

ONE GOOD SNIPE DESERVES ANOTHER

Shotglass stared down the smartlinked sights of his Ares Vigorous at the dark form of Doctor Auslander. He was the only one left of his team still standing—the rest lay writhing on the ground in agony from Auslander's last spell. Even though he was still standing, the dwarven merc still felt the effects rippling waves of agony from that spell. He had dropped to one knee, as much to endure the pain that wracked his soul as to steady his shaking weapon. Shotglass knew he had only one shot at the doctor. If he missed, he would die. The rest of his team, already incapacitated, would also die. Auslander would cover Neah Bay in darkness, the essence of death and the hantavirus he had already unleashed.

One shot.

In what felt like an eternity, Shotglass threw his entire soul into that shot.

As the monster Auslander fell, it screamed a bean sidhe's wail.



Kellan Colt awoke from her vision, still staring at the jade cup in her hands. She and Fiona Craig had brought the cup to Seattle a few nights ago from an obscure island somewhere south of Fiji. They both knew the cup was strange even for their brand of tech hunting. Kellan could not explain the vision she had just seen, but somehow she knew it to be as much divination as psychometry—as much a vision of the future as one of the past.

As her vision cleared, Kellan could make out symbols around the cup's rim. She remembered wondering why a cup she had found in South Pacific ruins would be engraved with symbols that resembled Sanskrit. It was a dialect she hadn't seen before, but it was related to the language. Tonight, she could make out a translation:

*A Water Snake passes from the Ring of Fire,
A mage's blood fuels the Harvest's End,
A hallowed grave for unhallowed guests,
In the pure the unpure rests.*

Lightning flashed outside.

"Welcome back to Seattle," Kellan murmured to no one in particular as she looked to the window. "I guess it'll be raining soon."



Meanwhile, Ardra stared down the length of her Barrett Model 121 through a window a click away from Kellan. She was zoomed in tightly on the window, looking at Kellan, but she kept space open in her AR view for the tacnet display that Bitspeak, the team's technomancer, had set up earlier in the day. In it, she could see feeds from the rest of her team.

"The place is warded," Darkbright whispered over the tacnet. "It'll take too much time for me to get inside astrally without forcing it."

"We'll just have to make it quick," Shiny replied. "Ardra, are you in position?"

"I have the target."

Lightning flashed. It wasn't raining yet, but it wouldn't be a dry Seattle night.

"She's seen us!" Glitter panicked as he saw Kellan look at the window in the tacnet feed. He hit the signal. "Ready or not, here we go!"

The light went up in Ardra's AR, telling her the rest of her team was ready, since she was ignoring the chatter to concentrate on her line of fire. She took her two shots. The first shot took the reinforced glass with an explosive round, and the second shot took Kellan with a Stick-n-Shock round.



Kellan could barely make out a female elf, glowing brightly in the astral, as the round struck her.

VN*

XHYU

INTRODUCTION

SRM 04-10: Romero and Juliette is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at <http://www.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

SRM 04-10: Romero and Juliette is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the Fourth Edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-10: Romero and Juliette 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 scene and be a little more generous with clues, target numbers, and other requirements to guide the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle the 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, and provides 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 to 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 *SRM 04-10: Romero and Juliette* (or 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 Character

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 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 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 in which they appear, and they 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. They have more detailed write ups and include most of the skills and the gear they use.

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

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.

Choosing Sides

During the course of a scenario, the players will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and opposing Factions who butt heads

PREVIOUSLY IN SHADOWRUN MISSIONS...

This *Mission* is a direct sequel to *CMP 2010-04 Humanitarian Aid*. It is suggested that gamemasters run or read that *Mission* before running this one, though it is not necessary. This adventure summarizes *CMP 2010-04 Humanitarian Aid* so the gamemaster (and the players, if they do their research) can get all the relevant details.

About a year ago, a master shedim plagued the town of Neah Bay, a small seaside town in Salish-Shidhe territory. That master shedim had possessed the body of Dr. Auslander, a doctor in the local hospital, and had several other shedim possess an archaeological team who had uncovered a prehistoric Makah shrine on nearby Waadah Island. The possessed Dr. Auslander created an outbreak of the hantavirus in the town by pouring rats and rat excrement into snow blowers aimed at the town, thereby making it an airborne virus. The Salish government quarantined Neah Bay when the virus' death toll rose into the double digits. Horizon was already running a clinic in Neah Bay, and it manufactured several thousand doses of the appropriate antiviral over the next two weeks. The shedim stole the antivirals within hours of his arrival in Neah Bay.

Horizon, through John "Spazz" Silva, hired a runner team to recover the antivirals and arranged for the runners to gain access to the Neah Bay quarantine zone by way of the Kingston-Edmonds ferry dock. The runners began their work by searching the clinic and found that an amateur, though superhumanly strong, thief stole the antivirals and nothing else. After talking with the locals, the runners found the archaeologists' room at the Cape Motel, at the eastern end of town. The few remaining notes and maps in the room led them to Waadah Island, where they discovered Dr. Auslander's plot. In an extremely tough fight, the runner team killed the body of Dr. Auslander and disrupted the master shedim possessing his body.

constantly. Characters can try to remain neutral, but often any decision they make favor one Faction over another. These choices earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

A Note on Commlinks

By 2070, 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 gamemaster, please make certain

MISSIONS FACTIONS

ARTIFACT RUSH PLOTLINE

Atlantean Foundation: This faction has long believed in a grandiose magical "Fourth Age," and the recent discoveries of magical artifacts lends credence to their claims. They are scrambling to be the first to gather these artifacts and unlock their secrets.

Draco Foundation: Founded after former president Dunklezahn's death, the Draco Foundation has been searching out any number of strange things for research. Rumor has it that even fifteen years after his death, Dunklezahn is still guiding them from beyond the grave, no one knows their true motives. But they will do whatever they can to get their hands on these strange artifacts and discover what they can do.

Saeder-Krupp: For now, Lofwyr is content to sit back and watch as mortals scramble about for baubles from a past life. He's just gathering data.

Lung: Like Lofwyr, Lung is watching and waiting to see what gets unearthed and what the mortal races do with it.

to fill this out and sign off on it for each character. In the interest of time, you may have each player fill out the sections with the appropriate values you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR44*).

The second item 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 gamemaster feedback, the PCs' exploits will be unable to affect the overall campaign.

MISSION SYNOPSIS

Since last year's defeat in Neah Bay (See *CMP 2010-04: Humanitarian Aid*), the master shedim who had possessed the body of Dr. Auslander began calling himself Auslander as a reminder of his failed plot at Neah Bay. He has regenerated and possessed the body of Brent McPherson, a Horizon wagemage who was sent into Neah Bay as part of the cleanup crew after the shadowrunners left and who was victimized when he went astral at the wrong time.

Last month, street mage-turned-artificer Kellan Colt (p. 30, *Street Legends*) and archanoarcheologist Dr. Fiona Craig found the latest of many artifacts, a jade cup, at a dig on a tiny island in the South Pacific. They knew instantly that the cup was potentially valuable and definitely magical, but they could not determine the particulars of the artifact's power. Last week, they smuggled the artifact into Seattle. Last night, an unidentified team kidnapped Kellan and stole the cup. Although Kellan was shot with a Stick 'n' Shock round, some of her blood ended up in the cup. This completed the prophecy engraved on the cup and set into motion a terrible plot.

In its day, the jade cup was used in death rituals. Eventually, these rituals led to the destruction of the civilization that crafted it, and the current plot is the beginning of a replay of that destruction. The cup is a sort of astral beacon, linked by the blood of a mage at a particular time to the metaplane of the shedim (p. 155, *Street Magic*). This time around, the cup's inscription refers to the Water Snake in the Chinese calendar (February 2073 to January 2074) following the eruption of the Ring of Fire, the set of eruptions and earthquakes that occurred around the Pacific Rim on October 27, 2061 (p. 87, *Sixth World Almanac*). In the culture that crafted the cup, the Harvest's End is a celebration of death that draws some parallels with All Hallow's Eve (that is, Halloween).

Once the cup has been activated by Kellan Colt's blood, shedim are able to appear in astral space in greater numbers than usual. Eventually so many appear in astral space that the runners are likely to spot them hanging around there, waiting for someone to die or project astrally, allowing them to possess them.

Meanwhile, the kidnappers have picked up Kellan, the cup, and probably a few other trinkets. Early this morning (on the beginning of All Hallow's Eve), they delivered Kellan and the cup to Auslander/McPherson, and he nearly killed them for their trouble. By the time the runners are hired, the kidnappers are hiding out at the nearby Lakeview Inn (p. 87, *Seattle 2072*) trying to lay low and lick their wounds. They know something has gone seriously wrong, and they know by now that McPherson is not just another Johnson, but they do not yet know the full depth of their mistake.

Shaun Davies, Kellan's boyfriend, contacts the runners and hires them to find and recover Kellan from the kidnappers, not knowing that she has already been handed off. Dr. Fiona Craig, still in the

RUNNING SRM 04-10: ROMERO & JULIETTE

Gamemasters have several styles of game they can run with this adventure. The first is more lighthearted, playing with the in-jokes taken from movies like *Shaun of the Dead* and *Return of the Living Dead*. In this style of game, the gamemaster should play up the camp, the humor, and have fun with cheap scares and thrills.

The other style is to play it straight horror, more *Night of the Living Dead* and *Dawn of the Dead*. More George Romero, less Sam Raimi. Gamemasters in this game should play up the sheer horror and creepiness of the situation. The very concept of undead should be a fairly terrifying one, so feel free to force composure tests on the players whenever they see something particularly horrifying.

South Pacific doing additional research, has provided Shaun with MacCallister's contact information and additional nuyen through which to hire a team to search for the stolen artifact, a jade cup that was recently brought in from an island in the South Pacific. Laurent Nazaire attempts to hire the runners to bring him the cup instead. After this last meeting, the runners become witnesses to a gangland assassination, where the victim rises as a zombie, possessed by a shedim.

Alternatively, the runners may be contacted by Kresh Marout, a low-level administrator in DocWagon's North Tacoma clinic. He sends the runners to investigate the loss of communication with the Lynwood clinic, which turns out to be overrun with zombies.

As more and more zombie risings occur, the situation in the Seattle Metroplex becomes tenser. Anyone watching the news, or anyone with police or medical contacts, will soon find out that the recently deceased are rising and walking out of the local morgues. Although it is possible to trace the source of the risings by examining the pattern of where they occur, such an approach requires enough risings that the Metroplex will soon declare a state of emergency.

Once the runners locate the kidnappers, their approach may determine how much information they get from their quarry. The kidnappers are scared and hurt at this point, and by the time of their encounter with the runners, their mage will be possessed. Although this guarantees a fight, the scale of the fight can be limited by the runners' actions. If any are left alive, the kidnappers eventually give the runners the location of their betrayal: the Cypress Lawn Memorial Park (1615 SE Everett Mall Way, near Everett Beacon Mall; p. 84, *Seattle 2072*).

Then comes the final confrontation with Auslander and his servants. Kellan and the cup are here, and Auslander is draining more of her blood to strengthen the beacon.

SCENE 1: SHAUN OF THE GHOST

SCAN THIS

In this introductory scene, the runners are contacted by MacCallister for a job. (By this point in Season 4, the runners at least should have heard of MacCallister, and many have him as a contact already.) The runners meet with their Johnson, Shaun Davies, who is desperate for help.

SHIRLEY'S GHOST

208th Street & 132nd Avenue SE

- This bar and grill was called “the Terror Pit” back in the ‘50s and early ‘60s, decorated with the same faux-Halloween and neo-Goth crap as it is now, and serving the same “un-appetizers” designed for their gross-out factor: fake eyeballs, “pasta ‘n’ guts,” and stuff like that. It changed hands and names when the prior owner, Shirley McElyea, passed away in ‘67. Huggable Shirley (as her customers called her) was a former wagamage with MCT before she lost her right arm and leg defending some completely worthless corporate tailchaser. She set up the Terror Pit as her retirement gig, and local magicians and wannabes adopted it, delighting in scaring the newbies with freaky illusions and whatnot. Shirley died after developing complications with her by-then twenty-five-year-old implants.

To honor her memory, the new owners changed the name of her establishment, and the regulars frequently make her “ghost” appear there, with the same bitter laugh they recall from years past.

- Khan-A-Saur
- Some people speculate that Shirley's ghost is not always an illusion and that her spirit really does haunt the place. If so, she seems content doing what she did with the last years of her life. She always said getting screwed over and forced out by MCT turned out all right for her in the end, because it gave her a new home and family.
- Ethernaut

TELL IT TO THEM STRAIGHT

Ah, it's that time of year. The time when the little kids—and more than a few not-so-little kids—put on those corp-generated fifty-nuyen costumes and go begging for candy. It's 2074, though, so few of them are as scary as the real things that go bump in the night, but the occasional “Mister Johnson” mask does give you pause. And there's more than one gang of kids out tonight with their NERPS guns, pretending to be shadowrunners.

The scary Mister Johnson mask should have been an omen, because your commlink chimes with a message headed by a red smiley-face icon with tusks: “Hoi, chummers, MacCallister here! I have some work for you. Meet a guy named Shaun at Shirley's Ghost in Renton in an hour.”

If the runners accept the meeting with Shaun:

As you enter Shirley's Ghost, the first thing you see is the old Winchester rifle mounted above the bar. You see the Winchester because it's out of place with the rest of the establishment, which seems to have been decorated several Halloweens ago. A “genuine” Dunkelzahn mask rests in a display case next to the door, a

blood-stained Halloweener jacket hangs on another wall along with several decaying Jack-O-Lanterns, and a framed “Welcome Back, Halley's Comet” poster hangs near the restrooms.

The bar is almost completely silent except for the haunting electric guitar solo that seems to have entranced the patrons. A synthesized transition moves the music into the title track of Dark Angel's *Flaming Wings* album, and the small stage lights up with a trideo recording of a dark-skinned human male, with flaming wings, wailing on an electric guitar. As the aged trideo recording continues, the patrons return to their conversations.

A manifest female spirit flits about the room in some combination of taking orders and socializing. “Hi, welcome to the Terror Pit, I'm Shirley's ghost,” she says to a troll couple seated with a male elf and a female dwarf near the door.

As you approach, the bartender nods at you. “Looking for Shaun, right? Over there.” He motions to a short human male seated alone at a table in the corner.

“My girlfriend has been kidnapped, and MacCallister said you'd be able to help. Dr. Fiona Craig, research associate at UW, gave me MacCallister's number on the condition that I also ask you to recover an artifact that was stolen along with Kellan. It's a jade cup, with some markings around the rim. I can offer you each five thousand nuyen for recovering her safely, and Dr. Craig has offered to match that in exchange for the artifact. I'll pay you twenty percent up front.”

DARK ANGEL

Major Albums

Flaming Wings (2050)

Earthdown: The Scourge (2053)

History

Dark Angel had an interestingly short career. He was an amazing musician with an unsurpassed talent with the electric guitar. His albums were solid hits, but after he announced his next album, *Earthdown: The Scourge*, he and his wife/manager Icelady vanished mysteriously, and their house was burned to the ground. No bodies were found, and neither has been heard from since.

- Snippets of music rumored to be from the unpublished album still circulate. I believe that playing the music backwards in its entirety will open a rift to a nightmare realm. I think that's what happened to him when he found out that his wife was manipulating his music.
- Plan 9
- I'm not saying I know what happened to Dark Angel, but Occam's razor looks at the above theory and says, um, probably not.
- Snopes



BEHIND THE SCENES

In this scene, Kellan Colt's boyfriend, Shaun Davies, hires the runners to find Kellan. He contacts the runners through MacCallister and asks to meet them at Shirley's Ghost in Renton (p. 96, *Seattle 2072*). This being the Halloween season, play up the ambiance. If they don't have MacCallister as a contact, use either a fixer or talismonger contact to set up the meet. MacCallister doesn't have any other details about the job, just that it came from a reliable source.

Shaun knows that Kellan was kidnapped, but he doesn't know why. Kellan just got back from an expedition to the South Pacific about a week ago. Shaun has scraped together as much money as he could, so he can offer the runners 5,000¥ each (plus 500¥ each per net hit, to a maximum of 4 net hits) to return Kellan safely. Fiona has funneled some nuyen from her latest research grant to match the fee if the runners recover the jade cup. The Negotiation test should be rolled only once unless the runners insist on making separate rolls; the default is that Fiona matches Shaun's pay exactly (making the total 10,000¥ plus 1,000¥ per net hit, to a maximum of 4 net hits, per runner). Should the runners insist on more upfront money, an additional Negotiation Test can yield an additional five percent per net hit (maximum 6 net hits, for a total of 50 percent in advance). Shaun also offers the runners access to the scene of the kidnapping, the apartment that he and Kellan share just a few blocks away. If the runners investigate the apartment, proceed to **Scene 2: Seattle Noir**; otherwise, proceed to **Scene 3: Tales of the Jade Cup**.

TRICK OR TREAT!

The adventure takes place during Halloween in the Sixth World, and despite the frequent violence on the streets, kids will always love Halloween. In the nice, neat corporate enclaves and arcologies the children do their trick or treating while it's still daylight out, probably a day or two early to ensure their safety. But on the mean streets the children run wild; Halloween in the daylight isn't fun as any child will tell you. So as the runners travel around, they should see parades of kids, teens, and even adults wandering around in costume trick or treating and having a good time. Play this up for maximum effect.

If you're playing a more light-hearted game, the kids can be used as a distraction, an annoyance, or a hindrance. They'll bug the runners for candy, ask them who they're dressed as, or even recognize the runner if their Public Awareness is high enough. Runners with a Public Awareness of 6 or better may even see kids dressed as that runner! The shedim may pose a minor threat to the children, but in this type of game kids shouldn't come to harm.

In a darker, more serious game though, the kids could prove to be an added layer of complexity. They're highly vulnerable to the undead, and there are few things more terrifying than a shedim-possessed six-year-old. This can be played up for the sheer horror factor, as dead adults are one thing but dead children are something completely different. Be cautious, though, in using this element, and work to make the scares authentic, rather than putting children in the story in danger simply because you can.