is always running. If a foreign icon is detected, the host will launch Tar Baby followed by Trace. Black IC will be launched once location is confirmed.

Pay Data: None

CARL

(MALE DWARF, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
5	3	3	5	4	3	3	3	6

Initiative: 6 + 1D6

Condition Monitor: 11

Limits: Physical 6, Mental 5, Social 6

Armor: 9

Skills: Clubs 4, Perception 3

Gear: Armor vest, bat

Weapons:

Bat [Clubs, Acc 4, Reach 1, DV 8P, AP —]

MAGGOT BAR PATRONS

(4 MALE HUMANS, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
4	4	4	4	2	3	2	2	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 6, Mental 4, Social 4

Armor: 9

Skills: Blades 4, Perception 4, Pistols 2, Unarmed Combat 3

Gear: Armor vest

Weapons:

Beretta 201T [Light Pistol, Acc 6, DV 6P, AP —, SA/BF, RC (1), 21(c), 21 rounds regular ammo]

Knife [Blades, Acc 5, Reach —, DV 5P, AP -1]

TRUE FORM WASP SOLDIER SPIRITS

(2, FORCE 6)

B	A	R	S	W	L	I	C	EDG	ESS	M
9	7	7	9	6	6	6	6	3	6	6

Initiative: 13 + 2D6

Astral Initiative: 12 + 3D6

Movement: 14 meters/turn

Condition Monitor (P/S): 13/11

Limits: Physical 12, Mental 8, Social 8

Armor: 12H

Skills: Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapon, Flight, Gymnastics, Perception, Unarmed Combat

Powers: Animal Control (wasp), Astral Form, Fear, Hive Mind, Inhabitation (living vessels), Natural Weapon, Sapience, Venom

Weaknesses: Allergy (insecticides, severe), Evanescence

Weapons:

Natural weapon [Unarmed, Acc 12, Reach —, DV 8P, AP -1]

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LONE STAR COPS

(MALE AND FEMALE HUMANS,
PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4(5*)	3	3	2	3	3	6

Initiative: 7 + 1D6 (8 + 3D6*)

Condition Monitor: 10

Limits: Physical 5(6*), Mental 4, Social 5

Armor: 12

Skills: Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor jacket, Renraku Sensei commlink, sunglasses [Rating 2 w/ image link, smartlink], jazz (2 doses)

Weapons:

Ares Predator [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), 30 rounds regular ammo]

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, RC —, 4(m), 8 rounds taser ammo]

Stun baton [clubs, Acc 4, Reach 1, DV 9S(e), AP -5, 10 Charges]

*= Dosed with jazz (+1 Reaction, +1 Physical limit, +2D6 Initiative Dice)

LONE STAR SWAT OFFICER

(3 MALE ORKS, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
8	7	7	8	4	4	5	3	1.9

Initiative: 12 + 3D6

Condition Monitor: 11

Limits: Physical 11, Mental 6, Social 4

Armor: 18

Skills: Athletics skill group 6, Close Combat skill group 7, Firearms skill group 9, Heavy Weapons 6, Perception 6, Sneaking 6, Small Unit Tactics 5

Augmentations: Cybereyes [Rating 2, flare compensation, image link, smartlink, thermographic vision], muscle augmentation 2, muscle toner 2, wired reflexes 2

Gear: Erika Elite commlink [Device Rating 4], full body armor [w/ chemical seal], full helmet

Weapons:

Ares Alpha [assault rifle, Acc 5(7), DV 11P, AP -2, SA/BF/FA, RC 2, 42(c), w/ spare clip, 84 rounds of regular ammo]

Grenade launcher [grenade launcher, Acc 4(6), DV 10S, AP -2, SS, RC —, 6(c), w/ 6 stun grenades]

Ares Predator [heavy pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ 30 rounds regular ammo]

LONE STAR SWAT MAGE

(FEMALE ELF, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
4	7	5(9)	4	6	6	6	8	6	7

Initiative: 11(15) + 1D6(3D6)

Condition Monitor: 10

Limits: Physical 6(7), Mental 8, Social 10

Armor: 18

Skills: Arcana 4, Assensing 6, Athletics skill group 6, Close Combat skill group 4, Conjuring skill group 6, Firearms skill group 4, Heavy Weapons 4, Perception 6, Sneaking 6, Sorcery skill group 7

Initiate Grade: 1

Metamagics: Shielding

Gear: Erika Elite commlink [Device Rating 4], full body armor [w/ chemical seal], full helmet [w/ low-light vision, thermographic vision, flare compensation, smartlink, vision enhancement 3], sustaining focus [Force 5, increase reflexes; 4 hits]

Spells: Chaotic World, Demolish Gun, Fireball, Improved Invisibility, Increase Reflexes, Stunball, Stunbolt, Trid Phantasm

Weapons:

Ares Alpha [assault rifle, Acc 5(7), DV 11P, AP -2, SA/BF/FA, RC 2, 42(c), w/ spare clip, 84 rounds regular ammo]

Grenade launcher [grenade launcher, Acc 4(6), DV 10S, AP -4, SS, RC —, 6(c), 6 flash-bang grenades]

LONE STAR SWAT SNIPER

(MALE HUMAN, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
4	6	5(8)	3	5	3	3	3	6	7

Initiative: 8(11) + 1D6(4D6)

Condition Monitor: 10

Limits: Physical 5(6), Mental 5, Social 6

Armor: 18

Skills: Arcana 4, Athletics skill group 6, Close Combat skill group 5, Firearms skill group 9, Perception 6, Sneaking 6

Initiate Grade: 2

Metamagics: Masking, 1 Power Point

Adept Powers: Astral Perception, Improved Reflexes 3, Improved Ability (Longarms) 3, Attribute Boost (Agility) 4

Gear: Erika Elite commlink [Device Rating 4], full body armor [w/ chemical seal], full helmet [w/ flare compensation, low-light vision, vision magnification 3, smartlink, thermographic vision]

Weapons:

Ranger Arms SM-5 [sniper rifle, Acc 8, DV 14P, AP -9, SA, RC (1), 15(c), w/ suppressor, 20 rounds APDS ammo]

Ares Predator [heavy pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c) w/ spare clip, 30 rounds regular ammo]

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Scene 3:

HEART OF DARKNESS

SCAN THIS

The team breaches the heart of the hive and makes a horrifying discovery.

TELL IT TO THEM STRAIGHT

The tunnel has been a long, but easy, walk. The sandy floor gives way to the same resin substance covering the walls, and it is warmer. Eerily quiet, sinister shapes seem to flit around every corner, only to give way to more of the tunnel stretching out to the darkness.

After what seems to be hours, a faint, sickly glow emanates from an opening ahead.

Ahead lies a large, open chamber, at least forty meters in diameter. Several tunnels branch off in myriad directions from the room. Lining the wall, several metahuman-sized cocoons pulse, attended to by a large insect spirit under the wan glow of diffuse work lights. Several smaller worker spirits, many appearing as horribly deformed metahumans with insectoid features, aid the caretaker in cleaning the cocoons. In the center of the chamber, a large cocoon, easily the size of a GMC Banshee, shifts and roils, as its occupant struggles for freedom.

Stepping from behind the large cocoon, a dark-skinned man wearing gloves and a white lab coat maneuvers a large blade into the cocoon, cutting a meter-long incision through which a clawed appendage immediately emerges, stretching the incision into a tear. With an alien roar, the large creature pulls itself free from its cocoon. Its shape is unmistakable; a western dragon, but its features are warped almost beyond recognition. Scales have been overgrown with chitinous plates, and the wings have changed to a set of quickly buzzing diaphanous appendages. Insectoid mandibles have sprouted around the jaws, and the eyes of the once-magnificent beast have become segmented and complex. An extra set of clawed limbs have grown from the beast's midsection, behind which its tail has shortened into a wicked stinger.

With another otherworldly roar, the abomination frees itself from the cocoon. The dark-skinned man is undaunted by the display, and he even has the slightest of grins on his stoic face, as he begins an examination of sorts on the newly birthed ... thing.

BEHIND THE SCENES

The runners follow the tunnel into one of the larger inhabitation chambers in the hive tunnels. They arrive just as the Wasp queen spirit emerges from the cocoon, having just inhabited a western dragon. Players who went through *SRM-07-06: Windy City Chaos* recognize the dragon as the one from the final fight in that mission. In that mission, the runners discovered a large underground chamber where a vampiric insect shaman was performing a ritual on a tortured western dragon named Aethelinda. Most players at this point recognize the dark-skinned man in the lab coat as none other than Dr. Martin Tate, who acted as Mr. Johnson for several runs in Chicago. Along with Tate and the wasp queen spirit, a wasp caretaker spirit, and nine wasp worker spirits are in the chamber, tending to the other pulsing cocoons. In all, there are forty-seven cocoons in the room, ranging from small, almost child sized, to ones that could easily fit a troll.

A Force 8 ward protects the rooms, and the room is under an insect spirit-affected Background Count of 4. The Matrix is almost nonexistent in this deep room, resulting in a Noise of 5.

As the runners approach, have them roll an opposed Sneaking + Agility [Physical] Test versus the caretaker's Perception + Intuition [Mental]. Invisibility or spirit Concealment does not apply, as the spirit is dual-natured. Should the spirit detect the runners, it immediately reacts with a screech and sends the workers to intercept the intruders. Make this test only for the runners who approach the chamber, not for those who stay back and out of sight. Simon requests the runners doing so have some way to take digital images, either through cybereyes, a commlink camera, or some other imaging device—even a smartlink.

Once the team has the images, Simon suggests they withdraw and make their way to his contact, Juan Xihuitl of Aztechnology.

The tunnel is a round shaft two meters in diameter. This forces some trolls to duck. In hand-to-hand combat, one troll or two other metahumans can fit comfortably side by side. If they choose to take a -2 on all melee attacks, one additional human or smaller-sized metahuman can fit alongside the others. The tunnel walls are rather sturdy and reflect blasts with only minimal debris.

If the team is detected, the worker spirits engage them right away. This fight, with the possibility of a dragon-insect-queen entering the fray, should be alarming and scary for the runners. The queen should not actually enter combat, however. Ideally, players should be thinking of running away, but if they do not, the emerging dragon has a tantrum that brings the roof down and blocks the runners from the dragon and vice-versa. Tate is on the other side with the dragon, but all of the other combatants will still be able to engage the runners.

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The worker spirits aren't especially intelligent and only attack the team three at a time, with the others behind them clamoring to get over the ones actively attacking the team. At this point, Simon quickly makes sure the team has the data, gives them his commlink which is ready to call Juan Xihuitl, and tells them to run. More spirits are on their way, and the advantage of stealth has been compromised. If the team refuses to run, the evidence is captured and destroyed, and the entire run into this pit will have been for nothing.

For every combat turn after the second, add two Force 6 soldier spirits to the initiative, as they arrive from side tunnels.

PUSHING THE ENVELOPE

If you wish to make this encounter and subsequent ones in this mission deadlier, add two Force 6 soldier spirits to the initial attack of the workers, and liberally use powers such as Fear.

DEBUGGING

It is possible the runner team decides to stay in the tunnel and fight the bugs here. It should be made abundantly clear this is not intended to be a prolonged firefight. If the team decides to make it one, remind them with Simon screaming at them, or failing that, use the Fear powers of the soldier spirits to separate the team, and reduce their overall firepower. If they still do not back down, have the queen spirit use its Elemental Attack (Acid).

TRUE FORM WASP WORKER SPIRIT

(9, FORCE 4)

B	A	R	S	W	L	I	C	EDG	ESS	M
6	6	6	7	6	6	6	6	3	6	4

Initiative: 12 + 2D6

Movement: 12 Meters / Turn

Condition Monitor: 11

Limits: Physical 9, Mental 8, Social 8

Armor: 0

Skills: Assensing, Astral Combat, Flight, Perception, Unarmed Combat

Powers: Animal Control (wasp), Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Inhabitation (living vessels), Movement, Sapience, Search, Venom

Weaknesses: Allergy (insecticides, severe), Evanescence

TRUE FORM WASP CARETAKER SPIRIT

(1, FORCE 7)

B	A	R	S	W	L	I	C	EDG	ESS	M
7	8	8	7	7	7	7	7	3	7	7

Initiative: 15 + 2D6

Movement: 16 meters/turn

Condition Monitor: 12

Limits: Physical 10, Mental 10, Social 10

Armor: 14H

Skills: Assensing, Astral Combat, Leadership, Perception, Spellcasting, Unarmed Combat

Powers: Animal Control (wasp), Astral Form, Guard, Hive Mind, Inhabitation (living vessels), Innate Spell (Physical Barrier), Manifestation, Sapience, Venom

Weaknesses: Allergy (insecticides, severe), Evanescence

TRUE FORM WASP SOLDIER SPIRITS

(3+, FORCE 6)

B	A	R	S	W	L	I	C	EDG	ESS	M
9	7	7	9	6	6	6	6	3	6	6

Initiative: 13 + 2D6

Astral Initiative: 12 + 3D6

Movement: 14 meters/turn

Condition Monitor: 13

Limits: Physical 12, Mental 8, Social 8

Armor: 12H

Skills: Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapon, Flight, Gymnastics, Perception, Unarmed Combat

Powers: Animal Control (wasp), Astral Form, Fear, Hive Mind, Inhabitation (living vessels), Manifestation, Natural Weapon, Sapience, Venom

Weaknesses: Allergy (insecticides, severe), Evanescence

Weapons:

Natural weapon [unarmed, Acc 12, Reach —, DV 12P, AP -1]

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Scene 4:

STRANGERS IN A STRANGE LAND

SCAN THIS

The runners take the information found in the tunnels to Juan Xihuitl, where they plan to make their next move.

TELL IT TO THEM STRAIGHT

USE THIS TEXT IF SIMON ANDREWS IS STILL WITH THE TEAM:

Emerging from the tunnels and into the post-apocalyptic scene of Wrigley Dome is almost comforting. At least the sky isn't far away. As soon as you leave the ramshackle bar, Simon is already on his commlink, dialing someone up in AR as he walks. "Y' ain't gonna believe this, Juan. 'Ave I got a tale t' tell. Gotta meet ya straight away. I've the bleedin' team with me. Yeah, I'll be there." With that, Simon disconnects the commcall and grins. "Time t' meet Juan-y boy." Without waiting for an answer, Simon gets into the vehicle.

USE THIS TEXT IF SIMON DID NOT MAKE IT OUT OF THE TUNNELS:

Emerging from the tunnels and into the post-apocalyptic scene of Wrigley Dome is almost comforting. At least the sky isn't far away. As soon as you leave the ramshackle bar, your commlinks and Matrix equipment comes back online immediately. Looking down at the commlink Simon pressed into your hand, it's hard to believe the crazy lizard is really gone.

You hit *Connect* on Simon's 'link and wait for the answer. It comes after a few rings.

"Simon, amigo, tell me you have what we need." The AR display of a troll dressed in a suit with a telltale pin depicting an Aztec-stylized jaguar on his lapel fills the display. "You aren't Simon, *culo*. Now start by telling me why you have his 'link."

ONCE THE RUNNERS HEAD TO MEET WITH JUAN, READ THE FOLLOWING:

As you arrive at the address where you are supposed to meet Juan, you aren't filled with hope. Signs the size of Bulldog vans emblazoned with the Aztechnology corporate logo adorn the wall around this enclave. The complex is a mixture of old and new construction, the older parking and residential structures clashing oddly with the ultra-sleek new office buildings. An unarmed security guard meets you at the gate. After you notify him of who you are there to see, he directs you in a friendly manner to visitor parking, where several humans wait to receive you. Whatever confidence and goodwill Aztechnology instilled in you with the friendly unarmed gate guard vanishes instantly upon closer inspection of these men. Each is heavily armored in military-grade armor, carries advanced assault rifles, and moves with unnatural ease in the heavy armor. Over their left shoulders is stretched a swatch of jaguar-patterned fabric that looks so real it may be real hide. The squad does not raise their weapons at your approach, but one with visible rank insignia waves you in. "Come with us," is the only greeting you get. He motions to a clean bin beside another guard. "Weapons," he utters.

Once you are disarmed, the guards escort you into the building, through an elevator and a series of halls, where you are guided to an office. The Spartan décor of the place tells you the occupant probably did not intend on staying long, or that this may be a spare used by traveling executives. Inside, the troll from the commcall stands, looking out the window. He turns and dismisses the guards with a short handwave. The guards take up position outside the door, and close it behind them.

"Tell me what you have," he says calmly, cutting right to business.

BEHIND THE SCENES

The team has, with or without Simon, just contacted Juan Xihuitl of Aztechnology. Juan has been monitoring the growing situation with the insect spirits ever since they first started to emerge again last year. Juan

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believes, rightly so, that getting rid of the insect spirits is in his corporation's best interests. Unfortunately, he has been unable to sway the home office in Tenochtitlan to act. It appears that between the corporate territory grab and the desire to avoid a PR disaster, Aztechnology is playing it safe... at least from one point of view.

It was always Simon's plan to have Juan pay the team. Simon and Juan have been in conversation about them since last year. If Simon is with them, he tells them, "Juan holds the pocketbook for this one, sorry for the flip-flop." If Simon isn't there, Juan himself will tell the runners of their arrangement.

Juan expects the runner team to show him the data gathered from the tunnels. Simon does this willingly. If they refuse, he asks why they waste his time. Once he sees the data, Juan's eyes grow wide in one of the few shows of emotion to come from this troll. He asks if the footage is authentic and even smirks at the revelation that Tate is helping the bugs.

Juan is no stranger to corporate politics, and the strained relationship between Horizon and Aztechnology is known to him. He knows Tate works for Truman Tech, which is a well-known Horizon subsidiary, and sees this as an opportunity to get his home office involved in exposing the outreach effort of Horizon as a front for bugs. More important, though, is the revelation of the inhabited western dragon as an extreme threat to anyone living in Chicago. Juan believes, with this evidence, he can convince the other major corporate interests in Chicago to finally come to enough of an agreement to force action on the bugs. He knows he must get this information to Mitsuhamas and Renraku, as it will take at least three AAA corporate representatives to force negotiations with the Corporate Court, which can make the decision to form a joint task force.

ONCE HE SEES THE DATA, JUAN ADDRESSES THE TEAM:

"Thank you for bringing this to me. At this point, I would normally pay you the money you were promised and send you on your way. Unfortunately, events have unfolded with this that require me to retain your services further. As the third-party gatherer of this data, you are in a unique position to deliver it to others, and to recruit them to our side. Allow me to elaborate."

"What you have found is evidence of one of the single greatest threats to this city since the Containment Zone walls went up. This dragon ... thing will begin to reproduce quickly, and the city may be overrun with insects again. I need

you to deliver this information to the representatives of both Mitsuhamas and Renraku in the city. They are much more inclined to listen to you than to me. I have ways to contact them if you do not. A professional courtesy. Contact them, show them the information, and tell them their operations and profits in Chicago depend on forming the joint task force. They may ask you for favors. Do them; whatever it takes to get their cooperation. Finish this and I will double your pay. I will attempt to contact others with interests here. Do not contact Horizon or Dr. Tate. They are already compromised."

IF SIMON IS WITH THE TEAM, JUAN CONTINUES:

"Simon, I trust you will be able to convince your master to do the right thing. I will also bring this information to my superiors. Getting four of the ten megacorporations to recognize the threat will hopefully give us the leverage we need to approach the others."

IF SIMON IS NOT WITH THE TEAM, JUAN CONTINUES:

"I believe that by using Simon's name, I can get this information to willing parties at Saeder-Krupp. I will also bring this information to my superiors. Getting four of the ten megacorporations to recognize the threat will hopefully give us the leverage we need to approach the others."

At this point, the runner team may wish to negotiate for more pay from Juan. He knows it is customary for the team to try to finagle as much money as they can from an employer, but Juan refuses to negotiate, stating that doubling their pay for a couple of small errands is more than enough.

PUSHING THE ENVELOPE

This scene is more of a transition to set up the next scene where difficulty can be increased, so no pushing the envelope is necessary.

DEBUGGING

This can be a difficult scene to run, as the team may expect to get paid at this point. The prospect of dou-

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bling their money should get them on track. The biggest problem to watch out for is if one of the runners decides to start trouble in the middle of the clearly marked Aztechnology enclave. If they do, dispose of the perpetrator with extreme force.

The team may also decide to involve other corporate contacts from outside of Chicago. Likely, these contacts do not hold the necessary sway to get the megacorporations to move on anything at all, let alone in a city they do not usually operate in.

Martin Tate will be unavailable to the runners as a contact from this point forward. If they have not already done so, remove him as a contact.

Scene 5:

KICK THE DOG

SCAN THIS

The team goes to meet with a Mitsuhamas representative to garner aid.

TELL IT TO THEM STRAIGHT

Sounds like your work is cut out for you. Finding a Mitsuhamas rep in Chicago shouldn't be too hard. Finding a Mitsuhamas rep who has the clout to get MCT on board with Juan's plan might be more challenging.

IF THE RUNNERS CALL MAGGIE GOLDBERG OR CAROL STAPLES, READ THE FOLLOWING:

Calling the number, you have for the Mitsuhamas rep, a human woman answers the call. "Hello, this is Carol Staples, former assistant to Ms. Goldberg."

IF THE RUNNERS ASK CAROL ABOUT MAGGIE GOLDBERG, READ THE FOLLOWING:

Carol first says that it is her sad duty to report that Maggie Goldberg has been killed. The exact circumstances of her death are unknown, however. Second, Staples tells you that she has been Maggie's personal assistant for years and is very aware of the projects and deniable assets that Ms. Goldberg was balancing in Chicago. Third, she mentions that she has replaced Maggie, and is now the assistant to Ito Takahara, Mitsuhamas's Director of Operations in Chicago. Finally, she asks how she can help you.

JAGUAR GUARDS

(5 MALE HUMANS,
PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
5(6)	6(10)	5(9)	3(7)	5	3	5	2	1.35

Initiative: 14(26) + 1D6(2D6)

Condition Monitor: 11

Limits: Physical 10, Mental 6, Social 4

Armor: 23H

Skills: Athletics skill group 6, Close Combat skill group 8, Firearms skill group 10, Heavy Weapons 7, Perception 6, Small Unit Tactics 6, Sneaking 6

Augmentations: Cybereyes [Rating 3 w/ image link, flare compensation, low-light vision, smartlink, thermographic vision, vision magnification, vision enhancement 2] (deltaware), move-by-wire system 3 (deltaware), muscle augmentation 3, muscle toner 3, suprathyroid gland

Gear: ComPac-Esprit General (PI-Net Level III), Fairlight Caliban commlink [Device Rating 7], heavy hardened mil-spec battle armor and helmet (w/ chemical seal, fire resistance 5, insulation 5, micro transceiver, non-conductivity 6, skinlink)

Weapons:

Colt Inception [Assault Rifle, Acc 7(9), DV 10P, AP -5, Modes: SA/BF, RC 1(3), 35(c), w/ 84 rounds APDS ammo, bipod, electronic firing, melee hardening, smartlink]

Macuahuitl (obsidian-edged sword) [Blades, Acc 7, Reach 1, DV 11P, AP -3]

WILLY THE GATE GUARD

(MALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	3	3	3	3	3	3	3	6

Initiative: 6 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 4, Social 5

Armor: None

Skills: Athletics 5, Perception 5, Unarmed Combat 3

Gear: Sony Emperor commlink [Device Rating 2]

Weapons:

Unarmed Strike [Unarmed, Acc 4, Reach —, DV 3S, AP —]

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WHEN THE RUNNERS SHARE THE DATA WITH CAROL:

The data is met with a long pause. Finally, Carol speaks up: "So Mr. Xihuitl needs my help, and he sent you to get it for him? This will work out nicely. I think I may be able to give him some support—for a price, of course. A certain individual who has been working for NeoNET has been ripe for extraction for a year now. He was one of Ms. Goldberg's pet projects. I believe he will come willingly. Some of you may even know the man: Mr. Clay Foster. Go pick him up. He lives in a small apartment near the NeoNET facility he works at ever since his wife kicked him out for ... well ... all kinds of things. Here's his address. I hope to hear from you soon."

READ THIS WHEN THE RUNNERS ARRIVE AT CLAY'S APARTMENT:

The address Carol gave you isn't far from the luxury suburban neighborhood in Naperville in which Foster lived, but it is hardly the same place. The apartment he lives in is on the second floor of a small brick building with two stories. No camera adorns the front of the building, where a glass door leads to a stairway. His apartment is in the back, number 202. It looks like his car is here.

BEHIND THE SCENES

The apartment door (Structure 2, Armor 4) is locked with a mechanical lock [Rating 4]. The apartment is small, with only one bedroom, a bathroom, and a kitchen attached to the main living area. In the main area, Foster has a small table, a loveseat and a trideo set. The walls are blank, as if the occupant either just moved in or is not staying for long.

In the apartment, Clay Foster sits at his table, a mostly empty bowl of cereal in front of him. He is dressed in his boxers, undershirt and black socks. Next to him on the table is a brand-new Ruger Super Warhawk. Foster has been extremely depressed since the events of *SRM 07-04: Do No Harm*. His wife is filing for divorce and he has been passed over for two promotions. His children do not speak to him, except to chastise him about getting into substance abuse rehab. Today, he called in sick to work, and unboxed the new gun that sits on his table. He intends to shoot himself with the gun after his last meal of Comrade Crisp.

As the team arrives, unless they are stealthy in the way they open the door, he notices them, grabs the gun, and threatens to shoot himself right then and there in front of them. At this point, the team has several options. They can attempt to talk him down with a Leadership + Charisma (5) [Social] Test and get him to come with them, they can attempt to physically restrain him, or they can simply stun him or otherwise knock him out before he has a chance to pull the trigger. Whichever way they choose, the outcome is the same, as no one arrives in time to prevent the team from taking him.

Should the team return to Carol with news he is dead, she will tell them to frag off. He is no good to her dead. The team does not receive the bonus in this case for Mitsuhamas's involvement (see **Scene 7: What'cha Gonna Do?**).

PUSHING THE ENVELOPE

As the team arrives at the door of the apartment, or observes from the outside, Foster finishes his cereal. He looks around briefly at his squalid apartment, picks up the gun, and shoots himself. At this point, the team has three Combat Turns to save his life as he bleeds out.

DEBUGGING

It is entirely possible the team refuses to take this part of the job. If they do not take it, Juan cuts their pay proportionally to what they complete (*i.e.*, they get 200 percent of the original amount for completing both extra jobs, 150% if they complete only the Renraku job or the MCT job, and just 100 percent if they ignore the side jobs). Should the team attempt this job and fail it due to Foster dying, Juan still pays them the agreed-upon amount despite failure.

CLAY FOSTER

(MALE HUMAN, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	3	3	3	4	8	5	3	5.7

Initiative: 8 + 1D6

Condition Monitor: 10

Limits: Physical 4, Mental 9(12), Social 6

Armor: None

Skills: Chemistry 9, Computer 4, Etiquette 4, Perception 4, Running 3

Gear: Sony Emperor commlink [Device Rating 2]

Augmentations: Mnemonic enhancer 3

Weapons:

Ruger Super Warhawk [heavy pistol, Acc 5, DV 3P, AP -2, 6(cy), w/ 6 rounds regular ammo]

Unarmed strike [unarmed, Acc 4, Reach —, DV 3S, AP —]

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Scene 6:

JUST WHEN YOU THOUGHT YOU WERE OUT

SCAN THIS

The team contacts Sarah Silverleaf of Renraku to gain the backing of the megacorporation.

TELL IT TO THEM STRAIGHT

Within seconds after you punch in the commcode, the other end picks up. The display shows a young man with glasses, wearing a smartly styled suit. “Ms. Silverleaf’s office,” he says, a bit flatly.

Without giving this schmuck too much information, you let him know what you are calling about is worth Sarah Silverleaf’s time. “One moment please,” he says, pausing briefly before continuing, “Ms. Silverleaf is not taking calls at this ...” he trails off. Another voice, definitely female, can be heard in the background, “I can take it,

Tucker. I wouldn’t want to keep anyone working for Mr. Xihuitl waiting.” Apparently, she expected your call.

A transferred call and a couple of beeps later, Sarah Silverleaf answers the call. “So, what can I do for you? Or should I say, what can I do for Juan?”

Not wanting to get into a contest of who spied on whom, you give her the information. While she’s clearly not shocked by the footage, you think her eyes betray a flash of nerves.

“This is valuable and inflammatory information you have brought me. I’m tempted to move on this, but I have a loose end that needs to be taken care of first, and you seem to be in a perfect position to assist me with that.

“Some time ago, a certain man was involved with a group whose interests conflicted with my own. In time, he was cast away from that group, but he is now coming to Chicago, of all places. Point of fact, I myself was responsible for the poor dear disgracing himself, which I leveraged to Renraku’s favor ... granting me a hefty promotion. In any case, this individual may be looking for some way to weasel himself back into their graces. I want you to make sure this does not happen. I don’t care how it gets done, whether he winds up in central Africa or in a ditch, but he simply needs to not return to his former group. My sources tell me he will be arriving in

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Chicago via private ground transportation and looking for a way to contact his former associates soon thereafter. According to my contacts, he intends to meet an old friend at Club Clusterfunk at 4 p.m. Here are his information and picture. His name is Gregor Stassen. Contact me when you are finished altering his path.”

JACKPOINT SEARCH PROFILE

CLUB CLUSTERFUNK

Club Clusterfunk is an odd mix of brewpub, lounge, and music venue. On weekends, they sample the latest *en-vogue* music, but every other day, they play old Fifth World tunes. It has a timeless feel, neither stuck in any decade nor trying to keep up with the latest trends. They specialize in locally brewed synth-beer and are also known for importing Dark Giant Brandy from the Troll Kingdom in Germany.

Taps are plugged right into the tables. Food is decent, and they don't care whether you're meta, Awakened, or cybered.

- The place is what I'd call an "everyman pub." That means they suffer fools and don't cater to an upscale clientele. For my money, you'd be better off going to get a beer with the bugs near the Cermak Crater.
- Dr. Fail
- I'd say the food is better than decent—the myco-sausages they churn out taste like a little piece of heaven with what tastes like real fennel when you pair it up with that ESB (that's an Extra-Special Bitter) they keep on tap. If you're really lucky, look for the soyburger special with the Dark Giant gastrique. The regulars are little worn around the edges, but when you make it through the door, you are one of them and they'll talk your ear off about the beers on tap and the classic music. Best place around to get a drink, a bite, and hear a joke with Standish as the punchline.
- Guard-a-Manger
- I can't stand that you still hop on NooseNet, Fail. Like a fragging mosquito that only exists to bother people tryin' to have a good time. Beat it, will ya? No one cares what you got to say, you fragging corpsucker. Clusterfunk is boss hog, live from '83, Awakened bacon, chip-charlie, whiz-burger, you scan? Wise word: Don't make trouble, kiddies.
- Old Crow

BEHIND THE SCENES

Gregor Stassen is an elf from the Seelie Court. When Renraku began taking steps to ingratiate itself with the Seelie Court, Sarah Silverleaf was sent to seduce Gregor and find material she could use to blackmail him. Since Gregor held a position on the Court treasury, he was a natural target. Once Sarah had what she wanted, she left Gregor disgraced and Renraku had what it needed to make a play for Court membership. Gregor relocated to Tír na nÓg—out of sight, out of mind, as far as the Court was concerned. Now that he has popped up in her city, Sarah considers Stassen to be a loose end and wants him taken care of. Fatefully, Stassen is an old friend of Sid Gambetti, who the runners have already encountered, and has arranged to meet him at Club Clusterfunk, a shadowrunner bar in Chicago. He chose to arrive early, so he can be prepared to explain what happened to him during his time in Tír na nÓg, and, as unlikely as it might seem, to discuss how Sid might be able to help him get his old life back.

Club Clusterfunk is a fairly popular bar. Even during the day, the club is well-occupied with Chicago natives trying to get a relaxing break from life in the Zone. At 2 p.m., the vibe is no different, with Shield Wall's *The Mother of the Sea* rock opera playing on the trids.

An unmarked black Ford Americar drops Stassen off in front of Club Clusterfunk at 2:10 p.m. He appears in good health, wearing business casual clothing. He carries a suitcase filled with a few gadgets and files of various kinds. Upon being dropped off, Stassen heads inside the club, where he puts his name on the waiting list for a table. He is fourth in line and must wait approximately twenty to thirty minutes. The waiting area has a few vinyl benches and a last-century jukebox, full of hits ranging from the 1980s to the 2050s. Also waiting are two other notable groups. One is a group of college-age jocks out looking for a few drinks. It is their first time here. The other is a human couple, both wearing Chicago Exterminators urban brawl jerseys. Neither group pays any attention to Stassen, or anyone else, unless an obvious scene is made.

Once he gets his table, Stassen is led to the back, away from the general bar area, to a section near the VIP room. He requests a table facing the door and sits down in a chair where he can see the entrance and staircase. For the next hour and a half, he alternates browsing the Matrix on his commlink and casually watching the rock opera. He orders a beer and a soda water, preferring to drink the water over nursing the beer, and he orders a new one whenever one is finished.

This continues until 4:25, when Sid Gambetti enters the front doors and looks for Stassen. Once Sid arrives, Stassen is effectively out of the reach of the runner team, as Sid will quickly make sure his bill is settled and usher Stassen to a waiting car outside.

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The runners have several chances to take Stassen down during this time window, either by approaching him/taking him out as soon as he exits the car, getting to him in the waiting area, or dealing with him once he is inside.

If the runners don't wish to kill or maim Stassen, they can threaten or convince him to give up his errand using a successful Intimidation + Charisma [Social] Test or Negotiation + Charisma [Social] Test versus Stassen's Negotiation (5) + Charisma (7) [6].

Security at Club Clusterfunk is more concerned with breaking up bar fights than they are with individual patrons doing illicit things. A successful Sneaking + Agility [Physical] Test versus a bouncer's Perception (5) + Intuition (4) [4] is necessary to not be noticed by security.

If the team is noticed, security approaches whomever they saw doing the illicit activity and asks them to return to their table. If caught a second time, the runner is asked to leave. If the runner continues, or makes an obvious move to injure someone, the bartender presses their PANICBUTTON. A pair of Lone Star patrol cars and four cops show up within ten minutes.

PUSHING THE ENVELOPE

To make things more difficult here, a group of cops have come to Club Clusterfunk to celebrate the retirement of one of their fellow officers. Lone Star is not the bar's typical clientele, which usually includes shadowrunners, gangers, and Awakened punks. But now, however, the bar area is crawling with Lone Star, both uniformed and plain clothed. If the team is detected doing anything illegal, the police are already onsite. They won't hesitate to call for more backup if needed.

DEBUGGING

Like the previous scene, it is entirely possible the team refuses to take this part of the job. If they do not take it, Juan cuts their pay proportionally to what they complete (e.g., they get 200 percent of the original amount for completing both extra jobs, 150 percent if they complete only the Renraku job or the MCT job, and just 100 percent if they ignore the side jobs). Should the team attempt this job and fail it due to Stassen getting away, Juan will still pay them the agreed-upon amount despite failure.

GREGOR STASSEN

(MALE ELF, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	5	5	3	2	5	5	7	6

Initiative: 10 + 1D6

Condition Monitor: 10

Limits: Physical 5, Mental 6, Social 8

Armor: None

Skills: Athletics 5, Perception 5, Negotiation 5, Unarmed Combat 3

Gear: Sony Emperor commlink [Device Rating 2]

Weapons:

Unarmed Strike [Unarmed, Acc 5, Reach —, DV 3S, AP —]

CLUB CLUSTERFUNK BOUNCER

(MALE ORK, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
7	5	5	8	3	2	4	3	6

Initiative: 9 + 1D6

Condition Monitor: 12

Limits: Physical 10, Mental 4, Social 5

Armor: None

Skills: Etiquette 4, Perception 5, Pistols 4, Unarmed Combat 5

Gear: Sony Emperor commlink [Device Rating 2]

Weapons:

Yamaha Pulsar [Taser, Acc 5, DV 7S(e), AP -5, SA, RC —, 4(m)]

Unarmed strike [Unarmed, Acc 10, Reach —, DV 8S, AP —]

LONE STAR COPS

(MALE AND FEMALE HUMANS,
PROFESSIONAL RATING 3))

B	A	R	S	W	L	I	C	ESS
4	3	4(5*)	3	3	2	3	3	6

Initiative: 7(8*) + 1D6(3d6*)

Condition Monitor: 10

Limits: Physical 5(6*), Mental 4, Social 5

Armor: 12

Skills: Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor jacket, jazz (2 doses), Renraku Sensei commlink [Device Rating 3], sunglasses [Rating 2 w/ image link, smartlink]

Weapons:

Ares Predator [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), 30 rounds regular ammo]

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, RC —, 4(m), 8 rounds taser ammo]

Stun Baton [Clubs, Acc 4, Reach 1, DV 9S(e), AP -5, 10 Charges]

*When dosed with jazz (+1 Reaction, +1 Physical limit, +2D6 Initiative Dice)

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HOST: CLUB CLUSTERFUNK

Rating	Attack	Sleaze	Data Proc.	Firewall
5	5	6	7	8

Installed IC: Patrol, Trace

Slaved Devices: Inventory administration, surveillance cameras on doors and over main area

Spiders: None

Sculpting: Old World brewery, with casks and barrels as data.

Security Procedures: Patrol is always running. If a foreign icon is detected, the host will attempt to Trace the icon and notify the administrators of a breach.

Pay Data: None

Scene 7:

WHAT'CHA GONNA DO?

SCAN THIS

Having done what they can with the information and data they obtained, the runners head back to Juan Xihuitl for payment.

TELL IT TO THEM STRAIGHT

When you contact Juan, the troll answers the commcall, looking a bit worse for wear. His usually slicked-back hair is disheveled, his eyes tired. "You were successful, I hope," he grumbles.

He listens intently to your information, taking it all in as you tell him the results of dealing with Mitsuhamma and Renraku. He doesn't seem surprised they all wanted something extra to get involved. "This was probably an opportunity for them to tie up some of their loose ends."

IF THE RUNNERS COMPLETED THE MISSIONS FOR BOTH RENRAKU AND MITSUHAMA, READ THE FOLLOWING:

Juan pauses for a moment before speaking again, "Now that you have successfully gathered the relevant information, the responsibility is ours. I will take this information to my superiors, as hopefully Sarah Silverleaf and Carol Staples will do. Simon's master has already been contacted. Hopefully, this will be enough

to spur the Corporate Court into emergency action. My advice will be for a joint military strike force which, unfortunately for us, does not happen often. But, with the support you were able to procure, along with superiors within my organization, I believe that is a very good possibility. You likely do not hear this often, my friends, but your actions here may have saved Chicago. Gracias for your service."

IF THE RUNNERS ONLY COMPLETED THE MISSION FOR RENRAKU, READ THE FOLLOWING:

Juan pauses for a moment before speaking again, "It is unfortunate that this Carol Staples would not help us. Maggie Goldberg was far more noble. Nevertheless, I will take this information to my superiors, as hopefully Sarah Silverleaf will do. Simon's master has already been contacted. Hopefully, this will be enough to spur the Corporate Court into emergency action. My advice will be for a joint military strike force which, unfortunately for us, does not happen often. But, ideally, with the support of Renraku and Saeder-Krupp, along with my superiors in Aztechnology, I believe we have a chance. You likely do not hear this often, my friends, but your actions here may have saved Chicago."

IF THE RUNNERS ONLY COMPLETED THE MISSION FOR RENRAKU, READ THE FOLLOWING:

Juan pauses for a moment before speaking again, "It is unfortunate that Sarah would not help us. She has always been rather self-interested. Nevertheless, I will take this information to my superiors, as hopefully this Carol Staples will do. Simon's master has already been contacted. Hopefully, this will be enough to spur the Corporate Court into emergency action. My advice will be for a joint military strike force which, unfortunately for us, does not happen often. But, ideally, with the support of Mitsuhamma and Saeder-Krupp, along with my superiors in Aztechnology, I believe we have a chance. You likely do not hear this often, my friends, but your actions here may have saved Chicago."

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IF THE RUNNERS DID NOT COMPLETE THE MISSIONS FOR EITHER RENRAKU OR MITSUHAMA, READ THE FOLLOWING:

Juan pauses for a moment before speaking again, "It is most unfortunate that neither Sarah nor this Carol Staples would help us. Their selfish whims could cost us all everything. Nevertheless, I will take this information to my superiors and I know Simon's master has already been contacted. Hopefully, this will be enough to spur the Corporate Court into emergency action. My advice will be for a joint military strike force which, unfortunately for us, does not happen often. Unfortunately, I am not confident that we have much of a chance to convince them. Your actions could have saved Chicago, but that possibility is looking less and less likely."

BEHIND THE SCENES

At this point, Juan pays the runners, and their involvement with this mess is hopefully at an end.

For runners who completed both extra missions for Renraku and Mitsuhamas, and who have 3 Loyalty or above with Juan, he will offer them one piece of Delta grade cyberware, with a 35 percent discount, or one item of up to 20 Availability with a 35 percent discount. These items must be requested from Juan at the end of this mission, and this offer cannot be redeemed later.

After this run, Juan and his allies garner the required support for an emergency military action of the Corporate Court. As the requestor, he hosts the session at his compound. In attendance physically are Carol Staples, Simon Andrews, and Sarah Silverleaf. They and Juan Xihuitl were all rewarded handsomely for their role in bringing this to the Court's attention, making their parent corporations look good. Once the danger is understood, however, all ten megacorporations want to get involved to end the bug threat.

See SRM 08-06: *Final Countdown* for the results of the Corporate Court joint strike force.

PUSHING THE ENVELOPE

The envelope does not need to be pushed in this scene.

DEBUGGING

Nothing should go wrong during this scene. However, unless the runners go through extraordinary lengths (and almost never unless it's a home game), the runners should not learn about Juan's meeting with the other

principal actors, nor the megacorporations deciding to work together to end the bug threat.

PICKING UP THE PIECES

MONEY

- 9,000¥ + 500¥ per net hit, to a maximum of 11,000¥, negotiated with Simon
- 9,000¥ + 500¥ per net hit, to a maximum of 11,000¥, due to Juan doubling the payout

KARMA

- 2 Karma - Successfully finding the incubation chamber and discovering the inhabited dragon and Tate
- 1 Karma - Successfully extracting Clay Foster
- 1 Karma - Successfully dealing with Gregor Stassen
- 2 Karma - Surviving the adventure

GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as "played" for your personal *Shadowrun Missions* character. You must choose to do this the first time your run this Mission only, and take the optional results to match those the team you gamemastered for earned. You may not choose to wait for a "better" attempt to choose your rewards. You're on the honor system here, so please don't skew the adventure to help the players gain extra rewards just so you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions' results and rewards that you track on the Debriefing Log (objectives completed, reputation and contacts earned, etc.), take the average results of the group you're gamemastering for. So, if four out of six players earned a point of Notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with a contact, you would not get that +1 Loyalty.

- **Karma Earned:** 6
- **Nuyen Earned:** 18,000¥

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario specific

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gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don't be afraid to give them extra points.

- +1 Street Cred if Simon survives scene 3 (he will talk).
- -1 Street Cred if the players cause a scene at Club Clusterfunk.
- +1 Notoriety if the players are seen/caught doing any violence at Club Clusterfunk.
- +1 Public Awareness if the team causes any public mayhem.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as contacts at Loyalty 1. They may also work with non-Mission-specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- +1 Loyalty to Simon Andrews (if he survived) to a max of 4
- +1 Loyalty to Juan Xihuitl for returning to him with the information Simon hired them to get.
- +1 Loyalty to Juan Xihuitl for securing Mitsuhamma AND Renraku's assistance.
- +1 Loyalty with Carol Staples for completing her job.
- +1 Loyalty with Sarah Silverleaf for completing her job.
- -2 Loyalty with Sid Gambetti if the runners interrupt his meeting with Gregor Stassen.
- If it hasn't already happened, Martin Tate is no longer a contact for the runners. He is unavailable from this point forward.

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When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty Test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an Extended (Connection + Connection (1 hour)) Test. Additional information will be available at a cost of 1,000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) can also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

BRIAN SPANGTON

Contacts to Ask: Squatter, Bartender, Chicago outreach personnel

Contacts	Matrix Search	Information
0	0	What did you call me, dingus?
1	1	He's been a courier around town. Hangs out at the Vault in his downtime.
3	—	He blends in with the background of places pretty well. Guess that's why people pay him for information.
4	6	He's been seen around the outreach centers and clinics. He seems to run errands for people associated with the bugs.
5	—	Word is, this guy was rejected by the bugs. His sister was taken in and inhabited some time ago, but Brian never got his call. Guess the bugs have decided they need people on the outside as much as anyone else.

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CAROL STAPLES

Contacts to Ask: Fixer, Company Man, Mitsuhaman Employees

Contacts	Matrix Search	Information
0	0	I think she founded a huge chain of office supply stores ...
1	1	Mitsuhaman fixer. Human, mild-mannered.
2	3	Works primarily in procurements and acquisitions.
3	—	Used to be the assistant to Maggie Goldberg. She was behind the scenes, but worked on all of Maggie's projects.
4	6	She has replaced Maggie Goldberg at Mitsuhaman. She's the new assistant to the local Director of Operations, Mr. Takahara.
5	—	She also handles Disposable Asset Acquisition, like Maggie, and has all of Maggie's contacts. She's not as soft as Maggie, though. I've heard she can be a bit heartless.

CLAY FOSTER

Contacts to Ask: Corporate contacts, scientific contacts

Contacts	Matrix Search	Information
0	0	Who?
1	1	Was some kind of scientist for NeoNET. Used to live in Naperville, but not anymore.
2	3	I think he's a materials scientist or metallurgist. Something like that, anyway.
3	—	He's been in Chicago since the 2050s. He graduated from MIT&T and went to work for NeoNET right out of grad school.
4	—	He used to work as part of a joint corporate-military team on anti-bug weapons back in the 2050s.
5	—	His life came crashing down a while ago as a result of some runner interference. He hasn't been the same since.

CLUB CLUSTERFUNK

Contacts to Ask: Chicago Native, Chicago Shadowrunner, Chicago Ganger

Contacts	Matrix Search	Information
0	0	Yeah, it's Ares' new baton. It really wrecks faces when the police use 'em on us.
1	1	Sorry, no idea, chummer.
2	3	That's the old school place in the zone, right? Just outside the Noose.
3	—	Cool place. It plays old, Fifth World tunes for whatever reason. Food ain't bad, either.
4	6	Club Clusterfunk is a known, neutral territory for Chicago gangs. There hasn't been an incident there since '72, when a couple of gangs got into it and then spent the next few weeks trying to remember who they were.
5	—	A fixer named Old Crow hangs out there all the time. He has a private room in the back. He's pretty protective of the place, so don't start trouble.

CORPORATE COURT

Contacts to Ask: Corporate Employee, Fixer, Company Man, Historian, Lawyer, Reporter

Contacts	Matrix Search	Information
0	0	What, like the corps answer to anyone?
1	1	It's a joint corporate body that governs what the corps can and can't do to each other.
2	3	The Corporate Court keeps the megas from destroying each other, and half the planet, at any given time.
3	—	The Court is often deadlocked due to differing opinions. There are thirteen people on it, but multiple seats belong to SK, Ares, and MCT.
4	6	The Court doesn't move for just anyone. In order to even convene a session, a quorum must be met, which requires a majority of seated corporations to call for one.

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5 — The Court can issue what's called an "Omega Order." Big stuff. It usually means someone is done for good. I think they hit some poor bastard with a Thor Shot last time it happened.

he used to be some big deal in the Seelie Court, working with their money or something. He got caught doing something disgraceful and was booted out.

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DR. MARTIN TATE

Contacts to Ask: Chicago Runner, CZ Resident, Street Doc, Corporate

Contacts	Matrix Search	Information
0	0	He sells those herbal supplements on 4th Street, right?
1	1	Tate is a street doc in the CZ.
2	3	Tate seems to be in real good with shadowrunners and he fixes 'em up, discreet-like.
3	—	Tate has been Truman Technologies' Mr. Johnson since Project: Takeback started.
4	6	He's been working extra hard the last few years to get in good with citizens, corps, and even shadowrunners. He's the most networking-est son-of-a-slitch I know. He gives runners discounts on cyberware, too.
5	—	Hasn't been seen very much over the last year or so. I heard his clinic got blown up a few months ago.
6	—	Man, I heard he has gone rogue. Working with some real evil drek, chumbatta. Stay outta his way.

GREGOR STASSEN

Contacts to Ask: Financial Sector, Seelie, Tír na nÓg Citizens

Contacts	Matrix Search	Information
0	0	Some theological ethics professor at a Seminary in CalFree, I think.
1	2	Sounds familiar. Elf, maybe?
2	4	He's from Tír na nÓg. He landed in the UCAS a day or so ago.
4	—	Don't ask me how or why, but he knows Sid Gambetti and he's headed to Club Clusterfunk to meet with him around 1600 hours. I heard he was headed there a bit early, though.
5	—	This is hush-hush, chummer, but

JENNIFER SPANGTON

Contacts to Ask: Squatter, Batender, Club Owner

Contacts	Matrix Search	Information
0	0	Do I look like a phone book? Now if you buy me another drink ...
1	1	Nice girl; likes to hang around bars and clubs.
3	—	Recently she popped back up among the clinics and outreach camps as a kind of aid worker.
4	6	She disappeared several months ago, only to return with a new sense of purpose. She uses her brother to funnel information to several people in town who pay for it.
5	—	She didn't just come back from anywhere. She's a bug spirit, that's for sure, but a good merge, so she doesn't look all gross. Watch out for her and her brother—he may not be a bug, but he acts like she's still got all the answers.

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JUAN XIHUITL

Contacts to Ask: Fixer, Company Man, Aztechnology employees

Contacts	Matrix Search	Information
0	0	Bless you. You did just sneeze, right?
1	1	Troll fixer who works for the Big A.
2	3	No-nonsense fixer who keeps his operations to himself. It's pretty well known he doesn't like shadowrunners.
3	—	It's not that Juan doesn't like shadowrunners—he just doesn't have the patience for all the crap the average shadowrunner team wants to go through.
4	6	While Juan is a skillful negotiator, he is more likely to offer large lump sums instead of quibble over small costs.

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5 — Juan is working on what he thinks is an emerging bug issue. Recently his teams have had some run-ins with insect spirits, and he thinks it's a sign of something much bigger.

5 — There was a prototype cyberdeck she was involved with not too long ago. Seems she missed out on both the deck and a few of the people involved in building it.

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MAGGIE GOLDBERG

Contacts to Ask: Fixer, Company Man, Mitsuhama Employees

Contacts	Matrix Search	Information
0	0	Last name means city of gold. I hope that helps.
1	1	Mitsuhama fixer, I think. Not many orks get too high in the Japanese megas, so she must be something.
2	3	No one has heard from her for four months.
3	—	Yeah, I know about her. She's been off the grid because she's dead.
4	6	She died when some bug shaman tried to make her a queen or something. The ritual got interrupted and she didn't survive.
6	—	I'm not so sure she's dead. My sources tell me she was already prepared as something called a good merge nymph. She was supposed to become a queen, but some runners stopped the ritual. Everyone thought she was dead, but a few of my contacts swear they saw Maggie a few weeks ago, looking real strange and kinda out of it.

SARAH SILVERLEAF

Contacts to Ask: Fixer, Company Man, Renraku Employees

Contacts	Matrix Search	Information
0	0	That's that new porn actress, right? The one with the super flexible spine?
1	1	Elf lady. Super-hot, but probably super crazy. That's how it goes, right?
2	3	Corporate Ms. Johnson for Renraku.
4	6	Sarah Silverleaf is absolutely ruthless when it comes to loose ends. She prefers they simply

SID GAMBETTI

Contacts to Ask: Fixer, CZ Resident, Bartender

Contacts	Matrix Search	Information
0	0	Sounds like an Italian plumber's cousin.
1	1	That's the fight promoter down at the Vault.
2	3	Sid's fights have slowed down since Matt Wrath got hurt.
3	—	Sid's really taken it on the nose since the new bar opened up. Pit fighting must not be as popular as that wrestling drek.
4	6	Sid is always looking for ways to make more money. He knows plenty of people that others don't.
5	—	Sid may be a skeezeball, but he's got a good nose for business, and when to run.
8	—	Sid has some really high placed friends. Like, super high. Like, pointy-eared royalty. Don't ask me how a fool like him pulled that off, but we live in a strange world, eh chummer?

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SIMON ANDREWS

Contacts to Ask: Fixer, Corporate Employees, Punk Rockers

Contacts	Matrix Search	Information
0	0	No, go bother somebody else.
1	1	I've heard of him. Some kind of weird lizard-man biosculpting job, right?
2	3	Really memorable. Loves his Euro-trash punk, goes to plenty of concerts.
3	—	He's an SK Fixer. Used to work in Seattle until a few years ago when he was relocated to Chicago.
4	6	Simon pays decently well, if the job gets done right. He's got no problem hiring people for strange jobs either.

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5 — Word is, Simon has some pressure on him to make sure Chicago doesn't end up the way it did twenty years ago.

else to go. They use the tunnels under the Dome to move about the city to get to places unseen when they have to move.

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THE VAULT

Contacts to Ask: Fixer, CZ Resident, Bartender

Contacts	Matrix Search	Information
0	0	Try the bank, they usually have one.
1	1	Pretty big place in the CZ. Lots of pit fights there.
2	3	This Friday night, "Grim" Tim the Titan returns to take on the Windy City Wild Man, Razorback Jack, in a no-holds-barred hardcore cage match!
3	—	The Vault's been kinda dead since the new place opened up. Maybe they should start serving Mmmeat.
4	6	There's a Horizon clinic attached to the Vault. One of the first in the Zone. Now operated by Truman Tech. Doctor Tate used to work out of there.

WRIGLEY DOME

Contacts to Ask: Cab Driver, Chicago Residents, Sports Fans

Contacts	Matrix Search	Information
0	0	No, I don't have any gum. Go buy your own, cheapass.
1	1	It's where the Cubs were supposed to play ... well, before the Containment Zone.
2	3	It's a huge cement structure on the north side of the Zone, right on the border. During the early days of the Zone, it was used as a refuge.
3	—	There are still people who live in the Dome and have created a little enclave inside. Lone Star manages the security but doesn't take it too seriously.
4	6	Not only was this place a refuge during the bug attacks, it was also the base of operations for Ares when they sent their teams in the bomb the place.
5	—	The people who live in the dome are dirt poor and have nowhere

AZTECHNOLOGY JAGUAR GUARDS

Contacts to Ask: Corporate Security, Mercenaries, Soldier, Shadowrunner

Contacts	Matrix Search	Information
0	0	Go to the zoo on your own time, fragface.
1	1	Aztechnology elite corporate security, one of several kinds, this one focused on guarding corporate assets.
2	3	Equipped with the best money can buy, these guys are no joke. Even Red Samurai aren't as bad as these guys.
3	—	Bodyguards and warriors who often accompany bigwigs. Only the most important corporate assets call for their deployment. Do not mess with them, because they will turn you inside out.
4	6	These guys are never seen outside of Aztlan or Aztechnology proper. The fact that some are even here in Chicago goes to show you Aztechnology is taking things seriously here.

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Simon is an odd individual. A full-body changeling, he appears to be a bipedal lizard-man with thick scales. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front to back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face but is utterly loyal to "Master Lofwyr." He serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

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Quote: "Look, mate, I'm just here trying to have a good time. But if you want, we can step outside. I can



beat the piss out of you, then come back here and shag your girl. Sound good?"

B	A	R	S	W	L	I	C	ESS	EDG	M
4	4	5	3	5	5	5	6	6	5	8

Initiative: 10 + 1D6

Condition Monitor (P/S): 10/11

Limits: Physical 5, Mental 7, Social 8

Armor: 9

Active Skills: Athletics skill group 4, Arcana 5, Assensing 8, Banishing 5, Binding 8, Con 5, Counterspelling 8, Negotiation 8, Pistols 4, Ritual Spellcasting 7, Spellcasting 9 (Combat Spells +2), Summoning 8

Knowledge Skills: Chicago Area 3, Kaiju Monster Movies 7, London Area 5, Magical Theory 7, Neo-Anarchist Movement 5, Saeder-Krupp Politics 5, Seattle Area 4

Qualities: Magician, SURGE (lizard features, tail, lizard head-frill, non-retractable claws, snout, green scales)

Initiate Grade: 5

Metamagics: Anchoring, Masking, Extended Masking, Reflecting, Shielding

Gear: Armor vest, contacts [Rating 1, image link], power focus [Force 4, silver skull ring], spell focus [Force 4, sustaining, health, Ramones button], spell focus [Force 4, spellcasting, combat spells, golden eyebrow ring], Transys Avalon commlink [Device Rating 6]

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

Bound Spirits: Spirit of Air (Force 5, 5 services), spirit of Fire (Force 6, 6 services), spirit of Man (Force 5, 4 services)

SID GAMBETTI

Sid is a small-time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor.

Short, starting to go bald and hiding it poorly by wearing a ponytail, with a taste for cheap suits, cheap whiskey and cheaper cigars, Sid is the avatar of sleazy managers everywhere. Sid has a chrome datajack in his temple, a large, fake diamond stud earring, his commlink in one hand and an obnoxious lit cigar in the other.

B	A	R	S	W	L	I	C	ESS	EDG
4	4	5	3	5	5	5	6	6	5

Initiative: 8 + 1D6

Condition Monitor (P/S): 10/11

Limits: Physical 4, Mental 6, Social 7

Armor: 6

Active Skills: Computer 3, Con 5, Etiquette 5 (Street +2), First Aid 4, Forgery 4, Intimidation 5, Lockpicking 4, Negotiation 6 (Bargaining +2), Palming 6, Pilot Ground Craft 1, Sneaking 3

Knowledge Skills: Law 4 (Contracts +2), Gambling 7 (Sports +2), Sports 7 (Underground Fighting +2), Street Rumors 4

Augmentations: Datajack, image link, implanted Transys Avalon commlink [Device Rating 6], sound link

Gear: Armor clothing, DocWagon Gold, Renraku Sensei commlink [Device Rating 3]

JUAN XIHUITL

Juan Xihuitl (pronounced like "She-Wheat") is a Mr. Johnson for Aztechnology. Juan represents AZT's interests in Chicago and is interested in using Project: Takeback to recover as many of AZT's lost assets as possible, including Aztechnology's lost Pyramid/Ar-cology. He's a very traditionalist corper, and smart runners tread lightly around him as he sees them as they are: deniable, disposable assets. He doesn't play games, he doesn't tolerate fools, and he doesn't coddle shadowrunners.

Juan Xihuitl respects his Aztec heritage. He is a medium-size troll with a dark Hispanic skin tone, large, flat nose, and small, curled ram's horns. His hair is dark and worn long, slicked back, pulled into a ponytail. He has medium-sized Aztec-style ear plugs in his ears. His suit is the height of current Aztlan fashion, a marriage of traditional Aztech warrior garb and a modern-day suit.

B	A	R	S	W	L	I	C	ESS	EDG	M
7	3	3	7	5	4	4	4	6	5	8

Initiative: 7 + 1D6

Condition Monitor (P/S): 12/11

Limits: Physical 8, Mental 6, Social 8

Armor: 9(12)

Active Skills: Arcana 6, Assensing 6 (10), Blades 5, Computer 4, Con 5, Etiquette 5 (Corporate +2), First Aid 4, Leadership 4, Negotiation 8 (12), Perception 5 (9), Pistols 4, Unarmed 6

Knowledge Skills: Aztlaner Cuisine 5, Aztlaner Sports 4 (Ollamalitzli +2), Chicago Area 2, Corporate Finances 5, Corporate Rumors 6 (Aztechnology +2), Corporate Security 6 (Aztechnology +2), History 5 (Central American +2), Psychology 4

Languages: Aztlaner Spanish N, English 5, Japanese 3

Qualities: Adept

Initiate Grade: 2

Metamagics: Adept Centering (Chanting), Masking

Adept Powers: Astral Perception, Danger Sense 4, Enhanced Perception 4, Improved Ability 4 (Negotiation), Improved Potential (Social), Mystic Armor 3

Gear: Armor clothing, contacts [Rating 1 w/ image link], earbud

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[Rating 1 w/ sound link], Transys Avalon commlink [Device Rating 6]

Weapons:

Ares Light Fire 70 [light pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c), w/ 16 rounds of regular ammo]
 Ceremonial Dagger [blades, Acc 5, Reach 1, DV 9P, AP -1]

CAROL STAPLES

Carol is assistant to Mitsuhamas's Director of Operations in Chicago, Ito Takahara. She acts as a liaison between MCT and the runners. She grew up in Chicago and was around runners when she was younger, so she's sympathetic to them. She's loyal to MCT to a point, but she has a pragmatic side a kilometer wide and knows to always watch her back. She's attached herself to Takahara and won't jeopardize that position, but will help the runners as much as she can otherwise.

B	A	R	S	W	L	I	C	ESS	EDG
5	3	3	5	5	4	4	4	5.7	5

Initiative: 7 + 1D6

Condition Monitor (P/S): 11/11

Limits: Physical 6, Mental 6, Social 7

Armor: 6

Active Skills: Blades 4, Computer 6, Con 4, Etiquette 7 (Corporate +2), Negotiation 8, Perception 5, Pistols 5, Stealth skill group 3

Knowledge Skills: Chicago Area 5 (Containment Zone +2), Corporate Finances 5, Corporate Rumors 8 (MCT +2), Corporate Security 4 (MCT +2), Psychology 5, SOTA Technology 6

Augmentations: Datajack, image link, implanted Fairlight Caliban commlink [Device Rating 7], soundlink

Gear: Armor clothing

Weapons:

Fichetti Security 600 [light pistol, Acc 6(7), DV 7P, AP —, SA, RC (1), 30(c), w/ laser sight, retractable stock, 30 rounds of regular ammo]

SARAH SILVERLEAF

Sarah Silverleaf is a gorgeous and intelligent elven representative for Renraku in Chicago. She recently transferred here from Tir Tairngire, taking over the operations that Renraku had largely abandoned following Bug City. With the Governor's call to reclaim downtown Chicago, Sarah is looking to not only reclaim lost Renraku property, but to also grab as much land as possible. She may be a curvy knockout, but anyone who underestimates her lives to regret it.

Sarah looks like a buxom, blonde "naughty secretary," a look she plays up for all it's worth. Short skirts,

low-cut blouses, and a flirty smile backed up by big credstick are tools she uses to get what she wants.

B	A	R	S	W	L	I	C	ESS	EDG
4	6(10)	5(8)	3	5	6(8)	5	9	3.85	6

Initiative: 13 + 4D6

Condition Monitor (P/S): 10/11

Limits: Physical 7, Mental 12, Social 12

Armor:

Active Skills: Athletics skill group 5, Computer 6, Con 7 (Seduction +2), Disguise 5, Etiquette 8 (Corporate +2), Impersonation 5, Leadership 7, Negotiation 8 (Bargaining +2), Palming 5, Perception 6, Performance 7, Pistols 6 (Semi-Automatics +2), Sneaking 7, Unarmed 4

Knowledge Skills: Chicago Area 2, Corporate Finances 6, Corporate Politics 6 (Renraku +2), Corporate Rumors 8, Corporate Security 5 (Renraku +2), Psychology 8 (Manipulation +2)

Qualities: Analytical Mind, Catlike, Exceptional Attribute (Charisma), First Impression

Augmentations: (All deltaware) cerebral booster 2, implanted Fairlight Caliban commlink [Device Rating 7], mnemonic enhancer 3, muscle toner 4, sleep regulator, synaptic booster 3, tailored pheromones 3, voice modulator 6

Gear: Armor clothing, clutch purse, Fairlight Caliban commlink [Device Rating 7], perfume

Weapons:

Colt America L36 [light pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c), w/ 11 rounds of regular ammo]

MARTIN TATE

Dr. Martin Tate is working on behalf of Horizon, heading up their resurrection of the Truman Technologies name, utilizing the assets of that company that they purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He's also acting as a Mr. Johnson for Truman Tech, working to claim former Truman assets in the city.

Tate is a friendly, dark-skinned individual, though he often seems slightly distracted, as if he's thinking about a dozen things at once. He wears nice shirt, tie, and slacks under a white lab coat most of the time, and is always wearing a set of custom glasses that have several different lenses that he can flip down. He had a life-changing experience recently, and it left him twitchier and more off-center than he was before

B	A	R	S	W	L	I	C	ESS	EDG
3	5	3	3	4	6	4	5	4.9	5

Initiative: 7 + 1D6

Condition Monitor (P/S): 10/10

COVER

SOMEONE
NEEDS TO DO
SOMETHING

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS

DEBRIEFING
LOG



Limits: Physical 4, Mental 10, Social 7

Armor: 6

Active Skills: Blades 4, Computer 5, Con 5, Cybertechnology 9, Etiquette 5, First Aid 7, Medicine 8, Negotiation 7, Perception 6

Knowledge Skills: Biology 7, Chemistry 5, Corporate Politics 4 (Horizon +2), Cyberware Design 3, Local Drug Dealers 4, Local Gangs 2, Medical Advances 5, Opera 4, Organleggers 4, Parabiology 6, Parobotany 5, Parazoology 5, Psychology 4, Smugglers 3

Languages: English N, Spanish 3

Augmentations: Datajack, datalock 12, pathogenic defense 6, mnemonic enhancer 3

Gear: Armor clothing, DocWagon Platinum, tranq patches [Rating 10] (x10), stim patches [Rating 10] (x10), trauma patches (x10)

DRAGON WASP QUEEN (FORCE 10 WASP QUEEN SPIRIT)

Until recently, this was Aethelinda, an adult western dragon. She was originally captured by a malicious vampire insect shaman and was being prepared for inhabitation when a team of runners killed the shaman and freed the dragon. Discovering she was too weak to escape on her own, the team called Dr. Martin Tate to help examine and take care of the dragon. Dr. Tate subsequently turned the weakened creature over to another hive of insect spirits in need of a queen. Unfortunately for Aethelinda, there was no team to save her from what she became.

A horrible amalgamation of dragon and wasp, this queen spirit is newly Awakened, with the help of ley lines under Chicago that were corrupted using an artifact last seen in Seattle. Though most of the magical capabilities of the dragon have been consumed in the inhabitation process, she still retains her considerable physical prowess. Her fiery breath has been corrupted into a noxious acid, and her claws and stinger can deliver a deadly venom.

B	A	R	S	W	L	I	C	ESS	EDG	M
18	7	8	40	11	11	11	10	10	5	10

Initiative: 25 + 2D6

Condition Monitor (P/S): 17/14

Limits: Physical 36, Mental 14, Social 14

Armor: (Physical/Immunity to Normal Weapons) 18H/20 (These do stack for a total of 38 vs. normal weapons)

Active Skills: Assensing, Astral Combat, Con, Counterspelling, Exotic Ranged Weapon, Flight, Gymnastics, Leadership, Negotiation, Perception, Spellcasting, Unarmed Combat

Powers: Animal Control (wasps), Astral Gateway, Banishing Resistance, Compulsion, Concealment, Enhanced Senses (ultrasound), Fear, Guard, Hive Mind, Sapience, Search, Spirit Pact, Venom, Wealth

Weaknesses: Allergy (insecticides, severe)

Weapons:

Elemental attack (acid) [exotic ranged, Acc 36, DV 20P, AP -10]

Claws/stinger [unarmed, Acc 36, Reach +3, DV 41P, AP —, with venom]

COVER

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SCENE 3

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SCENE 7

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Juan Xihuitl (Pronounced similar to “She-Wheat”) is a Mr. Johnson for Aztechnology. Juan represents AZT’s interests in Chicago, and is interested in using Project: Takeback to recover as many of AZT’s lost assets as possible, including Aztechnology’s lost Pyramid/Arcology. He’s a very traditionalist corper, and smart runners tread lightly around him as he sees them as they really are: deniable, disposable assets. He doesn’t play games, he doesn’t tolerate fools, and he doesn’t coddle shadowrunners.

JUAN XIHUITL

Aztechnology Mr. Johnson
Male Troll

Connection Rating: 5

Loyalty:

Key Active Skills: Etiquette, Leadership, Negotiation

Knowledge Skills: Aztlaner Cuisine, Aztlaner Sports (ollamaliztli), Chicago Area, Corporate Finances, Corporate Rumors (Aztechnology), Corporate Security (Aztechnology), History (Central American), Psychology

Uses: Jobs, Corporate Information, Gear



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Simon is an odd individual. A full body changeling, he appears to be a bipedal lizard-man with a thick, scaly hide. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front-to-back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face, but is utterly loyal to "Master Lofwyr," and serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

SIMON ANDREWS

Saeder Krupp Troubleshooter
Male Changeling

Connection Rating: 5

Loyalty:

Key Active Skills: Arcana, Assensing, Con, Negotiation, Spellcasting, Summoning

Knowledge Skills: Kaiju Monster Movies, London Area, Magical Theory, Neo-Anarchist Movement, Saeder-Krupp Politics, Seattle Area

Uses: Corporate Rumors, Magical Knowledge, Magical Gear



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Sarah Silverleaf is a gorgeous and intelligent elven representative for Renraku in Chicago. She recently transferred here from Tír Tairngire, taking over the operations that Renraku had largely abandoned following Bug City. With the governor's call to reclaim downtown Chicago, Sarah is looking to not only reclaim lost Renraku property, but to also grab as much land as possible. She may be a curvy knockout, but anyone who underestimates her lives to regret it.

SARAH SILVERLEAF

Renraku Ms. Johnson
Female Elf

Connection Rating: 5

Loyalty:

Key Active Skills: Athletics Group, Con (Seduction), Influence Group, Pistols

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Politics (Renraku), Corporate Rumors, Corporate Security (Renraku), Psychology (Manipulation)

Uses: Information, Jobs



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Carol is assistant to Mitsuhamas Director of Operations in Chicago, Ito Takahara. She acts as a liaison between MCT and the runners. She grew up in Chicago and was around runners when she was younger, so she's sympathetic to them. She's loyal to MCT to a point, but she has a pragmatic side a kilometer wide and knows to always watch her back. She's attached herself to Takahara and won't jeopardize that position, but will help the runners as much as she can otherwise.

CAROL STAPLES

Mitsuhamas Ms. Johnson
Female Ork

Connection Rating: 4

Loyalty:

Key Active Skills: Computer, Etiquette, Negotiation

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Rumors (MCT), Corporate Security (MCT), Psychology, Seattle Area (Ork Underground), SOTA Technology

Uses: Jobs, Corporate Information, Gear



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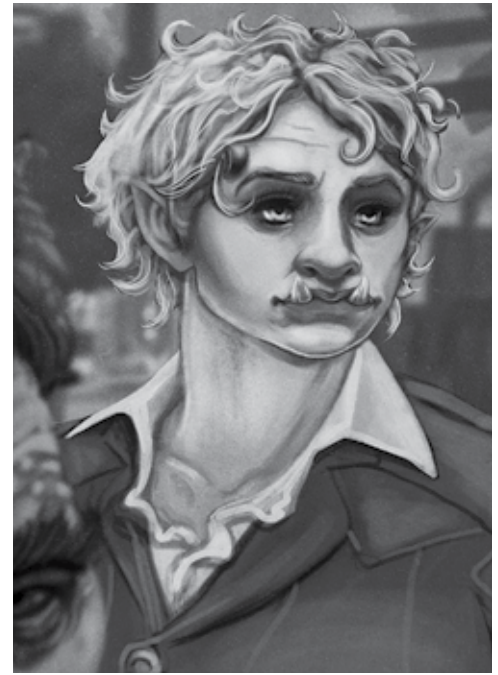
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DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 08-05: SLEEPING GIANTS

The bugs are showing back up in Chicago and no one seems to think it's their problem. Time to gather the evidence to convince the corporations to move.

- Successfully finding the incubation chamber and discovering the inhabited dragon and Tate.
- Successfully extracted Clay Foster
- Successfully got rid of Greg Stassen

SYNOPSIS

MISSION RESULTS

Names

Character Improvement

Karma Cost

TEAM MEMBERS

ADVANCEMENT

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

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Lt. Francois Abellard
- Simon Andrews
- Carol Staples
- Sarah Silverleaf
- Martin Tate is no longer a Contact.

KARMA

REPUTATION

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

GM's Name _____
 GM's Signature _____

- Gained 35% discount on any one Deltaware item (to be used immediately)
- Gained 35% discount on any one item up to availability 20 (to be used immediately)

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

