

Born to Die



INTRODUCTION

Born to Die is a *Shadowrun* adventure designed for a single four-hour session at a convention. This file contains all of the handouts and other playing aides necessary to play.

Preparing the Adventure

This adventure is intended for use with *Shadowrun, Fourth Edition*, and all rules information refers to those rules.

Adventure Structure

The Flip Side 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.

Hooks offers tips to help get the players into the scene.

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

Pushing the envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

Running the Adventure

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

Prior to the start of the adventure, allow the players to choose from the sixteen sample archetypes given in the SR4 rulebook. You might want to make sure that at least one player takes either the Hacker or the Technomancer, and that at least one of the players takes a magician, to ensure that the team is balanced. Additionally, combat-specialized characters like the Street Samurai and the Gunslinger Adept are especially suited to this scenario.

Step 4: Don't Panic!

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

General Adventure Rules

This adventure uses the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

Non-Player Characters

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

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always have ratings in the adventure text. For NPCs who do not have a rated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Plot Synopsis

The team is hired to quickly provide support and relief to another team that is under siege. The runners arrive too late; the other team is wiped out and the runners are hired again to assume from the previous team the task of finding and rescuing a young bride.

Following the clues of the lingering astral presence of the first team's magician, they try to find the first team's hacker, who has all of the information in his headware. Unfortunately, the target subsidiary has already cleaned the area up, using a company called Discrete Disposal.

The runners follow the headware to the DD building and discover a free toxic spirit of man, who is willing to allow the runners to attempt to recover the head and headware of the hacker from the colony of ghouls living in his basement.

After recovering the data, the runners make a raid on a secret lab that is experimenting on fetuses in utero, where they find and rescue their target.

Adventure Background

About eight years ago, during the upheaval of the comet, one of the megacorps (it doesn't matter which) made an amazing discovery: during Project Icarus, a secret eugenics experiment in applying cultured biotech to unborn fetuses to create metahumans better suited to hazardous environments (specifically space stations and other planets), first one, then another of the subjects were born healthy, magically active, with fully operating

bioware, and without the loss of magical potential usually associated with the implantation of bioware. The project was officially shut down, but secretly moved to a new facility and attempts to replicate the results began.

The project brought in new personnel, who were "disappeared" by the corp and now live their lives in secret, repeating the experiment. They have thus far failed, but they are optimistic, and have abandoned in vitro experiments in favor of using "natural" subjects, which is to say they kidnap healthy young women who have recently become pregnant and have a family history of magical activity. In this task they have the help of Theseus and Ariadne, the children that were the serendipitous product of the original experiment, now eight and six years old and brainwashed to serve the project.

A few days ago, the newlywed bride of an affluent salaryman became the most recent victim of the project, and the groom has hired the team's fixer to find her.

In Media Res

Scan This

The team is called in as emergency reinforcements for another team, which is under heavy attack.

Tell it to them straight

You've gathered for a discussion of your employment prospects and a midnight meal at the Ork with the Gold Tooth Tavern, an excellent little spot in Renton for eggs-and-spam-flavored soy product. The place has a real name, but everybody just names it by the grinning face of some obscure comedian on a particularly tenacious poster for some long-forgotten comedy simsense flick, plastered to the boards covering the window by the front door.

In rapid succession, each of your commlinks signal an incoming conference call from Lady Nell, your fixer. It's flagged as extremely urgent.

"People, I need your help, and I need it now. I've got a team under siege, and they need help, and they're right across I-90 from you in Redmond. There's 10,000¥ for you if you say yes right now, and another ten if you rescue them.

"Say yes."

Hooks

Try to establish some sense of calm and normalcy at the beginning of this scene. Once the call comes in, try to create a hectic sense of urgency.

Behind the Scenes

Lady Nell is obviously agitated. If the runners try to negotiate, she'll take some of the money out of the reward for the rescue and add it up front, but no more than five thousand.

The team the players are set to rescue is called Ice's Irregulars. They have been pinned down for about five minutes when Lady Nell calls. The target team requested backup about two minutes before the call.

Allow the runners to have any equipment they have on their character sheets either on their persons or in their vehicles. The Ork with the Gold Tooth Tavern is accustomed to having guests who are armed and armored.

Once the team agrees, their commlinks will be given the coordinates for the other team, which is about six minutes away. If the players wish to make preparations on the way, that's okay, too, but remind them of the urgency of the situation.

When the team arrives at the coordinates, go on to **Casual Slaughters**.

Debugging

If the players want more out of Lady Nell, she will tell them that she's given them a final offer. If they decline, thank the players for their time, and enjoy a few hours off.

Casual Slaughters

Scan This

The team arrives too late to save anybody, and begin to investigate the bizarre scene.

Tell it to them straight

The neighborhood was once a very nice residential development, showing decades of the neglect associated with the Redmond Barrens. There is a squat, one-story storefront across from a battered Citymaster. The only sound on the street comes from a large red truck, turning onto the highway several blocks away.

Hooks

The street is dead quiet. No animals, no people, nothing. Even astral space seems a bit dampened. Lower your own voice when talking to the players.

When describing the scene, start with the mundane and then move to the strange.

Behind the Scenes

What has happened here is this. Ice's Irregulars had done their legwork, which had lead them to the Friendship Church, a church that doubles its business as Friendship Travel, a discount travel agency. The team was investigating when Theseus caught up with them and started attacking and fading. The Irregulars thought they were under attack by multiple foes, and called for backup. Theseus killed them all, and Discrete Disposal, who had been called in early, arrived just as he was mopping up. They cleaned the area with remarkable efficiency, and drove off, spotted by the players just as they turned onto the highway.

The following is a list of evidence that can be found at the scene:

- The Citymaster has been totaled; its doors and front hood have been torn off, its engine ripped apart. The inside, however, is completely clean, without a speck of dust.
- The storefront is demolished. The windows are gone, but there is no broken glass anywhere to be seen. The frame of the door is on the ground, having been ripped off of its hinges, but the glass that was in it is gone.
- The interior walls are plastic and have many bullet holes. Intuition + Perception (3) or Logic + Carpentry (2) will allow a character to discern that they are fresh. They contain no bullets.
- The back room contains the broken casing of a desktop commlink, but the internal components are missing.
- A successful Intuition + Perception (Smell) (2) test will detect the faint odor of cleaning solution in the carpet and on the walls (and the ceiling if anyone checks that). Four hits on this test will also detect the even fainter scent of blood and cordite.
- One of the walls has an indentation, as from a large object striking it with heavy force. A successful Intuition + Logic (2) test suggests that the object may have been a body.

- When assensing of the astral space in the area, a successful Intuition + Assensing (3) test will determine that there was much violence and fear in this place. Four hits on this test will detect the tang of toxicity in the astral.

When the team contacts Lady Nell, she offers them the job that Ice's Irregulars were trying to accomplish, along with their paycheck of 73,000¥ She is willing to throw in the 10,000¥ left over from the team not being able to rescue the Irregulars, but she will not part with it willingly.

Ice's Irregulars were hired to find Mr. Johnson's newlywed bride, who is about three months pregnant. Trideo identification is offered, but the name given is simply "Mrs. Johnson." Mr. and Mrs. Johnson are also both magically active.

Lady Nell does not know anything more about the run; that information was given to the runners by Mr. Johnson personally. Mr. Johnson met with the runners virtually via commlink, and then started his journey to Seattle from the Zurich Orbital station, and will be out-of-touch for another twelve hours. Mr. Ice, the Irregulars' leader, was confident that they could retrieve the woman before Mr. Johnson touched down at SeaTac.

When the team moves to leave after they investigate and talk to Lady Nell, Sobriquet appears to them; go to **More Things in Heaven and Earth**.

Debugging

If the players miss some of the clues above, you may wish to nudge them in the right direction.

If the players try to leave before contacting Lady Nell, have her call them on the scene before they leave.

If the team refuses to take the job, have Theseus attack them. He will do some damage (no fatalities) and then escape, at which point Lady Nell will call back for some random detail and offer the job one last time. If the team still refuses, either end the session and thank the players, or have the team ambushed by Theseus again for some reason.

More Things in Heaven and Earth

Scan This

The team meets Sobriquet, who is recently dead and just coming to grips with that fact. He gives the team a lead to help them pick up where they left off.

Tell it to them straight

"Wait," a panicked and wispy voice cuts through the night. A ghostly image of a short human in a flowing coat hovers behind you.

"That was Lady Nell, wasn't it? You're the backup team. Fat load of fraggin' good you slots turned out to be! You're as useless as my glitched-up chiphead slitch of a sister. You're too late, watcher-brains, we've all been killed. Oh, spirits! I've been killed! I am dead! This is the end! There's nothing left! I am dead! I am dead!"

He curls up into a fetal position, sobbing and muttering.

[after the ghost is calmed and comforted]

"I'm sorry about that," says the ghost, "I'm afraid I'm new at this whole being dead thing. First time for me." He laughs nervously.

"My name is Sobriquet; I'm the magician for Ice's Irregulars. Look, I don't have a lot of time, but I'd appreciate it if you could pick up where we left off.

"The woman's cab had been hijacked remotely from this place. Alice, that was our hacker, had just pulled a bunch of paydata out of their system when we got hit by ... something. I didn't see it coming; I was doing astral overwatch at the time. All of a sudden, I felt violence and fear, and when I came back to look, I got a glimpse of a magically active aura when I felt my body die; it was the most painful thing that's ever happened to me. Or likely ever will.

Anyway, I hid, and the thing vanished as quickly as it had come. Almost at the exact same time, a truck pulled up and about a half a dozen people came out. I manifested discretely to see what was going on and they were cleaning! For a second I thought I was in shock, but that's what they were doing. They took the bodies and cleaned the place up, and took off. It was very strange.

Anyway, the truck was red, but otherwise unmarked. One of the body bags they used had a logo, though: a pale man in a puritan costume.

If you can find Alice's body, I'm sure you could get the information out of her commlink. She had it implanted in her skull.

That's it. I'll answer your questions, but I really need to go. I have some things I want to take care of before I finish dying."

Hooks

Play up the ghost's loudness; try to contrast it with the dampened sounds of the previous scene. Try to rehearse Sobriquet's rant a couple of times, so you can deliver it with manic rage and despair at the appropriate time.

Behind the Scenes

The ghostly figure is Sobriquet, the magician of Ice's Irregulars. He was providing astral overwatch when Theseus attacked the Irregulars. He has been hiding since he felt the shuffling off of his mortal coil, and he is now manifesting to check out the team. He is not taking his death very well, and will waver between utter despondency over his fate and frenzied wrath directed at the team for failing to arrive on time.

The team can talk him down. If he is shown sympathy, or the team apologizes to him, he can be convinced that there was nothing the team could do.

If asked, he has a last request. He had a power focus in the shape of a butterfly that had meant a great deal to his family, and he would like it to go to his sister. If it could be found and given to Lady Nell, who will take care of delivering it, he would be grateful. The focus was on his body when it was removed by the cleaning crew.

When the team is done with Sobriquet, he stops manifesting and leaves to deal with his personal business. The players should do some research on the logo, see **Legwork** for more information on Discrete Disposal.

When the team heads to the Discrete Disposal facility, go to **Let the Devil Wear Black**.

Debugging

If the players don't summon up the sympathy (or the role-playing) to soothe the proverbial savage breast, allow them to make Charisma + Etiquette Tests with a threshold determined by their words and actions (gamemaster's discretion).

Let the Devil Wear Black

Scan This

The team investigates Discrete Disposal, and retrieves the head of the Ice Irregulars' hacker.

Tell it to them straight

The Discrete Disposal facility is a gray concrete building, about ninety meters square by about sixteen meters high. It is surrounded by a concrete parking lot, cracked and devoid of life; even weeds. On this side of the building, there are four garage doors lined up along the right side of the building's face, and a small office visible through the glass windows and door on the left. The office is lit, and a strained-looking human in her twenties is apparently playing some game on her commlink behind a counter.

The night is silent.

[if a player astrally projects into the Discrete Disposal facility]

You suddenly feel the presence of a background count as you cross the threshold of the building. The sense of festering decay infuses your astral senses, and the space within the facility is thick with dark eddies and whorls.

A deep voice comes from all directions, its echoes preceding its words. "Now that's interesting," it says sonorously, "most people would flee this place. Why don't you and your friends come inside? I think I would very much like to meet you."

[when the team arrives inside the building]

Once you are all inside the facility, you notice a figure that you thought had not been there a moment ago. It looks male, and stands almost two meters high. His skin is a pale, almost translucent white. He is dressed in a long, flowing black coat over a conservative suit, and wears a puritan hat with a silver buckle.

He folds his long-fingered hands together and speaks, "Welcome to Discrete Disposal, (ladies) (and) (gentlemen). We've been in business almost twenty years, and this is the first time we've had clients from, shall we say, the shadows. What brings you to my humble establishment?"

Hooks

Discrete Disposal is creepy, and each tidbit of information about it should be ominous. Feel free to add details that make this scene more sinister, even going as far as adding strange but harmless coincidences, such as a glimpse of a crow every time a new tidbit of information is revealed.

The spirit within speaks without haste, as though distracted by the thought of what his audience would look like if they were dead.

The basement of the facility reeks of rotting cadavers. Macabre, half-eaten body parts lie helter-skelter among the decay. Add something appropriately descriptive, just a word or two would suffice, to every narrative you offer while the team is downstairs.

Behind the Scenes

The spirit that materializes before the team is a free toxic spirit of man. As a matter of course, he keeps his true name a secret, but if asked his name he will offer the name his employees use for him, "Mr. D." He is a lonely soul; he wishes to fit into metahuman society, which amuses him greatly, but has trouble given his toxic nature. Discrete Disposal is his compromise: he serves the public and makes a profit, while remaining safe within the facility.

The employees at the facility will give their boss privacy, but if approached will talk about how they like their jobs and their boss. Most of them don't want to make a career out of it, though.

If asked, the spirit or an employee will explain the way that incoming waste is separated and handled:

- Recyclable waste is separated and sold.
- Toxic waste is dumped in a special area with no doors. This is the spirit's sanctuary.
- Biological wastes (any biomass, including bodies) are dumped into the basement.
- Anything else is incinerated, and the resulting air pollution pumped into the spirit's sanctum.

If the team asks the spirit for access to the basement, they are led to a thick, triply-locked door. The door is reinforced and locked with deadbolts, and watched by an employee. The spirit will explain that the team is welcome to go down, but he will lock the door behind them as long as they are down there, and will not assist them with his "guests."

The guests are a colony of ghouls who live in the basement at the hospitality of the owner. They are quite content to live there, but hate the outside world that hates them. They are also quite interested in getting their hands on some food that is more fresh than they usually receive.

The basement area is reinforced and thick. It is open for the entire area of the building, and about six meters high. The basement is surrounded by earth on all sides but the top. The floor is carpeted in mostly-eaten dead biomass, including many metahuman body parts. The entire building has a background count of 1 (toxic).

Alice's headware is still active, but it remains in hidden mode. A hacker or technomancer can find it using the rules for Scanning (**SR4**, p. 225), and then hack into it (it has a Device Rating of 4). The construction of the basement, however, shields wireless signals, and so a runner undertaking this task must be at least at the foot of the stairs that run from the locked door to the basement floor.

Alternatively, the team can search through the carnage for Alice's head. The search is an Extended Intuition + Perception Test (12, 1 Complex Action); note that Perception Modifiers and Visibility Modifiers (**SR4**, p. 117) apply. The ghouls keep no light sources, and the basement is in total darkness unless the team brings light sources.

Sobriquet's focus is also in the basement, near his body. Finding it is a separate Extended Intuition + Perception Test (15, 1 Complex Action).

When the team reaches the bottom of the stairs, the ghouls will approach. They are crazed and will hang back for a few seconds, and then attack, believing that they have the advantage of numbers and darkness. If the team attempts to engage them in conversation, they can delay the attack for a short time; the ghouls want at least one of them to remain behind for them to eat.

When the fight begins, a number of ghouls equal to the number of team members are in the basement will attack. When one goes down, two more will enter the fight at the beginning of the following Combat Turn.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
7	3	5	6	1	4	2	5	3	5	1	9	1

Movement: As metatype

Skills: Assensing 2, Infiltration 4, Perception 3, Unarmed Combat 3

Powers: Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP 0), Sapience

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)

Once the information is retrieved, give the players the **Headware Info** handout. When the team is ready to go to the abandoned school, go to **Her Fighting Soul**.

Pushing the Envelope

For an extra challenge, make one or two of the ghouls hermetic magicians, with Magic 3, Spellcasting 3, and the Powerbolt and Manaball spells.

Debugging

If the team starts losing to the ghouls, start replacing the fallen ghouls with only one ghoul each.

Her Fighting Soul

Scan This

The team investigates the address that Alice the Hacker discovered shortly before her death. They meet Ariadne, a child of Project Icarus.

Tell it to them straight

The building sits glumly across from a dilapidated park that is more dirt than trees, looking for all the world like an odd collection of giant boxes. Crumbling red brick walls match the rusting metal sheets that cover what once were walls of windows. Gang symbols all but obscure the images of horses left over from years long gone.

All of the lights in the place seem to be in good repair, because they all seem to be working. There are doors at many places around the perimeter of the building. None of them look locked.

[once the team enters the building]

The scent of sterilizing chemicals greets your nostrils as you enter. Among the ceiling tiles and other detritus on the floor are IV bags, surgical tubing, bed pans, and cloths stained with various bodily fluids. A metal gurney lies on its side further up the corridor, tangled in red- and yellow- stained sheets.

A sense of apprehension washes over you as your steps echo through the empty school corridors.

Hooks

Imminent danger and recent death should be the themes in this scene. Call for Composure Tests (**SR4**, p. 130) from time to time, as the team sees, hears, and smells things they would rather have not.

Behind the Scenes

Unless the team takes measures to approach in secret, Ariadne sees their approach and moves to intercept them as she was taught. She starts by watching the team from afar and casting Foreboding (SM, p. 171) on them. She will then drop the spell and cast Mob Mood, in an attempt to inflict a nurturing feeling on the team; at this point, she will appear and talk to the team.

Ariadne is a six-year-old elf girl who appears rather human-looking. She wears an off-white frilly dress with a few old blood stains on it. She approaches the team and asks them to come help her mommy. If the team follows her, she takes them to the laboratory. If they resist her or attack her, she uses Control Thoughts to force the scariest-looking team member to attack his teammates, and then either runs off toward the laboratory or uses Gecko Crawl to get to the ventilation system in the ceiling and then head for the laboratory.

Debugging

If the team seems reluctant to explore the building or follow Ariadne, she will use her Mob Mood spell to instill curiosity in the team.

Taking out Ariadne at this time is not a problem, she simply would not be present in the next scene.

A Sword Unbated

Scan This

The team finds the secret laboratory, and their Mrs. Johnson. They also find that which wiped out the previous team.

Tell it to them straight

As you pass near broken windows, you see a large room that probably used to be a library. It is filled with machines and medical equipment. In straight rows and columns, some two-dozen women lie on gurneys, each clothed only by the bloodstained sheet over each of them. They are all attached to some sort of IV solution, and small commlink-like devices monitor each unconscious form. Here and there, a sheet has slipped, revealing a number of small scars dotted across bellies in various stages of swelling. The stinging scent of sweat and urine fills the air as the hum of fans not suited to the task of circulation slide through the room.

Hooks

The women are all innocent, and in the battle to come, are in jeopardy of becoming victims of more than just Project Icarus. Describe how various attack barely miss a sleeping woman, or a woman coming to near-consciousness whimpering and weeping.

Behind the Scenes

There are twenty-eight victims of Project Icarus in the laboratory. Mrs. Johnson is near the middle of the room.

The women can be revived and awakened with a Logic + Medicine (2) Test. A successful Logic + First Aid (2) Test will allow a character to remove the IV needles, but not awaken the victim.

Theseus is hiding in the room, and will attack when at least one of the team nears the middle of the room. He is short, even for an eight-year-old, and the gurneys do not hamper his movement, as he can easily move under them. He will not purposely disturb one of the women.

Theseus is a short, dark child wearing a striped shirt and torn jeans. He laughs and smiles innocently, even when tearing apart other human beings.

If Ariadne is here, she will assist in her "brother's" attempt to kill the team.

The researchers have already fled into secret basements within the building. They will not come out until the team is long gone.

If the team wins the fight, they can rescue Mrs. Johnson (along with any other women they wish to rescue) and escape otherwise uncontested.

Pushing the Envelope

During the events of **Her Fighting Soul**, if the team has split up while at the school (for example, leaving a hacker in a vehicle), Theseus will attack any smaller sub-team. If there is a person who is alone, feel free to describe the coming of the child, and then cut back to the rest of the party, who will discover the loner's bloody remains later.

Debugging

As this is a one-shot adventure, and this is the final combat scene, it is acceptable for the team to suffer a loss. If you are playing this adventure as part of an ongoing campaign, and the team is losing, then Ariadne's and Theseus's severe addiction to magical nutrition kick in, giving each of them -2 dice penalties (feel free to change this value to match the scenario).

More Welcome is the Sweet

Scan This

The team returns triumphantly with their shields or on them.

Tell it to them straight

[if the team succeeds in rescuing Mrs. Johnson]

You make it back to SeaTac with enough time to spare for Mrs. Johnson to wash up and buy new clothes. Mr. Johnson leaves the terminal, and she rushes into his arms. They share a kiss that reminds you that love really is a pattern of elements so unified as a whole that its properties cannot be derived from a simple summation of its parts. In this case, its properties are two people, the love they share, and the huge reward that has just been transferred to your commlinks.

Yes, it's a beautiful thing.

[if the team survives but Mrs. Johnson dies]

Well, it would have been a lot of money. Money you could use, seeing as you've been hung out to dry. You could try to get another run, but Lady Nell isn't speaking to you, and in fact has black-listed you with her extensive network of fixers. But hey, at least there's a substantial bounty on each of your heads. If things get too tight, you could always turn on one another for the reward, but that couldn't possibly happen.

Could it?

[if the team dies horrible deaths]

A gaunt man in a puritan hat silently watches as several bodies pass along on a conveyor. Three young people efficiently take off various bits of recyclable material and throw them into bins. The man watches the bodies reach the end of the conveyor and pitch over the end into a dark chute. He sighs.

He's seen the cookie crumble this way before.

Hooks

If the team has succeeded, give them descriptions of life back-to-normal. Imagine "What a Wonderful World" playing in the background.

Behind the Scenes

Everything is as it seems in this scene.

Debugging

If the players screw this part up, I can't help you. Pack up your things and leave the table without making eye contact or sudden motions.

Legwork

The following tables list what the shadowrunners can discover if they ask around. Each topic lists one or more suggested rolls for the runner to make. Compare the hits from that roll to the "Skill" column of the table to determine what is learned. If a Matrix search is performed instead, use the "Matrix" column instead, keeping in mind the rules for a Data Search (**SR4**, p. 220).

If a runner asks an appropriate Contact, roll the Contact's Connection x 2 and use the hits in the "Skill" column of the table.

The Puritan Logo (Discrete Disposal)

Roll Charisma + Etiquette (Street), or Logic + Knowledge (Seattle Public Works or Local Seattle Companies).

Matrix	Skill	
0	0	"Wasn't that that one oatmeal company that Aztechnology bought a long time ago?"
2	1	It's one of the garbage collection companies in Seattle. [Name and location included]
4	2	It's a private garbage collection agency that specializes in preserving secrets and cleaning up embarrassing messes.
8	3	A lot of stuff goes into that building, but a lot of it doesn't come back out.
16	4+	It's owned by a shell company, but no one knows who the real owner is.

Headware Info Address (Redmond High School)

Roll Charisma + Etiquette (Street), or Logic + Knowledge (Seattle Geography or Redmond).

Matrix	Skill	
0	0	"Redmond still has street names?"
2	1	The old Redmond High School was at that address. It has been abandoned since the '40s.
4	2	Someone has been squatting at the old school.
8	3	A red truck often visits the old school.
16	4+	A number of people have been seen moving around inside, but no one that has investigated has ever returned.

NPC Record Sheet



Street Name: Ariadne Metatype: Elf Sex: F Age: 6 Affiliation: Project Icarus

Physical Attributes	Mental Attributes	Special Attributes	Special Attributes			
Bod 1	Cha 6(9)	Edg 4	Init 9			
Agi 2	Int 5	Edge Pool <table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				IP 2
Rea 3(4)	Log 1(4)	Ess 6.0	Astral Init/IP 10/3			
Str 1	Wil 5	Mag/Res 6	Matrix Init/IP -			

Physical Damage Track	Stun Damage Track
8+(Body+2, round up) boxes	8+(Willpower+2, round up) boxes
Armor: <u>0</u> / <u>0</u> Ballistic / Impact	
Physical Damage Overflow: <input type="checkbox"/>	

Skills
 Conjuring Group 3, Sorcery Group 5, Assensing 4, Astral Combat 2, Con 4, Dodge 2, Escape Artist 3, Infiltration 2, Intimidation 3, Perception 3, Running 1, Shadowing 1

Additional Gear/Spells/Powers:
 Forboding, Nutrition, Gecko Crawl, Influence, Mob Mood, Control Thoughts, Decrease Charisma, Heal, Synaptic Booster 1, Cerebral Enhancer 3, Tailored Pheromones 3

Qualities
 Magician (Toxic Shaman)
 Mentor Spirit (Toxic Great Mother)
 Child of Project Icarus
 Human-Looking
 Severe Addiction (Magical Nutrition)

Weapon or Spell	Damage	AP/Drain	Mode	Recoil	Comp	Ammo Type	Ammo/Reach	Dice Pool
Forboding		(F/2)+2	LOS(A)					11
Influence		(F/2)+1	LOS					11
Mob Mood		(F/2)+2	LOS(A)					11
Control Thoughts		(F/2)+2	LOS					11
Decrease Charisma		(F/2)+1	T					13

Street Name: Theseus Metatype: Human Sex: M Age: 8 Affiliation: Project Icarus

Physical Attributes	Mental Attributes	Special Attributes	Special Attributes			
Bod 3(5)	Cha 3	Edg 5	Init 11			
Agi 3(6)	Int 4	Edge Pool <table border="1"><tr><td> </td><td> </td><td> </td></tr></table>				IP 4
Rea 4(7)	Log 2	Ess 6.0	Astral Init/IP -			
Str 2(4)	Wil 5	Mag/Res 6	Matrix Init/IP -			

Physical Damage Track	Stun Damage Track
8+(Body+2, round up) boxes	8+(Willpower+2, round up) boxes
Armor: <u>5</u> / <u>5</u> Ballistic / Impact	
Physical Damage Overflow: <input type="checkbox"/>	

Skills
 Athletics Group 3, Stealth Group 4, Dodge 5, Unarmed Combat 5

Additional Gear/Spells/Powers:
 Synaptic Booster 3, Damage Compensators 12, Orthoskin 3, Bone Density 4, Enhanced Articulation, Muscle Augmentation 2, Muscle Toner 3, Combat Sense 6, Improved Body 2, Mystic Armor 2

Qualities
 Adept (Toxic)
 Child of Project Icarus
 Uncouth
 Severe Addiction (Magical Nutrition)

Weapon or Spell	Damage	AP/Drain	Mode	Recoil	Comp	Ammo Type	Ammo/Reach	Dice Pool
Unarmed	5P	-	Melee	-	-	-	-	12

Data Summary: Friendship Travel

Data Summary: Project Icarus

Excerpt of CENSORED Internal Resume, Michael Smith, Project Icarus Lead Researcher 2061-2063

Project Icarus was a research project sponsored by CENSORED and based in CENSORED. The aim of the project was to attempt to reduce the loss of body integrity normally caused by introducing bioware by allowing the implants to grow along with the recipient. By matching the development of the bioware to the recipient, we were able to achieve a 30% success rate, with only a 63% fatality rate. In June of 2063, the project was deemed incapable of offering marketability, and the project's assets and test subjects were liquidated.

In the process of leading research, I became intimately familiar with the MT-435 Genetic Stabilizer Unit. While this piece of equipment is generally considered useless in most research, it was vital to Project Icarus, and is very similar to the MT-2071 units used in your project.

Delivery Notice

Items shipped:

- 30 stainless steel hospital gurneys
- 1440 body bags
- 3200 IV kits
- 2 MT-435 Genetic Stabilizer Units
- 3 crash carts
- 30 BG3 Medical Scanners

Shipped to:

17272 NE 104th
Redmond, WA

ShadowWorld MMORPG Alert:
Level 6 Mystic Adept LFT