

Barney's Rescue

This is the job from the podcast "A Day in the Life: Stories from the 6th World" podcast Season 02 Episode 05.

Settings:

Family Mansion: The setting is in the city of Portland in the heart of Tier Tairngire. The family's home is a mansion in the West Hills, just above Washington Park, near the Japanese Gardens. This is an opulent home with magical guards, Paladine guards, and offline electronic surveillance with bio-drones, full spectrum cameras, and a matrix spider on site.

Portland Docks Terminal 5: The Portland Terminal 5 is a medium security dock where the family imports vehicles from around the world and sends out the items that are exported. Computer chips from the fabs they own, magical items, and the special projects shipping that they continue to move around the world. Terminal 5 is a collection of 5 warehouses and three docks where at least 1 ship is always being loaded or unloaded at all times. It is one of the busiest docks in the Portland area.

There is a 3 minute response for the Paladin security forces who will respond with two High Response Teams to any call to this family's property.

Read it to them straight:

Digital Doom, host of A Day in the Life: Stories from the 6th World podcast just announced a job that is a retrieval of an elven runner that goes by the name Banshee. Banshee is a shaman that uses chaotic magic while playing classical rock music for each of her spells. She is a powerful initiate who hasn't been heard from for almost a month now after a run against her own family.

This run is offering 100K after fixer fees for anyone who can retrieve Banshee. The only thing about this run is Barney, a former gunslinger runner and spouse of Banshee, wants to be there when she is pulled out of captivity.

Also there is an offer from Digital Doom and three of his deckers to run cover, research, and cyber combat assist for this run.

<GM info>

1. Doom is good for up to 5 die rolls. Up to (22D6) GM's discretion for level of PCs.
2. Doom's 3 assistants are good for up to 5 rolls each. 1 assistant is for research, 1 for defense assist, and 1 for camera/matrix cover if the team doesn't have a decker. (16D6)

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

Info Packet:

The info packet has some information on the family. Banshee is related to one of the Lords of Portland. He is a mage of unknown power and a multilevel initiate. He also has no love lost for his daughter. In his mind she was killed years ago, so he will torcher her and punish her anyway he can. He just won't kill her.

He will, after 2 months of trying more mundane ways, put her into a coma and start a brainwashing regiment that is magical and chemical in nature. No one is able to successfully stop the brainwashing if it is completed. The entire regiment is thought to take 3 months. Once it is completed, she will be a loyal family follower, no matter how they treat her. They would use her as a family assassin.

Her exact location is unknown, but it is thought that she is in an underground bunker somewhere in Portland. She has a satellite chip installed in her left foot, but there has been no ping from it in two weeks. The last time it was seen was over at Terminal 5, building 3.

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.

Poss Twist 1:

If any combat lasts for more than 3 minutes a Paladin HRT will be deployed into the area. If the area is Terminal 5 they will automatically send 2 teams.

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 Banshee. They will probably fight her as it is a lot of money.

Final Twist:

If it is still not hard enough, send in both runner teams and HRT teams trying to stop the team from getting Banshee from her family.

Wind down:

After Banshee is safely retrieved, Barney will 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 payment and a bonus of one high grade item (either magical or weapon) for the team to decide who gets it. 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