

BLOOD WILL OUT

Shadowrunners have a lot of rules, and each and every one of them can be overruled by the proper amount of nuyen. So when shadowrunners talk about “never trusting an elf,” that’s more of a bargaining position than anything else.

Luckily for them, some elves have plenty of scratch they can use as a persuasive tool. And for the tasks they have in front of them, they’re going to need it. There’s money waiting for runners if they’re willing to venture into elven territory and take on a host of odd jobs. Jobs like: Tracking down reagents from cranky critters. Messing around in the affairs of Tír royalty. Dealing with a number of different punks and thugs, none of whom like you. And intervening in a leadership challenge of the most powerful elven street gang there is.

Elven Blood is a compilation of five different *Missions* that have been written to premiere at summer convention. They can, however, be played by anyone. Whether you’re playing at a con, in a game store, or in the comfort of your own home, *Elven Blood* has an adventure for you. Taking you from the mean streets of Seattle to the wild lands of Tír Tairngirn, *Elven Blood* offers exciting and inventive adventures for all *Shadowrun* fans.

Elven Blood is for use with *Shadowrun, Twentieth Anniversary Edition*.



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Sample file

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INTRODUCTION

Welcome to the *Elven Blood Missions*. This is the first of the *Convention Campaign* series for the *Shadowrun Missions* living campaign game. *Elven Blood* pits the players against the elven street gang, the Ancients, and then thrusts them into the machinations of elven nobility as they travel to the elven land of Tír Tairngire. It's a very different arena than the shadows of the Sprawl, but no less dangerous and just as rewarding. Just remember the old saying: "Never trust an elf."

Players should stop reading now. The rest of the *Elven Blood* is for gamemasters only. It lays out the plots, characters, and secrets the gamemaster will use in creating the group's adventure. Reading beyond this point could spoil a player's experience and diminish enjoyment of the adventure.

SHADOWRUN MISSIONS

What is *Shadowrun Missions*? It is a living campaign designed to be run at gaming stores, game clubs, and game conventions as well as for use in home games. Adventures are more "bite-sized" and written so that they fit within the standard four-hour convention block or in a single night of gaming. Players can create characters and then take those characters to any official *Missions* event, allowing players to travel around the country (or even the globe!) and play *Missions* anywhere they can find an official *Missions* game!

For those not interested in playing in a living campaign, these adventures make great one-off episodes to run in between installments of your main campaign. Frequently *Missions* will have suggestions for additional scenes or ways for gamemasters to lengthen and broaden scenes in them, or they will have entire optional scenes built into them so that gamemasters with more time than the standard convention block can really cut loose. Plus, they are designed so they can be run on their own, many *Missions* are part of a larger storyline or a series of adventures that feature a single location making them ideal to form a campaign on their own.

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 document.

PREPARING THE ADVENTURE

The *Elven Blood Missions* series can be run with only the *Shadowrun, Twentieth Anniversary Edition* rulebook. However, many of the characters and gear presented are drawn from additional core supplements, including: *Arsenal*, *Augmentation*, *Unwired*, *Runners Companion*, *War!* and *Spy Games*. While all rules in this adventure follow the core rules found in *Shadowrun, Twentieth Anniversary Edition*, incorporating any or all of these supplements gives a gamemaster the option of using any of the additional rules they contain.

In this series of adventures players will meet several prominent members of the Ancients, and get caught up in a contest over who will lead them! From there they will travel to Portland, smuggling some goods into Tír territory on behalf of a former shadowrunner turned Elven Prince, Evan "Blackwing" Parris. Once there, the Prince hires them to do what they do best: run the shadows. After an

assassination attempt is made on Prince Parris' life, the runners must find out who is behind it and stop them. Then they are sent into a rival Prince's territory to gather rare magical reagents. And finally the team is betrayed and dosed with the very chemical they were delivering, Laës. Now they must backtrack to find out what happened and who sold them out so they can deliver a bit of payback!

Adventure Structure

The *Elven Blood* adventure series comprises five adventures, and each adventure consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

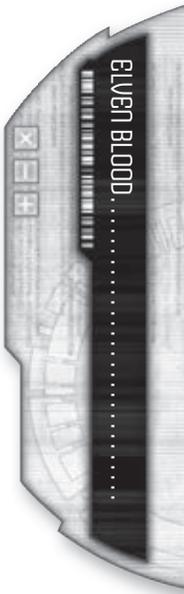
Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location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

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

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

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever



you feel is best to provide the best Shadowrun game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

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

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 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

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* 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.

Cast of Shadows collects all the major NPCs for all adventures into a single section at the end of the book, and have more detailed write ups, and include most of the skills and the gear they have access to.

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

Mission Difficulty

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

A Note on Commlinks

By 2074, 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.

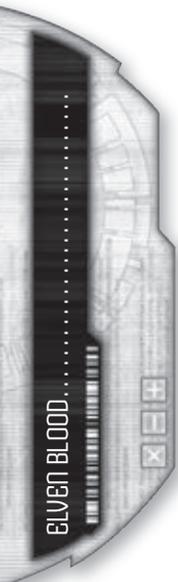
Paperwork

After running a *Shadowrun Missions* adventure, 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 GM, 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*).

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.

Finally, once an adventure is completed gamemasters should head over to the official Shadowrun forums at forums.shadowrun4.com and look in the Shadowrun Missions section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without GM feedback, the PCs' exploits will be unable to affect the campaign.



... ANCIENT PAWNS ...

Sting moved well for a woman closer to fifty than forty, lithe and balanced, silk smooth and razor sharp; but then, she would, she was an elf. It wasn't age that would slow her down, not living the life she was living. It would be a bullet someday, or a Gillette's spurs, a troll's axe, maybe a bike crash. Ancients didn't die of old age, and if there was anything Sting was, it was an Ancient. She was a Seattle-born gangster girl who'd clawed her way up in the old days, gone to war beside Wasp, then led the sprawl's most powerful gang for two decades next to the exile, Green Lucifer. Sting wasn't just an Ancient, in many ways she was the Ancient.

And right now, she was very, very, angry.

She twisted and grunted, sidestepped imaginary counterattacks, lunged in at her target and lashed out. Her chrome-tipped fingers ended in lethal cybernetic razors, and even a feather-soft swipe of her claws could draw blood. She wasn't doing anything feather-soft, right now. A thin sheen of sweat covered her as she danced with shadows, slashing and kicking at the old mattresses duct-taped to steel girders in this practice hall. Normally other Ancients would be here, practicing Carromeleg or Ghost-brite strikes, prodding at the bundled mattresses with switchblades, combat knives and slender swords. Normally their weapons hall would be ringing with the sound of fencers at practice, gloved-up brawlers sparring with one another, and Tir Peace Force retirees critiquing everyone's work. Normally the lights would be on.

Tonight wasn't normal.

Sting danced alone, venting her frustration and tension on mattresses in the dark. Her implants compensated for the gloom in the air, but nothing could overcome the gloom in her head. She relished the opportunity to lash out with her hands and her razors and her chipped-up reflexes, knowing that for most of the rest of the night—Jesus, Buddha, and Zeus, maybe for the rest of another twenty fucking years!—she'd have to do her fighting with her wits and her words again. She missed the simpler days. Days she thought she could take on Seattle with just a fast bike, a gun in her hand, and a few favors from a street doc. The whole world had been simpler then, somehow. Now she was a politician, of all fucking things. A mattress opened up, "guts" spilling out between layers of duct tape, and she sidestepped to another girder, worked at disemboweling another one, started with kicks that would cave in a normal man's ribs.

If only, she thought, hands gliding through another dazzling routine, blades leading the way. If only everything could be attacked so directly.

Not for another twenty years, she swore to herself, as her razors danced across the sloppy smiley face someone had scrawled onto this mattress at head

height. I'm not dealing with it for another twenty years. Gods damn him for doing this to me. And Gods damn his father, for knowing he would.

Her words didn't show up on the astral, of course. Life would be a lot simpler for some, and a lot more complicated for others, if it were so very, very, easy; if cartoon thought bubbles blinked into existence to cleanly, neatly, share someone's innermost secrets. Instead, the mage spying on her made do with the roiling, raging, tempest of her aura. The darkness of the building bothered him even less than it did her; the only shadows he saw were the ones where cybernetics had muted her aura here and there. Invisible to her on the astral plane, slipping through Ancients wards because he'd been the one who raised them, he watched as Sting lunged from target to target, slashing each to ribbons and dancing off to the next.

The mage smiled, watching the colors of her soul flash and storm. He knew how to conceal his own aura, and how to peer through the layers of secrecy that existed when others tried the same. Sting didn't have any such training and was as mundane as a brick. The mage read her like a tridsheet. He whisked away in an eyeblink, and slowly opened his eyes—real eyes, physical eyes—on a rooftop several blocks away.

"She's upset," said the dark-haired, dark-hearted young mage. He flicked raven black hair out of his eyes, reaching up to take a proffered hand that effortlessly hauled him to his feet. "And alone. Not calling a war council yet, not listening to anyone. Her lieutenants aren't even inside the building. She's angry. Off-balance, but angry. She's not calling anything off."

Even once he was on his feet, the elf that had pulled him up loomed over him. Both of them were young, and both of them had the Talent, but only Rook had wanted that particular training facility, so only Rook had gone on the astral scouting mission.

"Good," the larger elf said, as broad in the shoulders as an ork, with a smile and a confidence as dazzling as a Tir Prince. He wore Ancients green and Ancients ink, had been born into the gang and wanted nothing in life so much as to lead it. "If she's pissed, they won't be able to talk her down. This is really happening."

A dozen other elves, all Ancients, all young and lean and hungry, shared glances. A few looked nervous. Most looked cocky. One, smaller than all the rest and the only one without an Ancients logo on her jacket, stood in the shadows and teetered under the weight of a massive two-handed sword. She didn't glance around. She just fauned on the big one, eyes bright.

"We're being taken seriously, boys and girls. Rook, make the call." the strong one said, unable to wipe his grin off his face. Tonight was the night. Finally. *Finally*. "We all know the rules to this game. Let's recruit ourselves some players for the night."

