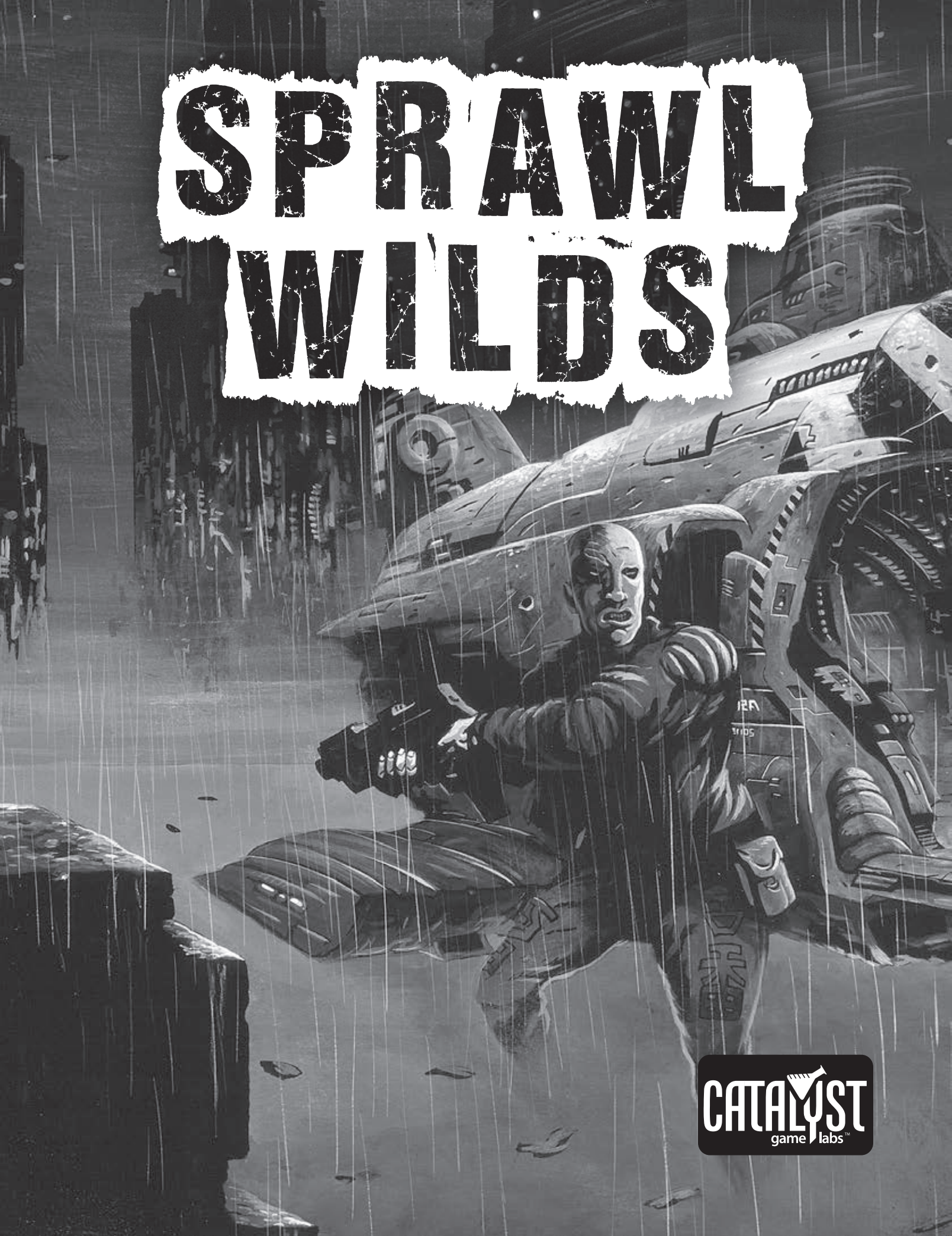


SPRAWL WILDS



CATALYST
game labs™



INTRODUCTION	3
ARRIVAL	5
MANHUNT.....	6
CARBON COPY	25
ASHES	42
HUMANITARIAN AID.....	63
HANDOUTS	78

CREDITS

Writing: Rob McKittrick, Ando Muneno, Aaron Pavao, Steven "Bull" Ratkovich, Alan Vuchichevich

Art Direction: Brent Evans

Cover Layout: Matt Heerdt

Interior Art: Joel Biske, Gravato, Fred Hooper, Jeff Laubenstein, Mark A. Nelson

Interior Layout: Matt Heerdt

Proofing: Patrick Goodman, Jason M. Hardy, Matt Heerdt, Philip A. Lee, Aaron Pavao, Russell Zimmerman

Shadowrun Missions Logo: Brent Evans, Matt Heerdt

Shadowrun Line Developer: Jason M. Hardy

Shadowrun Missions Developer: Steven "Bull" Ratkovich

Shadowrun eBook Developer: Peter M. Andrew, Jr.

Dedication: To my Velvet Goddess, Shelly, for putting up with me during the writing of my first project and only laughing once at my first failed Matrix run. To Peter, Jason and Amy for having the faith that I could write in the first place. To those that suffered thru my character blogs wondering what I was thinking. And in the end it comes down to this, I made it Ma, Top o' the world! Stop, Drop and Troll! —Rob McKittrick

Copyright © 2013 The Topps Company, Inc. All Rights Reserved. Shadowrun, Sprawl Wilds, and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 -91st Ave. NE, E502 • Lake Stevens, WA 98258.

Find us online:

info@shadowruntabletop.com

(Shadowrun questions)

<http://www.shadowruntabletop.com>

(official Shadowrun website)

<http://www.catalystgamelabs.com>

(Catalyst website)

<http://www.battlecorps.com/catalog>

(Catalyst/Shadowrun orders)



INTRODUCTION

The following adventures were originally part of the *Shadowrun* Convention Missions campaign. They were run at various conventions and tournaments. They are connected by a theme that often pops up in *Shadowrun*, that of confronting the chaos and wildness hidden in the borders of the Sixth World's massive sprawls, particularly the urban jungle of Seattle.

Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with either *Shadowrun, Twentieth Anniversary Edition*, or *Shadowrun, Fifth Edition*; character stats are provided for both rule sets.

Adventure Structure

The adventures consist of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, thresholds, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

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

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

RUNNING THE ADVENTURE

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know the Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs (if they intend to continue using these characters in Missions events) for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

This collection of *Shadowrun Missions* adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition* (SR4A) and *Shadowrun, Fifth Edition* (SR5). Standard rules





INCOMING FEED.....

such as success tests, the Rules of Six, limits, and other common mechanics are described in *SR4A* and *SR5* and are not repeated in this adventure.

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

Non-Player Characters

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

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*, p. 385, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

A Note on Commlinks

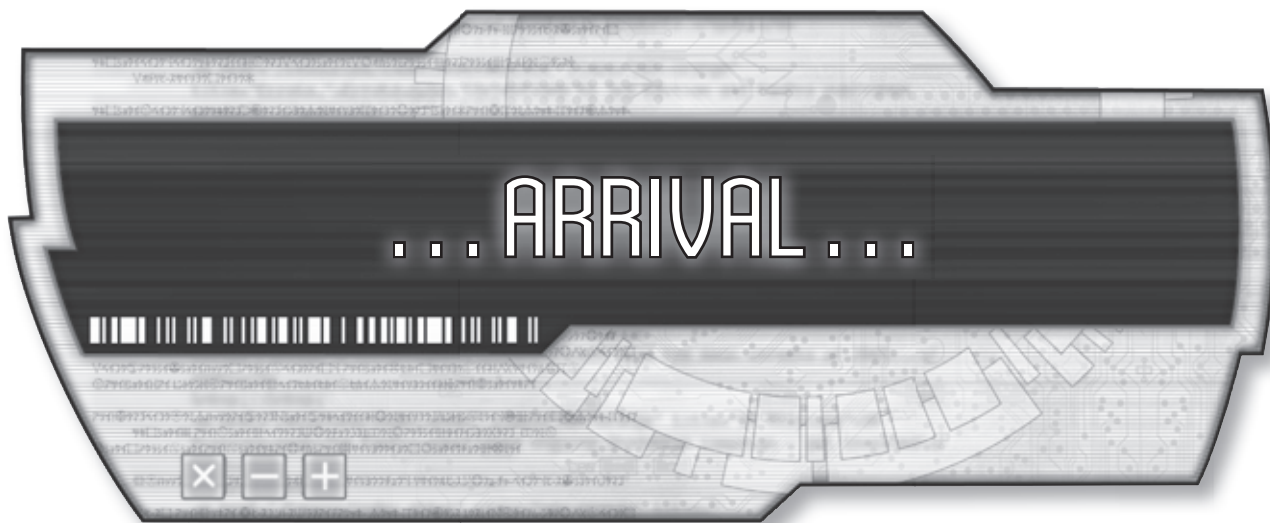
By 2075, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

If a *Shadowrun Missions* adventure is being run at a convention, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*, p. 372, *SR5*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.



SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into these convention mission settings.

TELL IT TO THEM STRAIGHT

Here are a few ways to get your team to the area if they aren't already there.

Option A

Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking corp salaryman. Your travel was arranged and they even managed to smuggle your gear here. It's never that simple though, and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel, and decided to see the sites, blowing the meager retainer you'd been given for making the trip. After all, you're shadowrunners, this is Seattle. This town gave *birth* to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and holding guns firmly in hand), beat up a few Halloweeners, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the third level of Hell at Dante's Inferno, and had planned to sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on, and see the face of your friendly neighborhood fixer on the other end.

Option B

Your last run was a resounding success/failure with the heat from the corps picking up as they investigate. Your fixer thinks this might be a good time to lay low out of town. Seattle is nice this time of year, and he knows how to get you some work while you're there.

Option C

Riots are entertaining. Riots you started, not so much. Leaving town just seemed like a logical choice. Your fixer says he can get you work anywhere. So out of town you go. Next stop Seattle, the city that started shadowruns.

Option D

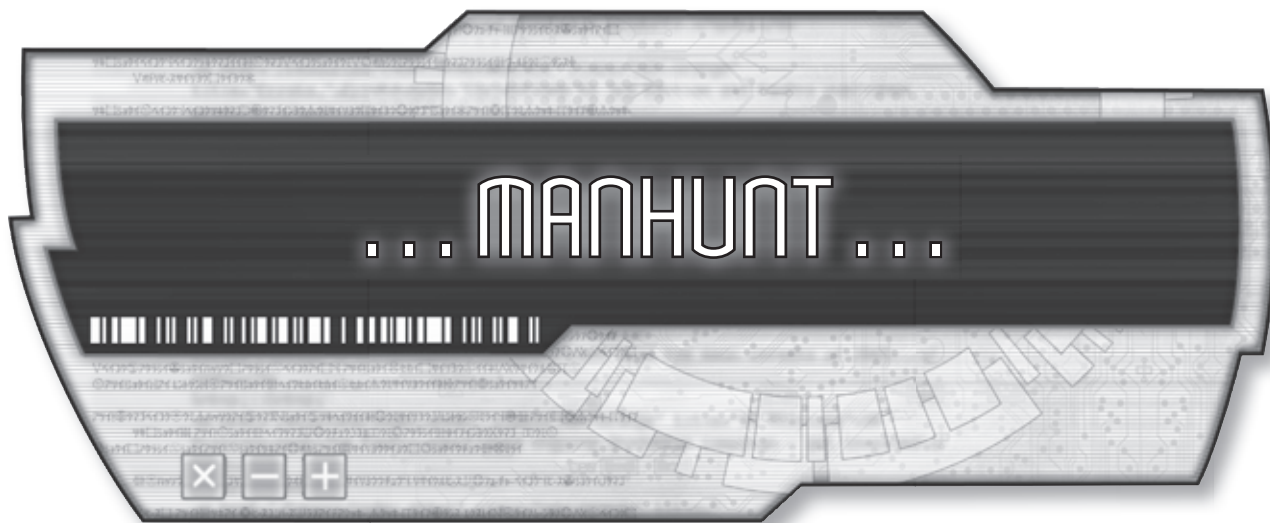
The job was supposed to be cake, VIP protection for some local rapper. Everything was locked in, chartered flight for you and your gear, transport once you arrived, valet service ... it was going to be nice for once.

Then a damn Pineapple Express blew in off the coast and your flight got delayed. By the time it finally started boarding your fixer commed you the bad news: The J was short on time and had to look for other talent to keep his VIP safe. Drek!

Well the good news is that you're in Seattle with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in Seattle following a different mission or already live in the Metroplex.



MISSION SYNOPSIS

The runners are hired to haul ass out to the Barrens and bail ex-Lone Star Officer Hua out from under a paracritter siege. Hua was helping an old buddy, Mr. Singh, investigate mysterious animal killings, killings eerily similar to a case Hua worked fifteen years ago when he still worked for Lone Star Forensics. The small aquaponic farm they are holed up on was attacked during the previous night and suffered numerous casualties. Hua needs the runners to bring in supplies and help him figure out just what in Ghost's name is going on.

If they accept the mission, runners may ride into the Barrens in a Crimson Crush convoy. Once they arrive, Hua hands them a semi-automated Forensics kit and directs them toward two additional sites of interest. He warns them to be back before nightfall to help protect the farm from attack. With Hua's guidance the runners will search the sites for clues. Hua was seriously injured during the night and has been stizzed to the gills for days. He will fall unconscious at a dramatically appropriate point during this investigation and the runners will have to complete the investigation without his input (basically looking at the data and producing their best guess at what happened). The Karma and (to an extent) financial rewards for this mission are largely dependent on how happy the runners make Hua.

Their investigation should reveal two separate sets of attacks.

The first set is being caused by animals under the influence of a twisted mage, a wendigo cultist. The attacks are focused on disrupting local settlements so they can be raided for fresh sacrifices and slaves. These attacks originate from the Plastic Jungle and have been fairly subtle until recently.

The second set of attacks is the handiwork of a spirit who shares a dream pact with Chaaya. This spirit has worked to eliminate threats to Kaur's Farm and to protect the life Chaaya has found. While Chaaya sleeps, the spirit astrally projects into a Gabriel hound and stalks the forests surrounding the farm.

The final scene is a battle to defend the farm from a paracritter and neo-tribal cannibal raid and then to chase the neo-tribals back home to eliminate the threat (a wendigo) and figure out what they're going to do with the girl/spirit hybrid (which was the focus of the attack)

KAUR'S FARM: AN OVERVIEW

Kaur's Farm is named after Singh's late wife. Kaur (pronounced "Core") is a Sikh surname, the female equivalent of Singh and signifies a level of equality between the sexes that is rarely encouraged in traditional Indian culture. The farm itself is built along the Snoqualmie River, to the east and downhill from the Plastic Jungle. The farm is built around an old dairy farm. The farm is surrounded by stone barricades, rusted barbed wire fence segments and chain-link perimeters. The farm has six floodlights around the perimeter and entrances on the north and south sides with small guard shacks and movable barricades.

The warehouse-like cow barn has been converted into living and storage for a community of fifty, half of which are under sixteen years old. Radiating out from the central building are green houses that extend 500 feet from the barn. The farm has survived in the Barrens for fifteen years for a couple of reasons.

Its owners, Mr. Singh and his wife, have left a sizable pile of dismembered and ventilated gangers just outside the farm's perimeter over the years. The smaller fish understand that Kaur's Farm is too tough of a nut to crack and that any attempt to do so will be met with a terrifying amount of violence. However, Singh is a wily businessman who knows how to make deals and friends almost as well as he can carve a man into bite size pieces. His approach in the local area is best described as a "carrot and shotgun" policy. If you mess with his people, you get the shotgun; if you'd like to buy some fresh vegetables (at a local discount, of course) then there are plenty of carrots to go around.

Singh built a reputation of taking care of his people and whole families live on the farm now. Everyone knows they must work together or perish. The life they lead, while isolated and difficult, is vastly preferable to fighting squatters for food rations or selling their children into slavery. It is not much, but in the Barrens it is more than enough to fight to the death for.

Singh's wife died before they could have children. As a result Singh has sought to create his own family by adopting a staggering number of abandoned children. This is one of the major reasons Hua brought Chaaya here instead of abandoning her to the child welfare system. As a SINless child, it is unlikely that she would have been able to receive any sort of actual treatment for her abuse



and stood a good chance of simply becoming another broken squatter or worse.

Singh utilizes a form of farming known as aquaculture. By using a series of simple pumps, water is circulated from tanks that hold fish (mostly tilapia) to trays of vegetable plants. The water contains fish excrement that acts as a nutrient source for the plants, which in turn filter the water until it is clean enough to be recycled back into the fish tanks. Properly managed, this method of growing allows farmers to avoid planting in the highly polluted ground of the Barrens. It is also fairly compact and self-contained so a great deal of farming can be conducted in small area. Plant/fish tank combinations are stacked on top of each other three meters tall, and these are protected from the elements by greenhouses constructed of discarded windows, plastic sheeting, and other debris. The gangers to which Singh pays the largest share of protection money are the Red Hot Nukes. Due to the farm's remote location, the Red Hot Nukes are not able to provide much physical security. Instead they act as brokers, ensuring that Singh is able to sell his produce throughout the Barrens without having to ever leave the farm. Singh has further sweetened the deal by agreeing to discretely grow Crimson Orchid (p. 76, *Arsenal*).

THE LAY OF THE LAND

The farm is located in the Snoqualmie river valley. The Salish-Shidhe border lies to the east of the property, across from the disused I-203. Salish-Shidhe patrols are a frequent sight but never interfere with activity within the Barrens. A mile to the north is the Rat's Nest (p. 117, *Seattle 2072*); the people who live there do a good deal of business with Kaur's Farm, although it would be a stretch to say that they actually like each other. Uphill and directly west of the farm (about two kilometers) is the Plastic Jungle. Unbeknownst to the population at large, it is currently under the control of neo-tribal cannibal hippies. Kaur's Farm has a long standing rivalry with the Plastic Jungle, one that has occasionally turned violent. Recently though, there has been little to no contact with the Plastic Jungle, and that suits Singh just fine. The area between the two farms is densely wooded with eucalyptus, another half-hearted attempt to bring some natural beauty to the Barrens. To the south of the farm, along the banks of the Snoqualmie River, are a series of squatter settlements. These range in size from a few families to sprawling shanty towns with hundreds of residents. They subsist almost exclusively on regular shipments of food stuff from the Metroplex, shipments that are often delayed or stolen by gangers along the route. This is crushing poverty at its very worst, a portrait of people without a future.

Game Information

A Salish-Shidhe patrol consist of a two-drone element in crossing patterns along the border. Being spotted by the drones alerts nearby ground units to investigate. If the border is crossed, a spirit is called in, usually earth or air (p. 302, *SR4A*, p. 303, *SR5*) while at the same time the perimeter alerts nearby patrols of a border violation. Standard ground patrols consist of Cascade Ork Tribal warriors and a shaman, three ork or troll warriors and one or two shamans (use Corp Sec Unit, p. 281, *SR4A*, p. 382, *SR5*).

THE PLASTIC JUNGLE NEO-TRIBALS:

The Plastic Jungle has always been occupied by a steady stream of back-to-nature freaks, looking for a change of perspectives. Five years ago the tone of their anti-corp rhetoric shifted significantly, and an Awakened guru named Darrik Toll emerged as the commune's leader. He preached an increasingly apocalyptic message, one that scared off moderate elements of the commune. At this point, all that is left are a core of twenty or so devoted adherents, ready to lay down their lives and commit horrible atrocities in the name of pleasing their savior.

The truth is that their savior, their prophet, is a ravenous wendigo. This wendigo is playing the long game, manipulating these cultists to embrace a self-destructive and unsustainable cannibalistic lifestyle. The neo-tribals believe they can derive power from the flesh of the fallen, but this is another lie the wendigo has fed them. The wendigo, via their prophet, has pushed them into a series of progressively more dangerous raids against neighboring settlements. She revels in the utter corruption of the commune and feasts upon the flesh of her true believers.

WEATHER

Since much of this mission takes place in the great urban jungle of the Barrens, weather should be an ever-present and important aspect throughout the adventure. Mankind has not been kind to Gaia in the Sixth World, and this should be reflected in changing and potentially dangerous weather patterns. Be sure to include visual modifiers due to fog, rain, etc. A survival roll is generally unnecessary unless the runners somehow get horribly lost or spend some serious time east of the Salish-Shidhe border.

Incoming Message

THE FORECAST: SUMMER

- **Day 1:** Boiling hot summer day (101 degrees, 80 percent humidity, -2 penalty to Physical tests for any players wearing more than 8 combined points of Impact and Ballistic armor, or 12 points or armor in *SR5* (Survival + Willpower (3) Test to avoid). It's been hot as hell for weeks. Clouds start rolling in after sunset, though, and the temperature plummets.
- **Day 2:** Heavy low-lying fog in the morning (particularly around the river) that burns off completely before 10 a.m. Same intense heat with serious cloud cover moving in after sunset.
- **Day 3:** Early morning drizzle, sun peeks out around 11 a.m., bringing the heat and humidity back. Clouds return well into the night.
- **Day 4:** Rain begins falling in early morning and lasts all day. Heavy fog banks morning and night.

THE FORECAST: WINTER

- **Day 1:** Snow-covered ground, cold winds blowing (32 degrees Fahrenheit, wind chill 10 degrees. Penalties apply for not wearing appropriate clothing).
- **Day 2:** Overcast and snowing, low visibility. Snowfall slows near noon. Clouds keep the area from warming.
- **Day 3:** Sun comes out around 10 a.m. and sunlight reflects off the snow making vision hard without sunglasses or flare compensation.
- **Day 4:** Snow begins falling in early morning stopping late afternoon, temperature begins dropping after sunset to below freezing levels.

A WORD ON SIXTH WORLD SIKHS

Singh, his adopted children, and roughly half the farming community are Sikhs. Sikhism is a monotheistic religion from India that emerged in the 15th century as an alternative to both Hinduism and Islam. The core of the religion can be summed up as "Realization of Truth is higher than all else. Higher still is truthful living." Adherents to Sikhism believe in spiritual salvation by the rejection of base desires and the pursuit of a balanced and honorable life. Baptized Sikhs, known as Khalsa, embrace a "saint-soldiers" ethos from an early Sikh order. Khalsa are expected to uphold principles of spiritual purity and fierce devotion to the protection of innocents. The wearing of a turban, carrying of a consecrated blade, and a number of other items, are articles of faith for a devoted Sikh.

Sikhs generally believe in peace, compassion, and community, but there are some extremists who add to that a firm belief in brutally killing fools who harm innocents. As a result of this ethos, some Sikhs have found their way into the ranks of military and police units around the world.

SCENE 1: NOTHING GOOD HAPPENS AT 3 A.M.**SCAN THIS**

Runners get a call from their fixer who in turn puts them on the line with Hua (see **Cast of Shadows**, p. 21). This is a secure Matrix meet with the fixer vouching for Hua's claims and credit line.

TELL IT TO THEM STRAIGHT

Your commlink alerts you to an urgent call from your fixer. As you struggle into consciousness, it also informs you of the following information: It is 3:12 a.m. local time and the nearest Stuffer Shack would like to offer you a special deal on a caramel guava triple-soykaf and breakfast burrito combo. But only for the next thirty minutes, so come on in and get stuffed!

Your fixer's voice springs from your commlink.

"I got a Johnson on satellite link, needs some help in the Barrens. Interested? Doesn't sound like easy work, but it doesn't pay like it either."

BEHIND THE SCENES

The runners are being contracted to rescue and assist Donald "Donnie" Hua (p. 21) an ex-Lone Star patrol officer who retired from Lone Star Seattle in 2068. He is working at the behest of an old contact Mr. Singh (p. 22), the functional "owner" for Kaur's Farm. Hua is a fat, bitter ex-cop dragged out of retirement by a sense of loyalty and the belief that these killings have something to do with a case that made headlines 15 years ago. The commlink connection is weak, a spotty satellite connection out of the deep Barrens. Hua looks the worse for wear, with bloodshot eyes, the residue of a Drain-induced nosebleed, and the twitchy countenance of a man well into his dose of long haul. Hua will completely dispense with pleasantries

and dive straight into the job. As the conversation progresses it should become clear that he's injured and that he just spent the last night fighting for his life.

The Job

The runners have three basic jobs: keep Hua alive, assist his investigation, and bring in needed supplies. The supplies fit into three large backpacks. They consist of medical supplies (Rating 3 medical kits), repair parts for a generator and various firearms, children's toys, and a pair of M79B1 LAW Rockets. (p. 32, *Arsenal*) One of the rockets works but the other will require an Armorer + Logic (5, 30 min) Test before it will fire (in *SR5*, Mental is the applicable limit).

The Background

A couple days ago, a body—well, part of a body—turned up in a creek near Kaur's Farm. The rest of the body was found in a tree a short way upstream. The body was severely decomposed, and DNA samples did not come up with a match in any existing databases. The cause of death appeared to be an animal attack. Around the same time, some *gomi-nezumi* (trash-people) who frequently trade with the farm complained about people going missing at night. They also reported hearing strange sounds and finding animal tracks in the morning around abandoned shacks. Hua poked around and found evidence of a series of animal attacks. Seems to him like some paracritters are behaving oddly. Working outwards he turned up a body or two, but mostly they appear to have disappeared.

Hua is unwilling to go into more details at this point but he says he doubts it'll take more than a day or two to wrap up his investigation.

Hua will provide some commlink trideo documenting what went on the last two nights. Analysis (using Perception, Biology, or other relevant skill) will yield additional information. The trideo shows demon rats, devil rats, birds, dogs, etc. trying to swarm Kaur's Farm over the two nights. The attacks start just after sundown and continue in irregular waves until morning. The length of time between waves varies from twenty minutes to four hours. The animals don't behave in a coordinated fashion. Whatever is making them attack is increasing their aggression and directing their attack, but it doesn't make them work together. A Perception + Logic (3) Test (use Mental limit in *SR5*) will let the runners know that the animals are being directed by some unseen outside force.

Kaur's Farm is deep in the Barrens, practically in Salish-Shidhe. Matrix coverage is spotty at best so his commlink is fitted with a satellite link to facilitate communication with the outside world.

This is a run into the deep Barrens, so it is reasonable to have runners hauling out their LMG, breaking out that box of Azzie Strikers, and tugging on that set of mil spec armor. One point they may be reminded of though: p. 116, *Seattle 2072*: "The Redmond Barrens are practically lawless, where possession of the smallest amount of food or the least valuable trinket can be reason for someone to kill you." So if some squatter is willing to shank you for a half empty bottle of NERPS, he and his twenty other starving buddies might take one look at all your fancy gear and think "Fuck it, they can't shoot us all right?" More likely they'll just pass that information on to some equally hungry but better-armed gangers

in exchange for a little cash or food. There's a balance between looking like a hard target and looking like a fat payday.

Hua highly suggests that the runners utilize a scheduled Crimson Crush convoy to reach the farm. He has already retained their services as well as made a GAZ P-179 (*Arsenal*, p. 109) truck available for use. Hua will give the runners crazy eyes if they suggest or insist that they will provide their own transport. He will not stop them from using their own ride but he will state upfront that they will not get compensated when a novacoked troll throws a ballistic baby completely through their car.

Payment: 4,000 nuyen per runner, plus an additional 100 nuyen per net hit on a Negotiation Test, capped at 5 net hits.

As soon as the deal is closed, Hua will sign off and the fixer will send a message explaining that the requested goods will be couriered to Crusher 495 (*Seattle 2072*, p. 119). This is also the location from which the Crimson Crush convoy is scheduled to leave in three hours. The runners may request additional gear, but standard acquisition rules apply.

DEBUGGING

The runners have less than three hours to get their gear together and get to the Crusher 495. Delaying their departure is an option but they must arrive before sundown to avoid penalties. Driving into the Barrens could lead to complications but riding with the Crimson Crush is more or less a sure thing, and it means they will not have to risk their own vehicles to the odd IED attack.

This run is largely about keeping Mr. Hua happy. Showing up when he is up to his pointy ears in demon rat is not going to endear the runners to him.

Game Information.....

SR4A STATS

M79B1 LAW Rocket

M97B1 LAW Rocket [Missile Launcher, 12P, AP -2/-6*, SS, RC -, 1 (Single Use)]

* -2 AP against people, -6 against vehicles

GAZ P-179 (Pickup Truck)

Handl	Accel	Speed	Pilot	Body	Arm	Sensor
-1	15/30	90	1	14	6	1

Upgrades: Multi-Fuel Engine

SR5 STATS

M79A1 LAW ROCKET

M97B1 LAW Rocket [Missile Launcher, Acc 4, DV 16P, AP -4/-10*, SS, RC -, 1(Single Use)]

* -4 AP against people, -10 against vehicles

GAZ P-179 (Pickup Truck)

Handl	Speed	Accel	Bod	Armor	Pilot	Sens	Seats
2/2	4	2	14	9	1	1	3

SCENE 2: INTO THE BARRENS

SCAN THIS

This scene sets the tone of the Barrens, the feeling that the runners are actually traveling to a district so neglected that it might as well be another country.

TELL IT TO THEM STRAIGHT

Temperatures topped out near 38 degrees Celsius* this week. At 6 a.m., the sun is starting to rise and it doesn't look like the weather is going to get much better. Heading into the Barrens you pass small shanty towns, burned out buildings and vehicle wrecks left where they died. Decay is the colour of life in the Barrens.

Arriving at Crusher 495, you can already see a crowd of around twenty people waiting patiently outside the storied bar. It's a motley crew of down-trodden Barrens dwellers, looking to beg or buy their way onto the relatively safety of the Crimson Crush's convoy.

***Gamemaster Note:** 38 degrees Celsius is 100 degrees Fahrenheit.

BEHIND THE SCENES

Crusher 495

This local club is a fixture of the Barrens. The owner has violently resisted overtures from organized crime and racially motivated policlubs. Because of this, Crusher is a beacon of neutrality in the tribal warfare common to the Barrens. The fact the club sells strong drinks and books fantastic bands does not hurt their case either. Beyond the club, Crusher has emerged as a community center with a popular message board that allows people throughout the Barrens to coordinate trades and business without fear. While the owner has certainly worked hard to provide adequate security for his patrons, it is really the patrons that help enforce this code. None of the local gangsters want to see this place go away and they will certainly make anyone understand that, with force.

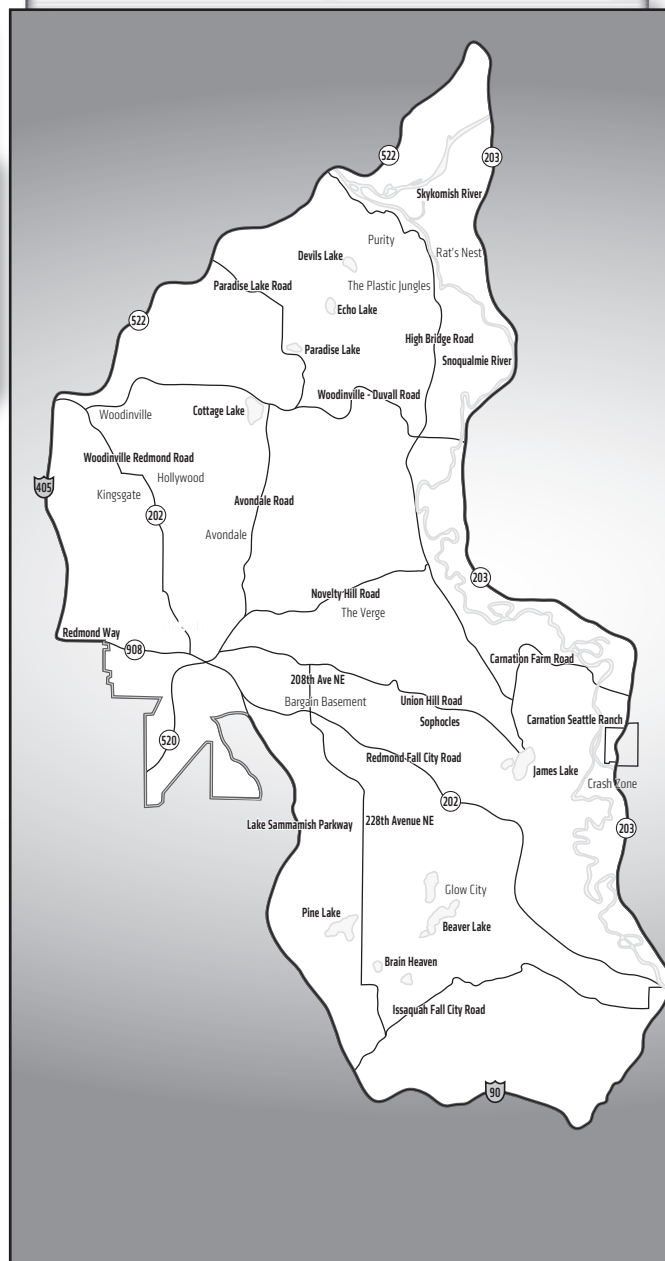
A ten-vehicle convoy lumbers into view shortly after the runners arrive. The convoy is led by Crimson Crush gangsters in up-armored vehicles with mounted weapons. Vehicles range from hacked up Step Vans to decrepit city busses with oddly shaped metal plates welded to the side. This is what public transportation looks like in the Barrens.

Arona (p. 21), the Crimson Crush convoy leader, steps out of a Gaz and casually leans against the door. She scans the waiting crowd for trouble and the runners for transport. Arona will suggest in passing that they hang their bags over the sides to provide some extra protection in case the convoy gets shot at. The pickup truck will seat the entire team uncomfortably and should be described as being the color "rust." The best that can be said is that it is functional.

A Crimson Crush member will dismount and collect the fee for passage. A few people pay in corp scrip or nuyen, but the bulk pay in barter. Crates of chickens, bags of questionable chemicals, and the occasional weapon are exchanged for a seat in the convoy.

If the runners bring their own ride they will still be able to convoy with the Crimson Crush. However, if they bring





something over the top like a Nightsky or a pimped Hotspur, the Crimson Crush will charge them a 2,000 nuyen "Stupid Shadowrunner Fee," which is the exact verbiage that Arona will use as her people swivel MMG's in the general direction of the runners. The fee is non-negotiable.

The journey to Kaur's Farm takes a couple of hours and features a few stops. While this particular ride into the Barrens is uneventful, it should be clear that this is an exception, not the rule.

DEBUGGING

The Crimson Crush has no problem putting down the runners if they step out of line or endanger the convoy. Runners are also free to drive themselves to Kaur's Farm. If they do so, mess with them. Random sniper fire pinging off their vehicle, road blocks, an IED that explodes just seconds after they drive out of the killzone, etc. Nothing that will necessarily impede their progress but something to remind them that the Barrens is not a playground for runners.

Game Information.....

SR4A

Crimson Crush Convoy Mook Mook (Professional Rating 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	6	4	3	3	3	6	6	1	6/4	12

Skills: Close Combat skill group 7, Etiquette 6, Gunnery 6, Heavy Weapons 7, Intimidation 5, Pistols 6

Gear: One dose of novacoke

Weapons:

Stoner Ares M202 [MMG, DV 6P, AP -2, FA, RC (special)*, 100 (belt)]

*Weapon is mounted in a ring or pintle mount and ignores recoil penalties.

SR5

Mook (Professional Rating 2)

B	A	R	S	W	L	I	C	Ess
6	4	3	6	3	3	3	4	6

Initiative: 6+1D6

Condition Monitor: 12

Limits: Physical 7, Mental 4, Social 6

Armor: 9

Skills: Close Combat skill group 7, Etiquette 6, Gunnery 6, Heavy Weapons 7, Intimidation 5, Pistols 6

Gear: Armored vest

Stoner-Ares M202 [MMG, Acc 5, DV 10P, AP -3, FA, RC 14*, ammo 100 (belt)]

* Weapon only has that amount of recoil compensation when it remains mounted. Otherwise it is 3.

SCENE 3: KAUR'S FARM

SCAN THIS

The runners arrive at Kaur's Farm, meet Mr. Singh (p. 21) and get the lowdown before heading out.

TELL IT TO THEM STRAIGHT

The Crimson Crush convoy crawls through the ruins of the once-wealthy district of Redmond. As you press deeper into the Barrens, you pick up a series of buried Knight Errant nodes. They broadcast a simple message: Beyond this point Knight Errant cannot guarantee your safety. The convoy stops twice to exchange groups of passengers and swap out gun crews. The sun creeps across the sky as the morning wears on,

After an hour, Arona honks the truck's horn, eliciting three pitiful blats, barely audible over the din of the convoy. The driver of the vehicle behind you waves back with a one-finger salute, letting you know that you can safely leave the convoy. You pull off the crumbling main road and onto a side street.

The desolate urban wasteland slowly gives way to corpses of sickly looking trees and tall yellowing grass. The truck eventually heaves over the top of a hill and the verdant forests of the Salish-Shidhe border roll out before you. Turning north, you pull onto a rough road that drops into the valley and runs parallel to the Snoqualmie River. Small squatter villages are built up around the river's edge. As the wind shifts you catch the distinct odor of decay belonging to the Rat's Nest, further up river.

As you catch sight of the farm Arona finally talks. "There she is chummers, Kaur's Farm."

BEHIND THE SCENES

The runners arrive at Kaur's Farm around 8 a.m., approaching from the south and entering from the farm's southern entrance. A bloodied and tired guard will wave them through a makeshift barricade. The farm looks like a warzone; bullet-riddled bodies of countless animals lay in heaps around the farm. The injured moan loudly, as the able-bodied attempt to clean up the madness of the previous night. Every person the runners pass looks utterly exhausted and barely functional.

Once the runners are inside the farm's perimeter and drop their gear off, Hua will limp out of the main building to greet them. He is accompanied by a young woman who hovers around him protectively. She is dressed simply, and she quickly fills her pockets to the brim with stuffed animals, a portion of the children's toys brought in by the runners. This girl is Chaaya (p. 22), and her unusual behavior should be fairly obvious when Hua introduces her. While Chaaya cannot speak and has obvious difficulty understanding language, she will attempt to offer an awkward and overly strong handshake to each of the runners. Additionally, she will take an interest in the runner with the highest Charisma (of either gender) and watch them whenever possible with what can only be described as an animal intensity. Anyone who chooses to assense her will be struck by something ... odd about her aura. For more information refer to Chaaya's stats on p. 22. Hua will introduce her as "A girl I saved from child services," and if questioned he will briefly describe how he met her and how she came to be adopted by Singh. Even in this brief exchange, it should be clear that Hua

has a fatherly attachment to this girl. After introductions he gives the runners just enough time to stretch before taking them to Mr. Singh inside the main building.

Arona informs the runners that she will stick around until they are ready to depart. Mostly to protect her GAZ, which she parks behind the barn and stays with.

Mr. Singh looks just as tired as the rest of the farmers but appears in high spirits. While the rest of his clothing is covered in grime and gore, he has taken the time to wrap a tight new turban and wash his face. Tea and cold food (spicy fish curry and unleavened bread) are brought in as Hua dives straight into a briefing. Singh hangs back initially, splitting his attention between Hua and sharpening a simple, elegant curved sword.

Shortly after Hua got off the satellite link, a mist lynx materialized and tried to extract Hua's vital organs through his spine. Hua was able to dump a spell into it, but not before it took a chunk of out of him (fill in 4 boxes of Physical damage and consider his wounds treated and no longer bleeding). Hua is not going to die but he certainly is not going to be walking around playing CSI either. All is not lost, though; Hua will produce a Forensics kit (Rating 3) that includes an expert system capable of directing the runners to collect evidence. If the runners have a relevant skill (such as Parazoology, Biology, etc.) they can assist the system using a standard teamwork test.

The whole reason Hua is out here is because one of the farmers discovered a severed arm in a stream that runs between the Plastic Jungle and Kaur's Farm. The rest of the body was found upstream, in the branches of a tree and nearly twenty feet off the ground. Hua was able to confirm that the victim was killed by a large predator, and he suspects a Gabriel hound. Dragging victims into trees is not normal Gabriel hound behavior, and Hua was struck by how much it resembled a case that made news nearly fifteen years ago. In that investigation, a mage with a serious grudge summoned a powerful nature spirit to wreak revenge against the perceived corruption of the wealthy. This spirit had the power of animal control, and local animals carried out a string of killings. The most famous of these attacks involved a wealthy "cat lady" found slain by her twenty-plus cats, her body dragged to the top of a cat tower in her living room. The mage was eventually located, and Lone Star combat mages annihilated him in a standup fight. The spirit was never located, although it was presumed dispelled. The mechanic of clean kills with bodies discovered aboveground has stuck with Hua ever since.

Expanding his search, Hua interviewed numerous squatters and *gomi-nezumi* who reported a pattern of increasingly violent and unusual contacts with wildlife. Correlating their reports, he has found a pattern that runs back at least three to five years, although he suspects longer. Hua's major concern is that history is repeating itself. Either another homicidal mage has summoned a similar spirit or the original spirit still roams the Sixth World.

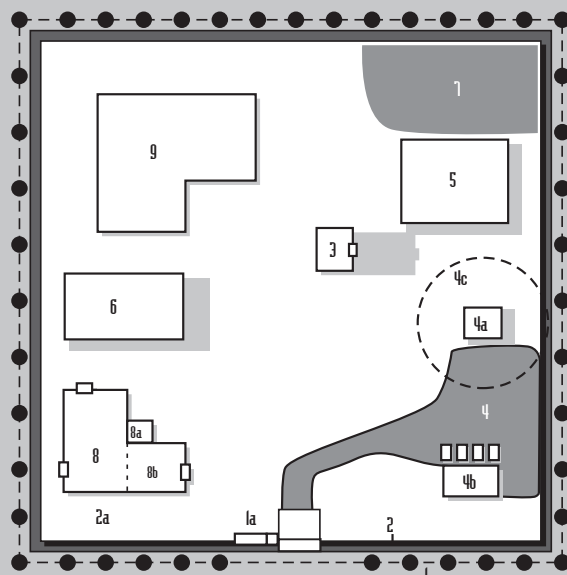
Hua wants the runners to check out two sites before sundown. The first site is a suspected gangster encampment a few miles to the north. *Gomi-nezumi* from the Rat's Nest reported hearing fighting at night near an abandoned microbrewery. The second site is a squatter settlement to the south that used to trade weekly with Kaur's Farm. They did not show up last week, and Singh is worried that they might have suffered a similar fate.

Singh's priorities are different. While Singh believes that the animal attacks have something to do with the current siege, he

Kaur's Farm

Map Key

1	6m Fence (Razor Wire, Electric)
1a	Gate (Remote)
2	8M deep concrete pit
2a	Ladder (Remote)
3	Gun Tower
4	Vehicle Lot (Blocks are hovertrucks)
4a	Fuel Depot (3=Story)
4b	Vehicle Repair Garage (1 story)
4c	Potential Blast Radius
5	Wage Slave Living (2 story)
6	Executive Living (3 story)
7	Recreation Field
8	Offices
8a	Power Generators
8b	Lobby
9	Research Central



feels that there are more practical concerns at hand. He would rather have the runners repair the turbine or fill sandbags than run around the Barrens looking for clues. At the same time he is very familiar with how runners operate and understands that he is not in a position to make any demands of them. Because of this, he mentions wanting their help as a strong suggestion, not a demand. It is acceptable for the runners to request that the investigation be put on hold until the next day, although this will require them to convince Hua to allow it. Singh is pleasant to deal with but won't help the runners if they seriously suggest abandoning the farm. Singh will coolly point out that there is nowhere for these people to go and that most, himself included, would rather die than return to living on the streets.

Sundown will occur at around 8 p.m., and both Hua and Singh will demand that the runners be back before that time.

PUSHING THE ENVELOPE

The following should generally be heavily truncated if you are trying to run a game in a four-hour block. Completing these odd jobs will improve the survival rate of both runners and farmers. They are also excellent opportunities for roleplaying and conveying just how terrible life in the Barrens really is. It is possible the runners will tackle these problems as well as complete their primary objective.

If the runners would like to make some friends, they will have a number of opportunities. The farm is perpetually one bad day away from total annihilation, and these people can always use help. The remoteness of their location has helped keep them safe, but it also means they are isolated. Hua requested medical supplies for a

reason. The farm lacks medical care and makes do with the expert system in a medkit (Rating 3). Runners with the Medicine/First Aid skill will be welcome in the farm's dispensary and should be able to get several of the injured back on their feet and ready to fight. There are at least ten injured farmers that could be nursed back to health in time to help defend the farm. Runners seeking to do so must declare how many they will try to aid and then make an extended test to see to what degree they are successful. Each injured person increases the threshold for the extended test by 4, and the interval for the test is 10 minutes. Teamwork tests are appropriate here.

The farm's aquaponic systems are powered by three wind turbines located along the eastern edge of the property. These turbines and their electrical storage systems are strictly jury-rigged gear. They're cobbled together from salvaged parts and barely held together by tape and the odd bent nail. Because of this they break down frequently, and only one is working at the moment. This turbine is struggling to produce enough energy to keep the aquaponic system running, and diverting power isn't an option (if all their crops die they will be unable to feed themselves long enough to put in a second planting). Runners with any sort of mechanical, hardware, or electronic knowledge could help fix the broken turbine. Long term, such a fix will ensure the future of the farm. Short term it will allow the activation of floodlights that reduce visibility modifiers during the coming fight. Repair will require Relevant Skill + Logic (8, 1 Hour) Extended Test (Mental limit is applicable if playing SR5). Extra successes and the expenditure of Karma may improve the system in any way the gamemaster feels appropriate.