... A KNIGHT TO REMEMBER ...

Dominique Vittoria groaned as she wiped her mouth. Pressing the flush button on the toilet, she pushed herself to her feet and leaned on the sink, staring at her haggard reflection in the mirror. Her morning sickness was getting worse, and it was affecting her job performance. She hadn't told anyone at the corp yet about her condition. She hadn't told anyone yet, and didn't plan to. Not until she decided what to do.

She bent over, washed her face, and began putting her hair in place. Cosmetics would set things right. If they couldn't do it, she knew a stylist with a touch of magic who could clean her up. She had to play it off, keep it hidden as long as possible. Until she knew for sure. Then she would make the decision.

That night was a mistake. She knew that, but he was charming, witty, knew all the right things to say. It wasn't planned, though she knew people would assume it was. That he was 30 years older than her hadn't mattered. He barely looked it, and those eyes! She melted every time he turned his gaze toward her. She was putty in his hands.

She had assumed that he, of all people, would have taken some precautions, some measure to prevent this sort of thing from happening. Dominique hadn't even given it a second's thought during that night. Now, two months later, she was definitely giving it a second thought and a third.

She had an appointment on Monday to have it tested. It had taken a large chunk of her life savings and no small amount of work and favors owed, but she'd gotten a copy of his DNA records. Before she made a decision, she needed to be sure that the baby was his.

His baby. Maybe it would have his eyes? Dominique shook her head. She wasn't under any fantasy, any illusion. He wasn't going to sweep her off her feet, help raise the child. He couldn't, even if he was inclined to.

Still, there were other ways this could be beneficial. If it was his baby. She'd know soon, and then she would decide.

Isabelle was a nice name, if it was a girl. Isabelle Vittoria. Isabelle Knight-Vittoria?

INTRODUCTION

SRM 03-12 Elevator Ride to Hell is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 03-12 Elevator Ride to Hell is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the Shadowrun rules.

ADVENTURE STRUCTURE

SRM03-12 Elevator Ride to Hell consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Shadowrun Missions adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 03-12 Elevator Ride to Hell* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, 20th Anniversary Edition* (*SR4A*). Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure. Please keep in mind when preparing for the adventure, that the PCs will not necessarily compose a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the Cast of Shadows section.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

TABLE RATING

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

SELLING OUT

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see Corporate Interests), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, –1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and –1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating	Cleaner NPC*
1	Use stats for Triad Lieutenant (p. 284, *SR4A*)
2	Use stats for Red Samurai Lieutenant (p. 283, *SR4A*)
3	Use stats for Tir Ghost Lieutenant (p. 283, *SR4A*)
4	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*)
5	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, *SR4A*), Enforcer (p. 102, *SR4A*), or Gunslinger Adept (p. 104, *SR4A*) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

LOSING CORPORATE AFFILIATION

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

A NOTE ON COMMLINKS

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

PAPERWORK

After running a Shadowrun Missions adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

INCOMING FEED.......

PLOT SYNOPSIS

Our story begins almost 17 years ago. Then, a young Dominique Vittoria was clawing her way up the Ares corporate ladder. A chance encounter at a corporate-sponsored fundraiser led to a dalliance with none other than Damien Knight himself. Both having ulterior motives, the affair was short and passionate. Not long after Dominique found herself with child. This wasn't part of her long-term plans, but the possibility of Damien Knight himself being the father could be an ace in the hole if anything threatened her climb up the corporate ladder. Needing to remove any doubt it was Damien's child and not her then-current live-in boyfriend, Dominique quietly paid Doctor Hayden Cage to perform a DNA test. With confirmation, Dominique went on without fear to rise up the ladder by any means necessary. After all, she had an insurance policy — Isabella "Izzy" Vittoria/Knight.

All was well until Dr. Cage, now retired from his private practice, found himself traumatized by the most recent Matrix crash. He lost everything he'd worked for due to investing poorly and suffering from AIPS (Artificially Induced Psychotropic Schizophrenia Syndrome, a psychological disorder most common to survivors of the Matrix Crash of 2064.). A few short years after, Dr. Cage was living on the streets a broken man. This was until a young man named Sid recruited him and brought him into his inner circle. It was then that Doctor Cage, now a convert under the spell of Sid's charisma and his own delusions, divulged his long-held secret.

Sid was born with natural charisma and leadership skills. His corporate education only served to foster these personal abilities, honing them to a razor's edge. These things combined to put him on the fast track to a comfortable, high-level management position after graduation. That was until he attended a student demonstration that turned into a riot, and his then lifelong girlfriend was killed by an overzealous corporate response team. In his grief Sid found himself experiencing a latent Awakening and became a drake. It was during this period that Sid remade himself. Renamed and focused on revenge, he now felt it was his destiny to make the corporate monoliths pay! He travelled around the UCAS and immersed himself in the Neo-Anarchist movement, gaining converts to the cause wherever he spent time. Gathering a core group of fanatical followers, he soon found himself in New York City. It was here he became a local celebrity using his natural charms to begin to foment the masses of the Terminal district. He maintained a popular MeFeed and promised the people real change.

Recently, Sid was approached by two FBI agents claiming to be former government agents who wanted to back his cause against the perceived corporate oppressors. They claimed to have a device he could use to bring about the kind of change he promoted in his speeches. Sid was unsure of their offer at first, so these new allies began to bankroll Neo-A activities and actually produced a biological weapon and delivery system.

A plan was hastily formed. Kidnap Isabella Vittoria from her private school and force her mothers hand to gain access to ID codes and a transport with the proper clearances to move the

bio-weapon. This will allow Sid to get the weapon to downtown Manhattan atop the MDC building itself, showing New York and the rest of the world that the corporations aren't as untouchable and all-powerful as they promote themselves to be. In Sid's mind, this would be a clarion call for the under-appreciated of the Terminal and surrounding boroughs to rise up and claim New York in the name of Anarchy.

Sid's partners (actually undercover FBI agents) convinced him he needed to have a backup plan just in case things went to hell in a hand basket. Set up a team of runners to take the fall if need be. Of course these "former" feds have another motive for setting up the team as well. Their intent is to show the world that corporate intrigue and Shadowrunner lapdogs were the spark for the Neo-A uprising. Then there would be no choice but for New York state guard troops to rush in and restore order in the name of the UCAS government.

The runners start the adventure finding themselves uninformed and unarmed, not to mention nearly naked! They won't have a chance to get their bearings before having to confront armed foes and deal with a cocky, young, fellow female victim. With sirens fast approaching and nothing but confusion for intel, the team must act fast if they want to stay alive.

After dealing with the situation in the hotel, it's time to decide where to go next. The streets are full of raucous crowds moving towards the check points out of Terminal. With only a name to go on once Izzy gives it up, the team will have to keep from being victims of the crowds and make their way to the clinic if they want answers.

This leads the team to having to face their own hardware and Dr. Cage's defenses. Clues from the clinic will fill in the blanks behind the plotters' bigger plans regarding Dominique's capture, the DNA information, and the bio-weapon Sid is transporting. It's after realizing her mother is in danger that Isabella comes into her own transforming from cocky, manipulative teenager to Ms. Johnson.

If the team accepts Izzy's offer, they'll have to find a way back through the rapidly deteriorating crowds that are looting and torching around the check points. At the Post, the team will find Axemen gang members defending the path to the roof where Sid and his allies are facing off against Dominique and her security detail.

No matter their efforts, the Axemen buy Sid enough time to get what he needs and to flee aboard Vittoria's chopper with the device. This leaves the team with a wounded Dominique who is desperate to clean up this mess before her ace in the hole becomes a lead weight around her neck. Her DocWagon bio-monitor has already gone off, and another chopper approaches swiftly. Can the team stop Sid and keep Izzy's secret?

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Scene 3 – Dr. Who?** Secondary objectives are always delivered discreetly (e.g., by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Keep Izzy and Dominique safe and alive and prevent anyone else from getting Izzy's DNA for leverage.

Aztechnology: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

Horizon: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

NeoNET: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

NYPD, Inc.: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else. Also, capture and turn in any of the participants in Sid's scheme.

Renraku: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

Saeder-Krupp: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else. Also, capture Sid alive and turn him in to the corp.

Shiawase: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

Spinrad: Obtain a copy of Izzy's DNA for leverage, and share the info with no one else.

Neo-Anarchists: Aid Sid and help him succeed in his plans.

Urgent Message…