Saving Thomas

Setting: This setting can be in any rundown part of town. It will be a big city or Metroplex, similar to Seattle barrens or the Chicago sprawl.

Read it to them straight:

Digital Doom, hoste of A Day in the Life: Stories from the 6th World podcast just announced a job that is a retrieval of a teenage elf. The job is against a known runner team that is considered one of the most dangerous teams to have ever come out of Seattle.

There is not a lot of information to go off of. Digital Doom traced the runners to a few block radius around __**Your game location**___ It is thought that there are 5 runners in the team, a cyberzombie named Chrome, a rigger, a decker, and at least two spell slingers. They are holding the boy for an unknown amount of time before the handoff to an unknown person. Time is of the essence.

The pay for this run has been doubled from the originally offered 50K, so after the fixers cut the team will receive 100KY, all of it after the safe return of the boy.

If the team can bring proof of death of the cyberzombie Chrome, the team will receive an additional 50KY. This part is optional and will be difficult to carry out.

If you accept the job I can give you a little more info.

Info Packet:

The boy's name is Thomas. He is a teenage elf with dark black hair and no known magical ability. This job is for the safe return of the boy.

The team that has him is lead by Chrome. He has been known to run with Ghost, a hermetic mage that has an affinity for calling upon spirits for combat. Nothing else is known about his current team.

What is known about Chrome is he has cyber spurs, carries an Aries Predator V, an Aries Alpha, and a katana. He is well versed in combat and will go toe to toe with anyone willing to. He fights dirty, so be careful.

Behind the Scenes:

This is supposed to be a tough run. GM's, weigh the skills of your team and press them to use skills that they normally would not use. The combat for this run, if it comes to that, should be very trying as these runners are all prime runners. Make this run more lethal than you normally would.

Layout of Safehouse:
Chrome's safehouses are always very similar. Usually a brick or concrete two story house with a basement. For extractions, he places the package in the basement guarded by both a spirit and two combat drones. There is always a way out of the basement through the sewers or a tunnel that leads to another house on the block. He is a paranoid fragger.

The upstairs of the safehouses are usually for sleeping and mage work. They are warded and the property patrolled by a spirit.

The main floor is where Chrome and the decker are. Cameras and sensors are all over the property monitored by the decker. The rigger may be on location. If He/She is than they are in the basement controlling several groups of drones, otherwise they are logged in remotely.

Poss Twist 1:
Because of this team being hired by a security company, they are working with some protection. If the combat lasts for more than 3 minutes a Lone Star HRT will be deployed into the area. LS will not verify what runner is what and will attack both teams to "Save" the kid.

Poss Twist 2:
Because this job was sent out via podcast, there is a chance other runner teams could get into the mix. If your team is not having difficulty, send in another runner team to retrieve the kid. They will probably fight for the kid as it is a lot of money.

Final Twist:
If it is still not hard enough, send in both runner teams and HRT team trying to retrieve the kid.

Wind down:
After the kid is safely retrieved, the team can contact DD through a matrix drop. He will call them at the number they provide with a drop location and for payment. DD's matrix Icon is what he uses for all calls. It is a pixelated Grim Reaper holding the book of Life. He does not meet in person, but arranges the drop off with a go between to drop the kid off at the grandfathers location. There is no double cross here, just play it casual as that is DD's style.

LET US KNOW WHAT YOU THINK

Let us know how you did the run, what you think of this run, and if we should do more tie-ins with the podcast in the future. Send all comments, stories, or recordings of this run to digitaldoom@shadowrunsurvivalguide.com