



SHADOWRUN[®]

30 NIGHTS





30 NIGHTS





CONTENTS & CREDITS

CONTENTS & CREDITS.....	2
JACKPOINT	4
INTRODUCTION	5
THE DARK OF NIGHT	6
TORONTO BASICS	10
THE NIGHTS.....	22
NIGHT 1: THE LONGEST NIGHT	23
NIGHT 2: SCREAMS AT DUSK	28
NIGHT 3: THE BREAD CIRCUS	31
NIGHT 4: SOMETHING BROKEN.....	33
NIGHT 5: PIRATES AHOY!.....	37
NIGHT 6: WINGS AT NIGHT	40
NIGHT 7: DOMINION.....	45

NIGHT 8: PIRATE CHASE	47
NIGHT 9: GANG GAUNTLET	50
NIGHT 10: PACK ATTACK	53
NIGHT 11: CODEBREAKERS	55
NIGHT 12: TRAIL OF CORRUPTION	60
NIGHT 13: RAGE AT THE META	65
NIGHT 14: DIGITAL THREAT	68
NIGHT 15: TOP OF THE SENATOR	71
NIGHT 16: JAILBREAK	74
NIGHT 17: FULL BLACK	77
NIGHT 18: ARCOLOGY RESCUE	80
NIGHT 19: GOIN' MOBILE	84
NIGHT 20: ORGAN DELIVERY	87
NIGHT 21: GREAT ESCAPE	89
NIGHT 22: MOST WANTED	92
NIGHT 23: DOMINION REDUX	95
NIGHT 24: DISTANT COUSINS	98
NIGHT 25: PEREGRINE IN PERIL	101
NIGHT 26: TOO MANY DOORS	103
NIGHT 27: ASTRAL FIREWORKS	107
NIGHT 28: GET CHEUNG	112
NIGHT 29: HAND OF THE DRAGON	116
NIGHT 30: POWER UP	121
CHARACTER TROVE	125

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////////////////////////////////////
CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
////////////////////////////////////

>LOGIN
>ENTER PASSCODE

...BIOMETRIC SCAN CONFIRMED
CONNECTED TO <ERROR: NODE UNKNOWN>
////////////////////////////////////

“Experts know zip over zap.”
—*New York Daily News* headline
////////////////////////////////////

Welcome back to JackPoint, chummer; your last connection was severed **3 hours, 14 minutes, 19 seconds ago**

TODAY’S HEADS-UP

Our job is simple—when things go bad, we make money either fixing them or making them worse.
And things have gone really bad.—Glitch
////////////////////////////////////

INCOMING

>>> You need to see the big picture sometimes, so you know how massive the train wreck is. [TAG: CUTTING BLACK]
>>> We pay for the violence we inflict, and I’m not just talking about the cost of ammo. [TAG: FIRING SQUAD]
>>> You’re not just seeing things. But it’s still possible you’re going crazy. [TAG: SPLIT STREAMS]
////////////////////////////////////

TOP NEWS ITEMS

>>> United Nations continuing negotiations to bring emergency supplies to the UCAS.
>>> Corporate Court announces update to agreement with spirits near Kilimanjaro, hailing “unprecedented cooperation.”
>>> North American Urban Brawl League exploring expansion; southern Aztlan, Pueblo Corporate Council, Salish-Shidhe seen as leading contenders.
////////////////////////////////////

JACKPOINT STATS

81 Users are active on the network.

LATEST NEWS

Seattle Governor Corinne Potter points to UCAS power outages
as evidence the country cannot help its constituents.

PERSONAL ALERTS

>>> You have 6 new private messages.
>>> You have 4 new responses to your JackPoint posts.
>>> Still no word from your cousin in Toronto

There are seven Members online and in your area.

YOUR CURRENT REP SCORE: 777 (69% Positive)

CURRENT TIME: 12 November 2080, 2240 hrs
////////////////////////////////////

INTRODUCTION

In 1977, the power in New York City went out for 25 hours. Parts of the city were ravaged by riots and looting; by some estimates, more than 1,000 fires were set, and 1,600 stores were looted. One observer noted that “the underclass in a crisis feels no compulsion to abide by the rules of the game because they find the normal rules do not apply to them.”

In *Sixth World Toronto*, the entire rulebook is about to be thrown away. The power is going to go off, not for one or two days, but for thirty (the back-story behind what is happening and why can be found in *Cutting Black*, which can inform a campaign but is not needed to run the game). The chaos and suffering will be considerable. People will have to find a way to adapt, inventing new social structures on the fly that can help them get supplies they usually take for granted, like food and water. They’ll have to live with no Matrix and limited transportation options. Along with the increased difficulty of day-to-day life, there will also be a host of new threats, as people go missing, gangs try to use the chaos to expand their reach, and escaped critters roam the streets.

This is where the runners come in. There will be plenty of work to be done, from finding missing people to combatting gangs to recovering supplies and more. As the blackout gets longer, the chances to uncover mysterious information and dig into what’s going on behind the scenes extend, giving them hints as to what caused the extended power outage.

THE SETTING

30 Nights takes place in the UCAS city of Toronto, on the shores of Lake Ontario. The first chapter of the book provides critical info on the city, including its districts, notable locations, criminal organizations, and Awakened features. A map showing many of these locations is on a fold-out page at the back of the book. Gamemasters and players alike can use this section to get some familiarity with the city, learning the background of the city that’s about to be plunged into darkness.

THE NIGHTS

This section of the book details events for each of the 30 nights that the campaign covers. The description of each night starts with a brief introduction, followed by **Hooks** to show what’s interesting about that particular night and how the PCs might be connected to the action. That’s followed by **Hotspots** listing some of the key locations for the night. **The Job** details just what the PCs do during the night and tells how the story of that night develops. **Who’s Who** covers who is involved in that night’s plot, and the **Special Notes** offer any last bits of info needed to make the night work.

The time it takes to play through in a night varies. Generally, each night should not take more than a single game session, and some sessions might be able

to cover multiple nights. In the end, though, gamemasters can stretch or condense the events of each night as they see fit.

Gamemasters can use the nights described here in a variety of ways. They may decide to drop the players in the city on night one and make them fight through all 30 nights, or they may bring them in and out of Toronto, checking in for a few nights, getting some jobs done, then heading out for a week or two before some job brings them back. Days can be shifted around a little if the gamemaster desires—maybe night 8 could take place ten to fourteen days after the blackout starts, rather than seven days—but the general chronology should be maintained, even if some nights are skipped (that is, night 25 should not happen before night 24).

Even if a game does not include the first two nights, the gamemaster should be sure to look at the sidebars on those nights to help we up what works in the city and how all types of characters can stay involved in the action.

Some of the characters pop up in more than one night, and some nights have clear threads connecting them to other nights. These threads can be used as mini-plotlines for gamemasters who want to drop players in for a taste of the action in Toronto without engaging in all 30 nights. These are usually noted within the text of each night, but for gamemaster reference, here is a list of some of those connections (note that some nights contain plots from multiple threads and so appear in multiple lists).

The Peregrine Thread: These nights deal with a character named Peregrine who sets up a refugee base in the Dominion Public Building and gives the runners chances to assist his efforts. Includes: Night 6, Night 7, Night 19, Night 23, Night 25

The Black Lodge Thread: Who better to take advantage of confusion and chaos than one of the Sixth World groups that most thrives on those things? The Black Lodge is looking to work dark rituals and gain more power for themselves, and nights involving these plots include: Night 4, Night 12, Night 17, Night 26, Night 27

Critters on the Loose: During the blackout, some critters not normally seen in cities start rampaging through the streets. Can they be stopped? Where did they come from? This thread includes: Night 10, Night 14, Night 21

Killer on the Streets: The loss of power frees some convicts, and one of them is especially dangerous. Includes Night 16, Night 22

Mobile Power: Vehicles and devices are down across the sprawl—but some vans are seen prowling the streets. What are they, and where do they come from? This includes Night 5, Night 7, Night 19

Corporate Intrigue: The search for some missing persons helps uncover some corporate family secrets. Includes Night 18, Night 24, Night 28

Those are suggestions that might help guide your way through *30 Nights*, but in the end, there is no wrong way to play. Look over the plots and get ready to plunge players into darkness as they try to survive a city gone feral.



THE DARK OF THE NIGHT

BY BROOKE CHANG

"You know," Sikh Burn grunted to his companion on the gurdwara's rooftop, "when Vikrant asked me to come protect this place, I didn't think I'd be doing it with bhangra."

"Hey, at least it keeps you warm." Jag grinned. With the blackouts, his teeth were probably the brightest thing around for kilometers. The expression didn't last for long, though. "People needed a distraction. You saw how everyone was acting when you got here."

The adept nodded. He remembered how everyone's faces had lit up when the impromptu dance show started, especially two young children in the front row who had gone from being quiet and listless to laughing and jumping around seemingly in the blink of an eye. "How bad is it?"

"We're okay for heat, thanks to Parm's spells, and we melt snow for water. As for food, with what you brought with you, we'll be fine if the lights come back on within the next week. A lot of people will be hungry, but they'll live."

Sikh Burn thought back to the van load of supplies he'd hauled from Calgary, now sitting in the gurdwara's

storage room. *So what you're saying is, we have less than a week of food left.* The adept didn't want to say it out loud; he knew that Jag was as frazzled as anyone else at the gurdwara, despite the brave face he was putting on, and Sikh Burn couldn't risk his comrade giving in to despair.

"The biggest problem is medical supplies," Jag continued. "There are a few people with diabetes, heart trouble ... not to mention people getting hurt fighting off attackers."

"Attackers? People trying to steal supplies?"

Jag shook his head. "Not just that. There's some kind of spirit roaming around out there, too. They cut up three of my guys last time they showed up."

"The mages can't banish them?"

"Most of the magic-users are up in Brampton. Parm's the only one who's here all the time, and when she tried, they swarmed her. We fought them off, but if anything happens to her, the heat goes off."

"What kind of spirit?"

"A mean one?" Jag shrugged. "Some of the mages Parm talked to call them corruption spirits, whatever that means. Parm's never seen anything like it before, and I don't know drek about magic."

Sikh Burn rolled his eyes. "Thanks, that's really helpful."

"Anytime, chummer." Jag clapped the adept on the shoulder. "Come on, let's go meet the others." The two other rooftop sentries, Amit and Charan, were both former corpsec troopers who'd lost their jobs when Ares



pulled out of the UCAS. Luckily for them, that meant they hadn't been in Toronto proper when the blasts that started the blackout went off, so all their cyberware was still functioning—and equally luckily for Sikh Burn, so were their Ares Alpha assault rifles, which would probably be more useful than the oversized *khanda* sword and accompanying buckler he carried. Unfortunately, both of the other sentries were mundane, which made astral overwatch Sikh Burn's sole responsibility. After the brief meet-and-greet, Jag excused himself to get some sleep and the other sentries returned to their posts. Sikh Burn busied himself walking a circuit around the rooftop, as much to stay warm in the freezing winter's night as to cover any possible angle of approach.

With the city shut down by the blackouts, the night was eerily quiet, so much that every footstep and rustle of clothing seemed loud in the adept's ears. On the astral, the city looked even more bleak than it did in the physical world, and not just because of the time of year. Sikh Burn had grown up even further north than Toronto, and he knew how to deal with winter. No, the astral desolation came from the webs of black smoke that crept across the Toronto sprawl, visual interpretations of the astral impressions left by intense metahuman emotion. It was the same astral miasma Sikh Burn had seen in barrens neighborhoods in every city he'd ever visited, but the blackouts had spread the magical background hum of fear and misery over the entire metroplex.

The background count held extra disadvantages for Awakened like Sikh Burn: it dampened their connection

to their innate magical abilities, and its haze-like form on the astral plane limited visibility in much the same way as its physical counterpart. Even that didn't explain how the adept didn't spot the approaching astral entity until it had nearly reached the gurdwara's rooftop—although as soon as he saw the hideous form, a part of him wished he could've not noticed it for longer. The creature was roughly humanoid, though its body tapered into an indistinct "tail" where a metahuman's legs would've been, with spines jutting out at abnormal angles and intervals. When Sikh Burn first spotted it, the corruption spirit was beelining for the walls of the gurdwara. The adept's warning shout to the other sentries seemed to draw its attention, though, and the monstrous entity propelled itself upward to the rooftop. Before it could land, Sikh Burn switched his senses back to the physical plane, closing his direct conduit to the astral so that the spirit would have to materialize to attack. A moment later, the adept saw that his ploy had worked when the corruption spirit materialized from thin air in front of him. He also saw far more of the spirit than he wanted to see. Its head looked like an eldritch abomination's tentacle-jaws had been grafted on to a skull, and foul-looking vapours rose from between the spines inside the spirit's maw, in place of puffs of breath.

Sikh Burn whistled. "Yer a right ugly one, aren't ye?" Against metahuman opponents, banter and off-the-cuff accents—a Scottish burr, this time—were part of how the adept gauged his enemies' skill; if his antics threw them off, it would be an easy fight. This time, the jibes

just gave the adept a reassuring sense of normalcy as the horrific spirit lunged at him with an infrasonic howl.

Rather than waste time with the clawed limb scything through the air at him—*shastarvidya*, the Indian sword-fighting style Sikh Burn practiced, wasn't big on parrying—the adept ducked under the blow and swung for his opponent's body. Against all but the fastest metahuman targets, the strike would've been a guaranteed hit, but the spirit contorted in a way that no creature with bones could've matched and drew itself away from the attack. Annoyed, Sikh Burn used his momentum to dart forward into the gap created by the spirit's withdrawal. He raised his fist to smash his buckler into the spirit's face, only for its spiked maw open wide enough to swallow both the shield and the attached limb whole. The adept yelped in surprise and tried to yank his arm back, but the spirit chomped down, and dagger-like teeth stabbed into his forearm from every direction. Sikh Burn channeled his agonized scream into a growl as the pressure of the spirit's grip bent his buckler into a tube, until it wrapped around his hand like a fingerless gauntlet.

The only good news was that as long as the spirit was chewing on his arm, it couldn't dodge the adept's counterattack. *Frag it, I'm gonna lose my hand either way*, he thought, and grabbed on to one of the fangs lining the spirit's maw as he hefted his khanda. The spirit's features twisted in what Sikh Burn assumed was surprise as it hissed and tried to disengage, but the adept shoved the pain and weakness in his injured arm aside and held on long enough to bring his khanda around for an overhead strike. The sword cleaved through the spirit's head like an axe splitting a log, and the monstrous entity shrieked loud enough to leave Sikh Burn's ears ringing, its volume apparently unhindered by the limb stuck down its gullet, before it vanished into the ether.

The spirit's sudden disappearance, and the resulting withdrawal of its fangs, jostled Sikh Burn's arm enough to send a fresh wave of agony surging through the injured limb. Since his wounds were no longer plugged by the spirit's teeth, the feeling of warm, slick blood running down his arm quickly followed the pain. The adept cursed and tucked his sword under his good arm, then tied the shredded sleeve of his jacket into a makeshift bandage. *<Jag, I got rid of the spirit, but my arm's torn to drek. Is everyone else okay?>*

<Yeah, nothing got inside. Come back downstairs, I'll tell Parm to meet you.>

<Will do.> Sikh Burn wiggled his fingers experimentally. It hurt like hell, but they moved. He wasn't even going to try removing the former buckler from his hand until he got insi—

Propelled by magically amplified reflexes, the adept threw himself to one side even before he consciously recognized a threat. He heard fabric ripping, felt something move past him, and turned to see the three corruption spirits that had materialized on the edge of the rooftop. Cursing, Sikh Burn sent another message through his 'trodes. *<Scratch that, there's more.>* Cold stung the back of the adept's throat as he took a deep breath to center himself and then chanted a prayer to tap into the power that had earned him his street name. A fiery aura swirled into existence around Sikh Burn's body as he turned to face the newly arrived spirits, gripping his khanda with both hands. He didn't know whether he'd be able to cut all three of them down before he collapsed

from blood loss, but he had to try—and he sure as hell wasn't giving the enemy any more free hits.

The next few minutes were a blur of fire and steel as Sikh Burn spun, slashed, and stabbed his way through the three corruption spirits, using *shastarvidya's* emphasis on body position to make sure that one of the spirits was always between him and the one that was attacking him. The spirits gave nearly as good as they got, sneaking blows past his defences whenever they could. If the adept had had time to think about it, it would've stung his pride a little that the spirits took nearly as much damage from attacking him as they did from being attacked by him, but he had more urgent matters to deal with—like not letting the spirits get inside the gurdwara.

In the end, Sikh Burn triumphed, though he hardly came out unscathed. Besides his shredded arm, the trio of corruption spirits had torn fresh holes straight through his armored jacket and into his back and chest, and at some point his “good arm” had become his “not-as-bad arm.” He was alive and conscious, though, and for the moment, that was good enough for him. He blinked his vision over to the astral to check for any more spirits lurking nearby—the rooftop was empty, much to his relief—and let his fiery aura dissipate before sending another commlink message. *<Three more spirits down. How's inside?>*

Silence.

Sikh Burn frowned and shook his head to clear the noise out of his ears, then promptly regretted the gesture as the rooftop started spinning around him. *<Jag? Answer me, chummer.>* More silence. The adept shifted to astral vision again to confirm that there were no more spirits around, then jogged for the stairwell door as fast as his wobbly legs could take him. The stairs themselves were a challenge to traverse, but the adept managed to keep himself from falling on his face before he reached the ground floor. The storage room was only a few steps down the hallway, and it was the first place Sikh Burn went to look for Jag—but instead of a flock of people distributing the food he'd brought, the room was empty. *Where'd everyone go?*

The realization that he was in danger hit Sikh Burn like a burst from an assault rifle, followed a split-second later by an actual burst from an assault rifle. The adept stumbled forward and half-leaned, half-fell against a stack of boxes as the trio of rounds slammed into his back. *Spirits don't use guns*, his pain-addled mind helpfully pointed out. Sure enough, when the adept turned to face his assailant, he saw that they were indeed metahuman: a dwarf carrying a rifle that was obviously too big for her frame, clad in a cobbled-together suit of armour.

Reasoning that a friendly well-armed person wouldn't have shot him in the back, Sikh Burn dug deep into his reserves of mana. He'd only recently learned that he was capable of casting spells like a typical magician, and his faith's disapproval of flashy “miracles” had made him leery of using it in all but the most desperate circumstances—like these ones. The adept extended his arm toward his attacker and growled an incantation in Punjabi, and a gout of flame shot out of his palm. The dwarf threw herself to the side to avoid the fiery blast, and Sikh Burn charged after her, roaring like his namesake in pain and anger. His attacker must not have expected the adept to be as fast as he was, because Sikh Burn saw her eyes widen in alarm as she scrambled out of his path. The khanda met its target with a *clank*,

shearing through the dwarf's cybernetic arm with little resistance, then buried itself in her collarbone with a *thump*. To Sikh Burn's surprise, she didn't cry out; maybe she had one of those cybernetics that prevented her from feeling pain.

Feeling his legs wobble with fatigue, Sikh Burn lowered his shoulder and turned his charge into a tackle, bull-rushing his attacker into the hallway while he withdrew his khanda for another strike. To his dismay, his legs chose that moment to give out, and he felt the dwarf's body pass beneath him as the corridor wall rushed toward his face.

Oh, this is gonna suck...

The next thing he knew, Sikh Burn was warm, and he was staring at a ceiling. He tried to sit up, only to find that his entire body was stiff and sore, like someone had stuffed him into a punching bag and hung it in a boxing gym full of trolls. At least nothing felt broken anymore—not even his torn-up arm, which was neatly wrapped in a neatly tied bandage. The adept could practically hear his mother insisting that if he'd become a doctor like she'd told him to, he could've applied the dressing himself, which made him wonder if he'd hit his head harder than he'd thought.

When the adept managed to sit up, he realized that he was in one of the gurdwara's side rooms, which looked like it had been turned into a makeshift first-aid station. Amit and Chara, the other two rooftop guards were similarly laid out beside him. Both were unconscious, their faces marred with raccoon-mask bruising. Then Sikh Burn saw his assailant tied to a chair on the far side of the room, also freshly bandaged, and his face flushed with anger. *We're wasting our supplies on—no, it's not a waste, he reminded himself with a deep breath. She needed help. It's our duty.* He silently repeated the impromptu mantra until his temper had subsided.

By that time, Jag had showed up in the first-aid room. He squatted down and clapped the adept on the shoulder, then pulled his hand away when he saw Sikh Burn wince. "Damn, brother. What were you doing, trying to be Baba Deep Singh?"

"Hey, my head's still attached. Feels like it's exploding, but it's attached. Is everyone okay?" He glanced back at the other guards.

"Everyone inside was fine, but she got Charan and Amit pretty good." Jag tilted his head toward the dwarf. "Parm'll look at them again when they wake up. What do you want to do with her?"

"Talk to her, first." With Jag's help, Sikh Burn shakily rose to his feet and shuffled across the room.

The dwarf lifted her head and shook her bright pink bangs out of her eyes. "Should've just killed me," she croaked.

"That's not how we do things," Sikh Burn said. "Why did you attack us?"

"Some terms up at York asked us. They're running out of food and water."

Sikh Burn's brow furrowed. "York?"

"The university. It's not far from here," Jag said. "The people holed up there came to us the other day, before you got here, asking if we could spare any supplies. I guess they didn't feel like taking 'no' for an answer."

The adept's eyes widened. "You turned them away? Jag, you know what the Guru Granth Sahib says about generosity—"

"We already didn't have enough food for everyone. Some of the old folks refused to eat at all so the kids could stay fed. My dad—a couple of the sick ones died." Jag's jaw tightened, and Sikh Burn saw his eyes start to cloud. Jag took a moment to compose himself before he spoke again. "We offered the York people *langar* with what we had, but we couldn't spare more than that. One of them tried to make a scene about it, and we had to kick them all out."

"That's when they hired my team," the dwarf added. "Asked us to keep an eye on different places to see if they were getting any outside help. When we saw your truck come in, we figured we'd take the chance."

Sikh Burn ran a hand over his face, suddenly feeling a million years old. It sickened him to know that even though he'd come here to try to help people in need, he'd only made them into targets. "If we let you go, will your team try to attack us again?" he asked the shadowrunner.

"Honestly? Yeah. We told the Johnson we'd get the job done. And even if we hadn't, it's not like we got a choice, right? Dead is dead, doesn't matter if it's from starving or your fancy meat-cleaver." She lifted her chin toward Sikh Burn's khanda.

"What if we gave you some of the supplies we have?" Sikh Burn saw Jag's eyebrows shoot up out of the corner of his eye, and ignored it. "It won't be much, but it's better than nothing, right? We'll give you what we can, and you leave us alone."

Before the runner could answer, Jag sputtered in exasperation. "Are you crazy? If we start bribing people whenever they come to attack us, it'll just encourage them!"

"Your chummer's right," the runner said, shrugging. "Most runners'd just take what you give us and come back for more later, and if I show up somewhere carrying a box of food, people'll ask where it came from."

"Frag'sake ... What about the rest of your team?" Sikh Burn started to shake his head but stopped when he felt the room start to spin.

"Dead," Jag said, drawing looks from both Sikh Burn and the runner. "They legged it when they figured out they weren't going to win our fight. When we went out to gather snow this morning, we saw their bodies; they looked like they'd been torn up by corruption spirits. Those bandages came from their medkit." He gestured towards Sikh Burn's arm and the dwarf's shoulder.

All three were silent for a moment, Sikh Burn grimly sighing, while the dwarf's expression was completely flat. Eventually, it was the dwarf who spoke up first. "You guys looking for more security?"

"You shot three of our people and tried to rob us. Why should we trust you?" Jag narrowed his eyes at the runner.

"Because I know that if you hadn't kept me here to patch me up, I'd've gotten geeked by those spirits with the rest of my team. Besides, I won't make it back to York on my own, and it's not like you aren't down a couple of bodies anyway."

"Can't really argue with you there. I say we give her a chance," Sikh Burn said, looking at Jag.

Jag shook his head and turned to leave. "If anything goes wrong, it's on you," he said over his shoulder.

What's the worst that could happen? We all die? Sikh Burn stopped himself from making the comment out loud; it wasn't as funny when he realized that if the power didn't come back on soon, "We all die" was all too likely.



TORONTO BASICS

TORONTO

Late in the twentieth century and early in the twenty-first, Toronto became Every City. In old flatlands, it took on the part of Chicago, New York, Boston, Detroit, Baltimore, Philadelphia, some nameless generic city, and occasionally itself. We could say it's because of tax breaks, or talent, or architecture, or whatever, but there's another element: Toronto has a habit of taking in a little of everything. Its residents emigrated from dozens of nations, and no one ethnic group has a majority in the sprawl. The city has a Greektown, a Little Italy, a Little India, a Koreatown, multiple Chinatowns, and more. It has saints and sinners, rich and poor, powerful and powerless, evil and slightly less evil.

Cities are sometimes assigned a characteristic that its residents are supposed to share: New York brashness, L.A. cool, Neo-Tokyo tension, and so on. What are Torontonians? People say they're nice, but that's a common assumption of people

who used to be part of Canada. People say they're stubborn, and wealth-obsessed, but that's a common thing in any city. Beyond that? They can be anything. Welcoming or hostile, colorful or bland, inventive or traditional. They are everything, because they have come from everywhere.

The pull that brings so many people to the city is perhaps its defining characteristic. It has money, it has power, it has beauty, it has prestige, so it pulls in people looking for those things. And in classic urban fashion, it shatters their dreams and sells them for parts. Toronto may have a veneer of niceness and beauty, but like most sprawls, it has a savage heart.

ACCESSING THE CITY

One of the reasons so many people come to the city is that it is not hard to get to. Lake Ontario brings in boats from the Atlantic, highways provide access in all directions (even south, if you are

TORONTO VITAL STATISTICS

Population: 3,683,000

Human: 60%

Elf: 14%

Ork: 20%

Troll: 4%

Other: 2%

Per capita income: 72,000¥

Corporate-affiliated population: 71%

Education:

Less than 12 years: 24%

High school equivalency: 44%

College equivalency: 23%

Advance degree and certificates: 9%

willing to wind around the west end of Lake Ontario), and several airports serve the sprawl. Toronto Pearson International is the big one, located maybe half an hour west of Downtown. Billy Bishop City Airport is closer to Downtown, in the Toronto Islands, connected to Downtown by a ferry and a pedestrian tunnel. It's considerably smaller than Pearson, of course, and only short-hop planes land there. Hamilton International has some long-range flights, but it is farther out (south and west) than Pearson. Up north is Downsview Airport, though it does not accept passenger flights—the megacorps use it to test aircraft.

Trains come in from Windsor, Niagara, Ottawa, Montreal, Quebec City, and parts west, and buses come from all cities within 500 kilometers. As hundreds of thousands of immigrants can attest, if you want to get to Toronto, you can.

TORONTO DISTRICTS

One of the interesting things about the greater Toronto area is the general lack of SIN scanners in many areas. While scanning used to be common practice up until 2063, the Crash of 2064 affected a lot of drones and riggers. Recovering from that, many Toronto neighborhoods had to go without scanning and verification for more than three years. While this was happening, Lone Star noticed something very strange: Crime rates dropped a few percentage points.

This led to some districts of Toronto dropping SIN scanning in public zones entirely: West and East End, North York and Scarborough, and Etobicoke have all discontinued the practice. Only major locations such as the downtown Bay corridor, Banks, the Eaton Centre, major landmarks, and most educational institutions will check for your SIN while you're in public areas.

- Cha-ching! Now I see why everyone wants to be up there. Don't have to hide what they don't check.
- Chainmaker

- Don't think you've got a free pass, chummer. Big Brother is still watching. There are plenty of traffic cameras, and GridGuide and Lone Star still expect to see SINS registered to any moving vehicles. Government offices and private business may still opt to scan you. And running silent is still a crime.
- Kay St. Irregular

DOWNTOWN/OLD TORONTO

As you can guess, Downtown is the heart of the sprawl. Seated on the lake, it boasts towers stacked on towers. The famous **CN Tower** no longer dominates the skyline like it used to, as the city has grown around it, but it still plays a signature role in the skyline and brings in tourists seeking some of the best views in town. The financial center is here, as is city hall, and a significant entertainment center sits west of the financial district. The north-east section of Downtown is known as **Cabbagetown**, and it has a mix of rich and poor, corporate and SINless, artsy and fartsy, that make it one of the more unusual neighborhoods in the world, as people that often don't meet in other Sixth World sprawls freely intermingle here. Cabbagetown also borders on the massive **Toronto Necropolis**, which is rumored to have a ghoulish hive. The Chinese population has built a number of enclaves in the city, but one of their most commercially successful is in the Downtown area, just north of the entertainment district. **Little Italy** is Downtown, and the **Docklands** sits east of the financial district, on the water (natch).

- The Docklands has the magic you expect in a place like that—warehouses that are perfect for skulking, stowaways sneaking off ships at night, organized criminals hanging around to make sure some goods fall off the boat, all that sort of thing.
- Sounder

In the north side of the district is a small neighborhood called **Casa Loma**. This is one of those areas where the corp elite work hard to convince themselves that the world hasn't changed, and they can live in genteel mansions, drink clean water, and breathe clean air. Lots of money is spent here to keep the real world out. To the east, **Moore Park** is similar, with railroad tracks, the Mount Pleasant Cemetery, and the Moore Park Ravine giving it a degree of physical isolation. That isolation gives Moore Park a more secretive vibe—if Casa Loma is where the wealthy people put on a show, Moore Park is where they do things they don't want the rest of the world to see.

Downtown also holds the **University of Toronto**, one of the world's elite educational institutions, sitting just north of the city's core. It's a massive campus, covering almost two hundred acres, with nearly seventy thousand students. **Ryerson University** is in Downtown as well, providing a host of

SPOTLIGHT: THE DOCKLANDS

The Docklands on the east side of Downtown are where major shipping is dropped off and distributed through much of North America. Wuxing has an incredibly strong hold on this area, as do the local 14k and Ten Thousand Lions Triads, which have been instrumental in keeping out competition.

In partnership with Toronto, Wuxing has done a surprisingly good job of rebuilding and revitalizing the Docklands. Initially just seen as a zone for shipping, for loading and offloading cargo, Wuxing has taken an extra effort to refine their unloading process while beautifying Toronto and helping with the cleanup of a portion of the Don River. The project began in 2052, with the complete redevelopment of a thousand acres of underutilized property.

- Remember that when corporations develop property, they know every little nook and cranny they can take advantage of. It's like a hacker designing a host—you just know they're going to leave a backdoor for themselves somewhere. Wuxing built their own secret dock where they can do their own smuggling—and selling of smuggled goods.
- Jimmy No
- This being Wuxing, the Triads can use the secret dock, too—for a small fee.
- Red Anya

The redevelopment created new parklands and wetlands for wildlife, along with a new island called Villiers Island (the derivation of the name is uncertain). The addition of wetlands at the mouth of the Don River is helping clean that harbor, thanks to a specific strain of genetically engineered aquatic plant life that filters some of the pollutants passing through.

business students ready to ascend into the sprawl's corporate ranks.

- Universities are great for finding people with some decent skills who aren't ready to charge much for their services. Oh, and students are sometimes reckless and willing to try anything. University of Toronto has an excellent medical school and some highly skilled magic research, so those are two areas where you might be able to enlist cheap help.
- Nephrine

One street in particular deserves a mention. What Broadway is to New York, or Hollywood Boulevard is to Los Angeles, Yonge Street is to Toronto. It's the clogged artery of the heart of the city, running from Harbourfront and Union Station up north to the city limits. It's the dividing line between the east and west of the city, and you can expect a strong police presence there, attempting to keep things orderly. Everything you can possibly imagine to spend your money on is available somewhere on this road. Close to the

SPOTLIGHT: HONEST ED'S

The Mirvish family hustled their way into being a Toronto institution. In the mid-twentieth century, Ed Mirvish turned a deep discount store into a profit center, expanding his retail empire to cover an entire block. He used some of his earnings to boost Toronto arts, saving the Royal Alexandra Theater, building the Princess of Wales Theater, and eventually having the Ed Mirvish Theater named after him. But his centerpiece was always his massive store at Bloor and Bathurst streets, which served the Toronto community with outlandish marketing stunts, lots of cheap merchandise lit by 23,000 light bulbs, slogans such as and “Come in and get lost!” and “Only the floors are crooked!,” and free Thanksgiving turkeys to the needy. The store didn't outlast Ed by much—he passed away in 2007, and the store closed in the economic tumult that followed the VITAS epidemics and the Awakening. The founding of the UCAS in 2030 brought some stability to the area, along with a yearning for the past and some sense of tradition. With the blessing of the Mirvish family, a team of investors purchased the old site and rebuilt Honest Ed's in all its tacky glory, now with cheesy AROs to accompany everything else. If you ever walked into a Stuffer Shack and thought, “I wish there were a store that had ten times as much of this kind of stuff, but off-brand and cheaper,” Honest Ed's is the place for you. But it's also so large that a lot of illicit business can be done in its overlooked corners. Magical goods, stolen goods, and BTLs sometimes find their way into the orange bins, too.

- Sometimes that illicit business is done with the full blessing and approval of the management. Plenty of legal drugs are available there, and you can usually find semi- and quasi-legal stuff there, too.
- Mika
- You can also do a meet there on the cheap. The cafeteria is bustling and full of people moving around, so you can have a quick conversation that no one's paying attention to. Plus, you can get two soydogs, fries, and a drink for five nuyen. Try the peameal-bacon-style dogs for some authentic Toronto flavor.
- Traveler Jones
- Why wouldn't Lone Star crack down on this stuff, especially with the place being so close to Downtown?
- Ecotope
- That's all about how Kashish Jatt Sidhu—also known as Kash, the self-styled Princess of the Poor—handles the place. She's one of the owners and also the face of the franchise these days. She's convinced the police that her store, and the occasional criminal activity within, keeps the populace pacified, and she backs it up by making sure nothing violent happens within the walls of the store or in the immediate vicinity. As long as she keeps the peace, the Star will look the other way.
- X-Prime

Bay Street corridor you will find the Theater District, including **Massey Hall** (notably historic concert hall) and the **Eaton Centre** (the premier shopping mall of the sprawl). Further north, the variety of entertainment fluctuates toward seedy pawn shops, cheap tourist traps, the legendary Brass Rail bunraku parlor, and then later trendy elven fusion restaurants and high-rise residences.

Downtown also hosts a hospital district, with several prominent and renowned hospitals practically sitting on top of each other. Toronto General, the Hospital for Sick Children, Mt. Sinai Hospital, Princess Margaret Hospital, and the Women's College Hospital are all practically next door, with Toronto Western Hospital a few blocks west. They're all close to the University of Toronto campus. If a disaster goes down, this is not a bad place to be—of course, everyone else in the city will be thinking the same thing.

TORONTO ISLANDS

Just off the shore of Downtown is a set of natural and manufactured islands where Toronto goes to play. Fishing, boating, hiking, swimming, and other recreation are all available here, along with the fabulous Centreville Amusement Park. What was once a simple collection of kid-friendly rides has expanded over time into a massive permanent carnival of flashing AR, towering rides, and games that are barely fair enough to encourage people to keep spending.

Billy Bishop Airport sits between the city and the recreation area, and a ferry and pedestrian tunnel connect the islands to the mainland. Private docks are strewn across the island, making many possible access points.

- There's a battered pier on Snake Island with a black-and-red pole near the end of it. If there's a boat there—any boat—you can hire it to take you to some of the places boats don't usually access, like the private docks under the Aztechnology tower, or smuggler's tunnels under Tommy Thompson Park. They'll want to gouge you, so wear your negotiatin' shoes.
- Turbo Bunny

Not far from the islands—a bit west and attached to the mainland—is **Ontario Place**. Ontario Place was part of Toronto's summer lifestyle scene. There, people can attend concerts and art exhibitions, take paddle boats out on a sheltered section of Lake Ontario, and enjoy the beaches and the water park. For a while, properly funding the upkeep and maintenance of Ontario Place took second place to other government projects, like expanding public transit. As dilapidation set in, the wealthy stopped visiting the area and crowds became sporadic. The complex eventually closed for business, but an open spot like this is tough to keep

people out of. The area now serves as the home of a range of squatters. Lone Star sweeps through every so often to chase them away, but they always come back in short order.

- I know a technomancer tribe that operates out of the old cinesphere there. Man, they put on some awesome shows in that place!
- Slamm-O!

EAST YORK

East York is one of the most diverse parts of a diverse city. If you're looking for someone who just moved in from out of town, look here first. The high rises of the area boast the tempting smells of all the cuisine in the world, and the standalone buildings bring a range of international architecture into sometimes-uncomfortable proximity. On the plus side for the district, it has **The Beach**, Toronto's summer hotspot, and nearby **Little India**. On the downside, the district's land value stays reasonable thanks to the nearby **Don Valley Toxic Zone**, where all the pollutants from the Docklands went to die. You don't have to be Jesus to walk on water. All you have to do is take a step on the Don River. Centuries of pollution have left the river a sickly green color. The banks are filled with all sorts of garbage and detritus. Still, you will find that trees still grow, grass is green, and people still jog along the trails along the river. The allure of running water is enough to make people overlook the drek.

- Toxic areas attract toxic shamans. Walk carefully—or not, if you're looking to pick up a bounty.
- Lyrn
- They also have a tendency to make the manasphere twisted. You'll have a tough time casting anything besides toxic magic there. And you wouldn't cast toxic magic, would you?
- Jimmy No

There have been initiatives both from university environmental programs and local shamans and neighboring communities to clean up the Donlands. And while work is slow, it has progressed. The corps, though, do what they can to keep new pollutants flowing in.

Another notable feature of this area is the **Don Jail**. No one has been imprisoned there for more than one hundred years, but the history of the building and creative adaptations of it have led to it remaining intact. Currently, the building serves as a Wuxing loan processing department, but a portion of the building is open to the public as a museum.

- It's the portion where they had their indoor gallows. The manasphere is bad in the whole region, but it's horrible there.
- Winterhawk

SPOTLIGHT: THE EATON CENTRE AND THE PATH

Rising five levels above ground (not counting the professional offices and office buildings attached) and diving two levels below, with a subway station at either end, the Eaton Centre is a vital commercial hub in the city—and the nation. It's the UCAS' most visited mall, with about fifty million shoppers plunging in each year. Its huge, vaulted glass ceilings were modeled after an Italian galleria in Milan, and it's accented by a flock of whimsical fiberglass geese hanging from the ceiling. AR clouds now add further atmosphere to the interior.

The stores are all ready to take your hard-earned nuyen, and the higher you go, the more expensive they get. In fact, the elevators won't even take you to the top floors until your SIN has passed a credit check. If you don't pass, you don't go up.

- Or, you know, I take the stairs.
- Slamm-O!
- Good luck opening the doors when you get to the top! And then explaining yourself to security if you somehow get through!
- Cosmo
- There's a good reward for making it to the top, though—one of the best deltaware clinics in the entire UCAS is on the top floor.
- Butch

If you don't want to go up, you can go down. The subterranean levels hold the PATH, which is more than forty kilometers of connected underground shopping and walkways spreading across multiple neighborhoods and security zones. It runs straight from Harbourfront and Union Station all the way north to midtown. Originally developed to deal with overcrowded streets and to avoid the hazards of winter weather, the PATH soon became much more than a way to get out of the oppressive heat of summer or the bone-chilling cold of winter—it became a lucrative addition to Eaton Centre culture.

The PATH keeps growing and growing, and it may be as large as Seattle's Ork Underground. Like the Underground, the PATH has some wilder and woolier areas off the beaten path. As one moves further from the Yonge Street branch of the path, SIN scanning drops away, and you can find some of the things conventional stores don't carry.

- Careful, though—since the PATH is not far from civilized Toronto, Lone Star loves to set up stings down there. Always make sure you're dealing with an authentic criminal!
- Cayman

- There is a serious pipeline of Indian Union shadow talent flowing into East York. Make contact with runners from Kolkata if you can—they're as tough as they come, plus they might have information about what Kolkata Integrated Talent and Technologies is up to as they work to expand across the world. Unsurprisingly, KITT has made some good inroads in Toronto.
- Traveler Jones

UPTOWN

As you can guess by the name, this district is just north of Downtown. This is where the corp drones go to slumber in the short periods of time they are allowed to be away from their jobs. The architecture is frequently bland, and the general vibe of the area is like those parents who supervise a party at your friends' house and are just hoping everyone will settle down so they can get some sleep.

WEST END

The West End holds one of Toronto's treasures, **High Park**. Families and tourists flock here to enjoy the facilities, including a small zoo with a couple rare paracritters, and that regular stream of income keeps things clean and approachable. The park itself is almost four hundred acres, and the fact that Toronto's elite like it means that the landscape is kept relatively pure. This doesn't happen easily; critters such as devil rats, shadowhounds, and harpies keep trying to make inroads, so park staff often have clean-up jobs that are way beyond the normal litter patrol. The residential areas around the park are upscale. North of the High Park neighborhood is **The Junction**, which has some more affordable places, including a few havens for the type of people looking to prey on High Park residents. The eclectic nature of the Junction means there are small shops and boutiques that have specialty items you might have trouble finding in massive retailers. **Bloor West** is another step down from the Junction, a spot for those scrambling to get somewhere better or those cast out of the nicer neighborhoods to land.

- High Park isn't simply being kept clean; the government is making sure the **right** critters live there. They clear out **some** harpies—the ones they can't control. The others are becoming a fine flock for them. I don't know what they want them for, but I know that rich people with harpies at their beck and call concern me.
- Elijah

ETOBICOKE

Farther west than the West End, this used to be a separate city until it was absorbed into Toronto in the late twentieth century (as was the case with most of the outer districts). As the influence of the megacorps grew, they dumped a lot of their man-



ufacturing and industrial facilities here, especially near the intersection of the 427 and the Gardiner Expressway. **Pearson International Airport** is just west of the midpoint of this district. South of the Gardiner, near the waterfront, is the nicest part of the district, while the northern section combines partially used industrial territory and random squatters into the type of area shadowrunners often call home.

NORTH YORK

As the name suggests, this is the north part of the sprawl, bracketed on one side by Etobicoke and Scarborough on the other. North York is kind of a separate city in itself, with areas that parallel much of the rest of the city, though with less density. It has a central business district (along Yonge Street in **Willowdale**), an airport (**Downsview**, a testing facility), a major university (**York University**), massive shopping opportunities (the **Yorkdale Megaplex**), luxury housing (**Hoggs Hollow**), and corporate drone housing (**Bathurst Manor**).

- ▶ York has a tremendous collection of spell formulae. Find a way into their library and have a look if you have any interest in that sort of thing.
- ▶ Lyrn

The area where East York actually outpaces the rest of the city is in barrens—**Jane & Finch** (named for the intersection of two streets) is the premier distressed territory in Toronto. It's Toronto's impression of what the Redmond Barrens would look like if they decided to let it snow once in a while. Gang violence has always been high here, and local small businesses have seen the wisdom in investing in steel bars and bulletproof glass for their storefronts. With the ratification of the UCAS's 14th amendment in 2036, those immigrants who did not register for System Identification Numbers found themselves falling into the cracks of Jane & Finch and becoming some of the first SINless of Ontario. Drugs, guns, prostitution, and the BTL trade all run rampant in this area. Like most of North York, it's more spread out than the rest of the city, which means you get some dead and diseased trees spread throughout the crumbling plascrete. The police give it a wide berth, and gangs run much of it—though the fact that the area runs right into the back of York University gives that particular section of the sprawl an odd feel, as the gangs and the university have, for the most part, worked out a sort of détente.

At the far north of North York is **Thornhill**, a neighborhood firmly in the grasp of the Long de

Shou Triad. That means it's peaceful for most of the people here, right until they get on the Triad's bad side.

SCARBOROUGH

The largest district of the city is the eastern-most one, and it receives a large portion of the sprawl's continuing flow of immigrants. It's noted for its high number of arcologies—or Scarcolologies, as the natives call them. **Agincourt** is especially diverse, with a range of immigrants showing off their skills in restaurants and stores. To the north is **Markham**, which is the Mafia's stronghold in the sprawl. The **Toronto Zoo**, a significantly larger collection of wildlife than the one in High Park, is also here. The **Malvern Sports University** is a massive training ground for athletes of all stripes and has become one of the nation's premier training grounds for world-class athletes.

- ▶ Any of you who know your twentieth-century history knows what that means—Malvern has cutting-edge performance-enhancing drugs, as well as a bevy of techniques to hide them from those who want to spot them.
- ▶ Nephrine

TORONTO CORPS

All of the Big Ten (and scores of AA- and lower-ranked corps) have offices and dealings in the Toronto sprawl, but a few of them stand out from the rest.

ARES

Six months ago, this entire section could've been summed up in one word: Ares. The economies of Toronto and Detroit have long been intertwined. A lot of Ares Consumer Products junk comes out of factories in Southern Ontario (the strip of land between Toronto and Detroit), Ares-owned General Motors was one of the largest employers in the entire region, and Toronto's legacy as "Hollywood North" has been a major boon to Ares Global Entertainment.

Now, things are very different. The factories owned by GM and Ares Consumer Products were put on the market for a song after news of their departure from Detroit became public, and almost immediately snapped up by other megacorps. The only Ares-branded outfit still operating in Toronto is Ares Global Entertainment, and even their days might be numbered; rumors have been flying in the Toronto shadows that Johnsons connected to several other AAAs have orchestrated runs against AGE's Toronto branch.

SAEDER-KRUPP

When Ares started abandoning its manufacturing base in the Toronto sprawl, the dragon was the first to swoop in (pun definitely intended) and pick up a bunch of new real estate on the cheap. Nobody in the Toronto shadows knows what S-K is planning to produce in the area, but as usual, there are plenty of people who'd pay well to find out. With the number of factories S-K has taken over since their arrival, though, it probably won't be limited to one or two products—or even one or two industries. The Toronto sprawl is also a major rail hub, connecting to Saeder-Krupp's recently acquired Canadian Western Railway, which is bound to cause clashes with Mitsuhamas over UCASRail's assets in the area.

- ▶ They've already started. After Colloton pulled the UCAS out of the BRA, the governor of Ontario used Quebec's invasion as an excuse to both nationalize portions of the railroads Mitsuhamas owns and try to block Mitsuhamas rail traffic from moving through Toronto, while leaving Saeder-Krupp's trains suspiciously untouched. Mitsuhamas, naturally, sued the Ontario and UCAS governments over it. They're almost guaranteed to win, but the lawyers for a case like that don't come cheap, and Lofwyr might be trying to make those railways too unprofitable for Mitsuhamas to bother hanging on to them (like Mitsuhamas did to Aztechnology, ironically).
- ▶ Kay St. Irregular

SPINRAD GLOBAL

SpinGlobal seems to have two primary goals in Toronto. The first is to acquire as much of Ares Global Entertainment's holdings as they can, to capitalize on Johnny Spinrad's star power in an effort to break into the North American media market. That's going to be an uphill battle for them, given that they're competing with all three of the big "media megas" (Aztechnology, Horizon, and Mitsuhamas), but the VP of SpinGlobal North America seems to think she can pull it off. SpinGlobal's other goal for Toronto is to interfere with Saeder-Krupp in any and every way possible. The blackouts seem to have done that job for them in Toronto proper, but they're still hiring runners to go after Saeder-Krupp operations in the Toronto sprawl and Southern Ontario, and even as far west as the smelting operation in Sudbury (the same one the UCAS military defended during the war with Quebec).

- ▶ Contacts in the Caliphate say that the "Global" half of SpinGlobal has been putting feelers out to their counterparts at Athabaskan Oil via the SpinGlobal offices in Toronto. I haven't verified that myself, so salt before consuming.
- ▶ Am-mut

- Looks like SpinGlobal's also making some moves in the Toronto Matrix, but there's more on that in another section.
- Slamm-O!

WUXING

A quiet giant in the Toronto sprawl, Wuxing originally moved into the area because of its large Chinese expat community and Toronto's status as a secondary hub of the UCAS financial system, via the Toronto Stock Exchange. More recently, the Hong Kong-based megacorp has been the second-largest buyer of the factories that Ares is leaving behind. So far, all indications are that Wuxing plans to use those factories to support its consumer-goods operations, as part of their continuing effort to bring Kong-Wal Mart to heel.

- Wuxing might also be looking to use Toronto's access to the Saint Lawrence Seaway to expand their shipping operations into the Atlantic. The Seaway's controlled by Quebec, though, which would put Wuxing at odds with Saeder-Krupp in Quebec City.
- Sounder
- They might be subletting some of that factory space, too. I've heard rumors that Telestrian's been sniffing around for a UCAS production facility since they cozied up to Wuxing.
- Thorn

THE UNIVERSITIES

Like any major urban center, Toronto is home to a slew of high-profile colleges. The top three universities in the Toronto sprawl are the imaginatively named University of Toronto, York University, and Ryerson University. U of T in particular is a well-established research university, holding its own against the better-known Ivy League schools in many academic rankings. All three of Toronto's major universities have gotten a boost in the last few years, thanks to the Boston lockdown, as researchers and funding that would normally have gone to colleges like MIT&T and Harvard were redirected further north. Whether or not that shift is permanent remains to be seen.

As usual, the corps have their fingers in every collegiate pie. The brightest students at these three schools often find themselves inundated by job offers from the megacorps, especially Evo and Shiawase, who are heavily invested in the universities' world-class biomedical research programs.

TORONTO MATRIX

Before September of 2079, the Toronto Matrix was just like that of any other major UCAS city: carefully sculpted and regulated under the watchful eyes of the corps. NeoNET had been responsi-

ble for managing the Toronto grid until that corp's untimely demise. After that, Ares took over demi-GOD duties for the Greater Toronto Area, thanks to their massive presence in nearby Detroit. Now ... well, it's anyone's guess what's going to happen next, even before you factor in the blackouts. There are some whispers that Spinrad Global will take over grid admin, making it their first wholly owned piece of the North American Matrix. Saeder-Krupp is another possibility, now that they seem to be positioning themselves to fill the void Ares left. Those two corps—well, their CEOs—hate each other as much as ever, so expect all kinds of shadow work involving “proving” that one corp or the other is the better choice to run the Toronto grid.

On the shadowy side of the grid, the main data haven and virtual hangout in the Toronto shadows is **t.matrix**, (pronounced “T-dot-Matrix by locals, in case you need to befriend or impersonate one). There's also a lot of overlap with other UCAS data havens, particularly Frozen Shadows in Winnipeg and the Baiji haven in the AMC. Another major player in Toronto's Matrix shadows are the **Coquillards**, who have the distinction of being a hacker gang that doesn't rely all that much on tech. The Coquillards split their skills between the Matrix and meatspace, being as known for social engineering as they are for their virtual chops. Their leader is a dwarf named Prospero.

TORONTO UNDERWORLD

SYNDICATES

All of the major syndicates are represented in the Toronto sprawl. The Mafia and Triads are the dominant powers of Toronto's seedy underbelly, but each is divided into factions that only partly maintain allegiance to each other. The Vory and Yakuza each keep a token presence in the Toronto sprawl.

THE MAFIA

At the moment, the Toronto Mafia is split into three different factions, two of which are controlled from outside the city. The two largest factions, the Commissos and the Violis, are fighting what looks like a trans-Atlantic proxy war for control of Toronto. The conflict between the Commissos and the Violis has led to a slow, steady weakening of both groups, giving the other syndicates (mostly the Triads) the opportunity to make gains. Many lower-level members of the Commissos and Violis are getting fed up with what they consider pointless political infighting, and a few have begun to rally together to push for unification and independence from outside control.

The largest of the Mafia factions in Toronto is run by Francesco “Frankie C” Commisso of the Commisso *’ndrina*, a branch of the *’Ndrangheta* based in Siderno. Commisso controls most of the Mafia’s smuggling operations between the GTA and the rest of the UCAS, especially the drug trade. He also oversees protection rackets in “Italian neighborhoods” in the suburban areas of the GTA, particularly in his home territory of Markham, where the “Siderno Group” bases its operations out of an Italian supermarket.

- What, the Italian restaurant cliché finally got worn out?
- Bull

The last few years have been rough on the Commisso *’ndrina*. Frankie C got himself into trouble in the mid-2070s, when he decided he wanted a piece of the corporate revitalization nuyen flowing into Montreal, thinking that the local Cosa Nostra would be too busy fighting Montreal’s powerful biker gangs to put up an effective resistance. Unfortunately for Commisso, the Rossi Family was just as entrenched in their home city as Commisso was in his, and the conflict quickly devolved into a stalemate. To make matters worse, the Red Dragon Triad in Montreal quickly alerted their allies in Toronto to Commisso’s attempts, which let the White Lotus (more on them below) attack the Commisso *’ndrina* while the Commissos were busy with their ill-conceived expansion attempt. Frankie C has since changed tactics, looking for allies based in Montreal instead of trying to establish his own power base there, but his *’Ndrangheta* bosses aren’t happy with his lack of results.

Commisso’s main rival is Adrian Violi. Violi’s specialties are white-collar crimes, particularly involving the construction industry and labor unions, and smuggling across the UCAS-Quebec border. His power centre is actually in Hamilton, just south of the Toronto sprawl, but Violi moved into Toronto proper when he seized the opportunity granted by Commisso’s bad decisions. Violi made a non-aggression deal with the Rossi Family in Montreal, offering to throw his lot in with them in exchange for sharing power after the conflict was over, then proceeded to steal control of the Mafia’s protection rackets in Toronto proper, including Little Italy.

- The only reason Violi was able to pull that off was because one of his cousins is an up-and-coming soldato in Buffalo, which gives Violi his own (indirect) links to the Five Families in New York. He used those to spin the conflict between Commisso and Rossi as a “North American independence” thing because of Commisso’s loyalty to the *’Ndrangheta* leadership in the old country, even though the Siderno Group has been active in Toronto for over a century.
- 2XL

THE TRIADS

The dominant Triads in Toronto are the **Golden Pagoda** and the **White Lotus**, making the Toronto sprawl one of the few areas where the Red Dragon Triad isn’t the most powerful Triad around. Since the Chinese community in Toronto tends to congregate in two different areas—Chinatown in downtown Toronto, and Thornhill in the suburbs to the north—the Lotus and Pagoda have each claimed an area as their turf, and they tend to stay out of each other’s way. The Golden Pagoda controls Chinatown, while the White Lotus calls Thornhill home.

Of the two Triads, the Golden Pagoda is larger, but less stable. They’re a North American affiliate of Hong Kong’s Ten Thousand Lions, and they keep a tight hold on the BTL trade into and out of Greater Toronto. A dwarf named One-Eyed Lee is the Lodge Master of the Pagoda, but he does most of his hiring through his Grass Sandal, Boa Chan—a Macau-born, Chinese-Portuguese ork. That’s because the Pagoda is the Triad faction that’s currently duking it out with Adrian Violi’s Mafia family over control of white-collar crime in downtown Toronto. Before the lights went out, Boa was on the lookout for talented deckers willing to run datasteals and numbers rackets against Mafia-controlled businesses, so expect that to start up again when the power comes back on.

- The Golden Pagoda/Ten Thousand Lions/whatever you want to call them are well-known in Toronto as a front for Wuxing—that’s how they get the Kong chips they smuggle into the city. Wuxing’s presence in Toronto’s financial sector gives One-Eyed Lee a natural in, but so far, he hasn’t taken advantage of it.
- Mr. Bonds
- He’s probably been busy trying to keep Wuxing happy. Someone at their North American headquarters in Vancouver has been choking off the shipments of Kong chips from Hong Kong. My contact isn’t sure why, but Lee likely doesn’t want to risk upsetting any Wuxing executives by leaning too hard on their connections.
- Lei Kung

The White Lotus Triad is the de facto representative of the Red Dragons in the Toronto sprawl. They’re a bit of an outsider among Triads, partly due to a language barrier; their members are mostly Taiwanese and Singaporean, and use the Mandarin or Taiwanese language, rather than Cantonese like the Hong Kong-based outfits. Lately, they’ve been the ones attacking the Commisso *’ndrina* on behalf of the Red Dragons in Montreal, coordinated by a Red Pole (“military lieutenant”) named Lucky Ma. They’re also involved in the drug and sex trades in the northern suburbs of the GTA, as well as various forms of gambling.

AWAKENED TORONTO

Where do you go to find cutting-edge spell formulas? What power sites might you find around town? What kind of magic-related trouble might you encounter in the area? All of those are good questions! Here are some answers.

WHERE TO STUDY AND LEARN

The two highest-profile universities in town, York University and the University of Toronto, also happen to have the best thaumaturgy departments in the region, if not the entire territory. Their libraries are detailed and full of research you can't find anywhere, but they're not open to the public. The good news is, alumni groups aren't great about checking if credentials are valid or issuing secure identification, so a half-decent hacker or even a good forger can make a passable ID that will get you in the library. York University's collection has a stronger emphasis on spell formulae, while the University of Toronto is known for its expertise on metaplanar structures.

The **Toronto Public Library** cannot, of course, rival the university collections, but like most public libraries it has a good generalist collection, with the occasional quirky tome or paper snagged by an eagle-eyed librarian.

The Masseys have long been one of Toronto's most prominent families, and the **Massey Foundation** took an interest in magical affairs not long after the Awakening. While they cannot match the resources of the Draco Foundation or the Atlantean Foundation, they have more Toronto-specific magic information than any other source and are an excellent resource about how mana has historically flowed in the area.

Closer to the streets, the **Screaming Tunnel Spelunkers** are a group of Awakened individuals who broke away from corp jobs and work freelance while sharing info. That latter activity has morphed into informal research and data collection. They have their fingers on the pulse of what's happening right now in the city, magic-wise, and are an excellent source of information about the latest twists and turns in the local manasphere.

- The name of the group comes from the Screaming Tunnel, a spot near Niagara that was supposed to be haunted. They take the "spelunkers" part of their name seriously—if there's an underground passage in the sprawl, from sewers to the extensive maintenance tunnels under the University of Toronto—

they know about it. That makes them a great source for anyone who might be sneaking around the city.

➤ Lyrn

TALISMONGERS AND ARCANISTS

As you would expect in any major city, Toronto has a good supply of all sorts of arcane experts, including highly respected academics and back-alley dealers in weird fetishes (the magic kind. Well, also the other kind, but we're focusing on magic here). Notable people in the local ranks include the following.

SIMONE PALOMER

PROFESSOR, UNIVERSITY OF TORONTO

Palomer's reputation extends beyond Toronto to the UCAS and the world beyond, and she is a sought-after speaker at conferences and symposia. Her area of expertise is metaplanar rifts and related phenomenon, so she has only become more in demand since the opening of the Yellowstone Anomaly. Since its opening, she has published two reports of visits she has made to the Seelie Court. Palomer is rigorous and exacting in her research, but she also is capable of intuitive leaps that she then works diligently to fill in with evidence. She teaches only two classes a year, and they are among the most in-demand classes in the university.

VINH TRONG

PROFESSOR, YORK UNIVERSITY

Trong is an old-school magic researcher, one who is completely and totally obsessed with the mechanics of making magic (namely, spells) happen. He has been developing a vast compendium of type and variation of spell he can find, though the project is currently hung up on organizational minutiae—he is having trouble defining the difference between variations on a single spell and different spells, and the effort to develop a clear line is possibly absorbing more mental effort than it should. Still, he is a walking encyclopedia for how magic has been used since the Awakening and a valuable source for those who want to capture the scope of its uses—and maybe hear about some approaches they have not tried.

PENELOPE BEAN

TALISMONGER, CABBAGETOWN

Cabbagetown is a funky mix of all sorts of people and establishments, and Bean definitely adds to that funk. Her store, Magic Beans, might not have the best quality control among the city's mag-

ic shops, but it has the greatest variety. Bean casts her net far and wide when looking for items of interest, which makes her collection of reagents second to none. Any magic store can come up with orichalcum, but it takes something like Magic Beans to sell mud from the laboratory of the Techirghiol Mud Witch. Is it valuable and worth the price Bean is asking? I don't know. But is it cool? Yeah, absolutely.

- Not all of Bean's stuff is actually authentic, but she sincerely **believes** it is. Whether that makes a difference to anyone, I don't know.
- Frosty

RODERICK KENSINGTON

DISGRACED ACADEMIC, JANE & FINCH

An academic like Simone Palomer, mentioned above, is famed for her intuitive leaps that help advance magic knowledge to a new plateau. Roderick Kensington makes intuitive leaps all the time, but he just can't get anyone to pay attention anymore. Maybe it's because he has trouble coming up with solid evidence for his theories, or when he has some evidence it's clearly cherry-picked, ignoring possible contradictions. But every theory has growing pains, right? If people could just be patient with him, Kensington would really like to open their minds about how the metaplanes are simply the alternate dimensions posited by quantum physics making themselves available to our reality, or how mana is inextricably connected to oxygen, which means, by pure application of logic, that mana also must be flammable.

Kensington lives in a cluttered apartment in a Jane & Finch high rise, and he spends a lot of time on the streets of that neighborhood sharing his theories with anyone who will listen. It's tempting to dismiss him and walk away when he starts ranting, but residents of the neighborhood swear he spent the past three months talking about "total darkness," and the source of his recent obsession is not clear.

CABLE PRAWN

BACK-ALLEY MAGE

Prawn isn't associated with any particular neighborhood, because he's happy to go to any back alley where his services are needed. Prawn wears a long, dark coat, even in the middle of summer, and the inside lining is full of vials, reagents, and whatever goodies he can cram in. Health and Manipulation spells are his specialty, and he can both cast them and teach them, though his instruction quality is considerably worse than what you might find at a university or community college. His castings are quite good—good enough that he probably could have gone legit long ago, if that's what he wanted.

But he doesn't. He loves the thrill of existing on the margins, of trying to see how much he can get away with, and never taking a single nuyen from a corporation—unless, of course, he steals it.

POWER SITES AND MANA VOIDS

Cities hold compressed humanity, which means they have compressed emotion, which means their mana can get warped from time to time. Here are some of the spots in the city where mana strays from normal boundaries.

OLD CITY HALL

Old City Hall, located at Queen and Bay streets Downtown, has a long and storied history, and as is often that case, some of that history isn't happy, especially since one of its functions in history was as a courthouse, with all the emotions that brings. Those emotions have cast a pall over the building, leaving a faint mana ebb.

KEG MANSION

Similar to Old City Hall, Keg Mansion (also Downtown) has many of the elements that lead to an intense atmosphere that can warp mana over time. A former home of one of Toronto's most storied families and a classy restaurant for many years after that, the mansion hosted a full range of emotional events, including proposals, break-ups, high-powered business deals, and a reported suicide. Shamans who venture inside say that the air just feels "off."

- I've always thought that spots like this work fine if you want a spirit who has a chip on their shoulder or is just a little pissed off, but YKMV.
- Jimmy No

YONGE AND ST. CLAIR

The world-shaking events of the early twenty-first century put a lot of strain on the world's residents, and some of those residents reacted very poorly indeed. After the Great Ghost Dance shook the world, some Toronto residents decided to take revenge on indigenous residents of the city, and they found a handful at this intersection in the northern part of Downtown. Half a dozen lives were lost, more people were injured, and the taint this action put in the atmosphere lingers to this day.

TORONTO NECROPOLIS

Within, say, five minutes of the first moment that people learned they could cast spells, someone

started wondering, “Hey, does this mean we can raise the dead?” The answer to this question continues to be “no,” but people are sure as hell going to keep trying. Due to its history and notable architecture, the Necropolis has long attracted people trying all sorts of experiments, and this seems to have made the mana of the area particularly infused with power.

CARRYING PLACE LEY LINE

The indigenous residents of what eventually became Toronto used a well-established route to go between Lake Ontario and Lake Simcoe, a trail that covered more than one hundred kilometers. The trail was sensible, using river banks to travel more or less directly from lake to lake, but it also had the good fortune of having a ley line moving right with the path. The path isn’t there anymore, but the line remains, providing a little magical boost to Awakened people near it.

- Shamans tend to do better with this line than do hermetics.
- Elijah

MANA EBBS AND FLOWS

Various conditions can contribute to the mana levels of certain spots changing, either increasing the available magic or making it more difficult to channel. Intense events (emotionally intense, magically intense, whatever) can leave a residue in the the manasphere, twisting or enhancing the manasphere. For the purposes of this book, there are five forms of mana shifts:

High mana flow: High mana flows are aspected toward a particular tradition, and any Awakened individual of that tradition using the Magic attribute in the area automatically gains a bonus Edge before a test.

Low mana flow: Low mana flows are aspected toward a particular tradition, and any Awakened individual of that tradition using the Magic attribute in the area gain 1 bonus die on any test where Magic is part of the dice pool.

Low mana ebb: Low mana flows are aspected toward a particular tradition, and any Awakened individual of that tradition using the Magic attribute in the area receives a -1 dice pool penalty on any test where Magic is part of the dice pool.

High mana ebb: High mana flows are aspected toward a particular tradition, and any Awakened individual of that tradition using the Magic attribute cannot gain or spend Edge on tests using the Magic attribute.

Mana void: No magic at all can be performed in these areas, including alchemical preparations.

These locations have the following mana levels:

Old City Hall: Low mana ebb, hermetic

Keg Mansion: Low mana ebb, shamanic

Yonge and St. Clair: Low mana ebb, all traditions

Toronto Necropolis: Low mana flow, all traditions

Carrying Place Ley Line: High mana flow, shamanic tradition



THE NIGHTS



NIGHT 1: THE LONGEST NIGHT

Toronto—a model Sixth World city, in many ways. The rich are incredibly rich, and the poor are kept in line and out of the way. Enough promises of safety and security are dangled in front of people to keep them working, and enough lawlessness is kept nearby to act as a cautionary tale for people who make bad choices. GridGuide works, corps make money, and the gears of the city churn relentlessly forward.

And now they're all going to fall apart.

HOOK

This is where things start, and for the most part the runners' roles are reactive. Get them in place in Toronto, then get ready to set off fireworks and see how they handle the erupting chaos.

Read the following text when the blackout starts:

Tires squeal. One squeal is long and loud, and ends in a solid thunk. Voices cry out. Horns honk—first a few, then more. Then, abruptly,

they're silent. Everything is silent for a second or two. Long enough to hear the noise build, starting distantly but rolling closer and closer. It's not quite thunder—it's deeper and more insistent. You feel it distantly, a tremor at your feet as the noise grows, becoming a full-on shaking at the same time the noise becomes deafening. You feel it, whatever it is, pass right through you in a surge that sends you stumbling. There is a bright flash, then darkness. Then the noise fades.

The horns are quiet. There is no engine noise from the street. No light from anywhere. No interior lights, no streetlights, nothing except the light of the moon and stars. The silence is brief, as yells and then screams rise from the streets. Doors open. Footsteps walk, then run nearby.

Something has happened. But what?

HOTSPOTS

Chaos will engulf the whole city, but a lot of the action will focus on where the runners decide to

base their operations, which will in part be based on what brings them to town. Here are three possible neighborhoods in which to situate the runners.

JANE & FINCH

Every Sixth World sprawl needs a dumping ground, and this is Toronto's, as discussed on p. 15. This is a logical place for the runners to start, as neighborhoods like Jane & Finch are where runners gravitate, thanks to their general lack of SIN checks. If the runners are here, the **Black Creek Pioneer Village** might be a safe haven for them and serve as a base for ongoing activities, with its proximity to **York University** giving the area access to non-barrens plotlines.

DOWNTOWN

If the runners are flush or have a generous sponsor, they might plop right down in city center to watch chaos tear the city apart. The **Royal York** hotel, which dates back to 1929, might be a fun place for someone to put them up. Twenty-eight stories, more than 1,300 rooms, four restaurants, and event spaces including an ornate ballroom and concert hall provide several places to explore, and lots of places where the runners can encounter trouble.

CABBAGETOWN

Runners might also take advantage of the funky urban mix in Cabbagetown. Just east and a touch north of downtown, Cabbagetown hosts lots of old Victorian houses near crash pads for the homeless. It's close to both downtown and the **Toronto Necropolis**, one of the oldest cemeteries in the sprawl. Runners would have a wide variety of shelters to choose from, including expensive

homes and ghoul-infested mausoleums, all with easy access to the city center for ongoing plotlines.

Within these neighborhoods, the runners need to discover or set up certain spots:

HOME BASE

The runners are going to need a place to be. The good news is, some of the usual stringent requirements they might put on safehouses aren't necessary. Almost none of the usual suspects will be looking for them—law enforcement, corp security, even organized crime will be too busy trying to protect critical property and bring the power back on to worry about tracking down some runners at their safehouse. So while the runners shouldn't feel they can go skipping back and forth in front of the local police station, they can bunk down in a spot that passes as a normal residence, not a safehouse, and feel like they're not going to be tracked down. The types of shelter possible are listed with each neighborhood above.

OPERATIONS CENTER

People are going to quickly figure out a need for coordination and communication. Knowing who has what supplies, facilitating neighborhood communications, and providing a key defense point are all important functions. **Black Creek Pioneer Village**, a hotel lobby, or a church like **St. Luke's United** in Cabbagetown are all possibilities for this space. This space should emerge pretty quickly as people look for a place to gather, so having a large common space is a prime requirement. Storage space for supplies as they are gathered is also useful.

GANG BASES

While the player characters may not know where these gang bases are in this first night, the gamemaster should have an idea. If the PCs hole up in Jane &

WHAT WORKS, WHAT DOESN'T

People in a sprawl rely on certain basics to survive: running water (for both drinking and plumbing), available food, and heat. So once the blackout hits, how much of this is available?

Running water: For the most part, it works, but without hot water (unless some buildings have truly old water heaters—like, more than 150 years old). Eventually the reserves may run out if the main pumps don't get power back, but at this point, no one knows if they have power. So people will conserve out of instinct.

Plumbing: Working, for now, though some systems need electricity to keep the waste moving, so they may back up at some point. For now, though, this is at least one function that works and does not cause undue worry.

Food: This is a concern. Perishables are in the act of perishing, and with no simple way to make ice, those foods are not going to keep. Canned and boxed foods are fine, except the ones that need to be combined with perishable ingredients. Then there's the real trick—food supplies are not currently going to be replenished. Trucks are not coming from the warehouse. Since some of their food is not usable and the stores are not going to be replenished, people are going to start worrying about food very soon.

Heat: Another serious problem. The average November high in Toronto is 46 F (8 C), with lows of 36 F (2 C). Without heat, people are going to be in danger in short order. Finding sources of heat is a serious concern—and people using things like charcoal grills and kerosene heaters without proper ventilation will inevitably cause fires or some deaths from carbon monoxide poisoning.

Finch, the gang bases can be just about anywhere—any street could hold a dive bar that a gang uses as their base. Locating the gang within two to five blocks of the neighborhood base of operations will give them some distance from the runners, but not so much that the runners can't access them when needed.

Downtown is a little trickier. The wealth and corp control of the downtown area tend to keep the gangs from setting up shop, so there won't be a gang headquarters right next a luxury hotel or anything. The East Bayfront area (east of downtown, on the water) is a good option for setting up gangs—there are enough old warehouses and overlooked spots that a gang could hole up in one of them, with bonus proximity to downtown. Smash-and-grabs and pickpocketing excursions are nice, as long as the gangs are careful to not irritate the powers-that-be enough to provoke retribution.

In Cabbagetown, gamemasters might enjoy basing gangs in the Necropolis, hanging out among the ghouls. Not only will the gangs be close to the runners, but they might provide eventual reasons to pull the runners into the Necropolis, which can lead to future fun.

THE JOB

This night begins when the power goes out, as described in the **Hook** section. There's a thwooping sound, then the lights go off—all of them. Commlinks and cyberdecks don't work, though augmentations function as normal. Most vehicles don't work, either. The runners should go through the process of finding out that the darkness is everywhere by exploring a little. As they're out, start to bring in the chaos.

In the first night of the blackout, job one is survival. There will be rioting, looting, and other chaos as the night goes on. The plus side is that the runners should be more skilled than the vast majority of people they come across. The minus side is that the violence coming their way may be unexpected and without motive. The runners might have things thrown at them simply because they exist, and they might be punched because they're standing in the wrong spot. They could take most of the people they meet in a fight, but not all of them at once, which is what they might have to face if they get wrong-footed and find the masses have decided, as a group, to completely overwhelm them.

Apart from survival, there are other goals to accomplish this night if the runners are up to it:

1. FIND A PLACE TO BE

Shelter is going to be important as the month continues, and the runners are going to need a base of operations. They should find some sort of place to stay. Possibilities include:

A. ABANDONED APARTMENT

This is more likely to be found in Jane & Finch than in wealthier areas such as the Downtown. Cabbagetown might have a unit the runners can crash in as well. There likely won't be running water in an abandoned unit, but the runners should be able to craft a makeshift barricade and provide themselves some shelter while they figure out how to deal with their current situation.

B. HOTEL

This is nicer than an abandoned apartment, which means the gamemaster should make the players work for it. If the players decide to hole up in a hotel, regardless of how nice it is, bring some rioters to the scene as Sixth Worlders who have been downtrodden for too long scour the city for the amenities they've been denied. If the runners are put up in a hotel by a sponsor or Mr. Johnson, make sure their employer finds a way to communicate with them, and make sure they get out in the street instead of just lounging in comfort. After all, there's no working trid services they can binge-watch, so they might as well go outside.

C. PLACE PROVIDED BY A CONTACT

If the players have a contact with plausible Toronto connections, that contact might help them find a place to make their own while they're in town. Or maybe the contact will invite the runners to share their doss. Make a Connection + Connection test for the character (or Connection + Charisma, if Charisma exists for the contact and that's what the player wants to use). With one hit, the contact knows of a place that can shelter two people; the number of possible guests increases by 2 for each additional hit. Then roll Loyalty + Loyalty. The runners will pay 2,000 – (hits on Loyalty test x 100) nuyen per month to use this place.

2. RESPOND TO EMERGENCIES

The first night of the blackout brings confusion and chaos. The chaos is not immediate. For the first few hours, things will be mostly contained as people realize the extent of what has happened and discover just how isolated they are. Once people understand how little communication and coordination can happen, some will batten down the hatches and stay indoors, some will organize neighborhood patrols, and some will become the type of people those first two groups are worried about.

Looting will then start to spread through the city, with a particular focus on upscale retail and electronics. This includes the following hazards:

Random assaults: As mobs start to get out of control, they become increasingly careless about

who they hit and why. Any passerby might be targeted by a looter with a tire iron, and that includes the runners if they're out and about. Random gunfire will be less common but still not unheard of, so runners will need to be alert if they decide to be out in public.

Fires: The chaos that follows the blackout is not just about stealing stuff—it's about letting loose the frustration felt by those who are perpetually under the boots of the rich and powerful. Sometimes that frustration is expressed in the form of fire. Whether they're out on the streets or holed up in shelter, the runners might have to deal with threat of a nearby blaze starting to get out of control.

Cries for help: While some runners might be content to hole up and wait out the chaos, cries for help might be enough to lure them out of hiding. Go ahead and prey on the characters' inclinations—throw anything at them that's likely to generate a response. This can also help introduce the runners to some of the characters in the **Who's Who** section.

The type of help people need can vary. Putting out fires, saving people from attack, finding someone who's missing, procuring needed supplies or important heirlooms, delivering messages across town, helping someone sneak into a place they're not supposed to be—all of those things and more are possible. The main objective is to keep the runners moving and to keep things shifting around them. There should not be many, if any, prolonged fights, and no periods of inaction. The runners should feel like they have more things to do than time to do it.

WHO'S WHO

This section should help introduce the players to characters who will play important roles in future chapters, including:

BINDAAS

This leader takes the more mentor-like approach to her gang, worrying more about protecting the members and keeping them safe than building power. Her gang traffics bliss and novacoke to keep nuyen flowing in, and they have started an unlicensed gambling spot in an old warehouse, but both of these operations are small-time. Even when the power's working, Bindaas is worried about some other gang coming and overwhelming her gang just because they can, and the blackout is only going to make it worse. Bindaas is definitely open to making deals with the runners that will provide some much-needed protection. Use Gang Leader stats, p. 130.

LITTLE SMOKE

While Bindaas is about building a small organization without making too many waves, Little Smoke is all about disruption. He uses the joy of destruction as a motivating tool, keeping gang members excited about the next thing they get to burn down. Little Smoke is a more likely to be an antagonist than an ally, but runners still may find a way to partner with him. Promises to provide tools of destruction are an easy way to get on Little Smoke's good side. Use Gang Leader stats, p. 130.

KRAMPUS

This street doc has been called Krampus for so long that it's possible he doesn't remember his real name. Just like his mythological namesake, Krampus is a horned being who visits people who have been misbehaving, and who got hurt in the process. This Krampus, though, delivers healthcare instead of punishment. He's a spellcaster who also doesn't hesitate to use medical technology, as it saves him wear and tear. It also keeps him mobile, as he operates out of a van instead of a clinic. The blackout stalls his van in whatever neighborhood the runners are situated, and he should call on the runners at some point during the first night for help in getting supplies, as the crush of wounded visiting him after the looting begins will wipe out most of what he has on hand in short order.

Krampus' full character information is on p. 132.

DR. MAGDALENA KRILOW

Dr. Krilow is a professor of political science at York University. If the runners are based in Jane & Finch, they can encounter her near the campus; if they are anywhere else, assume she lives near where they are holed up. Dr. Krilow is active in both campus and community life, regularly organizing community seminars, food drives, block parties, and other such activities. When the blackout hits, Krilow immediately sets out trying to establish order and preserve the safety of as much of her community as she can. If the runners are looking for someone who can give them orders and direct them how to help others, Krilow is that person. On the first night, tasks include finding food, fending off looters, providing first aid, looking for people who have not returned to their homes, and communicating with nearby neighborhoods. Nothing major, but enough to put the runners into the chaos around them and get them started making connections that will set the stage for future nights. Her stats are on p. 133.

EEKA KRAUSE

Shadowrunners know all about people who are teetering on the edge of legality, close to becoming shadowrunners but not yet making the full transition. These people know the nooks and crannies of their communities, the places where things are overlooked, the resources that won't be missed. They keep their operations small and mostly legal, getting things they need without gaining wealth or descending into full-on hedonism. They're particularly useful in an emergency, because they know where to look for the things people are sure to need.

Eeka Krause is one of those people. She exists in the cracks of the world—teaching some classes at York University, writing short essays for Matrix sites looking to build traffic, doing freelance editing, that sort of thing. She doesn't break the law, but she can't ever really be fired because she's not fully employed, and she never has time off. At any given moment, she can pull up half a dozen work things she should be doing.

Her way of living means she has to know a lot of things other people don't, like where to get healthcare if you don't have a DocWagon contract, who in the neighborhood will give you a ride somewhere for a few nuyen, where to find the best food giveaways in the city, and how to find the types of shelter other people miss—rented attics, coach houses, tenements cities thought were abandoned but aren't, and so on. She may not realize it, but she has a lot of the knowledge she would need to be a good smuggler, since she knows how to get from one place to another and what places in the neighborhood might be overlooked.

What this all means is that Krause will become incredibly valuable once the power goes out. She can help people (like the runners) find supplies, navigate chaos, find shortcuts, and so on. The gamemaster should introduce Krause to the players sometime during the first night and help them see what an asset she can be to them. Other residents should see it, too, so that Krause becomes valued (Dr. Krilow will certainly take advantage of what Krause knows). Eeka's stats are on p. 128.

OTHER TORONTO RESIDENTS

People from the character trove (p. 125) can be introduced here if the gamemaster feels it's appropriate, or the gamemaster can introduce other characters—just keep notes of them to remember in future nights.

NPCs from the *Rogues' Gallery* deck certainly can be used. Siren, Vendetta Violent, The Cherub, Barrat Richards, Serenity, Crunch, Vandalious, Marbles, and Hardknocks would all be good candidates to appear in Toronto at this point.

SPECIAL NOTES

- While most commlinks, cyberdecks, and vehicles will be rendered non-functional, the runners will either get functional equipment returned to them soon, or the gamemaster should protect critical electronics so that the players do not feel robbed by events out of their control (this is especially important for deckers and riggers worried about expensive gear). It would be a good idea to preserve a drone or two for riggers to make sure they have something to do as the night moves ahead. Runners should also not lose cyberware or bioware functionality.
- During this night, emphasize the confusion. No one knows what is going on, and information is not forthcoming. People not only do not know what caused the blackout and when or if the power will come back—they don't even know how they could find this information. Without the Matrix or electronics, people can not communicate with anyone who is not standing in front of them. A few truly old-school devices still work, namely ham radios. Those are quite obscure these days, and finding radios that can be used won't happen in Night 1. So emphasize the chaos this first night, as people search for information and do not find it.



NIGHT 2: SCREAMS AT DUSK

The first night has been survived—by the runners. Others, lying in the streets, stores, and homes of the sprawl, weren't so lucky. They'll be cleaned up eventually. But night is falling again, and while lots of people spent the day expressing optimism that the lights would be fixed before dark, there's no sign of power returning with the setting sun. And with the dark, the chaos returns.

Gunshots ring out. Steel hits steel. Then screams slice through the air. The chaos is back. Can the runners help contain it?

HOOK

In Night 1, the runners should have found a base of operations, some place to call home as the campaign unfolds. Wherever they chose, the screams and chaos of this night should occur very close by. That chaos should tempt the runners to come out and answer the cries for help. If needed, the game-master can make particular appeals for help come from someone the players met in Night 1.

THE NEW NORMAL

On the first full day after the lights went out, there is no such thing as business as usual. People across the city are wrapped up in the work of assessing damage and trying to figure out how long this might last, which leaves little room for any other activities. The only people showing up to their jobs are law enforcement, security, medical professionals, and a few government personnel. Downtown is devoid of the normal flow of daily workers (and there is no vehicular traffic), there are no classes at schools and universities, and in residential areas, most people are staying inside to regroup and figure out next steps.

If the PCs venture out in the daytime, emphasize the odd silence and emptiness of the streets. Almost no businesses are open for the simple fact that the payment methods most people use are non-functional. A few street vendors and storefronts may be open, and they are working on barter or promissory notes.

People very quickly figure out that if they want to find someone, they should look for them at home—and if they don't know where they live, then for all points and purposes, they don't exist. At least for now.

HOTSPOTS

This is a street-based scene, so it should take place on a street immediately adjacent to wherever the runners are holed up. Gangs should be looking to claim territory similar to whatever the runners have claimed.

THE JOB

This is a defensive operation. Whatever progress the runners made in Night 1, incursions by aggressive gangers should threaten to end it. If they made some allies, the gangs should put their lives at risk. If they built a defensible position for themselves, the gangs should threaten to overwhelm it. If they got people to trust them, the gangs should be trying to undermine that trust. Use the gangs to make the players work to hold on to what they have.

At this point, this is not a job that will pay in cash. This is about players not losing things that will be valuable to them soon, rather than gaining anything of significant value.

This night should build on and deepen relationships from Night 1. The runners should have encountered **Bindaas** and **Little Smoke** in Night 1; whichever one of those has the worse relationship with the runners should show up here in Night 2. Likely this will be the more destruction-oriented Little Smoke, but individual circumstances may vary.

Whichever Gang Leader is selected, they should make their move soon after dark. Their primary goals are disrupting any strength besides their own and trying to establish an upper hand in whatever neighborhood they're in. They will first attack any barricades or temporary structures intended to provide some level of defense to people in the neighborhood. They're not looking for a high body count or anything, and they want to preserve their own strength. They're primarily looking to disrupt others.

Later in the night, they'll look to take advantage of that disruption by attempting to steal whatever supplies they can. With the night getting cold and most heat sources in the city non-functional, blankets and kerosene heaters are coveted objects. Food is also valuable, though at this point in the blackout shortages will not have fully hit.

Their last surge of the night will be about sending a message. If anyone got in their way earlier in the night, the gang will lash out in targeted assaults to deliver pain and intimidate that target into non-resistance. This could include targeting the runners if they caught the gang leader's attention with their actions, or anyone else who stepped up to be a community leader,

such as Dr. Krilow or Krampus. They aren't necessarily looking to cause fatalities, as they know this would raise any stakes of the current situation, but they want people scared. That means they'll use Molotov cocktails, loud noises, and even flaming arrows to not just do damage but make an impression.

One of the key goals of this night should be to get the runners to see the city more. They shouldn't just stay in their base. Make them chase gangs, get them looking for missing people—in general, give them a chance to see the chaos in the city, the looting, the rioting, the shouts, etc. (see **Selling the Chaos** sidebar).

SELLING THE CHAOS

One of the goals of this second night is to help players see just how bad conditions are getting. Players should get the sense that society is crumbling around them—whatever kept people from acting on their sublimated urges is gone, and they're doing what they want, or going to extremes to protect what's important to them.

If daytime was eerily quiet, the night is full of noises of all the wrong kinds. Screams and occasional gunshots pierce the night, along with random clangs, bangs, and cracks (an app to make noises of this sort might add good flavor to your game). When people take to the streets, it's with a furtive, cautious air, running from hiding place to hiding place. Fires keep breaking out—this is Toronto in November, so the nights are not warm, and inevitably some efforts to produce heat get out of hand.

Looting on the second night is more planned than the random explosions of violence from Night 1. People took the daytime to think about what they really want to go after. Small electronics are targeted, in the hopes that they'll function and can be fenced when the power comes back on. Outdoor gear skyrockets in value during this night, so sporting goods stores will be targeted. Anyplace with non-perishable food—grocery stores, most notably—are also raided if they are not protected. The sound of breaking glass and the sight of people carrying bags full of pilfered goods should be common on the streets at night.

WHO'S WHO

Mainly this night involves the people the players met in Night 1, including:

- Bindaas (p. 26)
- Little Smoke (p. 26)
- Krampus (p. 26)
- Dr. Magdalena Krilow (p. 26)
- Eeka Krause (p. 27)

WHAT SHOULD THE DECKER DO?

In the early nights of the blackout, gamemasters may struggle to keep deckers and technomancers involved. After all, with no Matrix to hack (electronics are down, and even satellite links are blocked), their prime skills will not be used. Here are some ways to help keep them involved:

- Some electronics in the area where the PCs are may have been shielded from whatever fried everything else, and the PCs may find it. While the device cannot access the Matrix, it still has wireless capabilities, so hacker characters can break into it to find useful information. It could be a commlink belonging to any of the people in the **Who's Who** section (or one of those people's acquaintances), providing useful info about these people.
- As the Blackout section of Cutting Black describes, in the absence of the Matrix, technomancers find they are still able to connect to each other across a distance of a kilometer or so. Technomancer characters may catch wind of other technomancers reaching out to them, or deckers might notice the wireless signal these impromptu networks are developing.
- Vigilant hackers who keep an ongoing scan for wireless devices should occasionally see glimpses of them. This can be used to push the PCs to move into a certain direction or to meet certain people. At this point, generally the devices will shut down before a hacker can extract any information from them, but spotting and tracing the icons can give hackers something valuable to do.

SPECIAL NOTES

- Remember that at this stage, the campaign should be about building tension, not resolving it. Gang leaders can try to intimidate the runners, but they won't want to get into a full to-the-death firefight with them. They'll scarper if they need to. That doesn't mean the shadowrunners won't take out someone important—if they come up with a good plan or take a good shot, bodies may well drop—but it means the gangs should have plenty of reserves left so that if they need to select a new leader, they have plenty of members to choose from.
- While most of this night is about focusing on essentials, like food and shelter, the gamemaster can drop hints of some of the larger mysteries to come to keep the players motivated if need be. People might mention seeing vans that moved and had a faint wireless signal, or talk about rumors of dragon sightings, or share stories of strange spirits creeping in the night.





NIGHT 3: THE BREAD CIRCUS

On this night, things are not normal by any stretch of the imagination, but Toronto residents have at least figured out some of the ways they're going to operate during this crisis. Community leaders have emerged, some barricades have formed, and even some enemies (in the form of gangs) have been identified. Most importantly, people are getting a stronger focus on what they're going to need to do to survive. They have a better sense of what food is available, and they're thinking about how to make it last for a prolonged period of time. That means they're also coming to grips with the realization of just how strained food supplies will be, and they're really interested in finding more. So when word comes down of a heretofore un-looted bread truck, it becomes a race to get what's inside.

HOOK

The PCs should be aware of the fact that food supplies are shorter than most people thought, and they should have connections to neighborhood leaders. Have a leader (probably either Dr. Krilow or Eeka Krause) find them and announce there is a bread truck ripe for the taking; that should be enough to inspire the runners to action.

HOTSPOTS

The main hotspot for this night is the place where the bread truck is parked. It was not left out in the open, or it would have been raided on Night 1 or 2. Instead, it's sitting in back of a high school that has not been visited in days. **Atticus High School** is run by Renraku's Socratic Education Group, serving primarily Renraku corporate citizens but also others willing to pony up the considerable tuition. On one side of the rear of a red-brick school building is a small parking lot that holds about four cars, along with two dumpsters and a single loading dock. The bread truck had backed up to that dock when the lights went out. It was just starting its nightly round of deliveries, so it is fairly full.

The high school was ignored for the first few days of the blackout because classes were canceled, but some people have been eyeing it for shelter after the first two nights—namely, gangs without a good place to store the goods they have looted in the first two nights. Their exploration of the school as a possible base of operations led them to discover the truck, and their basic lack of discretion caused word of the truck to spread in the immediate community. Once Krilow heard about it, she was determined to get hold of the bread before the gangers unload it and keep the food to themselves.

THE JOB

The premise is simple: get a truckload of bread to the spot being used as the operations base. The PCs will be rewarded with extra food and the trust of Dr. Krilow, which will be worth real money in the near future. The devil, of course, is in the details. Here's what the PCs have to deal with.

The bread truck doesn't work. This means the PCs will not be able to just get into the truck and drive it where they want it to be.

The bread truck has lots of bread. It was pretty early in its delivery schedule, so nearly 3,000 loaves are sitting in the truck. On the one hand, that would feed a lot of people (that's about 60,000 servings); on the other hand, it weighs about 1,800 kilos. The loaves also take a lot of space (namely, the entire interior of a truck).

The gangers want the bread. The runners should get a slight head start on the gangers, but they shouldn't have a lot of time to stand around and think about how to deal with this volume of food; soon enough, the gangers will arrive and attempt to assert their claim to the truck.

The PCs might try to use wheelbarrows or even a lot of bags to carry away some bread, but the most direct solution is probably to move the entire truck. Shifting it into neutral without a key is not the most complicated maneuver; it requires going under the truck but can be pulled off with an Engineering + Logic (2) test. The parking lot is flat so the van is not going anywhere immediately, even if the PCs did not use wheel blocks while working on it. The vehicle, including payload, weighs about 6,000 kilos. This requires around 60 kilograms worth of force to push it. A character with a Strength of at least 3 can get it moving over flat ground, but it's the slopes that will make this a real challenge. Even the small slope of the middle of the road from the edge means you need a total of at least 6 Strength to keep the truck moving. A slight hill means a total of Strength 9 is needed, and a steep hill requires a total of 12 Strength. Gamemasters can have players make a Strength + Agility (2) test on occasion to see if they are able to maintain their pushing force on the car. If any individual loses their grip and there is not enough combined Strength pushing the car to keep it moving, it starts rolling backward. It now needs 4 more Strength than it did before to stop it from moving downhill and get it going back in the right direction. Or they can just wait for it to come to rest at the bottom of a hill, then start from that point.

Spirits can be used to help move the vehicle; spirits with the Movement power may be particularly useful.

Moving the van is not the only issue; multiple waves of gangers will come to try to keep the runners from getting the truck to its intended destination. The gamemaster can choose which gangs come after it, based on the relationships the players have established so far. It doesn't have to be just one gang—multiple waves from different gangs can attack. Since this is the third night, those who did not have much extra

food in their homes are starting to feel the hunger, so some of the attacks will have a more desperate edge.

WHO'S WHO

DR. MAGDALENA KRILOW

At this point, Dr. Krilow's leadership is becoming firmer, as more people grow to trust her. The runners should know that she will be a strong ally going forward, so getting in her good graces is worthwhile. More information on Dr. Krilow is on p. 26.

GANGERS

The gamemaster can decide what gang leaders and members are involved in this scenario, but Little Smoke and his gang are the most likely suspects, since they should have established an antagonistic relationship with the PCs at this point. That should provide the extra edge of the gangers being more than happy to deliver the pain to the runners.

EEKA KRAUSE

If the PCs need some help finding their way around the neighborhood, or if they need some ideas about things like shifting the delivery truck to neutral so that it can be pushed, Krause can provide valuable support. Those are the sorts of things she knows, and she is more than willing to pitch in where she can. More information about Krause is on p. 27.

SPECIAL NOTES

- The PCs may be jonesing for money now, even though there aren't many great ways to spend it at present. If they need motivation for this job beyond helping people through an emergency, they can overhear Dr. Krilow talking about someone named "Peregrine" who seems to be taking a role similar to hers in a nearby neighborhood. She should be expressing amazement at the resources he seems to have at his disposal and starting to think about how to make connections to him. That name will pay off for the PCs in a future night.
- In this night, the PCs should encounter the roving white vans that have a satellite dish on top and broadcast a faint wireless signal. For now, keep them elusive. Generally, PCs should catch a quick glimpse of the vans as they turn a corner, or notice their Matrix signal as they drive out of sight. If the PCs are intrepid enough to find a way to stop and steal a van, the people inside hit kill switches that destroy the equipment inside and then take cyanide pills to end their own lives. This should be a hint of future mysteries.



NIGHT 4: SOMETHING BROKEN

The lights have been off long enough now that, for some, this has become the real stuff of nightmares. Or rather, in some cases, their nightmares have become real stuff! Something terrible is crawling its way out of Toronto's rapidly spiraling mindscape, and its tendrils have slithered into the streets.

When a foe cannot be killed—but its machinations can be stopped—action must be taken if anyone is to survive.

HOOK

The concentrated fear and worry growing in the Greater Toronto Area (GTA) has managed to strengthen and fuel a powerful entity that hails all the way back to the echoes of the Fourth World. A timeless being known as **Camazotz** to paranormal scholars and academics is winging around the manasphere just beyond the astral plane. Where the curtain between worlds becomes thin enough, it has been sneaking across to infest the physical realm with its minions. These minions inflict more fear and suffering, which strengthens their master even more, eventually hoping to rip open a way for **Camazotz** to cross over fully.

HOTSPOTS

Camazotz's influence and minions can be encountered in nearly any of Toronto's dark places,

but in these first few appearances it leans toward areas thick with fear and superstition—the perfect tools that wear down the boundary between worlds. Some places the runners could cross paths with its influence include:

ZEPHYRUS COLD STORAGE

With the recent influx of unexpected deaths on the streets and in lower income hospitals, many of which are classified as “unexplained” by the medical examiners' offices, the city of Toronto has been sending their remains to a cold storage facility. Zephyrus is a small, corporate-controlled chemical storage company whose primary site is in the **Docklands**. In the last seventy-two hours, thirty-nine unclaimed bodies of various species have been sent to Zephyrus to be put on “ice” until medical staff and resources become available to research what happened to them. This makes for a creepy location that also has a variety of corpses for the spirit to corrupt, infest, and unleash.

TORONTO NECROPOLIS

Possibly leaking over from the homeless camps of **Cabbagetown**, there are a lot of tantalizing resources both ethereal and physical throughout the area. Not only is the place full of dead bodies for **Camazotz** (or its **shadow spirits**) to infest, but the recent blackouts and chaos throughout contribute

heavily to the emotional *fertility* of the astral plane. It would be easy for the runners to see the spirit's effects on the world firsthand here. The Necropolis is also already full of supernatural gossip and not-so-tall tales about the monsters that creep in the darkness here; anyone not familiar with what is true and what is fiction about the area will surely suffer penalties on their first few Composure tests.

HIGH PARK ZOO

When its influence manifests in a way that requires a visual countenance, Camazotz uses the animalistic features of bats—particularly the carnivores or hemovores (blood eaters). There is something about a swarm of bats that instills instinctual fear in people; a fact used by the shadow spirits to spread even more chaos and terror. The Snyder Memorial Bat House at the GTA Zoo is home to over ten thousand individual animals from a hundred different species of bats. If released, it would give the entire area a backdrop of squeaking clouds of flying vermin that cling to and appear in all the same places runners tend to gravitate toward, imposing Edge penalties on Composure tests nearby. Combined with the rumored hauntings of **Grenadier Pond**, this area would be good for Camazotz to get its talons into.

BROWSER'S DEN OF TALISMONGERY

Nestled in a protected pocket of storefronts on the Yorkdale Megablock, Browser's Den is a throw-back magic shoppe that has been owned by the same bloodline of magicians and shamans since the twenty-first century. From simple technology-based parlor tricks to raw reagents and foci, if it involves magic, Browser's either has it or knows where to get it. The runners might decide to arm themselves with at least knowledge on dark spirits and how to strengthen the boundary to keep Camazotz out. The current owner/manager is Rennie Browser, a barely functional alchemist who is said to have a copy of the 'первая книга чудес' (*PEER-vah NEE-gah CHOO-des, Russian for "First Book of Miracles"*), a guide to Baba Yaga's potions, rituals, and other 'miracles.'

THE JOB

This night begins when the runners cross paths with a group of animated corpses possessed by Camazotz's shadow spirits; one or more of which are the remains of people they know. As with anything touched by its dark spiritual influence, these bodies have been physically altered to have sharpened teeth, hideous flat noses, and oversized mouths. All but one of the bodies came from a body transport van that broke down on its way to Zephyrus Cold Storage and bear toe tags explaining as much.

As the animated corpses are dealt with, the shadow spirits possessing them are released. The spirits will only attack if provoked further; otherwise they

manifest as bat-like shapes and fly off to find other corpses to inhabit. The spirits are completely devoted to Camazotz's goal of scaring the people of Toronto until it can cross over into the physical realm for more than a few minutes at a time. Should the runners manage to *destroy* any of the shadow spirits, they will get a chance to witness the spirit slip between worlds to consume its defeated minion and absorb its power.

There is a survivor from the spirits' attack on the broken-down Zephyrus van—a medical laborer named Rutcliffe. He was under the van trying to figure out if he could get it powered up and moving when Camazotz emerged from its realm and breathed out the shadow spirits. Rutcliffe saw the bodies rise and kill the van's driver, who was then given a spirit and rose as well. There should be lots of clues around the van, not the least of which could point out that Camazotz wants more bodies to infest and animate—unless the runners can figure out some way to keep it locked away in its own realm.

The overall goal the runners have this night is to keep Camazotz from filling Toronto's streets with enough fear and terror to cross over fully and make things truly hellish for people in the nights to come. The rules for gauging the "level of fear" needed to successfully send and keep Camazotz in its own dimension are covered below in this night's Special Notes.

There are several smaller goals that could be key in helping accomplish this if the runners are up to it:

1. RESEARCH CAMAZOTZ

Discovering the existence of an ancient, otherworldly entity can be very troubling. This is especially true when it has nearly godlike power and sinister intentions for you and your allies. The runners will surely need to do some digging on the spirit, something that is much harder to do in a Matrix blackout. Some possible methods include:

A. UNIVERSITY LIBRARY ARCANAE

One of the largest *physical* libraries of mystic lore and historic records concerning the supernatural and the arcane in the UCAS. Aside from Matrix access and a lack of hardwired lighting, the blackout hasn't really hurt the Library. There are texts in its stacks that, with some skillful research inside, the runners could discover the name of the dark spirit, its roots in Mayan history, and possibly some tools on how to fight its influence.

B. SMOACH & MYRRYR, P.P.I.

"Paranormal Private Investigators," Aldridge Smoach and Helena Myrryr (pronounced *MEER-urr*) are an odd couple of a detective team that specialize in the weird, the frightening, and all that goes bump in the night. A dwarf technomancer and an oni pigeon shaman respectively, these two unlikely best friends go to crazy, adventurous lengths to uncover the secrets of the supernatural. For a small 200 nuyen fee, they will gladly do so on the behalf of the runners.

C. BLOODSONS OF MAYA

This Mayan-themed, predominantly Hispanic street cult has been force-fed ancient Mesoamerican myth and legend by insiders and plants from Aztechnology for nearly two decades. They surround themselves in jaguar iconography, wield blood magic, call dark spirits, and arm themselves with modern versions of traditional tribal weapons like javelins, war clubs, and the deadly macuahuitl. There are some among their number who surely know about **Camazotz**, but more of the myth and legend rather than the real being that will gladly devour them as much as any others.

D. MYSTIC/OCCULT CONTACT

If the players have a contact with a mystical or occult background, that contact might help them find information they need. Make a Connection + Connection test for the character (or Connection + Charisma, if Charisma exists for the contact and that's what the player wants to use). With one hit, the contact knows the basics about dark spirits; two hits reveals the creature's name (Camazotz), and three or more hits explains that fear and horror are how it influences the physical world and summons the shadow spirits. Then roll Loyalty + Loyalty. The runners will pay 100 – (hits on Loyalty test x 5) nuyen to get physical research texts that can further explain their data.

2. RESPOND TO THE ANIMATED DEAD SIGHTINGS

After Camazotz's shadow spirits begin to find dead bodies to inhabit and animate, it will not be long before the streets begin to talk about the rise of the living dead. It is not every day—or night—that dead flesh stands up and comes after the living. As it becomes apparent these instances are not unique or random, and that they are in fact linked through their behavior, goals, and physical mutilations (bat features), the runners will have multiple chances to seek out these packs of animated dead.

Simply destroying the host bodies will not stem Camazotz's power, and as people realize that destroying one animate simply causes another to rise—it will actually spread even more fear tonight. There are a number of different interactions that can happen involving these packs of the spirit's minions, each giving the runners a potentially different goal (if they figure out what is happening to strengthen Camazotz):

Lone Animate: A single animated corpse wanders the streets, seemingly oblivious to the wounds that killed it. The shadow spirit within is on the prowl for more bodies—or ways to arrange for more. Unless the body's cause of death is extremely recognizable, it is actually possible that the runners might not realize the animate is really dead until they are in uncomfortably close quarters.

The Shaping of Dead Flesh: In the first few hours of an animated dead's existence, the shadow spirit in-

side it begins to mutilate the body to reflect Camazotz's bat-demon appearance. Using broken glass and jagged metal, the dead bodies rip and tear at themselves, sewing up the wounds and modifications with wire and thread. They perform this posthumous street surgery wherever they can find the tools and resources to do so, allowing onlookers to witness the horrific transformations. The runners can use this knowledge as part of their research or simply as a way to catch the animates off guard.

Pack of Similar Origins: The shadow spirits are calculating and efficient when seeking out corpses to inhabit, meaning that packs of animated dead are often all from the same place. Perhaps they were all members of the same gang, remains from the same morgue, or bodies from one of the body storage facilities being set up during the blackout. If they are perceptive enough to see these groupings, it can be a good clue where the runners might be able to mystically ward or physically intercede with similar groups before they can be raised. This information could be absolutely vital in starving Camazotz of the peoples' fear.

Shadows Descending: It is possible, once they learn how to seek out the most likely targeted places where shadow spirits will take bodies, the runners could happen upon the spirits actually in the process of crawling inside the dead remains. This is the most likely way they will see these dark beings in their natural state and discover how they get inside the corpses and, if they think to investigate things on a mystical level, understand what makes it easier or more difficult for them to do so.

Camazotz has plans to make the absolute most out of Toronto's situation—possibly brought on by some dark corporate shamanic machinations—and send its shadow spirits into the physical world to find warm, meaty homes in the bodies of the recently deceased. As an eternal being from an alternate dimension of pain and suffering, Camazotz has no concept of time except in the terms of the deals made to bring its attention to the physical realm. It was told that the darkness and terror wouldn't last, so it would have to make the absolute most out of the time that it has—because if it manages to thin the veil between worlds enough, it would not have to return to the hellish abyss in which it otherwise spends eternity.

WHO'S WHO

This section should help introduce the players to characters (or entities) who could play important roles in future chapters, including:

CAMAZOTZ

THE MAW WHOSE WINGS BRING PAIN AND DEATH IN THE NIGHT

The spiritual origins for the ancient Mayan bat-god of the same name, Camazotz has been feeding on humanity's nocturnal terrors since the bronze age of Mesoamerica. It has granted its followers strange, dark powers in exchange for ritual sacri-

fices and the spreading of tales that surround its hideously monstrous bat face, great clawed wings, and piercing scarlet eyes. Those put to the knife in Camazotz's name are *perfect* for the being to summon forth its shadowy bat-winged spirit minions to then possess—giving these early followers the exact proof they needed to continue worshipping Camazotz's power. See Camazotz stats, p. 127.

OCHO CHTHONI

BLOODFATHER OF MAYA

Born Jose Manuel Fernandez deep in the NAN, this troll jaguar shaman found his calling during a dark vision quest in the caves of Mount Baker, assisted by a strong dose of Aztechnology-enhanced ayahuasca. He connected with the Chthonic Lords while spiraling out of control in the caverns, only finding his way out again after three days of hallucinations and borderline madness. Now he leads the Bloodsons of Maya as he would a religious cult mixed liberally with the criminal intentions of a street gang. Ocho has thick ties with the Aztechnology megacorporation through his Aunt Marbella. Use Cult Leader stats, p. 127, adding appropriate modifiers for being a troll metatype.

ALDRIDGE SMOACH, P.P.I.

Aldridge was raised in the city of Chicago in the aftermath of the Bug City incident. As a dwarf, he was tough to survive life in the Containment Zone until after the Second Crash, when he emerged as a technomancer. His experiences in the zone left him fascinated by the supernatural. As he developed his technomancer abilities, he used them to devour occult knowledge on the Matrix until he became a walking encyclopedia about the paranormal. Now living in Toronto with his partner Helena, Aldridge makes his living exploring the mysteries of the Sixth World. See Aldridge's stats, p. 125.

HELENA MYRRYR, P.P.I.

Born and raised a bright, orange-skinned oni in the GTA, Helena lived her entire life in the eyes of the public. Never quite fitting into the corporate life, Helena even tried to make it work as a shadow-runner—to no avail. Her only calling that seemed to stick with her is a shamanic connection with the most urban of flying fauna, the pigeon. Her totemic beast spirits feed her a cacophony of mystical information, some of which led her to become partners with a dwarf named Aldridge. Now they maintain a successful and modestly well-known paranormal investigation service. While Aldridge prefers nuyen wages, Helena is more open-minded and accepts favors, good stories, and sometimes the strangest payments for their services. See Helena's stats, p. 131.

SHADOW SPIRITS/ ANIMATED DEAD

Shadow spirits are refugees from a dark meta-plane. They take on the imagery and style of the entity that carves them out of the void, and they become extensions of the parent entity's will and desires. In the rare case where a shadow spirit manifests, they are vaguely humanoid shapes that seek out susceptible hosts to attach themselves to before the rigors of the physical world cause them to dissipate. For their manifested but shadowy form, use Shadow Spirit stats, p. 137.

SPECIAL NOTES

The overall goal of getting through this night's events successfully is to starve Camazotz of fear from the people of Toronto. Effectively this means that the runners must try to get anyone involved with the shadow spirits to gain successful hits on required Composure tests (Willpower + Charisma). Keep track of how many successful hits are earned throughout the night.

Each person—whether one of the runners or any other bystander/witness—must make a Composure test whenever encountering Camazotz or its minions. Each hit on these rolls adds to the total number the runners are working toward.

The initial number needed to effectively keep Toronto safe from Camazotz by morning is 21 total hits, but each time a Composure test is taken and failed without a single hit, the total needed increases by +3.

Depending on the specific nature of the encounter, there should be Edge and Composure penalties applied to the bystanders' tests. This signifies how the common Toronto citizen isn't ready to see bat-faced shadow demons during an already-stressful time. Seeing the runners deal with the animates or shadow spirits should have an opposite effect, emboldening witnesses that the living dead can be defeated and that the horrors of the blackout will not be the end of them after all.

If the players manage to accumulate the *current* necessary number of Composure test hits, they effectively thicken the barrier between worlds enough to keep Camazotz and the shadow spirits at bay—for now.

If the necessary number of Composure test hits is never accumulated or it ever *reaches* 33, Camazotz has made the boundary between worlds thin enough to cross fully into the astral plane of Toronto (waiting for a future breach, like the shifting of the Yellowstone Anomaly, see p. 103) to invade the physical realm.



NIGHT 5: PIRATES AHOY!

Toronto has been dark for several nights now, and it has started to take its toll on all the locals who have taken the grid for granted. Whenever something pops up that defies the darkness and chaos of the blackout, it doesn't take long for the streets to start talking about it. If the source of the juice is something more than a trickle, people would pay a fortune to get a taste of it like junkies needing a hit.

When it turns out that someone has figured out how to drag enough power along with them to make a beat-up old van go, the runners know that it is going to be a hot spot worth checking out—if they can manage to keep up with the damn thing!

HOOK

The city has been dark for long enough that some of the more powerful people in the GTA are starting to turn the wheels toward finding a silver lining in this awful storm cloud. A mysterious individual has put together a team of experts skilled in their fields, given them every resource they needed, and tasked them to test out his concept of a nomadic vehicle that carries its own power source to whoever can afford to pay for it.

Under the cover of being one of those secretive Matrix vans roaming the streets at night, this first van is a test run for something much larger that its mysterious creator or creators have planned for Toronto—almost as if they *know* this blackout is going to last longer than a few days.

HOTSPOTS

The designers of this unique vehicle have definitive plans for testing out its abilities on a mapped-out route. They are bringing it to nearby areas that fall into specific parameters: namely, people who have money they'll spend on power but who are not desperate enough to directly attack the van to get it. Some places the runners can hope to track down the van include:

HIGH PARK

As a thorough mixture of lower- and middle-class Toronto folk, High Park is a fine spot to drive through, with all the cross streets and byways. It provides an excellent testing route for the self-powered van and its capabilities. It also gives them enough exposure to become a priority

on the gossip chain, but also enough blind access and potential hideout locations to disappear into if necessary. The locals will surely talk about the graffitied-up old van that has power and a hint of a wireless signal. If the runners manage to get an audience with D², a locally influential technomancer, she would likely pay well for more data on how this thing is still working.

RIGS, RIMS, & RATCHETS

On the eastern edge of downtown, in the gutted remains of a closed Stuffer Shack and its attached parking structure, thrives this rummage sale of a mechanics' shop. Rigs, Rims, & Ratchets, called "the Triple" by locals, is every gearhead's dream. It is three and a half floors of stripped vehicles, rigger tools, and a flea market worth of parts and components. Anyone who goes looking around for information on the specialized van will eventually get pointed to this location, specifically to the go-gang that runs The Triple, known as the Sw@rm.

THE JOB

Not long after word begins to circulate that a working, powered van has been sighted driving around High Park and Cabbagetown, a local contact of the runners reaches out to them to offer a small bounty for any legitimate information on the vehicle. If they can come up with at least three physical clues (pictures, recordings, etc.) as to its existence, they can earn a quick 750 nuyen each (offered via credstick).

Along with this main goal, the night has other goals to accomplish if the runners are up to it:

1. DISCOVER THE VAN'S MATRIX LINKAGE

The runners could figure out the van also has sporadic Matrix access, making it a higher priority than ever before. Possibilities on how this works include:

A. INCIDENTAL MATRIX PINGS

The easiest way for the runners to discover the mystery van is transmitting a light Matrix signal is for them to get within twenty meters of the van with someone looking for wireless signals. When they get within that range, whatever they're using for detection will begin to light up with a weak, active connection. Unless they were prepared for this potential occurrence, Carrot and Kolds (the decker and technomancer inside the van) will start immediately counter-pinging them to record usage data—the hacker might need to shut down or block them to keep them from leaning too much about them!

B. DECKER MOB

Wherever the van stops for longer than thirty minutes or so, street gossip sends every decker, technomancer, and Matrix-junkie to seek it out. This means the runners, if they are not fast on the scene, will find the van surrounded by a veritable mob of people trying to get power and a Matrix signal. This will quickly drain the power source, limiting the amount of data it can dig out of the users and forcing the van to move on much faster than the owners would like.

C. D² KNOWS THE PARK'S MATRIX

No one is more in tune with the Matrix around High Park than Daiyanna DiMeeko—also known as D². The blackout has damaged her power base to the point of frailty, making research into the repair of the Matrix her top priority. As soon as anything happens to change its status, she will know it. This will force her hand to call in favors or hire outside help—possibly including the runners—to strengthen, solidify, and take control of whatever is making the signal.

2. CAPTURE THE GRID PIRATES

The three people in the van are not terribly loyal to their mysterious benefactor. If the runners manage to get their hands on them—which might happen without *much* of a fight—each van occupant knows a little bit about what they are doing and can be influenced, intimidated, or manipulated to give up their information. What they can tell the runners is as follows:

Any individual: Any of the van's operators know that the data they are mining from the people that link up to the van's transmitter is being stored on an old-school physical drive attached directly to a battery in the van. They don't know what the data is for or who it goes to, just that it gets automatically stored on that drive.

Benny: An elven rigger, he knows that he had a specific route that he was supposed to drive repeatedly, all night, until his partners tell him the data drive is full. "I'm just the driver, chums. I just needed to get on some wheels!" is his general attitude toward their assignment.

Carrot: An albino ork decker, she is in charge of making sure the data siphon in the transmitter is pulling the right kinds of data from any nearby Matrix users, defending against attacks or attempted intrusion. She doesn't actually monitor the data itself or what it contains; she just ensures that it isn't harmful to the transmitter, the drive, or the battery. "I'm happy to be online, even if it is just a tease to my fellow sparks out there."

Kolds: Believing his genetic dwarfism is a byproduct of his innate abilities, this human technomancer is part nurse, part monitor of the van's battery. He

was not involved in the design and fabrication of the battery, but he knows how to care for the sprites attached to it and look for signs that it might be overloaded or in danger. He sees himself as a shepherd for invisible, starving sheep. Sheep that can eat the juice out of his 'ware, but sheep nonetheless.

The grid pirates can, if pressed, take the PCs to where the van starts its route, but when they get there it is nothing more than an empty garage. The PCs might decide to take the van for themselves, which is possible. Use the stats for the GMC Bulldog, (SR6, p. 301), but reduce Accel to 5 and make the top speed 80. If they gain possession of the van, it should have about six hours worth of driving time in the battery. They will have to compile sprites to get more battery time—or find another way to charge it as the nights progress.

WHO'S WHO

Key players here include:

DAIYANNA 'D²' DIMEEKO

One of the more notorious of the sprawl's hackers, "D Squared" is known for her deep roots in the GTA's shamanic communities despite not being a shaman herself. A skilled technomancer, she has a broad understanding of how the Matrix and sprites interact, using it to facilitate a network of sprites, spies, and programs. Physically beautiful and socially charming to the point of distraction, Daiyanna is not above using her looks to manipulate the weak-willed, but her real strength is the depth to which her allies will go to make "Princess Di of High Park" happy. If there's anyone in the area who knows about the secret Matrix van, it will be her. Daiyanna's stats are on p. 128.

STRICT-9

LEADER OF THE SW@RM

A clever gambler, deft rider, and dangerously sociopathic dwarf rigger who loves his monofilament chainsaw more than some of his own go-gang members. Strict-9 is a brutal killer, and the only thing that can stem 9's not-so-secret sadistic streak is his bottomless greed. If there are nuyen to be made, he and the Sw@rm will stow their bloodlust to make it. For Strict-9's stats, use the **Gang Leader** on p. 130.

BENNY, CARROT, AND KOLDS

Like a bad joke, this is a rigger, a decker, and a technomancer riding through town in a hot-rigged cargo van. Respectively Benny, Carrot, and Kolds are an elf, an albino ork, and a human with genetic dwarfism (*not* the metatype) who all work for a benefactor they do not know (see *Night 11: Codebreakers* for more information) to test out a special new power source hardwired to the van. They are earning 50 nuyen an hour to drive around and see how much stress and use the special "SpriteLok Battery" can handle. All three are on the bottom rung of the scheme's ladder, and they know little to nothing about the greater plot. Use **Grid Pirate** stats, p. 131.

SPECIAL NOTES

- The SpriteLok battery system is an experimental technomantic device designed by a circle of well-paid users on behalf of private interests. The system depends on a registered fault sprite with the Trap power. That sprite is used to contain other sprites within the battery, and they are compelled to use their Electron Storm power to supercharge the battery rather than corrupt it. The idea is that the sprites will provide the continual charge the van needs to operate. The morality of using sprites this way is, of course, debatable. With the Matrix down, the sprites have few places to escape to, but they will break away and return to the Resonance if they can.



NIGHT 6: WINGS AT NIGHT

It has almost been a week since Toronto plunged into a near-total grid blackout. People are doing their absolute best to get everything they need done during the waning daylight hours, but without proper transportation and access to the Matrix, things have started to seriously unravel. Once the sun sets and the terrors of the night take to the streets, the GTA becomes a different and even more frightening place.

This night however, a new set of iron talons has gripped the hearts of many who have looked into the sky for answers and only found one of Toronto's newest and most powerful residents casting a great winged shadow across the starscape.

HOOK

A mysterious dragon named **Brunwyn**, one of the insipid broodmates of the infamous Lofwyr, has come to Toronto to maximize her control over Saeder-Krupp assets throughout the area. This dragon has allowed herself to be seen flying over specific locations, something that has piqued the interests of several parties. One man in particular needs to know the truth and is willing to pay handsomely for it.

HOTSPOTS

Brunwyn has focused her nocturnal flybys in a few specific locations for her own mysterious reasoning, making them prime places for the runners to try to dig up some information on her sightings with the locals, and maybe even catch a glimpse of her themselves! Some places to put the runners include:

CASA LOMA

High end, expensive, and normally one of the critical social hubs of the entire Greater Toronto Area, Casa Loma is first and foremost a museum that contains art and antiquities from the past, but it serves as an elitist gathering point where high classers rub elbows. The treasures of the museum are always under layers of protection from physical threats, but the blackout put several prized pieces into immediate sealed lockdown. Aside from turning some displays into cold metal coffin-slabs, Toronto's social upper crust hasn't let the blackout slow them down at Casa Loma. Candles, oil lamps, chemical illumi-sticks, and daylight-soaking phosphorescent paints keep the place glowing and full of perfect ambience—especially for a dragon in



human form who wants to mingle. If the runners can get cleaned up enough to be allowed in, they might hear Toronto's nobility discuss what having a real dragon in town could mean.

THE DOMINION PUBLIC BUILDING

Brunwyn has eyes on eventually setting up her spiritual and physical lairs on the upper floors of **The Dom**, making clandestine deals with a ring of power brokers to try and make it hospitable for her. One way to destabilize the current inhabitants and squatters throughout the building's expanse is to be seen coming and going frequently from the artistically sculpted rooftops. Brunwyn comes and goes several times this evening from the building, using roof access even when in her human shape.

DOWNTOWN

In order to make sure that the gossip chains get their eyeful of her scaly silhouette, Brunwyn makes several passes over the dark streets and skyline. Onlookers are already spooked by the blackout, but the addition of dragon sightings has put some folk into a panic, others into personal lockdown

mode, and a few into aggressive hero worship of such a powerful creature. The dragon herself isn't terribly interested in interacting with the people downtown, but she knows that being seen there will get the word around in no time.

SAEDER-KRUPP ONTARIO

The great dragon Lofwyr believes in a dream where draconic beings from all corners of the world are in charge of the Sixth World's lesser lifeforms—which is everyone *not* of draconic blood. This is why he sent his “sister” Brunwyn to investigate, take charge, and make sure that the Ontario office comes out on top amid the chaos of the blackout. The dragon has been seen at least once coming from on top of the bleak grey compound early in the evening, and runners with the right contacts or skillsets might figure out that Lofwyr sent her before the blackout even happened—meaning he had inside information that it was going to happen before the lights even flickered on night one.

THE JOB

Within a half hour of the sun even beginning to set, the runners receive an invitation to a local

open-air café to meet with a Mr. Johnson named Howell—the partner of a better-connected Mr. Johnson named Peregrine (who is testing the runners for a bigger job tomorrow night; see *Night 7: Dominion*). Howell could make for a very good ally in the nights to come, but he really is somewhat of a middle man to middle men.

Howell offers the runners a small taste of cash—250 nuyen per person—to follow the rumors and street chatter about dragon sightings. They have all evening to scrape up as much information as they can, hopefully turning secondhand sources into factual data along the way. Within an hour after sunrise, the runners are to meet back at the café to discuss with Howell what they learned. If he believes their story to be unembellished and worthwhile (see **Special Notes**), he has an additional 250 nuyen for each of them and an address where they will soon find more work with his associate.

Brunwyn's appearances over the city have made for a dangerous backdrop to be digging up dirt on the subject, which could put the runners in several potentially sticky situations. They are supposed to be gathering information and facts about her rumored movements, but in a blacked-out, stressed-out Toronto, who knows where it might take them.

Along with their job for Howell, the night has other goals to accomplish if the runners are up to it:

1. MAKE NOTE OF THE DRAGON'S ENEMIES

Something as large and powerful as a dragon coming into town will raise quite a few eyebrows, and with tensions already high, it could lead to confrontation. Conflict between a dragon and anyone in or over the streets of Toronto could really cause some damage to things important to the runners. It is probably best to watch out for the people that might cause trouble when the dragon turns out to be real. Possibilities include:

A. THE SAINT GEORGES

The mere rumor that a dragon has come to Toronto has these medieval-themed madmen suited up and out in the streets. It is the life's goal of every Saint George to bring an end to a real dragon, or at least be written in the ledgers as having been killed trying. This makes them dangerous and unpredictable, so being on the lookout for them and keeping tabs wherever they appear is a good idea.

B. DOMINION PRIVATE SECURITY

Even though it is still going through major renovations, there is a team of Dominion-loyal security agents who are none too happy to be getting relocated—potentially for a dragon to move in. Most

of the “DomSec” troops wouldn't dare tangle with a real-life dragon, but a few have some access to heavy weaponry and skeptics are already labelling the sightings as fake. There is little more dangerous than ignorance armed with heavy ordnance, and the runners might want to prevent this important locale from becoming a trigger-happy warzone before the first blackout week is even done.

C. TALISMONGERS AND TROPHY HUNTERS

Dragons are powerful, legend-spawning creatures that call up strong emotions in nearly every inhabitant of the Sixth World. For most, the dominant emotions are awe and fear, but some find it within them to be more driven by greed and curiosity. As soon as they begin to hear about the appearance of a possible dragon in the GTA, the hopefuls come out of the shadows, slaving for a piece of the action. Talismongers want to get their clutches on scales, spit, ash, even feces left behind by the beast, placing them firmly in the way of a proper investigation. Hunters looking to put a head on their wall or a fang in their collection won't be shy about dealing with a few scattered runners whose investigations cross their path.

2. DISCOURAGE DRAGONCHASERS

Ever since the days of televised appearances of the great Dunkelzahn, people from all walks have been fascinated by the existence and appearance of dragons. Where word spreads that a dragon is active, eyes from all over linger on the sky and watch the horizon in fearful apprehension. The truly adventurous and thrill-seeking will follow the clues toward these mythical beasts and try to get a good look at one. Like the adrenaline junkies who push their luck trying to get close-up footage of tornadoes and hurricanes, these “dragonchasers” want nothing more than to see the scaly legends with their own eyes.

With the runners on the hunt for real information about the dragon sightings, they could interact with a number of interested parties who get in the way and complicate the mission. This could include the following kinds of dragonchasers:

Disbelievers: Not everyone takes the gossip of dragon sightings as fact, and they will simply be out in the rumored areas to see if she is real. They are the least competent of dragonchasers, as they have done zero research about their quarry and could get themselves in a great deal of danger by wandering around the GTA in the blackout. The runners might feel like they should get these foolish bystanders to safety, and while they might be comparatively ignorant, that doesn't mean that

they don't have nuggets of potentially useful info.

Street Media: Despite the blackout, there are still people out in the streets trying their best to get the news disseminated out to the people. "Street anchors" with good stories and wireless pics to share in this time of chaos and unfortunate ignorance may go down as the only way the people knew what was going on when the lights went out. The ones who get important scoops—like say, proof of a dragon's appearance in Toronto—could be set up for actual media jobs when and if the power ever returns to the city. The promise of future stardom and influence in the streets can make anyone braver than they should be, and the runners might just bump headlong into cameras and questions if they aren't careful.

Hedonists/Addicts: Without a constant supply of vids, AR services, Matrix access, and even the BTL chips that keep the thrill-seekers and pleasure-junkies of Toronto appeased, withdrawal will start setting in soon for some. Six days without a steady supply of their drug of choice can be an eternity for some, pushing them to their limits and making them willing to do almost anything just to get a rush. This includes trying to track down a living dragon. Exactly what these adrenaline-starved people will do when they get near the great winged creature is unclear, but it could complicate the clandestine comings and goings of the runners trying to get their proof and get paid.

3. PREPARE ALLIES AND CONTACTS

The runners should have already made some allies, associates, and arguably useful contacts in the GTA. These people are, in their own ways, important to the team. The runners might want to leak some of the information about the dragon to them, whether to give them a heads-up about the veracity of the rumors or possibly to give them a leg up on the seemingly impending future of having a dragon living in Toronto. Although Howell did not tell them explicitly that their mission was to be kept secret, there are some unwritten standards about being a shadowrunner that the team could be treading upon with their new employer.

WHO'S WHO

This section should help introduce the players to characters who will play important roles in this and future chapters, including:

BRUNWYN, DRACONIC ENIGMA

While not literally the blood kin of the CEO of Saeder-Krupp, there is no question that Brunwyn is connected on a spiritual level to her "brother"

Lofwyr. She is a typical, power-hungry specimen of her kind, but she chooses to keep her wealth nearby and her influence limited to a select few people close to her. She enjoys playing puppeteer to those beneath her on the food chain, shifting her shape into a silvery-skinned elf of excruciating beauty to mingle with metahuman society. Her draconic form is long and lithe, nickel scales shimmering like the sequins on an electro-club dancer's gown. No matter her shape, her eyes are always a glistening emerald green flecked with gold, and she revels in toying with all those she can. Her stats can be found on p. 126.

HOWELL

As if genetically designed to blend in with Toronto's middle-management corporate wageslaves, Howell is a white human male with no notable cyberware who is well-practiced in removing social tics and giveaways in his behavior. He likes to deal in person instead of over the Matrix, making him the perfect go-between during the blackouts. The only thing that sets Howell apart from other Johnsons is revealed when meeting in private, where he brings his genetically enhanced pair of tigers as his bodyguards—a white beast named Cloud and a rusty orange specimen, Jerry. They are trained to listen to his every command and are a prime reason why everyone thinks twice about messing with Howell on his own turf. Use Mr. Johnson stats, p. 134.

MILES TWO-GO

A leading voice in Toronto's underground street media, Miles is a dwarf and a cross between a wireless digi-pic paparazzi and a New Bostonian beat poet. Tattooed, pierced, and scarified in ways that tell a thousand stories that only he knows, Miles claims to have been everywhere at least once and seen everything twice. If given the opportunity to meet a dragon again—he was on a chemically fueled vision quest in Barcelona when Dunkelzahn did his last open interview—he would pay a fortune to make it happen. Miles knows that, to the right buyer, a real picture of Toronto's new draconic guest would be worth a ton. Miles' full character information is on p. 134.

STELLA HOARGRAVE

The youngest and most outside-the-box member of the management at the Casa Loma, the effervescent Ms. Hoargrave came up with the idea to use the blacked-out museum as an old-fashioned social club. When everyone was losing their minds in the wake of the Matrix going dark and the lockdown box protocols sealing up their attractions, she tapped into her minor hermetic skills and be-

gan to illuminate the situation both figuratively and literally. All Stella wants is to be able to live the good life, spend her unfathomable inheritance, and grace the cover art of as many media sites as possible. If it becomes known people are looking into Casa Loma in order to see or meet the rumored dragon, Stella will do everything she can to share the limelight with that scaly legend—or expertly bend the truth to make the upper crust believe that she could. Use the stats for Toronto Socialite, p. 137.

SAINT GEORGES

Founded as a gentleman's hunting club in seventeenth-century Britain as the Society of Saint George, this group has watched time seriously dilute what they once stood for. Still made up primarily of humans, it is no longer male-dominant or a club in the common sense of the word. The Saint Georges—the name they go by no matter the gender—are more like a street gang that meet up occasionally to hunt down whatever paracritter is topping all the scream sheets in their area. They try to keep things at least a little traditional, foregoing firearms and cyberweapons to focus on melee weaponry and classical archery while hunting their quarry. They have no qualms about using the advanced technological versions of these weapons, though; high-powered crossbows with explosive-tipped bolts and internally counterbalanced broadswords seem to be standard issue these days.

Most often they go after active ghouls, packs, the occasional vampire or barghest, or something else that goes bump in the night. They have generations' worth of occult lore and parazoological knowledge in a databank shared by all their members, making the gang a surprisingly well-informed source on these kinds of targets. As their name implies, the ultimate goal of every Saint George is to slay an actual dragon, turn its head into a trophy of victory for humanity (and metahumanity), and use its blood for secret rituals that *might* be more than just words on old pages. Use Gang Member stats, p. 130, but reduce Firearms by 1 and increase Close Combat by 1.

SPECIAL NOTES

- Howell is hiring the runners to gather data and proof that the dragon sightings are real in order to better prepare the GTA for its

arrival. Normally, when power isn't an issue and the Matrix is streaming perfectly, getting and sharing this kind of information is easy. In the blackout, however, this is a much more difficult task. In game terms, Howell will require at least fifteen points of proof to believe the runners' collected data, and he will pay them accordingly. These points come from social skill interactions with eyewitnesses (or people who believe they saw the dragon flying overhead), but they can also come from acquiring physical proof they could hand over directly:

- Any first-hand eyewitnessing of the dragon by the runners themselves is worth 5 points.
- Any kind of picture, drawing, or artistic image of the dragon is worth 3 points.
- Any kind of recorded testimonial by an eyewitness who saw the dragon is worth 2 points.
- If the runners manage to acquire more than twenty points of proof, Howell will not only double their final payment, but he will weigh these pieces of data together and mention to them that this dragon is surely going to stay, likely at the Dominion Building.
- Brunwyn is not one for direct confrontation, and she was told by her brother to try to keep her interaction with the people of the GTA to a minimum unless she hears more from him or their associate, Peregrine. This means that the runners should have a hard time getting in direct contact with her. This night's events are generally for setting the stage of future appearances of Brunwyn and adding tension to the blacked-out setting of Toronto.
- If a situation occurs allowing the runners to come into contact with Brunwyn, she will do her best to stay in her elven shape and keep things as social and friendly as she can. The last thing she wants to do is cause problems or put wrinkles in Lofwyr's plans for what these blackouts are doing to the GTA. She won't stand for being threatened, manipulated, or otherwise negatively dealt with by "lessers," but she knows all too well that accidentally foiling her brother's schemes would end terribly for her.



NIGHT 7: DOMINION

Panic has gripped the city, but some residents are starting to realize that they are in it for the long haul. One of these residents who was caught in the blackout is trying to establish a refugee camp in the South Core. The Dominion Public Building, abandoned for decades, is going to make a fine facility with plenty of room for temporary residents—assuming the current ones can be persuaded to leave.

HOOK

Peregrine will reach out to the runners because he'd heard of their success in helping to restore some semblance of normality to their base of operations. He needs some help with clearing out the Dom—that is, the Dominion Public Building. Despite the name, the building is privately held and currently is hosting a bunch of squatters in the form of the Cutters gang. It becomes apparent to anyone who is magically active that the Dom is a place of strong mana. It sits atop a pair of ley lines that provide strong magical power to anyone who can harness it. It is imperative that the Dom remain in the hands of people who won't use it to destroy the city or anything.

HOTSPOTS

DOMINION PUBLIC BUILDING

The Dominion Public Building, a.k.a. “the Dom,” has been buried under bureaucracy and paperwork since shortly after Canada ceased to exist. It became a privately held building in 2030 and has been shuffled around from owner to owner for decades. The building has always been popular with astral tourists and spirits, seeking to study the intersection of ley lines that the building sits atop. Because of this magical confluence, any tests involving the Magic attribute that take place within the building earn the user a point of Edge.

The Dom is a grim, grey stone edifice. It has a monotonous geometric design that wraps along Front Street, creating a curve that is only barely perceptible to those who walk along the building's exterior. The glass-and-metal towers that surround the Dom help to emphasize the building's age. Three double-doors provide entrance to the building along Front Street. The doorways are gilded with brass and have very realistic-looking beavers sculpted above them. There is an entrance in the back for deliveries, which includes three loading docks that have alley access.

The interior of the building is still mostly intact, with terrazzo floors and lots of columns decorated with brass in the atrium. The Cutters have spray painted most of the walls and surfaces and set up small fortified positions using the counters and columns in the atrium. This is part of the so-called Long Room that stretches down the east wing of the building. The ceiling reaches up to the third floor, which is ringed with ornate brass railings. The remaining two hundred rooms in the east and west wings are office spaces of various sizes. Many of the rooms are in disuse, but some have been converted into makeshift barracks or party pads by the Cutters and other former residents.

THE JOB

A Mr. Johnson named Peregrine has heard of the characters' exploits in helping to keep resources moving around the city. This specifically refers to **Night 3: The Bread Circus**. He has been hired by an unnamed benefactor to recover and reinstate the Dominion Public Building. Peregrine wants to set up the Dom to handle refugees and assist in distributing resources. Unfortunately, the Cutters have taken over the basement of the building where security refuses to go, and he needs assistance getting that part of the building cleared out.

If you want to amp up the difficulty, suspense, and challenge, consider adding these optional objectives:

- The Cutters have a group of hostages. Ideally one of the runners' contacts or someone important to the runners is in the group of hostages, but that may not be viable. In either case, the hostages should be completely innocent bystanders who the Cutters have decided to hold against their will to ensure that their work is undisturbed. Getting the hostages free should require decisive, quick combat action or detailed roleplaying and Influence tests.
- The Cutters have some heavy equipment that they managed to get from somewhere. This includes a Stoner-Ares M202 on a tripod mount aimed at the front door. The gun has 500 rounds of ammunition. Optionally, consider giving the Cutters access to an Aztechnology Striker with two high-explosive rockets.
- Magical energy abounds around the Dom and can create unpredictable effects. At the gamemaster's discretion, a die from any test involving the Magic attribute may be replaced with a Wild Die.

WHO'S WHO

This section should help introduce the players to characters who will play important roles in future chapters, including:

PEREGRINE

Peregrine is a perpetual outsider, moving from city to city and drifting like a nomad. He always manages to ingratiate himself quickly, owing to his diverse skill set and knowledge of languages and customs. He's found himself in Toronto at the time of the blackout and needs assistance completing the tasks he's been assigned. To that end, he needs to recover the Dom from the Cutters, establish a base of operations, and begin his work. Peregrine has a network of connections within the city already, which can serve the runners well if they want to get information or access to gear that might be challenging. Peregrine's stats are on p. 135.

RIPPER

Ripper is a charismatic and smart leader. She runs her branch of the Cutters like a small business. She's the boss, and there are several "managers" (lieutenants) that she relies upon to keep the rest of the Cutters in line. She is all business and will work to keep what's hers and get more. Her presence in the Dom is all business—she suspects that there's something valuable in the vault and intends to take it. She also wants the Dom to help house her gang during the blackout, which she suspects may take a while to resolve. Her stats are on p. 136.

THE CUTTERS

The Cutters are a rarity in the Sixth World—a fiscally responsible gang of misfits. They have a hierarchy that is more rigid than most gangs, and they tend to follow orders reliably well. They will not take kindly to any elves—if any of the runners are elves, the Cutters will target the elves first. The Cutters tend to be lighter on magical resources but heavier on weaponry and skill. Use Cutters Member stats, p. 128.

SPECIAL NOTES

- The Dom sits atop the intersection of two ley lines. One ley line runs perpendicular to Front Street, the other runs along the curve of Front Street. The building has a very high likelihood of having spirits and other magically active critters attracted to it. Any tests involving the Magic attribute earn the character a point of Edge.
- The vault below the Dom remains untouched from the early twentieth century. This detail should not be widely known, but the Cutters are attempting to get into it. The runners should be able to interrupt their efforts, and the vault should remain closed (earthen walls keep out astral travelers and explosives, and a mana barrier inside keeps out spirits).



NIGHT 8: PIRATE CHASE

Thus begins the second week of Toronto's blackout. Between walking corpses, dragon silhouettes, and building-clearing gang violence, tension and chaotic activity have never been higher. Even with all of the frightening threats lurking in the darkness, the lack of a steady Matrix has had probably the direst effect upon the people in the GTA. Rumors have been circulating about mysterious nomadic vehicles with limited—and free—Matrix access appearing in greater frequency across the city. The runners have already crossed paths with one of these vans before, so they know how real they are and what they represent to a blacked-out Toronto.

Which is why they are about to get called in to find out who is giving Toronto this little bit of Matrix.

HOOK

The **grid pirates** have been out in greater numbers tonight, and what was thought of as mystery and rumor has officially become a street sensation. Those folk who have been thirsty for the Matrix view these digital delivery vans as heroes, and it doesn't take long at all for a powerful Matrix mo-

gul to want to know who is responsible so they can be acquired and profited from.

HOTSPOTS

The pirate vans have started to appear away from the first route the runners knew about, but the new **grid pirate** crews are not trying to be hidden anymore, either. The Johnson who hires the runners will give them a specific place (**The Queen Vic**) to find one van in particular, but they might be able to track down one (or more) on their own in other spots around the GTA. Places the runners could discover pirate vans this night are:

THE QUEEN VIC

Named for the intersection of Victoria and Queen, this warehouse-turned-party-site is actually located a few lots off the actual corner but has been sadly quiet since the blackouts. It relied far too heavily on Matrix feeds and the power grid to stay in use when the lights went off, and its parking lot has since become more of a general hangout. Dozens of go-gangers, rockers, and other street-level socialites gather to drink and join

in the general misery of the blackout, socializing around blazing bonfires and burn barrels just hoping that they will be there when the lights come back on and the Vic's doors pop open. The grid pirates know what these people are loitering around waiting for, which is why **Donny Brook** chose it for his van's primary stop.

GREATER DOCKLANDS

The Docklands are tonight's backdrop for several pirate Matrix vans trying to stress-test their SpriteLok batteries (see **Night 5: Pirates Ahoy!**) in higher-population areas, making it quite possible for the runners to set their sights on one of these alternate vehicles if they miss their chance with the one at the **Queen Vic**.

THORNHILL COMMONS

One of the two predominantly Asian neighborhoods in the GTA, Thornhill is controlled by the **Long de Shou Triad** sect and is filled with several allies of the Renraku collective. Those allies would let the runners know—probably strangely, suddenly, and with lots of tattooed killing machines showing up out of nowhere—if any of the Matrix vans appear on their turf.

THE JOB

An hour or two before sundown, a crisp-suited Mr. Johnson working for the Renraku Computer Systems megacorporation physically comes to see the runners (or wherever most of the team can be found at one place) and offers them each 500 nuyen up front to track down and follow one of the not-so-mythical Matrix vans roaming the GTA and 1000 more if they can trail it back to its source. The Johnson somehow already knows they had previous dealings with the **grid pirates** and explains this is the reason they were *targeted* (the actual word used) for employment.

If they accept, Mr. Johnson gives them their initial payment and the information about at least one van (the one being operated by **Donny Brook**) sighted repeatedly in the last 48 hours at the **Queen Vic**. As long as the runners don't do anything too drastic, they should have no trouble finding and shadowing the van.

Along with this main job, the night could have other goals to accomplish if the runners are up to it:

1. USE THE MATRIX WHILE THEY CAN

The job the runners are being paid to do is to find and follow the van to its source, hopefully learning more about why the grid pirates are do-

ing this and for whom. While they are doing so and are in range of the van's transmission system, they could make use of the Matrix access to do all of the things that the blackout has made difficult or impossible. Keeping track of distant contacts, checking in with people they might be in debt to, seeing what has been happening around the UCAS, etc. They risk their personal network getting sniffed out by the data siphon in the van, but it could be worth the risk.

2. LET OTHERS KNOW WHERE TO JACK IN

Matrix and power grid access is a seriously rare commodity in the blacked-out GTA, and the runners more or less have an inside tip on where it can be acquired. This could be a useful bit of information, perhaps even profitable, if offered to the right people. Clever runners could use this information to help—or extort—others.

WHO'S WHO

This section should help introduce the players to characters who could play important roles in this and future chapters, including:

DONNY BROOK

While there is a second grid pirate on board the Matrix van found at the Queen Vic, Donny is the decision-maker on this vehicle's crew. An elf from Hell's Kitchen originally, his rigging skills were what got him recruited into the grid pirate movement despite his tremendous temper nearly getting him kicked out early on. Donny is foul-mouthed, easy to anger, and prone to making grand, nonsensical gambles. He will try to escape the runners' attentions first and foremost, and will fight to protect "his van" for a few minutes, but will not die for his employers.

Donny will not be an easy person to deal with, making every scrap of information the runners could get out of him a mix of insults, profanity, and obviously empty threats. (*"Just let me go now, you frag-arsed trogmulf, and I won't have this place bombed back to Dunkie's presidency!"*) All this bravado is actually just making up for being just a driver and knowing very little aside from always having to bring the vans back to a high-security garage lot near the **Top o' the Senator**. Use Grid Pirate stats, p. 131.

CODENAME: DIGILANTE

The anonymous and self-proclaimed "digital vigilante" is actually a human decker named Natalya Podge who, up until she discovered the

data-mining happening inside these pirate vans, was a vocal supporter of the grid pirates and their mysterious mission. Now that she knows the vans are using the Matrix signal as a carrot to lure other people's sensitive data into their siphon, she has made it her personal mission to bring down the vans. Natalya knew that the people would hate her for doing it, so she put on a lucha libre wrestling mask and a brightly colored armor underliner painted with 1s and 0s to hide her normally Goth fashion sense. Armed with her extensive techno-knowledge and a crossbow firing Stick-n-Shock bolts, she goes where the vans are found and tries to shut them down. Use the stats for a common Grid Pirate, p. 131.

GRISSOM 'GROWLER' DUSHANE

Growler is the "big ork on campus" who has become the gatekeeper for drugs and alcohol in the Queen Vic's parking lot hangouts. An average member of The Sw@rm (see **Night 5: Pirates Ahoy!**), Growler has always been a decent earner for the gang through his trade in illicit substances. When he saw the perfect opportunity to profit on the addiction-starved people of Toronto by setting up shop at the Vic, the gang's boss sent him and a few rough riders to the Docklands to try and rake in some cash. The arrival of the Matrix vans and the grid pirates are sating the people and cutting into profits, making them a potential enemy — which could get the runners involved if things get violent. Use Go-Ganger stats, p. 130.

LONG DE SHOU

The runners could cross paths with members of this locally powerful Triad crime family. The Hand of the Dragon run most, if not all, of the business that comes in and out of Thornhill, and they can be a powerful ally or grave enemy in the GTA. There are rumors about their mysterious matriarch, Grandmother Biyu, being the offspring of a literal dragon who had taken human shape—a fearsome reputation that is neither confirmed nor denied by her or any of the well-dressed Long de Shou warriors living here in Toronto. Use Triad Enforcer stats, p. 138.

SPECIAL NOTES

- Most of the people found loitering in the Queen Vic parking areas are regulars to the Toronto nightlife and are just congregating where the people are, despite the cold. They might have specific information or opinions on what has been happening around the GTA, but aside from personal information and gossip, they are unlikely to be too deeply rooted in any of the major plots unfolding across Toronto.
- Any runner using the Matrix van's access risks their private data being scoured and siphoned off for future use. If the runner is aware of the data-siphon, probably from earlier dealings with the Matrix vans, they will need to make an Electronics (4) test to keep from being data-mined.



NIGHT 9: GANG GAUNTLET

As the initial chaos subsides a little, people in Toronto are looking at more organized responses to the blackout. Some of them had pre-existing plans that they are now ready to put into motion, and the runners are about to get some work making those plans move. The better they do at the job, the more cash they'll earn.

HOOK

The chaos of the first nights of the blackout has been about survival more than earning cash, and while this job doesn't pay a ton, it still puts solid money in the barrelhead for work that most likely won't put their lives in danger. That prospect, along with the chance to get better acquainted with some of the local gangs, should be enough to get the runners moving once the job offer comes in.

HOTSPOTS

The runners will visit three gang hideouts in the course of this night. More information about each location is in the write-ups of the gangs in the **Job** section of this night.

ABANDONED HOTEL

The local chapter of the Ancients has taken up residence in an abandoned hotel on the waterfront,

east of Downtown. The building is scheduled for demolition, but the Ancients will use it right up until the minute it goes down.

SILVER SPOON BAR

Located in the Jane & Finch neighborhood, this bar is Mauler territory, and no one who is not in the gang goes in. It's loud and raucous—just as the Maulers like it.

ABANDONED WAREHOUSE

This warehouse is in the Scarborough section of Toronto, near the waterfront and farther east than the abandoned hotel. The Bloodrippers gang stages a variety of fights in and under this warehouse.

THE JOB

The team is hired by a fixer named Zennia to pick up packages that were stashed with three gangs: the Ancients, the Bloodrippers, and the Maulers. Each gang was promised ten thousand nuyen for holding on to the packages. The group is given forty thousand to make the payouts (there's a little extra to grease the wheels in case the gangs are greedy). The run pays one thousand nuyen per runner. Each gang will test the runners' Influence skills, with their approaches varying from attempting to massage their manners to straight-out negotiation. But it's not all social skills—

the team will have to prove itself in a physical test for each gang. The fixer will emphasize that the gangs are to get paid, and they may get greedy. Killing gang members or stealing the package will result in mission failure—Zennia promised a fair deal to the gangs, and she wants her word to be kept. The gangs are the allies of the ultimate founder of the job.

The physical challenges go like this: The Ancients require the team to pick a climber and a shooter. The climber will have to scale a wall while the opponent's shooter fires at them (gel rounds only!), and the shooter will shoot at someone from the Ancients attempting to scale the same surface. First one to the top wins. They are located in an abandoned hotel on the waterfront.

The Bloodrippers challenge the team to a brawl, with the runners going up against an equal number of people in a fist fight.

The Maulers require an arm-wrestling match—the runners can select their champion.

Winning each physical challenge is helpful but not critical. As important as victory is the team's demeanor and approach—how they take on the challenge, their style when they do so, that sort of thing. If they lose, they need to make damn sure they don't go down without a fight.

After each challenge, the team will have to negotiate a price for the package. The gangs will be greedy, with each one starting their ask at twelve thousand, and perhaps as much as fifteen thousand if the runners made a poor showing on the physical challenge. Each net hit on an opposed Influence (Negotiation) test results in a five hundred nuyen decrease in asking price; if the PCs were particularly impressive in their physical challenge, give them bonus Edge to use on the test.

The team has a limited time to pick up all three packages. They are hired at midnight. They must return the packages by dawn. They shouldn't have to travel too far—perhaps five kilometers between each job—but in a city without working vehicles, that will add time to their chore. They'll have to figure out how to make good time in every phase of the job.

MEET ZENNIA

The team receives a message from a fixer, Zennia. Players with knowledge about fixers or other relevant personalities will know she has a good reputation for treating runners fairly. The meet will occur at 12:15 a.m. at 1450 Queen Street, which is a blues club called the Tin Can. The place is mostly dark and lit by candles. There are twenty patrons, three staff, and three musicians present. The musicians are on break, and the sound of voices is muted. The crowd is dressed semi-formally and are not at all rowdy—they're quietly waiting for more music. The players should need to make an Influence (Etiquette) (3) test upon entering (lower the threshold to 2 if they're well dressed). Success grants a bonus point of Edge for use at some point in the club.

Zennia is a dwarf dressed in pink—her pants

suit, shoes, hair, makeup, and nails are all that color. So is her pistol (Perception (3) test to notice). The entire ensemble is très chic and very tasteful. She smokes (using a pink cigarette holder) and has a visible cyberjack in her temple.

"Thank you for coming on such short notice. I have a quick run for you. You'll be done by the time the sun rises—or you won't get paid. Mr. Johnson stashed three small packages with local gangs—one each with the Ancients, the Maulers, and the Bloodrippers. These packages were to be used in case of disaster. In case you haven't noticed, we are in the middle of a disaster, so the packages are needed. Each gang was promised ten thousand nuyen to hold the package. Your mission is to go to each gang and retrieve the package. You will be given forty thousand nuyen, which means you have a little extra in case the gangs are difficult. Remember, these people are allies. The packages may only be retrieved by paying for them—don't steal from them, and don't hurt them. I will inform each gang to expect you."

MEET THE GANGS

Each sequence will require the team to impress a gang. To truly succeed, they should show some swagger and strut their stuff. From the moment the players enter gang territory, they should feel uncomfortable. There will be two to three times as many gangers as players—if the PCs decide to get violent, they'll definitely take some punishment. That, combined, with Zennia's orders to avoid violence, should have them looking for other solutions.

THE ANCIENTS

This all-elf gang is deeply established in North America and has ties to other chapters around the world. Their colors are black and green. Created around militaristic lines, they deal guns and are well-armed. They also sport a fair share of Awakened and augmented members. The Toronto lieutenant, Togle, is a fierce-looking elf with dermal plating who carries a chromed-out Ingram Smartgun. She isn't friendly—her interactions with the PCs come through taunts and barbs, sort of like what a drill sergeant would do at basic training. Her gang is at the top of the food chain, and she knows it. They are a well-organized machine and will use whatever tools they need to, including violence, to reach their goals. Which usually involve large sums of nuyen.

They are based in an abandoned waterfront hotel, a dilapidated five-story affair. When the PCs approach the hotel, they'll see motorcycles parked everywhere. A young elf with a Ceska machine pistol stands guard at the front door. He will merely nod at the players as they approach, and they can pass freely. A Perception (2) test combined with a gang-related Knowledge skill will tell PCs that he has been marked as a prospective member, not a full member.

Inside, the building is lit by generators, torches, and trashcan fires. The building has a central courtyard where most of the gang is gathered, sprawled on scavenged and makeshift furniture. A climbing wall dominates this space.

Togle, the gang leader, demands the PCs join the gang in a game. The players choose someone to climb the wall and someone to shoot gel rounds at the other climber. Each shooter will fire at the opposing climber with an Ares Lightfire 70 at Near range.

All four participants roll initiative, and the climb begins. The winner is first to the top. The climb is ten meters. The Ancients climber has an Agility 4, Body 3, Athletics 3, and 9 boxes in their Stun Condition Monitor. The shooter has Agility 4 and Firearms 3. They both have Initiative 8 + 1D6. The climber is wearing an armored jacket and has a Defense Rating of 7.

Once the players have succeeded or failed in the physical challenge, they will need to negotiate against Togle, who has Charisma 6 and Influence 4.

THE MAULERS

This gang focuses on covering their particular turf and providing residents with protection and loan sharking services. They favor strong-arm techniques and lack subtlety. They only care about the metatype of members inasmuch as it limits or enhances their ability to look like they're capable of beating someone's face in. Their colors are grey and green.

This gang meets in their own bar, the Silver Spoon Bar, which is the type of place designed to induce pounding headaches. It has sawdust on the floor, dim lighting with occasional strobes, and music played at punishing volumes. Four tables in one corner are reserved for arm wrestling, and pushing and shoving your way through the crowd is the expected way to cross the bar. Taking offense at any of this jostling just reveals weakness—but then again, so does giving too much ground when someone shoves you. It's a fine line to walk. Any player with Strength of 6 or more should gain the "Listener is disposed to listen to people like the talker" advantage when considering Social Test Edge (p. 98, SR6).

Skug is the gang leader, and he's big, even for a troll. He is fond of pointing out how much bigger he is than anyone else. He'll challenge the PCs to join the arm-wrestling, but he won't wrestle himself. "Too easy," he sniffs. Instead, he points them to an ork named Kruft.

When arm-wrestling Kruft, have the selected PC make three Strength + Body Opposed tests versus Kruft, who has a dice pool of 13. Victory on two

out of the three tests gives the PC a bonus point of Edge to be used while in the Silver Spoon Bar.

The players should then move on to negotiate with Skug about his price. Skug has Charisma 3 + Influence 3.

THE BLOODRIPPERS

This gang is all about ultra-violence. They run a broad range of fights, from legal bouts to underground pit fighting. They also feature pit fights against paracritters. Rumor has it they have grabbed hapless individuals, including shadowrunners, and forced them to fight. Their base is in a warehouse basement near the docks, and their colors are red and black.

The Bloodrippers' base has a medieval air. Torches light the way through rough stone corridors. The PCs will walk by holding pens of various size and a few fight rooms before coming to a door with an elf and a dwarf standing in front. They will allow the PCs to pass through to a fifty-meter-square room with a ten-meter-by-ten-meter fighting pit in the center. Gangers throng the room, and they're quite excited to see the PCs.

Grikchuk, the leader, will only negotiate after a (non-lethal) fight between the PCs and an equal number of gangers.

Use stats for Gang Leader, p. 130

AFTERMATH

If the PCs bungled things badly, it's possible that they may have had to pay out more than the forty thousand nuyen that was allocated to them. If that's the case, they have to pay for the difference from their own funds, with no reimbursement.

It's more likely, though, that the PCs will have more than enough nuyen to cover all the payments. Zennia will give them a share of any extra money they bring back—they can keep a quarter of the amount below forty thousand, increased by 100 nuyen for each hit on an Influence + Charisma Opposed test.

Note that if they try to deceive Zennia in any way—by lying about not stealing packages from the gang or by not returning some of the excess revenue they had—she has ways of finding this out. The gangs will all report back to her, for one thing, and she had tracking information on how much of the forty thousand was spent. If she discovers any lies or deceit by the PCs after she has paid them, she certainly won't hire them again, and she'll set the gangs against the PCs—who will have increased gang trouble for the rest of their time in Toronto.



NIGHT 10: PACK ATTACK

At this point in the blackout, the lack of power and resources is taking a toll, but residents are finding ways to adapt, maybe even arriving at a certain normalcy. That means it's time to ratchet up the tension and add another source of psychological terror to the night. A rampaging band of critters emerges, bringing death and rallying people to the defense. If they survive, they'll have to wonder: Where did the creatures come from?

HOTSPOTS

The location of this chapter is flexible—it takes place wherever the PCs happen to be. They will find some clues about the critters' origins during the night, but they likely will not have enough information to actively go find out where they came from until some night in the future, so the source of the critters is not critical for the time being.

THE JOB

The job of the night is to survive. There doesn't have to be any payment involved—fighting off the critters and not being eaten should be reward enough. If the PCs need a spur to action, have someone they know offer useful information, a credstick they found, or some item (e.g., a melee weapon, some reagents, or something like that) as

barter in order to get protection from the PCs can be thrown into the mix.

The PCs should know that nighttime is when things get crazy, and they likely either have some security routine at night or some task they're trying to take care of. Whatever the case may be, they should first hear screams around 11 p.m. Screams at night are not unusual during the blackout, but these should have a note of raw terror that makes them stand out. The PCs may follow the screams to their source, or they may just continue on their way; either way, they should encounter the remains of an attack victim. They should find a corpse with wicked, tearing cuts across its midsection, tragic bite marks on the legs, and a face that has been chewed off. It should be clear that the injuries were not imposed by any regular metahuman.

The victim should be known to the community around the PCs—it could even be an NPC that has recurred, though at this point it's best to not kill one of the major NPCs mentioned in this book. Whether the PCs report the death to the community or another person wanders by on their own to discover the corpse, the news of the death strikes fear into the residents—and the distant sound of screams indicates that whatever it was may be coming back.

Give the PCs about half an hour to prepare for the next attack, then unleash the beasts on them. The attack consists of four troglodytes (p. 138), though the number can be raised or lowered based on the PCs' strength. The critters are clearly quite

54
SHADOWRUN: 30 NIGHTS

hungry, rampaging through the neighborhood with real urgency. If any PCs have a Knowledge skill related to critters or wildlife, they can make a Perception + Intuition (2) test to understand that animals this hungry had to have been loosed from somewhere nearby, because if they had traveled any distance at all, they would have already found some food—*any* food.

The troglodytes are ravenous enough to fight to the death of at least two of them, but at that point the survivors realize that they are overmatched, so they turn tail and run. A successful Judge Intentions (2) test tells the PCs that the animals will be going back to where they came from.

The troglodytes have good speed and elusiveness, so there is a chance the PCs will lose sight of them at some point (unless they are using magic or tech to enhance their speed). Following the troglodytes' trail once they have lost sight of them requires an Outdoors + Intuition (2) test.

The troglodytes make their way to an abandoned basement. There is no sign of life or inhabitation. Any effort at Assensing the area, or casting Detect Magic, reveals that some powerful magic was recently used in the area. This should make it clear that the troglodytes were brought here deliberately.

The corpses of the troglodytes wear collars with RFID tags giving off a wireless signal—a rarity at this point in the city. Hackers might attempt to trace devices that are in touch with the collar, and they'll be able to trace it to within a block or two of the basement where the troglodytes originated. Once they get that much information, the signals they were tracing shut down. The collars have electrodes that can shock the troglodytes, giving a distant user some control over the beasts.

WHO'S WHO

No new people are introduced in this section; the PCs should generally interact with people they met on previous nights, such as Krampus, Magdalena Krilow, or Eeka Krause (see *Night 1*).

SPECIAL NOTES

- The collars and the tracking information gathered by the PCs can be used in *Night 14, Digital Threat*.
- The troglodytes were summoned by Dr. Tilda Aurand, who will be encountered on Night 21. Her base of operations is only a block away from the basement where the troglodytes appeared—the PCs should be able to make that connection when the time comes. If needed, the GM can provide extra clues to help the PCs make the connection when the time comes, such as a scrap of clothing.





NIGHT 11: CODEBREAKERS

Toronto's nightlife has seriously taken a turn for self-preservation and survival during the blackout, and everyone is hunting for information on how to get through these cold nights. Scraping up intel has been difficult, however, and when something important thrusts its way through the curtain of blackout, it tends to be far more than just noteworthy. The network of grid-pirate Matrix vans have raised more than a few eyebrows on this front, and nearly every step of the way has had a few names and faces connected to it.

Unfortunately, shadowrunners rarely like much attention, even if it is going to lead them to some very important, very profitable work.

HOOK

After all the hard work the runners put in tracking down and understanding the grid pirates' Matrix van network, it seems that someone on the inside power track in the GTA has officially become interested in what they are actually up to. Well-connected agents allied with a former employer of theirs have pulled up the start of what could be an extremely intriguing and important thread to unravel. Who better to hire to do all the

legwork than the runners who helped uncover the network in the first place?

HOTSPOTS

The runners will have only one initial place in Toronto they must go on account of their employer, but over the course of the subsequent investigation, they will likely move about the GTA quite a bit. Their quarry, after all, is a powerful man with a penchant for disappearing acts and clandestine behaviors. Some of these places the runners will likely visit include:

XIAO'S HOUSE OF GOLD

Nestled in the center of the **Thornhill Commons** street market, Xiao's House of Gold is an old-fashioned Chinese cuisine restaurant that is the center of business for the **Long de Shou** Triad family and the only place where **Grandmother Biyu** meets with clientele. As the House of Gold is extremely traditional, it uses shaman-grown ingredients and cooking methods that do not require the power grid to make gourmet Chinese meals—making it, and all of the street vendors it supplies, extreme-

ly popular in the blackout. Crimson cloth-topped tables are nearly always full of patrons staying warm and fed, with the family raking in nuyen faster than even some of their illegal endeavors as of late. With the establishment becoming so busy and profitable, it might be hard to remember its criminal roots—if it weren't for the intimidating enforcers who loom by every entrance, exit, and the stairs that lead down to the invitation-only gambling den in the basement.

YONGE-DUNDAS MEMORIAL LONG STORAGE

Just a few blocks away from the Top o' the Senator social hub, the "Yeed" is a huge complex of interconnected, climate-controlled storage units. The storage containers used in the complex range in size from a bedroom closet to a small garage, depending on how much the renter wishes to pay. The benefit of these storage facilities over the dozen or more others like it across the GTA is that the Yonge-Dundas facility does not require AR or SIN recognition to be unlocked or opened, but instead uses handheld physical keying systems and manually opened doors. The blackout has caused the climate controls to go offline, which has given the whole area a sweet-yet-musty smell in the last few days but has otherwise done no harm to what can be found inside. It is here that the runners will meet the eccentric and knowledgeable **Tator**, who will be integral to tonight's search for more information.

NEVERLAND CANDY SHOPPE

Established in Moore Park, just outside of Mount Pleasant Cemetery, the Neverland Candy Shoppe is truly a strange sight in this stretch of Toronto. It is a fully automated pay-and-go confectionary, with vending-style machines that dispense pressed cornstarch-paper cups filled with a variety of candies and sweets made in the onsite private kitchen facility below the public storefront area. No one ever sees any workers in the storefront, and the vending tubes are refilled in the earliest hours of morning while Neverland is closed. This is, of course, because the entire business – vending and cooking up the confections – is done by the remarkably well-behaved ghoul **Peter Pan** and his pack, **The Lost Boys**. With the blackout completely shutting down their business, these ghouls have found themselves with an unfortunate amount of free time on their hands.

RUN & SOLLARS PRIVATE LIBRARY

This small, bodega-style corner shop was named for its first two original owners, a pair of librarians

who brought many of their physical books, maps, files, and other printed materials to this location almost fifty years ago. They made it their goal to preserve the written word into electronic formats for future generations to enjoy, a passion they made sure was also in the new management and staff they sold the business to in 2031. Run & Sollars tends to be a place where historians and researchers come to look over maps, blueprints, and texts of the past, but they do get in the occasional bit of mystic lore as well. The blackout has eliminated access to more than eighty percent of their stored works, but they remain the GTA's largest private collection of physical publications and print, for those who need to look up something a bit more analog.

SEVEN SISTERS LEGAL

The Seven Sisters Legal correspondence cooperative is actually the natural evolution of seven different law firms that rose up in the past decade, eventually becoming a collective of advocacy attorneys, legal advisors, pro bono experts, and other legal aides—until November 2069, when five of the seven primary firms at the table were bought out by megacorp-sponsored defense and litigation firms. Seven Sisters shifted from being a force to help the common folk of Toronto with their law troubles to a cold, cutthroat, and profit-driven nest of attorneys whose annual retainers alone could keep a team of runners in prime gear.

THE JOB

As soon as any of the runners step outside of wherever they are at sunset, there will be two Long de Shou enforcers waiting for them with a horse-drawn carriage that will take them into Thornhill Commons, dropping them off at Xiao's House of Gold to meet with Grandmother Biyu. She will tell the runners (not taking no for an answer) that her "loyal children" at Renraku gave up the team as the best people to task with researching what has been discovered from a Matrix van acquired from the grid pirates. She will give them a full meal and 500 nuyen if they will go to Yonge-Dundas Memorial Long Storage and sift through the information her agent (**Tator**) has gleaned by taking the Matrix van and its internal equipment apart. What she really wants is any and all information they can get on the grid pirates' mysterious benefactor.

Tator has discovered a ton of useful information from the databank in the van, but he came up with the name "Camden Espinoza" and a series of GridGuide programs that refer to physical maps. The maps were drawn by the experts at Run & Sollars, which might be a good place to look into why the maps were made, and by whom. If the runners inquire at all, **Tator** will explain how

he was given the Matrix van by one of the “good ones” he knows from Neverland Candy Shoppe.

At Run & Sollars, the **Cartographer** can be talked or bribed into giving up **Astrid Case**’s name as the lawyer who hired him to draw up the physical GridGuide maps. He has no idea why or for what purpose, but he knows she paid in cash a few days before the first night of the blackouts.

If the runners return to Grandmother Biyu with the information that points Espinoza out as a power broker in the Downtown area, she will feed them again and give them an additional 750 nuyen each.

Along with this main goal’s path, the night could offer other goals to accomplish if the runners wish to partake.

1. SIDE JOBS FOR GRANDMOTHER BIYU

Getting in good with the Long de Shou could be extremely profitable and set up missions of all kinds in the future. While they have her ear, should they score at least 1 hit on a Negotiation test, a runner could ask if Grandmother Biyu has anything else she’d like them to do for her while they are out in the streets on her behalf. If they ask, she could have them look into any of the following:

A. DELIVERY TO A RAO

Grandmother needs a package brought to a rival Triad officer, a Rao, who goes by the street handle of “Luna Khan.” The package is not to be opened, has no wireless signal or components, and must be delivered by hand directly to the recipient and none other. Inside the package, if the runners ever become privy to it, are a shrink-wrapped severed finger and a handwritten note that reads “Penance paid. Not forgiven.” This delivery, if successful, is worth 1,000 nuyen.

B. PICK UP THE CHEF’S ORDER

This might seem like a simple job for shadow-runners: The head chef at the **House of Gold** is waiting for a prized order of living mollusks that just arrived in town. This shipment is roughly one hundred kilos of living mussels, squid, and other small animals in several high-strength polymer carriers. They are waiting in a storage office in the Docklands, and with regular food starting to become scarce, it would be worth 5,000 nuyen in its current state. If the runners get the goods and bring it back safely, they receive 250 nuyen apiece, plus free meals whenever they stop by.

C. AN ANONYMOUS HIT

Grandmother does not often ask outsiders to do wetwork for her family, but she has a specific high-pro-

file target who spends a lot of time around **Casa Loma** and **Top o’ the Senator**. The target is a heavily indebted elf businessman named Lylum Helvettimal. Grandmother says she does not care how public or violent the event will be, merely that her family is not connected to the deed, and the target must not suffer. This pays 10,000 nuyen for the whole team.

2. ROOT AROUND IN THE YEED

There are dozens of storage containers in the Yonge-Dundas Memorial Long Storage facility, and while the runners are talking with Tator, some of the team might want to do some investigating and possible pilfering of them while all the electronic security systems are offline. It will take a Strength + Agility (4) test to physically pry open any storage container doors. They can also try to break the containers (Structure Rating 12).

Some of the more notable storage container contents are:

Vehicles in storage: Whether stored in parts or whole, some of the larger containers have powered-down vehicles inside. Shouldn’t be much more than a single or two-person car or motorcycle, but it could be worth a few thousand nuyen to the right rigger or vehicle owner.

Drugs: Automated storage facilities are a great place to stash illegal goods and products. While it will likely be booby-trapped and stored in additionally locked containers, there is a remarkably high amount of BTLs, slap patches, and narco inhalers tucked away in the smaller storage containers.

License-necessary weapons: It is tough to carry around heavier weaponry that would raise eyebrows or require special SIN licenses to legally possess. A lot of gun bunnies and heavy-weapon warriors only take their big equipment out of storage before a job, which means there is a good chance to find weaponry in some containers that would be particularly difficult to acquire otherwise—stuff that will surely get them in trouble if the authorities or the real owners catch wind of them having it.

Decaying organics: Dumped body, hotjacked organs, or even bioware would normally be completely safe in the climate-controlled storage containers, but the blackout means that none of that technology is working, and after eleven days it’s starting to get pretty ripe in a few of them. It won’t be hard to figure out which containers have rotting things in them, but whether or not there is anything worth risking stomach-emptying nausea is another thing entirely.

3. SKIM A LITTLE DATA OFF THE TOP

The Matrix van that Tator took apart to get the info still contains some of the stored data

in the remnants of the transmitter, siphon, and SpriteLok battery. With at least 5 total hits on Electronics skill tests and some creative re-wiring, the runners could manage to acquire something useful in the data. This is unlikely to be related to anything the runners are doing at the moment, but could be useful later on.

4. HELP THE LOST BOYS

The Neverland Candy Shoppe has been the driving force keeping Piotr Ostrowski and his Lost Boys ghoulish pack from turning into raving, flesh-hungry lunatics. While keeping their minds busy with making the candy and even making “special” batches to help sate their physical hunger, the shop helped them stay somewhat human for going on two decades now. With the place currently being nonfunctional, the ghouls are all hurting pretty bad and beginning to feel like they are starting to lose the control they have worked so hard to preserve. If the runners can look past the ghouls’ afflictions, Piotr has set aside tens of thousands of nuyen for a rainy day that he would gladly share if it somehow helped keep his little family together and sane a bit longer.

WHO'S WHO

This section should help introduce the players to characters who will play important roles here and possibly in future chapters, including:

GRANDMOTHER BIYU

The matriarch of the Long do Shou Triad family is infamous for being difficult to get an audience with and for her merciless code of honor when it comes to her people. She is very old, unaugmented, and afflicted with one milky eye (the other one is as green as jade). People whisper that she is actually *wu lung*, an ancient Chinese dragon, but she has never shown a single spark of draconic power aside from being the head of the more powerful half of the Triad in Toronto for over sixty years. Grandmother has one estranged son, Jin, who moved to Seattle almost five years ago to set aside his Triad involvement and become a shadowrunner calling himself Raiden. Grandmother Biyu’s stats can be found on p. 130.

TATOR

A wild-eyed dwarf with multicolored hair and inlaid circuitry tattoos all over his body, Tator is nothing if not eccentric. He is loud, erratic, and full of exaggerated gestures. He knows the Matrix and how to traverse electronics at a touch however, and he owes the Triad a *lot* of money. This is why he has been put to use ripping apart a Matrix van

that was scooped up outside the Neverland Candy Shoppe, the drivers of which went missing before Tator’s friend Peter Pan saw it was full of weird technology and called him over to get it. Use Technomancer stats, p. 89, SR6.

PIOTR 'PETER PAN' OSTROWSKI

Piotr was always a fan of the theatrical and organized stage plays for all the children at his school, but when he got sick with the HMHV after a run in on mass transit, he ran far from his family and friends. He knew the stories. He had read the screamsheets; he was a danger to his loved ones. Leaving Orlando and heading north, he discovered that the colder weather—particularly the winters—were wonderful at keeping the virus from fully “ghoulifying” his mind. Piotr began to try to use his kitchen skills to help his fellow ghouls and the occasional vampire, but his primary passion always remained in making people, particularly children, happy. This is where the ideas for the Neverland Candy Shoppe and his street name came from, an ironic reminder that he could live an exceptionally long time—as long as he can hold on to his happy thoughts. Use Ghoul stats, p. 218, SR6, but add Knowledge skills in Business Management and Culinary Knowledge, increase Logic to 4 and Charisma to 2.

THE LOST BOYS (AND GIRLS)

Numbering only thirteen members, recently down by two due to their lack of self-control, these ghouls are nearly as collected and human as they can be in their condition. They help Piotr by working in his underground confectionary as well as committing low-threat thefts and burglaries to help fund the process, and staging raids into the nearby mausoleums for raw materials for their own meals and treats. They are frightfully protective of their Peter Pan, and many of them are worried about his mental state during the blackout. Use the stats for common Ghouls, p. 218, SR6, but increase Logic to 3.

ELIAS 'THE CARTOGRAPHER' HANSON

A mousy dwarf librarian who is well-versed in graphic design, illustrations, and map-making, Elias is one of the full-time workers at **Run & Sollars** but not part of the membership chain. He isn’t terribly well paid for his work, making him easily bribed or threatened out of important information. Information such as that an attorney from Seven Sisters, Astrid Case, hired him to make some physical maps of odd road routes that wound around much of the GTA. Use Toronto Socialite stats, p. 137.

ASTRID CASE, ATTORNEY AT LAW

Astrid is the private legal representative of one **Camden Espinoza**, paid on retainer quarterly to the tune of 250,000 nuyen. This not only makes her powerfully wealthy on a personal level, but also nearly impossible to bribe. She can be reasoned with or otherwise plied with social niceties, as the blackouts have been particularly difficult on technologically savvy women like her. She has only met Camden once (she can describe him perfectly), but she picks up a lot of packages and memos from a rented office front two blocks away from the Top o' the Senator, which she believes might be another front, as she never sees people working there, just drones and empty furniture. Her stats are on p. 126.

SPECIAL NOTES

- Anyone who goes out of their way to make good with the Long de Shou can gain them as contacts with a Connection rating of no lower than 3. They are a powerful factor in the GTA and could be very useful in the nights to come.
- Camden Espinoza is an expert at being hidden and mysterious, and up until the point where the 30 Nights story begins, he did not want to be found. It would take a miraculous level of circumstances and successful events to have the runners know more than what is offered here. That being said, he was seen before the blackouts at the Top o' the Senator but since then he has not been marked anywhere in the physical world by anyone the runners know. There will be more on Espinoza's true whereabouts and current status in future nights.
- If any of the runners have the Long de Shou Triad as a contact, fulfilling any duties for Grandmother Biyu increases their Loyalty by 1.



NIGHT 12: TRAIL OF CORRUPTION

Things have officially started to become depressingly untenable in the greater Toronto area. Between the cold weather, the lack of power, the sporadically available pirated Matrix access, and important systems failing all over the city, people are beginning to fall victim to their darker natures. For a select few, this general malaise is sinking into the perfect fertilizer for a new crop of vile instruments with which they will reshape the world. Not everyone is upset at the chaotic and fractured state of things; some are even trying to make it worse so they may take advantage.

The runners have already seen a glimpse of what this prolonged darkness has done to the area as happenstance—now they will see what happens when dark forces try to make a bad situation even worse.

HOOK

Nearly two weeks into the Toronto blackout, most places that normally stock fresh food have already thrown out anything that was opened for use, and anything that could not be refrigerated using the Ontario early winter or elemental magic spoiled two days ago. People have turned to shelf-stable, canned, and otherwise non-perishable

foods to get by, but even that will only last so long.

Erich Rothers, a freelance toxic shaman who goes by the cult name of Father Gorgon, has recently been hired by the Crystal Maize Cooperative (CMC), a low-profile subsidiary of Aztechnology specializing in creating shelf-stable junk food made almost entirely of lab-crafted faux-corn syrups and pressed starches. His job, as it was described to him by the CMC representative **Marbella Pasquelle**, was to call up a powerful spirit who would journey around the sections of the GTA where affluent people could still purchase stable foods and make them inedible in order to drive up the need and sales of the all-too-awful CMC “AtakSnak” line of junk food products with a shelf-life (half-life?) of five hundred years.

Rothers’ ritual of summoning is strengthened by unseen dark forces at work in the GTA (possibly the events of **Night 4: Something Broken**) and what should have been a minor toxic spirit became instead a fully formed major corruption spirit called **Mezcallus Negh**. The spirit is doing as it was instructed, roaming around in search of places where good food is still found and befouling it.

Now that it is out and doing its foul work, there are a number of surprising circumstances and allies

appearing out of the darkness to see that it succeeds. Even if that means getting in the runners' way.

HOTSPOTS

The runners will be generally trailing or trying to head off the corruption spirit as it moves from food-rich area to food-rich area. Eventually, Mezcallus Negh will tire of corrupting food products and move down to **Taddle Creek** and attempt to poison the GTA water supply. Some of the places to put the runners in their trek to find and stop the spirit include:

METRO FOOD SERVICES

A popular grocery and household goods shop that can be found every few kilometers in the GTA, the Metro is where the majority of Toronto natives grab a few meals' worth of supplies at a time. The blackout has caused a lot of their fresh goods to go bad and their more lasting foods to get scooped up in the last few days, leaving the dregs that everyone keeps in the back of their pantry until they have no other options. With the crediting and debiting systems being down, the Metro managers can only take certified cash credsticks, barter, or in-kind transactions.

FIESTA FARMS INDOOR MARKET

A popular stop for Toronto folk and visitors alike looking to spend far too many nuyen for artisanal foods, craft goods, and handcrafted art, Fiesta Farms has thrived for generations. It caters to the upper class and tourists with more nuyen than sense, but it has a staff of over a dozen "kitchen mystics" and "hermetic chefs" dedicated to creating top-end products—even in the depths of Toronto's blackout. The management at Fiesta Farms is aware of the growing need for their goods and services, and they have hired an abnormal amount of security and muscle, many of whom are being paid in the meals they are allowed to take home after their shifts.

CRYSTAL MAIZE COOPERATIVE DISTRIBUTION HUB

The CMC Hub is a fenced-in compound just off the Docklands comprising a small office building, a storage warehouse filled floor to ceiling with stacks of AttakSnak cases, and a motor pool full of dormant grid-powered vehicles waiting to bring payloads of ostensible food products to convenience stores, Metro shops, and salesfolk as soon as they are able. This location is managed by **Marbella Pasquella**, who answers directly to her organizational representative at their parent company, Aztechnology.

TIM HORTON'S/ SOYBUCKS/CAF-STANDS

There are dozens, perhaps even hundreds, of small takeout locations that have been serving the people of the GTA their fast-food offerings for as long as high-caffeine/high-sugar foods were what Canadians wanted on the go. Many of these small snack stops were fully automated, making them unavailable for use during the blackouts, but the few that still maintained a small work staff are tremendously busy. Their popularity could get them targeted by a variety of malfeasants, from gangers and starving street scum to the foul spiritual hosts that want to see Toronto starve. For a few nuyen in cash you can get a box of TimBits and a steaming hot mug of soykaf—even if you have to cross a warzone to enjoy them!

TADDLE CREEK PURIFICATION PLANT

Located at the heart of the old Taddle Creek park area, this towering brick structure was built to be a technological solution that filters pollutants and poisons out of the local water supply. It was later adapted to also serve as a magical/shamanic lodge for cleaning the manasphere. The circle of employees who work at Taddle Creek mix their shifts and staff quite a bit with **Green Groves**, but this site is better protected both physically and on the astral plane, making it a spiritual bastion for efforts at keeping Toronto natural and clean. It also makes it a prime target for all those who don't share that opinion. The site's master shaman, **The Walker in Ways**, is all too aware of the danger they are always one summoning away from.

THE JOB

The runners are contacted by courier—in the form of a personable kindred spirit—that they should come down to **Green Groves** at sundown and talk to **The Walker in Ways**. The Walker has felt the strange things that have been happening to the astral plane and the manasphere in the GTA, such as the thinning of the veil and the (likely narrowly avoided) arrival of the dark spirit of **Camazotz** (see **Night 4: Something Broken**), the swell of magical forces being used to bolster Toronto during the blackouts, and the rise of many cults and covens throughout the area. The Walker has felt the ritual being prepared to call up **Mezcallus Negh**, and they want to make sure something is done to keep Toronto safe from otherworldly evils. Their spirits have pointed out all the help the runners have already been connected to, so the Walker knew who to turn to.

The Walker asks the runners to help keep the corruption spirit from inflicting lasting damage to the physical world, but cannot pay them in the conventional way (nuyen). Instead, the Walker will offer each runner any one of the three following favors at sunrise—as long as Mezcallus Negh does not manage to get a total of 25 hits on its corruption influences (see Special Notes, below).

- One year of free access to the water and spiritual lodge facilities of Green Groves and Taddle Creek
- Five spiritual summonings of their choice to be called upon in the future (within reason, of course; they aren't about to summon an infestation of bug spirits or high-Force spirits)
- A free summoning focus equal to half a character's Magic rank, rounded up. The Karma cost for bonding the focus must still be paid.

The Walker in Ways offers to dose each runner with some naturally crafted “mana oil” eye drops. These drops—a locally made secret combination of spiritual residues and herbal tinctures—are remarkably painful for several minutes when they are dripped into organic eyes (they're not usable in cybereyes). When the burning-stinging-throbbing sensation passes, the user's eyes are a shade or two lighter and they can perceive astral things as if they were dual-natured all the way until sunrise. Armed with this gift (if they accepted it), even non-mages can effectively track spiritual goings on.

The Walker in Ways wants the runners to try to stop the impending wave of corruption, but they are not specific as to what that means. Basically, they are getting armed and tasked to deal with an otherworldly threat they know little about.

Along with this main goal, the night has other goals to accomplish if the runners are up to it:

1. AVOID OTHER CMC AGENTS

Crystal Maize Cooperative has their own mages on staff who will warn them of the runners' involvement as soon as they begin tracking down Mezcallus Negh. Marbella will see the threat they pose to their rise in influence and power, and she will use Aztechnology's contacts and influence to send forces against them. Possibilities include:

A. BLACK LODGE AGENTS

There are many practitioners within the Black Lodge who will use their magic and other assets for a wage, even a wage paid by extraplanar beings (clandestine safehouses aren't cheap). They are not likely ready to kill anyone for the cause unless they are forced to, but they could inflict some serious harm upon the runners and their missions.

B. ATTACKPAK JUNKIES

The chemicals CMC uses to create the Attak-Pak line of foods are only a few percentage points away from being low-grade narcotics, and in exchange for a few crates of the sugary-sweet treats, fans of the product line could be persuaded to harass, stymie, and interject themselves in the runners' actions. For the most part, these are just regular street-level Toronto people who have turned to junk food and other drugs to get by these hard times, but they can be pushed into doing some terrible things with the right motivations.

C. CRIMSON CALLERS

If things get truly rough for CMC's plans, Marbella will cash in one last favor—a professional hit squad called the Crimson Callers. If things get bad enough that the Callers are brought to Toronto, the runners are officially being labelled as a prime enemy of the corporation. Marbella will do just about anything to eventually elevate herself out of the subsidiary and back to Central America again, including murdering the runners in cold blood.

2. PROTECT A GOODWILL SHIPMENT

Some of the local farmers and magical benefactors in the GTA are tired of seeing their neighbors and friends starving and hurting, so some of them have put together small, hand-delivered shipments of goodwill in the form of food and wintering equipment for those in serious need. These shipments are protected by most of the street-level population, but because the neighborhoods they need to deliver to are deep in the more battered areas of Toronto, they are not going to be totally safe. The runners could find themselves called upon by friends or contacts to defend these shipments from being stolen or molested. The following hazards are the most likely to target the shipments:

The Starved: When people are in a bad way—especially when they have no control over why—they will go to surprising lengths to get their hands on whatever it is they are hurting for. The runners may have to dissuade some locals from trying to get at the shipments, but hopefully they will pull their punches and remember that starvation and addiction is the real enemy here, not those afflicted by them.

The Corruption: Mezcallus Negh will surely see these shipments as small examples of the kinds of things it is supposed to be tainting with its foulness. Even if the runners aren't necessarily ready to do battle against the corruption spirit or those it has influenced, if they stay near these goodwill shipments, they might not have a choice.

3. SPREAD CORRUPTION AWARENESS

The more people there are who know about this horrible spirit roaming the GTA, the more people will (hopefully) begin to build up resistance against it. The runners could inform a few others in their travels to do this, knowing that word will spread on its own if they can be convincing enough. Possibilities include:

A. THE FIRST NATIONS

While Toronto doesn't have an enormous population of First Nations people, many of them are connected to shamanic and mystic societies that could be useful in steeling the area's manasphere against Mezcallus Negh's tide of influence. The Walker in Ways is among these people, but the others will need more than just the runners' say so to spend any of their own influence and assets in defense against the summoned evil.

B. HERMETIC GUILDS, MAGE UNIONS, AND COVENS

There are several magical communities in the GTA that have no official corporate affiliations or direct stakes in the wave of corrupting taints that the CMC has called into the area tonight. If the runners have any contacts or friends within these magically inclined groups, they could get a little more help from them if they warn them about the spiritual monster that has been unleashed.

WHO'S WHO

This section should help the players get familiar with characters who will play important roles in this and possibly future chapters, including:

ERICH ROTHERS

(FATHER GORGON)

Erich is a depraved and evil toxic shaman who has been thoroughly corrupted by drugs, corporate wealth, and the residual influences of his toxic lifestyle. As Erich, he tends to be much like any other elitist corporate hedonist, but when he dons the human-leather mask and vestments of his alter ego, Father Gorgon, there is no limit to the foulness he is capable of. He has no loyalty to Toronto, Aztechnology, or anywhere else for that matter. He is the lowest form of wage-mage—a mercenary who will gladly sell anything he is capable of to the highest bidder, and he doesn't care who gets hurt along the way as long as it isn't him. You can find Erich's stats on p. 129.

THE WALKER IN WAYS

Caught between many worlds, The Walker in Ways is a personification of duality. Gender-fluid, half-Inuit and half-French, blessed by the NAN and sponsored by two-thirds of Toronto's corporate skyline, and deeply rooted in the manasphere, The Walker in Ways is as dual-natured a person the runners will likely ever be fortunate enough to meet. They are a major root in the mystic community, and some of the things they can do with their power are seemingly unique to them. All they want is for the GTA to stay as pure as possible in the darkness of these terrible nights. For The Walker in Ways' stats, see p. 138.

CRIMSON CALLERS

Hired killers who wear black-armored jumpsuits and special faceless scarlet helmets, the Crimson Callers are deadly hand-to-hand fighters equipped with combat cyberware, automated enhancement drug-injection systems, and state-of-the-art weaponry. When the Callers are given someone's SIN or their facial pattern for their targeting software, either the target or the four-man hit squad will be dead by the week's end. Use Paramilitary Soldier stats, p. 135.

MARBELLA PASQUELLE

Once a mid-tiered executive at the Rio office of Aztechnology, an error in personal judgment sent Marbella to manage the Crystal Maize Cooperative offices here in Toronto, and she has been stuck here ever since. She wants nothing more than to be able to undo the mistake that sent her here and go home, but she wasn't sure how to do that until the blackouts and the cries of suffering street people sparked her imaginative idea of using their Attak-Pak snack line to increase sales. What happened afterward might have made her upset for a moment, but not when those sales numbers started to come in—that's when Marbella really understood what it takes to rise in Aztech's management ranks. You know what? She's okay with it. Use stats for Corporate Suit, p. 127.

MEZCALLUS NEGH

A lesser minion of the dark spirits that lurk in the Abyssal realm, Mezcallus Negh is a Mesoamerican corruption spirit dedicated to crops rotting in the field, the famine that follows, and the madness that comes along with dealing with all of it. Mezcallus materializes as a three-meter long, pale and bloated grub worm with eyes of tarnished silver. Wherever the spirit goes, pure things become foul and otherwise sane folk become overtaken by madness. Like most other spirits, even Mezcallus

will abide by the normal spiritual laws of going back to the abyss at sunrise, but it will lurk in the manasphere nearby throughout the blackouts. Use stats for Shadow Spirit (Force 5), p. 137.

THE CORRUPTED

Wild-eyed, drool-lipped, and chattering with mad ramblings, these people are filled with the foul influences of a corrupted manasphere. They are somewhere between raving zombies in old horror vids and the focused psychopaths in the depths of the asylum. Aside from being numb to the world around them physically and emotionally, the Corrupted are driven to fill their guts with pain, poison, and bad deeds. Corrupted stats are on p. 127.

SPECIAL NOTES

- Everywhere Mezcallus Negh goes on this night where there is untainted food or drink, it makes a test with its Corruption ability, targeting those goods. It only needs one hit on these tests to befoul a single package of food items, with each additional hit doubling the amount of goods affected. Eating corrupted food or drinking corrupted drink can eventually overtake the consciousness of those imbibing them. For each full point
- of Essence the person has, they can safely eat or drink one corrupted product; when they take in more than that, they become one of the Corrupted. This effect can be reversed within forty-eight hours by a Cleansing Heal spell with three net hits; a spell cast to remove the Corrupted effect does not otherwise heal any boxes of damage.
- If the runners are close with the Long de Shou (see *Night 8* and *Night 11*), they might realize that Xiou's House of Gold could be targeted because of its food stores. If the runners properly warn them ahead of time, it could be worth a point of Loyalty if they have a contact in the Triad.
- Eating AttakPak snack foods will technically stave off hunger, but they will not add anything but empty calories and chemical sugar and flavor replacements. They will satiate any psychological needs for food, but they will not do anything to satisfy the body's physical requirements for nutrients.
- Mezcallus Negh and its influences could appear in future nights, particularly any that have to do with more black magic, corruption of the manasphere, and so forth. Even if the corruption spirit is directly defeated somehow, it may regroup in the deep meta-planes and return.



NIGHT 13: RAGE AND THE META

On the surface, Toronto is a city of cultural tolerance. The meta-rights groups march for equal treatment. Anti-meta groups protest peacefully. Lester Tusk's *The Life of Lester* ranks among the top tridcasts in the sprawl. It is a good place to be a meta, at least until the power goes out. This night takes the runners deep into that rot and the burgeoning underbelly of racial tensions that are starting to emerge more fully in this new darkness.

HOOK

The runners are contacted through one of their existing local contacts or an intermediary from an earlier night to meet with Alastair Browning, chief of security to tridstar Lester Tusk. Browning is worried about the safety of his client. He knows that Tusk is a target for the local Humanis polyclub, but since the blackout Browning's contacts within the organization have gone silent. He devises a plan to have the runners pose as hitmen and spread the word through Humanis and the underworld seeking permission to assassinate Tusk. The goal is for Browning's contacts to get that information back to him so that he knows his security apparatus is still in place.

HOTSPOTS

The runners will need to move across the city to spread the word of their impending crime, making sure to hit all the places where Humanis and other anti-meta groups tend to congregate. Browning believes the threat will come from Humanis. However, as the night progresses, the runners should discover that there is already a hit in motion on Tusk, and it will take place that evening. Once the situation turns for the worst, they'll need to be where Tusk is seeking the spotlight, which could be one of the following locations.

THE CLUSTER

Nathan-Phillips Square is the largest public square in Toronto. It fronts New City Hall and serves as a major tourist attraction, with the center pond turning into an ice rink in October and through the winter months. The square is a place where people gather to protest and push political agendas. Tonight, it is the anti-meta agenda. That evening, Karl Boncore is giving a torchlight speech blaming the metas for the blackout and arguing that reducing the metahuman influence in the city

will help restore power. A counter-protest is taking place, and Tusk might make an appearance.

KENSINGTON MARKET

Even under these dangerous conditions, Tusk wants to be out among the people, a habit that drives his security mad. Kensington Market is a dive that maintains street cred largely due to the number of established eateries. Still, it is far from a safe space. The market is a common gathering place for the smaller local gangs. Local police patrol the area, but during the blackout, the patrols have been limited. This and the Hall of Fame are both prime locations for the assassination attempt.

HOCKEY HALL OF FAME

Constructed inside the former Bank of Montreal building, the Hockey Hall of Fame remains a cultural touchstone and must-see tourist attraction for the Toronto sprawl. The Esso Great Hall features an AR landscape designed to move you through each of the 188 years of Lord Stanley's Cup. The building itself has a long and tragic history dating back to its construction in 1885. Since the Awakening, there have been several encounters with a spirit that goes by the name Dorothy, though her purpose in the space is unclear. Original architectural plans show a secret entrance below the building connecting to a long-forgotten network of tunnels between the bank and several other buildings.

Tusk, an avid supporter of the Maple Leafs, has an event planned here in order to support the team, and he refuses to cancel it, blackout or no. He and the team will be on hand this evening to rally fans for the new season.

THE JOB

This night actually begins in the daytime. Early in the day, Browning contacts the runners through one of their contacts and expresses his concerns. Thanks to the chaos, he cannot trust his contact network, and he needs to test if it is still legitimate. Once the runners meet him and hear his odd request, they will need to decide the best way to spread the word.

The Toronto underworld is a mashup of handshakes and permissions. Nothing happens without someone higher up the food chain being informed and gaining clearance. In order for the runners to pull off the ruse of assassination, they have to speak to the powers that be in order to figure out who to get clearance from. The runners will need to move from group to group, making their intentions known and trying to discover the people who can actually clear a racially motivated hit on a well-liked local celebrity. The inherent fear is that

if the hit is not cleared and Tusk is under protection, the hitters would themselves become targets.

When the power was on, this would be as simple as contacting one person high up the food chain and requesting a parlay. However, given the limited communication during the blackout, the runners will have to reach as many figures as possible under the Humanis umbrella in order to make it clear what they intend to do. This strategy will eventually bring them to the attention of Karl Boncore, head of a particularly violent offshoot of the local Humanis organization called Humans Right. Once the runners make their way to Karl, they will discover that an assassination is already in play for this evening. Since they've been spreading the word about their own intentions, they've accidentally set themselves up as fall guys for the job. This leaves them with two choices: stop the assassination or accept responsibility and the consequences of killing the man being protected by their Mr. Johnson.

WHO'S WHO

LESTER TUSK

Gregarious and flamboyant, Lester Tusk is all about getting noticed. Tusk is a forty-year-old troll who has had multiple plastic surgeries to keep him looking young, polished, and energetic. Born to human parents, Tusk found that he was part of a world that saw him as different. He learned to see himself as different, and he used that to his advantage. He began his professional life as an urban brawl player for Toronto and then Seattle, eventually moving back to his home city to pursue a career in trid acting. He found that the market didn't offer a lot for trolls, and he refused to accept that. He began auditioning for roles that did not specify metatype, though clearly were not intended for trolls. Through this work, he began developing a professional persona that was so different from his tough urban brawl identity that people began to really notice him. In time, Tusk began broadcasting his auditions and his day-to-day life as a "freelance reality star." This strategy worked. People began to follow Tusk, and his reality show was picked up by a small trid network. The show grew in popularity and went international two years later, and he began to be considered for a number of international and wide-release trid-flick roles. He never stopped his show, and it remains the base of his media operation.

Tusk is always full of energy and loves cameras. There are cameras everywhere around him, and they are constantly collecting footage to be distilled into the trid show. For that reason, Browning suggests that the runners not get too close to Tusk, as they are likely to wind up on film if they do.

Tusk makes his money off his accessibility, and having a large security presence is the opposite of accessible. So he limits Browning to a three-person team and

demands that only Browning be in close protection.

Early in the blackout period, Tusk discovered that the tech failure severely damaged his ratings. He is desperate—his cameras are failing, and he cannot get the kind of footage he needs to be successful in his show. That sends him into a state of constant rage. He is being quite bull-headed about the entire thing, and he wants to be in public view as much as possible to deal with the loss of cameras—and the related loss of viewers. Use the stats for Toronto Socialate, p. 137.

ALASTAIR BROWNING

This salty SAS officer originally took on the Tusk gig as a short-term job while on leave from the SAS in order to pay off gambling debts he'd accrued. Unfortunately, SAS found out about those debts and relieved him of command. That left him in need of work, so he stuck with Tusk. They've been together for half a decade, and Browning hasn't lost a step. He feels like he is tied into the local operator community, which is why he is so concerned about his security network right now. With the blackout and the polarizing element of Tusk, he needs to be absolutely sure his network is secure. Browning is not thrilled about dealing with runners. He recognizes the value but sees them as disposable.

Browning is muscular and short enough that he is often mistaken for a dwarf. He is, in fact, a human with blond hair in a military cut, white teeth, and a crooked smile. He looks more like a soccer star than a top-flight operator. Browning has a penchant for gambling but unfortunately isn't very good at it. Browning's character stats are on p. 125.

IRWIN 'WAR DOG' WESTON

Weston is the de facto leader of what he refers to as the Rise Movement, a collection of disenfranchised elves who believe that Toronto—like Tír Tairngire, Tír na nÓg, and Sheba—should be one of the birthright lands of the elven people. An elitist, he feels the spotlight should not be on the lower races, and allowing such things to continue is what is dragging society down. He blames Tusk for the blackout. He believes that because the troll occupies so much time on air, the higher spirits have shut down the grid in an effort to tell those who can to kill him. So Weston intends to do just that.

Weston is tall for an elf, with long black hair that he braids and inlays with gold clips. He feels that he should belong to elven aristocracy. He comes from old French money and has spent a great deal of his wealth developing a network of elven contacts that compose his Rise movement.

His problems with Tusk are more than racial. They stem from an incident five years ago when Weston worked as a producer for the then-fledgling Tusk. He was dismissed as Tusk gained popu-

larity, because Tusk felt the elf was “far too dandy” for the job. That rejection was the latest in a string of slights that proved to Weston that there could be no racial harmony amongst the metas. From that point forward, he set out to be the biggest dog of them all. His skills are comparable to those of a ganger. He lacks the special forces chops, but his wealth has bought him a handful of talented allies who expect to easily carry out the assassination. Use **Gang Leader** stats, p. 130.

KARL BONCORE

Karl is a mouthpiece. He is a musclebound and tattooed bald man who seeks the leadership of the Humanis group in this city. Unlike the more readily accepted Humanis leader, Karl isn't a businessman. He's a blue-collar worker who believes in what he preaches about racial separation and carrying out that mission through violence. That being said, he isn't up for more than a few lopsided bar fights. He doesn't have the courage to kill, which has stopped him from growing a local Humanis chapter that has been largely ineffective and ignored for years.

Boncore recognizes that outside interests from S-K as well as Seattle have been slowly moving into the area, pushing his small Humans Right group to the fringes. His position of leadership is slipping, and others are looking to take the throne from him and make better use of his organization. Karl cut a deal with Weston in order to maintain his power. The plan is that he will help Weston take out the troll, take credit for the kill, and that will make him look better to the powers that be. Use **Gang Leader** stats, p. 130.

SPECIAL NOTES

- In the blackout, tridcasts are largely dead. Emphasize the toll this puts on a person whose livelihood depends on being able to share his life. Tusk will pay for anything that can give him even a short bit of Matrix access.
- In case some or all of the runners are meta-humans, be aware of the racial sensitivities. The assassins already in play are elves, so the Humanis are open to metas doing their dirty work. However, they don't plan to be nice about dealing with them at any point.
- Extended adventures involving Karl Boncore could cover financial entities such as Brackhaven Investments making inroads into the Humanis group, giving them a more white-collar image to help recruiting efforts. For example, one subset within Brackhaven Investments is funding a college club that pays for students to go to Humanis speeches and get radicalized. Runners could be involved in exposing these connections.



NIGHT 14: DIGITAL THREAT

A local hacker consortium stumbled onto something big. Unfortunately, the physical threats and the breaching is far beyond what their Matrix skills can handle. So they call for the runners to kick in a few doors and escort them to a waiting prize.

HOOK

The Coquillards have been using their particular form of social engineering to gather information on local corporations. After the critter attack four days ago, some of their contacts began spilling information about where the dangerous critters came from and a wealth of paydata like a pot of gold at the end of that rainbow. Now the hacker collective has zeroed in on the location of the paydata. With the runners' muscle, they plan to break in and secure a once-in-a-lifetime score.

HOTSPOTS

This night takes the runners across the city and beneath it. Here are some of the locations likely to be used during the adventure:

FILMHAUS

Filmhaus is an old storefront converted into a space that shows classic films on analog-reel film projectors. The space is low-tech but is run by the hacker collective called the Coquillards. Filmhaus is located in the S-K-controlled section of Toronto, specifically in the public quarter where company personnel escape to relax and explore new markets and ideas. The Coquillards use the site to perform social engineering on unsuspecting S-K personnel. The low-tech nature of the location made it less vulnerable to the attack and also keeps it operational during the blackout (as long as they have fuel for their portable generators).

DUNDAS STREET ENCLAVE, DOWNTOWN

In the heart of Downtown, Wuxing maintains a one square block corporate housing enclave. The facility is located at the cross streets of Dundas and University. The corporation kept the bones of the original buildings intact and added layers of technology and security. Once the main building on the block came under Wuxing control, the ad-

jacent businesses were either bought out or pushed out, and only a few holdouts remain.

In addition to the secure high rise, the block also houses a small group of flex-space buildings being used for everything from eateries and shopping to off-site (and occasionally off-book) operations. This is where the Coquillards need to retrieve the parts in order to configure the pre-wireless Matrix device they'll use to break into the storage facility.

TTC SUBWAY

The TTC subway line encompasses roughly seventy-seven kilometers of rail line, much of which exist underground. Since the blackout, the trains have stopped running, and the subway has become home to people trying to hide from the chaos, including criminals and the more innocent.

The secret entrance to get into the facility is at St. Patrick's station below University Avenue and Dundas Street. A covered-up cross tunnel opens into an abandoned maintenance chamber that leads directly into the laboratory storage the Coquillards need to raid. The subway entrance is secured from the surface by Wuxing security, but it is accessible from other stations along the route. Runners walking the dark tunnels should expect encounters with families trying to defend themselves. If you want to spice up the evening, consider throwing a small group of gangers or devil rats (p. 217, SR6) in their path.

SONATA DATA PROCESSING SERVICES

The data center is a forgotten building along King Street W. The facility is part of the A-level Centurion Corporation, which leases data space to various other small businesses. The site is unremarkable and outdated, save for the fact that it once held a contract to store data backups for a University of Toronto grant project. That project, now privately funded, is the paydaya.

Sonata specializes in data processing, but it also houses eleven pre-wireless Matrix data sites throughout the facility. Each of these secured storage sites is air-gapped, meaning hackers will need to link directly to the physical host using specially configured, pre-wireless Matrix technology to access the data. The site the Coquillards want to hit is on the seventh of nineteen floors.

THE JOB

Runners are invited to the Filmhaus as guests. As one of the few analog and privately powered locations in the area, the spot remains a hot ticket. Once inside, they are escorted to a backroom where they are met by Prospero and other mem-

bers of his hacker collective, the Coquillards. He explains there is an opportunity to score some serious paydaya, but the host is isolated, and while they are experts at hacking, they are not so good with breaking into physical locations or dealing with security. They agree to pay the runners 500 nuyen apiece to assist and protect them. However, they don't offer to cut the runners in on a share of the score from the data, claiming they don't know how much the data is worth or how long it will take them to move the data under current conditions.

There is a catch. The Coquillards don't have the technology to make the score, but they know where to get it. They need tech that is being stored at a facility in the Dundas Street Enclave. They need the runners to help them break into that facility to retrieve the tech needed to break into the facility where they will get the paydaya.

The run is broken into three parts. First, the runners must assist the hackers in getting the technology they need from an a Wuxing blacksite. Once they have the tech in hand, the runners are supposed to help them breach the secured data facility and stand guard as the hackers work their techno-magic. Finally, the runners must provide cover in the event that they are attacked leaving the facility and escort them back to their Filmhaus lair without leading security to them.

1. GEAR HUNTERS

Prospero, leader of the Coquillards, insists on going on the first part of the job. He doesn't trust the PCs yet and won't leave Ariel in their care until he knows how they operate. She's the group's golden goose, and he recognizes the team might realize that and try to take her. Getting the gear means breaking into the building—either through the secret subway entrance or through a direct assault through the front door. The gear, a pre-wireless Matrix cyberdeck and additional unconfigured circuit boards, are part of a secure information system designed and used by Cross International before their collapse and eventual absorption by other megas. Wuxing bought this building from Cross and still holds on to some of the shuttered technology it found there.

The security here is the toughest the runners will face on the run. High-ranking Wuxing personnel live on the block, and the security forces will be on high alert for anyone attempting to break into the enclave and possibly extract personnel.

2. DATA RUN

Once the gear is secured and reconfigured by Ariel at Filmhaus, Prospero will explain to the runners that he needs her to access the data store directly. The runners' main task will be to escort her

to and from the location and keep her safe. Though largely inactive due to the blackout, Sonata is still patrolled by a six-person staff of Centurion Security Officers (use Security Guard, p. 136). The officers have the ability to call in backup if needed, though there will be a significant delay in response time. That backup comes in the form of five Fast Response Team officers (use Knight Errant SWAT Officers, p. 132) and one support mage. The on-site security will not try to directly confront overwhelming firepower. Instead, they will attempt to observe the runners and call for backup to either confront them on-site or on the way back to their home.

3. GETTING HOME

Depending on the level of operational security the runners have had and the level of difficulty desired for the run, runners may have one or two encounters on the way back to Filmhaus. A local thrill gang, the **Maulers**, are in the area, hear the commotion at Sonata, and decide to have a look. The runners need to decide how to deal with the gang as they are leaving the location. Alternatively, runners may encounter the security team, leading to a running gunfight through the streets as they evade capture and avoid being tracked back to the hackers' HQ. Both encounters may be used, but neither encounter is required. It may be enough to ramp up the tension of the job, using Ariel as a thread of tension as she becomes overwhelmed by Matrix withdrawal following her time in the secured datastore.

Once the team returns with Ariel and the paydata, Prospero's people will whisk the technomancer away to be treated. If she is harmed in the encoun-

ter, he reduces the runners' pay. If she is killed, he pays them nothing.

WHO'S WHO

PROSPERO

The leader of the Coquillards collective is often mistaken for a social adept. He is an attractive and charismatic dwarf in his late twenties. While a talented hacker, his main skill is his charisma, which he uses to masterfully manipulate the weakest element in any security chain—the people running the system. Prospero is largely unused to being challenged publicly, and if pushed he will flash a toothy grin while quietly marking the offender for some later revenge.

Prospero's full character information is on p. 135.

ARIEL

Easily the most talented hacker in the group, Ariel is a technomancer. She is sensitive about this ability and has been convinced by **Prospero** that others find her abilities unsettling. As a result, Ariel hides her talents from those she is not close to and will make every effort to hide this ability from the shadowrunners. Unfortunately, she is susceptible to mood swings and strong headaches under the blackout conditions, which is affecting her concentration.

She is the hacker who will be joining the runners on the break-in. Ariel's full character information is on p. 126.



NIGHT 15: TOP OF THE SENATOR

HOOK

By now, the runners are probably tired, and they have bits and pieces of interesting information pointing to different possible culprits for the blackouts. On this night, they have a chance to get answers directly from the top.

HOTSPOTS

THE BRASS RAIL

This is a sleazy and gaudy example of flesh-peddling at its most mediocre. The Brass Rail still manages to draw a crowd because, let's be honest—when the power is out, there are few things that will always keep you warm. It would be a great place to pick up drugs and underworld contacts. GMs should also make this the place where the runners meet Mr. Johnson

THE SENATOR HOTEL

Located east of the Eaton Centre and south of Ryerson University, the Senator has decided to turtle. Like many of the larger hotels, it's relying on its security force and a couple of brutal examples left bleeding on the front semi-circular entrance to make its point. It's been fifteen days now, and people are tired. Security forces have been rotating with regular staff, and a keen-eyed individual will notice that some people standing out front with

guns and bulletproof vests don't really fit their uniforms. Also, while the building has power, it is only feeding the old environmental systems, as all the security camera and wireless stuff is down. It is higher than most buildings in the area.

CITY TV BUILDING AND DUNDAS SQUARE

Across from the Senator is a Taco Temple, but there is also the City TV building at Dundas Square. Their former offices and broadcast center had a reporting van bursting out of the walls (intentional). Their current building has a t-bird crashed into the roof (an accident from **Night 1**). It is across the street from the Senator, but only two-thirds as tall as its giant billboard, which sport advertisements for Spinrad Global and Pathfinder Multimedia. It also provides opportunities to scale across to the Top o' the Senator, if you're not scared of heights.

THE JOB

A corp-connected Mr. Johnson will pay the runners 3,000 nuyen to find someone last seen at the Top o' the Senator. It turns out that person is Camden Espinoza, whose name they may have obtained previously. Mr. Johnson wants Camden and any potential data from him returned alive at the Brass Rail in under seventy-two hours. Everything/everyone else is optional or expendable.

WHO'S WHO

HANS BRACKHAUS

The person who meets them in the Brass Rail calls himself Hans Brackhaus. He is a well-built gentleman in his mid-fifties with shoulder-length silver-white hair, a smooth Mediterranean complexion, and stunning golden eyes. He moves with a sinuous grace. He is wearing a Mortimer of London Summit suit and is accompanied by two impeccably dressed women who are there in the hopes that their looks will reflect well on him. A quick glance (Perception [1] test) reveals that one is very heavily cybered, while the other is not. Assensing reveals that the unaugmented one is a fairly powerful adept (Magic 5). Use stats for Mr. Johnson, p. 134; increase Influence to 10.

CAMDEN ESPINOZA

Camden is a fifty-year-old decker. He is a black Latino male with a dark-brown afro. When runners find him in the hotel, they might be surprised to find out that he is accompanied by his family, namely his wife and twin twelve-year-old daughters. He is registered under a false name: Luis Esposito. He is a programmer who suffered severe dumpshock while he was in hot sim. He's in really poor condition—comatose, with possible brain death. He's being inexpertly taken care of by his wife on the forty-fifth floor of the Senator. He has MCT credentials, and his MCT-issued cyberdeck is as dead as anything else here, but it may have some recoverable data on it.

LORENA ESPINOZA

Lorena is Camden's wife of fifteen years, but she doesn't know much about his work. She describes him as a specialist in device driver architecture—essentially a programmer who specializes in creating the fundamental software that makes wireless devices work. She said they were on vacation when her husband received a business call. And then the blackout happened. He convulsed, blood came out of his eyes, ears, and mouth, and her life as she knew it ended. She has been here ever since, hoping for the blackout to end so she can get a proper medical diagnosis for her husband. Use stats for Toronto Socialate, p. 137.

MARIO PILEGGI

Pileggi is the acting manager of the Senator Hotel. He is a pudgy human male in his sixties who takes great pride—and the occasional bribe—from well-meaning clients as part of his work at the Senator. He knows that the Senator is a place where VIPs come to do unmentionable things, and part of his job is to turn a blind eye to those things. He and his security spiders take great pains to ensure that other people do not know what they are, and any data they observe is kept secret—and often destroyed.



But his spiders have suffered dumpshock, and all the cameras are out. In the current situation, he is at a bit of a loss. He knows that if he keeps some clients safe, he will have many grateful clients. But if things go south, he may have to get out of town quickly. Use stats for Toronto Citizen, p. 137.

ODELLA ADAMS

Adams is a black dwarf in her eighties and the owner of Top o' the Senator bar. She has always been a jazz aficionado, and she learned over time that soft music and soft secrets work well together. She takes great pride in hiring discreet staff, and she is often on hand to greet clients. On occasion, she's even hired a runner team to silence a potentially talkative employee. She didn't enjoy it, but she'd do it again in an instant. Unlike Mario, she has a very good idea of exactly what the Top o' the Senator does, and she will do her utmost to make sure secrets remain concealed. She may have some suspicions on who is behind the blackout, but she'll

keep her cards close to the vest, since anyone with the power to black out a city could easily end her life—or worse. Adams knows there are a number of really powerful people staying at the Senator, and if times get desperate, she'll call on them to help her make an exit. She feels fortunate to have the contacts she has, and she hopes they're not extracted anytime soon. Use stats for Toronto Citizen, p. 137.

BARRY MANA

The troll with a voice like Sinatra has found himself stranded at the Senator—but he's taking it in stride. He still comes up Top for dinner performances. During his performances, he looks around and sees only tired and scared wageslaves, and he laughs. He's not a street brawler in any sense, but he's still a troll, with the confidence that in a fight, his sheer mass and strength would be a considerable asset. In a way, being stranded hasn't been terrible—it's a break from a busy schedule, and the chaos reminds him of his youth. If he meets the runners, he spots them as people who know how to fight, and he might well sit down with them for a drink and conversation. Use stats for Toronto Citizen, p. 137.

LILA HYUNG

One of the guests at the Top o' the Senator is Lila Hyung, a vice president at a financial subsidiary of Ares. She is stuck there with her lover and is looking for any way out possible. She will offer the runners cash if they can extricate her from Toronto. Use stats for Corporate Suit, p. 127.

RAI WATANASHI

Taking up one of the executive suites is an MCT executive who is there with her family, a surprisingly large amount of bodyguards, and a fair bit of supplies. She also has an operational satellite phone, which is quite valuable in the current situation. She does not want to part with the phone, obviously, but she also wants to keep herself safe, so clever runners will figure out how to make an arrangement. One member of the team is an elf assassin (use Covert Ops Specialist, p. 83, SR6) who was sent to make sure Camden never comes out of his coma. Use stats for Corporate Suit, p. 127.

PATRICK LA FLEUR

La Fleur is the UCAS governor of the state of Ontario. He has been trying to reach the UCAS government in Washington, but his satellite phone is dead. He is worried about how the blackout will affect both the city and his re-election chances. Use stats for Toronto Citizen, p. 137.

ANOTHER HANS BRACKHAUS

In the penthouse suite is a person calling him-

self Hans Brackhaus, but he is not the person who met them in the Brass Rail. This is a wiry white gentleman in his mid-fifties with short black hair peppered lightly with silver. He has about two weeks of beard growth, and his golden eyes are bloodshot. His Armante suit is a steel grey, and he has an Ultimax 70 in a concealed-carry rig. Two bodyguards also accompany him: a black troll street-sam with tribal tattoos and a Vietnamese mage in her late teens wearing an armored duster and sporting an Ares Executioner.

THE DIRT

There are two Brackhauses at play here: one at the Brass Rail, and one in the penthouse of the Senator (referred to as "Senator Brackhaus" and "Brass Brackhaus").

Both of them are aware of each other, but they'd prefer the runners not find out about their counterpart. If the runners learn about the multiple Brackhauses, each Brackhaus will firmly aver that they are the real deal, while asserting that the other is an imposter. Both of them are interested in finding Camden, and they will pay the runners extra to make sure the other does not get any useful information.

Hyung, Watanashi, and La Fleur can provide clues to help direct the runners to Camden (along with providing their own possible subplots, like extracting Hyung or getting a phone to La Fleur). They don't know his location firsthand, but they might have noticed things like room service going to a room no one comes out of, or Lorena occasionally pacing a hallway nervously. They also might become contacts for the runners if the PCs cultivate them properly.

Adams, on the other hand, will actively hinder the runners, though she'll try to be subtle about it—calling guests to warn them the runners are coming, sending the custodial staff to clean whatever room the runners happen to be in to keep an eye on them, that sort of thing. She won't full-on evict them, partially because calling security is tricky these days, so she doesn't want to ramp up the tension unnecessarily.

Barry Mana is a wildcard. He's bored and independently wealthy, so he is subject to any whim that might strike him. A good chat with the runners might make him willing to do anything for them, or he might decide his most important job is to protect Camden's privacy by keeping the runners from finding him. He can add spice and randomness to the night.

In the end, one of the Brackhauses will be unhappy, and they will try to keep the runners from leaving the hotel in full health. The runners' exit should be hindered by whichever Brackhaus is unhappy, flinging some bullets and possibly grenades their way. He won't fight to the death—discretion is the better part of valor, after all—but he'll try to land some solid blows before he takes off.



NIGHT 16: JAILBREAK

HOOK

This night is a powder keg. It's a great opportunity to get in good with a couple of contacts and increase their Loyalty rating. But depending on how the runners handle this night, they could make things in the GTA so much worse. They could be letting some of the unjustly accused free, or be partly responsible for the release of murdering psychopaths.

They should really try to choose correctly.

HOTSPOTS

GANG BASE A

Somewhere in the Eastside District, one of the gangs that players contacted in Night 11 comes forward and asks the players to help liberate a few of their friends. The gang members had been arrested for actions performed when defending their territory, and they were rounded up with a number of other gang members. The gang can provide an important resource, namely an older vehicle that they recently restored to help with the getaway.

DON JAIL

The Don Jail lies between Broadview Avenue and a sheer one-hundred-meter drop onto the multi-leveled DVP and the Don Valley Toxic Zone below. Because of how the jail has been upgraded over the years, there are many vulnerabilities to exploit (see discussions of individual parts of the jail, below).

EAST WING, ADMINISTRATION

Lone Star is in a bad way here, and they are just barely holding the line. You see officers with bloodshot eyes and shaky holds on their weapons. Some are catching naps in the old cells, some are holding down armed security positions, and others are helping with triage. Captain Dami Bodie-Disu is on her last strings. Three Lone Star mages are operating on fumes, rotating between summoning spirits and sleeping off the exhaustion.

No drones are available to help Lone Star. There will be about six to twelve officers barricading major entrances and exits. They are down to their last few clips of Stick-n-Shock ammo. Any more major pushes, and they'll have to go lethal unless they can recover more ammo from some-

where, like some of their fallen drones outside the structure. There are six spirits left operating for the Star (Force 4, 5, or 6). Spirits are good at holding off prisoners at close range, but they are a precious resource, so the guards are reluctant to commit them.

CELLBLOCKS ALPHA AND BRAVO

Alpha block and Bravo block are both in the East Wing. With the failure of the security systems, all of their maglocked cell doors popped open, and prison riots are picking up steam.

These two blocks have erupted into absolute chaos. There are two major organized groups of metahumans and non-metahumans. What was going to be a mass breakout has fractured into two separate groups of prisoners willing to kill each other, but occasionally uniting against Lone Star officers trying to contain them. There are a few different smaller groups out there, usually organized by gangs that are grudgingly accepted into the metahuman group because some metahuman gang members are willing to vouch for them. This fractured infighting is the only reason Lone Star has not been overwhelmed yet.

CHARLIE BLOCK

Charlie block is a small section off of Bravo that has been designated for female prisoners. These prisoners have joined together to keep most of the males out and preserve the safety of their block. There is a little bit of dissent in this group, because some of the women who have been arrested are members of gangs and would like to return to their fellow gangers, but they also realize that there's a good chance they may be assaulted on the way there.

DELTA BLOCK

Delta block was the first to open up, due to its reliance on more modern systems. From there, magic-users and one or two technomancer criminals were able to start setting other criminals free in the higher levels. This is where Aleksander Popov (p. 126) was released from (see *Night 22: Most Wanted*).

THE JOB

The night begins when some of the local gangers contact the runners on their way back from their previous job. They offer them a place to crash and patch up if they're willing to hear out their boss. The gang leader sits the runners down while looking a little worse for the wear. His gang needs

more people than they have right now to protect their territory, and they've got a chance to get them out of the Don Jail and stick it to the Star.

Lone Star has been in a standoff between prisoners and guards since day 1. The runners are about to wade into the middle of it.

1. FIND THEIR GANG MEMBERS AND GET THEM OUT

The gang members offer the runners an item that may as well be magic: a functional vehicle that the gang has managed to pull out of a repair shop. If you can get some of their guys out of the prison, the truck is yours. There are four members they want out: a female physical adept, two male brawlers, and a male mage in Delta block.

Along with this main goal, runners may choose to contact other gangs they have encountered in previous nights to see if they can break anyone out for them.

2. PRISON RIOTS

Depending on how runners insert themselves into the jail, they may be in a position to aid either Lone Star or the prisoners in the riots. This scene could have a lot of negotiation between runners, prisoners, and the law. Don't make any deals simple—if the PCs are going to get anything substantial from a deal, they have to perform a difficult service. Some of the jobs they could be assigned are:

- Loot downed drones from the Lone Star facility for ammunition and parts
- Infiltrate Lone Star as officers and gather information and potentially steal paydata from the existing host

3. PILLAGING

There are plenty of opportunities to get good gear off of downed drones and dead officers. Some of the drones will have already had their Stick-n-Shock ammo taken, but others have not. There is also valuable data to be had off of what the Lone Star officers know. If players have managed to infiltrate the jail, they may find this information on how the blackout unfolded:

When things went black, guards tried to call Lone Star but had no luck because the comms were down. They figured it was a citywide power outage. Lockdown protocols were in effect for older sections of the jail, but drones and many devices were not responding. The captain stayed calm, figuring they could hold on—he didn't think the outage would last long.

After forty-eight hours, the captain ordered mages to contact other precincts. They were all told to hang tight, and that help was coming.

One mage contacted her old mentor at the academy astrally, asking for her to send a couple of spirits as reinforcement. The mentor confided that all mages in Lone Star were being “expressly forbidden” from sending support until a “clear and organized response” could be organized by high command and the nature of the calamity could be clearly determined.

WHO'S WHO

CAPTAIN DAMI BODIE-DISU

Thirty-six-year-old ork in charge of the Don Jail. She sincerely hopes she won't have to take lethal measures, but she will if she has to. Use stats for Knight Errant SWAT Officer, p. 132.

BUTCH BAYARD

(CELL BLOCK LEADER)

Bayard is a high-ranking member of the Humanis policlub. He has killed three metahumans already and is skilled at whipping up hatred. He will happily claim the runners are race-traitors if they come in as a mixed-metatype team. Use stats for Gang Leader, p. 130.

CHUCK CERMAK AND CULLEN BURDOCK

(CELL BLOCK BRAVO LEADERS)

These two are high-ranking gang leaders, with enough muscle and chrome to be a problem. They're humans and not fond of orks and trolls, but prison and circumstance make strange bedfellows, so they'll work with metahuman inmates if it helps them get out. Use stats for Gang Leader, p. 130.

OTHER PRISONERS

The ganger stats (p. 204, SR6) can be used for a wide variety of prisoners, while throwing in some Professional Rating 2 or 4 thugs. Delta block has a higher proportion of Professional Rating 4 prisoners, and maybe even a former Lone Star SWAT Officer (p. 207, SR6) who went bad and got caught (and who would be particularly desperate to get out). Members from gangs the runners encountered on previous nights may also be held here.

SPECIAL NOTES

The staff of the jail sent a team of two officers to get help from the local Lone Star station two days ago. They have not returned, but LS Jail staff are hoping/expecting reinforcements. Runners could consider impersonating them.

The prison's internal host is a rating 5, but users must have a physical connection to access it. IC takes twice as long to deploy as host is on “power-saving mode,” and it will run out of power in 24 hours.

The prison staff are exhausted and on their last legs. Every Lone Star officer has been in some sort of scrap and has a -2 dice penalty on all actions because of Stun damage, Physical damage, or being on Long Haul for 2 weeks.

The drones Lone Star is using at the jail have the following stats:

MEDIUM DRONE

HAND	ACCEL	SPEED INT.	TOP SPEED	BODY	ARM	PILOT	SENS	AVAIL	COST
3	20	35	180	4	9	4	4	6(I)	13,500¥

They have a Colt M23 (p. 256, SR6) mounted on them.



NIGHT 17: FULL BLACK

The nights keep getting darker and more full of horrors. Somewhere in this blackness, a magical ritual is taking place. It's up to the runners to find out where it's happening, and if possible find out who is behind it.

HOOK

Sana, a shaman of the Black Creek, contacts the runners to help her uncover a mystery. For the past few nights, there have been whispers of a group of black-robed spellcasters attempting to perform a ritual. Last night she, along with a handful of others, came upon the remains of a failed ritual attempt at the **Toronto Necropolis**. Clues left at the site indicate the perpetrators could try again as early as tonight. She alone does not have the resources to track down this ritual group. But with as much strange and dark magic as has been flooding Toronto in recent weeks, she knows it's important to find out who is attempting this ritual and why. She calls upon the runners to find the ritual casting before it can be completed, offering them a lump sum of 5,000 nuyen to work for her.

HOTSPOTS

This night encourages the runners to explore the magical side of the city, leading them to locations that may be used in later nights or adventures. The **Toronto Necropolis** and other magical sites from previous nights can help the runners triangulate where this ritual is occurring. Feel free to add other locations from previous nights. Below are a few more they may uncover:

WENDIGO POND

At the northern end of High Park is a small pond that was used as a site for sacrifices in ancient times. The location is wooded enough that it will be difficult to detect the ritual unless the runners are within twenty meters of the location (though a Perception + Intuition (5) test could let them spot some of the signs of the ritual at fifty meters). High Park itself spans the distance between the Queensway and Bloor Street, with Grenadier Pond marking its eastern border and Ellis Park Road on the west.

BLACK CREEK

Sana calls the runners to Black Creek for their initial meet. One of the most polluted waterways/spillways in Toronto and through-line to toxic spirits, this is another potential site for a ritual. Sana's patron spirit has been attempting to cleanse the area, and having the meet here allows her to be close enough to call in support if necessary. The area surrounding the creek is teeming with wagslaves and gang culture. The area is a common site of gang violence since the blackout began, with gangs pushing into the area to boost membership.

GREEN GROVES

A warehouse converted into a series of hydroponic gardens, this site is publicly run by the Wuxing corporation as a community-service project to teach locals how to grow their own food. The location is also being operated as a greenhouse for Awakened fauna and is controlled by the local Seoulpa ring. The special grow section is below ground and off-limits to all but those who know the password. This location is used to get reagents for spells and other concoctions.

76 CORAL GABLE DRIVE

Toronto's oldest tree is embedded into the foundation of an old one-story house that has been in the hands of the same family for decades. The house itself is nothing special, but the tree's history makes it a prime location for ritual sorcery. The house is located in Coven territory. When runners arrive to explore the location, the gang will be there waiting for them.

OSGOODE HALL

The city's primary law library sits on six acres of property at the corner of University and Queen streets in the heart of Downtown. The facility is rimmed by imposing black gates, which have remained shut since the start of the blackout. The ritual is being conducted in the great library, a bi-level structure that looks as if it were pulled directly out of a swords-and-sorcery sim.

THE JOB

There have been disruptions in the connections to the manasphere since the blackout began. Sana's associates are worried about rituals being performed that may further upset the balance of magic in the area. According to witnesses, black-robed men conducted a ritual two nights ago in the Toronto Necropolis, but cleansed the area well enough to avoid being astrally tracked themselves. Based on what little evidence remained, Sana's

people believe it was an anchored ritual (p. 144, SR6), but they don't know for what purpose. This is what worries Sana. A great deal of trouble went into preparing the ritual, and for it to have gone badly suggests that what they are trying to accomplish is difficult, even dangerous. She fears this was a dark magic ritual—similar to the effort that summoned menacing spirits on Night 4.

The first stop is the failed ritual site at the Necropolis. Despite the clean-up efforts, the PCs may find traces of the reagents used for the ritual by conducting an Perception or Astral (5, 1 minute) Extended test. A Teamwork test may also be used. Success will tell the runners that the reagents likely came from Green Groves. That will give the runners a chance to find out who bought the materials.

Further, astral inspection of the Necropolis or research through contacts or Knowledge skills will reveal that the ritual was performed at the intersection of a series of lesser ley lines, the magical conduits where the connection to mana is stronger than at other points. There are several such points in the city, and it is likely that whoever is attempting the ritual is trying to use one of these points as an anchor. The runners now have two options: Track down the most probable anchor points for ritual magic, or track down the casters through old-fashioned detective work by figuring out who bought the reagents and how to find those people. One option involves using legwork to uncover the names of several possible locations (listed above). The ritual will occur at Osgoode Hall, though this location should not come up in their legwork. Eventually the runners will find their way to the encounter at **76 Coral Gable**, which gives them an opportunity to locate where the ritual actually is happening and when the perpetrators will be there.

The second method involves more detective work, first leading the runners to **Green Groves**. They will need to find a way into the secret area beneath the warehouse and convince one of the workers to tell them who bought the reagents. There are three talismongers (see stats on p. 137) on site as well as six Seoulpa Soldiers there for protection (use Gang Member, p. 130 for their stats). The talismongers reveal that the reagents from this particular ritual were purchased by members of a wiz-gang referring to themselves as the Coven. This small gang is mostly filled with posers and led by a burned-out mage named Liam the Black.

If the runners manage to capture and interrogate Liam, they learn that the ritual is being performed by Helen Baptiste (he is reluctant to give up her name) and that she is at Casa Loma (see **Night 6**), examining the property. Once the runners arrive at Casa Loma they find they have missed her, but she left two of her acolytes behind (use **Wiz Ganger** stats, p. 138). If captured, these acolytes will reveal that they are members of the Lodge of Nostradamus.

FINDING THE RITUAL

The black-robed mages aren't trying to accomplish a specific ritual at all. The group of six mages is led by Helen Baptiste, and they are all members of the Black Lodge. Specifically, they are the lowest tier, known as a Lodge of Nostradamus. Her team is performing a series of increasingly difficult anchored rituals in order to find the best location to perform a truly challenging ritual at a later date.

All information they gather points toward the attention being on Casa Loma, but careful inspection of the encoded messages found in the investigation should reveal that Baptiste and her acolytes will be at Osgoode Library this evening. They are attempting to perform a Renaissance ritual (p. 145, SR6) to create a potent mana barrier which they intend to use to trap *something*. Though the members of the Lodge don't know what they are trying to trap, or for whom. They only know where the barrier needs to be: Queens Park.

WHO'S WHO

SANA

A quiet and reserved Amerind elf who keeps her focus on the tasks in front her, Sana follows the Mountain mentor spirit. Specifically, she works to restore the Black Creek to its natural state. The events of the blackout have convinced her that there is a larger threat at play here in the dark. Now she and her allies are working to uncover who is responsible for the strange magic erupting around the city.

Sana's character stats are on p. 136.

HELEN BAPTISTE

Helen is a short black woman with long braid-

ed hair and brazenly artificial cybereyes. She began her professional career at the University of Toronto, where she earned her Doctor of Thaumaturgy degree. While she remains employed by the school, her true loyalty is to the Black Lodge. Her organization is highly compartmentalized. Though she is running this hunt for a ritual location, she does not know what the ritual is meant for, and she does not know other Lodge members outside her cell (including Freddy Bales, who is also at the University of Toronto—see Night 26).

LIAM THE BLACK

Liam looks more the part of a homeless man than gang leader or mage. He is tall and olive skinned with a patchy beard, sunken eyes, and a burn-scarred datajack below his temple. Liam is a burnout. His BTL addiction led to a dramatic loss of magical ability. He sees his service to the Black Lodge as an opportunity to restore his power. Under their direction, he formed the Coven and intends to use the gang as a steppingstone to bigger and better things, such as full Black Lodge membership.

His stats are on p. 132.

SPECIAL NOTES

- This run furthers the growing conflict between the Black Lodge and local spirits. While the runners have not professed an allegiance to either side, their success in this mission makes them targets for employment from both sides. As the conflict intensifies, both sides will need allies. Play up that conflict in future nights.



NIGHT 18: ARCOLOGY RESCUE

The idea of an arcology is that you can do a huge chunk of your living—including job, shopping, and recreation—without ever having to leave the comfort of your home building. When the surrounding neighborhood is dicey, or when a cold winter chill has descended, that prospect seems exceedingly inviting. But when the power's been out for two weeks, supplies are running low, cleaning drones are no longer functioning, and who knows what is sneaking into the dark interior corridors that the sun never touches, then the idea of staying in the same building all day starts to seem more like hell.

And when self-styled “guardians of security” have locked everyone in, hell seems like it would be pleasant by comparison.

The Mackenzie Arcology is one of the oldest arcologies in the sprawl. It was supposed to provide a shelter to people who need one, but now residents are trapped inside and anxious to get out. The runners get word that one family, the Gagnons, needs an escort out. What they don't learn immediately is why this family has been singled out.

HOTSPOTS

MACKENZIE ARCOLOGY

Named for the first mayor of Toronto, this arcology was part of an effort in the 2060s to start

the rejuvenation of the Jane & Finch neighborhood and provide housing for people who needed an upgrade. It initially had some success in both of those goals, but the managers of the arcology never set aside enough money for maintenance. After nearly twenty years of use, the toll of deferred maintenance is showing. Hallway carpets have worn spots, some holes in walls have never been repaired, and some of the lights wouldn't be working even if the power were on. Some people on particular floors and hallways have become dedicated to upkeeping their “neighborhoods,” while in other places it's clear that the residents have given up on keeping the common areas at all nice. In those spots graffiti and vandalism join the general wear and tear.

The exterior of the arcology is a simple rectangle that becomes narrower as it climbs upward. Inside, each floor is divided into ten triangular “neighborhoods”—four smaller right triangles (one in each corner), and six equilateral triangles on the interior. Four of those interior triangles have zero units with exterior windows, so they are generally viewed as less desirable than the exterior blocks (even though some of the internal units are larger than the ones toward the outside).

The arcology covers four city blocks and is not the tallest of arcologies, sitting at only fifty-five stories. It has three sets of elevators: one for floors one through four, another for floors five through

forty-six, and a third for floors forty-seven through fifty-five. Stairs to those floors are next to each elevator lobby. The first three floors are a massive mall open to the general public, and the fourth floor is an indoor water park/recreation area with a large pool, water slides, a bowling alley, *Miracle Shooter* range, and more. The fifth floor has additional recreation, along with a large food hall and retail area, all of which is reserved for residents.

Floors six through forty-six are regular residences—nice but unspectacular when they opened, and of deteriorating quality since then. They’ve suffered even more during the blackout. The interior hallways are kind of dim even when the power’s on, and some people have taken to using torches and other flame-based light sources, which is harming interior air quality and leaving soot on the walls. They have also taken to opening windows to let fresh air in, which lends a chill to the hallways. The shortages of food and other supplies have inspired violence, with some residents forming gangs to raid areas they see as vulnerable. This has made people band together for safety, doubling or tripling up in some residences and leaving entire stretches of the arcology vacant. Gang territory is evolving and uncertain, so wandering out is hazardous, as it’s not clear who will be in control of a specific hallway at any given time.

Floors forty-seven through fifty-five have a separate set of elevators that can only be accessed through a SIN check—your SIN must be specifically listed to gain you admittance. Access to those elevators is also guarded by flesh-and-blood security. Floor forty-seven has a private lounge, club, and pool for the upper-floor guests. Floors forty-eight through fifty-five are the luxury residences. These are well-maintained—a lack of maintenance funds has no effect on them, because they are the place where maintenance funds go first. The residences are larger, and there the few spellcasters who live on these floors keep them portions of them lit by magic during the blackout.

THE JOB

THE SETUP

Having been referred to the PCs by Eeka Krause, a small man with a black suit and wide eyes sidles his way up to them early in the night. He calls himself Jonesy. He has a job that’s best done soon, due to the deteriorating situation in the Mackenzie Arcology. A family named the Gagnons is trapped in the arcology, because their elevators are broken, and gangs are keeping people from using the stairs. The Gagnons are four people—husband, wife, son, and daughter. They live on the twentieth floor of the arcology, but Jonesy says they weren’t there on his last visit to the arcology three days ago. He

wants the runners to get in, find them, and get out. They get a total 2,500 nuyen (total) for one night’s work.

The runners may well be curious how Jonesy visited the Gagnon’s place three day ago if gangs are keeping people out. He says he was a resident of the arcology until then, and the rising tensions inside resulted in his expulsion. That’s useful, because he can explain some of the current conditions in the arcology. He knows the basic layout as described in the Hotspots section. Both he and the Gagnons had been residents of the twentieth floor, and that’s where he saw them last—their unit is 20-65, which is in one of the interior triangles. They might not be there, though, as the twentieth floor was dispersing due to its weakness in the ongoing gang fights. The floors on either side, the nineteenth and twenty-first, had been dominated by arcology-centric gangs, the Devil Rats and the Ice Shards, respectively. These aren’t simple street gangs—a lot of the residents of those floors had been part of the gangs in their youth and had grown up using drug trafficking to supplement their corp income. They’re not as ruthless and meticulously structured as organized crime syndicates, but they’re not pushovers. The twentieth floor was underpopulated anyway due to recent Wuxing layoffs, and once supplies started running short, both gangs saw the twentieth floor as easy pickings. So they started raiding it, backing their raids with violence when necessary. Some residents left for other floors quickly, staying with friends or relatives who had good food stores or access to incoming supplies. Others started joining gangs for protection. The twentieth floor emptied out of almost everyone—the Gagnons and Jonesy were some of the last left. Now Jonesy has fled, and he says it’s vital that the Gagnons get out.

He’s not too anxious to say *why* it’s so vital.

THE REAL STORY

The Gagnon family has a cousin named Felix who was infected with cognitive fragmentation disorder and recently left his job at Wuxing. Wuxing is highly interested in having him back, partly because he worked on some of the Matrix protocols that helped shut down the Matrix at the start of the blackout. Wuxing is hoping the Gagnons know where Cousin Felix is, and they’ve subtly reached out to some residents who knew the Gagnons, promising a luxurious residence on floor fifty of the arcology to anyone who brings them Felix. Jonesy had been trying to get the information out of the Gagnons, but they had been very close-mouthed. Then the Ice Shards got word of the deal and wanted to claim the luxury unit for themselves. They swept down to find the Gagnons while Jonesy was visiting them. Jonesy fled, and he’s not sure where the Gagnons ended up, but he can’t bear to think of anyone else getting the unit he covets, so he wants the Gagnons found before they spill the information to anyone else.

PULLING IT OFF

The job has the following steps:

1. Get into the arcology
2. Search the Gagnons' home for clues of their current whereabouts
3. Find the Gagnons
4. Get them out of the arcology

I. GET INTO THE ARCOLOGY

The gang leaders warring inside the Mackenzie Arcology agree on one thing: They don't need outsiders causing more trouble inside the place. People bringing supplies are welcome; visitors or people looking for shelter are not. This means that the easiest way past the goons guarding the stairs up is to bribe them with food or water—and that means a crate of the stuff, not a single bag of chips or anything. Fighting or sneaking by them is always an option, of course. The stairs are guarded by six gang members (use Gang Members, p. 130).

2. SEARCH THE GAGNONS' HOME FOR CLUES OF THEIR CURRENT WHEREABOUTS

The twentieth floor is mostly abandoned, with the gangs from above and below making occasional forays to see if there's more stuff they can loot or if people are using the floor in an attempt to hide. There are no light sources besides the exterior windows, and since the interior hallways are a full block from those windows and around some corners, they have very little light indeed. Many apartment doors have been jimmied open, so there are many places to hide. The PCs should feel uneasy walking the halls, like they could be ambushed at any time. A few gangers (use Gang Members, p. 130) or devil rats (p. 217, SR6) should be thrown at them to keep them on their toes and give them a sense of how dangerous this floor has become.

The Gagnons' unit, 20-65, is a small, two-bedroom affair. It's been trashed, as someone has searched the whole place, even the kids' bedrooms. Nothing of value remains. The searchers were looking for information on Felix Gagnon's whereabouts, which means they ignored a clue about where the other Gagnons are now. The PCs can notice this clue with a Perception (2) test. In the kitchen, there are three empty boxes that had been used to deliver emergency food rations. They have unit numbers written on them in marker. Two of them read "20-65," while the third says "13-12." That box was given to the Gagnons by the Friezes, some friends of theirs who live in unit 13-12. As the situation on the

twentieth floor worsened, the Friezes gave the Gagnons some of their supplies, and later invited them to stay with them.

Others who have searched the apartment have figured out where the Gagnons are, but the thirteenth floor has better security than the twentieth, so they have not been able to get to them. Those who want a chance at the gift luxury apartment have taken a few days to plan how to get to the Gagnons. They will be making their move soon.

3. FIND THE GAGNONS

The Gagnons are in apartment 13-12. It's a two-bedroom apartment, and they have been given the second bedroom to use. They have a deck of cards, a stack of books, and some board games to keep themselves entertained as they stay holed up.

Getting to them is more difficult than knowing their location. During the first week of the blackout, Marjorie Watts, a UCAS Army vet, took leadership on this floor, knowing that order would be needed to stave off any panic. She put guards at every staircase, instituted regular patrols, and turned one of the common areas of the floor into a storeroom for whatever excess supplies they could gather or scrounge. She didn't institute a formal tax, but she made sure people understood the benefits she and her patrols brought to the floor, and that if they wanted to be on the side of justice, they should help fill up the storeroom. Her security efforts were successful, and thus were rewarded, as she became the de facto leader of the floor.

Watts has been diligent in learning all the faces of the people on her floor. She has secured a supply of light sticks and keeps the hallways at least dimly lit, though the greenish cast of the light provides an eerie glow. While gang members have been restricting access to the lower floors of the arcology, rumors persist that Watts either has a secret agreement to get some of her people by them, or she has a secret route out that no one knows about. She is adept at getting the things her people need to her floor.

The stories about her storeroom have made the thirteenth floor a target of pretty much every gang in the building, and she's had to put in significant effort training and deploying her people to keep things safe. She has a detailed schedule of who patrols when, and it includes an algorithm for changing the timing of the patrols (sometimes she'll even instruct a team to just sit in one place for two minutes) to build unpredictability. She makes sure they have loaded weapons with no electronic systems, and she gives them strict instructions designed to limit how often they fire so they can conserve ammo. They also have a protocol for dealing with people they don't recognize. Their steps of engagement go like this:

1. Demand that people stop, identify themselves, and name a floor resident.
2. If they don't, send them away. Use force if required.
3. If they do, disarm them and escort them to unit 13-122, then notify the resident.
4. Hold them at 13-122 until the resident arrives or Watts interrogates them.
5. Weapons can be returned after a resident vouches for them personally, or Watts clears them.

Visitors are held in an empty apartment (13-122). It has three bedrooms and no windows. The doors have been secured by drilling three holes into the floor and attaching a device with spring-loaded prongs that can be released into the holes (Strength + Strength (6) test to break). The living room is a space for guards, with half a dozen plastic folding chairs. The "cells" each hold two cots, with no sheets and no pillows. People are only held in the cells long enough for Watts to interrogate them. If she determines they have a legitimate reason to be on the floor, she lets them go; otherwise, she has her people escort them off the floor. If there's any resistance, Watts has told her people to use a swift punch to the nose to subdue people. If they guard their face, slam their knee.

Disputes between residents of the thirteenth floor are heard in Watts' apartment (13-123, conveniently next to the jail apartment). It's nondescript—plain brown couch, matching chairs, white shelves on white walls, and art purchased in the mall downstairs. Watts has a two-bedroom place, and she has two bodyguards (use stats for Lone Star Patrolman, p. 206, SR6) currently in the second bedroom at all times.

The PCs can try to sneak or charm their way onto the floor, or they can let the patrol take them to the holding area and then allow Watts to interrogate them. Watts is not anxious to have more mouths to feed or an unknown group of people wandering the floor, but she'll agree to let the PCs visit the Friezes and Gagnons if they have guards accompanying them.

The Gagnons will not be excited to talk if guards are present, as they know people are looking for information about Felix, and they don't trust anyone. For that reason, they are also willing to leave if the PCs can convince them they will be safe (Influence + Charisma (4) test).

4. GET THEM OUT OF THE ARCOLOGY

If the PCs convince the Gagnons to leave, they have to get them out. Watts won't be a problem, as

she's happy to have fewer people to deal with. Any gangers, especially the ones at the bottom of the stairs, will demand a toll before allowing anyone to leave. It will be up to the PCs to figure out the best way to get them out.

Once they're clear of the arcology, the PCs can deliver them to Jonesy, who will try to figure out how to get information about Felix out of them. They don't know his specific location, but they know he was involved with a group called the South Cabbage Warlordz. Once Night 24 rolls around, the family will also remember that Felix had recently developed a religious bent and had been attending St. Paul's Basilica.

WHO'S WHO

THE GAGNONS

There are four members of the family—mother Terese, father Claude, daughter Juliet, and son Edward. They are in the Sixth World's middle class, people who try to keep their heads down, avoid trouble, and stay safe from the raging turmoil the world throws at them. They are not gifted in any particular way, but they can do any desk job thrown at them in a way that attracts little attention, positive or negative. Use stats for Toronto Citizen, p. 137.

MARJORIE WATTS

Watts is as no-nonsense as they come, because she feels that brisk efficiency is the best way to take care of people. She is retired military, but her permanent bun and plain, dark-colored clothing indicate that she has not left the military far behind. She knows the layout of the floor precisely, which means she knows how all the hallways, doorways, and so on can be used strategically. Her game stats are on p. 134.

JONESY

Jonesy is an operator without a company. He'd love to be involved in all manner of shady deals, but no one is paying him to do that. He makes a living as part of the Wuxing temp pool, changing jobs every few weeks and doing things the higher-ups consider "low skill." That's how he got wind of the Felix Gagnon situation, which he connected to the Gagnon family because he knew them from the arcology. The rest was just about putting the pieces together—and using his life savings to hire some shadowrunners. Use stats for Mr. Johnson, p. 214, SR6, but reduce Influence from 5 to 3.



NIGHT 19: GOIN' MOBILE

Weeks into the blackout, the legend of unmarked black vans has swelled to the point where anyone on the streets at night has claimed to have seen one. However, the descriptions of these mysterious vans are never quite the same. The runners are about to find out that the different versions of these pirate vans do in fact exist, and they might not at all be what they seem.

HOOK

Everyone wants a piece of the mysterious Matrix vans, so when they are at rest it takes a particular set of skills to protect them. The runners are called in late one night to a warehouse to sit on a series of vans that has been delivered to that location. These seven vans display the remarkable ability to function during the blackout. It doesn't take long to figure out they might not be the Matrix vans, but they are definitely worth killing for. An up-and-coming fixer named Florio needs these vehicles guarded until such time as the person with the proper password arrives to take control of the merchandise.

HOTSPOTS

Though primarily a babysitting job, there is plenty of opportunity to get out into the city and experience new locations.

MOORE'S ON DANFORTH

This small bar has been around for most of the Awakening. The owner is a troll named Lukas, who is big into the local music scene. Originally a ska club, the location has become the go-to place for new artists trying to pass the test of a fiercely discerning fan base. The spot is open six days a week and moves through three different genres of music. At present, the shifting demographics of the neighborhood are changing the musical demands. There is pressure from the local mob as well, who want control of the music coming out of the place. Lukas chooses to remain independent despite the pressure.

TTC GRAVEYARD

The bulk of the adventure takes place in a derelict bus and train graveyard. Formally known as the Wilson Bus Garage and Subway Yard, the com-

plex consists of several clusters of warehouses surrounded by sprawling, overgrown fields lined with graffiti-strewn buses and trains dating back to the turn of the century. The babysitting job takes place in a smaller warehouse at the northwest end of the complex with clear sightlines for ten meters on the sides and rear but fifty meters out front.

THE JOB

The runners are invited to Moore's Bar and told to tell the bartender they're here to sign a singer. That bit of spycraft gets them directed to a booth east of the low stage, where Florio is waiting. It also attracts the attention of a wiry Amerind elven woman drinking at the bar. The woman doesn't engage the runners but watches them until they leave. The fixer, Florio, is very cloak and dagger, seeming to believe that shadowrunning is a job discussed in whispers. He appears nervous but excited about the opportunity he is about to reveal. He doesn't notice the woman watching him, and if informed he becomes even more nervous and secretive.

Florio explains that he has been entrusted with the safekeeping of a number of working vans, which are scheduled to be picked up later this evening. Until then, he needs the team to guard the location in case anyone else gets wind of the vehicles and tries to steal them. He gives the runners a location and a password and tells them they need to sit on the vans until someone arrives with the password. Once that happens, they'll be given a briefcase to bring back to the bar and paid 10,000 nuyen (total) once they do. If anyone other than the person with the password shows up for the vans, he says the response is simple: "Don't let them have them."

Of course, nothing is ever really that simple. Over the course of the night, four different groups come calling for the vans. Only one has the password, but they each have unique reasons and offers for the vans to be turned over to them. They are listed in order of arrival below:

GROUP 1: WE COME IN PEACE

The first visitors of the night appear within an hour of the PCs' arrival. It is a group of four walking out of the darkness of the nearby fields. The players will immediately recognize Ripper, leader of the Cutters, who they have likely met before. The leader is **Rubberhead**, a black human male who looks like he's already been in a fight and lost. Behind him are a pair of teenage orks who look to be mirror twins and a tall, gangly elf. Rubberhead approaches the warehouse unarmed. His people are there to talk, not fight.

Rubberhead tries to negotiate with the runners. He explains what Florio did and asks for four of

the vans, offering the runners the other three along with a 2,500 nuyen payday if they let him have what he wants. If the runners refuse, his crew will accept the defeat and retreat to a nearby space. They intend to watch to see who gets the vans.

GROUP 2: A SMILE, A DEAL

This visit has the feel of a sleazy Hollywood negotiation. A Horizon five-person team approaches. Two shooters take up sniper spots with line of sight to the front door. Two more approach from the rear, cutting off avenues of escape. The leader walks up to the front door and knocks politely. He explains that he represents Horizon and is authorized to pay 7,500 nuyen if the runners turn over the vans. He asks the runners to stay on for an additional 500 and help him move the vans out of town. During that portion of the affair, he instructs the runners to drive one of the vans to North Lords gang territory and turn it over to them as a way for Horizon to use the gang to further their goals in the city during the blackout.

If the runners refuse, Horizon has not cleared this team to engage the runners in combat, so they will respectfully retreat from the engagement. Should the runners give the vans to this group, the S-K team (Group 4) will arrive moments after and engage the Horizon team. The runners may choose to flee or fight at this point. If they stay, the S-K team will want to have a word with them to understand why the vans were given away.

GROUP 3: NORTH LORDS COME KNOCKING

Jurgen's gang arrives a few hours after the Horizon crew leaves. He stands twenty meters outside the front entrance to the warehouse and beckons the runners. He promises nobody will get hurt if they just leave the keys in the vans and walk away. When the runners don't relent, the gangers lay siege to the site, forcing the runners to engage them. The truth is, Jurgen's crew is spoiling for a fight. The North Lords are not, however, interested in straight-up combat. Instead, they'll use their numbers and guerilla tactics to surround the warehouse and overwhelm the defense.

Once the runners begin to engage the North Lords, Rubberhead's crew will use the distraction to try to breach the warehouse and steal their vans back.

GROUP 4: MR. BRACKHAUS, I PRESUME

The final group to arrive is a twelve-man team led by a slick, suited Mr. Brackhaus familiar to the players from **Night 15: Top of the Senator**. His bodyguards, a troll street samurai and a mage,

are no longer present at his side. The Brackhaus doesn't appear to recognize the players and simply gets down to business. He offers the password and a briefcase in exchange for the vans. If the runners decide to open the locked case, they will find ten certified credsticks, each worth 10,000 nuyen.

WHO'S WHO

FLORIO

Florio is a classic smarmy fixer who sees himself as slimy enough to eke a profit out of this situation. He doesn't work for any corporation or criminal organization in particular, considering himself to be a cash-and-carry kind of guy. When the blackout hit, Florio sensed an opportunity. He used the North Lords to take out Rubberhead's crew, promising them that Rubberhead had access to a working van. Meanwhile, Florio had already managed to stash the vans in a safe location and approached multiple buyers. He finally settled on one, locked in a price, and called the runners to close the deal.

HORIZON CORP RETRIEVAL TEAM

Horizon's retrieval team is led by a crisis negotiator who prefers to be called Mr. Johnson. He wears thousand-nuyen perfume and has a bleached white smile with no visible cyberware present. He believes in Horizon, wants the runners to believe in Horizon, and wants nothing more than to make the best possible deal for everyone.

Use Mr. Johnson on p. 214, SR6.

RUBBERHEAD'S CREW

Of the original fourteen, only four remain. The elf is Skids, and the twins are called Wil and Gobble. Each of them are riggers. Rubberhead is a black male who grew up in downtown Toronto. He established connections from the Athabaskan Council down through DeeCee and smuggled to all points in between. Though affiliated with the well-known Technicolor Wings smuggling operation, Rubberhead's crew stayed off the radar by only working with people they personally knew. Unfortunately, one of those people was Florio. When the blackout hit, they turned to him to help him hide their vans. Instead, he turned on them, and now they want their vans—and more than a little payback.

Rubberhead's stats can be found on p. 136.

JURGEN AND THE NORTH LORDS

Jurgen is a bruiser who began his gang life on the back of a failed music career. He didn't have the voice or the instrumental skill to move a crowd with his music, so he became a roadie and eventually a bodyguard at Moore's. Unfortunately, he liked the violence too much, and Lukas had to let him go. Not quite ready to end his violent ways, Jurgen found a few dozen followers of various races but similar disposition and turned them into a street gang.

Jurgen is large, even for a troll, with a gut that hangs low and a mohawk that scrapes the ceiling everywhere he goes. Use Troll Gang Leader stats, p. 138.

SPECIAL NOTES

- Choose a simple phrase for the password. Something easily memorable. If the players forget, offer them a Logic + Intuition (4) Memory test to help them remember the code.
- It is ultimately up to the runners to decide who they actually want to give the vans to. The original crew that owned them was fourteen strong but is now down to four after a bloody ambush. Florio told the attacking gang where their rivals were, but not where the vans were. He is playing a dangerous game, playing all the sides against each other, remaining detached, and using the runners as proxies.
- As the runners leave the scene, they see Brunwyn flying over their area, as they did in Night 6. If they chose to give the vans to any group other than S-K, she circles them several times before deciding to move along. This should leave them with the impression that they've been marked in some fashion. However, Brunwyn is more interested in learning more about these runners who keep making things interesting.
- The smuggler vans rely on twentieth-century combustion technology aided by lead-shielded and solar-aided electrical systems. In essence, they are modern vehicles retrofitted to use turn-of-the-century technologies in order to remain immune to modern hacking and disabling techniques.



NIGHT 20: ORGAN DELIVERY

The trouble with emergency measures is they are not supposed to be permanent. Ideally, emergencies won't last for three weeks, because that would stretch some emergency measures to the breaking point.

But here we are. The strain is really showing now, including at Toronto General Hospital. They've managed to get occasional power and deliver what care they can, but supplies are important to a hospital, and critically, some supplies are running out. Thanks to many patients from the previous night dying during the day, the hospital has a fresh supply of organs for ready donors. Unfortunately, they have run out of the solution to preserve organs for a good portion of the day, and the mage assigned to organ preservation magic is unwakeable thanks to Drain. They only have one solution: Get organs out to as many hospitals as possible. It's time for shadowrunners to save some lives!

HOOK

Shadowrunners are often in the business of causing mayhem instead of delivering life-saving aid, but during this night they get to shuttle a roll-

ing cooler around to as many hospitals as possible and see if they can save lives. What's not to like?

HOTSPOTS

TORONTO GENERAL HOSPITAL

Located between the University of Toronto and Downtown, Toronto General Hospital is a large campus with nearly five hundred beds and many other medical services on the large block it covers. It has a particular expertise in organ transplants, but that's worth little when the necessary supplies are low.

The main entrance is on University Avenue, between Gerrard and College. The back of the hospital is on Elizabeth Street; a block north on Elizabeth is the Women's College Hospital. Princess Margaret Hospital is across University Avenue, and Mt. Sinai Hospital is directly south of Princess Margaret. The Hospital for Sick Children is south of Toronto General, across Gerrard. Toronto Western is about ten blocks west.

The visit to Toronto General will be short—long enough to pick up a wagon with an ice chest built into it. The doctors and the hospital will urge the runners to move out, quickly.



THE JOB

Simply put, the runners need to get to as many hospitals as possible within an hour. The cooler has twelve organs: two hearts, four kidneys, a lung, three livers, and two eyes. They should go to the following places:

- **Women's College Hospital:** heart, kidney
- **Princess Margaret Hospital:** lung, liver, kidney
- **Mt. Sinai Hospital:** heart, eye
- **The Hospital for Sick Children:** kidney, liver
- **Toronto Western:** kidney, liver, eye

They will get paid 1,000 nuyen (total) for each organ successfully delivered in an hour. Delivery is easy; people at the reception areas of each hospital are ready and waiting for the organs, so they'll receive them gladly.

Walking to the five hospitals in an hour would normally be a simple task, but nothing about this job is normal. There are two main obstacles here. First, the streets near the hospitals are crowded. The hospitals are overfull, and record-keeping is a mess thanks to the lack of Matrix records, so people have taken to just hanging out near the hospitals in the hopes of getting care, or that maybe someone inside will be discharged and they can take their place. This will make moving at a flat run tough, especially as the runners pull a wagon loaded with organs.

The second obstacle is a bigger challenge. Wherever there is the possibility of organs that can be easily detached from a metahuman body—or better yet, organs that are already detached—there is Tamanous. They have sources in Toronto General, so they know when organs may become available. And twelve viable organs on a wagon is definitely “available.” Tamanous sends in two teams, each with

three people: two thugs (use Sons of Sauron Brute, p. 205, SR6) and a mage (use Ganger Mage, p. 130). While they don't have commlinks, each mage has summoned a Force 3 spirit of air, and they use them for communication. This helps them keep an eye on the runners and coordinate with each other. They aren't afraid of a fight, but their ideal situation is to sweep in, grab the wagon, and get away with it. They have contacts in the custodial staff at the University of Toronto (just northwest of the hospital), and they know how to get into tunnels underneath the university. Their goal is to get there, lose any possible pursuit, then make their way to the sewers. The mages will preserve the organs with customized magic and get them to market.

Gamemasters are free to throw in other obstacles, including gangers who got wind of the money involved and cops looking to keep the peace but not sure how to pull that off, so they're throwing their weight around against random targets.

WHO'S WHO

The characters involved in this job are grunts, as listed above. Word of the job should come to the runners through one of their contacts, such as Dr. Krilow or Eeka Krause.

SPECIAL NOTES

- The wagon the runners use for hauling the organs has Body 3, Armor 1.
- The hospitals rely heavily on Matrix-based identity checks. That means they're not accustomed to any other system, and the runners can get into and out of any hospital pretty easily as long as they are not overly obvious about posing a threat.



NIGHT 21: GREAT ESCAPE

Eleven nights ago (Night 10), a pack of critters tore through the sprawl, turning peaceful city streets into hunting grounds. While that threat was put down, the question of where they came from still lingered. Tonight, that answer arrives on the players' doorstep with word that the threat has not been completely contained.

HOOK

The runners are invited to a special dinner by a mysterious benefactor who is willing to provide them refuge from the cold and chaos for a few hours, so long as they are willing to listen to her offer.

HOTSPOTS

The critters set loose on this night are spread across the city. Some are captured, but others have chosen various hunting grounds. Their general locations are listed below:

TRUE (SAKE BAR)

Tucked away along Queen Street in downtown Toronto is a classic Japanese sake bar. The name, True, reflects the desire to adhere to the ancient

principles and rituals of sake service. True prides itself on being able to provide Sake and Sushi direct from Japan, a service that has been jeopardized by the blackout. What they are providing at this point is the last of their Sake stores, bolstered by fish scooped out of Lake Ontario.

The restaurant is not meant for a large number of customers. The sushi bar is flanked by a seating area that can only accommodate fifteen to twenty guests. There are four private tatami rooms situated along the far wall that are used for private dining and meetings.

TORONTO NECROPOLIS

Amidst the rumors of ghouls and things far worse rising up from the house of the dead, a barghest has staked out its hunting ground. The beast has killed and eaten three people in the last week. The victims were seeking safety from nearby overcrowded **Cabbagetown**. The deaths of the poor continue to go unnoticed, so the beast has continued to hunt in relative obscurity.

OLD YONGE

Old Yonge is a collection of apartments and storefronts at the crossing of Markham and

Yonge. The community is mostly housing for unaffiliated workers who work odd jobs for the corps without actually being corporate employees. These include teachers and local workers who are often indebted to criminal families. Many of the low-level thugs who make up the body of the crime families live here in the midst of the people they torment. Yonge is also home to the **Pit**, an abandoned loft space converted to a dog fighting arena. The fights are sanctioned by the local mob and exist as an open competition where gangs, criminal organizations, and even private owners come to test the mettle of their pets.

THE PURRFECT PET

Dr. Tilda Aurand, keeper of the escaped critters, operates out of a storefront that bills itself as a high-end pet shop and animal clinic. The shop provides a public face for her experiments. The basement beneath the store contains her genetics lab, where the pets are grown in vats. There is also a separate storage area in the rear of the basement where the experimental animals are stored in cages. The animals escaped from the back area when the maglocks failed. Several of the critters were able to escape via a back staircase leading to the alley. Others made their way to the sewers thanks to a broken drainage system.

KENSINGTON MARKET

Kensington straddles the line between Toronto-hip and run down. The area is a row of stores and restaurants catering to those interested in testing non-traditional food and wares. The start of Kensington is clearly delineated with graffiti both physical and in the AR. The shops and buildings all bear the scars of various street artists all looking to get discovered. Buried in the graffiti are a few hints of the Yakuza that run the area. Nobody tags in Kensington without first paying homage to the powers that be. Nobody sells in the zone without also paying a tax to those same Yakuza.

THE JOB

Dr. Aurand wants her critters returned. Since the break-in and subsequent hacking by the Coquillards, she's grown increasingly uncertain of her ability to keep the research contained (and she has stopped hiring others to capture new critters in the wild). Having the original genetic material ensures that her designs are not copied. All four critters are tagged with RFID chips (if the runners found the collars on the troglodytes in Night 10, they'll notice a similarity in the chip signals), so if runners can manage to get a tracker working, locating the pets will not be terribly difficult. Unfortunately, none of the four remaining critters are in one place

or controlled by one force. They split up after escaping. Some found new masters, and some fled into the night to find their own hunting grounds:

1. 1291, BARGHEST

The critter labeled 1291 is the only successful incubation in a litter of barghests designed to have enhanced size, articulation, and hearing to go along with hardened teeth and claws. The critter was originally designed for a local private security firm, Centurion, and Dr. Aurand held on to her creation as a prototype until others could be successfully created. Upon escape, it fled toward the **Toronto Necropolis**, where it established a hunting ground. Rumors of ghouls in the area have helped the critter mask its kills. 1291 is untrained and thus unwilling to respond to commands. If it senses danger, it will attack. Barghest stats are on p. 216, SR6; increase the Body, Agility, Reaction, and Strength of this one by 1, and the Attack Rating by 2.

2. 1737, CAT

1737 is a jet-black feline that may well be Dr. Aurand's greatest creation to date. The cat manifests Awakened abilities, including the ability to glow a flame-like orange-red color at will. The cat also manifests the Concealment power when threatened. 1737 fled to the sewers, where it survived on rats and other small vermin until located and adopted by the Keepers. While it lacks any particular loyalty to the children, it recognizes the value they provide.

3. 1101, DOG

The dog labeled 1101 is a dalmatian/doberman mix whose strength and agility have been heightened. A peculiar side effect of the procedure was an enhanced sense of loyalty to its owner. 1101 has bonded with Jack Gambino, a low-ranked Mafia soldier with delusions of grandeur. He's been fighting the dog in the pits to make a name for himself. He lives in a rough section of town, which is one of two places the dog can be found. He doesn't take great care of the dog. He walks it three times a day and otherwise it is in the house or at the pits fighting. The dog tears up his house, but he is okay with that. If he is encountered with the dog, 1101 will sacrifice itself to protect him. Dog stats are on p. 215, SR6; add 1 to Strength, Agility, and Attack Rating.

4. 1109, DOG

1109 is a pit bull/chow mix modified to maximize tracking ability and aggressive tendencies. 1109 is drawn to populated areas and is specifical-

ly lured by the smell of food. It has been spending a majority of its time near the few operational eateries near **Kensington Market**. However, due to its aggressive nature people have been unwilling to feed it. Instead the critter has taken to raiding garbage cans and is near the point of hunting live creatures. Add 1 to Intuition, Close Combat, and Outdoors.

WHO'S WHO

JACK GAMBINO

Gambino is a low-level mob soldier who struggles to make a name for himself. He's a bruiser. He is loyal to his family, though he hasn't been made yet. He is still working his way up the ladder and trying to deal with the gangs in his own hood. He has a protected status because of the family he works for, but he is also a bit of an arrogant jerk to the locals, which is pushing the locals to rise against him in spite of his allegiance. When he isn't at the Pit, he is at home or in the gym or running protection duty at the local Mafia bar.

Use Gang Member stats, p. 130.

DR. TILDA AURAND

The world-famous geneticist is an ego-driven female elf who has been divorced three times—each divorce came as a result of her husband not being her intellectual match. She views all life as genetic potential that is presently unrealized. As a result, she spends her time working toward making life better in every possible way. In her role at the University of Toronto, she does what is expected of her. She performs research and writes monographs to show she is a premiere scientist. Her real work, however, is what she does in secret. She maintains a private laboratory at the Purrfect Pet and performs additional work for corporations as a freelancer.

Dr. Aurand is driven by science. She wants to create life and push it to the ultimate limits. She is even willing to experiment on herself, forsaking her normal organs and parts for experimental bio-ware, enhancing every part of her person. Aurand is tall—roughly 1.8 meters and in excellent shape. She has black hair with purposeful streaks of gray at the front and a bowl-style cut. Her skin and features all seem a little too tight, as though she has had frequent plastic surgery. She scratches her forearm as a nervous tic when she is lying or under pressure. She seems unaware of the tic.

She speaks four languages and holds six

post-graduate degrees. She is supremely confident in her intelligence and her abilities, her only real flaw being her inability to limit her operations. She takes almost every opportunity to try new projects in genetics, and she is willing to use risky magic and scientific procedures to move toward her goals (she doesn't cast the magic herself, of course—she hires that work out). While she is not completely arrogant on the surface, she signs her work in the DNA of her subjects. This signature line is separate from the signature she uses to sign her public research line of genetic work—the stuff that got her famous.

Dr. Aurand wants her critters back, but she is unwilling to be held accountable for the damage they have caused. In her view, everything would have been fine if her protocols were followed. It's other people who messed up. She will not volunteer the information that she participated in illegal wildlife transport and genetic experimentation, but if confronted with evidence of her involvement, she will not deny it, because she is not ashamed of her work. Even when people around her are dying.

Dr. Aurand's full character stats are on p. 128.

KEEPERS

Even in the wealthiest cities, there are barrens teaming with abandoned children. In order to survive, many of these kids gather into collectives or filter out into the various street gangs. The Keepers are a collection of street kids ranging in age from six to nineteen. They survive by committing petty crimes and operating as lookouts and drug mules for local criminals. When the modified cat wandered into a Keeper den, the younger children found it and fed it, naming the cat Earl. They see Earl as their pet and a member of their tight-knit family. The Keepers will be unwilling to give Earl up without getting significant value in return.

SPECIAL NOTES

- The fee for this run is divided into four separate payments of 500 nuyen, one for each returned critter. The critters must be alive for the runners to receive payment.
- Runners may decide to keep a critter. This is only possible if they remove the RFID chip from the critter, as once the blackout ends, Dr. Aurand will resume her hunt for any critters not already found or killed.



NIGHT 22: MOST WANTED

When the runners involved themselves in the prison standoff a week ago, they couldn't have imagined what the fallout would be. Thanks to their actions, a serial killer slipped out the back door. Since that time he's returned to his habits, taking a life every night in service of his warped obsession with a long-forgotten god. The local police are overworked and understaffed. They don't have the capacity to find this killer before he strikes again. Instead they turn to the only resource they have left: the shadows.

People—good people—are dying on the streets of Toronto. It is up to the runners to decide if they have what it takes to stop it.

HOOK

The flash of lights and whirl of police sirens is usually a sign that things are about to go really wrong in the shadows. However, when a plain-clothes officer steps out of those same shadows and says she just wants to talk, things might be about to get interesting.

HOTSPOTS

Popov may appear anywhere in the city, but here are a few locations where the runners are most likely to locate clues to his whereabouts:

THE FEEDING BLOCK

This is a spot where the meal trucks have all gathered. They have been pushed into the street since they are unable to run, and they line the road now, forming a stretched-out marketplace. This has become a new gathering spot for many of the people struggling to stay safe and fed during the blackouts. The strip is being protected by a soft truce between two gangs, each monitoring one part of the street. Beyond that, the police presence bolsters the safety efforts. All three forces appear to be working together for the betterment and safety of the people. This is largely true, but all sides realize this is temporary. A murder took place at this site during **Night 21**, and part of the area is roped off. The victim was a local chef providing free food to people who are struggling. None of the makeshift security saw anything.

DOROGOYA MOYA

This Vory-controlled bar has stayed open and in business despite the blackout. It is a haven for day-drinkers whose fondness for the bar's habitual gloom was not affected at all by the power problems. At night, the bar stays in service thanks to old-fashioned candlelight and services that don't rely on power. The bar is located along Lakeshore Drive in an unremarkable mall highlighted by a Tim Horton's. There are generally fifteen or more people in the bar, with a third of them being Vory. The bar is good place to get information on Popov, but nobody will talk unless they are made to—either through persuasion or intimidation.

EVERGREEN BRICK WORKS

Green technology and earth-aware magic come together at this hub of eco-friendly living. The brickworks is a non-profit teaching and learning space designed to highlight the practicality of eco-friendly design and to introduce that science to future generations of learners. The campus consists of multiple buildings spaced by gardens and tree-covered walkways. It sits atop a ley line and attracts nature spirits. It is unclear if the spirits are drawn by local activity or by the ambient magical nature of the site.

A few years ago, the site was accused of harboring Terra First! activists. While no proof of such action ever came to light, the Brickworks was forced to suspend its expansive college internship project and shutter its dormitory until recently, when Horizon stepped in and vouched for the program. At present, there are only a handful of interns living in the dorms, with the remaining space being utilized as refugee housing during the blackout.

Brickworks receives backing from multiple corporations, including Horizon and Saeder-Krupp, even though the site is not corporate in nature. The operators prefer to keep it as a non-profit operation driven to bettering the earth for all people.

Two of the targets Popov is considering for execution work at this location.

THE JOB

A plainclothes officer named Emily Horton approaches the runners in the late afternoon. She flashes her badge but is careful not to reach for a weapon. She needs the runners' help. More specifically, the Toronto PD needs their help, and nobody can know they are asking. She explains that Aleksandr Popov escaped from prison a week ago, and since that time there has been a murder every night that fits his M.O. She stops short of blaming the runners for Popov's escape, but she indicates that unknown shadowrunners were involved. She isn't there to point fingers. She wants to hire the runners

to find Popov—mainly to make up for unleashing him on the world, but she'll throw in a 1,000 nuyen lump sum for their troubles.

The police file on Popov is extensive. They know he worked as a hitman for the local Vory and was captured carrying out a job at a mob-affiliated bar that has since closed down. They have a list of his known associates from the Vory and details of his modus operandi. Specifically, Popov strips his victims to the waist and carves a rudimentary tattoo of a black serpent from neck to navel.

Word of the killings is already starting to spread. Harry Gale, a reporter for Horizon-affiliated CBLT Newline, smells a story. He is following the trail of bodies and looking to produce a feed about what is happening on the streets. Over the course of the night, the runners should come in contact with Gale multiple times. He always seems to be one step ahead of the runners in figuring out where Popov might be hiding.

The job is straightforward: Capture Popov and bring him back to a secure location where the cops can privately make the exchange. Do this without attracting too much attention. Nobody wants to be on the record on this case.

Popov is actively seeking targets during the blackout, and he holds to a firm schedule in order to make sure his task is done. Each day, Popov investigates his possible targets for the evening before returning to the **Union Station** area in order to drink and relax. From there, he withdraws to his nearby hideout. He chooses his victim while he waits for nightfall, then he sets off to fulfill his purpose. Popov has narrowed his target to the following choices:

EVERGREEN BRICKWORKS EMPLOYEES

The nature of the brickworks attracted Popov's attention. He's been checking out the place and deciding between the assassination of one of the interns studying environmental magic and a volunteer who has been helping with the blackout refugees. The intern, Martin Wroblewski, is an elven male who lives on campus where he practices geomancy. The volunteer, Amanda Leppert, is a human who works for Wuxing as a secretary but spends the majority of her non-work hours on the campus.

HARRY GALE

Talk about being in the wrong place at the wrong time. Popov became aware of Gale three nights ago. Since that time, he's observed the reporter in secret and is determining whether or not Gale is a good enough person to balance the scales. If he decides to murder Gale he'll choose a location near **Cabbagetown**, where Gale has been stay-

ing since the blackout crisis began. If the runners choose to save Gale, he will still attempt to run the story about Popov. He will be even more inclined to play up the angle of being a potential victim while detailing his rescue by shadowrunners.

WHO'S WHO

EMILY HORTON

Horton was tasked by her supervisor to make contact with the runners and handle the payment once work is completed. Horton is a no-nonsense cop who, prior to the blackout, had been rising fast in the department thanks to a series of gang-related arrests. The police force is like any other corporate organization, and the people ahead of her on the ladder recognize how dangerous she is to their career goals. She knows she is the one in the wind here if things go wrong, and she is pretty sure that is why she was called on to do the hiring. Use Lone Star Patrolman stats, p. 206, SR6.

HARRY GALE

Harry Gale has been in the news game for a long time. The weather-worn troll has seen it all and never really made it big with a story. When a tip from a friend floated the idea that cops were calling in shadowrunners to help them battle crime, he thought, *that's* a story I can get some traction with. Just in the nick of time, too. The financial damage caused by the blackout means that his newsrag is going to have to cut jobs, and unless Harry comes up with something worthwhile, he's out of a job and too old to start over. Harry's character stats are on p. 131.

ALEKSANDR POPOV

Popov is a forty-year-old human male who appears completely ordinary until he removes his shirt and exposes the mass of gang and religious tattoos painted across his chest and back. Popov

is a devout follower of Chernobog, the Slavic god who balances the scales of the world by dealing death to those he believes would serve this purpose. Popov sees himself as an avatar of this largely forgotten deity. As an assassin for the Vory, he primarily saw his job as killing bad people. So for balance, he spends his free time killing those who do good.

Popov is a physical adept whose powers enhance his physical speed and strength. This is how he does his work. He likes to battle up close with blades and his bare hands. He's done this sort of thing since he was a boy. He's also done quite a bit of drinking in his time and is often found at a bar when not at play.

Seven years ago, Popov was convicted to a lifetime sentence for multiple counts of homicide. He was captured after he strolled into a Mafia bar and murdered all seventeen people inside. He's never had the opportunity to balance the scales of those murders. His release is an opportunity to create that balance by finding those who are doing the most good in the blackout and sending them to his god.

Popov's character stats are on p. 126.

SPECIAL NOTES

- Play up the angle that this guy got sprung from jail by the runners on Night 16 and since then has gone on a massive killing spree. His victims include social activists and community leaders—all good people who are working to keep the city intact during this crisis.
- Ritual sorcery might lead the runners to where Popov has been, but not where he is (jails keep frozen hair samples from prisoners to use as material links, just in case they need it). He seems to be blocking ritual efforts to track him. If he's not doing it directly, then someone else is blocking those tracking efforts—perhaps a spirit of some sort?



NIGHT 23: DOMINION REDUX

The city's residents are starting to accept their new reality. It's been twenty-three days since the power went out. Desperation is high, supplies are low. Nuyen is nearly useless. There are some who continue to hope that the authorities will come to their rescue, but most of the survivors are convinced that there is no salvation on the way.

Peregrine knows that if this ends, it won't come soon enough for many people. He has set up a refugee camp, and he needs help making sure that it stays running long enough to keep people alive until the blackout ends

HOOK

If the runners played Night 7, they should already know Peregrine, so it's natural for him to reach out to them. If they didn't play that night, have Peregrine reach out to the runners because of their past actions throughout the last few weeks. He has established a refugee shelter in the Dominion Public Building, but he's running out of supplies. As such, he's reached out through his connections to find a supply source. The supplier will not come to the Dom, wanting instead to meet at the nearby Union

Station. Unfortunately, Union Station is in the middle of a gang turf war.

HOTSPOTS

DOMINION PUBLIC BUILDING

The Dominion Public Building, a.k.a. "the Dom," has been buried under bureaucracy and paperwork since shortly after Canada ceased to exist. It became a privately held building in 2030 and has been shuffled around from owner to owner for decades. The building has always been popular with astral tourists and spirits, seeking to see the intersection of ley lines that the building sits atop. Because of this magical confluence, any tests involving the Magic attribute that take place within the building earn the user a point of Edge.

The interior of the building is still mostly intact, with terrazzo floors and lots of columns decorated with brass in the atrium. The atrium is part of the Long Room, which stretches up to three stories and into the east wing of the building. Over the past two weeks under Peregrine's stewardship, the Dom has been converted into a refugee center. The atrium is now a processing area where people are

brought in, given identifying tags, assigned a room, and told where to get meals and such. Most of the Dom's two hundred rooms have been adapted into makeshift barracks for the refugees. A wall along the back has photos and trideos of people who are lost or missing.

UNION STATION

Union Station has been updated substantially to accommodate the increased traffic the city has seen since its original building. From the front, one can see the CN Tower and the glass monoliths of the neighboring buildings. The design is still geometric, an homage to its original architecture. However, the AR signs that point people to their trains are new, as are the vast swarms of drones that would normally be around the place. The drones have been absent since the start of the blackout, and there's an eerie calm surrounding the building.

The interior of Union Station has a domed glass ceiling that creates a sort of tunnel from which the trains arrive and depart. There are exterior platforms for the aboveground trains as well. There are a pair of escalators on either end of the tunnel, along with a set of stairs between the escalators. This will serve as the primary battleground, though there are plenty of terminals and other areas of the building that could be used as well.

THE JOB

Peregrine again reaches out to the runners for help. He has spent the last couple of weeks setting up a base of operations for the disenfranchised refugees of the area. He's got a lead on a solid, reliable supply line that can be established to provide food, water, and news for the refugees. But the only place where the supplier will bring the resources is the nearby Union Station.

Union Station is currently in the hands of the Ghunday, which is a relatively peaceful gang that seeks to make the situation better in the Annex. Union Station is being challenged by a crew of Bloodletters and a crew of Cutters. There are a few ways to handle this, which may involve supporting either side of the conflict or none of the sides. The goal is to make Union Station hospitable for the supply line, no matter the cost.

Stopping the gang war is crucial to allowing supplies to flow properly. If the runners want to do this with combat, it's straightforward. The Cutters have access to five repurposed drones (use the Flying Eye for base stats; p. 302, SR6; *two armed with flash-paks and three with grenades*) that they will use in combat. The Ghunday have a fair bit of magical power, with access to two mages (use Gang Member, Magical stats, p. 130). The Bloodletters have a lot of firepower, with access to explosive ammunition and AK-97s for the fight.

At the end of the job, the supplier shows up with a contingent of well-armed and well-armored soldiers in ballistic masks. The soldiers are more than capable of mopping up the survivors, and the runners should be discouraged from even trying to start another round of combat by that fact. A gentleman in a bronze Armanté suit accompanies the soldiers. Use the description of Herr Brackhaus (p. 72) for the character. He never speaks—one of his soldiers does all the talking. When the job is done, the soldier tells the runners that they've done a good job, and the supplies will be delivered in a timely manner. He then gives them a key. There's a truck parked around back, and it's full of fresh fruit, vegetables, and potable water.

If you want to amp up the difficulty, suspense, and/or challenge, consider adding these optional objectives:

1. If Ripper is still alive from Night 7, the whole mission becomes either simpler or more complex, depending on how the team handled the Cutters that night. If the Cutters were killed or routed, Ripper is going to be hostile to the team, providing her with an Edge in any social tests with the runners. If the Cutters were dealt with peacefully in Night 7, then the runners will get a point of situational Edge in any social tests with Ripper.
2. The Bloodletters and the Cutters could be teamed up with each other. This should happen if the runners dealt with the Cutters in an aggressive fashion in Night 7. It should create a situation where the runners either need to deal with all three gangs or need to team up with the woefully underpowered Ghunday.
3. The Ghunday could be replaced with a hardened team of Knight Errant officers who are trying to hold down Union Station. If this happens, the runners will be treated as a threat, the same as Bloodletters and Cutters. The Knight Errant officers should have access to Ares Alpha rifles, Ares Predator VI pistols, and multiple tear gas grenades. They will attempt to incapacitate the gangs and runners, then finish them off with lethal ammunition. The Knight Errant officers will also have full body armor and helmets, which will give them an advantage in their Defense Ratings.

WHO'S WHO

Some of the critical players in this Night include:

PEREGRINE

Peregrine is a perpetual outsider, moving from

city to city and drifting like a nomad. Wherever he goes, he manages to ingratiate himself to some of the locals quickly, owing to his diverse skill set and knowledge of languages and customs. He's found himself in Toronto at the time of the blackout and needs assistance with completing the tasks to which he's been assigned. Peregrine has a network of connections within the city already, which can serve the runners well if they want to get information or access to gear that might be challenging. His stats are on p. 135.

CUTTERS

The Cutters are a unique gang in the Sixth World. They are fiscally responsible and see their positions much as an employee might see their job. They are professional, highly skilled, and adaptable. They hate elves, though, due to their long-running history of conflict with the Ancients. As a result, they will target elves first. Use Cutters Member stats, p. 128. Increase all skill ranks by 1.

GHUNDAY

The Ghunday are a gang of blue-collar workers who have rallied around a leader known as the Princess of the Poor. They see themselves as Robin Hood figures, protecting their neighborhoods and the residents by distributing resources stolen from other people. They have some magical poten-

tial, which helps to balance their lack of numbers against the other gangs. Use Gang Member stats, p. 130 for most of the gang. Use Magical Gang Member stats, p. 130, for any magically active gang members.

BLOODLETTERS

The Bloodletters are Toronto's own thrill-kill gang. They are constantly looking for fights and will set up impromptu arenas as a way to satisfy their bloodlust and to earn some money. Bloodletters are generally less professional and more violent than the average gang. Use Gang Member stats, p. 130.

HERR BRACKHAUS

A tall, slender man with bronze skin and long white hair, Herr Brackhaus knows how to cut an imposing figure. He wears a top-of-the-line suit, and he doesn't talk. For that, he relies upon some men in ballistic masks. This Brackhaus may or may not be the real Herr Brackhaus, but it kind of doesn't matter—he wields enough power to make people pay attention to him. He's the supplier, and his assistant does all the talking for him. If the runners try to attack him, have him turn into a dragon and fly off. Or possibly eat them.



NIGHT 24: DISTANT COUSINS

When the power was on, everything worked just fine. People woke up to their alarms, bills were paid on time, digital check-ins happened how and when they were supposed to. When the power died, so did all of those automated functions. Deep into week four, the impact of everything not running as scheduled is settling in, and unexpected problems are starting to crop up.

HOOK

In the aftermath of the cognitive fragmentation disorder (CFD) crisis, where rogue AIs inserted themselves into the minds of innocent people, high-risk/high-knowledge victims remained under surveillance by corporations. One such victim was being closely watched by Wuxing. When the power went out, Wuxing lost their surveillance apparatus. The corporation has not seen their target in three weeks. Mr. Johnson (Dr. Fen Cheung II) wants him found and wants to make sure he is safe. This is a close observation job. The runners could earn 5,000 nuyen for images showing that the target, Felix Gagnon, is safe and secure. If he is not, the runners will be authorized to make sure he is by whatever means necessary, which could boost their pay.

HOTSPOTS RECENT PARK

It isn't New York's Rucker Park, but it is the best Toronto has to offer for pick-up basketball. Just a few blocks north of the **Dominion**, the park sits just between Cabbagetown and Chinatown, putting it flush in the intersection of two gang territories. This makes the space a well-traveled DMZ. Regent is known for locating and recruiting new basketball talent. The games continue during the blackout, but the DMZ nature of the court is threatened by other criminal elements, especially the local Triad trying to take control of the scene in the chaos.

ST. PAUL'S BASILICA

Following the CFD infection, Gagnon became deeply religious, visiting this church as often as four times a week. Wuxing began to suspect the location was a dead drop or other contact point Gagnon was using to secretly network with another corporate entity. Further surveillance revealed that Gagnon was one of a dozen CFD victims rallying at this location. There was no secret network,



DENIS MARTIN

however. Each of these victims had, on their own, decided to convert to Catholicism. Since the start of the blackout, the Basilica has remained open and welcoming to those in need.

THE JOB

The runners have the simple task of locating Felix Gagnon and assuring that he is safe and sound. Problem is, he isn't. He is missing and in trouble with the South Cabbage Warlordz. He ended up in a fight with a member of the gang while trying to protect a fellow basketball player who was being assaulted. He defeated the Warlordz soldier and promptly left the scene. The other Warlordz tracked him to his home next to Riverdale Park, and upon realizing his wealth, assaulted and kidnapped him. They've been holding him since, hoping for an opportunity to extort money from Gagnon once the blackout lifts. No one saw the kidnapping, though many people saw the fight.

If the runners ask around about him, they learn that he is a regular at Regent and decent in pick-up games. When he isn't there, he spends most of his time at the Basilica. Nobody has seen him in a few nights.

WHO'S WHO

FELIX GAGNON

Gagnon was born to French and Japanese Wuxing employees. He was a rising star in the programming department in Wuxing. He worked with Dr. Fen Cheung Sr. as a programmer and an assistant. Cheung saw something extraordinary in Gagnon and kept pushing him to do more and more, and Cheung amassed a great deal of wealth—enough to live well in the corp—in the process. Gagnon continued the work, doing more side jobs for Cheung and more dangerous work until he became infected with the CFD virus.

Gagnon continued working with the corporation post infection. He became part of the group that helped develop the Matrix kill switch being used during the blackout. Eventually, Gagnon became disaffected with his former life and chose to live a new existence. He cut ties with the corporation, invested his wealth into a trust, and rededicated his time to sports and religious service. Additional information on him can be found on p. 129.

DR. FEN CHEUNG II

A rising star in Wuxing, Cheung is a systems programmer largely responsible for Matrix interaction protocols for semi-autonomous devices. Specifically, he works on home maintenance drone security protocols. He is known as a diligent coder and a con-

summate professional. He is also, much to his disappointment, known as his father's son. Cheung's father also works at Wuxing and has been trying to drag his son up the corporate ladder for years. The main issue with the failures in elevation is that Cheung doesn't want to be promoted. He prefers working code. Cheung was romantically involved with Gagnon prior to his infection with the CFD virus. He continues to blame his father for the infection, believing that his father continued to push Gagnon into increasingly dangerous assignments out of some disappointment in the relationship that had developed between the younger Cheung and Gagnon. When the infection took hold, Gagnon's personality was overwritten, making it difficult for the two to continue romantically, though Cheung never stopped caring about him. Additional information on Cheung can be found on p. 129.

SOUTH CABBAGE WARLORDZ

The Warlordz are a small but brutal mixed-race gang composed of seventeen members who claim ownership of the small strip of land along Oak Street near Regent Park. The Warlordz started as a basketball team. There were six original members

who all played ball at Regent and stuck together for moral support. They started winning games and drawing in more members, eventually attracting the attention of a handful of Triad members who challenged them to a basketball game. The Triad lost. This led to a violent fight that left one of the Warlordz dead. Since then, the gang has rallied and swelled its ranks, hoping to grow large enough to present a real threat to the Triad. Presently they should be treated as a group of thugs looking for a challenge. Use stats for Gang Soldiers, p. 129.

SPECIAL NOTES

- The Warlordz offer a look into how gangs are formed here in the sprawl. They are lacking in true leadership, so charismatic runners may be able to seize control of the gang.
- Cheung will initially meet with the runners to get a sense of who they are, but future payment and interactions will be handled by his secretary. He is concerned that the exposure could reveal that this surveillance is taking place and put him in jeopardy with his father.



NIGHT 25: PEREGRINE IN PERIL

The nights of darkness and danger have taken their toll on everyone. But there are yet more things that go bump in the night ...

HOOK

The vault below the Dominion Building has been opened. No one knows how, but a “thing” came rushing out of the vault and began killing all the refugees who stood in its way. Now it’s after Peregrine, and he calls the runners in a panic to get their help. He’s running around downtown trying to get away from it, and it’s killing everything it can.

HOTSPOTS

DOWNTOWN

At this stage of the blackout, downtown is a gathering point for refugees and people from outlying communities looking for news of incoming supplies. The government also gives occasional updates from in front of city hall.

THE JOB

Peregrine calls the runners in a panic. Between breaths, the runners catch the words “vault,” “nightmares,” and “downtown.” Beyond that, the runners have no idea what’s going on before they embark upon the job. They should probably arm up though, because it’s better to be prepared than to be dead.

When the runners get downtown, they will have to track down Peregrine. There is a trail of broken cars, glass, and the occasional body in the street. Runners could try to use that to track him, but with the general chaos of the last three weeks, it will be tough to make out what’s recent as opposed to what’s just general carnage. This should be an Outdoors + Intuition (6, 5 minutes) Extended test. Alternatively, the runners could question the witnesses that are scattered about. The witnesses will tell conflicting and horrified stories of what they saw, but they will all generally agree on which direction to take.

When the runners finally find Peregrine, they will see why everyone is terrified. There are several creatures pursuing Peregrine through the street, and they finally corner him when he stumbles and

falls into the gutter with his back against a car. The number of creatures should equal the number of PCs + 1, but adjustments can be made based on the skill level of the group.

The creatures pursuing Peregrine are nightmarish beasts. The head is a hybrid of deer and bear, with grotesquely twisted antlers. The chest is fully exposed down to the rib cage and drips a constant stream of fluid. The arms are absurdly long to the elbow, and then again to the hands, which end in razor-sharp black hoof-claw hybrids. The legs are equally long and lanky, ending with haunches and hooves. The creatures stand about 2.2 meters high but move with unnatural grace. If viewed with astral senses, it will be immediately apparent that these are areaterialized spirits.

With a successful Perception + Intuition (3) test, the runners notice that the creatures have chain collars around their necks, digging into their flesh. If the runners get 2 net hits on the Perception test, they will also notice that the chains have runes, which seem to glow slightly from time to time. If the character has any relevant magical Knowledge skills, they understand that the runes are there to confine and control the creatures.

One of the creatures takes a swipe at Peregrine, who tries to dodge but fails. The claws slash into Peregrine's side—he's hit hard and goes down. The runners will need to defeat the monsters and get Peregrine to safety. Defeating the monsters can be done via straight violence, but an astute runner may realize that they can remove the collars, which will allow the spirits to return to their home plane instantly.

Once the spirits are dealt with, Peregrine needs to be treated. It's too far to get him back to the Dom without risking him bleeding out along the way. He needs to be given First Aid or a medkit right away, or be taken to a street doc. If the characters don't have a street doc contact, Peregrine can make a final gesture to his commlink, which has an address pulled up, before he passes out.

If you want to amp up the difficulty, suspense, and/or challenge, consider adding these optional objectives:

1. Consider making Peregrine's wounds more life-threatening. Fill his physical condition

monitor and have him start making Overflow tests at the beginning of the combat.

2. The spirits may have an alpha among them. For that one, increase its Force by 2 and give it the Venom power (p. 228, SR6).

WHO'S WHO

There are two important beings to deal with here: Peregrine and the creatures chasing him.

PEREGRINE

Peregrine is a perpetual outsider, moving from city to city and drifting like a nomad. Wherever he goes, he manages to ingratiate himself to some of the locals quickly, owing to his diverse skill set and knowledge of languages and customs. He's found himself in Toronto at the time of the blackout and needs assistance with completing the tasks to which he's been assigned. Peregrine has a network of connections within the city already, which can serve the runners well if they want to get information or access to gear that might be challenging. His stats are on p. 135.

MONSTERS

The monsters are spirits of beasts that have been forced to materialize. They were bound and forced into service through a demented ritual during a rare mana spike back in the Victorian Era, then locked in a vault that would end up in the basement of the Dominion Public Building. Chain collars around their necks prevent the spirits from simply returning to their native metaplane. They are Force 4 spirits of beasts with the Natural Weapon optional power.

SPECIAL NOTES

- The collars for the creatures are imbued with magic, though their operation requires specialized spells beyond the knowledge of the runners. University researchers or other talismongers, though, would pay 1,000 nuyen apiece for the collars.



NIGHT 26: TOO MANY DOORS

The Black Lodge has delved too greedily and too deep in their pursuit of power during the blackout. Their actions during the past month have had an unexpected but serious effect on the manasphere, but no one noticed it—and now it's too late.

The Yellowstone Anomaly has come to town, and it's ripping the city to shreds.

HOOK

Why and how it happened will be debated exhaustively by scholars, assuming anyone survives to tell the tale. At the instant of sunset, the Yellowstone Anomaly suddenly shifted its location to Queen's Park in Toronto, replacing the equestrian statue of King Edward VII. The anomaly has been known to drift before, but this time is different. It pulses rhythmically, bathing the park in a kaleidoscope of colors. Moments later, the first fae blunders through—a cucui (p. 127). The creature immediately goes on a destructive rampage through the park and into the city. Other fae of various kinds soon follow. Then smaller portals start opening and closing randomly throughout the city, spewing even more creatures and creating mass panic.

HOTSPOTS

Literally any location in Toronto could have a portal open and causing trouble. There's no knowing how many people will be lost by having a portal open in front of them, or getting eaten by some fae beastie. Some places that will be more affected include:

QUEEN'S PARK

The statue of King Edward VII had proudly stood on its mound in the center of the northern portion of Queen's Park since 1969. True, it had seen better days and was in need of restoration, but it was still a treasured monument. Now, it's simply gone. In its place is the Yellowstone Anomaly, huge and vibrant, throwing colors across the park and into the sky, beautifully ominous. There's no knowing who or what may come out of the portal.

DOWNTOWN

While a portal might open anywhere in the city, Downtown seems to be getting more than its fair share. It's anyone's guess as to why. Regardless, people are panicked, and it only gets worse as the night progresses.



THE JOB

This night begins when the Yellowstone Anomaly suddenly appears in Queen's Park at sunset. Several citizens are enjoying the park when this occurs, but no one panics until the cucui comes through and starts rampaging. This causes chaos enough, but when other fae begin coming through and then more portals start opening, riots and mass panic set in. But then, that's the way nighttime goes these days, isn't it?

About half an hour after sunset, the shadow-runners begin hearing reports of panic and other weirdness in the city. Moments later, the team gets a specific request for help from one of the residents they have met. They need help, and this is the job they present:

1. ESCORT

The team is to escort a group of researchers from Toronto University to the new location of the Yellowstone Anomaly. The researchers will be studying the anomaly to try to determine why it has suddenly shifted location. Once at the Anomaly, the runners will be expected to secure the area and keep the researchers safe without interfering with their work.

2. CAPTURE

Several entities will likely come through the Anomaly while the runners are guarding the researchers. Mr. Johnson understands it will probably be necessary to kill many of them, but he offers a bonus per entity captured alive for research purposes. There are other dangers the runners might encounter that do not need to travel through the portal.

Wiz gangers: Hell's Reapers, a small gang of emo-goth death-worshipping street punks who normally stick to turf a few blocks from where the runners have made their base have crossed turf borders to reach the Anomaly. They've set up a makeshift shrine to Hel in front of the Anomaly and are about to sacrifice a random citizen in her honor when the runners arrive in the park.

Fae creatures: Any fae entity could potentially appear in the park; make them Force 3 or 4 spirits of whatever type seems fitting (kindred spirits for leprechauns, spirits of air for banshees, and so forth). Shidhe soldiers could also appear; use the Yakuza Blademaster and Lone Star Combat Mage on p. 207, SR6, for stats, but make them elves.

Awakened critters: The most likely Awakened critters to be encountered in the park are barghests, cockatrices, devil rats, and hell hounds. You could also have a small group of ghouls wandering the park, looking for a meal.

THE TWIST

Mr. Johnson and his researchers aren't with Toronto University, though his cover identity is very solid—he even has references. He's actually with the Black Lodge, and the runners' previous encounters with the Black Lodge are why he sought them out. He knows they're skilled because they've thwarted the Lodge before, and if they die in service to the Lodge, it'll be sweet ironic justice.

The researchers will be performing an untested ritual designed to close the Yellowstone Anomaly permanently. Once they begin their work, the Anomaly will react aggressively. The astral plane will begin to bleed through into the physical world, weather will go crazy and spark a mana storm, and mini-portals start opening up all over Toronto, much like tornadoes sometimes spin off of hurricanes. This can cause small mana ebbs and flows, per the rules on p. 21.

Randomly opening and closing throughout the city, the mini-portals will spread the chaos of the Anomaly across Toronto. Many citizens will be lost through portals or killed by creatures that come through. Glimpses of hellish metaplanes should be enough to unnerve practically anyone.

Once the runners realize that the researchers aren't actually doing research, they'll have to decide whether to stick to the job and protect them or stop them. If they stick to the job, the Yellowstone Anomaly will collapse, but instead of just closing, it brings a sizable portion of the Seelie Court into

downtown Toronto—permanently. If they stop the researchers, the portal will fluctuate, sending random (and dangerous) magical energies in all directions and snatching up any ritualists left alive before disappearing, snapping back to its former location in Yellowstone.

WHO'S WHO

FREDDY BALES

Freddy is one of those university faculty members who everyone knows but no one can recall just what his discipline is. Or when he last taught a course. He's a familiar sight at Toronto University, with a smooth demeanor that seems closer to salesman than academic, and he's always happy to see just about anyone he encounters. Most of his colleagues agree that he's not at the top of his particular field, partially because they aren't certain what field he's in, but also because they can't recall him ever saying anything particularly insightful. He's not dumb or anything—he just gives the impression of being more pleasant than anything else.

Which is by design. As a member of the Black Lodge, Freddy wants to be liked but kind of forgettable, so his persona is based around that goal. He has worked his way into getting free run of the university, which gives him plenty of connections and data to help the Lodge. He is a powerful spellcaster who is gifted in concealing that fact.

Freddy's stats are on p. 129.





NIGHT 27: ASTRAL FIREWORKS

The Yellowstone Anomaly was just the beginning. The Black Lodge reached into the realms of magic and tore open the wrong doors. Now they're trying again, gathering forces to their side to feed a ritual powerful enough to bring down a dragon or to release something even greater from realms beyond human understanding. If this city is to save itself, its spirits and other magical entities are going to need to put aside their differences and band together to stop it.

HOOK

For weeks, the Black Lodge has been gathering resources to complete a ritual that will draw out an entity from the higher realms of magic, forcing it to come into this world and do their bidding. The location is set. Ritual members have gathered and pledged their energy to the cause. All that remains is to wait for the proper moment to begin. Across the city, Awakened entities begin to feel a growing sense of nervousness. Worried about what might happen, spirits call upon the runners to help them form an uneasy alliance to stop the Black Lodge from finishing their ritual.

HOTSPOTS

This night brings a tour of the most dangerous magical spots in the city. Some have been revealed in past nights, but here are a few that deserve more attention:

CASA LOMA

Overnight, Casa Loma transformed from a playhouse of the wealthy to an ultra-secure compound. Members of Toronto's upper crust either support the actions of the Black Lodge or are members themselves. The complex is ringed with armed soldiers, while inside dozens of mages work to prepare a ritual that will bring forth a creature from the higher dimensions and place it under the control of the Black Lodge. The location is effectively impregnable. Beyond the ring of soldiers is a Force 15 Mana Barrier powerful enough to be seen from miles away in astral space. Beyond that, additional mages stand guard to repel any intruders.

CROTHERS WOODS

At the edge of the Don River Valley is a large swath of forest lined with over six kilometers of walking trails. The area was larger, but urban encroachment pushed back the borders of the forest year by year until the Awakening. At the dawn of the new magical age, the forest pushed back. The location is known as a hotbed of free spirit activity. It has come to be a common location for ritual gatherings and summoning for all types of magic users. During the blackout, players are more likely to experience a random spirit encounter. Roll 1D6 for each hour spent in the woods. A roll of 1 or 2 triggers an encounter with a minor (Force 1 or 2) earth spirit (p.149, SR6).

THE JUNCTION

This small neighborhood is located west of Casa Loma and north of High Park. The Junction has always been known as a hipster location, but over the years its weirdness nosedived toward mystical peculiarities. The neighborhood is a mash-up of shops and restaurants advertising mystical properties. Few of the storefronts in the area sell legitimate magical wares, making it a location more suited to posers than practitioners. With the right password or contact, however, runners might find themselves in the back room of a trinkets store scoring some serious telesma.

SILVERTHORN LIBRARY

The rundown area of Silverthorn is home to a half-dozen gangs fighting over storefronts and apartment buildings from the turn of the century. The Silverthorn library was shuttered in 2060, after serving forty years as a museum to paperback books. As the years passed and the neighborhood worsened, the library finally decided to close its doors. It sat unused until days before the blackout, when it was purchased by Brunwyn through a series of front companies alongside most of the surrounding block. She was able to keep the purchase from the prying eyes of her master and has avoided the area since arriving in Toronto.

THE JOB

Sana arrives on their doorstep, seeming to materialize out of the darkness with three other women. Sana's associates are unusually tall for human women. They wear ganger jackets that say Desolation Angels. The three women flank Sana protectively. She says she needs help from the runners. The ritual they helped locate a few days ago was just a test.

The Black Lodge is preparing some serious magic. Thanks to the runners, she knows where the rit-

ual is set to occur, but the Black Lodge has been working to fortify that location. She and her allies don't have the power to stop this alone. Sana needs the runners to help her rally more forces to her side to battle the Black Lodge. She has the locations of some of the most powerful magical entities in the city. This is an instance where direct confrontation is way beyond the runners' pay grade. What they are being asked to do is help gather the forces that will make the final assault rather than make the assault all by themselves. The runners need to contact these entities and convince them to join forces to stop the ritual. She gives the runners a list of names to recruit, offering payment for each name they can bring into the fight. This is happening tonight, so the runners will need to weigh their options, deciding how much time to devote to each recruitment as well as ultimately how each recruited party could sway the course of the battle.

Sana has many contacts, but she does not have a lot of wealth. She turned to the **Desolation Angels** to help support the mission. Between them, they can offer up to a Force 3 weapon focus, Force 4 spell focus, and 30,000 nuyen, though the cash offer will start at 20,000 and can be negotiated up by the PCs at a rate of +2,000 nuyen per net hit on a Negotiation test.

Potential recruits are detailed below with a location and some suggestions on how they might be recruited. Individual descriptions follow in the **Who's Who** section, including a dice value that corresponds to the number of dice they add to the final test that will decide which side wins (see **Special Notes**). The runners should not know about the dice value, but can tell that some names on the list have more value than others. The runners have six hours to complete their tasks before the ritual begins.

CAGED COYOTE

A powerful manifestation of the Coyote mentor spirit has been sighted visiting members of the First Nations for weeks. In the last few days, however, Coyote has gone dark. The spirit was last spotted in **Crothers Woods**, though the heightened spirit activity in the area keeps many from exploring the forest to discover what happened.

The runners will find Coyote in a small clearing deep in the forest. Coyote is pacing back and forth warily, unable to exit the space. This manifestation of Coyote is one of its weaker avatars, and it has been trapped by a rating 8 Mana Barrier. The trap was laid by the Black Lodge through a ritual casting accomplished on Night 17. The runners must rescue Coyote in order to secure its support.

THE WALKER IN WAYS

The Walker in Ways remains stationed at Tad-

Black Creek Purification Plant (see p. 61). Their interest in this ritual is obvious, and they will be easy to recruit. Unfortunately, the Black Lodge knows this as well. As soon as the runners arrive, they come under attack from four mages of the Black Lodge alongside ten foot soldiers who seem intent on killing anyone in or near the plant. This is only the external attack. Within the lodge itself, The Walker in Ways and their allies are battling a magical threat intent on destabilizing the plant. They will not be available to help the runners in battle. Once the runners' battle is complete, they will be able to finally stave off the astral attack. So long as the runners survive the battle, The Walker in Ways will support the effort to stop the ritual.

THE MAGE ON THE HILL

Gaining support from the Mage on the Hill is a two-part process. First the runners must locate him in the Thornhill area. A homeless man, the Mage wanders the streets, never staying in one place too long. Once located he will be hesitant to speak to them until they directly ask for his help. The challenge interests him, but not enough to reveal his abilities. He's maintained the ruse of being ordinary so long that he needs to be shocked out of it. The runners will need to force him to use his magical abilities. Once they accomplish that, he will be willing to talk and help.

PYGMY

Lurking in the underbelly of Toronto's magic scene is a killer. Pygmy, as he is known, gets his name from the tattoos that cover his body. His reputation comes from the nearly three dozen people he has sacrificed in service of blood rituals. Pygmy came to Toronto to escape the Jaguar Guards after claiming a high-ranking Aztechnology employee in one of his blood rituals. He's been in hiding ever since, struggling to find victims to continue his studies. In order to recruit Pygmy, the runners will need to hunt his hunters and bring a Jaguar Guard back to him alive so that he may use the victim in order to power the magic he plans to use to help their cause.

Pygmy is hiding in the **Junction**, selling trinkets that have no real magical properties, and keeping watch for potential victims. Though the Jaguar Guards are unable to locate him, multiple contacts the runners gained throughout this month have had direct relations with Pygmy. The Coquillards, Peregrine, Howell, D², Eeka Krause, and Rennie Browser each have had personal dealings with the blood mage, though all but Howell are loathe to admit the connection. The Coquillards help erase his data trail. Peregrine, Howell, and D² have all either hired or worked with the mage professionally. Eeka Krause helped him get settled, and Rennie Browser supplies him with reagents for his rituals.

BLIGHT

Blight can be found in the Black Creek woods. Locating the spirit requires seeking out the most polluted area of those woods and somehow drawing the spirit's attention. While many in the sprawl seek to find a balance, Blight means to shift that balance toward destruction. Ultimately, Blight's goal is to destroy humanity, but the spirit can be approached from a place of ego, allowing the runners to suggest that it is in its best interests to stop this ritual—especially if the Black Lodge is able to gain control of whatever they summon. Another approach to gain Blight's interest is to offer the Spirit services in exchange for his commitment to the battle. If the runners choose this path, Blight will contact them after the blackout ends, looking for them to fulfill their debt.

BRUNWYN'S WAGER

Brunwyn's nervousness stems from not wanting to cross Lofwyr. She strongly suspects he has no hand in this business with the Black Lodge and can be convinced that it is ultimately in the best interests of Lofwyr that the ritual be stopped—especially if they can convince Peregrine to support their argument. She is a dragon, however, and her services come with a price. She poses a challenge to the runners.

She wants to have a sit-down with a handful of powerbrokers in the city. She wants to meet with **Prospero**, **Grandmother Biyu**, and **Eeka Krause**. While she does not explain the purpose of the meeting, she makes one fact clear: This meeting must take place in absolute secrecy.

As a result, the runners must kidnap each of the attendees or otherwise get them to the meeting location without anyone—including their closest associates—knowing where they are going or why. She has arranged for the Silverthorn Library to be empty and available for this purpose. Once gathered, Brunwyn will hold a private conversation with the group in her elven form while the runners wait outside. At the conclusion of this meeting, she will leave the others to find their own way home and depart immediately for Casa Loma to assist with the battle.

WHO'S WHO

KARYOS

Karyos is the highest-ranking local member of the lodge of Nostradamus. He craves promotion to the lodge of Rasputin and intends to use the strange magic and release of a dark spirit as his opportunity. He has gathered the full force of his lodge for this work, and beyond that he has negotiated the support of several local politicians and

community leaders. Karyos has many convinced that the blackout is the work of dark magic and most likely perpetrated by the dragon Lofwyr and his servant Brunwyn. He has no evidence to support this claim, but the appearance of Brunwyn joined with fear of everything currently unfolding in the city has pushed many to his side.

Karyos' full character stats are on p. 131.

SANA

In the past few nights Sana has grown more serious and reserved. Age lines show on her face, as though the weight of a great responsibility is upon her. In fact, she feels responsible for the threat. Unbeknownst to those around her, Sana maintained a physical relationship with Karyos. Given the recent turn of events, she now believes he was using her to gain information about the magical inner workings of the city in order to advance his ritual. She will do anything to see that it and he is stopped.

Sana's full character stats are on p. 136.

DESOLATION ANGELS

Unbeknownst to those who encounter them, the local chapter of the Desolation Angels are bug spirits. This collective of mantis spirits migrated from Chicago nearly a decade ago, establishing a presence in the GTA. The Angels largely keep to themselves, feeding on street dwellers to maintain their energy while pursuing their larger goal of eradicating all other forms of bug spirits. They go through a great deal of trouble to hide their true nature, dropping their masking only in situations where their lives are put in immediate danger.

JAGUAR GUARDS

While not directly involved in the actions of the Black Lodge, Aztechnology has an interest in seeing this ritual completed for research purposes. They also have an interest in detaining Pygmy. The unit has pursued Pygmy for the last year, finally tracking him down to Toronto a few weeks before the blackout began. Since then, they've been supporting the local office, putting their search for the outlaw blood mage on hold.

The runners will need to confront the local twelve-person Jaguar unit if they wish to gain the services of the blood shaman Pygmy. The unit operates in four-person teams, each containing a shaman, two soldiers, and a hacker. They are supported by the local Aztechnology office and originate from Denver.

For the Jaguar Guards, use the stats for Renra-ku Red Samurai, p. 208, SR6.

THE MAGE ON THE HILL (8 DICE)

This mage is a grizzled old man with a full beard, bald head wracked with scars, and eyes that resemble pinpoints of grey light. He's been silent and alone so long that everyone around him has forgotten his name. He wanders the lands south of Thornhill, bearing no more than the duffel on his back and a long coat to keep him warm. In spite of his street-roamer status, he is among the most powerful magic wielders in the area, but he masks his aura and pretends not to practice the craft at all.

The Mage on the Hill's full character stats are on p. 133.

BLIGHT (8 DICE)

Blight is a toxic spirit who sees destruction of the human stain as its ultimate goal. Blight manifests as a blond woman with black eyes and skin so close to translucent that green veins are evident beneath. She is constantly surrounded by her acolytes, a group of toxic shamans who refer to themselves as the Scions of Blight. The group remains low key, preferring to defend their territory as they gain strength.

Blight's full character stats are on p. 126.

PYGMY (4 DICE)

Pygmy is an ork with stunted tusks and tattoos running the length of his body and face, creating a fearsome visage. Despite his looks, he presents himself as a good-natured and Ivy-League-educated individual. This is another part of his manipulative strategy that he uses to lure his victims. Pygmy is a serial killer, though he sees his murders as "recruitments" for his magical rituals, making them a necessary evil to further his abilities.

Pygmy's full character information is on p. 135.

THE WALKER IN WAYS (4 DICE)

The Walker in Ways has struggled since the corruption first touched Toronto. This was followed by additional manipulations from the Black Lodge, putting The Walker's mission in danger. As a result, the Walker in Ways decided to enter into direct conflict with these forces, which led to many of The Walker's shamans being injured and even killed. The lodge has reached the point of desperation, and joining the ritual tonight represents an opportunity to reset the balance.

For the Walker in Ways' stats, see p. 138.

BRUNWYN (20 DICE)

Lofwyr's servant has enjoyed her time in the city. There is much pleasure to be had in manip-

ulating the denizens of Toronto. Brunwyn understands that it is not her place to be known or feared as anything more than Lofwyr's servant. However, she has also developed a bit of an ego, believing that she can enjoy her manipulations without disrupting Lofwyr's plans. The key to doing so is to establish her own network far from the prying eyes of Peregrine and Lofwyr's other watchers. She knows she must do this in absolute secrecy, trusting few to carry out her goals. Her intentions are to serve Lofwyr completely, but nothing says she can't have her own fun while doing it.

Brunwyn's full character stats are on p. 126.

SPECIAL NOTES

- The final battle will take place at a level beyond which the runners can hope to participate. Instead of directly battling the mages and the creatures they hope to summon, the role of the runners is to recruit as many al-

lies to their cause as they can in six hours. It is up to the GM to determine how long each recruitment takes, and thus how many recruitment opportunities the runners ultimately have.

- At the end of the six-hour recruitment period, make an opposed test. The Black Lodge has a dice pool equal to 36 dice. The runners' side will have a dice pool equal to 8 plus the total value of the recruitments (as listed with each recruit).
- A successful summoning will have dire consequences for GTA. Coyote and the Angels will die. The Black Lodge members will be killed, and Brunwyn will be wounded to the point she is forced to retreat. The summoning of a nightmare from a hellish meta-plane will occur, but the resultant battle will force it back into its realm and shut the portal through which it came. If the PCs win, the summoning is thwarted, and the Black Lodge is foiled.



NIGHT 28: GET CHEUNG

It's extraction time in the heart of the big city. In the midst of the blackout, corporate wageslaves are shuttled between corporations. Some go willingly, while others need to be forcibly removed from the safety of their corporate towers in order to come to work for a new master. None of these actions can be carried out directly by the recruiting corporations. This is the grey space in which shadowrunners earn their wage.

HOOK

The darkness is a great opportunity to hide, or get away. Ares has seen nothing but setbacks over the last few years. During the early weeks of the blackout, Ares put themselves in position to take advantage of the chaos this situation has caused in an effort to stabilize their corporation with new blood. Under the cover of tonight's chaos, the corporation intends to extract several high-profile corporate officers and whisk them out of the city before anyone is the wiser.

HOTSPOTS

Included are a few locations specific to this mission. Some might be familiar by this point but have been updated with information specific to tonight's work.

DUNDAS STREET ENCLAVE, DOWNTOWN

Wuxing's downtown housing enclave rises sixty-eight stories into the night. While not the tallest building in the area, it's within ten stories (higher or lower) of every other building in a three-block radius. It also has a rooftop helipad rated for commercial helicopters. The enclave consumes the entire block at the intersection of Dundas and University streets. It has direct access to the TTC line beneath the building through a security-controlled entry. There is an additional, abandoned subway entry point, which the runners may have discovered during **Night14: Digital Threat** (see p. 68), that may be used to get into the building. Security is stationed on the first floor, with additional checkpoints on the twenty-eighth and forty-eighth floors that delineate the rank of the employee assigned to that floor. Upper management begins on the forty-eighth floor. Conference rooms are located on this floor to allow meetings to occur without these valuable employees needing to return to the corporate offices a few blocks down the road.

THE YARDS

Cross International Container Yards holds a contract with the city for the storage and disburse-

ment of unclaimed or impounded shipping containers. Though the space still holds the Cross name, it belongs to ClearPoint Holdings and Investments. A successful Logic + Intuition (3) Memory test by a runner with a Finance or Corporate Knowledge skill helps them recall that ClearPoint is the financial management arm of Ares subsidiary Centurion International. By design, the Yards is a shipping graveyard. From an aerial view, the expansive back storage area resembles an abandoned maze of old containers stacked up to seven high. Many of these containers have gone unclaimed since the breakup of Cross, and they remain unopened. Though supposedly patrolled by Centurion Security, this section is known to be a hotspot for criminal dealings. The dockside portion of the facility appears newer. As it is still in formal operation, it is patrolled by Centurion. Tonight, however, the guards have been given the night off by special arrangement between Ares and Centurion.

This location will be the exchange point. Once they've completed the various extractions, all parties are set to meet dockside, where a vehicle will be waiting to complete the job.

LEUTY LIFEGUARD STATION

This small one-room landmark sits on a narrow stretch of beach between the larger Balmy and Woodline beaches. During the blackout, the location has become a ghost town. The historical landmark designation means that local police are required to protect the space, but they've chosen to do so by erecting temporary barriers and barbed wire around the small tower to deter vandalism. It has worked for the most part, but what truly keeps the location safe is a Force 6 spirit of water that manifested a week into the blackout. The spirit believes it was raised to protect the station from harm and generally attacks anyone who approaches.

THE JOB

The runners are contacted by a third party. Choose someone with whom they have a connection—an established contact or someone they've dealt with multiple times over the course of the blackout. The goal is to show the runners that Mr. Johnson has done his research and is competent enough to understand how to get their attention.

Mr. Johnson requests to meet the runners in a small boutique space in the Bloor-Yorkville area. The location appears closed from the outside, but when the runners pass through the front door into the small space beyond, it looks like a makeshift office, with a skeleton crew of support staff quietly shuffling paper and writing in ledgers. He greets the team at the door and ushers them into an office area at the back of the space. There he explains that he has followed their

work over the last few weeks and is impressed with their professionalism. He believes they are the right team to extract his target, Fen Cheung.

The job is meant to be a big payday. The initial offer should exceed the best paycheck the runners have received to this point by about ten percent. Mr. Johnson offers the money in certified credsticks, with 1,000 nuyen upfront to help with supplies and other preparations. The remainder will be paid once the target is delivered to the extraction point.

He explains that the job must take place tonight. The extraction window is very small and closes this evening. His corporation is invested in this operation. They've even set up a diversion that will trigger at a specific time designed to distract security elements and make the extraction easier. What he fails to reveal, though, is that he is coordinating multiple extractions across a number of AAA and AA corporations throughout the city. The runners are one of two teams extracting Wuxing personnel this evening. Once questioned about details of Cheung's extraction, his cool veneer begins to fade. This becomes more evident as he fumbles over where the extraction will occur. He mistakenly blurts out Nathan-Phillips Square, but quickly retracts the suggestion, claiming that the location has since been updated to the Dundas Street Enclave. This should be the first warning that the stress and sheer scope of the operation is taxing his ability to be competent. If they continue to prod, a successful Negotiation (or other persuasion) test will reveal multiple extractions are taking place, though he will not reveal who or how many.

The data Mr. Johnson shares with the team indicates that the target is Fen Cheung. The photo attached with the file shows the younger Cheung, cementing the idea that he is the target (runners who completed **Night 24: Distant Cousins** will recognize the photo as their Mr. Johnson from that job). This is the first major data error. Unfortunately, this will only become evident much later in the run. The photo was mismatched with the name through human error. Mr. Johnson clearly informs the runners that this extraction will not include a wife or any children, which further indicates it is the younger Cheung instead of the older. Mr. Johnson makes sure to warn the team that his intel does not indicate whether this is a peaceful or hostile extraction, so they need to take care to bring Cheung in even if he says no.

Below are a series of encounters that may happen along the way to finishing the job.

BIG BANG THEORIES

Ares has planned a huge diversion to limit the security response to their extractions. The timing of the diversion helps guarantee that the extractions are carried out at the same time, further limiting the ability of security assets to respond to any particu-

lar one. In order to hamper security assets, Ares has arranged a series of car bombs throughout Toronto. Nineteen explosions are set to go off like a daisy chain across the city, rattling windows and destroying anything too close to the detonation. Explosions are planned near each of the locations where an extraction is set to occur, as well as additional locations to make the bombs appear randomly placed.

The impact of the bombs is felt immediately. The reluctant calm that had been setting over the city is torn away like a bandage. Once again, the streets fill with people drawn to the chaos and plunging deeper into their own madness. Treat the streets of Toronto similar to the way they were the first night of the blackout (see p. 23). Some people are looking for shelter in this fresh chaos, while others are clearly looking to do harm. The streets will be filled with violence. This can be an opportunity to resolve any outstanding conflicts the runners have developed with gangs or other groups over the course of the blackout.

BREAK AND ENTER

Dundas Street Enclave is a fortress. Several nights of rioting have led to an increased security presence on and around the ground floor. There is a full contingent of twenty-four security officers throughout the building. Half of that force is deployed on the first floor. All but two of them will be drawn away by Mr. Johnson's distraction. The enclave employs dedicated hackers and riggers to man the security systems, but those systems are generally non-functional thanks to very limited power. Security personnel will have sporadic access to hallway cameras, but no ability to engage or disengage maglocks remotely. The main elevators also do not work, though there is power running to a bank of three service elevators that run the length of the building. They are controlled from the security station on the first floor. The lower floors of the building are dark. Candles and lamps provide limited lighting within apartments, but the common areas remain blacked out. An independent generator services the upper floors, where the higher echelon of local personnel live, providing light and power to floor forty-eight and above. This is where both Cheungs are located, within five floors of each other. The older Cheung is on the fifty-sixth floor; the younger Cheung is on the fifty-first.

The runners have a way inside Dundas Street if they did the job on **Night 14: Digital Threat**. While that entrance allows them to gain access to the shops and labs without being accosted, Wuxing security has two-person guard units patrolling the hallway that leads to the apartments. The distraction is temporary. The runners will have a thirty-minute window from the time the closest explosion goes off until security returns to check on the residents. Use the stats for Security Guard, p. 136.

HANDING OVER THE TARGET

Cheung needs to be delivered to the Yards, where the runners will discover several other teams dropping off their targets. The targets are being processed by Mr. Johnson and his staff and then loaded onto a boat. When Cheung is turned over to Mr. Johnson, he will plead his case to the man and explain that there must have been some sort of mistake. In fact, there was a mistake, and Mr. Johnson, fearing the consequences, will demand the runners go back to get the right Cheung. He doesn't care what happens to the younger Cheung but will not extract him. The runners can either put him back where they found him or come up with another plan of what to do with the man. All of this, according to Mr. Johnson, is secondary to retrieving the man they should've snatched in the first place. He refuses to admit that the mistake was his own, instead adopting a managerial posture and exclaiming that the job needs to be done immediately. He explains that he will wait offshore for a few more hours, and he gives the runners the coordinates where the boat will be as well as the location of an inflatable raft they can use to reach him.

ANOTHER WAY IN AND OUT

How do you get back into a building you already broke into once they're on high alert and perhaps even know you are coming? The entry point here depends on the exit strategy from before. Whatever path the runners used to escape will be heavily guarded. For example, if the runners used the tunnels to get out of the building with Cheung II, this exit will be heavily guarded, and they will need to find another entry point.

Cheung I is waiting in his apartment for extraction. He has a briefcase packed with critical belongings. When the runners enter his apartment, they will find him drinking at the kitchen counter. He briefly explains that they were supposed to arrive earlier and that the setback created additional complications. The first complication comes in the form of his wife, who he has killed. Her body is visible through an open bedroom door. He explains that she arrived after he was supposed to be extracted and he had no intention of bringing her along. He then informs the runners that the corporation is performing apartment checks as is protocol after an event such as this. The goal there is to make sure the employees are safe. They begin the checks on the top floor, working their way down to their respective security stations. He does not know how far they've come, but his apartment has not been checked.

As with the first incursion, the runners have three possible exit routes: They can escape through the roof, through the front door, or down through the basement and into the TTC subway tunnels.

LAST STOP TO SAFETY

The Ares plan left room for contingencies, but the strategists understood that once the bombs went off, it would be difficult to control any location for long. They set up the Yards as an extraction point in order to use the water to get their people clear. By the time the runners are able to make the second extraction, however, the Yards will be overrun. So, the backup plan was to wait offshore until any stragglers could make it to the hidden raft and paddle to the waiting boat. Ares' plan calls for the runners to make their way to the shoreline where the inflatable raft is waiting inside the barbed wire fence surrounding **Leuty Lifeguard Station**. However, the Force 6 water spirit guarding that station will not be willing to let them take it. The Ares crew that dropped the boat was not attacked, because the spirit believed they were offering the boat to it. When the players come to take the boat, the spirit will move to defend its offering.

WHO'S WHO

MR. JOHNSON, ARES

Ares has been suspiciously quiet during the blackout. Instead of wading into the fray, they've chosen to strike silently and all at once. Mr. Johnson, real name Adam Branch, sees the job as his big break to impress his bosses, but he is clearly in way over his head. He's established personal protocols to greet and check in each of the extractees, and he has gathered enough information on the targets to understand why they are being taken even to the point of using classic military parlance and creating a deck of cards of targets. Cheung is the King of Clubs. While not the most important of the extractions, he ranks high enough that losing him would be a significant setback to Mr. Johnson's career. Use the stats for Mr. Johnson, p. 134.

DR. FEN CHEUNG I

Cheung's face is known throughout the Toronto branch of Wuxing corporation. His strength is born from his military attitude and his long list of accomplishments. While it is clear that Wuxing sees him as critical to local operations and research, Cheung believes his legacy will forever be defined by the failures and indiscretions of his child. To Cheung, his son is an abomination—a man that will bear no son and thus no continuing legacy. He believes the only way to die with any sort of legacy is to leave his life, name, and family behind in order to use the years he has left to build anew with Ares.

Cheung's full character stats are on p. 129.

DR. FEN CHEUNG II

Little Fen, as he was un-affectionately known throughout his childhood, has always followed in his father's footsteps. Most of the time, he did so unwillingly. As he aged, Fen found his niche in the corporation and decided to stay exactly where he was. Part of this decision was based on angering his father. Part of it was born out of a genuine enjoyment for the work he did, and though he never admits it out loud, a strong loyalty to the corporation that did so much for him, his mother, and his partner. That is why when he is forcibly extracted by the runners, he will do everything he can to resist. Once returned, his loyalties will kick in, and he will contact the Wuxing security chief about the impending extraction of his father.

Cheung II's full character stats are on p. 129.

SHI ZHE XIAN, DUNDAS COMPLEX SECURITY CHIEF

First, they raided the businesses. His superiors told him that his failure to stop these thieves was proof of his inability to handle such a responsibility. They said it was bad luck to appoint him. Xian was the second in command when the blackout began. It was his forty-fourth birthday—an omen, to be sure. Hours into the blackout, his supervisor was critically injured attempting to return to Dundas from an evening out. Xian was given a field promotion, but it did not come with the respect the spikey-haired elf thought it might. Weeks have gone by, and he has watched his station erode under a false understanding of luck that is all too prevalent in the corporation. His superiors now say that any more failures will cost him his job. The job is all he has, and he is prepared to do anything to protect it.

Shi Zhe Xian's stats can be found on p. 137.

SPECIAL NOTES

- This is a night of excess. Both Cheung II and Xian are looking to make grand gestures in order to prove their worth or allegiance to the corporation. In the case of Cheung II, this means seizing the opportunity to bring down his father, taking a kind of revenge on the man that stole away his lover. There is little short of gagging him and leaving him tied up in a closet that will prevent him from trying to alert security. Xian is chasing his own demons. While most security would choose safety over self-sacrifice, Xian believes his life is secondary to defending the corporation and, by extension, his honor. He will be unwilling to allow his men to back down in a combat situation. Consider him to be Professional Rating 7.



NIGHT 29: HAND OF THE DRAGON

For most, the blackout has been a nearly month-long nightmare, an apocalypse cut from the dark ages where dragons coast across the blackened sky, horrors stalk alleyways, and people present their worst possible selves. For others, the nights of gloom and despair are seeded with fiscal opportunity—a chance to better themselves at the expense of those who are lost in this chaos. This evening, two such individuals will go head to head within the Saeder-Krupp empire. Only one will survive the night.

HOOK

A week into the blackout, S-K leadership began to cannibalize itself. The arrival of Brunwyn sowed uncertainty throughout the upper ranks as it became clear that Lofwyr was not sending an emissary to protect his people. Instead, his representative was looking into who was worth retaining at all. Executives became fearful, pulling away from each other and hiding out in locations such as the Brass Rail. Ongoing projects failed, and in the fresh chaos two separate executives emerged as the ones most capable of leading S-K into this new future. They couldn't take over right away—

the actual leadership was still in place, and both of these upstarts realized that the only way to reach the top would be to push aside the person in front of them. So, as happens from time to time in the false utopia of corporate life, Saeder-Krupp went to war with itself. The steadily escalating combat has reached its breaking point, and one emerging leader is finally ready to end the game—and end her competition in the process.

HOTSPOTS

From the initial run during this night to Epstein's flight from his corporation, these are the key locations. Additional locations may be used from other adventures as needed.

27 LOMBARD

This six-story building is on a private street, and the owner leases space to parties that need a place to stay discreetly. The owner is a gambler and is indebted to both the Triads and the Yakuza, so there is a likelihood the information shared at this location is also shared with both organizations. The location is secure, and local security knows to look

the other way. There are ground rules: no violence and no illegal transactions on or near the property. The loft apartments are two to a floor, and there are twelve units, plus a basement unit housing the family that maintains the building.

GOLDEN MILE

A dense shopping area along Eglinton Avenue that is limited to pedestrian traffic. The city rezoned the area to permit only local and small businesses to operate in the zone. In fact, this was a collaborative effort by the major corporations in the area to develop a test zone for their experimental products and marketing campaigns. While every shop along the expansive strip is unique and individually named, all of them belong to one megacorporation or another through a series of cutouts and shell corporations designed to comply with the city code. The strip was targeted heavily by rioters during the early days of the blackout, but corporate security clamped down on the area in order to preserve their interests. It has become a place for people to congregate in the daylight and still, when possible, pretend that everything is normal in their city.

ShinJin Electronics is a Stuffer Shack approach to low-end electronics used by S-K to test various price points and packaging approaches to their basic technologies.

THE TRADING POST

The official name is Mervyn's Pawn, but it is better known as the Trading Post. The location is known to the criminal underworld as a place to move and buy black-market goods. While the spot deals in guns, the main service it offers is the sale of illegal goods. The location is not connected to a specific criminal organization—it does business with all of them. The post is connected to a local smuggling syndicate connected to the tribes.

THE PEOPLE'S BANK

This local bank is run by the mob. There are a lot of people being paid in corp scrip, and the bank takes the scrip and gives them certified credits so that bearers don't need to show who they are working for. While there are public exchanges that do this type of service, they keep records, and few offer cash in advance. When you want to avoid the paper trail, you come here. The location is also a lender and a place to acquire data on people who are struggling to stay off the books.

ETOBICOKE COMPLEX

One of two housing complexes for the local workers of Saeder-Krupp, Etobicoke is mostly

home to low-level workers and technicians, but the higher floors of the complex do house workers of a higher pay grade. The complex is built on the bones of an old tenement project, though everything has been redone and rewired. Still, the building is not capable of supporting a helicopter landing pad, so the highest-echelon employees do not live in this location; instead, they are relegated to private housing throughout the city. S-K goes through great lengths to build community in and around the complex, including hosting events at Etobicoke that even the vice presidents are required to attend.

XIAO'S HOUSE OF GOLD

The **Long de Shou** establishment has weathered the blackout better than most. However, the food supply is thinning. The tables are less full, but the security has not slacked one bit. Security is extra heavy near the stairs that lead down to the basement gambling den and beyond that, **Grandmother Biyu's** office. The enforcers seem on edge, as if spoiling for a fight. The players will need to take caution in order to avoid an altercation.

THE JOB

The evening starts before the sun goes down, with a message from Mr. Brackhaus, instructing them to meet at a small pub near the **Dominion**. It turns out Mr. Brackhaus (Sauer) is a she in this case, and she has reason to believe another Brackhaus will be contacting them shortly to perform a run. She wants them to take the job. She offers them a recording device and asks them to record their meeting with the Brackhaus and evidence from the run itself. This recording should focus on the Brackhaus making the deal and the job, but she encourages them to avoid showing themselves on the footage. Finally, she wants them to insert a specific piece of data into the system where they breach.

As expected, the runners are contacted to meet Mr. Brackhaus (Epstein) at the same location a few hours later. He asks the runners to perform a quick and clean datasteal on an S-K subsidiary, after which he will arrange for them to pick up a shipment, which they will exchange for their payment (1,500 nuyen per runner) with a third party, ensuring that no one ever knows S-K was involved in the operation.

Before long, it becomes clear that these two Brackhauses are embroiled in an intra-corporate war. As the night progresses, each Brackhaus returns to the runners with an escalating set of requests culminating in an extraction and an assassination. It is up to the runners to decide how deeply they want to be involved and ultimately when it is

time to get out. Specific jobs are explained below in order of occurrence.

YOU'RE BEING RECORDED

Sauer provides the runners with recording equipment to record the events of the run. She claims to work for S-K security and needs to catch the Brackhaus in the act. She claims not to know the details of the job but provides a small data file which can be used as a digital marker to be placed on anything Mr. Brackhaus asks them to leave behind on site.

BREAK AND ENTER

Epstein asks the runners to do what he calls a 'precision job' that requires them to hit two locations that evening. The first is a store called Shin-Jin Electronics along the Golden Mile. He wants the runners to break into the store, swap several transaction terminals with devices he gives them. The site is to be left unharmed—Mr. Brackhaus makes it clear that it must not look like anyone broke in. The second location is an apartment near the downtown area, where they should steal any electronics they can get, including trid players and commlinks. Any commlinks they find will have been carefully scrubbed of personal info or have never been fully activated.

RECEIVING PAYMENT

Once the work is complete, Epstein will be waiting at a location near the **Dominion** with a cache of electronics equipment for the runners to carry to **The Trading Post**, where they'll be paid for the goods they deliver. The staff at the trading post is expecting them. Epstein arranged for the Post to buy the goods off the runners. He reminds the runners that the goods must be sold at that location. What he fails to explain to the runners is that the goods are encoded with data that connects them to the new sale terminals, which are linked to his boss, creating the impression that his boss is selling wares off the books.

A SECOND PAYDAY

Sauer is waiting for the runners at **The Brass Rail** (see **Night 15: Top of the Senator**, p. 71). She is sitting away from other executives, preferring a private audience. Sauer reviews the footage with the runners present. When she is satisfied, she hands them each a credstick with the agreed-upon individual amount. She offers a final credstick with a one-thousand-nuyen bonus as encouragement to continue doing business with her in the future. Once the business is concluded she apologizes, citing another meeting, and politely asks the runners to leave.

THEN IT HITS THE FAN

The runners should be moving into downtime at this point. An hour after the meeting with Sauer, the runners get word that Epstein wants to give them more work. They find him frantic and confused as he explains that he needs help being extracted from his corporation immediately. He doesn't know how his bosses found out, but someone within the company contacted him, warning him that the company knows what he's been doing. He needs to get out while he can, and in order to do that he needs to liquefy his assets and get to someone who can help him move to another corporation. The runners must extract him from **Etoibcoke Complex** and move him to the **People's Bank** where he can gather enough money to enact his plan.

A VISIT TO THE PEOPLE'S BANK

Epstein has gathered a great deal of S-K corp scrip in case of emergency. Unfortunately, this money will do him no good under present conditions. He needs an escort to the **People's Bank** in order to exchange his liquid assets at a deeply discounted price. It is the runners' responsibility to get him to the Bank and from that location to **Xiao's House of Gold** without incident. This is an opportunity to bring back some of the conflicts that occurred in earlier nights. If the players have developed rivalries with any of the local gangs, word will spread that they are leaving the bank with a great deal of money. This will create a gauntlet as they attempt to reach their destination.

The specific amount of money that Epstein has available to him is up to the GM and the scale of the game. Epstein's liquid assets should be enough to fund his safe passage to Wuxing as well as pay the runners handsomely for the work they've done up to this point and including the request he will make later in the night for them to assassinate a high-ranking S-K Brackhaus.

CUT A DEAL WITH THE DRAGONLADY

If the runners manage to get an audience with Grandmother Biyu, she will be willing to make a deal with Mr. Epstein in order to get him to Wuxing. Her contacts in the organization are few, but well placed. Under the present conditions it will take her time to secure Epstein's extraction. If the terms of the arrangement are to her liking, she will direct the runners to 27 Lombard, where they can guard Epstein until morning.

ONE FINAL FRAG YOU

Epstein is not entirely done with S-K. Before he leaves, he wants to kill the man who caused all this. He believes the man who ruined his plans is one of his bosses, Moritz Lange. He offers the runners double the evening's pay to track Lange down at the **Brass Rail** and kill him. It is up to the runners to decide whether or not to take the high-risk assassination. It is also even up to them to decide whether or not to reveal Sauer's role in all of this. Should he learn it was her he will try to kill her instead.

Sauer is also hiding out at **The Brass Rail**, attempting to navigate a close to this difficult night. While she doesn't have the personal security contingent that Lange commands, she has been keeping tabs on the events of the evening and will sense trouble the moment the runners arrive. Her first impulse will be to buy the runners off in exchange for Epstein's location. If that fails she will make use of local security to defend her until she can escape back to **Etobicoke Complex**, where additional security can protect her.

NO SLEEP TILL DAWN

As with earlier portions of the adventure, this section plays upon what the runners have done in Toronto over the past few weeks, as well as the level of difficulty planned for this adventure. This portion may be uneventful, or you can add an encounter with the Yakuza. It doesn't take long for the Yakuza to figure out what is happening here. Based on their relationship with the players, the Yakuza will either attempt to snatch Epstein and then sell him back to S-K, or leave the situation alone. Ultimately, Wuxing does not deem Epstein was worth the cost of extraction. Instead Biyu sells his location data to S-K. She also went through the trouble of informing S-K that the runners were holding him there on her orders. When S-K arrives the next morning to clean up the mess, they thank the runners for securing the prisoner long enough for them to get there.

WHO'S WHO

LYNN SAUER

SAEDER-KRUPP BRACKHAUS

Toronto was supposed to be a steppingstone. They said put in a few years under a well-known and well-respected management team and that would give her the credentials to run her own department. Nobody told her babysitting a bunch of dead-end execs was in that job description. If they had she might have tried to make a run at a Seattle executive position without her family's blessing.

Until the blackout. That's when things got interesting. Lofwyr himself sent a dragon underling to inspect the situation. She'd begged her bosses to let her sit in on the meet. For all the work she did for them, it was the least amount of respect they could show her. They wouldn't even give her that. So, when she discovered one of their dead-enders manipulating local stock to make the local leadership look incompetent, she didn't jump to turn him in.

The man was smart—almost too smart for her to figure out what he was up to. At first, she figured she'd let it play out. The worst that could happen is her hapless bosses would take the fall and someone else, maybe Epstein, would get a promotion to run the place. None of it even touched her until it did. It was that last manipulation—sabotaging the inventory from her own personal project along the Golden Mile that changed things.

Now Sauer has a new plan. She'll still let Epstein bring their bosses down, but she is going to get enough dirt on him in the process to control every move he makes. Sauer's full character information is on p. 133.

LUCAS EPSTEIN

SAEDER-KRUPP BRACKHAUS

Life wasn't supposed to be like this—not for Lucas and not this late in his life. He had a plan. He grew up in the Rhein-Rhur complex, the son of parents who worked back-breaking labor jobs for Saeder-Krupp. He'd worked there too as a kid, first as a grunt, moving packages between office floors when executives shunned the transport technology and then as an executive himself. He understood hard work and sacrifice and had done both to get this far. His plan promised him a corner office by 27, retirement by 38. He is 44 years old now and far from home, slaving under an executive team that doesn't see his potential. When the blackout started, Epstein was on the verge of being fired. Now, a series of shadowruns have reshaped his position. There are just a few more pieces to move on this chessboard, and if the rumors swirling around are to be believed, this blackout won't last much longer. He needs to finish executing now and turn that near firing into a promotion that puts him ahead of the people trying to keep him down.

Epstein's full character information is on p. 133.

MORITZ LANGE

SAEDER-KRUPP BRACKHAUS

Players will recognize Lange as the Brackhaus from **Night 19: Goin' Mobile**, when they interacted with him at **The Brass Rail**. Lange maintains the same two-woman security team but appears to have added both the troll street samurai

and the Asian mage who accompanied a different Brackhaus that evening. In fact, Lange has consolidated power at Saeder-Krupp, using the blackout to out-leverage multiple VPs and work himself into face-to-face meetings with Brunwyn. Epstein's manipulations will topple his house of cards, exposing him as a fast-talking executive who is good at controlling people, but less skilled at the finer points of running a business. With Epstein out of the equation, he is primed to seize control of S-K's Toronto operation. That is, if he survives the night.

Lange's full character information is on p. 135.

LONG DE SHOU

Epstein will compel the runners to bring him to Grandmother Biyu, so she can smuggle him out of the city. A good deal of what happens here is based on the runners' past interactions with the Triad. If they are already in the good graces of the Triad, it will be an easy matter to get close enough to Xiao's House of Gold to request an audience. If they have killed multiple members of the "Hand of the Dragon" during the blackout, things become more difficult. Add +1 to the difficulty of any negotiation test if they have injured members of the triad up to this point. +2 difficulty if any Triad members have been killed by the runners.

Use Triad Enforcer stats, p. 138.

GRANDMOTHER BIYU

While her draconic heritage may still be in question, her shrewdness is not. Grandmother Biyu will grant Epstein an audience. Her intentions are to gain favor with Wuxing through this interaction. However, she also recognizes the value of contacts at Saeder-Krupp. As she is sending out soldiers to contact Wuxing, she is also sending men to contact Saeder-Krupp in order to discover if it is worth making a deal with this corporation instead.

Grandmother Biyu's stats can be found on p. 130.

SPECIAL NOTES

- Brunwyn views the current happenings with the distant curiosity of a cat watching a bug crawl past. Her direct involvement does not correlate with the work Lofwyr assigned her, and thus adds no value to her life. However, if she can be convinced that one side or the other poses a significant threat to the local S-K operation beyond the events and conflicts laid out above, she will intervene. Neither Brackhaus wants this to happen, so it is the responsibility of the runners to bring her into this, if they dare.



NIGHT 30: POWER UP

This is it, folks. By now, if you've been following the campaign laid out in this book, your team of runners will have spent thirty nights in the blackout that grips Toronto--and in this run, they'll get the chance to bring some light back into the shadows.

The team gets a message from one of their local contacts requesting a meeting. When they arrive, their contact explains that they've come across some interesting intel: a team of corporate technicians have been spotted heading for the nerve centre of Toronto's power grid.

HOOK

Repairs have been made to the grid, and the power is ready to be turned back on. That should be enough to get the interest of the runners. Some money will be dangled in front of them to sweeten the pot, but they have to earn it, of course. Some people want the blackout to last a little bit longer, so the effort to get the juice flowing will meet with opposition. The players will have to fight to get power returned, and their efforts might help them find evidence of what started the whole thing.

HOTSPOTS

The first part of the night, meeting with a contact who sets things on their course, can happen about anywhere—the PCs can work out a meeting location with their contact.

The mission is about getting to Toronto's grid control centre, which is the central spot for this night. The station is in the Docklands, southeast of Downtown, out on one of the islands, at a site that use to house the Hearn Generating Station (the site is still called the Hearn sometimes).

GRID CONTROL CENTRE

The grid control centre is a large, windowless building set on a grassy plot of land. It has a chain-link fence topped with razor wire around it. The front doors are double doors made of reinforced glass (Structure rating 11). They are locked with rating 6 maglocks with an attached keypad. The interior will be described more in *The Job*, as players move into the building.

The grid control centre—and by extension, the entire Toronto power grid—is controlled by a rating 9 host (attributes: A 10, S 9, D 12, F 11). The

host has been inaccessible for most of the month, but the efforts to restore the grid has brought it back into operation—sort of. Hackers may enter the host using the standard methods (see **Hacking the Matrix**, p. 178, SR6). Jacking into any of the terminals in the grid control centre provides a direct connection to the grid control host. The host's iconography is simple, marking the various generating equipment and power mains with graphics that could've been lifted from a decades-old Matrix game.

THE JOB

The job starts when one of the contacts the PCs have developed over the past month and tells them about an incredible opportunity. They hastily set up a meeting.

When the PCs arrive at the meeting, the contact gets right to business. "All right, guys. This is big, and I need a team I can trust on the job. Some of our eyes on the street just spotted a team of Saeder-Krupp wageslaves on their way out to the Islands. We think they're headed for the power grid control building at the Hearn. Guess who's with them?" The team's contact shares an ARO with the runners an image that looks like it was taken by a surveillance drone. It's centered on a late-middle-aged European man. Runners who have interacted with Hans Brackhaus before, including in previous nights, will recognize the Saeder-Krupp representative with a Memory (1) test. If the team doesn't catch on, the contact says, "Hans Brackhaus. You know, the S-K Johnson, the one everyone says works directly for Lofwyr? If he's there, S-K must figure they have a real shot at ending the blackouts. How about you see what they're up to?"

The contact authorizes the runners 5,000 nuyen apiece for this job. This is a big one—if the power is restored, money will finally flow again, and many of the city's powers are desperate for that to happen. So they're willing to fork out good cash to make it happen.

BEHIND THE SCENES

So just what's going on here—why does Brackhaus want the lights on, and who is opposing him? Some of the deeper details are reserved for future books, but the basics are that the larger obstacles keeping the power off have been removed, and S-K feels it's in their best interest to sweep away the smaller obstacles to get the power on as soon as possible. One of these smaller obstacles is a group of mercenaries hired by Wuxing who are using the blackout as an opportunity to muscle into some of S-K's infrastructure in the area—they want to take ownership of some buildings, or at least delay the power going on so that S-K looks bad. This is

a multi-faceted effort; they have troops working on installations across the city, so the centre is not bearing the full brunt of either S-K's or Wuxing's power. Which is probably good for them.

The runners should gather enough information here to understand that corp forces were going against each other at the end of the blackout, and that corporate machinations clearly were involved here. The PCs may notice Triad tattoos or a missing finger on a mercenary that helps them connect the mercs to a Triad, and so they may make connections to Wuxing. Or in the middle of a firefight, Brackhaus may yell something about sending a message to Hong Kong, which may also help the PCs understand what's going on. Tracking the IDs of dead mercenaries and tracing who their final employer was may also help.

GETTING THERE

The first step of the job is getting to the grid control centre. No matter how they get there, the PCs should at some point catch a glimpse of a moving Ares Roadmaster near them—the fact that it's a functioning vehicle should catch their attention. It keeps its distance, and there are enough spirits keeping watch on it that the PCs should have trouble getting a solid look at it. Going by road will be a little tricky, as the station is about halfway out on a peninsula that runs parallel to the mainland. That means land-based traffic to the site has to follow a particular route, which increases visibility. The road runs alongside a park at the east end of the peninsula, and the sparse trees and thicker scrub provide good hiding for an ambush—like the one the PCs will encounter as they continue down the road. A section of the road has been mined with improvised explosives (rating 4). When they go off, five Paramilitary Soldiers (p. 135) leap out and attack the runners as they go by. They want to keep anyone from approaching the grid control centre, so they're happy to leave the PCs alone if they flee.

The PCs may look for an alternate route to the control centre. The most likely option is travel by boat, as long as they can find oars or paddles or whatever, since functioning engines are still very difficult to track down. That means they'll make the crossing okay, but there's a second team of five Paramilitary Soldiers on the west end of the peninsula. Stealthy runners may be able to make their way to land without encountering them.

Both teams are in magic communication with a third team of two Paramilitary Soldiers and a security mage (use Lone Star Combat Mage, p. 207, SR6; substitute Mindlink spell for Clairvoyance). The mage is using Mindlink to communicate with the teams, and will call them to the plant when the runners and anyone accompanying them try to get in.



The Ares Roadmaster the PCs saw before should arrive at the centre at the same time they do. Hans Brackhaus (p. 72) and three Elite Special Forces troops (p. 210, SR6) are inside the vehicle. Brackhaus will take a wait-and-see attitude toward the situation, but if he is approached by the PCs or sees them assault the centre, he will help out, since he wants in as much as they do. He mainly can help with muscle to get past security; while he can give advice about where to go and what to do inside the centre, he says he can't do it himself, as he is not a decker and does not have deckers with him. This, of course, is a half-truth—Brackhaus may not be a decker, but as a highly placed S-K executive, he certainly has access to high-quality deckers, so he could hack in there if he wanted. But he wants as few S-K fingerprints here as possible, so there's no way he will commit S-K deckers to the work. That's why the runners are here.

GETTING IN

Through the glass doors, the PCs can see a sight they have not seen in a while: light that is not from an emergency lamp but rather actual overhead electric lights. The occasional white-clad figure can be seen walking in the building.

Brackhaus tells the runners that they need to go in and access a host that is only accessible inside that building. Once in, they need to clean up that host so that the full controls of the centre work and electricity can start to flow (host details are in the **Hotspots** section, p. 121). Those people are technicians with no definitive stake in the ongoing situation; they'll do what anyone who seems to have authority will tell them to do. Runners, who tend to be on the scruffy side, don't have that authority; Hans Brackhaus does. So the job is to get him in.

The primary obstacle to this is the various paramilitary troops listed above. They will fight hard to keep anyone out of the centre. This should be a tough battle for the PCs, so feel free to introduce reinforcements if needed. It doesn't have to be a pitched battle—the PCs may opt for a frontal assault, or they may try to sneak in and play a game of cat-and-mouse to avoid their opponents. There is a delivery dock in the rear and a security door next to it; both have a Structure rating of 16 and are barred shut from the inside. Breaking them open would cause considerable noise, but a Shape Metal spells could be used (Shape Stone could also be used on the building's walls). Another alternative is to sneak onto the building's roof (it's two stories tall, but each floor has high ceilings, so the roof is 10 meters off the ground) and then work their way in through a skylight.

GETTING THE POWER ON

Once inside, the PCs should get to the control room; once they have the host fixed, that's where they'll find the things that need to be switched on. The effort to control the host will not be easy.

As soon as a runner enters the host, they'll notice two things: it's dark, and it's *loud*. Some sort of deafening electronic screech (or whatever other cacophony the runner will find the most jarring) seems to be emanating from inside the host. Mechanically, any persona inside the host suffers a -10 noise penalty to all Matrix actions. The standard rule about direct connections negating noise doesn't apply here; the noise is caused by something inside the host itself, not the distance between the runner and the host. Runners inside the host may apply any noise reduction to negate that penalty to their own actions.

Runners who are able to filter out the noise to investigate will find out that the disruption isn't coming from an icon within the host, but rather from the host itself. Since the city's power plants are slaved to the grid control host, the noise inside the host has overwhelmed each power plant's control systems, causing them all to shut down. The only way to bring the power grid back online is to stop the host from creating the noise that's disrupting the plant control systems. The runners need to figure out how to get the noise under control, while also battling a security specialist (use Seal Team 6 Counter-Electronics Commando, p. 209. SR6).

A final troop of four Paramilitary Soldiers (p. 135) will charge into the facility while the PCs are working on getting the power on, just to give one more bit of hassle, and they'll be accompanied by two force 5 kindred spirits (p. 148, SR6). That will be the last obstacle the PCs have to deal with; once they are all clear, power can be restored. An office on the north side of the building holds the needed controls; the bulk of the interior holds a fusion reactor and related equipment (the second floor is storage).

ENDGAME

The effect of restarting the functions of the centre's host are instantaneous. Lights across the city start turning on—they're scattered, since not all switches have been sitting in the on position for the whole month. The gasps of surprise that go up in the city are almost audible even from out on the peninsula. People react quickly across the city. The gangs that have been ruling the night scatter to go indoors, and since vehicles work again, the police are able to cover more crowd, so they almost immediately start moving through the streets in force. A large number of emergency calls can now go through, so people reach out after weeks of not being able to. The mayor makes it clear through all Matrix devices that a state of emergency is still in effect, and people are told to return to their homes for the night. Sirens fill the air as emergency services cross the sprawl, and they continue through the morning.

Despite all this ongoing crisis, jubilation is in the air. People can call loved ones, travel via car, and of course log on to the Matrix and find out what had been going on in the larger world. They can also play music again, so many people crank it loud and stage parties that go all night.

This is almost entirely good news for the runners. The improvised communities built up during the blackout quickly break down, and in the chaos and celebration of the return of power, the runners can find a new safehouse or just get out of town if they want. Few people will notice what they do. Mr. Johnson pays them as soon as the power goes back on, so that account is settled; they can always try to stalk through town collecting any other unpaid debts they have, or they can let it go.

But as people who were present at the grid power centre when the power went back on, the runners may find that it's not so easy to leave the events of the blackout behind. Even if the PCs did not gather information from the people they saw (like Triad tattoos or possible Wuxing connections, word that they were there when things went down will spread, and many people—corp leaders, UCAS officials, and more—will be very interested in talking to them. This can keep them running for future campaigns, or fade into the past, only to be used when the gamemaster needs it for plot purposes!



CHARACTER TROVE

ALASTAIR BROWNING

MALE HUMAN

Age: 38 **Height/weight:** 1.4m/57kg

Connection Rating: 2

Preferred Payment: Nuyen

B	A	R	S	W	L	I	C	EDG	ESS
4	4(6)	3	5	3	3	4	2	4	5.1
DR	I/ID	AC	CM	MOVE					
7	7/1	A1, I2	10/10	10/15/+1					

Skills: Athletics 5, Biotech 2 (First Aid +2), Electronics 2, Engineering 3, Firearms 5, Influence 2, Perception 5, Piloting 3, Stealth 4
Augmentations: Cyberears [rating 2, w/ audio enhancement, damper, soundlink], cybereyes [rating 3, w/ flare compensation, image link, low-light vision, smartlink, vision enhancement], muscle toner 2
Gear: Armor vest, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Yamaha Pulsar [Taser, DV 65(e), SS, 9/9/-/-/-, 4(m), max range 50 meters]

ALDRIDGE SMOACH, P.P.I.

MALE DWARF

Age: 39 **Height/weight:** 1.3m/62kg

Connection Rating: 3

Preferred Payment: Nuyen. Sometimes favors.

B	A	R	S	W	L	I	C	EDG	ESS	R
4	2	2	5	4	4	4	4	4	6.0	5
DR	I/ID	AC	CM	MOVE						
8	6/1	A1, I2	10/10	10/15/+1						

Skills: Athletics 3, Biotech 3, Close Combat 3, Con 4, Cracking 6, Electronics 5, Engineering 4, Firearms 4 (Pistols +2), Influence 4, Outdoors 4, Perception 5, Piloting 2 (Groundcraft +2), Stealth 4, Tasking 6

Living Persona: I 8, CM 10, DR 4, A 4, S 4, DP 4, FW 4

Complex Forms: Cleaner, Editor, Mirrored Persona, Pulse Storm, Puppeteer, Resonance Spike, Stitches

Gear: Armor jacket, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Colt Government 2076 [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c)]

Stun baton [Club, DV 5S(e), 6/-/-/-/-]

ALEKSANDER POPOV

MALE HUMAN

Age: 40 **Height/weight:** 1.9m/90kg
Connection Rating: 3
Preferred Payment: Nuyen

An adept assassin with a grudge—aside from dragons, there are few more dangerous creatures in the Sixth World. Popov has spent much of his adult life as a weapon that others point, and anyone who knows him should know the importance of making sure he is not pointed at them.

B	A	R	S	W	L	I	C	EDG	M	ESS
4	6	5(7)	4	4	4	5	2	5	6	6.0
DR	I/ID	AC	CM	MOVE						
8	12/3	A1, I4	10/10	10/15/+1						

Skills: Astral 3, Athletics 5, Biotech 3 (First Aid +2), Close Combat 5 (Blades +2), Electronics 4, Firearms 6, Influence 4, Perception 5, Piloting 2, Stealth 6
Adept Powers: Astral Perception, Critical Strike 1, Combat Sense 2, Enhanced Accuracy, Improved Reflexes 2, Rapid Healing 1
Gear: Armor jacket, Erika Elite commlink (DR 4, 2/1)
Weapons:
Barret Model 101 [Rifle, DV 6P, SA, 1/8/11/16/14, 8(m)]
Katana [Blade, DV 4P, 10/-/-/-/-]
Ruger Super Warhawk [Heavy Pistol, DV 4P, 8/11/8/-/-, 6(cy)]

ARIEL

FEMALE HUMAN

Age: 28 **Height/weight:** 1.7m/68kg
Connection Rating: 2
Preferred Payment: Nuyen

B	A	R	S	W	L	I	C	EDG	R	ESS
2	4	3	2	5	5	6	2	4	5	6.0
DR	I/ID	AC	CM	MOVE						
5	9/1	A1, I2	9/11	10/15/+1						

Skills: Athletics 2, Biotech 3, Close Combat 3, Con 2, Cracking 7, Electronics 6, Engineering 4, Firearms 3, Influence 2, Perception 5, Piloting 2, Stealth 4, Tasking 6
Living Persona: A 2, S 6, DP 5, FW 5, Condition Monitor 11, Initiative 11/1
Complex Forms: Cleaner, Editor, Infusion (Attack), Mirrored Persona, Resonance Spike, Static Veil
Gear: Armor vest, Renraku Sensei commlink (DR 3, 2/0)
Weapons:
Defiance T-250 [Shotgun, DV 4P, SA, 7/10/6/-/-, 5(m)]
Survival knife [Blade, DV 4P, 8/2*/-/-/-]

ASTRID CASE

FEMALE HUMAN

Age: 43 **Height/weight:** 1.7m/52kg
Connection Rating: 4
Preferred Payment: Nuyen

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2	3	4	6	4	4	3	5.5
		DR	I/ID	AC	CM	MOVE			
		4	6/1D6	A1, I2	9/10	10/15/+1			

Skills: Athletics 1, Con 3, Electronics 3, Firearms 2, Influence 5, Perception 4,

Piloting 3, Stealth 1

Augmentations: Commlink (implanted, Erika Elite [DR 4, 2/1]), mnemonic enhancer 3

Gear: Armor clothing, Sony Emperor commlink (DR 2, 1/1), white noise generator (rating 4)

Weapons:
Yamaha Pulsar [Taser, DV 6S(e), SS, 9/9/-/-/-, 4(m), max range 50 meters]

BLIGHT

TOXIC SPIRIT

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	4	4	5	4	4	4	5	6.0	6.0
DR	I/ID	AC	CM	MOVE						
4	8/2	A1, I3	10/11	10/15/+1						

Skills: Astral 4, Athletics 4, Close Combat 4, Exotic Ranged Weapon 4, Perception 4

Powers: Astral Form, Concealment, Confusion, Engulf (toxins*), Materialization, Sapience, Search

Optional Powers: Fear, Innate Spell (Toxic Wave), Movement

Attacks:

Elemental Attack [DV 4P, 8/6/-/-/-]
Engulf [DV 6S + Corrosive 3, 9/-/-/-/-]

*Toxin engulf: The target resists Physical damage equal to Magic and gains the Corrosive 3 status.

BRUNWYN

FEMALE WESTERN DRAGON

Age: Ageless **Height/weight:** Very, very large
Connection Rating: 5
Preferred Payment: Nuyen, gems, and precious metal

Brunwyn is a dragon, and any shadowrunner knows that means trouble. A straight-on fight with her would go very badly for anyone on the other side. She's not looking for a fight, because that just adds unneeded chaos, but she won't shrink from one if the need for it arises.

Brunwyn's loyalty to Saeder-Krupp is based almost entirely on her estimation of them being the best tool to serve her hoard-amassing ends. She is ruthless in pursuit of her goals and manipulative of anyone she thinks is beneath her (spoiler alert: That includes everybody).

In her dragon form, Brunwyn is long and lithe with shiny nickel scales. Her metahuman form is a dazzling beautiful female elf, the kind of person who never has to buy a drink at a nightclub.

B	A	R	S	W	L	I	C	EDG	M	ESS
14	7	9	28	9	9	9	10	7	12	6.0
DR	I/ID	AC	CM	MOVE						
20	18/1	A1, I2	15/13	20/30/+2						

Skills: Astral 8, Athletics 9 (Flying +3, Gymnastics +2), Biotech 6 (Medicine +2), Close Combat 9 (Unarmed +3), Con 8, Conjuring 7 (Banishing +2), Enchanting 6, Firearms 7 (Pistols +3), Influence 9 (Intimidation +3, Negotiation +2), Outdoors 8, Perception 9 (Visual +3, Aural +2), Piloting 6, Sorcery 9 (Spellcasting +3, Counterspelling +2), Stealth 8

Spells: Analyze Truth, Animate Plastic, Antidote, Armor, Chaos, Clairvoyance, Combat Sense, Control Actions, Cooling Heal, Darkness, Detect Magic, Fireball, Fling, Heal, Ice Spear, Improved Invisibility, Increase Reflexes, Mana Barrier,

Manabolt, Mind Probe, Powerball, Resist Pain, Shape Stone, Stunball, Trid Phantasm

Initiate level: 6

Metamagics: Centering, Flexible Signature, Masking, Quickening, Spell Shaping, Shielding

Gear: Transys Avalon commlink (DR 6, 3/1)

Powers: Armor

Weapons:

Sword [Blade, DV 3P, 9/-/-/-/-]

Throwing stars [Throwing Weapon, DV 2P, 9/11/5/-/-]

CAMAZOTZ

A malevolent spirit from a twisted metaplane, Camazotz causes and feeds on chaos and terror. Bargaining with it is pointless, as it does not want a peaceful resolution to any situation. It wants to intimidate and dominate.

Camazotz's form is ever-shifting, a malleable gyre of teeth, claws, wings, and darkness. Gazing on it for too long brings the fear it hopes to inspire.

B	A	R	S	W	L	I	C	M	ESS
5	5	5	4	6	4	5	4	7	6.0
DR	I/ID	AC	CM	MOVE					
8	10/1	A1, I2	11/11	12/17/+1					

Skills: Astral 5, Athletics 4, Close Combat 5, Conjuring 7, Perception 6, Sorcery 7, Stealth 6

Powers: Armor, Concealment, Confusion, Dual Natured, Innate Spell (Chaotic World, Stunball), Mystic Armor, Psychokinesis, Regeneration, Sapience

CAMDEN ESPINOSA

HUMAN MALE

Age: 54

A corporate decker and programmer, Camden has been working for MCT for the past twelve years. Within the industry, he is well respected and has been headhunted (and targeted for unwilling extraction) more than once. Having been in the industry for a good long time, and with a background in device architecture, he has begun to sense some of the common vulnerabilities that underlie many wired devices. Players will find him in a vegetative state. The meeting he got pulled into before the blackout was a setup by his MCT masters who linklocked him and waited for the power to fail, letting the biofeedback from the dumpshock kill him, thus maintaining deniability.

Camden has no game stats, as he will perform no actions in the course of the game.

CORPORATE SUIT

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	2	3	4	3	6
DR	I/ID	AC	CM	MOVE				
4	6/1	A1, I2	9	10/15/+1				

Skills: Athletics 2, Close Combat 1, Firearms 2 (Hold-outs +2), Influence 3 (Negotiation +2), Perception 3, Piloting 2

Gear: Armor clothing (+2), Erika Elite commlink (DR 4, 2/1)

Weapons:

Knucks [Unarmed, DV 3P, 6/-/-/-/-]

Streetline Special [Hold-out, DV 2P, SS, 8/8/-/-/-]

THE CORRUPTED

B	A	R	S	W	L	I	C	ESS
3	2	2	2	1	1	3	1	6
DR	I/ID	AC	CM	MOVE				
5	5/1	A1, I2	10	10/15/+1				

Skills: Athletics 2, Close Combat 4, Influence 1 (Intimidation +3), Outdoors 2, Perception 2, Stealth 2

Powers: Mindless Drive (metahuman flesh)

Gear: Armor clothing (+2), Erika Elite commlink (DR 4, 2/1)

Weapons:

Club [Unarmed, DV 3S, 6/-/-/-/-]

CUCUI

Cucui are the brutes of the plane of fae. They once were trolls, but they were stolen away and altered long ago, perhaps from before the Sixth World, perhaps from another plane entirely. They get even larger, their dermal deposits grow into a series of tight spirals, and their mouth becomes full of chipped shards of teeth. They appear to be perpetually angry and in pain, and many people say that killing them is the kindest thing you can do. Others say that killing them is the smartest thing to do, if you want to live more than a few minutes.

B	A	R	S	W	L	I	C	EDG	ESS
11	3	4	11	3	1	2	1	3	6
DR	I/ID	AC	CM	MOVE					
20	6/1	A1, I2	14	12/18/+1					

CULT LEADER

(PROFESSIONAL RATING 3)

It's not easy to get people to dedicate their lives to ideas that others find laughable, but cult leaders focus in two particular skills: identifying vulnerable outcasts and giving them a message that resonates with at least some of them. From there, it's all about how much you can get them to do for you before they become resentful.

B	A	R	S	W	L	I	C	ESS
2	3	4	3	5	2	4	4	6.0
DR	I/ID	AC	CM	MOVE				
4	8/1	A1, I2	11	10/15/+1				

Skills: Athletics 1, Biotech 2 (First Aid +2), Close Combat 2, Con 5 (Acting +2), Electronics 2, Firearms 3, Influence 5 (Leadership +2), Outdoors 3, Perception 3, Stealth 2

Gear: Armor clothing, Renraku Sensei commlink (DR 3, 2/0), 4 x tranq patches

Weapons:

Sap [Club, DV 2S, 6/-/-/-/-]

Walther Palm Pistol [Hold-out, DV 2P, SS/BF, 12/7/-/-/-, 6(b)]

CUTTERS MEMBER

(PROFESSIONAL RATING 2)

Their demeanor may be a little more polished than that of some other gang members, but don't forget the gang name—they remain ready and willing to cut you if you cross them.

B	A	R	S	W	L	I	C	ESS
2	4	3	3	2	4	2	2	6
		DR	I/ID	AC	CM	MOVE		
		5	5/1	A1, I2	9	10/15/+1		

Skills: Athletics 2, Close Combat 3, Firearms 4, Influence 3 (Intimidation +2), Perception 3, Stealth 2

Gear: Armor vest (+3), commlink (device rating 2)

Weapons:

Ruger Redhawk [Light Pistol, DV 3P, SA/BF, 7/10/7/-/-, 8(cy)]
Knucks [Unarmed, DV 3P, 6/-/-/-/-]

DAIYANNA 'D²' DIMEEKO

FEMALE HUMAN

Age: 29 **Height/weight:** 1.7m/50kg

Connection Rating: 3

Preferred Payment: Favors, nuyen

Much of the knowledge of how magic and technology interact has been summed up with two words: "They don't." D-squared, as she is known, isn't willing to let things sit right there. A skilled technomancer, Dimeeko has studied with shamans, and she can't help but notice parallels between how they work and how she works. Do parallel systems mean parallel—or even shared—architecture? At any level, do the roots of the Resonance connect with the source of mana? Would it ever be possible to summon a spirit into the heart of a host? Most people will answer that last question with a flat "no," but Dimeeko is not the type to let that dissuade her.

Along with having a curious mind, Dimeeko has an outgoing, engaging personality and enough magnetism to draw people into her orbit. She builds her network to gain information, but she knows relationships are not one-way—she is sure to reciprocate any favors she receives.

B	A	R	S	W	L	I	C	EDG	R	ESS
2	3	3	2	5	4	5	6	3	6	6.0
			DR	I/ID	AC	CM	MOVE			
			6	8/1	A1, I2	9/11	10/15/+1			

Skills: Athletics 2, Biotech 3, Close Combat 2, Cracking 5, Electronics 7, Engineering 5, Firearms 2 (Pistols +2), Influence 4, Perception 4, Piloting 3, Stealth 2, Tasking 5

Living Persona: A 6, S 5, DP 4, FW 5, Condition Monitor 11, Initiative 9/1

Complex Forms: Diffusion (Data Processing), Pulse Storm, Puppeteer, Resonance Channel, Static Bomb, Tattletale

Gear: Armor jacket, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Beretta 201T [Light Pistol, DV 2P, SA/FA, 9/8/6/-/-, 21(c)]

DR. TILDA AURAND

FEMALE ELF

Age: 47 **Height/weight:** 1.8m/61kg

Connection Rating: 3

Preferred Payment: Nuyen

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	5	6	4	4	3	5	6.0
		DR	I/ID	AC	CM	MOVE				
		4	7/1	A1, I2	9/11	10/15/+1				

Skills: Astral 4, Athletics 3, Biotech 7, Close Combat 1, Con 2, Conjuring 4, Enchanting 4, Firearms 2, Influence 4, Outdoors 3, Perception 5, Piloting 2, Sorcery 5, Stealth 3

Spells: Antidote, Blast, Control Thoughts, Darkness, Detect Magic, Heal, Invisibility, Manabolt, Shape Metal

Gear: Armor clothing, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Colt Government 2076 [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c)]
Stun baton [Club, DV 5S(e), 6/-/-/-/-]

EEKA KRAUSE

FEMALE DWARF

Age: 37 **Height/weight:** 1.2m/55kg

Connection Rating: 4

Preferred Payment: Barter/favors

Cities are vast, complex systems, and they can't help but have some cracks in their labyrinthine structures. Some people dedicate their lives to finding those cracks, living in the unseen spaces and getting by on the resources that others forget about or never knew existed. Some people know which neighborhoods are likely to have hidden valuables in their yard and estate sales—Krause has it tracked to specific addresses. She knows when and where corporate shutdowns might result in various goods being disposed intact or just left to sit in an office or warehouse or something. She knows what vehicles—especially dog-brained ones—have a little extra space and no real ability to detect stowaways. All this and more is part of what she has gleaned through years of experience in feasting on the generous crumbs the city regularly serves up.

B	A	R	S	W	L	I	C	EDG	ESS
3	3	4(5)	3	4	3	6	3	4	5.7
		DR	I/ID	AC	CM	MOVE			
		6	11/1	A1, I2	10/10	10/15/+1			

Skills: Athletics 2 (Climbing +2), Biotech 3 (First Aid +2), Close Combat 3, Con 5, Electronics 2, Firearms 3, Influence 3 (Negotiation +2), Outdoors 4, Perception 6, Piloting 2 (Groundcraft +2), Stealth 4

Augmentations: Reaction enhancers 1

Gear: Armor vest, custom commlink (Sony Emperor form, DR 3, 3/1), grapple gun (w/ 100m stealth rope)

Weapons:

Ruger Redhawk [Light Pistol, DV 3P, SA/BF, 7/10/7/-/-, 8(cy)]
Survival knife [Blade, DV 4P, 8/2*-/-/]

ERICH ROTHERS (FATHER GORGON)

MALE HUMAN

Age: 38 **Height/weight:** 1.8m/84kg
Connection Rating: 2
Preferred Payment: Souls

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	3	2	5	2	4	3	2	5	6.0
DR	I/ID	AC	CM	MOVE						
5	7/1	A1, I2	10/11	10/15/+1						

Skills: Astral 3, Athletics 2, Close Combat 3, Con 2, Conjuring 4, Firearms 3, Influence 2, Outdoors 2 (Toxic Zones +2), Perception 5, Piloting 2, Sorcery 5, Stealth 3
Spells: Antidote, Blast, Confusion, Darkness, Detect Magic, Fling, Invisibility, Manabolt, Shape Stone, Toxic Wave
Gear: Armor clothing, Sony Emperor commlink (DR 2, 1/1)
Weapons:
 Colt Government 2076 [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c)]
 Stun baton [Club, DV 5S(e), 6/-/-/-/-]

FELIX GAGNON

MALE HUMAN

Age: 38 **Height/weight:** 1.7m/72kg
Connection Rating: 2
Preferred Payment: Nuyen

See biographical info on p. 100.

B	A	R	S	W	L	I	C	EDG	M	ESS
2	2	2	2	4	6	5	4	2		3.1
DR	I/ID	AC	CM	MOVE						
4	7/1	A1, I2	9/10	10/15/+1						

Skills: Athletics 1, Biotech 4, Close Combat 1, Cracking 6, Electronics 6, Firearms 2, Influence 3, Perception 5, Piloting 3, Stealth 1
Programs: Configurator, Decryption, Edit, Encryption, Exploit, Fork, Trace
Augmentations: Commlink (implanted, DR 4, 2/1), cyberdeck (implanted, DR 5, 8/7), cyberjack (rating 4, 7/6)
Gear: Armor clothing, contacts (capacity 3, w/ image link, low-light vision), jammer (directional, rating 4)
Weapons:
 Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]

DR. FEN CHEUNG I

MALE HUMAN

Age: 57 **Height/weight:** 1.8m/80kg
Connection Rating: 3
Preferred Payment: Nuyen

See biographical info on p. 115.

B	A	R	S	W	L	I	C	EDG	M	ESS
3	2	2	2	3	6	4	3	2		3.1
DR	I/ID	AC	CM	MOVE						
4	6/1	A1, I2	10/10	10/15/+1						

Skills: Athletics 1, Biotech 3, Close Combat 2, Cracking 6, Electronics 6, Firearms 2, Influence 3, Perception 4, Piloting 2, Stealth 1
Programs: Browse, Decryption, Edit, Encryption, Exploit, Fork, Signal Scrubber
Augmentations: Commlink (implanted, DR 5, 3/0), cyberdeck (implanted, DR 5,

8/7), cyberjack (rating 5, 8/7)
Gear: Armor clothing, contacts (capacity 3, w/ image link, thermographic vision)
Weapons:
 Beretta 101T [Light pistol, DV 2P, SA, 9/8/6/-/-]

DR. FEN CHEUNG II

MALE HUMAN

Age: 31 **Height/weight:** 1.8m/72kg
Connection Rating: 2
Preferred Payment: Nuyen

See biographical info on p. 100.

B	A	R	S	W	L	I	C	EDG	M	ESS
4	3	4	2	3	5	5	2	2		3.1
DR	I/ID	AC	CM	MOVE						
4	9/1	A1, I2	10/10	10/15/+1						

Skills: Athletics 3, Biotech 3, Close Combat 3, Cracking 5, Electronics 6, Firearms 2, Influence 2, Perception 5, Piloting 3, Stealth 2
Programs: Configurator, Decryption, Edit, Encryption, Exploit, Fork, Signal Scrubber
Augmentations: Commlink (implanted, DR 5, 3/0), cyberdeck (implanted, DR 4, 7/6), cyberjack (rating 4, 7/6)
Gear: Armor clothing, contacts (capacity 3, w/ image link, thermographic vision)
Weapons:
 Beretta 101T [Light pistol, DV 2P, SA, 9/8/6/-/-]

FREDDY BALES

MALE HUMAN

Age: 43 **Height/weight:** 1.8m/74kg
Connection Rating: 4
Preferred Payment: Favors

Freddy Bales has dedicated every aspect of his being to seeming forgettably pleasant. His sandy hair is parted on the left. His chin is a little long, which helps him have a big smile. His height and weight are middling. He always seems to be in a pleasant mood, and he'll make friendly but forgettable small talk when engaged. You could talk to him for an hour, have a steady conversation, and come away from it with no firm sense of what he does for a living, what he likes, or what he believes.

All of this is a careful act. Bales has insinuated himself into the University of Toronto to the point that everyone on campus thinks he is faculty, and he can hang out pretty much any place he pleases. He's using that to dig up whatever information his masters, the Black Lodge, want him to find.

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	2	2	5	3	5	6	4	8	6.0
DR	I/ID	AC	CM	MOVE						
5	7/1	A1, I2	10/11	10/15/+1						

Skills: Astral 5, Athletics 3, Biotech 2, Close Combat 4, Con 7, Conjuring 4, Electronics 2, Enchanting 4, Firearms 3 (Pistols +2), Influence 5, Perception 5, Piloting 3, Sorcery 6, Stealth 6
Spells: Analyze Magic, Armor, Control Thoughts, Darkness, Decrease Attribute, Detect Enemies, Heal, Hush, Improved Invisibility, Manabolt, Powerball, Strengthen Wall, Trid Phantasm

Initiate Level: 3

Metamagics: Flexible signature, masking, shielding

Gear: Armor clothing, masking focus (Force 4, beaded necklace), Sony Emperor commlink (DR 2, 1/1)

Weapons:

Beretta 201T [Light Pistol, DV 2P, SA/FA, 9/8/6/-/-, 21(c)]

GANG LEADER

(PROFESSIONAL RATING 3)

Any group of rabble becomes more difficult to deal with when there's someone who can tell them what to do. Gang leaders often rise to the top of their small groups because they have the right combination of muscle, guts, and smarts. Whether they have enough to make a difference on a larger stage is an open question.

B	A	R	S	W	L	I	C	ESS
4	3	3	4(5)	3	2	2	3	5.0
DR	I/ID	AC	CM	MOVE				
7	5/1	A1, I2	10	10/15/+1				

Skills: Athletics 3, Close Combat 4, Firearms 4, Influence 5 (Leadership +2), Perception 4

Augmentations: Cyberarm (right, w/ attribute increase 3)

Gear: Armor clothing (+2), Sony Emperor commlink (DR 2, 1/1)

Weapons:

Ceska Black Scorpion [Machine Pistol, DV 2P, SA/BF, 10/9/8/-/-, 35(c)]

Sap [Club, DV 2S, 6/-/-/-/-]

GANG MEMBER

(PROFESSIONAL RATING 2)

They're out on the streets, they're causing trouble, and they're in a neighborhood near you! These are stats for a basic human gang member. For a dwarf or ork, increase Strength by 1; for an elf, increase Agility by 1; for a troll, increase Body and Strength by 1.

B	A	R	S	W	L	I	C	ESS
3	2	2	4	2	1	2	1	6
DR	I/ID	AC	CM	MOVE				
5	4/1	A1, I2	10	10/15/+1				

Skills: Athletics 2, Close Combat 4, Firearms 3, Influence 3 (Intimidation +2), Perception 3

Gear: Armor clothing (+2), Sony Emperor commlink (DR 2, 1/1)

Weapons:

Beretta 101T [Light pistol, DV 2P, SA, 9/8/6/-/-]

Knucks [Unarmed, DV 3P, 6/-/-/-/-]

GANG MEMBER, MAGICAL

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	M	ESS
2	2	2	2	4	3	4	3	4	6
DR	I/ID	AC	CM	MOVE					
4	6/1	A1, I2	9	10/15/+1					

Skills: Astral 3, Close Combat 1, Conjuring 4, Firearms 2, Perception 4, Sorcery 4, Stealth 1

Spells: Armor, Blast, Combat Sense, Confusion, Heal, Levitate, Physical Barrier, Stunbolt

Gear: Armor clothing (+2), Sony Emperor commlink (DR 2, 1/1)

Weapons:

Beretta 101T [Light pistol, DV 2P, SA, 9/8/6/-/-, 21(c)]

Knucks [Unarmed, DV 3P, 6/-/-/-/-]

GO-GANGER

(PROFESSIONAL RATING 2)

Like a ganger, but mounted, so more capable of quickly getting to a spot where they can be annoying.

B	A	R	S	W	L	I	C	ESS
2	2	4	2	2	3	4	1	5.0
DR	I/ID	AC	CM	MOVE				
5	8/1	A1, I2	9	10/15/+1				

Skills: Athletics 2, Close Combat 3, Engineering 2, Firearms 3, Influence 3, Outdoors 3, Perception 3, Piloting 5

Augmentations: Control rig 1

Gear: Armor vest (+3), Sony Emperor commlink (DR 2, 1/1), Yamaha Growler

Weapons:

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/-/-, 10 (c)]

Stun baton [Club, DV 5S(e), 6/-/-/-/-]

GRANDMOTHER BIYU

FEMALE HUMAN

Age: At least 80

Height/weight: 1.5m/45kg

Connection Rating: 5

Preferred Payment: Barter/favors

Grandmother Biyu has reached the age where she has lost all desire to do things she feels are not worth her time. She carefully monitors who gets the privilege of meeting with her, and she does not hesitate to walk out of meetings or conversations she feels are not producing anything. She has a milky eye, a million wrinkles, and a bearing that makes people speak in hushed voices when she is near. She has no augmentations or visible sources of strength or power—unless you look at her astrally. Then you might glimpse her true might—though she works to keep it under wraps.

She holds her people of the Long do Shou Triad to high standards and rewards them with intense loyalty. Between magic, money, and connections, she has a lot of resources she can direct to problems she wants to solve and scores she wants to settle. Having been involved in the Triads for decades, she has plenty of both to work with.

B	A	R	S	W	L	I	C	EDG	M	ESS
2	1	2	1	6	5	5	5	5	9	6.0
DR	I/ID	AC	CM	MOVE						
6	7/1	A1, I2	9/11	10/15/+1						

Skills: Astral 6, Athletics 1, Con 6, Conjuring 5, Electronics 3, Enchanting 4, Firearms 2, Influence 7, Outdoors 4 (Urban +2), Perception 6, Sorcery 7, Stealth 2

Qualities: Honorbound

Spells: Acid Stream, Agony, Analyze Truth, Animate Plastic, Armor, Chaos, Cleansing Heal, Detect Magic, Ice Spear, Improved Invisibility, Mindlink, Powerball, Thunder

Initiate Level: 4

Metamagics: Centering, flexible signature, masking, quickening

Gear: Armor vest, Hermes Ikon commlink (DR 5, 3/0), power focus (rating 4)

Weapons:

Yamaha Pulsar [Taser, DV 6S(e), SS, 9/9/-/-/-, 4(m), max range 50 meters]

GRID PIRATE

(PROFESSIONAL RATING 2)

Ever since the corporate Matrix made life tougher for hackers, various pirates have endeavored to restore some of the unruliness that characterized earlier versions of the network. They set up their own black-market hosts and access points in an effort to create an open, free online world—which is something the corps have very little interest in, so they are active in sinking these pirates whenever possible.

B	A	R	S	W	L	I	C	ESS
2	2	4	2	3	5	5	2	3.7
DR	I/ID	AC	CM	MOVE				
4	9/1	A1, I2	9/10	10/15/+1				

Matrix Initiative: 12 + 1D6 + mode bonus

Skills: Athletics 1, Biotech 2, Close Combat 1, Con 2, Cracking 6, Electronics 6, Engineering 5, Firearms 2, Influence 1, Perception 3, Stealth 2

Programs: Armor, Baby Monitor, Biofeedback, Biofeedback Filter, Edit, Encryption, Exploit, Signal Scrubber

Augmentations: Cyberjack (rating 4, 7/6, +2 Matrix initiative)

Gear: Armor clothing, jammer, directional (rating 5), Renraku Kitsune cyberdeck (DR 4, 7/6), Renraku Sensei commlink (DR 3, 2/0)

Weapons:

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/-/-, 10(c)]

HARRY GALE

MALE TROLL

Age: 46 **Height/weight:** 2.2m/156kg

Connection Rating: 3

Preferred Payment: Nuyen

A rumbled screamsheet reporter in the classic mold, Harry Gale is always stressed and constantly looking for someone to yell at. He's never made it to a rag with a circulation of more than 100,000, but the outlet he works for now is his own, and he takes pride in it. He's been chasing the dream for decades, and he still believes that breaking one big story will vault him to the next level of media stardom.

B	A	R	S	W	L	I	C	EDG	ESS
5	4	3	5	3	4	3	4	2	6.0
DR	I/ID	AC	CM	MOVE					
7	6/1	A1, I2	11/10	10/15/+1					

Skills: Athletics 1, Close Combat 2, Con 2 (Performing +3), Firearms 2, Influence 4, Perception 3, Piloting 2

Gear: Armor clothing, Erika Elite commlink (DR 4, 2/1)

Weapons:

Yamaha Pulsar [Taser, DV 6S(e), SS, 9/9/-/-/-, 4(m), max range 50 meters]

HELENA MYRRYR, P.P.I.

FEMALE ORK SHAMAN

Age: 41 **Height/weight:** 2.1m/130kg

Connection Rating: 3

Preferred Payment: Nuyen or favors

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	3	3	4	5	3	6	6.0
DR	I/ID	AC	CM	MOVE						
9	7/1	A1, I2	11/10	10/15/+1						

Skills: Astral 4, Athletics 3, Close Combat 3, Con 3, Conjuring 5, Firearms 4, Influence 4 (Negotiation +2), Outdoors 3, Perception 6, Piloting 2, Sorcery 6, Stealth 3

Spells: Acid Stream, Analyze Truth, Animate Stone, Cooling Heal, Detect Enemies, Fireball, Invisibility, Mind Probe, Thunder

Gear: Armor jacket, Renraku Sensei commlink (DR 2, 1/1)

Weapons:

Colt Government 2076 [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c)]

Katana [Blade, DV 4P, 10/-/-/-/-]

KARYOS

MALE HUMAN

Age: 54 **Height/weight:** 1.8m/80kg

Connection Rating: 3

Preferred Payment: Favors

Karyos is a high-ranking Black Lodge member, with all that implies. He keeps dark secrets, trusts no one, and focuses on what he sees as the highest good: the accumulation of power. His involvement in conspiracies gives him a conspiratorial mindset, so he sees hidden machinations moving against him in every action. His narcissism and paranoia make him difficult to deal with, but from his perspective, they're the things that keep him safe.

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	5	4	5	3	4	4	3	6	6.0
DR	I/ID	AC	CM	MOVE						
7	9/1	A1, I2	10/11	10/15/+1						

Skills: Astral 5, Athletics 4, Close Combat 4, Con 4, Conjuring 4 (Summoning +2), Electronics 2, Firearms 4, Influence 5, Outdoors 4, Perception 5, Sorcery 6, Stealth 5

Spells: Agony, Analyze Truth, Animate Stone, Cooling Heal, Detect Magic, Fireball, Increase Reflexes, Invisibility, Manaball, Mystic Armor, Powerbolt

Gear: Armor vest, contacts (capacity 2, w/ vision enhancement), Erika Elite Emperor commlink (DR 4, 2/1)

Weapons:

Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]

Survival knife [Blade, DV 4P, 8/2*-/-/-/]

KASHISH JATT SIDHU, A.K.A. KASH, GURHIBA DI RAJ-KUMARI (PRINCESS OF THE POOR)

FEMALE ELF

Age: 35 **Height/weight:** 1.6m/47kg

Connection Rating: 4

Preferred Payment: Barter/donations of essentials to community

If you want to deal in Honest Ed's or in the Annex neighborhood, you must pay tribute to the Princess of the Poor, the *Gurhiba di Raj-kumari*. Raj-kumari Kashish—or "Kash" to her former runner crew (she's a decker-face turned fixer). Don't assume she has a heart of gold just because she feeds and clothes most of the poor and low-income in her area. Anyone wishing to do business in Ed's must provide a donation for those in the area: clothes, food, and nuyen are all acceptable. In return, you get access, and perhaps even a discount if your offering is generous enough.

The Annex is part of her territory, and she protects her own. She has an excellent network of eyes and ears in much of east and central Toronto, particularly among those who do menial work for megacorps (largely people of East Indian/East Asian descent). These are her people, her *ghunday* (gang), and they will protect her. However, she also has good working relationships with the small Seoulpa's *khangpaes* in neighboring Koreatown and the Carnetti Mafia in Little Italy, often outsourcing runs for them to help maintain deniability in exchange for information.

B	A	R	S	W	L	I	C	EDG	ESS
2	3	3	2	5	5	5	5	3	3.0
DR	I/ID	AC	CM	MOVE					
4	8/1	A1, I2	9/11	10/15/+1					

Skills: Athletics 1, Biotech 2, Close Combat 1, Con 4, Cracking 6 (Hacking +2), Electronics 6, Engineering 4, Firearms 3, Influence 4, Perception 3, Piloting 2, Stealth 2

Qualities: Human-Looking, Gearhead, Honorbound

Augmentations: Cyberdeck (implanted, Renraku Kitsune, DR 4, 7/6), cybereyes (Rating 3, w/ image link, smartlink, vision enhancement), cyberjack (rating 4, 7/6)

Gear: Armor clothing, white noise generator (rating 4)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c)]
Stun baton [Club, DV 5S(e), 6/-/-/-/-]

KNIGHT ERRANT SWAT OFFICERS

B	A	R	S	W	L	I	C	EDG	ESS
4	3(4)	4(5)	3(4)	4	2	4	3		3.0
DR	I/ID	AC	CM	MOVE					
14	9/2	A1, I3	10	10/15/+1					

Skills: Athletics 3, Biotech 2, Close Combat 4 (Clubs +2), Con 2, Electronics 2, Firearms 6, Influence 3 (Intimidation +2), Outdoors 2 (Tracking +2), Perception 4, Piloting 2, Stealth 4

Augmentations: Cyberears (rating 2, w/ audio enhancement, damper, select sound filter 2, sound link), cybereyes (rating 2, w/ camera, image link, smartlink), dermal plating 3, muscle replacement 1, wired reflexes 1

Gear: Erika Elite commlink (device rating 4), full body armor w/ helmet (+7)

Weapons:

Ares Alpha [Rifle, DV 5P, SA/BF/FA, AR 6/12/11/9/4, 42(c), w/ smartgun, explosive ammo]
Ares Alpha Grenade Launcher [Exotic, CS/tear gas, 5S, AR 6/12/8/4/-, 6(c), w/ smartgun, tear gas grenades]
Ares Predator VI [Heavy Pistol, DV 2S(e), SA/BF, AR 13/13/11/-/-, 15(c), w/ smartgun, stick 'n' shock ammo]
Stun baton [Club, DV 5S(e), AR 6/-/-/-/-]

CS/TEAR GAS

Vector: Contact, Inhalation

Speed: 1 Combat Round

Duration: (6-Body) x 5 minutes, minimum of 5 minutes

Power: 8

Effect: Dazed status, Nauseated status, Stun Damage

KRAMPUS

MALE TROLL

Age: 43 **Height/weight:** 2.2m/175kg

Connection Rating: 2

Preferred Payment: Nuyen or favors

Krampus is a veteran street doc who knows a lot of ways to save lives and employs as many as he needs to get the job done. His bedside manner is brusque—his treatment is often interspersed with comments on how the patient could have avoided injury if they were smarter or more skilled.

B	A	R	S	W	L	I	C	EDG	M	ESS
5	2	3	6	4	5	5	2	4	6	6.0
DR	I/ID	AC	CM	MOVE						
11	8/1	A1, I2	11/10	10/15/+1						

Skills: Astral 4, Athletics 3, Biotech 4 (First Aid +2), Close Combat 3, Conjuring 4, Enchanting 4, Firearms 3 (Pistols +2), Influence 3, Perception 5, Piloting 2, Sorcery 6, Stealth 3

Spells: Analyze Magic, Antidote, Armor, Chaos, Cleansing Heal, Clout, Combat Sense, Heal, Ice Storm, Increase Reflexes, Invisibility, Mana Barrier, Stabilize

Gear: Armor jacket, Erika Elite commlink (DR 4, 2/1), medkit (rating 6)

Weapons:

Fichetti Security 600 [Light Pistol, DV 2P, SA, 10/9/6/-/-, 30(c)]

LIAM THE BLACK

MALE HUMAN

Age: 51 **Height/weight:** 1.9m/73kg

Connection Rating: 2

Preferred Payment: BTLs, nuyen

Disheveled and lean, Liam has a desperate air about him and an uncertainty that he has enough life left to ever get anything again. He operates by no code, only a drive to get what he wants—namely, magical power and BTLs. He is loyal only insofar as he believes that loyalty will be rewarded.

B	A	R	S	W	L	I	C	EDG	M	ESS
2	2	2	2	3	2	4	2	4	1	5.8
DR	I/ID	AC	CM	MOVE						
5	6/1	A1, I2	9/10	10/15/+1						

Skills: Astral 4, Athletics 2, Close Combat 3, Conjuring 3, Firearms 4, Influence 2, Outdoors 5, Perception 5, Sorcery 5, Stealth 3

Qualities: Addiction (level 5, BTLs)

Spells: Antidote, Heal, Clout, Decrease Attribute, Lightning Bolt, Manaball, Resist Pain, Silence, Trid Phantasm

Augmentations: Datajack

Gear: Armor vest, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]

LUCAS EPSTEIN

MALE HUMAN

Age: 44 **Height/weight:** 1.7m/50kg

Connection Rating: 3

Preferred Payment: Favors, especially within Saeder-Krupp

There are still some suckers in the world who think that if you work hard enough and keep your nose clean, you'll do well. They don't play office politics, they don't break any rules, and they don't cultivate any particular support among the higher-ups.

That's how Lucas Epstein has lived his life, and he's about to be fired. Everyone else on his team has made a close connection to management or has blackmail material. That means he's the one who is expendable.

At least, that was case until the lights went out. Lots of rules changed that night, and some of them went out the window entirely. Epstein got a chance to dip his toes in the shadows, and since it felt like duty, he threw himself into it—and did well. He'd like to go back to normal life when this is over, but he's shown some value to his superiors, so this might be the path they keep him on.

Epstein always looks a little rumpled, like he does not have quite enough time or money to be perfectly groomed. His collars are lightly stained, suits shiny at the elbows, and so on.

B	A	R	S	W	L	I	C	EDG	ESS
2	2	1	2	2	4	3	1	1	5.4
DR	I/ID	AC	CM	MOVE					
4	4/1	A1, I2	9/9	10/15/+1					

Skills: Athletics 1, Close Combat 1, Cracking 2, Electronics 5, Firearms 1, Influence 3, Perception 2, Piloting 3, Stealth 1

Gear: Armor clothing, Erika Elite commlink (DR 4, 2/1), cyberdeck (DR 3, 6/5)

Weapons:

Defiance Super Shock [Taser, DV 6S(e), SS, 10/6*/-/-/-, 4(m)]

LYNN SAUER

FEMALE HUMAN

Age: 35 **Height/weight:** 1.7m/50kg

Connection Rating: 3

Preferred Payment: Favors, especially within Saeder-Krupp

The hardest thing about being a megacorporate exec is that there are hundreds of thousands of people who want your job and think they can do it better—and who compete for every promotion you want. In that cutthroat world, people look for every possible advantage they can gain, and Lynn Sauer has become adept at digging up information on her rivals that she can use. Maybe it will be blackmail material, or maybe she'll leak it to her superiors and let them take care of business.

Sauer keeps her hair short and dresses conservatively—she likes to present an all-business image.

B	A	R	S	W	L	I	C	EDG	ESS
4	4	3	3	6	3(5)	3	4	2	5.4
DR	I/ID	AC	CM	MOVE					
6	6/1	A1, I2	10/11	10/15/+1					

Skills: Athletics 1, Close Combat 2, Con 3, Electronics 5, Firearms 3, Influence 4 (Negotiation +2), Perception 4, Piloting 2, Stealth 4

Augmentations: Cerebral booster 2, commlink (implanted, DR 4, 2/1)

Gear: Armor clothing

Weapons:

Ruger Redhawk [Light Pistol, DV 3P, SA/BF, 7/10/7/-/-, 8(cy)]

MAGDALENA KRILOW

FEMALE HUMAN

Age: 49 **Height/weight:** 1.4m/68kg

Connection Rating: 3

Preferred Payment: Favors (specifically, help to her community)

A professor of political science at York University, Dr. Krilow focuses on the role of community in the greater social fabric in both her professional and private life. She spends many of her non-working hours at community events, such as block clubs, book clubs, gardening clubs, and so on. She knows everyone who lives by her and does what she can to look out for them. This means that some people may consider her to be a busybody, but she's always looking to help, not impose, and she knows the people in her neighborhood better than anyone else does.

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2	2	5	6	4	4	2	6.0
DR	I/ID	AC	CM	MOVE					
2	6/1	A1, I2	9/11	10/15/+1					

Skills: Con 1 (Performance +2), Electronics 3, Influence 2 (Instruction +2, Leadership +3), Outdoors 2 (Gardening +2), Perception 3, Stealth 1

Gear: Erika Elite commlink (DR 4, 2/1), glasses (capacity 4, w/ low-light vision, vision enhancement, vision magnification)

MAGE ON THE HILL

MALE HUMAN

Age: Unknown **Height/weight:** 1.8m/64kg

Connection Rating: 3

Preferred Payment: Trades of favors or goods (preferably magic)

The Mage on the Hill probably has a name, but even he might not remember it anymore. He shambles around his territory south of Thornhill, making deals along the lines of trading healing spells for a bag of beans, or offering translations of ancient documents in exchange for hints about the location of hidden treasure. Some locals theorize that what he's doing is all part of a grand plan, but any large element is difficult to discern from the individual elements. No one knows anyone who hates Mage, but every few months he seems to gain a new set of scars, so he keeps finding fights somewhere.

B	A	R	S	W	L	I	C	EDG	M	ESS
3	2	2	2	7	5	6	3	5	8	6.0
DR	I/ID	AC	CM	MOVE						
5	8/1	A1, I2	10/12	10/15/+1						

Skills: Astral 6, Athletics 1, Biotech 3 (Medicine +2), Close Combat 2, Con 4, Conjuring 6, Enchanting 5, Firearms 3, Influence 5 (Instruction +2), Outdoors 5 (Forest +2), Perception 5, Sorcery 6 (Counterspelling +2), Stealth 4
Qualities: Exceptional Willpower
Spells: Animate Wood, Antidote, Clairvoyance, Clout, Confusion, Detect Enemies, Elemental Armor, Heal, Lightning Bolt, Manaball, Mana Barrier, Physical Mask, Resist Pain
Initiate Level: 4
Metamagics: Centering, flexible signature, masking, quickening
Gear: Armor clothing, Meta Link commlink (DR 1, 1/0)
Weapons:
 Walther Palm Pistol [Hold-out, DV 2P, SS/BF, 12/7/-/-/-, 6(b)]

MARJORIE WATTS

FEMALE HUMAN

Age: 56 **Height/weight:** 1.7m/68kg
Connection Rating: 3
Preferred Payment: Favors

After retiring from the military, Watts wanted to live somewhere quiet and not have to give orders anymore. Old habits are hard to break, though, and she found herself in an unofficial leadership role in Toronto arcology home. It's not intense, but she makes sure halls are kept clean, rules are kept, and residents in need are looked out for. Everything was fine until the lights went out, and the intensity of her leadership rose. She's older than her military hey-day, but she feels she's up to the challenge.

B	A	R	S	W	L	I	C	EDG	ESS
2	3	2(3)	3	5	4(5)	3	3	2	4.8
		DR	I/ID	AC	CM	MOVE			
		4	6/2	A1, I3	9/11	10/15/+1			

Skills: Athletics 3, Biotech 3 (First Aid +3), Close Combat 5, Electronics 2, Firearms 6 (Rifles +3) (Pistols +2), Influence 4 (Intimidation +2), Outdoors 5, Perception 5, Stealth 4
Augmentations: Cerebral booster 1, wired reflexes 1
Gear: Armor clothing, contacts (capacity 3, w/ image link, smarlink), Renraku Sensei Emperor commlink (DR 3, 2/0)
Weapons:
 Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c), w/ smarlink]

MILES TWO-GO

MALE DWARF

Age: 36 **Height/weight:** 1.3m/62kg
Connection Rating: 2
Preferred Payment: Favors

The population of the Sixth World generates billions of pictures each day, even each *minute*. That means there is a ton of visual noise out there, image after image flowing in front of everyone's eyes, a crushing din of visual noise. That means standing out from all this noise is a tall order, and

crafting an image that makes people stop, even if only for a few seconds, is a tremendous accomplishment.

That's what Miles Two-go is after: images that literally are arresting, stopping people in the tracks of whatever they're doing, making them see the world with new eyes. He's been around the world, from war zones to toxic zones, and he's learned one thing: Since the day Ryumyo appeared near the *Shinkansen* bullet train, dragon pics have been about the most valuable images the Sixth World produces. He doesn't design his whole life around trying to get such pictures, since the elusiveness and temperament of dragons makes such work risky, but if the opportunity to get a good pic presents itself, he'd be foolish not to pursue it.

Miles has customized his body through tattoos, piercings, and scarification, because he's not going to confine his visual aesthetic to the pictures he takes. His life is about visual stimulation.

B	A	R	S	W	L	I	C	EDG	ESS
4	3	5(7)	4	5	3	6	2	4	4.7
		DR	I/ID	AC	CM	MOVE			
		7	13/3	A1, I4	10/11	10/15/+1			

Skills: Athletics 5, Biotech 4, Close Combat 4, Con 4, Electronics 4, Engineering 2, Firearms 3, Influence 4, Outdoors 6, Perception 7 (Visual +3), Piloting 5, Stealth 4
Augmentations: Cybereyes (rating 3, w/ flare compensation, image link, vision enhancement, vision magnification), synaptic booster 2
Gear: Armor vest, Hermes Ikon commlink (DR 5, 3/0), lockpick kit, periscope
Weapons:
 Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]
 Survival knife [Blade, DV 4P, 8/2*-/-/]

MR. JOHNSON

Mr. Johnsons come in a wide variety of packages, but they all have a certain level of polish and confidence that comes with having something people want—namely, money. That's the thing they have in common, the desire to get people to do what they want for a goodly sum of money. Though if they can make it a little less goodly in the course of a negotiation, so much the better.

B	A	R	S	W	L	I	C	ESS
3	3	3	3	5	4	3	6	6.0
		DR	I/ID	AC	CM	MOVE		
		5	6/	A1, I2	10/11	10/15/+1		

Skills: Athletics 3, Biotech 3, Close Combat 2, Con 3, Electronics 4, Engineering 2, Firearms 4, Influence 4 (Negotiation +2), Outdoors 2, Perception 5, Piloting 3, Stealth 2
Gear: Armor clothing, Erika Elite commlink (DR 4, 2/1), contacts (capacity 3, w/ image link, smarlink)
Weapons:
 Ares Light Fire 75 [Light Pistol, DV 2P, SA, 10/7/6/-/-, 16(c)]

MORITZ LANGE

MALE HUMAN

Age: 39 **Height/weight:** 1.9m/82kg
Connection Rating: 3
Preferred Payment: Favors

Moritz Lange is the type of person people point to to refute claims that corporations are meritocracies. He's not particularly good at anything other than appearing like he's good at something. He is charming and talks a good game, and he knows all the newer buzz words instead of using the old, tired ones. He uses his charm to keep people from noticing that when he actually does work, he's not that good at it, and others constantly have to work to make up for his deficiencies. But he keeps getting promoted over the people who cover his hoop. Lange looks like a guy from a stock photo.

B	A	R	S	W	L	I	C	EDG	ESS
2	4	2	3	2	2	4	5	3	5.8
DR	I/ID	AC	CM	MOVE					
4	6/1	A1, I2	9/9	10/15/+1					

Skills: Athletics 1, Close Combat 1, Con 5, Electronics 3, Firearms 3, Influence 5 (Negotiation +2), Perception 4, Piloting 3, Stealth 1
Augmentations: Commmlink (implanted, DR 4, 2/1)
Gear: Armor clothing
Weapons:
Streetline Special [Hold-out, DV 2P, SS, 8/8/-/-/-, 6(c)]

PARAMILITARY SOLDIER

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	EDG	ESS
4	4	4(5)	4	4	2	4	1	4.8	
DR	I/ID	AC	CM	MOVE					
8	9/2	A1, I3	10	10/15/+1					

Skills: Athletics 4, Biotech 2 (First Aid +2), Close Combat 4, Electronics 2, Firearms 4 (Pistols +3), Influence 3 (Intimidation +2), Outdoors 4, Perception 6, Piloting 2, Stealth 4
Augmentations: Smartlink, wired reflexes 1
Gear: Armor jacket, Sony Emperor commmlink (DR 2, 1/1)
Weapons:
Ares Alpha [Rifle, DV 4P, SA/BF/FA, 4/10/9/7/2, 42(c), w/ smartlink]
Grenade launcher [DV as grenade, SS, 4/10/6/2/-, 6(c)]
Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c), w/ smartlink]
Survival knife [Blade, DV 4P, 8/2*-/--/-]

PEREGRINE

MALE HUMAN

Age: 42 **Height/weight:** 1.8m/83kg
Connection Rating: 4
Preferred Payment: Favors

Peregrine is the kind of person who makes friends easily and knows how to use them—without ever making them feel exploited. His focus is always on community building, and his jobs tend

to benefit lots of people around him, rather than just himself. This generally makes people happy to assist him, but it leaves a nagging question: Why is he doing all this? And a related question: Who does he work for?

Peregrine has hit middle age with maximum grace. He has light touches of grey on the side of his head and just enough wrinkles to look weathered. His dark eyes are sharp and alert, and his fashion sense is understated but impeccable.

B	A	R	S	W	L	I	C	EDG	ESS
4	5	4(5)	3	6	4	5	6	5	5.5
DR	I/ID	AC	CM	MOVE					
8	10/2	A1, I3	10/11	10/15/+1					

Skills: Athletics 5, Biotech 4 (First Aid +2), Close Combat 4 (Blades +2), Con 4, Electronics 3, Engineering 4, Firearms 5 (Longarms +2), Influence 7, Outdoors 5 (Urban +2), Perception 6, Piloting 4 (Groundcraft +2), Stealth 5
Augmentations: Synaptic booster 1
Gear: Armor jacket, contacts (capacity 3, w/ image link, low-light vision, flare compensation), electronic paper, Erika Elite commmlink (DR 4, 2/1), gecko tape gloves, jammer (area, rating 5), maglock passkey (rating 5),
Weapons:
AK-97 [Rifle, DV 5P, SA/BF/FA, 4/11/9/7/1, 38(c)]
Knife [Blade, DV 2P, 6/1*-/--/-]

PROSPERO

MALE DWARF

Age: 28 **Height/weight:** 1.3m/53kg
Connection Rating: 3
Preferred Payment: Favors

See description on p. 70.

B	A	R	S	W	L	I	C	EDG	ESS
4	3	4	4	3	4	4	6	3	4.0
DR	I/ID	AC	CM	MOVE					
8	8/1	A1, I2	10/10	10/15/+1					

Skills: Athletics 2, Biotech 4, Close Combat 3 (Clubs +2), Con 5, Cracking 5, Electronics 5, Engineering 4, Firearms 3 (Longarms +2), Influence 6, Outdoors 3, Perception 6, Piloting 4, Stealth 4
Programs: Blackout, Edit, Encryption, Exploit, Signal Scrubber, Trace
Augmentations: Cyberjack (rating 3, 6/5, +2 Matrix initiative)
Gear: Armor jacket, contacts (capacity 3, w/ image link, low-light vision, flare compensation), Erika Elite commmlink (DR 4, 2/1), Renraku Kitsune cyberdeck (DR 4, 7/6)
Weapons:
Fichetti Security 600 [Light Pistol, DV 2P, SA, 10/9/6/-/-, 30(c)]
Sap [Club, DV 2S, 6/-/-/-/-]

PYGMY

MALE ORK

Age: 26 **Height/weight:** 2.1m/112kg
Connection Rating: 1
Preferred Payment: Nuyen

See Pygmy's description on p. 109.

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	3	6	2	2	4	3	3	5	6.0

DR	I/ID	AC	CM	MOVE
10	7/1	A1, I2	12/9	10/15/+1

Skills: Athletics 4, Biotech 3 (Medicine +2), Close Combat 4 (Blades +2), Con 3, Conjuring 3, Electronics 1, Firearms 5, Influence 2, Outdoors 3 (Urban +2), Perception 4, Sorcery 4, Stealth 5
Spells: Clairaudience, Confusion, Control Actions, Heal, Ice Spear, Invisibility, Mind Probe, Silence, Stunbolt,
Gear: Armor clothing, Renraku Sensei commlink (DR 3, 2/0)
Weapons:
Fichetti Security 600 [DV 2P, SA, 10/9/6/-/-, 30(c)]
Knife [Blade, DV 2P, 6/1*/-/-/-]

RIPPER

FEMALE HUMAN

Age: 22 **Height/weight:** 1.7m/66kg
Connection Rating: 2
Preferred Payment: Nuyen

More businesslike than many gang leaders, Ripper relies on her system and the quality of the lieutenants to keep the Cutters running the way she wants. She helps her gang keep money flowing and stay efficient. She negotiates more by throwing money at a situation than trying to intimidate people to agree with her. In many ways, she seems like a corporate manager in gang leathers.

Ripper's manners may be corporate, but her look isn't. Worn leather jacket, hair shaved on one side of her head and long on the other, metal studs in each cheek, and so on. She seems to enjoy the fact that her appearance oozes attitude but her words, generally, do not.

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	4	4	5	3	5	2	6.0
		DR	I/ID	AC	CM	MOVE			
		7	6/1	A1, I2	10/10	10/15/+1			

Skills: Athletics 4, Biotech 2 (First Aid +2), Close Combat 4 (Clubs +2), Con 3, Electronics 2, Firearms 5, Influence 5, Outdoors 2 (Urban +3), Perception 4, Piloting 2, Stealth 3
Gear: Armor jacket, glasses (capacity 4, w/ smartlink, vision enhancement), Sony Emperor commlink (DR 2, 1/1)
Weapons:
Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c), w/ smartgun]
Club [Club, DV 3S, 6/-/-/-/-]

RUBBERHEAD

MALE HUMAN

Age: 29 **Height/weight:** 1.9m/100kg
Connection Rating: 2
Preferred Payment: Nuyen

Rubberhead has smuggled all sorts of goods north of the 49th parallel and built a network of contacts that get goods flowing illegally and nuyen flowing into his bank account. He's accustomed to a nomadic lifestyle, and he tends to get antsy if he stays in the same place for too long. That means

the blackout has him really jumpy and anxious to get out of town—or at least find some action in town to keep him occupied.

B	A	R	S	W	L	I	C	EDG	ESS
4	4	6	3	3	3	4	2	2	5.8
		DR	I/ID	AC	CM	MOVE			
		8	10/1	A1, I2	10/10	10/15/+1			

Skills: Athletics 3, Biotech 2, Close Combat 4, Electronics 5, Engineering 4, Firearms 5, Influence 4, Outdoors 5, Perception 5 (Visual +2), Piloting 5 (Aircraft +2), Stealth 3
Augmentations: Control rig 2
Gear: Armor jacket, Hermes Ikon commlink (DR 5, 3/0), Vulcan Liegelord RCC (DR 5, 6/5)
Weapons:
Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]
Survival knife [Blade, DV 4P, 8/2*/-/-/-]

SANA

FEMALE ELF

Age: 40 **Height/weight:** 1.8m/70kg
Connection Rating: 2
Preferred Payment: Favors, specifically work to restore the Black Creek

Sana would prefer to stay in the woods near her beloved creek and just enjoy the sound of water quietly flowing by. The world is not set up to allow that to happen—unless she does something about it. She follows the advice of her mentor spirit, Mountain, closely, because otherwise she wouldn't really know how to do what she wants to do.

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	4	2	5	4	5	3	2	4	6.0
DR		I/ID	AC	CM	MOVE					
6		9/1	A1, I2	10/11	10/15/+1					

Skills: Astral 3, Athletics 2, Biotech 3, Close Combat 2, Electronics 2, Firearms 3, Influence 2, Outdoors 5 (Forests +3), Perception 5, Sorcery 4, Stealth 5
Qualities: Mentor spirit (Mountain)
Spells: Analyze Magic, Antidote, Cleansing Heal, Clout, Detect Life, Light, Manaball, Resist Pain, Silence
Gear: Armor vest, contacts (capacity 2, w/ vision enhancement), Renraku Sensei commlink (DR 3, 2/0)
Weapons:
Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/-/-, 11(c)]
Katana [Blade, DV 4P, 10/-/-/-/-]

SECURITY GUARD

B	A	R	S	W	L	I	C	ESS
4	3	4(5)	4	2	2	3	2	4.8
		DR	I/ID	AC	CM	MOVE		
		8	8/2	A1, I3	10	10/15/+1		

Skills: Athletics 3, Biotech 2, Close Combat 3 (Clubs +2), Electronics 2, Firearms 4, Influence 2 (Intimidation +2), Outdoors 2, Perception 4, Piloting 2, Stealth 2
Augmentations: Cybereyes (Rating 2, w/ camera, image link, smartlink), wired reflexes 1
Gear: Armor jacket, Sony Emperor commlink (DR 2, 1/1)
Weapons:
Browning Ultra Power [Heavy Power, DV 3P, SA, 10/9/6/-/-, 10(c)]
Stun baton [Club, DV 5S(e), AR 6/-/-/-/-]

SHADOW SPIRITS

The somewhat vague name covers a vast gulf of the unknown. The nature of the spirits, what their home plane is—or even if they come from a single metaplane or multiple places—is uncertain. What they want and why they do what they do is equally unclear. What is known is that they are some of metahumanity's most primal fears made real—the darkness that lurks in corners, the fear that chills you in an empty room, the hand that reaches for you out of nothing. They are often formless and amorphous, forming grasping body parts and gaping maws when such things would cause maximum terror.

Like other spirits, shadow spirits have a Force to measure their potency. Their skill ranks are equal to their Force.

B	A	R	S	W	L	I	C	EDG	ESS
F	F+3	F+2	F	F+1	F	F+1	F+2	F	F
DR	I/ID	AC	CM	MOVE					
F+1	(Fx2)+3/2	A1, I3	(F/2)+8	10/20/+1					

Skills: Astral, Athletics, Close Combat, Con, Influence, Perception, Sorcery, Stealth

Powers: Astral Form, Banishing Resistance, Energy Drain (Karma, LOS), Fear, Influence, Innate Spell (Silence), Materialization, Sapience

Weapons:

Unarmed [DV F/2, Fx2/-/-/-/-]

SHI ZHE XIAN

MALE ELF

Age: 44 **Height/weight:** 1.9m/86kg

Connection Rating: 4

Preferred Payment: Favors

Spiky hair and a firm glare show Xian's sense of purpose, and that purpose has only grown stronger as his job is being threatened. He has always been strict, but the blackout has made him ruthless. He has told his people that intruders get one vocal warning and that's it—after that, the guards are free to fire at center mass.

B	A	R	S	W	L	I	C	EDG	ESS
4	6	4(6)	4	5	3	4	4	3	3.4
DR	I/ID	AC	CM	MOVE					
8	10/3	A1, I4	10/11	10/15/+1					

Skills: Athletics 5, Biotech 3 (First Aid +3), Close Combat 5, Con 2, Electronics 3, Firearms 6 (Pistols +2), Influence (Intimidation +2), Perception 5, Piloting 4, Stealth 5

Augmentations: Cyberears (rating 3, w/ audio enhancement, damper, sound link, select sound filter 2, spatial recognizer), cybereyes (rating 3, w/ flare compensation, image link, smartlink, vision enhancement), wired reflexes 2

Gear: Armor jacket, Renraku Sensei commlink (DR 3, 2/0)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c), w/ smartlink]
Ingram Smartgun XI [Submachine Gun, DV 3P, SA/BF, 11/9/6/-/-, 32(c), w/ smartlink]
Sap [Club, DV 2S, 6/-/-/-/-]

TALISMONGER

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	3	3	4	5	5	2	4	6	6.0
DR	I/ID	AC	CM	MOVE						
5	8/1	A1, I2	10	10/15/+5						

Skills: Astral 4, Athletics 3, Biotech 2 (Medicine +2), Close Combat 2, Con 3, Conjuring 3, Enchanting 6, Firearms 2, Influence 3 (Negotiation +2), Outdoors 5, Perception 6, Piloting 2 (Aircraft +2), Sorcery 4, Stealth 3

Spells: Analyze Magic, Confusion, Detect Magic, Hush, Invisibility, Manaball, Manabolt, Shape Stone, Warming Heal

Gear: Alchemical focus 2 (silver ring), armor clothing, Sony Emperor commlink (DR 2, 1/1)

Weapons:

Ruger Redhawk [Light Pistol, DV 3P, SA/BF, 7/10/7/-/-, 8(cy)]

Survival knife [Blade, DV 4P, 8/2*/-/-/-]

TORONTO CITIZEN

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2	2	2	2	3	1		5.9
DR	I/ID	AC	CM	MOVE					
2	5/1	A1, I2	9/9	10/15/+1					

Skills: Athletics 1, Electronics 1, Influence 1, Outdoors 1, Perception 1, Piloting 1

Augmentations: Datajack

Gear: Sony Emperor commlink (DR 2, 1/1)

Weapons:

Unarmed [DV 1P, 4/-/-/-/-]

TORONTO SOCIALITE

Every major city has its trendy clubs, hot new restaurants, high-end cultural groups such as symphonies and operas, well-manicured neighborhoods, and other luxurious features that leave most of the residents wondering just who uses this stuff. The socialites are the answer. They have the coveted combination of money and free time that allow them to use these resources—and just as importantly, to be seen using them. Because what good are the finer things in life if you're not seen enjoying them?

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2	2	3	4	3	5		5.7
DR	I/ID	AC	CM	MOVE					
2	5/1	A1, I2	9/10	10/15/+1					

Skills: Athletics 1, Biotech 1, Con 1, Electronics 3, Firearms 1, Influence 5, Outdoors 1, Perception 2, Piloting 1 (Groundcraft +2)

Augmentations: Mnemonic enhancer 2, sleep regulator

Gear: Contacts (capacity 3, w/ image link, vision enhancement), Transys Avalon commlink (DR 6, 3/1)

Weapons:

Unarmed [DV F/2, Fx2/-/-/-/-]

TRIAD ENFORCER

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
4	5	4(5)	3	4	3	3	2	5.0
DR	I/ID	AC	CM	MOVE				
8	8/2	A1, I3	10	10/15/+1				

Skills: Athletics 4, Biotech 2 (First Aid +2), Close Combat 4 (Blades +2), Con 3, Electronics 2, Firearms 4 (Pistols +3), Influence 3 (Intimidation +2), Outdoors 3, Perception 6, Piloting 3, Stealth 4
Augmentations: Wired reflexes 1
Gear: Armor jacket
Weapons:
 Survival knife [Blade, DV 4P, 8/2*--/--]
 Ceska Black Scorpion [Machine Pistol, DV 2P, SA/BF, 10/9/8--/--, 35(c)]

TROGLODYTE

B	A	R	S	W	L	I	C	EDG	ESS	M
3	3	4	2	3	2	3	2	1	6.0	2
DR	I/ID	AC	CM	MOVE						
5	7/1	A1, I2	10/10	10/15/+1						

Skills: Athletics 5, Close Combat 2 (Clubs +2), Stealth 6
Powers: Armor (2), Concealment, Enhanced Senses (Thermographic Vision), Sapience
Weaknesses: Allergy (sunlight, moderate), Uneducated
Weapons:
 Claws [Unarmed, DV 2P, 6/--/--/--]

TROLL GANG LEADER

(PROFESSIONAL RATING 3)

Any group of rabble becomes more difficult to deal with when there's someone who can tell them what to do. Gang leaders often rise to the top of their small groups because they have the right combination of muscle, guts, and smarts. Whether they have enough to make a difference on a larger stage is an open question.

B	A	R	S	W	L	I	C	ESS
5	3	3	5(6)	3	2	2	3	5.0
DR	I/ID	AC	CM	MOVE				
8	5/1	A1, I2	11	10/15/+1				

Skills: Athletics 3, Close Combat 4, Firearms 4, Influence 5 (Leadership +2), Perception 4
Augmentations: Cyberarm (right, w/ attribute increase 3)
Gear: Armor vest (+3), Sony Emperor commlink (DR 2, 1/1)
Weapons:
 Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6--/--, 21(c)]
 Knucks [Unarmed, DV 3P, 6/--/--/--]

WALKER IN WAYS

FLUID

Age: Unknown **Height/weight:** Variable
Connection Rating: 2
Preferred Payment: Favors

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	2	4	5	6	2	3	6	6.0
DR	I/ID	AC	CM	MOVE						
2	11/1	A1, I2	9/10	10/15/+1						

Skills: Astral 5, Athletics 3, Close Combat 2, Conjuring 4, Enchanting 3, Influence 5, Outdoors 4, Perception 5, Sorcery 6, Stealth 5
Spells: Analyze Truth, Chaos, Control Thoughts, Darkness, Increase Reflexes, Light, Manaball, Manabolt, Mind Probe, Mystic Armor, Silence, Stunbolt
Weapons:
 Sword [Blade, DV 3P, 9/--/--/--]

WIZ GANGER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	3	3	2	4	3	4	2	2	4	6.0
DR	I/ID	AC	CM	MOVE						
6	7/1	A1, I2	10	10/15/+5						

Skills: Astral 2, Athletics 4, Close Combat 4, Con 2, Conjuring 3, Enchanting 2, Firearms 4, Influence 2 (Intimidation +2), Outdoors 3, Perception 4, Piloting 2 (Ground Craft +2), Sorcery 4, Stealth 3
Spells: Analyze Magic, Combat Sense, Confusion, Fireball, Heal, Increase Reflexes, Invisibility, Powerball, Manabolt,
Gear: Armor jacket, Sony Emperor commlink (DR 2, 1/1)
Weapons:
 Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6--/--, 21(c)]
 Sword [Blade, DV 3P, 10/--/--/--]

NEW CRITTER POWERS

BANISHING RESISTANCE

Type: M **Action:** Auto
Range: Self **Duration:** Special

Critters with this power are harder to get rid of than normal spirits. When someone attempts to banish a spirit with this power, the spirit gets to use any 1- or 2-Edge Boost for free as part of their resistance roll.

ENERGY DRAIN

Type: M **Action:** Major
Range: Touch or LOS **Duration:** Permanent

This power allows the critter to suck away some form of life energy from the victim—this may come in the form of Karma, Force, Magic, or Essence. Whether the critter needs to use a Touch or LOS attack is listed with the critter, as is the part of the life force that they drain. Critters that make the drain through Touch need to make a successful unarmed attack before attempting to drain energy. Given the time involved to drain energy, this typically means the target must be incapacitated in some way.

Draining energy requires a Willpower + Magic (10 – target's Essence, 1 minute) Extended test. If the critter's focus, contact, or line of sight is interrupted before the threshold is reached, the

point is not drained, and the critter must restart the test. If the test is successful, the critter drains one point of the designated stat and either gains one point of the same stat or converts it as listed in the critter description. The target also suffers one point of Stun damage for each point of energy drained.

Reduced Magic and Essence can be regained at a rate of 1 point per hour. A Heal Spell can return lost points at a rate of 1 point per net hit; only one source of energy can be restored per spell, and no Stun or Physical damage can be healed with a spell healing Magic or Essence. Medicine or First Aid tests cannot be used to rebuild Magic or Essence.

Force and Karma remain in their lowered state. Only unspent Karma can be drained, and a character's unspent Karma total cannot be less than zero.

Characters who have their Magic reduced to zero lose all Magic ability, and they cannot regain Magic points through normal means, including character advancement and initiation. Critters who have their Magic reduced to zero die. Any being whose Essence is reduced to zero dies. Any spirit or astral construct that has its Force reduced to zero is disrupted, ended, canceled, dispelled, ended, or whatever word would be appropriate.

MINDLESS DRIVE (TARGET)

Type: M
Range: Self

Action: Auto
Duration: Permanent

This critter has some item, object, or target that they seek with a constant, unthinking desire. They don't do anything else besides seek this target, and they get frenzied when the target is within their grasp. They cannot be dissuaded from seeking the

target; it is all they do. When the target they see is within ten meters, all of their Physical attributes should be treated as one rank higher than their natural level. Their Agility decreases by 1 (from this heightened level) every five minutes that they spend in this heightened state. If their effective Agility hits 0, they fall to the ground, exhausted. Their Agility returns at a rate of one point for every five minutes.

MUTE

Type: P
Range: Self

Action: Auto
Duration: Permanent

The critter cannot vocalize in any way. Their lips may smack, their tongue may trill, but no vibrations emerge from their vocal cords, which means typical speech communication is not something they do.

PHOBIA

Type: P
Range: Self

Action: Auto
Duration: Permanent

The critter has a deep-set fear of some thing, substance, being or whatever. When in the presence of the subject of their phobia (meaning they have reason to believe, either through sight, smell, hearing, or some other means, that the thing they fear is in their presence), they suffer penalty according to the severity of the phobia:

Mild: Edge boosts cost one more Edge than normal.

Moderate: Critter cannot gain or spend Edge.

Severe: Critter cannot gain or spend Edge; opponents gain a bonus Edge every Combat Round when facing the critter.



CHARACTER INDEX

Here is an index so you can see all the characters, critters, and other stat-bearing things included in this book at a glance.

A

Alistair Browning (dwarf SAS officer) 125
Aldridge Smoach, P.P.I (dwarf technomancer) ..125
Aleksander Popov (human adept assassin) ... 126
Ariel (human technomancer) 126
Astrid Case (human attorney) 126

B

Blight (toxic spirit) 126
Brunwyn (western dragon) 126

C

Camazotz (evil spirit) 127
Camden Espinosa (comatose decker)..... 127
Corporate Suit..... 127
The Corrupted (dark spirit) 127
Cucui 127
Cult Leader 127
Cutters Member 128

D

Daiyanna “D2” DiMeeko
(human technomancer)..... 128
Dr. Tilda Aurand (elf researcher) 128

E

Eeka Krause (dwarf smuggler)..... 128
Erich Rothers (human toxic shaman) 129

F

Felix Gagnon (human executive) 129
Fen Cheung I (human executive) 129
Fen Cheung II (human programmer) 129
Freddy Bales (human operative) 129

G

Gang Leader..... 130
Gang Member 130
Gang Member, Magical 130
Go-ganger 130
Grandmother Biyu (human Triad leader)..... 130
Grid Pirate 131



H

Harry Gale (troll reporter)	131
Helena Myrryr, P.P.I (ork shaman).....	131

K

Karyos (human Black Lodge member).....	131
Kashish Jatt Sidhu (elf humanitarian ganger)	131
Knight Errant SWAT Officers	132
Krampus (troll street doc)	132

L

Liam the Black (human street dweller)	132
Lone Star drone.....	76
Lucas Epstein (human corp manager).....	133
Lynn Sauer (human executive).....	133

M

Magdalena Krilow (human professor).....	133
Mage on the Hill (human street mage)	133
Marjorie Watts (human military, ret.)	134
Miles Two-Go (dwarf photographer)	134
Mr. Johnson	134
Moritz Lange (human corp drone)	135

P

Paramilitary Soldier.....	135
Peregrine (human humanitarian)	135
Prosperous (dwarf decker).....	135
Pygmy (ork shaman)	135

R

Ripper (human gang leader) 136	
Rubberhead (human smuggler)	136

S

Sana (elf mage).....	136
Security Guard	136
Shadow Spirits	137
Shi Zhe Xian (elf security specialist).....	137

T

Talismonger	137
Toronto Citizen.....	137
Toronto Socialite	137
Triad Enforcer.....	138
Troglodyte.....	138
Troll Gang Leader	138

W

Walker in Ways	138
Wiz Ganger	138



TOTAL DARK!

Voices scream in the darkness. Voices of the lost drift through the night. Their sound is despair, sorrow, and terror. The noise grinds at your soul, but only thing worse than listening to the chorus of pain is joining it.

The world is changing. Desperate times require desperate measures, and the ground beneath your feet will shake when those measures are meted out. Hold on, buckle up, and try to survive. Parts of the world are cutting to black—so keep your guard up, be prepared, and don't let the dark consume you.

Cutting Black is a campaign book to help launch players and gamemasters into **Shadowrun, Sixth World**. With breaking news and world-shaking events, it provides material to carry players through months of games. If they can survive that long.

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FIN



NIGHT FALLS

IT WILL ONLY GET WORSE.

The first night of a citywide blackout usually has rioting and lawlessness. The second night continues the chaos. The third night? Well, whoever heard about a citywide blackout going three nights?

It's about to happen, and shadowrunners caught in the middle will have to deal with more than darkness. There will be howling critters roaming free. Strange spirits and twisted metaplanar beings appearing and pursuing unknown goals. And mysterious vans that somehow still have power slowly roaming the streets, sending out some sort of signal.

The streets will be getting more dangerous, and shadowrunners will be in the middle of it, first trying to survive, then trying to earn some cash, and finally trying to uncover the secrets the blackout was supposed to hide.

30 Nights is a campaign book for **Shadowrun, Sixth World**. As the campaign propels players through each day of a month-long blackout, the stakes and danger accelerate toward a grand finale. Whether you pick a few days to play or dive into all 30 nights, this book will provide a **Shadowrun** gaming experience like no other!



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