

Zero Sum Gain

AN ADVENTURE FOR SHADOWRUN
FOURTH EDITION



PROLOGUE	1
INTRODUCTION	2
PREPARING THE ADVENTURE	2
ADVENTURE STRUCTURE	2
MAIN SECTIONS	2
ADVENTURE SCENE SECTIONS	2
ADVENTURE SYNOPSIS	2
GM NOTE: OPTIONS OPEN	3
THE STICK	4
TWISTS AND TURNS:	
THE CARROT	6
THE PIG	6
TWISTS AND TURNS: LOOSE LIPS	8
MEET THE GREEK	8
TWISTS AND TURNS: ONE	
(MORE) NAIL FOR YOUR COFFIN	10
CRUNCHTIME	11
TWISTS AND TURNS: GREASING	
THE PIG	12
ZERO SUM GAME	12
TWISTS AND TURNS:	
CYCLOPEAN VISIONS	14
PICKING UP THE PIECES	15
AFTER THE ADVENTURE	15
AWARDING KARMA	15
TWISTS AND TURNS: SWEET	
CHILD OF MINE	15
LEGWORK	16
UNCONVENTIONAL TACTICS	16
GM NOTE: THEY LOSE THEIR	
NOSES	16
THE BISKEY WHACK	16
CHACO	17
CHOI	17
CYLCOPS	17
THE GREEK	17
LATRISAJACKSON	
/MS. JOHNSON	18
OBSIDIAN CHIPS	18
ONE NAIL	19
THE PIG	19
CAST OF SHADOWS	20
CHACO MATAMOROS	20
CHOI	21
THE GREEK	22
LATRISA JACKSON	23
ONE NAIL	24
THE PIG	25

LOCATIONS	26
LIVETECH FERTILITY CLINIC	26
LIVETECH MAP	27
THE BISKEY WHACK	28
BISKEY WHACK MAP	29
THE GREEK'S TERRITORY	30
THE GREEK's TERRITORY MAP	31

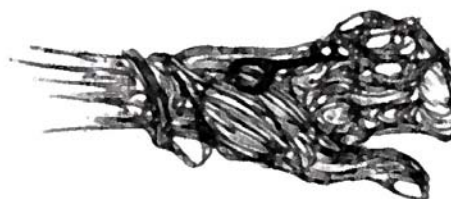
CREDITS: ZERO SUM GAIN

WHO TO BLAME: Bobby Derie

SPECIAL THANKS: To John Dunn, for the much-needed proofing.

MY SITE: <http://ancientfiles.dumphshock.com/>

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PROLOGUE: THAT TIME OF THE MONTH

Holding back a well-deserved retch, Chaco pushed the mop against the puddle of beer and piss that had overflowed the toilet, or missed entirely. Little dark things that didn't bare thinking about swam through the foam and bubbles. Regular as clockwork, Nibise would belly his sorry ass up to the bar on the last day of every month—payday, for him—and commence to drink a truly astounding amount that rotgut fungus beer they were brewing these days, and then manage to clog the toilet and hose down the rest of the bathroom for good measure. And Chaco had to clean it up, every goddamned time.

Over near the entrance, one of the less particular customers gave the new kid Choi a slap and a grope. Chaco might have said something—if the kid didn't look like he enjoyed the attention, if the guy wasn't a regular, if he wasn't busy spraying antibacterial deodorant over the piss stains on the wall, if that fucking one-eyed bastard didn't have the final word on everything in his bar. If. *Can't even decide who the damn help is anymore, or fire 'em for being shit at their jobs. Because I am the help.*

Then the door slammed and the Pig came in. Great. The most crooked ork in Lone Star is back again for his cut. *Tusker son of a whore walks through the joint like he owns it.* Chaco thought. The enormous prick didn't even bother to spare him a glance, just walked straight through the bar to the back and banged on the door with his meaty fist.

"Greek! Open up. It's that time of the month." the ork growled.

One Nail opened the door, and the Pig sneered and pushed past him. "Outta my way, dread-head. The trog and I got business."

Chaco closed the door to the pisser and listened as he cleaned. You couldn't hear shit about what went on in the back room from the bar, but the wall between the bathroom and the Greek's office was thinner. He could hear shouting, the scuff of muffled furniture, then a long stretch of silence listening to his heartbeat, followed by a crash as someone slammed the door shut. Chaco gave the floor one last swipe before going back out again.

Back at the bar, Chaco cleaned up and got back to work. Regulars asked for the little cans of Kirin 2.0 and the stubby brown glass bottles of various American labels. Some cracker kid asked for a quantum torpedo and everyone in the bar quieted down as the kid tipped it back and finished it off in one go without blinking. The laughter and pats on the back as the kid set his glass down made Chaco smile. Just like old times...

A woman came in and took a seat at the end. She ordered a cranberry juice and soda, which she sipped, and a cranberry vodka that she didn't. Her eyes roamed the bar, seeking. *Not bad looking. Maybe I'll get lucky tonight.* Chaco tried to break the ice.

"That time of the month?"

"No." she said.

"You here for somebody?" he tried.

"Yes." *Dammit.*

"Who?" he asked. *Hell, maybe another day.*

Behind them there was a smack and a crash of tables. The Greek stood over a fallen drunk, Choi to one side. Chaco heard the woman gasp as the Greek backhanded Choi and sent him sprawling. "What did I tell you about trying that shit in here, fucktoy? You'll sell your ass when I tell you to, not give it away to *every fucking drunk that comes by!*" The Greek kicked the drunk in the groin for emphasis

"Him." she said.

INTRODUCTION

Zero Sum Gain is an adventure for *Shadowrun, Fourth Edition* designed for moderately experienced players and gamemasters, set in the Renton district of the Seattle Metroplex during the spring of 2070.

With some work, *Zero Sum Gain* can be adapted for a different setting or edition. Tips and suggestions for how gamemasters can modify the adventure for their group and style of campaign are included in the various sections.

PREPARING THE ADVENTURE

Zero Sum Gain is intended for use with *Shadowrun, Fourth Edition* and no other supplements or sourcebooks are required for play (though the players and gamemasters may find *Runner Havens* and *Street Magic* useful for reference).

The gamemaster should read the adventure once or twice before play to get a good grasp of the plot and how it develops, as well as making any changes necessary to fit the adventure into the campaign or suitable for the player characters in the group.

One good way to run the adventure is to meet with one or more of the players privately before the general game session and run them through the first scene (**The Stick**), and leave the player to the task of how much to tell the other players and convince them to go on the run.

A good rule of thumb for the gamemaster is to keep in mind the motivations and abilities of the non-player characters, as well as the information available to those characters and how they will act on it. Like in a game of chess, you have to see not only where all the pieces are on the board but where they might go. Suggestions for NPC actions and reactions are included in the scene descriptions.

ADVENTURE STRUCTURE

Zero Sum Gain is not your average shadowrun. The initial sequence of events are designed to throw the players off guard and make them develop their own plan of action rather than simply reacting to events or following a linear storyline.

The adventure is broken down into scenes. There is no ‘correct’ order to the scenes—the runners’ actions may cause them to skip certain events, or they may encounter some characters before others, causing them to go through scenes in a different order than the one presented. **GM Notes** are also occasionally given to provide help and reminders.

MAIN SECTIONS

The adventure contains the following main sections:

- **Adventure Synopsis:** Background data and a brief overview of the plot and course of the adventure.
- **Adventure Scenes:** The canned events and encounters of the adventure.
- **Twists and Turns:** Not fully-fleshed out scenes, but events and ideas that the gamemaster can use to tie scenes together or further convolute the plot.
- **Picking Up The Pieces:** Ways for GMs to tie up loose ends, using characters from the adventure in the future, and guidelines for awarding Karma.
- **Legwork:** Tables and summary of information that can be supplied by contacts and other forms of legwork.
- **Cast of Shadows:** Stats and descriptions for the principle non-player characters.
- **Locations:** Maps and information for the principle settings for the adventure.

ADVENTURE SCENE SUBSECTIONS

Each scene addresses an important junction, meeting, or event in the adventure, and is divided into several parts:

- **Scan This:** A brief summary of the scene.
- **Tell It To Them Straight:** Prepared text that can be paraphrased for the players, or read directly in a pinch.
- **Hooks:** Descriptions of how players might act in a scene.
- **Behind the Scenes:** What’s really going on.
- **Pushing the Envelope:** Ways in which you can alter the scene to make it more challenging or interesting to players.
- **Debugging:** Ways to deal with players who are lost, and to play the scene to reflect the player’s actions.

ADVENTURE SYNOPSIS

Latrisa Jackson is a lonely biotechnician working two jobs in Renton to pay off her school bills and make rent. She doesn’t have time for a relationship, so she uses prostitutes every couple of weeks to take the edge off. Six months ago she became a regular for a young rentboy named Choi.

Milo “The Greek” Anastasios is a minor underworld player with a nasty reputation. The Greek gained his rep by making vicious examples of his competitors, and held onto his territory—four blocks in Downtown, from 115th

Street to 117th, and from 84th Avenue to 87th—by regular payments to Lone Star and the Mafia and keeping things quiet so as not to scare the straights. A couple weeks ago the Greek added Jackson's loverboy to his stable of whores and addicted him to BTLs.

Weeks went by as Latrisa searched for Choi, running into dead ends until she met Chaco, the owner of the Biskey Whack bar. Chaco's in deep with the Greek—so deep that the Greek owns half the paper on Chaco's bar and keeps his office in the back room. Latrisa wants Choi, but after talking with Chaco she's afraid of the Greek and his connections. Together, Chaco and Latrisa hit on a way to solve both their problems.

By this point in their careers, the runners should have garnered a bit of a street rep. Not much, but enough that Chaco has heard of the runners and can find out more. They single one of the runners out—a male and not a magician, preferably, but whichever one that seems most vulnerable—and stage an attack to kidnap the runner.

If all goes as planned, the runner should wake up in a lab, strapped to a table as Latrisa watches. With the runner secured and awake, Latrisa sets about artificial insemination with the runner as the unwilling donor (of sperm or egg, depending on their sex) and herself as the recipient, very clearly explaining the process to the captive runner in full detail. Then she explains that she wants the runner to get Choi from the Greek, and lets him go.

In short, she's taking the runner's unborn child hostage to force him to do the job. What's more, she wants the runner to convince his team to help. The set-up complete, the runner is on his own to try and convince the team to do the job.

There are several ways to play from this point, depending on what the runners' next actions are. If any of the runners do a little legwork on the Greek, they should find another reason to go after him: a very recent rumor says the Greek has a cache of 'Obsidian Chips'—extremely rare and expensive BTLs worth more than a life, to some people.

Of course, the Greek isn't the only player in his neighborhood; Sergeant Paul Mansky (AKA 'The Pig') of Lone Star will notice if the runners show up in the 'hood or start asking questions. The Pig figures the runners are planning to stick up the Greek—fine by him, but he wants a cut on any action to keep quiet and out of the way. If they don't he'll make the runners' life Hell.

After the shadowrunners meet the Pig, their fixer calls and tells them they are invited to meet

the Greek—the fact that the Greek knows about them and wants to meet them should get the players' interest, at least. Provided that they actually go to the meet (and don't stage a sudden blitz on the Greek's office or the like), they find out that the Greek wants to hire them to take out Officer Mansky—it seems the Pig has been getting a little too greedy of late.

What happens next is only partially up to the runners, because Chaco is working the angles behind the scenes, keeping tabs on things. Whether or not the runners agree to take out the Pig, Chaco discreetly informs Mansky of the Greek's betrayal, and in short order the runners end up meeting the Pig (and friends) again—with a counter-offer to take out the Greek. Of course, if the shadowrunners refuse, the Pig has no choice but to take them down.

Chances are the shadowrunners are not getting out of the mess that they're in without killing at least one or two of the principle non-player characters (or getting them to kill each other). Whenever the players have completed at least one of the things someone wants them to do (gotten Choi away from the Greek, killed the Pig for the Greek, killed the Greek for the Pig, killed the Greek *and* the Pig, etc.) the survivors call for a meet to settle accounts.

The final meet is the wrap-up for the adventure, and depending on who's still alive the runners get whatever was promised them. Chaco hides guns under the table (on the runner's side) in an attempt to force things to a head should the Greek, the Pig, or One Nail have survived.

Finally, the shadowrunners meet with Latrisa Jackson again to decide what happens next.

GM NOTE: OPTIONS OPEN

The form of blackmail used in this adventure can be uncomfortable to deal with, even in a fantasy setting, and the GM can consider using these alternatives instead:

Option A: The kidnapped runner is implanted with a cranial bomb (microbomb) by Latrisa, with a 72 hour timer and a custom anti-tamper (3) system (p.255, SR4).

Option B: Ignore the subplot entirely and make the retrieval of the Obsidian Chips the focus of the adventure, with Jackson as Ms. Johnson hiring the runners into killing the Greek and retrieving the chips (which they get paid with).

THE STICK

SCAN THIS

The shadowrunner is attacked while alone outside their residence. When the runner comes to, he is strapped down and forced to witness Latrisa Jackson—who calls herself Ms. Johnson—impregnate herself with the runner’s child. Then it is time to negotiate.

TELL IT TO THEM STRAIGHT

Read the following to the character(s):

It’s a hot and muggy 3 AM, the rolling thunder foreshadowing a pitter-patter lullaby you’re looking forward to. Friday nights never seem to last as long as they used to.

Outside the door to your place, you notice some bastard broke the light fixture. Probably kids, or maybe some druggie getting his kicks. You run your thumb over a keypad slick with condensation, the biometric lock scanning your print. The lock refuses to disengage and suddenly you don’t feel so good. Queasy.

Somewhere behind you sounds the soft and familiar click of a safety catch, following by the unique stuttering cough of an Uzi IV. Popcorn cracks against your spine and you convulse, muscles contracting against your will. The world goes a little dark at the edges as you go down.

When the character wakes up, read the following:

Light peeks beneath your eyelids. Your mouth tastes like you’ve started a new hobby of licking batteries, which probably means they drugged you again after they stuck the gag in. It’s when you go to scratch the itch on your nose that you remember your hands and pretty much everything else is tied to the slab. The place looks like a lab or doctor’s office. There’s another table right in front of you. With stirrups.

“You’re awake.” A woman walks into view, dragging a drip-feed and some medical monitors. Patient’s gown, hair tied back, surgical gloves, eye shields in case of spurting bodily fluids...not a good sign. Behind the shields, her eyes are brown.

“You may call me Ms. Johnson.”

If the runner is male, read the following:

“I’m going to remove a sample of your sperm. You can then watch on the monitors as I use it to inseminate an egg, and over there” she points at the table with the stirrups “you can watch me implant it in myself.”

If the runner is female, read the following:

“I’m going to remove one of your eggs. You can then watch on the monitors as I fertilize it, and over there” she points at the table with the stirrups “you can watch me implant it in myself.”

After the procedure, read the following:

Ms. Johnson doesn’t talk after she’s done, just cleans up. There’s very little mess; she had to use an expert system to help guide her while operating on herself, but she doesn’t look much the worse for wear. Your own procedure was fairly painless. It’s only the rage and humiliation that burns.

Somewhere behind you, she’s messing with something, and now she’s addressing you again.

“I need you to do a job for me. But I can’t pay you. I don’t have that kind of money.” She walks back into view, now dressed in a tank top and low-rise jeans, with a pistol in her right hand, an old Colt L36. “There’s a gangster Downtown, a man called the Greek. He has a boy, a prostitute, named Choi.”

With a sudden signal, the restraints holding you releases. Blood flows back into your extremities but not quick enough as you catch yourself on your knees and elbows. You just manage to raise your head despite the crick in your neck.

“You and your team are going to bring Choi to me.” She presses the pistol about three inches below her belly button. “Or I am going to kill your unborn child.”

HOOKS

The main consideration is whether the runner actually gives a damn about the embryo in Jackson’s womb, something entirely at the discretion of the player. If the player character simply leaves and never looks back, oh well. Try the scene again with another player character.

On the other hand, some characters might be in a mind to take sole custody. Kidnapping or killing Jackson will bring a Lone Star investigation leading straight to the player character.

BEHIND THE SCENES

As the runner comes home early in the morning, Chaco and Jackson have laid a trap for them. The biometric keypad to the runner’s door has been tampered with; when it registers the runner (either by their thumbprint or, if they have a cyberhand, the responder chip), it releases a small dose of Neuro-Stun gas (p.246, SR4). The

gas disperses quickly, only exposing the player character for a turn or two.

At this time, make a Surprise Test (p.155, *SR4*) Chaco and Jackson receive the +3 modifier for being alerted on this test. Chaco has his Uzi IV at the ready and fires a 3-round burst of stick-n-shocks at the character, while Jackson takes the time to aim her taser before firing. If all goes well, the character should go down in a few rounds, from the Neuro-Stun if nothing else.

Once down, the character is hustled into a van (Chaco's) and stripped of their gear, all non-essential cyberware deactivated, a Rating 3 headjammer clamped on their noggin, and bound. Chaco drives them to the Livetech Fertility Clinic Jackson works at, where the character is brought in through the back and tied down. Jackson uses basic First Aid and a medkit to bring the character around as quickly as possible. Chaco does his best to keep out of sight while Jackson does her thing, only stepping in if the runner gets violent.

During the surgical procedure itself, feel free to describe clearly what the character feels as monitors are attached to check their vitals, small sections of them are shaved (if necessary) and rubbed with antibacterial cream, and the slight piercing pain of a local anesthetic—but spare them the actual view of the surgery in progress. After all, the restraints limit their field of vision and parts of their anatomy are in the way. The surgical operation is simple and inflicts no physical damage.

Once you've finished **Tell It To Them Straight**, the character is free to ask questions, leave, or anything else. A character can try to negotiate, con, or intimidate Jackson, but she doesn't have any money and stands firm with her initial threat: deliver Choi or the embryo gets it. At best, she can provide basic medical services or other favors. Jackson gives the runners a holopix of Choi and basic information about the Greek, including his office above the Biskey Whack.

Clever runners can note the appearance of 'Ms. Johnson' and the address of the clinic. With a little bit of legwork, they can find out her real name and a bit more about her.

PUSHING THE ENVELOPE

While it is unlikely Jackson and Chaco could handle more than a single runner, there's nothing to stop them from trying the same trick on more than one player character. If multiple characters meet up looking the worse for wear

with matching sutures and stories to tell, the plot gets more interesting.

DEBUGGING

The primary preconception is that the character has a house, apartment, houseboat, camper, or other domicile with a door. Obviously that might not be the case, in which event you'll need to adjust the scene accordingly. If the character lives on the street or in the woods, for example, the Neuro-Stun gas might be delivered via a grenade.

The capture is potentially problematic—even assuming the NPCs have the element of surprise the player character may escape or even kill his attackers. Instead of fudging the dice rolls to guarantee that the runner will lose the combat, let the player fight the good fight and escape if he can. If it seems like the player has the upper hand, or if he gets away, have Jackson and Chaco leave so they can try again with another player.

Keeping the runner there is another problem. Even bound and gagged without their gear in a room with any of their cyberlimbs deactivated, the players will try to escape. Let them try every test they want to break or wiggle free of their bonds, only to have Jackson come and zap them with a Yamaha Pulsar.

The whole procedure, from kidnapping to being let out the back door, takes about six hours—probably not enough time for the runner's teammates to even be aware of his absence, much less track him down and make a rescue. If they do manage it, have the runners arrive immediately *after* Jackson finishes the procedure and makes her threat.

Attacking Jackson (or at least submitting her to a battery of tests) is probably high on the runner's immediate list of priorities, once he gets out of the restraints. That's fine, but in the runner's weakened (and unarmed) state he is less of a threat to Jackson. If the runner tries anything, she repeats her threat to shoot herself in the abdomen. If that doesn't work, Chaco hits an emergency button and floods the room with Neuro-Stun gas, which will knock both Jackson and the character out. The character can wake up outside his front door with Choi's holopix in his pocket. Its too early to tell if the embryo will take, but tests will show Jackson has been taking the proper regimen of hormones.

There is a good chance that the players will resist any attempt to be 'railroaded' into the adventure. If that happens, try dangling **The Carrot** (see **Twists and Turns**, next page).

TWISTS AND TURNS THE CARROT

Shadowrunners are mercenary almost by definition: doing a job for free, even to help out a chummer, can be a bit of a stretch. If the player character kidnapped in *The Stick* is left to convince the other players by his lonesome, he might not even want to tell the rest of his friends the truth of what really happened or why they need to get this rentboy from the Greek. No pay and a crazy bitch blackmailing them to do the job—no wonder the runners might be reluctant!

There is, however, an alternative motive for the shadowrunners: the runner's fixer has just gotten back from the Greek this morning. It seems the Greek has a stash of 'Obsidian Chips'—high quality dreamgates (BTLs that play in a continuous loop instead of self-erasing)—that the fixer was appraising. The chips are easily worth a quarter of a million nuyen on the streets—and the fixer will give the characters fifty percent if they can get them from the Greek before he sells them.



THE PIG SCAN THIS

Asking around about the Greek or showing up in his territory doesn't go unnoticed. As soon as the runners do a little digging, Officer Mansky comes calling. He doesn't know exactly what the runners have planned, but figures they're looking to shake down the Greek. Which is fine by him. The Pig just wants his cut.

TELL IT TO THEM STRAIGHT

Read the following to the characters:

It's that rarest of things in Seattle: a bright sunny day. Too bad it looks like you are dragging the shadows with you. A couple of guys have been following you the last three blocks, keeping their distance. The crowd around you thins out. Better to shake them now while you have the chance.

You're about to make your move when a Lone Star patrol car drives up onto the sidewalk in front of you, another one right behind it. Behind you the two guys catch up, flashing badges and Thunderbolts. Out of the patrol car emerges one of the biggest, most grizzled orks you've ever seen, massive tusks framing a shit-eating grin.

"You lot look lost. Need a lift to where you're going?" the ork waves at the waiting patrol cars.

Once inside, read the following:

There's a slight buzz from the equipment and then an AR window pops up on the security window that separates the back and front seats of the patrol car, and you can see the rest of your team in the other car. The old ork's voice comes out as an audiostream. "New fangled shit. Y'all hearing me? Good. Reckoned we should talk." You watch him spend a minute putting the car on autopilot and fetching a swig from his hip flask.

"I'm Sergeant Mansky, and these couple of streets are my beat. Ain't nothin' goes down here that I don't get a piece of. Now you," he says "y'all are a bunch of big-time shadowrunners. Only thing that would bring you to this particular corner of creation is the Greek. I don't know 'xactly what business you got with him, but I reckon you're gonna try to roll 'im. An' that's a fine thing. Never did like the big sonuvabitch anyhow."

Mansky takes another swig and orders the car to circle the block. "But what we need here is an understanding. Whatever you got going on the Greek, you're gonna cut me in. Twenty percent.

You got a problem with that, I'll drive you down to the station right now, with all the SWAT teams standing by for the big, bad shadowrunners. You know what we do to shadowrunners in jail? Hell, I knew a troll once..."

You try not to remember the vivid details of Mansky's anecdote as the car comes back to where it picked you up and the doors unlock.

"...Hell, even a sasquatch would find him loose after that! Now y'all remember what I said. An' don't try to fuck me, or you'll find out how bad your life can be."

HOOKS

Starting a fight with a group of Lone Star officers in broad daylight on the street is a no-win situation. The cops make no effort to arrest the runners, and just want them to get in the back of the patrol cars.

Mansky doesn't want to hear anything about the runners not pulling a job on the Greek, he doesn't believe it. He is willing to negotiate on his percentage, however. If the runners give him too much lip, Mansky will make an example to prove his point.

BEHIND THE SCENES

The guys following the runners are plainclothes cops and friends of Mansky's. If the runners choose to start a fight (either with the guys following them or when the patrol cars show up), use the following stats for the cops:

HUMAN COPS (2)

B A R S C I L W E D G E S S Init IP
4 4 5 4 3 4 3 4 2 6 9 1

Active Skills: Clubs 4, Etiquette 4 (Street +2), Intimidation 3, Leadership 3, Perception 4, Pistols 4, Unarmed Combat 4

Knowledge Skills: Crime Syndicates 4, Illegal Goods 4, Local Gangs 5, Lone Star Procedures 5, Street Rumors 4

Gear: Armor Vest (6/4), Club, Colt Manhunter (loaded with APDS), Commlink, popper of Jazz

The patrol cars are Chrysler-Nissan Patrol 1's (p.342, *SR4*). In the event of a fight, Mansky will stay in the car and call for back-up, which will arrive in 1d6 combat turns. If the runners want to avoid a fight, they'll have to do as Mansky says and get in the cars.

Escaping from the back of the patrol car can be tricky; the character would literally have to break through a door or window (treat as ballistic glass, p.157, *SR4*). The security window between

the front and back seats is one-way (to prevent spellcasters from targeting the driver) and counts as armored glass (p.157, *SR4*). Hacking the car is possible, but a Rating 3 Jammer floods the backseats.

If one of the characters gets mouthy, Mansky remote disables the seatbelts and starts driving recklessly, braking hard to cause the runners in the back to hit the walls and security windows. Treat this as falling 1-2 meters (see *Falling Damage* p.154, *SR4*) every turn until Mansky decides the characters have had enough.

Sergeant Mansky is willing to negotiate with the characters on his percentage, with each net hit on the Opposed Test (p.121, *SR4*) reducing his cut by 5% (to a minimum of 10%); remember apply the character's Street Cred to this test—Mansky did a little checking and is well aware of their reputation.

PUSHING THE ENVELOPE

This scene is the Pig being kind and business-like. He could easily get the runners' attention by having a dozen or more cops with the statistics above give the players a beating—with the understanding that fighting back is "resisting arrest" and actually killing one makes them a cop-killer.

Another complication would be if the Pig drives around and picks up Jackson. He doesn't know what her involvement with the runners is, but the fact that she *is* involved makes her leverage that Mansky is willing to use against the runners.

DEBUGGING

Obviously, the worst thing that could happen is if the shadowrunners get in a fight with the Lone Star cops and kill one of them. Mansky would have no choice but to bring the runners in. Luckily for the player characters, the Greek can pull a few strings to get them out for the next scene, **Meet the Greek**, but then they'll owe him.

Alternatively, the runners might be able to escape before the Pig gets a chance to try to say his piece. That's fine, but the Pig still manages to get his message to the runners (see **Twists and Turns**, next page).

In the unlikely event the characters manage to kill Mansky, you can skip **Crunchtime** and the players only have to worry about dealing with the Greek (and Lone Star).

TWISTS AND TURNS LOOSE LIPS

The next time the runners call on any of their street-level contacts after meeting with the Pig, they find their associate a little worse for wear—a broken arm, three missing teeth, a couple broken ribs, lots of bruises on his face, and oh yeah—his left ear is gone. If the player asks, the contact's first response is that they fell down some stairs. A few more probing questions reveals that "some Starries came around, asking about you." Very hard questions. The guy asking them was a massive, grizzly ork who handcuffed your guy, roughed him up a little, and then "found" a stash of BTLs—typical frame-up. The "ride downtown" was bumpy—hence the broken arm. When they did finally get him into the interrogation room, the contact spilled his guts and was released.

The thing is, the poor bastard is more scared of what the runners will do to him when they find out he ratted them to the cops than anything else.

If the runners don't call, you might consider having the contact's gang or significant other calling the shadowrunner for an explanation after finding them beaten and nearly unconscious.



MEET THE GREEK SCAN THIS

The shadowrunners' little scene with the Pig has attracted some attention—from the Greek. Their fixer arranges a meeting for them at the Biskey Whack, where the Greek has a job offer: kill the Pig.

TELL IT TO THEM STRAIGHT

Read the following to the characters:

You're just tucking in to a light supper when your commlink registers an incoming call from your fixer. It had better be worth it.

"<insert character name here>. I just got off the line with a prospective client who has heard you've been having a little trouble with law enforcement lately. He'd like to meet with you and discuss a mutually beneficial arrangement. The Biskey Whack bar on 116th and 85th. Back room, noon."

When the runners get there, read the following:

The Biskey Whack is the most bare and indestructible bar you've ever seen. It looks like the entire building was cast as a piece in solid plascrete—one of old Governor Schultz's civic projects gone to seed. It has all the ambiance of a cave, right down to the crude graffiti on the walls and the cheap AR overlay of green crystal veins running through everything. There's no one here except a black guy in a synthleather coat drinking Kirin at the bar. The bartender beckons you over.

"The boss is gonna be a few minutes. He wants you to have a drink and relax a bit."

Even the bar is made from plascrete. This guy doesn't need a rag to wipe it down with, he needs a high-pressure sprayer.

If any of the runners check the Astral, read the following:

The entire bar is flat and lifeless except for three points: the bartender, the man drinking at the bar, and a floating eyeball with a tail watching you from the entrance to the back room. You recognize it immediately as a form of watcher spirit.

After the runners have their drinks (or have refused), read the following:

Ducking under the mantle, the massive figure of a troll eases himself out of the back room, muscles bulging under his white suit, the faint remains of a Mediterranean tan evident on

his huge head, and that one terrible eye locking in to yours.

The Greek rises as close to his full height as he can manage without hitting his head on the ceiling. The bartender collects the empty bottles and cans.

“The boss will see you now.” Says the dark man who had been drinking at the bar. Now that he’s standing up, you note the Uzi holstered beneath his coat. He motions you toward the Greek.

When the runners are in the back room, read the following:

The Greek has squeezed himself into the back room again, which turns out to be a storage room for beer and other bar essentials. About half the space has been cleared and furnished with troll-sized furniture—the kind that make anyone smaller than a troll feel like kids in grown-up land again. The man with the uzi stands in the corner, back to the wall, keeping an eye on you and the Greek.

“Thank you for coming.” says the cyclops. “This is my associate, One Nail. He has been keeping an eye on you, and witnessed your little altercation with the Pig, Mansky.” The cyclops nearly spits the name. “I doubt that the Pig endeared himself to you. More likely he was shaking you down for a bribe.”

At this, the bartender comes in with a tray and a bowl of something slimy with noodles.

“Ah, please pardon me if I eat while we talk, you know how much trolls need to eat to remain healthy.” In one massive hand he picks up a pair of steel chopsticks. You’ve seen smaller cyberspurs.

“The Pig and I have had an association for many years. I pay him a certain percentage of my profits, and he looks the other way.” With a slurp, the troll snags a small octopus and slurps it into his mouth.

“Lately, however, he has been getting greedy. He wants more money and is less willing to deal with the occasional complications that I require of him. In short, he has become a pain.” The Greek punctuates that last comment by skewering another octopus, sending a bit of ink splashing out of the bowl.

“Which brings us to the matter at hand. I will pay you sixty thousand nuyen to dispose of Sergeant Mansky. One third in advance, the rest on completion. Now,” the cyclops scoops up a mouthful of noodles.

“What do you say?”

If the runners mention any problems with killing a cop, read the following:

The Greek rolls his eye. “Mansky is a crooked cop. I’ve talked to some people in the department—he won’t be missed if he happens to suddenly show up dead. Besides” he nods to One Nail “I’ll have someone clean up after you if things get messy. You need a body dumped or a murder scene scrubbed, talk to him.”

If the runners ask about Choi, read the following:

His single massive eyebrow raises. “That whore? What do you want with him? No, never mind, I don’t care. If he’s of interest to you, I’ll throw him in to the bargain. Kill the Pig and you can collect the rentboy with the rest of your payment. It’s done.”

If the runners ask about ‘Ms. Johnson,’ read the following:

The cyclops’ massive jaw works. “I have no idea who you are talking about.”

As the runners are leaving the bar, read the following:

The bartender signals you. “I have a message from Sergeant Mansky. He wants to meet you here at six.” He leans in conspiratorially and whispers “The boss will be gone in an hour.”

In a more normal tone of voice he says “You want a drink while you wait?”

HOOKS

The runners can either take this opportunity to get close to the Greek so they can get Choi and/or the Obsidian Chips through violence, or they can listen to what the Greek has to say. In either case, the runners should be weighing their options as to the best way to achieve their goals and get out of this mess.

BEHIND THE SCENES

The Biskey Whack never opens before three, but the runners probably don’t know that and may wonder why the place is so deserted. One Nail, Chaco the bartender, and the Greek all know the runners are coming well in advance from their neighborhood spies and security cameras.

The wait at the bar is just to give Chaco time to run a scan on the runners, using a Rating 3 combination MAD/cyberware scanner (p.255, SR4). The Force 2 watcher spirit was conjured by

One Nail to let him know if any of the shadowrunners are magical without giving away his own Talent.

Chaco does his best to act dour and hope the player character he helped kidnap doesn't recognize him—not likely unless the character has an enhanced sense of smell (if the character does have enhanced olfactory capabilities, have them make a Perception Test).

If the runners come in gunning for the Greek, One Nail uses his watcher to distract any magicians while he attacks the closest character, Chaco hides behind the bar, and the Greek cracks open the door and makes called shots against the runners with his Raecor Sting.

Otherwise, the runners are invited into the back to talk. The Greek is almost completely honest with them, the only sticky point is that he doesn't actually have the cash to pay them on delivery—but he won't admit that. He'll agree to the terms of the Negotiation Test (he won't go higher than sixty thousand), but he won't give them more than twenty thousand starting cash. If he rescued the runners from prison, he won't even offer that. No matter what, the Greek won't sell or release Choi unless the runners agree to do the job—and even then, only after the deed is done.

If the runners accept the proposal, the Greek takes two certified credsticks for ten thousand nuyen each out of his jacket pocket and hands them to the runners. However, if the runners *don't* accept the proposal, the Greek thinks they're in league with the Pig and will sic One Nail on them (see **Twists and Turns**, to the right).

PUSHING THE ENVELOPE

In the event of a fight, the Greek can have a half-dozen ork gangers standing by (use the stats below). One Nail can also have a bound Force 4 Water Spirit with 5 services left standing by.

ORK GANGERS (6)

B A R S C I L W E D G E S S Init IP

8 5 4 7 2 4 2 4 2 6 8 1

Active Skills: Automatics 3, Close Combat 4, Etiquette 4 (Street +2), Intimidation 3, Perception 4

Knowledge Skills: BTL Dealers 3, Gang ID 4, Gang Turf 5, Local Area Knowledge 5, Street Rumors 4

Gear: Armor Jacket (8/6), Ceska Black Scorpion, Combat Axe, Commlink (modified for BTL), Cram (1 dose)

Notes: Low-Light Vision

Another way to push the envelope is to have Choi in the backroom serving the Greek, dressed in a skimpy thong and night shirt so that the Greek can casually pinch and pat his ass during the meeting. Perceptive runners will note the simchip plugged into Choi's datajack and the subtle signs of BTL addiction. Choi doesn't talk, even if addressed.

DEBUGGING

The worst the runners can do in this scene is get killed. If they manage to kill One Nail and the Greek, all the runners have left to deal with are Jackson and Sergeant Mansky. No one actually cares if Chaco gets killed except Chaco; if he dies then the runner's fixer delivers Chaco's message.

TWISTS AND TURNS

ONE (MORE) NAIL FOR YOUR COFFIN

One Nail doesn't do the Greek's dirty work, he cleans it up. If the Greek sets a building on fire, One Nail makes it look like an accident. He's also the one that makes sure witnesses, people that talk too much, and people that ask too many questions go away and are never found.

The runners have very little interaction with One Nail, and he likes it that way. If the runners accept the Greek's offer, One Nail will follow them to clean up the mess—killing witnesses, disposing of bodies, removing evidence (like the runner's blood) from crime scenes—all without alerting the characters. One Nail tries to maintain the charade of being mundane as long as possible, wiping his spell signatures, staying Masked, and avoiding astrally perceiving or projecting.

If the shadowrunners refuse the Greek's job offer, he'll task One Nail with sending them a message. One of the runner's street-level contacts will be found the next day drowned in front of the runner's residence, all astral signatures and camera footage wiped, an octopus stuffed in their mouth.

Should the runners not get the hint, or attack him, One Nail will come after them. Typically, One Nail uses his magic to cause death indirectly: sending a spirit to tip over a can of kerosene and strike a match while the runner is sleeping in her doss, or use the Accident power to cause cars to crash into the runner's vehicle while driving.

CRUNCHTIME

SCAN THIS

Chaco has told the Pig about the contract on his life by the Greek. Since turnabout is fair play, the Pig wants to turn the tables on the Greek by getting the runners to kill the cyclops.

TELL IT TO THEM STRAIGHT

As the Pig enters the bar, read the following:

The crowd's been coming in, the working orks and trolls getting off the day shift and looking for an alternative to corp-brand beer—or just whatever piss is cheapest.

Chaco the bartender gives you the heads-up as the Pig enters the Biskey Whack—in plainclothes this time, and without his posse. He slides into the table opposite the rest of you, drink in hand.

"I've heard that my old friend the Greek has you coming for me. So how much does the old trog reckon I'm worth these days?"

After the players have responded, read the following:

"That much, eh? I didn't know he had that much on him. Well how about I make you a counter-offer?"

Reaching into his jacket, Mansky pulls out an envelope and dumps it on the table.

"I ran y'all's names through the system at work. Mighty interestin' what you've been up to." The ork gives you another of his leers and takes a sip before leaning in and continuing.

"Now hear me out on this: that one-eyed sonuvabitch has his hands in everything around here—BTL dealin', whorin', loansharkin', fencin'—everything. Ain't nobody that would miss 'im should he suddenly not show up one day. You see what I'm gettin' at? No, let me spell it out for you: if you take the Greek bastard out, I'll see to it nothin's connected to you, I'll wipe your files at the 'Star, and...you lot can raid his cookie jar and get all the cash he'd a paid you plus more."

At that, the Pig leans back and finishes his drink. "Now I want y'all to think about that for a little while. An' if you decide that's what you want to do, you go talk to Chaco and he'll let you in the back room so you can plug that sonuvabitch when he comes in. If you don't...well I'm gonna reckon you're gunning for me and act accordingly. You get me?"

Mansky stands up to loom over the table, the vein on his left temple pulsing angrily. He seems ready to explode.

HOOKS

Once again, the players aren't faced with the best circumstances for just shooting Mansky and walking away. On the other hand, they do have a couple hours to plan before Mansky arrives—and the possible aid of Chaco. If the players need additional motivation, consider running the events of **Loose Lips** or **One (More) Nail For Your Coffin** if you haven't already. The injury or death of a contact can go a long way to setting the shadowrunners' mood for this scene.

BEHIND THE SCENES

Chaco is taking a chance here, because his direct involvement could reveal he's been playing the Greek, the Pig, and the players against each other. As the point-of-contact with the Pig, the runners are probably naturally suspicious of Chaco—and so they should be. For his part, Chaco puts on his poker place and pretends to be a simple middleman and bartender—not much of a stretch.

Mansky doesn't take many chances. He'll call in to Chaco an hour before the meet and see where the runners are, then a couple of his friends (use the Human Cops stats given in **The Pig**) in plainclothes will saunter in with the shift-change crowd and take up positions at either end of the bar—drinking juice and soda. Only when everybody is "in position" will the Pig sidle in, get his drink, and sit down to talk.

PUSHING THE ENVELOPE

If you feel like goading the shadowrunners into a fight, Chaco could easily have spiked the Pig and his friend's (or the shadowrunners) drinks with Nitro (p.249, *SR4*)—even if the shadowrunners outnumber and outthink the drugged officers, it should be a hell of a brawl. On the other hand, if the cops are wiping the floor with the shadowrunners in the first few rounds, Chaco could have also spiked the drinks with an ingested form of Nausea Gas (p.245, *SR4*)—having the cops take a break from beating up the runners to puke on their own shoes should give the player characters the breathing room they need to finish the fight.

Alternately, if you feel the Pig needs a bigger bargaining chip than the shadowrunners' records, he could be holding Choi or Latrisa Jackson hostage—he can provide a real-time trideo feed of one or the other handcuffed in an interrogation room. Naturally, Chaco rattled them out to the Pig, though he doesn't tell him everything (like that she's pregnant).

Finally, the easiest way to force things to a head is to have Chaco call the Greek, who shows up with his ork gangers (use the stats from **Meet the Greek**) to interrupt the meet. In which case, the Biskey Whack is the site of a three-way battle between the Pig and his cops, the Greek and his gangers, and the shadowrunners. Chaco will hide behind the bar and wait to see who appears to be winning.

DEBUGGING

Chaco is the prime instigator behind everything in this scene, though he tries to hide it. If the gamemaster needs to tilt things one way or another (or back and forth just to fuck with the players a little), Chaco is the best way to get it done. Having said that, there always exists the possibility that Chaco is dead (or will be killed in this scene—either by the shadowrunners, or by the Pig or the Greek if they figure out what Chaco’s been up to). If Chaco dies, Choi is temporarily pressed into service as the new bartender.

Naturally, the players might also attempt to bribe or threaten Chaco into doing something. So long as it looks like no harm will come back to Chaco, he’ll be more than happy to take the runners’s nuyen—or spill his guts to the Pig and the Greek on what the shadowrunners plans are.

TWISTS AND TURNS GREASING THE PIG

Throughout the adventure, it has been emphasized that killing Sergeant Mansky outright can be a Bad Thing. Shooting down an officer of the law in a crowded street or barroom full of witnesses isn’t normally conducive to a long and eventful life. However, things aren’t normal. The Lone Star higher-ups aren’t sad to see Mansky go—he was a corrupt cop, and a pain in the ass to boot. Lone Star does have enough on the shadowrunners to charge them with murder—or if the runners are agreeable, to get them to do their dirty work.

After the Pig dies, have a Lone Star officer—preferably one of the runner’s law enforcement contacts, if they have any—arrest the runners on suspicion of murder. Then bring them Downtown so the higher-ups can explain their new situation to them: The runners are deniable assets, and Lone Star needs desirable assets. The Star pays well—the only thing the runners won’t have is the option to say no to a job. If the runners understand and agree, they are free to go.

ZERO SUM GAME

SCAN THIS

As the final scene to an open-ended adventure, this is where the surviving players and NPCs meet in the backroom of the Biskey Whack to resolve things. The shadowrunners get whatever is coming to them.

TELL IT TO THEM STRAIGHT

Read the following to the characters:

There’s a new bartender at the Biskey Whack, a troll, but you don’t recognize him. Still, someone must have told her you were coming because he doesn’t even blink when you head straight for the back room. Ms. Johnson sits at a booth in the back, watching you go in. As you go past, you get an urgent message from her on your commlink:

“There are four Colt American L36’s taped to the underside of the table. Do what you have to.”

A couple of burly orks frisk you before you go into the back room, but wait outside with your weapons (at least, the ones they could find).

All the players are all here, seated around a big table—except for Choi, who’s dressed in a mini-skirtsuit with his face half made up, standing off to the side.

Looks like its time for business.

If Mansky is dead but the Greek is still alive, read the following:

The Greek doesn’t look like he’s gotten much sleep. His single eye is bloodshot and surrounded by flesh the color of a slow-healing bruise. Cradled in his left hand is a matte-black case.

“You did good. I owe you. I know things have been a bit rough on us all the last couple of days, but I always pay my debts.” The Greek stares each of you in the eye in turns as he slowly opens the case, revealing two even rows of smoky black optical chips. He beckons Choi over. “All yours. The chips and the rentboy. That makes us even.”

If the Greek is dead, but Mansky is still alive, read the following:

Mansky looks happier than...well, a pig in shit. He looks totally in his element.

“I really should thank y’all shadowboys and gals. Did a right good job, and I mean to repay you, just as I said.

“You can have yer rentboy—I don’t have much use for him.” The tusker flashes you a short-lived leer that turns into a scowl.

“But that one-eyed sunovabitch didn’t have no money like you said, so yer gonna have to take your share out of these.”

The ork carefully opens a jeweler’s box, showing two even rows of smoky black optical chips.

If Mansky and the Greek are both dead, but One Nail is alive, read the following:

One Nail stands up and leans over the table. “De Greek is daid. All he had is mine now. You all had bizness wit’ the Greek, so that means you and me, we got some bizness.” With a gesture, One Nail calls the rentboy Choi toward him. The kid carries a matte-black case. “Dese tings, an de boy, were meant for you, as payment. Dey yours now. You take dat and leave, and we got no more bizness here. We tru’. Peaceful-like.”

If Chaco and the Greek, One Nail, or Mansky are alive, read the following:

After the big man stops talking and the runners are considering their reply, Chaco screams out “It’s a trap! They’ve got guns under the table!”

If Chaco is alive and the Greek, One Nail, and Mansky are dead, read the following:

The ex-bartender has a bottle of cherry tequila in front of him that he’s draining by shots. Behind him, the Greek’s safe stands open and exposed.

“I used to own this bar, ‘fore I fell in with the Greek. Kinda guy like that, once you owe him you never stop owin’ him. Had to sign over my place to him—had to work as a beerhop at my own pissjoint to pay the interest to the one-eyed prick that fucked me over.

“Not anymore, eh? Help yourselves to what’s left. I got what I came for.”

Standing up, Chaco leaves the half-finished bottle on the table.

If the runners ask about the chips, read the following:

“Obsidian chips. Dreamgates, high-quality snuff BTL. Deathjunkies slot these and just die for days, over and over again. Worth a lot of money on the market. Enough to cover the debt.”

When the meet is over and the runners leave, read the following:

Ms. Johnson is waiting, a glass of something in front of her. Pregnant women shouldn’t drink. She looks tired, but blushes when she sees Choi, rising up to crush him to her, crying gently. You

almost hate to break up the reunion...but there are more pressing matters.

If the runners ask about the baby, read the following:

‘Ms. Johnson’ had just about stopped crying when you ask her about the baby, then she looks like she might tear up again.

“There is no baby. I mean, there was—I wasn’t lying, I just—I had a miscarriage this morning. I was taking all the hormone shots and vitamins but...I think it was the stress. I should have, I couldn’t...I’m so sorry.”

HOOKS

This scene isn’t about climax, it’s about resolution—and that’s what the shadowrunners should be after. Revenge, remuneration, and putting things right. Whatever brought them here—self interest, greed, anger, betrayal, the desire to do the right thing—this is the runner’s opportunity, maybe their last opportunity, to work it all out. They want to get what they need and what they think is theirs.

BEHIND THE SCENES

Zero Sum Game can be played immediately after the events of **Crunchtime**, or whenever else the gamemaster feels the player characters have achieved their principal objective and wants to resolve the adventure. This scene is very open-ended, and is basically to tie up as many of the loose ends from the adventure as possible.

Whatever else happens, either the Pig or the Greek need to be dead (or, at least, out of the picture) to have a proper resolution in this scene. The NPCs that are still standing figure that the shadowrunners have done their job, and are willing to pay them to see them go.

The orks have the same statistics as the ork gangers in **Meet the Greek**, and make a simple Perception Test to find any concealed weapons (p.302, *SR4*), which are returned to the runners when they leave the room.

If the runners accepted the offer from either the Pig or the Greek to kill the other, then the survivor pays the runners—in obsidian chips, because neither of them have the sort of cash agreed-upon at hand. They’ll also throw in Choi (either in accordance with the earlier agreement, or as a sort of ‘tip’ since they don’t have the cash on hand). Should both the Greek and the Pig be dead by this point, One Nail takes over the Greek’s operations and pays the runners to leave—and stay out of his way.

Chaco just wants his bar back, and he isn't going to get it if the Greek, the Pig, or Sergeant Mansky are alive to take over operations, so he has a last ditch plan: four fully-loaded Colt America L36's taped to the underside of the table at the runner's seats. Before they can use them, Chaco plans to scream that the runners have laid a trap—and hope everyone in the room will try to kill each other. Of course, if Chaco is dead, all it means is that the runners have a leg up on any negotiations.

Should the Greek, the Pig, and One Nail all be dead (or at least disabled and not present), but Chaco still alive, then he gets the title to his place out of the Greek's safe and lets the runners take whatever else they want, including Choi. Of course, if Chaco is dead too, all they have to do is crack the safe and they can have everything in there—including the title to the Biskey Whack.

Should a fight start, the runners can probably give a good account of themselves—and the GM will have to adjust the scene accordingly for any casualties. For example, if the Greek and One Nail had both survived and during the course of the scene the Greek dies, One Nail would immediately move to call a truce so he can pay the runners off and go about taking over the Greek's operations—after dealing with the treacherous Chaco, of course.

The obsidian chips (there are fifty in all, the runners are offered ten) are worth 5,000 nuyen each on the street (the cost adjustment from the *Street Cost* table on p.303 of *SR4* are already taken into account) and are *highly* illegal. Make no bones about it, this is the 2070s equivalent of snuff pornography. The shadowrunners can try to negotiate as normal, but can only get more chips—the villains don't have certified cred to pay the runners in.

The last part of the scene is meeting with Latrisa Jackson again. She's emotional—one part side effect of the hormones she's been taking and one part joy at seeing Choi again—but the meeting will probably be brief. She miscarried this morning, and confirmed it. The shadowrunners can see the results, or take her someplace and have her examined. Whatever they thought about the situation, it's over. Time to fence the loot and count the Karma.

PUSHING THE ENVELOPE

If the NPCs need bargaining chips, either Choi or Jackson could be used as hostages. If fighting breaks out, the orks who frisked the runners can come into the room to help even the

odds. An easy method to increase the tension is for Choi to catch a round during such a combat.

Of course, the easiest way to push the envelope is for Jackson not to have suffered a miscarriage, forcing the runners to deal with the situation however they choose.

DEBUGGING

This scene can be a very difficult one, highly dependent upon what the runners have done so far. In the end though, the worst that can happen is that the scene never occurs. Whatever betrayals, slayings, and threats complicate the shadowrunners' lives and plans, the prospect of achieving an end to their troubles—or at least the chance of getting paid for their efforts and getting on with their lives—requires a proper ending.

TWISTS AND TURNS CYCLOPEAN VISIONS

If the shadowrunners or other NPCs think the Greek is dead (but don't make sure), he is happy to let them persist under that illusion for a time, waiting patiently for his real enemies (such as the duplicitous Chaco) to reveal themselves. The Greek will be disguised as a normal troll using a latex face mask (p.330, *SR4*) and tending bar as the runners walk in. One Nail, if he survived, will act as the Greek's ears at the meeting (courtesy of a sustained *Clairaudience* spell); otherwise he makes use of a secret microphone hidden in the back room's light fixture. The Greek will wait until a suitably dramatic moment (such as Chaco getting up to leave) before interrupting—preferably by shooting Chaco or the Pig (if they survived), or the shadowrunners (if they looted his safe).

Hopefully, the sudden reveal will catch the player characters off-guard for a moment. Some savvy players with *Street Magic* may even assume the Greek has been possessed by a shedim, or was raised as a homunculus by One Nail.



PICKING UP THE PIECES

This section provides information the gamemaster can use to wrap up the adventure's loose ends, and guidelines for awarding Karma.

AFTER THE ADVENTURE

If Choi dies, the shadowrunners cannot cut a deal with Latrisa Jackson—but, as was revealed in the final scene, they won't have to, because she just suffered a miscarriage.

The player characters might, if they are excessively moral, try to get Choi checked in to rehab or at least cure his streetwalking ways—especially if Latrisa Jackson perishes during the course of the story. Otherwise, he'll probably be dead within eighteen months, either from excessive BTL use or a host of sexual diseases.

Any of the surviving NPCs might serve as future contacts or enemies for the shadowrunners, depending on whether or not they parted on good terms with the runners. The Greek or One Nail, in particular, might become a regular source of underworld information, or a good source of work during dry periods—they are always willing to hire on a shadowrunner that wants to moonlight as muscle to pay the bills between runs. Sergeant Mansky might be a nasty, irritating, and thoroughly corrupt copper, but in many ways that works to his advantage—the runners know where they stand when dealing with the Pig: money talks and gets things done. Jackson is particularly grateful if the runners bring Choi to her, alive and unharmed. She doesn't have much in the way of information, but having a trained biotechnician that owes you a couple of favors can be handy in a pinch. Chaco, if he survives and gets to keep his bar, will give the runners free drinks whenever they visit the Biskey Whack and might help them screen people at meets they arrange at the bar in the future.

In the event that One Nail and the Greek both died, the Greek's operations are without a leader—an open position that the runners might choose to occupy. Not a bad spot, but keep in mind that the Greek only survived by paying off the mafia (50% of his take, straight to the Finnigan family) and Lone Star (another 10-20%)—and that's before paying pimps, whores, BTL pushers, muscle, and buying new product. Not to mention that the runner's sudden rise might draw unwanted attention from ambitious gangsters, low-level mafia lieutenants looking to make a name for themselves, and rival syndicates like the Yakuza or Vory v Zakone.

Should any of the shadowrunners wonder how a bottom-feeding minor player like the Greek got his hands on a quarter-million nuyen in high-quality snuff BTLs...well, that's a very good question, isn't it? Because unless they destroy them or sell them quietly, a high-ranking Vory soldier will track the shadowrunners down and ask some very pointed questions about how they got their hands on them.

Even if the player characters assume a major NPC is dead, Sixth World medicine and prosthetics can do wonders, allowing the gamemaster to have a character show up again in the future. Sometimes, the players like seeing a familiar face—it's a rare joy to kill the same rat-bastard twice.

TWISTS AND TURNS SWEET CHILD OF MINE

The possibility also exists that Latrisa Jackson isn't telling the truth, or at least not the whole truth. She might have suffered a miscarriage, but she also might never have been carrying the embryo in her own womb to begin with—after all, there are plenty of incubators at her clinic. Having an unknown child means that the gamemaster has another tool to influence the shadowrunner at a later time—and can make Latrisa Jackson a recurring character.

AWARDING KARMA

Guidelines for awarding Karma (see *Awarding Karma*, p.263, SR4) specific to this adventure are given below.

TEAM KARMA

Situation	Karma
Keeping Choi safe	1
Agreeing to help the PC Jackson kidnapped	1
Killing the Pig for the Greek	1
Killing the Greek for the Pig	1
Destroying the BTL chips	3

INDIVIDUAL KARMA

Situation	Karma
Figuring out One Nail is a magician	1
Agreeing to help the PC Jackson kidnapped	1
Getting revenge for a contact slain or injured during the course of the adventure	1

LEGWORK

Chances are that the shadowrunners will attempt some form of legwork (p.279, *SR4*) during the course of this adventure to get an idea of who they're dealing with and what they are up against.

When making any test to find out information, the gamemaster counts the hits and consults the appropriate topic table below. The gamemaster should reveal all information to the player for the number of hits achieved, plus all the information preceding it. For example, if a runner scored 2 hits regarding a topic, then he has all the information listed under 0, 1, and 2 hits on the table.

First off, the player character (or one of their contacts) might have personal knowledge of the subject at hand, as represented by a relevant Knowledge Skill, like Local Area Knowledge or Street Rumors. To see how much they know, roll the skill + their Logic attribute.

If the runner or his contact doesn't know the information personally (or the gamemaster decides the contact simply would not or does not know the information), then the runner can ask one or more of his contacts to ask around about that matter. In this case, make a Charisma + Connection Extended Test with an interval of 1 hour. Keep in mind that contacts, especially those with low Loyalty, might require Negotiation, Etiquette, bribes, or even threats and Intimidation.

If the runners start hitting too many dead ends, the runner's fixer or Latrisa Jackson can put them in contact with Chaco, who can reveal all of the information—though he'll skew it to present himself and his interests in the best possible light. A successful Judge Intentions Test (p.130, *SR4*) or Analyze Truth spell will reveal when he's trying to hide something, or telling a bald-faced lie.

GM NOTE: THEY LOSE THEIR NOSES

Normally, legwork is fairly safe and innocuous for shadowrunners—but in this adventure, there are some **Twists and Turns**. If the runners have their contacts ask around, they're likely to attract some attention from the wrong people: see **Loose Lips and One (More) Nail For Your Coffin** for more details. Have the player roleplay the conversation with their contacts—what comes afterwards will have a greater impact on the player.

Other characters may prefer to search for information through the Matrix. In this case, make a Data Search + Browse Extended Test with an interval of 1 minute. Unfortunately for the shadowrunners, the information on the Matrix is limited for most of these topics—a “-” means the data just isn't on the Matrix.

UNCONVENTIONAL TACTICS

There exists the possibility that the shadowrunners have the wrong contacts, the wrong skills, or just poor luck making their enquiries and come up with diddly squat. When that happens, the gamemaster should expect—perhaps even encourage—some unconventional approaches to legwork; in a pinch their contacts might suggest such methods. Possibilities include, but are not limited to:

- Hacking the local Lone Star system.
- Asking questions of gangers, BTL dealers, and other criminals the runners notice in the Greek's turf.
- Following one of the NPCs, like Chaco or One Nail, somewhere private (like a public restroom or their doss) and beating information out of them.
- Magical methods such as Divining, Psychometry, Thought Recognition (if you are using *Street Magic*) or Mind Probe.
- Tagging an NPC and following them to their home and work to search for clues.

THE BISKEY WHACK

A small bar in an unremarkable part of Downtown, the Biskey Whack serves as the scene for much of the action in the adventure and the Greek's office.

Contacts: Bartenders, Mafia-types connected to the Finnigan Family, and heavy drinkers.

Contact	Search	Results
0	0	“Yeah, that's what I call ‘em after I've had a couple too.”
1	2	“Bar in Downtwon. 116 th Street.”
2	4	“Run by a guy named Chaco Matamoros.”
3	8	“...but it's actually owned by a local player called the Greek.”
4	12	“Yeah, the Greek took possession after Chaco fell through on a loan. He has his office in the back.”

CHACO

Small-time businessman that fell behind on a loan from the Greek and got sharked. Chaco is one of the driving forces behind the adventure, trying to maneuver the runners toward his own ends.

Contacts: Bartenders, Mafia-types connected to the Finnigan Family, and Aztlaner expatriates.

Contact	Search	Results
0	0	"Taco? Chico? Chica? Is this about that chick?"
1	2	"Chaco Matamoros, yeah. Owns a bar in Downtown, the Biskey Whack."
2	4	"Old Chaco's an Aztlaner expatriate. Guvmint froze his pesos when he left, had to build his bar up from scratch."
3	8	"Couple years ago, Chaco got in a bit of trouble. Took out a loan that he couldn't pay back, lost the bar as his collateral. He still works there, though."
4	-	"I tell you this, that guy Chaco? All he loves in this world is that bar. That's it. Nothin' else."

CHOI

Young, SINless Asian streetwalker who sells his ass (and anything else) for BTLs. He's also the shadowrunner's key to working things out with Latrisa Jackson.

Contacts: Pimps, prostitutes, BTL dealers, and squatters.

Contact	Search	Results
0	0	"Hoi to you to, omae."
1	-	"That piece of ass? Rentboy. Chiphead."
2	-	"Yeah, Choi, he's a regular on the Renton corners, but I ain't seen him around lately."
3	-	"Heard Choi had him a sugar mama for while, name of Latrisa."
4	-	"The Greek's picked Choi up from the streets couple weeks back for his stable. Got him waitin' tables at the Biskey Whack when he ain't rentin' him out."

CYCLOPS

A type of troll the runners might be unfamiliar with.

Contacts: Trolls, geneticists, metahuman rights activists, stuffy professors, and Greek expatriates.

Contact	Search	Results
0	0	"Cyclops are a troll metavariant, most common in the Mediterranean or to those of Greek descent."
1	2	"A cyclops looks a lot like the myth—big, one eye in the middle of their foreheads, and only one horn, if any. No dermal armor, no thermographic vision."
2	4	"Damned thing about only having one eye? No depth perception."

THE GREEK

Low-level crime boss and cyclops, noted for his striking appearance and quick reprisals.

Contacts: Trolls, Mafia-types connected to the Finnigan Family, BTL dealers, and Greek expatriates.

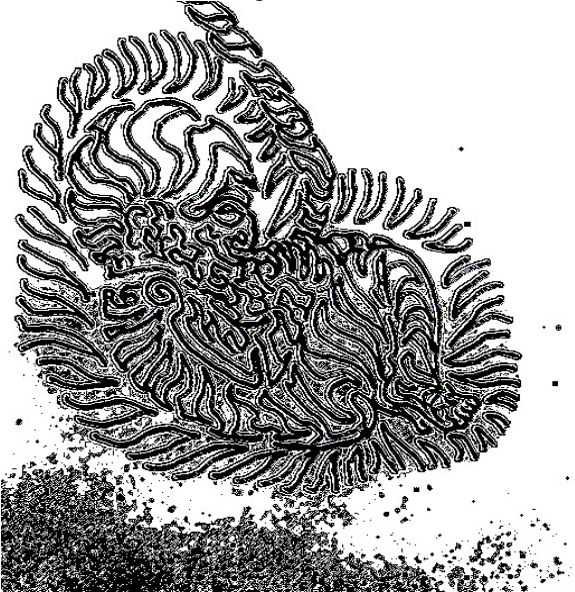
Contact	Search	Results
0	0	"That's the new simsense came out today, right?"
1	2	"Milo 'The Greek' Anastasios. He's a cyclops, lives in Renton. Owns a bar called the Biskey Whack."
2	4	"Makes himself out to be a businesstroll, but rumor has it, the Greek is a local player—owns all the action for four blocks. Prossies, chips, you name it. Runs it all out of his office in the back of the bar."
3	-	"Course, he pays up to the Finnigan Family every week. Wouldn't last a day if he didn't."
4	-	"Word on the street is, and don't you tell no one I said this, the Greek got his hands on somethin' special. Obsidian chips. Black BTLs. Snuff dreamgates. Worth a mint."

LATRISA JACKSON/MS. JOHNSON

A lonely nobody looking for love, Latrisa Jackson—under the guise of ‘Ms. Johnson’ is the prime mover for this adventure, and probably the first subject of the runners’ investigations.

Contacts: Medical-types, bloggers, and prostitutes.

Contact	Search	Results
0	0	“Women can be Mr. Johnsons too! What are you, misogynist?”
1	2	“What’d you say she looked like? Little birthmark right here? I met a girl named Latrisa once who looked like that.”
2	4	“Latrisa Jackson. We used to be in the same therapy group. She was addicted to long haul.”
3	8	“She does full-time lab work for Lone Star and Seattle General Hospital, and a part-time job at a fertility clinic handling in vitro fertilization and the like. Lot of 20-hour days.”
4	12	“It’s really kind of sad, but she’s very lonely. Must be, helping all those couples have kids when she can’t herself. For a while she was seeing this guy, but he disappeared or something and she’s been really depressed.”



OBSIDIAN CHIPS

The mysterious and expensive black BTLs which might entice the runner team into taking the job, and which they’ll probably be paid with.

Contacts: BTL dealers, fixers, and members of the Vory v Zakone.

Contact	Search	Results
0	0	“Oh, a fellow knapper! I like to do Aztlaner-style obsidian knives myself.”
1	2	“Nasty business, chummer. ‘Black BTLs’ are snuff-chips, pure and simple. Only death-junkies go in for that stuff.”
2	4	“They’re worth a mint though, especially the dreamgates. Lot of the young Asian kids have started really obsessing with this death-chip stuff.”
3	8	“I heard the Greek actually got his hands on a cache of obsidian chips, but how the hell a minor league crim got them, I have no idea.”
4	16	“A little bird in prison tells me that Tsar Bilotkiy lost something at about the same time the Greek found it, if you catch my drift. I wouldn’t want to be that troll when the Terminator comes to reclaim his property.”



ONE NAIL

The Greek's scary lieutenant and cleaner, One Nail will be shadowing the shadowrunners for a good part of the adventure.

Contacts: Hitmen, Mafia-types connected to the Finnigan Family, and talismongers or other magic-types that deal in voodoo.

Contact	Search	Results
0	0	"New rapper on the Voudoun Hop scene. I got his new single, thirty yen."
1	2	"One Nail, he's a bad boy from down in the CAS. Into wetwork, cleaning, all that nasty crim, Y'know they say he has three shrunken heads tied to his belt?"
2	4	"There's a great story behind his name. See, he grew up down in Alabama, down there in hoodoo country where they make these wooden statues of their enemy, y'dig? And the houngans and mambos, they hammer a fuck load of nails into it, and each nail is a curse. But this guy, he's deep into all this hoodoo shit even though he's not magic himself right? So he doesn't need a dozen curses to kill somebody, he does it right on the first try. With a nail gun. That's why they call him One Nail."
3	8	"One Nail's been working for the Greek pretty regular. Word is he hasn't done wetwork in years. Mainly admin these days."
4	16	"Look I'm not saying anything definite, but if One Nail isn't a magician, then he spends a lot more time in the lore stores around here that deal in magical goods for the voodoo tradition than any mundane I know. I'd be surprised if he didn't have some magical trick up his synthleather sleeves."

THE PIG

Sergeant Paul Mansky is the most crooked, corrupt ork in Lone Star, and he's one of the shadowrunners main antagonists during this adventure.

Contacts: Lone Star officers, gangers, orks, and metahuman rights activists.

Contact	Search	Results
0	0	"All cops are pigs. Don't tell our fine upstanding law enforcement officers I said that, though."
1	2	"Officer Paul Mansky, one of the few orks on the force—Lone Star can't fire him without getting the metahuman rights people ready to burn them in effigy, but he makes the most corrupt human cop look good by comparison. I mean, this guy gets kickbacks for taking a coffee break."
2	4	"They call Mansky the Pig because...well, he's a dirty tusker cop. What else did you expect they'd call him?"
3	8	"The Pig's stepped on so many toes that everybody—Internal Affairs, Narcotics, Homicide, even the traffic cops—wants him gone, but they can't fire him or transfer him without it looking bad because they don't have enough metahumans on the force. They've got him patrolling until he retires or causes too much trouble."
4	12	"Word is, the Pig and the Greek have been doing business for years, but the top brass at Lone Star have been squeezing the Pig for some results, so the Pig's putting the squeeze on the Greek. Even made him take the whores off the streets. The Greek would love to whack him but can't afford to be caught out as a cop-killer."

CAST OF SHADOWS

CHACO MATAMOROS

In 2058, Chaco fled Aztlan and came to Seattle looking for a better life...or at least a longer one than he would have had in Aztlan. Everything was running fine until the Crash 2.0 wiped him out, and Chaco took a loan of twenty thousand nuyen from the Greek, a decision he later regretted. When it came time to pay off his debt, Chaco fell short, and the Greek claimed Chaco's bar until he can raise the cash-plus interest. Since then, the Greek's had Chaco running the bar he used to own.

A couple weeks ago, Chaco met Latrisa when she was looking for Choi, and together they cooked up the scheme of blackmailing shadowrunners into getting him back—Chaco hopes that the shadowrunners will kill the Greek, and Chaco's debt will die with the cyclops. As such, he'll do all he can to drive the runners into conflict with the Greek.

PLAYING CHACO

Chaco will have his armor vest, commlink, and glasses on at all times; the uzi is normally left in his van. In a fight, Chaco will aim for the least-armored opponent with either his uzi (if he has it) or the shotgun behind the bar (if he's at the Biskey Whack). If forced into hand-to-hand combat, Chaco will try to make a fighting withdrawal, parrying attacks and backing toward the door, or bolting when he has a clear escape route.

B A R S C I L W E D G E S S Init IP
3 3 3 3 4 3 2 3 2 6 6 1

Active Skills: Con 4, Etiquette 4 (Street +2), Firearms 3, Intimidation 3, Locksmith 3, Negotiation 4, Unarmed Combat 2

Knowledge Skills: Alcohol 5, Media Stars 3, Sports 5, Street Rumors 5, Trivia 4

Language Skills: Aztlaner Spanish N, English 4

Gear:

Uzi IV modified with smartlink (w/three spare clips of Stick-n-Shock ammo)

Armor Vest (6/4)

CMT Clip running Renraku Ichi, with AR gloves and subvocal microphone

Glasses (prescription) with image link and smartlink enhancements

GMC Bulldog Step-Van

Rating 3 False Driver's License





CHOI

A native Seattleite, Choi spent his formative years on the streets, and took to hooking at a young age. For the last few months he's been walking the streets around Renton, getting picked up by bored housewives, businessmen out for a little strange, and a couple regulars like Latrisa. A couple weeks ago the Pig leaned on the Greek to get the whores off the street, and Choi got swept up into the Greek's stable, where he got hooked on Better-Than-Life chips.

Choi doesn't have much ambition in life, and almost no plans for the future. He's willing to go wherever fate—or the shadowrunners—take him. Given a choice, he'd prefer to go with his 'sugar momma' Latrisa.

PLAYING CHOI

Growing up on the streets, Choi learned a few things about defending himself, but he doesn't have the stomach for a real fight. Unless he feels his life is in danger, he'll try to hole up or run away.

B A R S C I L W E D G E S S Init IP
2 4 3 3 6 2 2 2 2 5.9 5 1

Active Skills: Athletics 3, Close Combat 2, Con 5 (Seduction +2), Etiquette 5 (Street + 2), Negotiation 4, Unarmed Combat 2

Knowledge Skills: BTL Dealers 1, Local Charity Shelters 4, Local Area Knowledge 4, Lone Star Procedures 2, Prostitution 4, Sex Trivia 3

Language Skills: English N, Chinese 2

Cyberware: Datajack

Gear:

Cheap homemade bracelet with an old metal key dangling from it
2 dose sprayer of Pepper Punch
Five-pack of condoms
Bag of breath mints
Genital piercing
Subdermal RFID tag (displays ARO with his price list when activated)
Holopix of Choi and Latrisa

Notes: Choi has a Moderate Addiction (p.80, SR4) to BTLs and Mild Addiction to sex—he rarely passes up an opportunity for either, and may make a pass at a runner or beg for chips.

THE GREEK

Born and raised in Redmond to Greek immigrants, little Milo Anastasios lived his entire life being tormented for his appearance, yadda yadda—no surprises here. He's the fat kid that got picked on and grew up mean. He's a minor player in the Seattle underworld who thinks he's smarter than he really is.

PLAYING THE GREEK

In a fight, the Greek makes Called Shots with his Raecor Sting at the unarmored portions of his opponents—typically their faces or hands. If hit by a ranged attack, he'll drop and play dead, waiting for one of his enemies to come closer to confirm the kill (closing his eye and tracking them with ultrasound) and when they do, he'll blow them away with his cybergun.

B A R S C I L W E D G E S S Init IP
8 3 5 10 3 4 3 5 3 4.72 8 1

Active Skills: Close Combat 3, Disguise 3, Exotic Ranged Weapons 6 (Cyberguns +2), Intimidation 3, Leadership 3, Negotiation 4, Perception 4, Pistols 6 (Hold Outs +2)

Knowledge Skills: Business 4, Local Area Knowledge 5, Seattle Mafia 3, Seattle Street Gangs 3, Street Drugs 3, Street Rumors 5, Underworld Politics 3

Language Skills: English N, Greek 4

Cyberware (alphaware): Cybereye (Rating 2; Smartlink, Thermographic Vision, and Ultrasound Sensor), Cybergun (shotgun with silencer, left arm), Tooth Compartment (breakable, holds one dose of kamikaze)

Gear:

Hidden Arm Slide on right arm, holding a Raecor Sting (w/silencer and smartgun system)

Fake rolex

Sony Emperor (in a Transys Avalon case, running Mangadyne Deva; the sim module is modified for BTL with the RAS override disabled)

Actioneer Business Clothes (5/3)

Flash-Bang Grenade

Notes: Unlike normal trolls, the Greek does not have natural dermal armor. Normally, the Greek's lack of depth perception would impose a negative modifier on his ranged attacks, but he uses the ultrasound sensor to negate that penalty.





LATRISA JACKSON

Born in Snohomish, Latrisa Jackson worked her ass off for years in school to get an education, and took out thousands of nuyen in student loans to get the skillwires that ensure her future in the workplace. Since then she's been working two jobs to pay off her debts. Between the drugs and her sleep regulator, Latrisa goes six days a week without sleep, collapsing on Sunday to get some much-needed rest. Latrisa used to go to meetings for addicts to long haul and other stimulants, but she doesn't really have the time or interest in them. Prostitutes and her Matrix blogging offered her more comfort in less time, or at least helped her take the edge off—at least, until she met Choi.

PLAYING LATRISA JACKSON

Latrisa will be dead-tired and stoked to the gills on something. On top of that, she's been taking hormones so that the embryo will "take"—feel free to exhibit sudden mood swings and general crankiness. She's not much use in a fight, and will probably go for the closest target.

B A R S C I L W E D G E S S Init IP

2 2 2 2 2 4 4 3 4 4.82 6 1

Active Skills: Biotech 4, Electronics 3, Perception 5

Knowledge Skills: Biology 4, Chemistry 4, Lone Star Procedures 3, Matrix Blogs 3, Prostitutes 2, Street Drugs 3

Language Skills: English N, Greek 1, Latin 1

Bioware: Sleep Regulator

Cyberware: Datajack, Skillwires (5)

Gear:

Leather Jacket (2/2)

Yamaha Pulsar

Novatech Airware (running Iris Orb; Analyze 3, Biofeedback Filter 3, Browse 3, Command 3, Edit 3, Encrypt 3, and Scan 3)

Activesofts (Data Search 4, Leadership 4, Negotiation 4, Pistols 4, Unarmed Combat 4)

Datasofts (dossiers of information collected on each shadowrunner)

3 doses of Long Haul

Notes: Latrisa has a Mild Addiction (see p.80, SR4) to Long Haul.

ONE NAIL

One Nail is a thuggish houngan pretending to be a thug that pretends to be a houngan. He maintains his charade because One Nail is a true believer in Voudoun, and he thinks his faith should be a secret thing, not open to the prying eyes of those uninitiated in the mysteries of the loa. He follows his own very basic code of honor: loyalty to his employers, and to the Loa.

PLAYING ONE NAIL

One Nail does his best to hide his magical abilities, even during a fight, unless things begin to go badly for him. He will always mask his aura as a mundane.

B A R S C I L W E D G E S S M Init IP
3 3 3 3 5 5 4 6 2 6 5 8 1

Active Skills: Arcana 4*, Artisan 3 (Taxidermy +2), Close Combat 3, Conjuring 5, Enchanting 4, Firearms 4, Perception 5, Sorcery 5, Stealth 5

Knowledge Skills: History 3 (Voodoo+2), Magic Background 4, Organlegging 4, Underworld Politics 4

Languages: English N, French 3, Spanish 3

Tradition: Voodoo*

Mentor Spirit: Wise Warrior (Ogoun)

Initiate Grade: 4

Metamagics: Cleansing*, Extended Masking*, Flexible Signature, Masking

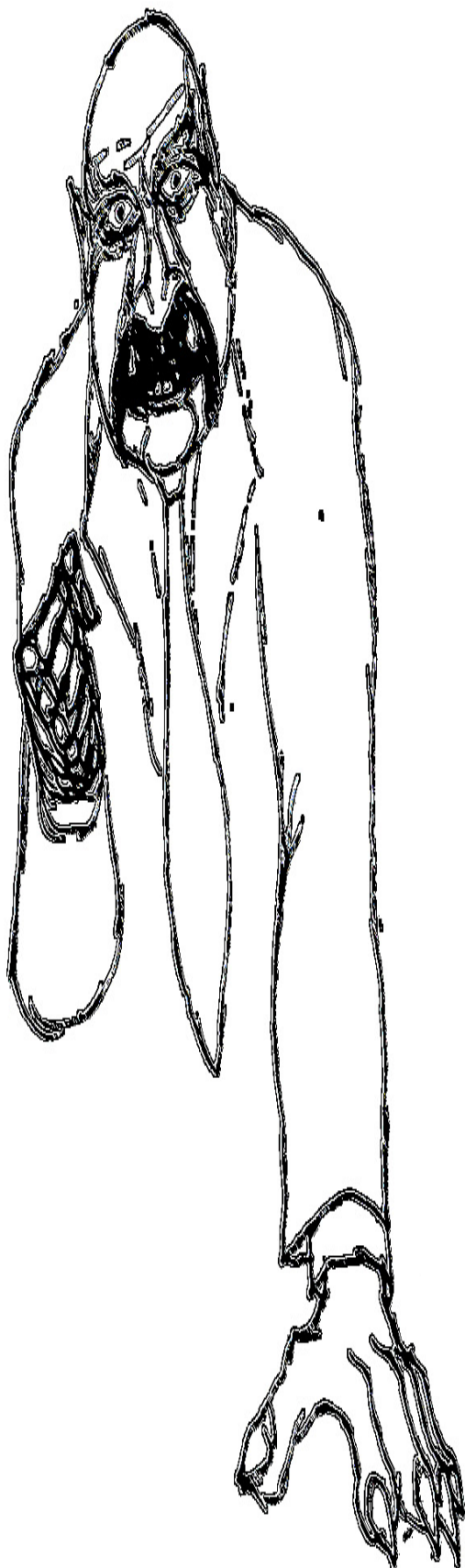
Spells: Chaos, Clairaudience, Detect Life, Firewater*, Hibernate, Ignite, Resist Pain, Shatter, Shattershield*, Stealth, Sterilize*

Gear:

Force 4 Binding Materials
Lined Coat (6/4, w/Thermal Damping 4)
Uzi IV (modified with Smartgun System and Sound Suppressor; loaded with APDS ammo)
Smartlink contact lenses
Three shrunken heads on a length of chain (Force 4 Power Focus)
Sony Emperor (running Redcap Nix, skinlink)
Bag of "cleaning supplies": two bottles of industrial-strength bleach, rags, two thermite burning bars, and a box of wood matches.

Notes: One Nail is a full magician. Items marked with an asterisk (*) are from *Street Magic*, if you do not have or use that book, ignore them and treat One Nail as a shaman.





THE PIG

At 44 years old, Sergeant Paul Mansky is living on borrowed time. Remember for an ork male, the average lifespan is 38 years—less if he grows up in the Barrens. As far as the Pig is concerned, he has nothing to lose by being the dirtiest cop on the force—after all, he still has seven years to go before hitting retirement. Mansky is one of the few orks in Lone Star, and the most grizzled, corrupt piece of trash on the force. He has all the makings of a good cop except honesty and virtue. He shakes down the criminals on his beat—including the Greek—and comes down hard on anybody new if they don't pay up.

PLAYING THE PIG

The Pig fights like he lives—dirty. He uses his Flash-Pak to disorient his opponents before blowing holes in them. The Meta Link is just a prop to fool the gullible—he never connects to it and just lets it run while he keeps his internal commlink on Hidden Mode.

B A R S C I L W E D G E S S Init IP
8 4 3(4) 6 3 4 3 5 2 3.4 8 2

Active Skills: Close Combat 5, Etiquette 4 (Street +2), Firearms 5, Intimidation 5, Leadership 3, Perception 5

Knowledge Skills: Crime Syndicates 5, Illegal Goods 5, Local Gangs 6, Lone Star Procedures 6, Street Rumors 5

Cyberware: Commlink (Renraku Sensi running Renraku Ichi), Cybereyes (Rating 2; Flare Compensation, Image Link, Smartlink), Obvious Cyberarm (right, Body 6, Agility 3, Strength 6, cyberarm slide), Datajack, Wired Reflexes (1)

Gear:

Meta Link (running Vector Xim)
Armored Jacket (8/6) when in uniform
Armor Vest (6/4) when in plainclothes
Chrome-plated Colt Manhunter (w/Smartgun System, loaded with EX Explosive ammo, on cyberarm slide)
2 spare clips of ammo for the Manhunter
Extendable Baton
Flash-Pak
2 poppers of Jazz

Notes: Mansky has a Severe Allergy to Plastic, and always uses his right arm if he has to touch a plastic item.

LOCATIONS

LIVETECH FERTILITY CLINIC

Founded in 2057, Livetech is one of many clinics specializing in fertility issues in the Seattle Metroplex, in particular the middle-income families in and around Renton. The owner also has a small sideline in illegal aphrodisiacs and various sexual implants that, while not illegal per se, are somewhat kinky.

Latrisa Johnson works part-time at Livetech (generally Fridays and Saturdays) doing lab work and has a keycard for the maglocks (Rating 3) on the front and rear doors.

From a structural standpoint, the Livetech Clinic is a piece of shit: a prefabricated densiplast skeleton filled in with plaster and drywall sealed against the harsh Seattle weather, treat the walls as Cheap Material (*Barrier Rating Table*, p.157, *SR4*).

Livetech has a silent alarm system which sounds if any of the doors are forced or if the switch at the front desk is pressed. A Lone Star Patrol (use the stats for beat cops, p.282, *SR4*) arrives 1d6 turns after the alarm is triggered. The alarm trigger on any door can be bypassed with a Hardware + Logic (5, 1 minute) Test, or shut off directly in the clinic's Matrix node (see right).

Normally, each of the rooms where minor surgeries are performed are equipped with simsense players, which keep the patients occupied and quiescent (thanks to the RAS override) during a procedure.

AUGMENTED REALITY

The Livetech AR overlay only provides a generic green crystal appearance to the outside of the building. Inside the building, Augmented Reality is used extensively for customer service: the attendant at the desk handling appointments is an AR construct, the animated brochures it (the apparent gender changes to reflect the user's commlink profile, or is female by default) hands out are AR artifacts (there are electronic paper versions that can be taken home), and there are AR games for kids to play in the lobby.

ON THE ASTRAL

Most of the astral space in the clinic is sterile and devoid of life—especially when any of the player characters are likely to be there. The exception is the lounge area, which was the scene of several particularly intense emotions the day before. For purpose of astral visibility, the clinic is Sterile and Devoid of aura noise (p.114, *Street Magic*), but the lounge has a temporary Background Count of 1 (unaspected).

LIVETECH IN THE MATRIX

The Livetech Matrix node offers guided virtual tours of the clinic in addition to additional scheduling capabilities. There are six employee accounts whose privileges allow them to access and edit the node appearance as well as patient and business records, and two admin accounts that can trigger or cancel the silent alarm, update the node security, and create or delete new accounts.

The node has Analyze 3, System 3, and Firewall of 3. Matrix security is contracted to Brainsafe, Inc. In the event a hacker or technomancer triggers an alert while in the node, roll on the **Random Response Table** (p.223, *SR4*). For the security hacker, use the stats for the Hacker (p.96, *SR4*), and use the following stats for the IC: Pilot 3 and Attack 3 or Blackout 3 or Track 3. Latrisa Jackson has a record on file that can give the shadowrunners some basic background on her (equivalent to 3 hits on legwork), as well as her home address, commcode, and a link to her Matrix blog.

OTHER NOTES

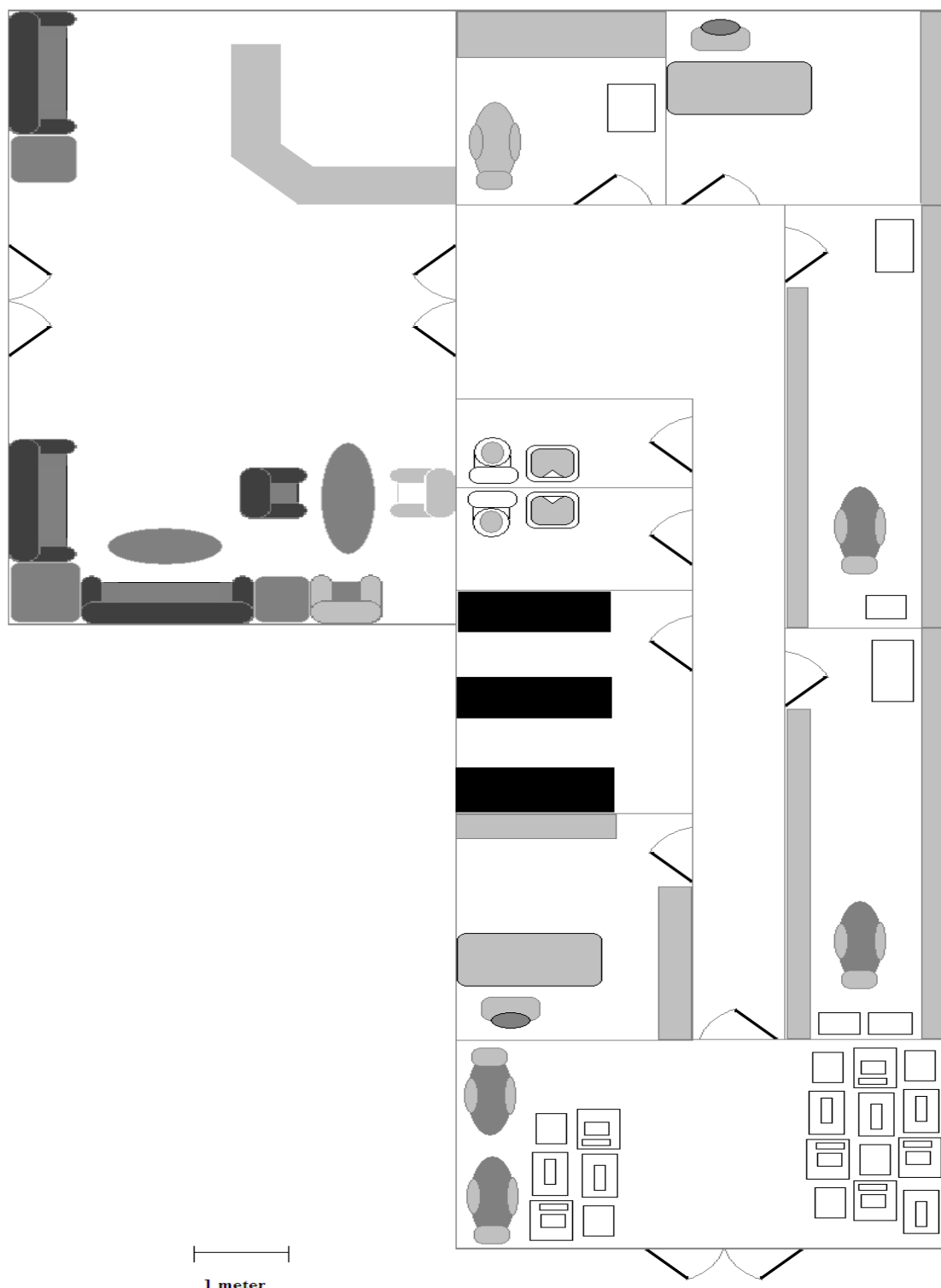
If, during the course of events, the shadowrunners take it upon themselves to loot the clinic, they're probably looking for the small and easily portable items: drugs. The lab has a selection of antibiotics, painkillers, hormone treatments, some CalHots (simchips that border on being BTL in intensity—technically legal but hard to get a hold of), and of course the stash of illegal aphrodisiacs and stimulants. All told, the shadowrunners should be able to find 1d6x100 nuyen worth of drugs per runner per turn of searching, to a maximum of 8,500 nuyen in pharmaceuticals and chips (that's street price—less when they fence it).

Canny runners that take a look at the patient files can find a list of low-level corporate managers and the like that have had some *unusual* work done—possible blackmail material for future runs, or worth 8,000 nuyen if sold directly to a fixer (the owner of the clinic, if contacted, would pay 10,000 nuyen to get the files back).

USING THE CLINIC

The Livetech Fertility Clinic is essentially just a vehicle to get the plot rolling—the player characters might decide to investigate it during the course of their legwork, and they might not, but the gamemaster should be familiar with it.

Livetech Fertility Clinic



THE BISKEY WHACK BAR

Back in the 50's, Governor Schultz renovated a dozen square blocks of Renton property—mostly the low-rent districts with a high percentage of minorities near the airport—to make way for prefabricated commercial properties cast from plascrete on plasteel frames. Still, the 'rugged' nature of the bar has a certain appeal with orks and trolls for the low lighting (treat as Partial Light, p.140, *SR4*)

Anything that is not furniture—including the bar and support columns—counts as armored/reinforced material (see *Barrier Rating Table*, p.157, *SR4*) and can provide cover. The furniture is mostly standard densiplast with black synthleather covered foam cushions, except for the pool tables which are ancient relics made of redwood and aluminum. The construction actually inhibits wifi signals from outside—when inside the Biskey Whack, any device with a Signal Rating less than 3 is blocked from accessing anything outside the Biskey Whack. Of course, the Biskey Whack has its own Matrix node which the player character's devices can access the outside world through (see right).

The bathroom toilet is troll-sized, with a booster seat available for humans, elves, orks, and dwarfs.

Behind the bar is a loaded Remington Roomsweeper kept for emergencies, and a Rating 3 combination MAD/cyberware scanner (p.255, *SR4*) that scans anyone entering the bar for weapons. Three security cameras outside the bar watch anyone entering the bar, and are accessible by Chaco through the Matrix.

AUGMENTED REALITY

The Biskey Whack uses a very subdued AR overlay of green crystal veins running through the walls, ceiling, floor, bar, and support columns, along with a layer of virtual graffiti where patrons have scrawled various names, doodles, anecdotes, declarations of love, crude genitalia, threats, and the like in black charcoal. The system is open-access, and characters that subscribe to the Biskey Whack's node can add their own touches to the graffiti, chat or PM other customers privately, or order drinks from the bar without leaving their seats.

ON THE ASTRAL

The Biskey Whack is suffused with only the tiniest hints of emotional resonance on the Astral, being otherwise stark and providing excellent visibility except for the astral shadows

of the bar and the furniture. For purposes of astral perception, treat the Biskey Whack as barren without significant shadow clutter (*Astral Visibility Table*, p.114, *Street Magic*). Aura noise depends on the crowd—during happy hour on a weekend or major holiday, the Biskey Whack is definitely crowded, but most of the time when it is opened the aura noise is only Moderate, moving up to Steady during peak business hours.

THE BISKEY WHACK IN THE MATRIX

Accessible from the Seattle Metroplex grid or wirelessly when inside the bar, the Biskey Whack's node is an extremely generic cube of green crystal to virtual eyes, with standard advertisements for the bar and its beer brands displayed prominently—virtual copies of its license and public health inspection report are off to the side.

The node has Analyze 2, System 2, and Firewall of 2. There is only one account on the system, and that is an admin account (Chaco's). Admin privileges let the user edit the node's appearance and content, as well as provide access to the outside security camera feeds.

In the event of an alert while hacking the node, the system immediately tries to terminate the connection (p.223, *SR4*). If an alert would be triggered again while the system is already on alert, the node resets (p.223, *SR4*).

A public commlink (essentially a Meta Link running Vector Xim with Scan 1) is available in the bathroom, the user's avatar is a ubiquitous green crystal golem associated with Seattle public access throughout the sprawl.

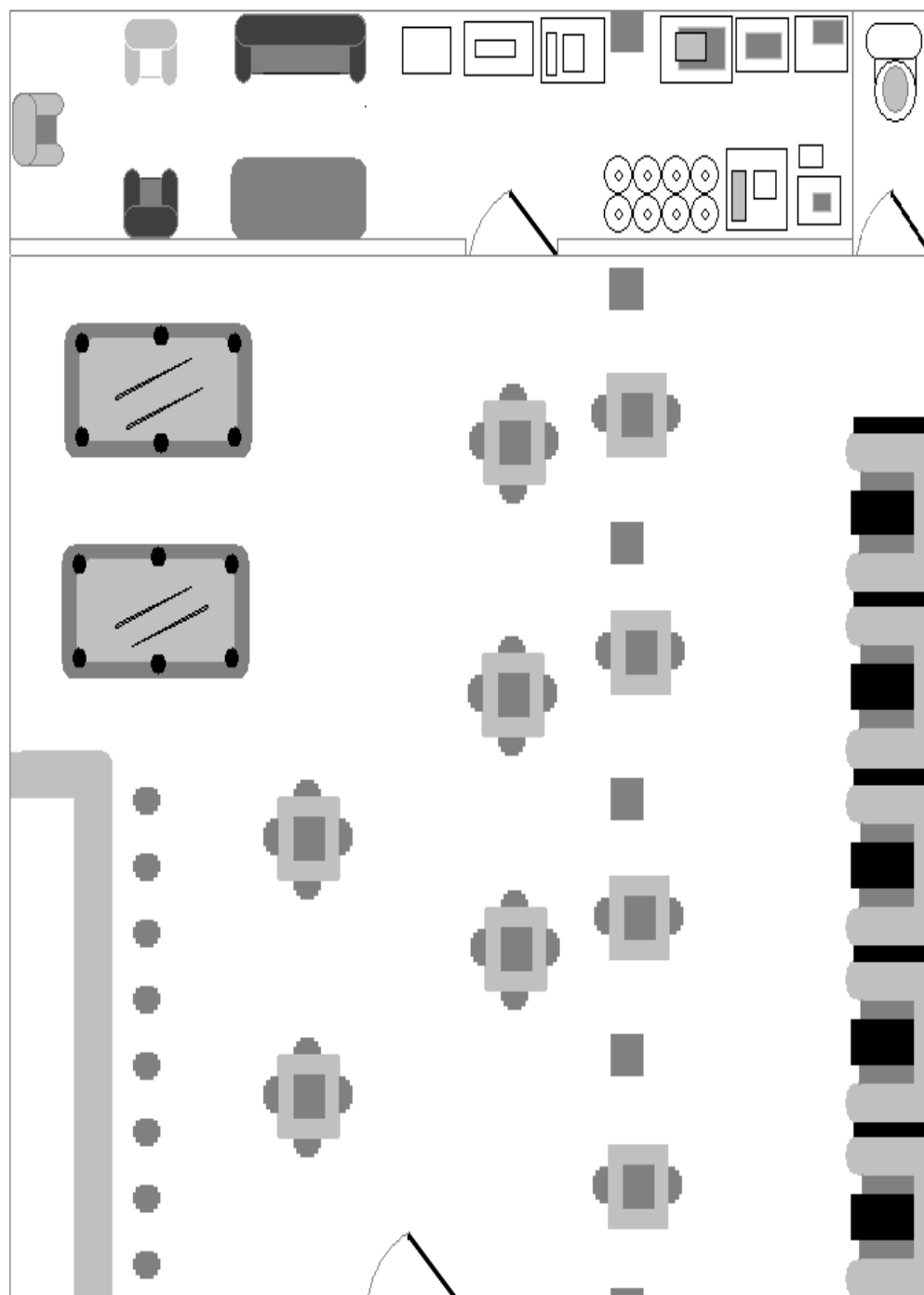
OTHER NOTES

The Greek's office in the back room is covered with WiFi negating wallpaper that acts as a Rating 4 Jammer to any wireless device in the room. It also contains a floor safe (Rating 4 Maglock with Keypad) that contains the Greek's stash: fifty obsidian chips worth 5,000 nuyen each on the street, a certified credstick for 7,500 nuyen, twenty thousand nuyen in old bills (actual, physical currency, not cred), and an optical chip holding the dead to the Biskey Whack.

USING THE BISKEY WHACK

A lot of the action in the adventure is set to take place in the Biskey Whack, and it is a primary focus of this adventure. This is Chaco and the Greek's home ground, and they will be use the cover provided by the columns, bar, and tables to their advantage in a fight.

The Biskey Whack



1 meter

THE GREEK'S TERRITORY

This section, and the following map, illustrate the major points of the Greek's territory, where most of the action in the adventure takes place. Of particular interest are the shaded areas, numbered and detailed below.

1. **The Cops** (Five-man security firm, patrols the block, most of them are retired Lone Star cops and friends of the Pig)
2. **Stuffer Shack**
3. **Johnson's Fertility Clinic**
4. **Seattle Metroplex Post Office Annex**
5. **Renton Forever Pawn Shop** (Front for one of the Greek's fences)
6. **The Inner Glow** (Hookah bar)
7. **Bryn Mawr Real Estate**
8. **Bryn Mawr Women's Shelter**
9. **Red Dog and Schultz, Attorneys At Law**
10. **Warbaby's Armaments** (Gun shop, sells certain items under the table).
11. **The Conquistador's Palace** (Sino-Mexican restaurant, illegal boxing matches every other Thursday in the basement)
12. **Argyle's Health Food** (Owner sells deepweed)
13. **Gwynne Tavern** (Elven restaurant)
14. **Bill's Buggs** (Ork cuisine)
15. **The Biskey Whack Bar**
16. **The Church of the Whole Earth, Inc.**
17. **Cyberlimb Repair** (Also buys used cyber)
18. **Abby's Books** (Quaint old bookstore with a small selection of grimoires)
19. **Mes ti'Carronasto** (Small carromele and muay thai dojo)
20. **Fine Chinese Teas**
21. **A-1 Media Exchange** (Buys and sells programs for 50% of book price, non-negotiable)
22. **Algernon's Liquor Store**
23. **Emerald City Cafe** (Hangout for local fixers)
24. **Tophet Tattoos** (Sells Quickening Materials)
25. **PacRim Pets** (Smuggles in exotic fish)
26. **Orks' Lodge** (Devil rat fighting)
27. **The Ivory Tusk** (Ork and Troll dentistry)
28. **OnePass Bail Bonds**
29. **CredConsolidation, Inc.** (Transfers cash from accounts to certified credsticks for a 3% fee)
30. **Chaco's Apartment** (On the second floor, above a chocolate shop)
31. **Death and the Maiden** (Maternity and wedding wear, tattoos, and piercings, gothic-themed)
32. **Sioux Tobacco** (Owner is an ex-Wildcat)
33. **Mugabi Azanian Barbecue**
34. **One Nail's Apartment** (Also contains his Rating 4 *hounfour*, or mana lodge)
35. **Ja House** (Jamaican-themed clothing outlet, mostly overpriced real hemp clothing)
36. **Crazy Achmed's Pizzeria** (Middle Eastern-American food, including a small kosher deli. Can put people in contact with Middle Eastern armorer)
37. **Rugrat Academy** (Daycare center, pays the local gang for protection)
38. **PayDay Loans**
39. **EarthPlus Cleaning** (For-hire interior cleaning and maid service—they also detail cars and vans, and sell the layouts of places they clean)
40. **TrideoShack** (electronics and hardware store)
41. **Brimsteak and Hellpepper** (Very spicy ork and troll dining)
42. **Bryn Mawr Plumbing**
43. **The Medicine Lodge** ("Lorestore" that mainly caters to mundanes, some fetishes in the back.)
44. **The Bryn Mawr Arcade** (Pachinko machines, video games, simulated sex booths, etc.)
45. **Burned Out Building** (Nothing here but ashes)
46. **Military Surplus** (Mostly Metroplex Guard gear and camouflage, some body armor and other items)
47. **Jong Moon Korean Grocery**
48. **Knives To Order** (Buys, sells, and sharpens bladed weapons)
49. **Bryn Mawr Spa and Massage** (Actually a brothel)
50. **116th Street Groceries** (Upscale family-owned grocery store, gets most of its produce direct from Snohomish)
51. **Arena Sports** (Sporting goods, sells kamikaze out back)
52. **The Church of the Dragon Reborn**
53. **Big and Tall** (Ork and Troll clothing, basement connects to the Ork Underground)
54. **Manxman's Pub** (Illegal gambling in the back)
55. **Third Eye Palmreaders** (Actually a brothel)
56. **Purrr** (Commcalls sex service)
57. **The Databank** (Offline data storage for a monthly fee)
58. **Doc Marin's Office** (Street doc)
59. **Sway** (Tres chic clothing outlet)
60. **The Alleys** (Too small for most vehicles, home to a collection of squatters and other street people)

The Greek's Territory

