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NEWSZINE

120
JUNE US\$2.95



Big Doings in Shadowrun®

By Stephen Kenson and Mike Mulvihill

World Under Construction

The
Newszine's
reporters bring
you vital information
about the Election Year...
...of 2057

The Election of 2056

In early 2057, a scandal of unheard-of proportions rocked the UCAS. The "dullest election of the 21st century," as the media dubbed it, turned out to have been rigged...apparently with the approval of the highest office in the land. In response, Congress launched an immediate investigation that resulted in the impeachment of the president and vice president. Speaker of the House Betty Jo Pritchard (R-ONT) became the Acting President of UCAS and would hold that position until new, untainted elections could be held.

The scandal and the prospect of a new election brings all the political factions in the UCAS (and elsewhere in North America) out of the woodwork. The short campaign time of just under eight months allows fringe parties an unprecedented degree of influence because neither they nor their candidates will be subject to the usual long, drawn-out public scrutiny. Dissatisfaction with the UCAS's traditional parties is at an all-time high; numerous splinter groups are breaking off and going it on their own. Policlubs start gathering behind their favorite candidates, and politicians and agitators begin hauling out their favorite causes to champion in front of the ever-hungry media machine.

Then the dragon enters the race.

The Election of 2057

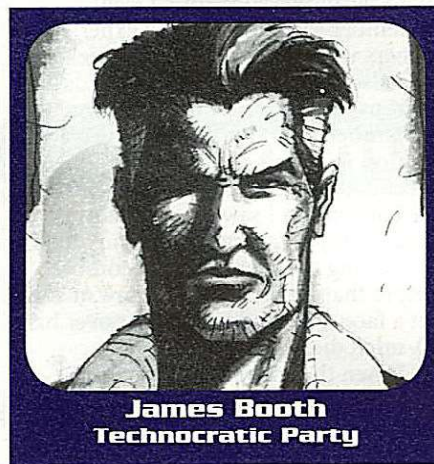
On March 15, 2057, Dunkelzahn declared his intention to run for president of the UCAS on a special episode of his talk show, *Wyrms Talk*. He is legally able to run under the revised UCAS Constitution. The revision allows new citizens to become president—a provision originally intended to "grandfather" Canadian citizens into the electoral process during the formation of the new union between Canada and the

remaining United States. Dunkelzahn's announcement has focused the eyes of the world on this political race; will the people of the UCAS vote a dragon into the highest office in their nation?

Dunkelzahn's announcement has also polarized all the factions involved in the election. The Awakened factions are split between metahuman candidates and the strongly pro-Awakened dragon. Anti-metahuman, anti-magical factions like the Humanis Policlub are enraged at the thought of a "mythological monster" becoming president. The political situation is a powder-keg of opposing groups, likely to explode at any minute.

The Candidates

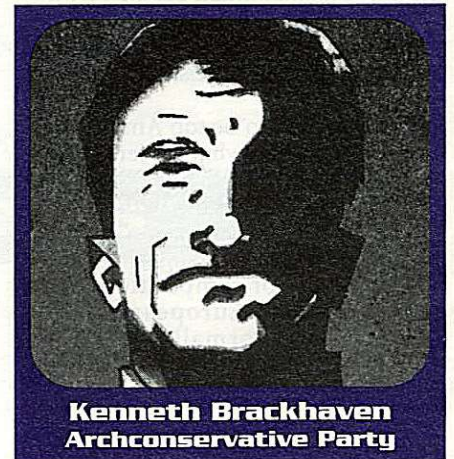
The major presidential candidates—including Dunkelzahn's independent candidacy—represent the UCAS's diverse political factions.



James Booth
Technocratic Party

James Booth was the Vice President of the Steele administration recently removed from office. The rigged 2056 election and the administration's resultant ouster from office crippled President Steele politically, but Booth refused to let his once-promising political career die and is making a comeback bid for the top seat. Most experts consider him

a lame duck candidate, but he may appeal to some traditional-minded voters who are looking for continuity in a bewildering world.



Kenneth Brackhaven
Archconservative Party

Kenneth Brackhaven is a well-to-do Seattle businessman with financial interests and investments in several major companies. He's a multi-billion nuyen success story—a man who took all the opportunities life gave him and parlayed them into something worthwhile. He seems to be the embodiment of traditional conservatism: a businessman, family man, and upstanding community leader. His platform calls for a return to "traditional" values of common-sense management and good old American know-how.

In truth, Brackhaven has secret ties to the Humanis Policlub. He knows that he cannot openly express many of his more radical racial opinions if he wants to succeed in his quest for public office, so he has become skilled at hiding the true depths of his bigotry while subtly promoting racism and discrimination within his sphere of influence. High-level movers and shakers within the Humanis Policlub are secretly backing him as their man for the presidency.



Arthur Vogel
Democratic "One World" Party

Arthur Vogel is a dwarf from Ontario, the only metahuman presidential candidate aside from Dunkelzahn. His running mate, Gary Grey, is a troll, which gives the pair a comical look on the podium. One of the first dwarfs born as a result of UGE, Vogel is in his early 40s. An expert attorney specializing in ecological causes, he worked his way through law school and built his career on pulling off difficult and delicate negotiations with powerful corporations. Vogel is a dynamic speaker, and many people consider him the courtroom champion of eco-consciousness.



Dr. Rozilyn Hernandez
The New Century Party

The New Century Party is a loose coalition of disaffected Technocrats who jumped ship in the wake of the rigged-election scandal and a number of hip, post-modern, highly educated hermetics. The party's ideology calls for a melding of scientific and magical principles to create a happier and more prosperous society. As they see it, the UCAS needs to call upon all its technological and magical resources to solve the nation's woes. The party strongly supports small-business initiative, research and development, innovation, and education as keys to keeping the UCAS prosperous in the global arena.

The New Century Party's chief spokeswoman is Rozilyn Hernandez, a controversial social scientist and mage

who has served as a member of the faculty at Georgetown University for the past fourteen years. Ms. Hernandez's theories on social development, technomagic, and progress through innovation have met with acclaim and criticism throughout her career. Despite the vagaries of public opinion, Rozilyn stands by her theory that metahumankind can achieve a utopian society through technological and magical development.



General Franklin Yeats
Republican

A retired UCAS Army general, Franklin Yeats left military service for the private sector in the early 2040s and has worked since then as a "military advisor" for several corporations. He has also traveled the lecture circuit and written several popular books on his experiences in the military during some of the harrowing formative years of the UCAS. Yeats is much like Colin Powell after Powell left the Joint Chiefs of Staff—intelligent, reserved, honorable, and popular precisely because he does not seem like a politician.

General Yeats has made Bug City his personal cause célèbre. Yeats has strongly criticized the UCAS government's treatment of the crisis and advocates quick, decisive action to end the deadlock between the UCAS military and the bugs.



Dunkelzahn
Independent

Dunkelzahn is a great Western dragon, at least 7,000 years old and possibly far older. He is the only one of his kind to show real interest in metahumanity.

Dunkelzahn feels a certain responsibility toward his fellow creatures, but has been continually frustrated in his efforts to enlighten and educate metahumanity by his fellow immortals. They prefer to keep the masses in ignorance while guiding metahumanity toward fulfillment of their own purposes. Dunkelzahn has a somewhat romantic view of the human struggle and empathizes with the plight of mortals in the Sixth World.

The events and omens of the past few years have deeply disturbed Dunkelzahn. He feels that humanity has stumbled into matters involving the Awakened world for which they are simply not prepared. Dunkelzahn can no longer stand by and watch events unfold; he must take action.

He decides, therefore, to take actions that will benefit all of metahumanity whether they know it or not. The dragon sees himself as something of a benevolent dictator, someone who must take certain high-handed measures because he knows more than everyone else. He would rather educate and inform people so that they can act on their own behalf, but if that is not an option, he will gladly do what needs to be done himself.

This Reporter's Conclusion

In a world dominated by amoral megacorps and corrupt leaders, cheaters never prosper! Further information about the election and the candidates appears in *Super Tuesday*, *Shadows of the Underworld*, and *Portfolio of a Dragon: Dunkelzahn's Secrets*, all scheduled for release in the Spring/Summer of this year. Check upcoming *Shadowrun* products for absentee ballots and cast your vote for President of the UCAS.

Remember, vote early and vote often!

The Florida Key

by Jim Lockhart

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GM Background

For the last 500 years, the Seminole Indians of the Everglades have held a potent spirit focus used to control and protect a free storm spirit in the days of waning magic. The spirit focus was an idol made from an unusual green coral created by the Arawarks, a Caribbean tribe. The Arawark shaman used the spirit to protect his island against hurricanes. When the Arawarks died out, the idol was taken to the Seminoles for safekeeping, until the prophesied time that the Europeans would be driven from the Caribbean.

Filth, a powerful Poisoner shaman and descendent of the Caribbean Native Peoples, was intrigued by the legends of the Arawark storm-king sorcerers. He was convinced that means to control free storm spirits must have been made in Pre-Colombian years. His suspicions were confirmed when research among ancient Mayan records revealed that the focus was sent into the swamps for safekeeping during Spanish conquest of the Caribbean. With research, Filth learned the true name of the Free Spirit.

Filth used a debt owed by Mafia kingpin, Carl the Knife, to hire a group of bandits to raid the village of a metahuman tribe, the New Seminoles, who currently guards the idol. The raiders broke the compound's defenses and took the focus, leaving many dead and wounded. Filth returned to the abandoned Miami waterfront to summon the free storm spirit and wreak havoc.

The adventure begins when the shaman of the New Seminole, an ork named Moon Pelican, requests aid of his foster sons (two of the runners). He also offers lots of money. From the clues at the site, the runners should investigate leads in the CAS. There they find Bloodbeard, (who lead the attack on the New Seminole camp) and determine that the raid was set up for Filth by Carlo the Knife, father of another runner.

The runners should return to Miami, and use their contacts to determine Filth's whereabouts. They defeat Filth and his minions and then must return the idol to the New Seminoles.

Runners can refresh Karma after leaving Fort Myer. Do not let them refresh Karma pools between the Toxic spirit and Filth.

Player Introduction

You are all shadowrunners in the deconstructed society of Miami in 2057. The six of you are from diverse backgrounds but have worked together in the past as smugglers, industrial spies and outright thieves. As a group, you have gained some reputation as successful operators, avoiding the enemies that end many careers.

In 2057, Miami is a semi-autonomous province of the Caribbean League. Following the secession of the Confederate American States (CAS) from the United Canadian and American States (UCAS), a hurricane devastated the South Florida coast, crumbling the infrastructure and releasing the VITAS III plague. Pressed with problems such as Texas secession, CAS aid was slow.

Help came from Caribbean League soldiers. Taking advantage of the CAS's political problems, the Caribbean League claimed South Florida. Although the tension in Texas faded after the Republic rejoined the CAS, the League retained Miami by allying with the CAS against the Aztlan threat in exchange for continued possession.

Like Seattle, many walks of life rub shoulders in the shadows of Miami's corporate arcologies. On the streets, the influence of Spanish, Afro-Caribbean, and North American culture are constantly heard in the accents, savored in the food, and seen in the graffiti and street art that fill Miami's broad avenues. On the darker side, the corporate competition is as ruthless as anywhere, the gangs are desperate and well armed, and the Yakuza and the Mafia war in the alleys and databases of the Miami Sprawl.

It is a little after noon on a rainy July Saturday. You are between jobs, lounging in the garage you use as a headquarters. Most of you use the afternoon for maintenance and R&R.

Encounter 0: The Running Elf

The runners hear someone beating loudly on the outside of the garage. When they check the view screen, they see a tall, strong elf, dressed only in breachclout and a holstered pistol, banging against the building's fortifications with what appears to be a fire axe. He is breathing heavily, and has a dirty bandage tied to his left shoulder. From his hair and the tattoos that adorn his body, the runners can tell that he is obviously tribal. Both Eddy and Wrath recognize him as Swiftly Running, a member of the New Seminole tribe.

The runners will most likely let Swiftly

Cruise

Human Rigger Age: 34
Real Name: Amanda Delacorte

Attributes:	Skills:
Body: 3	Electronics: 3
Quickness: 5	Negotiation: 3
Strength: 3	Etiquette, Street: 5
Charisma: 3	Computer: 3
Intelligence: 5	Hovercraft: 6
Willpower: 4	Firearms: 3
Essence: .9	Rotorcraft: 1
Reaction: 4	Gunnery: 3
	Remote Drone: 3
Init: 4+1D6	Remote Weap: 5
Karma: 3	Stealth: 2
Pools: Combat: 6	Spanish: 3
Rigger Cont: 6	B/R Ground: 5
	B/R Gunnery: 3

Cyberware: cybereyes (thermographic, lowlight, flare comp); datajack; radio transceiver; smartgun link; vehicle control rig-2; retractable hand razors w/improved blades (5L)

Gear: Mossberg SM-CMBT shotgun (9S, 12D burst), 3 clips; Colt America Pistol w/smartgun link and 1 clip (6L); armor vest (3/2); vehicle remote control unit; pocket secretary; discography of rock and roll; portable stereo; 7000¥ credstick; CL\$2500 in scrip; CAS\$760 in certified credstick; hover repair shop;

GMC/Nissan Hovertruck:

Handling: 4 Speed:40/120
Body: 4 Armor:1 Signature: 6
Autopilot:1 Operating Radius on a full tank: roughly 1000 Kilometers.

Hover Gear: rollbar; 2 additional folding bench seats; small refrigerator; 1 level improved thermal surfaces; 2 levels passive thermal masking; 2 levels passive aural masking; +20% additional fuel; 1 level turbocharging; rigger control gear (non-rigger control gear removed); 360° external visual sensors with telescopic, lowlight, and thermographics; alarm system; camouflage netting

Weapon Systems:

- 2 forward facing firmpoints each holds 1 ripple unguided missiles. Forward fire only. Only rigged-in driver may use this.
- Pop-up, remote 360° anti-aircraft mini-turret mounting a light machine gun (9S, 7 points total recoil comp.) Only rigged-in driver may use this.
- Rifle ports, right and left side. Gives 90° arc of fire and 1 point recoil comp.

Appearance: You have short-cropped blond hair and a deep

tan. You wear your cybernetic enhancements proudly. You prefer to wear old T-shirts and cut-off shorts. You almost always display the screaming falcon tattoo on your left shoulder.

Contacts: Gunther, a fence in Miami's Bogtown; Ramon, a fellow rigger and smuggler; Gutless, a bartender at Old Henry's, a honky tonk and "shadow bar" in Fort Meyer.

Character Background

You grew up poor and SINless in New Orleans. You daddy was killed smuggling guns to the Yucatan when you were 12. Your mama just wandered off after that. You learned quick that a person has to look out for herself.

Being a rigger is the greatest. You wouldn't trade the thrill of rigging for anything. You were born to drive machines. Fast.

You know much of the former state of Florida. You've smuggled through the 'Glades several times, tangling with some nasty Awakened creatures in the swamps. It's all in a day's work. The privateers operating out of Fort Myer are a bigger problem, but so far you've been faster and smarter.

You don't follow or lead, you're a born free spirit. You keep your deals and work with others, as long as they don't get pushy.

You are confident in anything you do. You have a sense of drama, and let others know how good you are. You often find new and creative ways to make even easy maneuvers more spectacular.

Other PCs

Wrath: a pro and a friend. A true presence in the streets, but he takes the whole "honor and control" thing too seriously.

Eddy: Wrath's brother, a swamp Tribal Ork, probably a physical adept. "Tribal" this and "tribal" that gets old. If he starts with you, you won't just take it.

Dallas: The merc's been at it for a while. He's still got what it takes, but he doesn't seem to enjoy it. He wants out of the business.

Mobley: a conjuring adept. He's kind of green, but cute. You wouldn't trust him with 10 centavos, but he's fun to have around.

Indigo: a mage. She thinks shadowrunning is some social program. She's good, but doesn't "approve" of you. If she gets on your case, you will put her designer butt in a designer sling.

into the garage. He carries the axe because he had to fight off a band of gang members. He is exhausted, having run over 40 miles from the New Seminoles' compound. He is also proud, and accepts no comfort beyond water and a place to sit. He greets Eddy as a brother and comrade, and is polite to both Mobley and Indigo if they are identified as mages. His animosity toward Wrath should be evident. Swiftly Running does not know about the idol, and has not been told why Moon Pelican wants the runners.

When he can sit down, he speaks

"I have been sent by Moon Pelican to find his sons, Eddy the warrior and the other. Your father lies gravely injured in our home, wounded by raiders who attacked last night. The raiders have breached the defenses to the compound, leaving death and fire in their wake. He sent me to find you, for he must speak with you. He asks you to bring these, your allies, as well. His sons he calls in the name of honor, but for those others of you who are allied with his sons, he offers wealth, and will use the Tribe's resources to supply the payment that your services require."

"If you will answer this call, we must leave immediately. I fear for your father's health, and I wish to return by nightfall so that I may stand watch with my brothers at the breach of the wall."

If asked, he tells that the village was attacked by two hovercraft full of men, and a helicopter. Several raiders were slain. They were not wearing uniforms, and most seemed to be of Anglo heritage. The raiders were armored and well-armed: missile launchers, automatic weapons, and lots of magical activity. One of the hovercraft was destroyed by a suicide attack of the warrior, Mad Turtle, who leaped underneath with

an explosive, killing himself and disabling the hover. The raiders destroyed the Tribe's satellite communication tower, blew up a few houses, and raided Moon Pelican's medicine lodge. Swiftly Running was sent to Miami since the communications tower was destroyed.

Any questions about payment for this run are met with barely concealed anger, and a promise through clenched teeth that any price that the runners require will be met.

The runners should mount up and move out in the hovercraft. If they want to buy supplies before they leave, only items with street index up to 2 are available. Use standard Shadowrun prices, times 6 to represent the difference between Nuyen and the Caribbean League dollar, the CL's unit of currency.

The runners can ask around, but no one in Miami knows anything about a hit on the New Seminoles. Many will be surprised, as the New Seminoles are known to be tough. If Indigo tries to talk to Uncle Angelo, she is unable to do so.

Encounter 1: New Seminole

Cruise, the rigger, knows several good ways out of Miami, and is familiar with the route to the New Seminole Village (she has done some trading there). Obviously, Eddy and Wrath also know how to get to the New Seminole village. If the runners allow it, Swiftly Running will fall asleep.

It is late in the afternoon as you and your companions, along with the elf Swiftly Running, leave the city in the hovercraft. You pass quickly from the glittering spires of the waterfront to the ruined barrens of Western Miami. The hover skims over the broken pavement of the avenues that part the decay-



ing buildings, home to the luckless and their predators.

When you reach the outskirts of town, you use a little-known smuggler's route to pass unseen from the city. You cross over two barriers of razorwire that define a heavily mined no man's land, built to keep the Awakened swamp creatures away from the city itself. The bleached hulk of a dead behemoth, the 4-ton Awakened version of an alligator, lies between the feeble barriers of razorwire, a testament to the minefield's effectiveness.

Soon, you are skimming over the low grass and standing water that indicate the start of the Everglades. The stands of mangrove trees become thicker as you leave the Miami sprawl behind. The hover pulls over the stagnant waters of the old Miami Canal, and travels swiftly northwest away from the city through the increasingly dense foliage.

After nearly an hour of cruising, the hover is directed down a small creek that opens into the canal, and then into the forest itself. The going is slower here, as Cruise picks her way between the mighty trees. At one point, a startled wyvern swoops by, flying clumsily into the concealment of the swamp.

Soon, the New Seminole compound comes into sight. The compound is surrounded by a huge palisade of massive logs, constructed with bastions and towers to provide flanking fire. The palisade has been damaged by fire and explosion around the main gate. As you watch, workers begin to lever a new log into the gap. Metahumans carrying bows, crossbows and rifles keep a watchful eye. As you approach, work stops, and more armed metahumans appear.

At this point, the runners should identify themselves. The tribesmen recognize either Swiftly Running or Eddy. When the runners have been identified, the tribesmen wave them on into the settlement.

Inside the palisade is a small community of more than 50 houses, built in a traditional style. The effects of the attack are apparent as you pass through the ruined gate. Some houses have been damaged, as well as a tower that used to be a satellite hook-up. Metahumans of all ages are at work, tearing down ruined structures and building new ones. One band of metahumans prepares a large pyre, its purpose made obvious by the shrouded bodies that lie in a neat row nearby. Warriors with large bore rifles, heavy crossbows, and an old missile launcher stand by the breach in the palisade, vigilant for new threats from the swamp. A destroyed hovercraft, painted dark brown and gray, lies just inside the breach of the portal. High poles topped with bodies have been erected near the front gate, and carrion birds wheel in lazy circles above.

As the hover approaches, an old troll carrying a very modern Wallacher Combat Axe waves a greeting. His body is a mass of scars, and a patch covers one eye. He wears

an armored vest covered with fetishes, and he too is bandaged. Eddy and Wrath recognize this as Cagey Walt, the war leader of the New Seminole.

Cagey Walt is a very old troll. He leads the runners to Moon Pelican's medicine lodge and sits in council with the runners when they talk to Moon Pelican. Cagey Walt has a strong Southern accent, and was one of the first people to goblinize. He is one of the Tribe's founders, but does not really take the traditions of the Native Americans seriously. He greets both Eddy and Wrath warmly, and chats with all the runners. Cagey Walt likes both Martin and Eddy, and understands why Martin left the tribe, though he won't talk about it.

Cagey Walt knows that the raid was to take something from Moon Pelican, but he doesn't know what. He is worried that the compound will be hard to defend until the wall is repaired, a necessity given the dangerous creatures in the swamp and the possibility of returning raiders. The community lost eight warriors and 10 non-warriors during the attack. In all, eight raiders were killed. Their bodies top the poles in the center of the village.

Cagey Walt leads the runners directly to a long, low, windowless building that serves as Moon Pelican's medicine lodge. He will not let the runners look at the bodies or anything else until they have spoken to Moon Pelican.

As the runners walk through the camp, several Tribesmen call greetings to Eddy. The runners may notice that the Tribesmen give Wrath hostile looks. If Wrath tries to talk to the tribesmen, they answer tersely, and quickly walk away.

Encounter 2: Meeting with Moon Pelican

Moon Pelican is an Ork Shaman of the Bear totem. He is stubborn, but wise. He is seriously wounded, and too weak to heal himself magically, although he knows that he will survive. He has an intelligence of 4, and a willpower of 6.

When the runners enter the lodge, read the following description:

The building is low, dark, and filled with pungent smoke. The walls are hung with bundles of herbs, carved figures, and the skin and bones of animals, indicating a strong shamanic tradition. Huddled near the fire is a massive Ork. His labored breathing and burned skin indicate the severity of his wounds. He is alone in the medicine lodge. As the runners enter, he bids them welcome in a deep, unhurried voice.

Moon Pelican greets his sons, Eddy warmly, Wrath noticeably less so. Moon Pelican calls Wrath, "Martin", unless Wrath asks him not to. He asks to be introduced to the runners, and talks with each briefly to size them up. After introductions, he con-

Wrath

Ork Street Samurai Age: 28
Real name: Martin

Attributes:	Skills:
Body: 9	Athletics: 2
Quickness: 4	Bike: 4
Strength: 6	Firearms: 6
Charisma: 2	Stealth: 3
Intelligence: 4	Unarm. Combat: 5
Willpower: 4	Etiqu., Street: 3
Essence: 1.7	—Corporate: 2
Reaction: 4	—Tribal: 1

Init: 6+3D6

Karma: 4

Pool: Combat: 6

Cyberware: Boosted Reflexes-3; smartgun link; retractable cyber-spurs (6M); cybereyes (thermographic, lowlight, flare comp); Dermal Plating-1

Allergy: Nuisance—Sunlight

Gear: Ares Predator II with silencer, built-in smartgun link; armored vest w/plates (4/3); Ingram Smartgun, 3 clips (6M, 9S burst); Narcojet Pistol, 5 rounds (on successful hit, target makes 4D body test or sleep); forearm guards (0/1); pocket secretary; 23,000¥ in registered credstick; CL\$2340 in scrip; several good suits; armor jacket (5/3); micro-transceiver; Honda Viking motorcycle; AK 98 w/smartgun link; gas vent, 3 recoil modifier, 5 clips (9S burst), 5 grenades.

Appearance: large, soft-spoken, well-groomed, graying at the temples. You dress in muted grays and blacks. Your possessions are neat and elegant. You carry your SMG, saving the heavy gun for crises.

Contacts: Baron Dread, gang leader of an Organ Gang based in the abandoned waterfront of Old Miami; Crazy Ivan, a street doctor with an illegal clinic; Little Juan, a Troll Mafia soldier.

Character Background

You forged your identity as Wrath through initiative and sacrifice. You are a professional, constantly striving for focus in mind and body. Some may see you as only a trog bully-boy, but you know better. You are distinguished by self-control, training, and integrity.

You and your brother were abandoned in the swamps when very young, a common practice for goblinized children. A metahuman tribe, the New Seminole, found you. Moon Pelican, your adopted father, was Tribe shaman.

Your brother embraced tribal

life, but you found it stifling. You expressed your anger with disrespect and belligerence.

Before you were fully grown, you ran away to the Sprawl. You were strong, and smart enough not to ask questions. Your first job was for a Mafia loan shark.

Now you've been a figure in the Miami underground for 12 years as a professional warrior. You never break a contract, use unnecessary force, or retreat from adversity. If you get respect, you are civil, but have no tolerance for those who condescend because you are an Ork. You don't talk much, but when you speak you expect to be heard. When angered, your fury knows no limits.

As a rule, you don't work rackets that prey on innocents. You prefer jobs that pit you against corps or other criminals. You look for non-lethal solutions first.

You enjoy the benefits of shadowrunning. You've earned status, reputation, and a comfortable life. The danger that accompanies a samurai makes the rewards sweeter. You take in all that Miami can offer a refined man: string quartets, art galleries, and theater.

Several months ago, your brother, Eddy, came to live with you. He maintains the Tribal customs you dislike, but has proven useful. You hope he returns to the Tribe soon, but until then, you try to keep him safe.

Other PCs:

Eddy: Your younger brother is a good scrapper, but doesn't understand the dangers of the Sprawl. He's still angry because you left the tribe. You don't want to talk about it, as he is out of line.

Dallas: a good man. You've worked with him often. He is ex-Lone Star and was a military officer during the Texas Uprising. You respect and trust him, but he dwells in the past too much.

Mobley: This primping conjurer is a constant trial. He obsesses over appearance, and shows poor judgment. You tolerate him because Dallas asks it.

Cruise: You've known this rigger for years and like working with her. She's undisciplined, but passionate and self-reliant. Her exuberance increases her competence.

Indigo: The buzz is this mage is tied to a Mafia family—watch her. She's reliable, but may have her own agenda. Still, you have a grudging fondness for her.

tinues:

"I am pleased to meet those who are the companions of my sons, and I offer you the hospitality of the village, as meager as that may currently be. As you can see, parts of the village were destroyed and many were killed during the raiders' attack. Although we have been dealt a grievous wound, the New Seminole have taken worse wounds before, and have always recovered.

"Yet this time, we are endangered more seriously than ever before. When the raiders left, they took an item with them, an item essential for the continued success of this People. We must have that item back if the New Seminole are to continue to live and thrive. I am asking my sons and their friends to recover this item for the Tribe, as we lack the resources required for this task.

"Before I can tell you more about the task, I must have your oaths that you will fulfill it in secrecy. The Tribe is not asking for charity. There are many things that we can offer if you accept."

Moon Pelican asks Eddy and Martin to bring him a heavy wooden chest. He opens it and shows the contents: piles of gold coins, plates, chalices—Spanish pirate treasure.

"This gold was taken from the White conquerors nearly 500 years ago. They have belonged to my people since that time. If you agree to recover that which was taken from the tribe, I will make this gold a gift to you."

The runners can estimate that the total weight of the gold items is nearly 40 kilos, and the price of gold is about 15 nuyen per gram. The total value of the gold alone is 600,000¥. It is probably worth more—some items are obviously of museum quality.

After the runners have a moment to gawk at the treasure, Moon Pelican swears them to secrecy. Then he continues:

"Although many of the Tribe have only recently returned to the ways of the lore and the land, I was born as a member of the Seminole during

the dark days before the Great Ghost dance. Even then, many of the tribe were the sons and daughters of distant Africa, the descendants of prisoners taken to work in the plantations of the Europeans. Many of my people were relocated, to end their days on reservations far from their homes and the land of their hearts. But although the blood of many peoples flows in my tribe, we of the New Seminole remain true to the old paths, and our lore runs deep.

"When the Europeans came to this land, our tribe was not as strong as our brothers, the Maya and the Arawark. Yet the swamp teaches its lessons carefully, and we were wise in the ways of concealment. When the

Europeans landed, and defeated the Proud Arawark and Wise Maya with war and disease, the cunning Seminole were entrusted with many secrets, secrets to be hidden from the conquerors until the day of the

White's departure from the lands of the Green Sea.

"Among the items given to our keeping was an idol crafted by a powerful shaman of the Arawark. This statue was enchanted by its maker to bind the soul of powerful spirit-creature, a storm lord that raged free over island and sea with the powers of the hurricane. In exchange for doing the bidding of the shaman who enchanted the idol and his rightful heirs, the spirit was protected from the gradual waning of magic that threatened his existence.

"When the last shaman of the Arawark was slain by the Spanish five centuries ago, the idol was brought here, to the place of hiding with the Seminoles. For these long centuries, the idol has passed from shaman to shaman. We have been charged to guard it until the prophesied time that the Europeans forever leave these lands.

"Last night, the raiders that attacked our home made off with this treasure. The raiders were led by a man with great magical power, who defeated me in this lodge and took the idol from its place of hiding. During our battle,



he called a spirit, twisted and stunted, but powerful with the Land's rage, to attack me. Although I was able to defeat the spirit, I fear that the idol has passed into the hands of a Shaman of great power, who is empowered by the destruction of our mother Earth rather than its flourishing. My heart is sick with the knowledge of the evil that he might do with the power of the storm at his disposal.

"You must retrieve the idol before this shaman has an opportunity to bend the spirit to his will. The item must not fall in the wrong hands! Return it as soon as possible to be hidden again."

Give the runners time to ask questions. The idol is carved in the form of a leaping fish from greenish coral. It is about 20" long, and 14" in diameter. The storm spirit cannot injure or lie to a rightful claimant. An extremely difficult ritual binds the spirit to an individual's command; as far as Moon Pelican knows, it can only be accomplished by the rightful heirs of the Arawak magic. Moon Pelican tried to track the item astrally, but failed (it is in a force 10 medicine lodge in Miami, set up by Filth.) Moon Pelican does not know what the shaman looks like, but in astral form, the shaman manifested as a vulture-headed man made of smoke, jagged steel, and shadow. He expects that the shaman has the lore of one of the Caribbean Native American peoples. If asked, he believes his assailant to be a Toxic Shaman.

When the runners are finished, Cagey Walt leads them back outside.

Encounter 3: Clues in the Seminole camp

If the runners inspect the hovercraft wreckage and the bodies of the raiders, they find several clues to the raiders' identity.

1. The hovercraft was reasonably well-maintained CAS surplus.
2. If the bodies are examined closely, have runners make an intelligence test, target 5. Most of the men wore an earring in their right ear, with a skull and various bones. The earrings are small, silver, and difficult to spot.
3. Many of the men had tattoos. A common theme is the Confederate flag. Many also had a unit insignia, the CAS 122nd Infantry (a growling wolf), tattooed on their arms. Identifying the growling wolf tattoo requires a military etiquette check, target 4. One success identifies it as a CAS unit insignia, 2 successes identify it as the CAS 122nd Infantry.
4. The men were unshaven and had long hair. It seems unlikely that they were military. Many wore CAS army surplus clothing with insignia. None were particularly young (they were ex-vets of CAS military.)

5. One was a Dwarf; another was an Ork. Both were wearing the same type of earring.

6. The hover came from the West, and departed to the West.

7. Several raiders carried Confederate scrip.

This should be enough to get the runners to Fort Myer. If they call back to Miami, they find no useful contacts (why would anyone want to attack a few crazed trogs and dandelion eaters in a swamp?).

If Cruise tries to call Gutless, he says that he might know something, but he'll have to look into it. He suggests that Cruise come by Old Henry's tonight and meet with him.

Note that as the runners are looking around, the Tribesmen greet Eddy, and continue to snub Wrath.

Encounter 4: Hassles from the CAS

As the runners set out to Fort Myer from the encampment, read the following:

Leaving the encampment behind, you follow the trail of the raiders' hover through the woods to a lazy, flowing river winding between cypress and mangrove trees. It is steadily raining, and visibility is poor. The raiders' trail ends at the edge of the water.

The runners can follow the river west to Fort Myer, or go back to Miami. Cruise knows that this river empties into the Gulf close to Fort Myer. If anyone asks, they know that Western Florida, up to Tampa, is sparsely populated, wiped out by the VITAS III plague. If the runners try to sneak into the Fort Myer area using back ways, they succeed. If they intend to roar into town, read the following description:

The rain continues as you rush down the river toward Fort Myer. Suddenly, another hovercraft, battered, bristling with guns, and bearing the logo of the Confederate American States, roars out of the brush. A distorted, amplified voice rings across the slowly moving water, "Unidentified hovercraft. Hold position and prepare to be boarded."

This is a standard patrol. The patrol pursues the runners, but can be bribed.

If the runners try to run, the advancing hover will fire a single machine gun burst across the runners' bow. Anyone making either a gunnery roll (target 3), or an intelligence roll (target 5) realizes this is a warning shot. If the players still run, the CAS craft follows. If the runners don't return fire, the other hover holds fire until they've almost escaped. Since the other hover is faster, the only way the runners can escape is a run through the woods. If this happens,

Dallas

Human Mercenary Age: 42
Real Name: Calvin Chisholm

Attributes:	Skills:
Body: 4	Leadership: 3
Quickness: 3	Negotiation: 4
Strength: 4	Firearms: 6
Charisma: 5	Milit. Theory: 3
Intelligence: 5	Etiqu., Military: 2
Willpower: 5	—Corporate: 2
Essence: 3.4	—Street: 2
Reaction: 4	Unarm. Combat: 5
Init: 6+2D6	Car: 4
Karma: 5	Stealth: 4
Pool: Combat: 6	Spanish: 3

Cyberware: cybereyes (lowlight, level 3 telescopic, flash resist); radio transceiver; wired reflexes: 1

Contacts: Brian Mulligan, Lone Star investigator for Greater Miami; Maria Diaz, minor city official w/Miami Dept. of Public Safety; Little Ricki, decker in N. Miami; Sir Wittly, gang member in N. Miami.

Gear: vest w/plates (4/3); Ruger Super Warhawk-smartgun link, 6 shots with APDS bullets (10M); extra reload 6 APDS bullets for Warhawk in speed loader; string tie; cowboy boots; cowboy hat; faded blue jeans; HK MP-5TX (9S burst); 3 clips HK MP-5TX ammunition; Ingram Valiant Light Machine Gun with shock pads, improved recoil suppression - rating 4 (10D burst); 2 100 round belts of LMG ammunition; Securetech armored sportscoat (3/2) for meetings; CL\$4200 on a certified credstick; 1200Y on a certified credstick; 270,000Y in Lone Star stock; wrist phone; small video camera.

Appearance: Your brown hair has gray streaks, as does your mustache. Your eyes are blue, your skin, tan and leathery. You prefer to dress in western style, and your voice never lost its Texas twang.

Character Background:

You are a man without a country. Life in the shadows pays the bills, but it isn't what you wanted. You were a rookie Lieutenant when you joined the Texas army during their uprising against Aztlan, commanding a platoon in defense of your home city, Houston.

Then, you fought for your home with countrymen. But it was clear that the UCAS military wouldn't intervene and Texas freedom was doomed. When they reached a settlement, you left

Texas for greener pastures, away from Aztlan. If you ever return, you and your family will be in danger.

After a couple of years as a corporate soldier in the Desert Wars, you joined Miami Lone Star Security, leading a Strategic Response squad. At first, you were glad to protect people. You soon realized, however, that Lone Star protects corporate interests, not humans; you were a tooth on a gear of the whole drekking system. Several lousy years later you quit to become a freelance security consultant and shadowrunner.

Being a criminal is good for the wallet, if not the soul. You've saved almost 300,000¥ in Lone Star stock, but you're tired. When you have the money, you want to move to another country and buy a ranch. You've been fighting for so long; you're ready for a change.

You are essentially an honest man and a good commander. You have a reputation as a fair operator, and won't do anything to jeopardize that shred of respectability. Among friends you are a straight shooter. You won't work with people you can't trust.

You refuse to give in to depression. Instead, you look forward to when you can settle down and live a better life.

Other PCs

Wrath: The Ork Street samurai has worked with you for years. He knows his way around the shadows and is a reliable friend. Not much of a philosopher, though.

Eddy: Wrath's brother, the mystery swamp Ork, is arrogant and surly. If he weren't Wrath's brother, you wouldn't work with him. However, he respects you, and you don't antagonize him.

Mobley: This conjurer is a kid, but has valuable contacts, and his "spiritual" help comes in handy. He's self-centered and untrustworthy, but still young, he may outgrow it with guidance.

Cruise: Cruise is another old hand in the shadows. She's anarchistic, but you can count on her. You know better than to hope she might listen to direction, so you plan around her.

Indigo: a talented mage. She told you her father is Carlo the Knife, Miami Mafia don. She'll run the Mafia one day. She feels trapped; you sometimes wish she would run away with you. But she won't abandon her destiny.

have each pilot make a handling check for tight terrain. Magic will really help.

If the runners stop, the other hover pulls alongside, and Sergeant Cody pops the hatch and climbs out to say "howdy." He has a deep southern drawl, and a pseudo-friendly attitude. He claims that he is imposing a Tuesday night river usage fee, and threatens to impound their craft and cargo (he's lying; he's just out to make money on the side). He asks for 2000¥, but will happily settle for 500. If the runners ask about any unusual activity the previous evening, he shrugs and says that he wasn't on duty at the time. He knows nothing about specific bands of raiders, but he knows that Fort Myer is full of the type.

If the runners attack, Sgt. Cody responds with force, and calls reinforcements (an additional hover and a couple of military Yellowjackets out of Fort Myer.) The runners will be in deep trouble, and may have additional encounters getting into Fort Myer.

Sgt. Cody, CAS patrol leader

Body:	5	Quickness:	2
Strength:	4	Charisma:	3
Intelligence:	4	Willpower:	4
Reaction:	3		

Skills: Leadership: 2, Negotiation: 3, Gunnery: 4, Firearms: 2, Street Etiquette: 3
Gear: Ares Predator pistol, Armor Vest, Helmet

Hover Pilot

Body:	3	Quickness:	3
Strength:	2	Charisma:	3
Intelligence:	5	Willpower:	4
Reaction:	4		

(6+2d6 in hover control rig)
Control Pool: 6

Skills: Hovercraft: 5

CAS Hover—GMC Beechcraft Patrol hovercraft, see SRII book, pg. 264. Armed with heavy machine gun in a top turret, and a front-facing external missile rack mounting 6 anti-vehicle missiles.

Encounter 5: Fort Myer

Fort Myer is a small town that supports an army base, a couple of small resorts, and little else. The main drag of Fort Myer consists of bars, pawnshops, and video arcades.

It takes a lot to attract police attention in Fort Myer. Big shotguns or automatic weapons will, however, inspire most people to summon security.

Fort Myer has contracted Palmetto Security as its police provider. Use "Street Cop" stats in the SRII book, pg. 211 for Palmetto Security, with a Colt Manhunter (9M) and armor vest.

The runners should arrive late in the afternoon, before many businesses open.

Cruise's contact, Gutless, is a bartender at Old Henry's, a local bar frequented by

smugglers. Old Henry's is a storefront on the end of the strip with a lighted sign over the armored door.

The bouncer at Old Henry's is a big human named Bubba. He sits outside the door on a large rocking chair. He recognizes Cruise, greets her with a grunt, and lets the runners into the bar. If anyone tries to get into Old Henry's without Cruise, Bubba informs them that it is a private club, and they should move on. If asked, Bubba tells Cruise that Gutless is inside. If you need stats for Bubba, use a "Gang Member" from SRII pg. 57.

The bar is dark and cool inside. There are several small tables and a long bar. An old man sits slumped with his head on the bar, three men and a woman sit at a table huddled in discussion, and a pale, tall, stooped man cleans glasses behind the bar. The bartender is Gutless.

Gutless is afraid to talk to Cruise in front of everyone. In fact, he doesn't want to talk to Cruise at all—she intimidates him. He is timid and knows how dangerous shadowrunners are. However, he is also greedy. If the runners offer him cash, or threaten to take their aggressions out on either him or the bar, he agrees to talk to Cruise for a few minutes, if someone will take responsibility for the bar. He and Cruise (and perhaps one other human—Gutless won't allow Wrath or Eddy) step into a room behind the bar.

If the runners ask about a band of raiders who could pull this off, Gutless tells of a group who loaded up on ammo and supplies a couple of days ago. They had several vehicles, and enough men to pull off the operation. The earrings and tattoos confirm that the raiders on the camp are members of a privateer band, run by an ex-CAS marine known as Bloodbeard. Bloodbeard's band is multi-racial, and has several hovers and at least one copter.

Gutless doesn't want to say where Bloodbeard is and his bravery is expensive. His baseline price is 3000¥, -500 for each negotiation success, -500 for appropriate threats to his bar.

When the runners meet his price, he tells them that Bloodbeard has his weekly high stakes poker game planned this evening at Room 56 of the Plantation Gate, a hotel on the other side of town. The runners can get into the game by calling up from the lobby with the password, "Big Aces" and show at least 1000¥ to buy a seat at the table. Gutless also says that the Plantation Gate is ritzy; they have to clean up before Palmetto will let them near it. The game starts at 8:30 PM.

Gutless, Bartender and info broker

Body:	2	Quickness:	3
Strength:	3	Charisma:	4
Intelligence:	5	Willpower:	3

Skills: Negotiation: 4

Encounter 6: The Poker Game

The runners may try to call their contacts to get information on Bloodbeard. Any appropriate contact can easily give the following information:

- Bloodbeard was a junior officer in the CAS for several years. He was discharged for "provocative, non-sanctioned" military activities in Aztlan territory. His unit was the 122nd Infantry.

- Bloodbeard is a licensed privateer, operating under the CAS flag. He has had several warnings for unauthorized paramilitary activity, but so far keeps his quasi-official status.

- Bloodbeard's band is estimated to be about company strength, mostly trained veterans. His base is in the Fort Myer area.

The runners can come up with any number of plans to get into the poker game.

The Plantation Gate is a high-class establishment, with their own contingent of security. Room 56 is a suite that opens into a courtyard, complete with pool. The courtyard is almost empty, due to the continuing rain.

The room has two exits, a door into the hotel hallway, and a glass door out to the courtyard. Both doors have a guard outside: one sits in the hallway reading a paper, the other on the balcony overlooking the dark courtyard. The guards are Palmetto security troopers (use Palmetto stats above) with boosted reflexes (reaction 3+2D6), and secure-tech vests (4/2). The guard on the balcony is wearing lowlight goggles. Both have panic buttons; if they get a simple action after they are attacked, they hit their panic buttons to summon help.

The room itself has 6 occupants:

1. **Bloodbeard**, a large man, with a long red beard, wearing an elegant shirt and pants combination, and a bright red sash as a belt. He wears an earring similar to those found on the dead raiders.

Body: 5 (6) Quickness: 3
Strength: 5 Charisma: 5
Intelligence: 5 Willpower: 5
Essence: 1
Reaction: 4 (6)
Initiative: 6+3D6

Pools: Combat: 6 Threat: 3

Cyberware: boosted reflexes-3, cyber arm with +2 strength and built-in heavy pistol (9M, hvy pistol range, 10 shots in magazine), cyber leg, datajack, headware memory, cybereyes (flare comp, lowlight, thermographic)

Gear: Monofilament whip concealed in sash; Armored Clothing (3/0)

Skills: Negotiation: 3, Leadership: 4,

Firearms: 6, Armed Combat: 4; Athletics: 3

2. **Teach**, a thin man in an ill-fitting light green sports coat is Bloodbeard's mage hireling (use Street Mage stats SR11 pg. 61. He has "fighter" spells—replace Powerball with Detect Enemies: 3). He's watching trideo.

3. **Ross Kinsman**, minor CAS official, (use City Official stats, pg. 204).

4. **Mr. Todd**, a large man in a dark suit, is Kinsman's bodyguard.

Body: 6 (9) Quickness: 6
Strength: 5 Charisma: 3
Intelligence: 5 Willpower: 5
Essence: .2
Reaction: 9 (9 + 3D6)

Pools: Combat: 8

Cyberware: air filtration: 5; dermal plating-3; skillwire: 3; smartlink; wired reflexes
Gear: Armor Clothing (3/1); Smartgun HK 227S under suit jacket

Skills: Firearms: 5; Unarmed Combat: 5

Mr. Todd's job is to protect Kinsman. If the runners make it clear that this visit is only for Bloodbeard, Mr. Todd will attempt to negotiate to allow Kinsman and him to depart.

5. **Colonel Lisa Harris**, obviously a high-ranking officer with the CAS military (use stats for Yakuza Boss, pg. 213 SR11).

6. **Lt. Banks Wilkinson**, a handsome junior officer and the Colonel's aide (use Street Cop, pg. 211.) He is working as the banker. He wears an armor vest (3/2), and has a Remington Roomsweeper in an ankle holster. His concern is getting the Colonel to safety.

The Colonel, Bloodbeard, and Kinsman are seated at the card table, and are happy to see additional players. Teach is watching Trideo with Mr. Todd; the Lieutenant is at the table making polite conversation.

If the runners dress appropriately, approach the desk, and mention "Big Aces" to the clerk, they will be shown to the game. The house rule is one player, one bodyguard, and the hotel desk clerk will insist that guests check weapons at the front desk. The hotel manager personally shows the runners up to Room 56. He is a twit who will hit on Indigo if he can. The hall guard courteously allows the runners to enter if they are with the manager.

runners can play poker for as long as they choose. They buy chips from the Lieutenant, and must buy at least 1000¥ in chips to play. To simulate play, everyone makes a willpower test, target 4, except for Bloodbeard, who is cheating to lose, and so needs a 5. If there are ties, players who tie may choose to up the pot and roll again. To

Mobley

Human Conjuror

Real Name: Edward Mobley Age: 20

Attributes:

Body: 3
Quickness: 5
Strength: 3
Charisma: 6
Intelligence: 3
Willpower: 3
Essence: 6
Reaction: 4

Skills:

Arm. Combat: 4
Conjuring: 4
Magic Theory: 2
(Spirit of Man: 6)
Etiqu., Street: 6
Firearms: 3
Stealth: 4
Negotiation: 2
Fast-talk: 4
Acting: 4
Spanish: 6
French: 6
Creole: 6

Karma: 1

Pool: Combat: 5

Totem: Cat

Appearance: You are a fine looking man. You are black, and wear your hair in stylish short dreadlocks. You wear everything well, and have a new outfit for every occasion.

Contacts: Mamah Olispe, Haitian talismonger in South Miami; Grinder, gang lieutenant of a large South Miami thriller gang; Mighty, club bouncer in Fort Lauderdale; Ecstasy, rocker girl and sometimes girlfriend; Ash, a Johnson from Ares Marcotechnolgy;

Gear: Defiance Shotgun, 15 rounds ammo (10S, hvy pistol); knife (3L); clothes for all occasions; silver and emerald earring for good luck; wrist phone; disc-player and library of island music; black book of phone numbers; form-fitting body armor under normal clothing (3/1); CL\$23 in scrip and coins; certified credstick 10¥; hand-held video game

Character Background

You are Mobley, a man of the streets. Like your totem, Cat, you are graceful, stylish, and deadly. You know those worth knowing, and you are welcome in dark places where deals are made. You are a master of spirits, skilled in posture, parley, and seduction.

You are a Miami native, raised as one of the SINless on the crowded streets, living in a neighborhood of Jamaicans and Haitians. You were a lucky child, gifted in languages. You can imitate almost any accent, a talent you delight in to this day.

The wise women of your community recognized your talents early and watched you, waiting for you to become a shaman. You disappointed them, as you never

learned to cast spells or assense the astral plane. You could, however, rely on "friends" to help you out. In time, you got the training that you needed to be a first class conjurer. Spirit companions have saved you many times, and you use them to smooth your glide through the city. In addition to conjuring help, you are also adroit at dispelling spirits controlled by other mages.

You are a social creature, but without unnecessary attachments. You crave the spotlight and use your charm and magic to impress others. There are few places that you can't talk your way into, and fewer situations that you can't talk your way out of.

You know the city. You know its secrets and their keepers, and draw them out with a soft word and a firm hand.

The nuyen is spent before it comes in. You don't worry about tomorrow. A man with your talents will always prevail.

You currently work with a group. It limits your freedom, but the nuyen is better, and it's nice to have big guns around. Besides, you're not a planner, so you leave details to them. Of course, you decide what you will do.

Other PCs

Wrath: The big Orkan samurai is a poser thug. All this talk about control and honor is drek from a man who tears people into pieces for insulting him. Still...it's better to mask your disdain.

Eddy: Wrath's brother is a Tribal Ork from some hole in the Swamps. He's just as big, and his Tribal background makes him worse. Eddy respects you because you are a Shaman, though. You use this advantage.

Cruise: You like this rigger's devil-may-care attitude. She has style, and the other runners respect her. She could probably teach you things, and besides, she's pretty hot for an older babe.

Dallas: This merc's getting old for the shadows. Even when he's not ordering you around, he looks like he wants to. If you show him your savvy, he may cut you some slack.

Indigo: Rumor is she's the Miami Mafia princess. She looks it, but sure doesn't act it. She's a good mage though, and being seen with her helps your rep. It's hard to believe she's Carlo the Knife's kid, but you won't tell anyone. Let 'em find out.

notice that someone is cheating takes an intelligence check, target 5; to figure out that Bloodbeard is trying to lose takes 3 successes, target 5.

Be sure to have table talk. Bloodbeard tries to come across as a fine southern gentleman. He enjoys his privateer life and sees himself as a patriot and community pillar. The Colonel is surly (she has lost a lot of money tonight), and Kinsman is a lecher and smooth talker. Topics of conversation might be horse racing, continuing tensions with Aztlan on the Texas border, etc. Bloodbeard is extremely attentive to anyone who presents himself as a military man or a good southerner.

If the runners try to pass as poker players, but ask pointed questions, Teach casts a detect enemies spell on the questioner (note: this won't help if he casts the spell on someone with nothing against Teach).

The runners may want to take the hard way in, however. If so, they have two choices—take out the balcony guard, or the hall guard. Neither will let the runners in without the manager. If the runners go to take out the guard at the front door by wandering up to him in the hall, they get one shot. On his first action he will key the panic button, and security arrives in 20 seconds.

The first wave will be a squad of four Palmetto Security people. More help will arrive within minutes if the squad meets serious trouble (a team of two mercenaries, a street samurai, and a former wage mage with combat orientation—the Palmetto rapid response team. All wear light security armor and carry big guns.).

If the front door guard doesn't get an action, and the runners use silenced weapons and/or spells to take out the guard, no one is the wiser.

The balcony is about five feet above the ground. The guard is vigilant; runners need a stealth check, target 8, to approach without being seen. Again, the runners must eliminate him before his first action to keep him away from the panic button. The balcony is separated from the main room by drapes, but runners who enter the balcony must make a stealth roll, target 5 to avoid being seen by the players inside.

Either way, once inside, if the runners flatly ask Bloodbeard about the raid on the New Seminole encampment, Bloodbeard won't want to talk about it. If the runners persist, he tells them the raid was a favor for a Mr. Carlo Vera from Miami, and that they should take it up with him. (Bloodbeard figures that will be the end of it.) He then asks the runners to leave, before there is trouble. This is enough for the runners to go on.

If the runners threaten Bloodbeard with weapons to get him to tell about the raid, he stalls. If he can stall for a few round, the

balcony guard tries something stupid: he rushes into the room and squeezes off a couple of shots at the runner most threatening to Bloodbeard. When the balcony guard makes his play, Teach fires off a spell, Mr. Todd interposes himself between the runners and Kinsman, Kinsman cowers, the Lieutenant backs away from the table, and the Colonel demands what in the hell is going. Bloodbeard will shoot one runner with the pistol in his cyberarm in the confusion. If the runners hinder the guard (like taking him out or just covering the balcony), then this chain of events may be avoided.

If the runners get the jump on the poker players and bodyguards, they can avoid violence as long as everyone is carefully covered, and it's clear they just want information. If the poker players think they will be killed anyway, they attack at their best opportunity (GM discretion.)

Further discussion with Bloodbeard reveals the following facts:

Bloodbeard and his company were hired in a deal arranged by a Miami Mafia Boss, Carlo the Knife.

Bloodbeard describes Filth as a dirty, jumpy, male human of Native ancestry—probably from Aztlan or the Yucatan. He normally wouldn't work for a Johnson like this, but the deal was set up with Carlo the Knife, and when Carlo talks, Bloodbeard listens. Bloodbeard knows that Filth has cybernetics, and suspects that he may be some burnt-out mage, but he also knows that Filth is very good.

Filth left on a commuter flight from Ft. Myer to Miami last night with the idol. He paid in nuyen.

Bloodbeard sees the raid as strictly business. He is impressed by the ferocity of the New Seminole, especially the lunatic who jumped under a hover with an armload of dynamite. He also points out that the raid could have done more damage, but that wasn't the point.

Remember that if the runners get the drop on the poker players, and if the poker players don't feel like the runners plan to kill them, the encounter should go smoothly.

Encounter 7: Contact City

With a name and description, the runners will want to return to Miami and find Filth. They may also want to talk to their contacts. The mages should realize that it takes a while to bond with a focus, and requires a powerful medicine lodge. Nevertheless, the runners are fighting time at this point, and they should realize this. Build tension by describing the ever-worsening weather conditions.

For each contact, they must make the appropriate Etiquette check to get information. This is listed, along with the amount of time it will take to find the contact, and

the information a contact may have. If a contact is not listed, contact will take 1–3 hours, and reveal no useful information. In order for the runners to get useful information, they must ask for specific facts.

A special section details events if Indigo wants to meet with Carlo.

Helpful Contacts

Cruise—No helpful contacts

Wrath

- Baron Dread

Etiquette Check: 4 Contact time: 2 hours
Baron Dread knows that some powerful mage recently set up housekeeping in an abandoned high-rise on the Miami waterfront. The area is not safe, due to harpies that roost in the buildings.

- Little Juan

Etiquette Check: 4 Contact time: 1 hour
Little Juan wants CL\$500 to tell Wrath the rumor that the Family owed a mage named Filth some debt, which it recently paid off. Filth is creepy, but Little Juan doesn't have a clue to his whereabouts.

Dallas

- Brian Mulligan

Etiquette Check: 3 Contact time: 4 hours
Brian Mulligan can check the Lone Star file. Word is that Filth was an eco-terrorist working with a group in the Yucatan, who apparently want him dead. The Yucatan Council has an outstanding 40,000¥ bonded contract for his death. He is known to be magically active, and thought to be operating in the CL.

Mobley

- Mamah Olispe

Etiquette Check: 5 Contact time: 3 hours
Mamah Olispe requires 500¥ to talk business. She knows that Filth has bought some big-time magical supplies recently. She won't do business with him—he is obviously a toxic practitioner. She suspects that he is a Poisoner shaman, and his totem is likely vulture—twisted Eagle. He will probably lair somewhere in the Barrens, or an abandoned building.

- Ecstasy

Etiquette Check: 4 Contact time: 1 hour
Ecstasy knows that Filth is a nasty guitarist, who lives out on the waterfront in Old Miami. He's a major nutcase.

Indigo

- Uncle Angelo

Etiquette Check: 3 Contact time: 0
Angelo knows that Carlo did a favor for Filth to fulfill a debt, but he won't tell his niece this. If she asks, he says it is not his place to speak, and offers to set up a meet with Carlo if she thinks it appropriate. The meeting will be at a neutral location, just like any Family meet with shadowrunners.

Eddy—No useful contacts in Miami.

Encounter 7.1: Meeting with Carlo

Carlo agrees to meet all of the runners at a reasonable time. He arranges to meet in an abandoned warehouse in North Miami, and shows up with several bodyguards in a Mitsubishi Nightsky. Carlo is not happy about this meeting, but attends for his daughter's sake.

The warehouse is leaky, and suitably shadowy. Carlo's bodyguards are tough, imposing looking men, who openly carry SMGs and establish a defensive perimeter (You shouldn't need their stats; if you do, use Mr. Todd's).

Carlo himself is a pudgy man, balding and with a mustache. He does not look terribly imposing (use Yakuza boss stats SR11 pg. 213, if needed). Carlo is gruff, and demands respect. If the runners get mouthy, he throws up his hands, and tells them to leave; they have no future in Miami. Carlo is determined not to acknowledge that his daughter is part of the shadowrunning group.

Carlo wants to know what the runners want. He admits that he knows Filth, but won't answer more questions without information. Instead, he asks the runners why they care. Carlo is a reasonable man, but skeptical. The runners must tell him a believable story. If the runners say that they have an expert who will say that Filth is a toxic shaman, Carlo understands the threat that Filth poses to his community and his organization.

If suitably impressed by their story, Carlo informs them that Filth is not associated with the Family, but once did the Organization a favor in the Yucatan. To return the favor, he helped Filth contact Bloodbeard in the CAS, but Filth funded the business himself. Carlo won't help the runners eliminate Filth, because this could be seen as going back on his word. Honor is the glue that holds the business together. He will say though, that he believes Filth may be found somewhere in the barrens on the Miami waterfront. He warns that Filth is an accomplished mage, but then smiles and says that he hears that the runners' mage is pretty good, so they shouldn't have much trouble.

This encounter should be short—Carlo is a busy man.

Encounter 8: Genetech in the Waterfront

The runners have the following information about the Miami Waterfront:

The Miami waterfront was largely abandoned years ago due to an accidental release of NTH-6, a toxic mutagen. Due to the residual presence of NTH-6, the bacteria and other micro-organisms tend to breed new diseases frequently, and the area is still considered biologically unsafe. In addition, many of the once-posh buildings

Indigo

Human Street Mage Age: 26
Real Name: Anna Vera

Attributes:	Skills:
Body: 3	Conjuring: 4
Quickness: 3	Negotiation: 3
Strength: 2	Etiquette, Street: 2
Charisma: 4	—High Society: 4
Intelligence: 5	—Mafia: 4
Willpower: 6	Magic Theory: 6
Essence: 6	Sorcery: 6
Magic: 6	Stealth: 3
Reaction: 4	Firearms: 2
	Psychology: 2
Init: 4+1D6	Spanish: 8
Karma: 2	French: 4
Pools: Magic: 6 Latin: 3	
Combat: 7	

Spells:

Manabolt: 5 Stunblast: 6 Personal Analyze Truth: 5 Treat Wounds: 4 Confusion: 5 Invisibility: 5 Fashion: 3
Gear: Armored Clothes (3/0); Ares Viper Slivergun w/extra clip (9S unarmored, 9M armored, can fire 3 round burst); computer Hermetic Library; Sorcery 4, Conjure 4, Theory 4; CL\$500 in credstick; pentagram medallion; goggles w/lowlight, IR; wrist phone. You control a Force 4 Fire Elemental with two services. Takes one complex action to call the spirit for any service.

Contacts: Jaime, club owner and talismonger in N. Miami; Uncle Angelo, mage and mafia underboss; Carlo the Knife, your father and Mafia don of Miami.

Appearance: tall and dusky, with long, black hair flowing down your back. You have regal grace and commanding bearing. You normally wear plain street clothes.

Character Background

Born to an old, influential Cuban family, your father is head of the Miami Mafia.

You went to the best schools. Your friends were the children of influential people in Miami. When you were 12 or 13, you realized that your father was not like other papas.

On one hand, your father was a criminal, dealing in vice. On the other, he was a community patriarch, making sure that no one in his enterprises or neighborhoods went without or were endangered.

Life for most was different, there were awful depths of misery in the city where you knew joy.

You grew dissatisfied, but only your uncle Angelo, an author and

part-time Mafia magical assassin, saw it. As you grew older, your father tried to channel you into a respectable marriage or a corporate position. Your resistance was quiet, but absolute.

Angelo recognized your resolve and talent, secretly training you in magic. The Art filled a void. It was the one thing not bought by your father's power.

At 20, you knew your destiny was not as a Mafia princess. Your parents were outraged by your decision to be a shadowrunner, to learn the business of the street. Your father declared that he no longer had a daughter.

Angelo arranged work for you, and you've been a street mage since. Magic and Family business are your destiny. You hope one day your father will understand.

You try to make the world better. The big things don't change, but you always have a nuyen for a beggar, or an ear for a sob story. Those with power are responsible to care for those without.

You aren't naive; the Mafia is cruel, yet it sustains families and communities. You may become corrupted, but this does not lessen your obligation. You enjoy this freedom, but it will end. You must face responsibility one day.

You don't advertise the fact that you are Carlo the Knife's daughter. You won't work against the Mafia, or exploit the weak. You prefer to spare life if you can.

Other PCs

Wrath: The Ork samurai doesn't trust you. You understand, but it still irritates you that a person you've known for years perceives you as a threat.

Eddy: Wrath's brother is from a metahuman tribe. Stubborn like your father, his Tribal superiority litany is tiring. But he is Wrath's brother, so you show respect.

Dallas: A good man. You trust and feel close to him. He is attractive, compassionate, and deep. You've told him who your father is, and what your destiny must be. He wants to leave Miami soon... you will miss him terribly.

Cruise: This rigger celebrates her freedom, a freedom you've never known. You'd like to be more like her, but that is only a dream.

Mobley: He has talent, but lacks heart for real magic. He seems to know everyone on the street, but stays apart from the crowd. He's untrustworthy, but still helpful.

along the waterfront in Old Miami were of substandard condition, and have been abandoned.

Over the last decade or so, the mutational effects of the toxic have begun to dissipate. The waterfront is now settled by squatters, but the citizens of the waterfront are not recognized by the CL government. The Waterfront Barrens are one of the roughest places in the city, unpatrolled by any security and completely without city services.

To find the building that Filth operates from, the runners have two choices. They

result of these horrors, now decades old, is a magical background count of 2 in the building. Astral tests become more difficult—target numbers for astral combat, astral assensing, and all ranged detection spells are raised by 2. Mobley will be unable to summon spirits in the building.

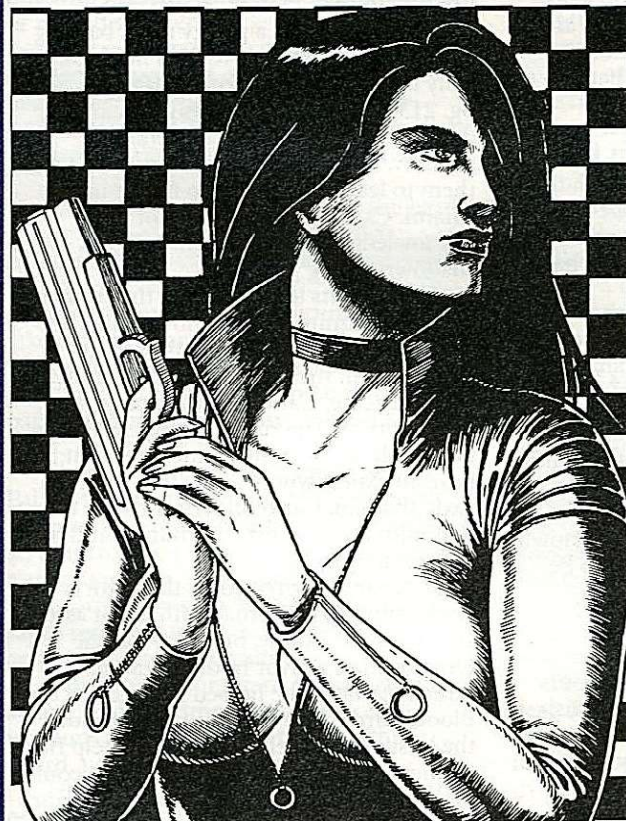
The lobby is spacious and full of rubble. Strange, sickly plants grow out of planters that have been untended for years; water and guitar music travel down an empty elevator shaft into the lobby. The walls are covered in mildew, and the ceiling has fallen in many places.

The lobby is guarded by a toxic city spirit, conjured at a force level of 5, but with an effective force level of 7 due to the background level. It is difficult to see on the astral plane in its native territory (Perception test of 6 is needed to assense an astral presence, 3 successes to identify as a spirit). When the runners are fully in the room, the toxic city spirit manifests and attack. The Toxic Spirit takes the form of a swirling, misshapen mass of garbage, roughly man-shaped.

Toxic City Spirit, Force 7

Body: 7 Quickness: 9
Strength: 5 Charisma: 7
Intelligence: 7 Willpower: 7
Reaction: 8
Initiative: 18 + 1D6 (physical); 28 + 1D6 (astral)

Physical attack: 8M (jagged claws of broken glass, works against impact armor. Note: Spirit has a +1 reach)



can talk to Wrath's contact, Baron Dread. Or they can wander around the waterfront barrens, until they run into a street urchin, who sells information. She wants CL\$1000 to tell the runners where the shaman is, but will settle for 100. She knows that some shaman has been carrying a bunch of bundles into a haunted office building. She gives the runners pretty good directions to the Genetech research building.

The building itself is twelve stories tall. Most of the glass in the building is broken, and the door hangs open. The runners can make out a name, Genetech Research, on a battered panel hanging over the door. The storm has intensified, and rain lashes down on the abandoned streets. The players can hear extremely loud rock guitar coming from the roof, nearly 40 meters above.

Unknown to the runners, this was a medical research lab that used unregistered aliens for medical experimentation, and was the site of the release of NTH-6. The

The Toxic Spirit may be weakened if Mobley or Indigo tries to dispel it. Reduce the spirit's powers accordingly (see SRII, pg. 143)

The Toxic City Spirit begins by targeting the group with its confusion ability. In order to begin action after the spirit attacks the party, each runner must make a successful willpower roll, target 7. Until the runners make the roll, they are unable to take action. If the first roll is unsuccessful, the runners are unable to do anything unless attacked or motivated by another runner. Do not apply the force of the spirit against all of the runners' tests; the encounter is difficult enough. The first runner to physically attack the Toxic City Spirit will be the subject of a fear attack. The Toxic Spirit rolls 7 dice against the runner's willpower, and the runner rolls a number of dice equal to his willpower against target 7.

If the Toxic Spirit gets 3 more successes than the runner, then the runner runs in fear, cowering at the end of the room. The

runner cowers for 5 turns if left alone, unless the runner makes an unresisted willpower test, target 7 (the runner may try each turn). Even if the runner regains action after being hit by the fear attack, he is +3 on all tests until the creature is destroyed (everything is harder).

If the Spirit gets 1 or 2 more successes than the runner, then the runner is at either +1 or a +2 to all actions until the spirit is destroyed.

If the Spirit fails to get more successes than the runners, the attack has no effect.

After using the fear attack, the spirit hits one runner at random each turn with its accident power until destroyed.

When the runner is hit by an accident power, roll 2D6 to determine the result. To avoid it, the runner must use either Quickness or Intelligence against the force of the spirit (7) in a resisted test. Mobley can use his Conjuring skill of 7 to resist this attack, but Indigo's magic pool will not help.

Accidents (2D6):

2—Wind blows leaves in face; send next physical attack to a comrade

3—Falls through a weak section of the floor to the basement; treat as a 8M physical attack (armor doesn't count) and the runner is on the floor below

4—Trips, takes 10L physical attack, no adjustment for armor

5—Steps on fallen rubble which shifts beneath feet; runner must resist a 6S fall (accounting for impact armor.)

6—Stumbles and drops everything in hands

7—Wind blows leaves in face, giving +2 for all next actions

8—Puts foot through floor; must resist 10M stun damage (no armor), is immobilized, and needs help to get free

9—Item malfunctions This may cause damage; GM discretion.

10—Hit by falling piece of ceiling, takes 10M stun damage, resisted with impact armor.

11—Wanders into open elevator, falls down a floor (8M damage).

12—Window breaks, must resist a 10S glass shard attack, resisted with impact armor.

The toxic city spirit fights to the death. The force of these attacks is 7, and the spirit is strong enough in manifest form not to be hurt by any firearms or crossbows the runners carry. Characters may attack hand to hand, using willpower skill.

When the runners defeat the Free Spirit, they notice that guitar music still drifts from the roof. Rubble-filled stairs up. They creak as the runners ascend.

Encounter 9: Apex

When the runners get to the roof, they come out of the building facing Filth. Filth is surrounded by a slightly opaque dome—a Force 6 barrier spell he is maintaining.

The runners notice that filth wears only boxer shorts and a motley vest, but has several painted symbols on his body. He is obviously cybed, and incredibly filthy. He does look Tribal, however.

On the other side of the dome protecting Filth, the runners can make out an odd collection of garbage under a tarpaulin. The idol, a green coral fish leaping from the water, is centered on it. Several monstrous perches have been built of cast-off wood, and the runners see 8 harpies squawking and moving from perch to perch.

The runners also notice that a major storm is brewing over the sea, but it is not raining over the building itself.

Filth greets the runners cheerily. He is almost ready to bind the focus to him, and wants to brag. He talks as long as the runners let him. He hasn't summoned the spirit yet, but plans to after he dispatches the runners.

Filth is terribly pleased with himself. He starts the encounter with no fatigue. He believes that he is magnificently handsome, and that the runners are ugly beyond comprehension. He claims that he is a descendent of the Arawak Indians, the rightful possessor of the idol, and controller of the spirit. He doesn't think it's enough to remove the Europeans from the Caribbean—he wants to hurt them for a long, long time. Maybe forever. People are fun to hurt, and they deserve it. He likes punishing humanity with his own creations. Punishment is more important than restoration of nature, and much more fun.

He recognizes Eddy and Wrath as orks of the New Seminole. He will call them fools, and try to get them to beg him to not let the storm destroy the village. He uses similar tactics on Indigo and Dallas.

He's in no hurry to start the fight, taunting the runners until he finds a sensitive point they start it.

When the fighting begins, he casts spells intent on getting the guys with the big guns first. The harpies will fly at the runners in a series of diving attacks, at Filth's command. Filth throws several different spells to show off his prowess. He also attempts to levitate a runner off the roof, and drop him to his death at least once. Remember that Filth has a 4 point threat pool.

8 Harpies

Body:	4	Quickness:	8
Strength:	4		
Willpower:	6	Intelligence:	3
Reaction:	5		
Initiative:	5 + 1D6		

Threat rating: 1

Attack: 5M, use 6 dice to determine hits. Their target number is 4, representing a +1 modifier for moving, and a -1 modifier for superior position. (The harpies attack from the air slashing and diving). Each time a player takes damage from a harpy, he must take an additional 6M wound, resisted only

Eddy

Orkan Tribal Physical Adept
Real Name: Eddy Age: 25

Attributes:	Skills:
Body: 8	Stealth: 2
Quickness: 5	Arm. Combat: 4
Strength: 8	Rural Stealth: 4
Charisma: 3	Edged Weap: 6
Intelligence: 3	Project. Weap: 3
Willpower: 4	Crossbow: 5
Essence: 6	Hvy Crossbow: 7
Magic: 6	Etiqu., Tribal: 3
Reaction: 5	Negotiation: 1
	Athletics: 3
Init: 5+2D6	Throwing: 3
Karma: 2	NonAero Throw: 5
Pool: Combat: 6	Throw Knives: 7
	Unarm. Combat: 4

Totem: Eagle (You live by eagle shaman standards, but do not cast spells)

Physical Adept Abilities: +4 dice Stealth; +2 dice Athletics; Increased Reaction: 1; Increased Reflexes: 1; 3 boxes Resist Pain
Allergy: Nuisance—sunlight
Possessions: armored vest w/plates (4/3) hung with fetishes; deerskin breechclout; heavy crossbow used w/smart goggles; smart goggles; 20 crossbow bolts (8S); machete (10M); boots made from a Death Rattler you slew; arm guards made from a Behemoth you also slew (0/1); feathers of a lesser thunderbird in your hair; body paints for camouflage; blanket; dried fruit; two throwing knives hidden in boots (8L)

Character Background

You are a hunter and tracker in the New Seminoles, a metahuman tribe in the Everglades. Although satisfied with life as a hunter, the wise ones of your tribe told you that the stars proclaim a different destiny: you will one day be leader.

While few in years, you and your elder brother were abandoned in the swamp by humans of the city. You were found by the father of your heart, Moon Pelican, a powerful shaman. He raised you and your brother in the Tribal ways. Under his discipline, you grew strong and cunning. Your brother shunned the Tribe, and left many years ago for Miami. This hurt your adopted father greatly. You have been angry with your brother since that day.

Your totem spirit is Eagle; you strive to be just. You are proud to be an Ork. Humans are pale and

pallid; as an Ork you are strong, and hardy.

The Tribe is the perfect expression of life that Mother Earth wishes for her children. Everyone has a place and no one faces life alone. In the Tribe, wisdom is heeded, foolishness cast out. Old ways are preserved; elders are revered. Pleasure is in service and community. Technology is useful but no substitute for heart and sinew.

Now you walk the streets of the foul city on the orders of your father and the Tribal council. They feel that for you to be a good leader, you must learn these ways too. In addition, you have been apart from your brother, Martin, for many years. The elders say that you will not have true wisdom until you heal the breach between your brother and yourself.

The people you now walk with know nothing of Tribal ways. They concern themselves with trifles. You cannot hide your contempt for these who live without the Land and Lore. You feel responsible to educate them about the superior ways of the Tribe.

You long to return home, but need this time in the fetid Sprawl to lead your tribe in wisdom.

Other PCs

Martin (who calls himself Wrath): Your brother turned away from the elders' teachings to a shallow life. He shames you and the Tribe, but you do not tell him because he is your elder and requires respect. You must find peace with him, though.

Mobley: wise, but odd. He serves his totem, and has learned to walk many paths, so you respect him. He seems preoccupied with clothes, but spirit callers have different ways.

Dallas: a city dweller with warrior spirit. He has seen many battles, and his heart is heavy. He is honorable and a skilled leader. You can learn from him, so you give him respect.

Indigo: This woman seems to know duty. She knows the Art, but has no totem...her magic must be weak. She cares for others outside of kinship. This is honorable, but perhaps unwise. It is sad that she is alone.

Cruise: A strident woman who weds machines. She accepts no guidelines for her actions, living contrary to the ways of lore and land. She shuns wisdom and is foolish with her antics. She needs discipline and guidance.

by Body, from the venomous dirt on the harpy's claws.

Filth: 2nd degree initiate, Toxic Eagle

Shaman (Poisoner):

Body: 3 Quickness: 2

Strength: 3 Charisma: 4

Intelligence: 6 Willpower: 5

Essence: 5 Magic: 6

Magic Pool: 6

Reaction: 4

Initiative: 4+2D6

Cyberware: boosted reflexes-1; cybereyes (lowlight, telescopic, thermographic); data-jack

Geas: must move hands to cast spells, playing "air guitar" or actual music.

Skills: Sorcery: 7; Conjuring: 5; Magical Theory: 5; Playing Loud Rock Music: 6

Spells: Barrier: 4; Mana Bolt: 6; Mindprobe: 4; Personal Combat Sense: 4; Analyze Truth: 4; Fireball: 6; Levitate Item: 6;

Levitate Person: 6.

Gear: Electric guitar w/built-in amp, armor vest (3/2)

Encounter 10: Storm Spirit

Immediately after Filth dies, runners make a strength check, target 9, to avoid being thrown down by a strong wind that sweeps the roof.

Immediately after the wind, a mass of lightning and a mist forms into a feathered serpent, the physical form of the Free Storm Spirit:

Free Storm Spirit

Force: 11 Spirit Energy: 7

Body: 12/8 (22)

Quickness: 6

Strength: 30 Charisma: 10

Intelligence: 10 Willpower: 10

Essence: 10

Reaction: 10 (20 + 2D6)

The Storm Spirit speaks loudly:

"I am glad that you have destroyed the foul one. You have done well. In return for this boon, I spare your lives. Give me the idol, mortals, and I shall go."

The Free Storm spirit is powerless to attack the runners; they have claimed the idol rightfully and cannot be harmed. If the runners show that they are not concerned for their own sake, the spirit tries to bribe them with wealth and power. If this fails, then the Free Spirit threatens to destroy the city and the New Seminole camp.

When it is clear that the runners will not surrender the statue, the Spirit will say:

"You are brave, foolish mortals. Very well, return to the Swamps with the prison of my soul. It will not be much longer until the time for the prophecy arrives. Then I will have my freedom in any event."

"Maybe we will meet again. I look forward to it very much. Until that time, may you prosper and grow strong."

