

FIRE STARTERS

10 Adventure
Seeds to

Spark

Your Cyberpunk
Campaign

Credits

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About This Book

Do you have trouble finding inspiration for a new campaign? Sometimes all it takes is a brief adventure hook to get your ideas flowing. Fire Starters offers 10 adventure seeds to help ignite your creativity.

Each adventure seed contains several elements: an introduction to read to the players, background information for the GM, a few potential complications, a conclusion, and some follow-up hooks to give the GM a few ideas about how to incorporate these ideas into a larger campaign,

You may use each of these adventure seeds to craft one-shot adventures, or you can string them together to form a multi-session campaign. If the players decide to go off in another direction, the follow-up hooks provide some idea of where you might guide them.

Some adventure seeds provide ideas on how to integrate them into different settings. For example, the way a team of players goes about modifying a target's memory may vary based on what supernatural, magical, or high-tech elements may be available in the world.

Finally, every adventure seed provides a rough idea of how much money the players will be paid upon completion. Using terminology such as "Good," "Great," and "Superb" amounts of money, you can easily determine an exchange rate for your game's currency..

Each of these adventure seeds is system agnostic so you can drop them into any modern or cyberpunk campaign. All you need to do is whip up a few NPCs, decide what "a Good amount of money" might mean in your game's economy, and you're ready to rock and roll.



1. Delivery for Mr. Belmont

“Your fixer, known as Mr. Barlow, has a job for you. It doesn’t pay much, but it shouldn’t be too difficult. Just take this package to Mr. Belmont in the Business District and he’ll pay you upon delivery.”

“What could possibly go wrong?”

Background

Mr. Barlow is a reliable fixer with a good reputation. He doesn’t know what’s in the package to be delivered, and he doesn’t much care. The players are simply to take it to the Business District and meet with Mr. Belmont.

Mr. Belmont is a typical corporate man in a pinstriped suit. He’s in his mid-40s, balding, and a little overweight. He works for a large computer corporation and is wired with minor implants, including surveillance implants.

It isn’t difficult to find the Business District and Mr. Belmont is easy to contact once the players are there. However, someone doesn’t want Mr. Belmont to receive this package.

Complications

When the party approaches Mr. Belmont and the exchange is about to take place, a nearby person springs into action and attempts to steal the package. The thief may have any number of powers depending on your setting: telekinesis, magic, a tractor beam, or some other high tech tool which can be used to snatch the package from a distance.

The thief attempts to disappear into the crowd. If the players don’t retrieve the package, they don’t get paid and their reputation may be on the line.

If the players choose to pursue, they must track down the thief, recover the package, and deliver it safely to Mr. Belmont.

The thief isn’t acting alone. He’s intent on delivering the package to a superior, but he won’t head straight there. Instead, he’ll head for a safe house where he will wait until he feels the heat is off. If the players track him down, the thief won’t lead them directly to his boss.

Conclusion

If the players successfully retrieve the package and deliver it to Mr. Belmont, he will pay them a fair amount of money (determine what is appropriate for your setting and your players’ experience, but it isn’t a large amount). If he was impressed, Mr. Belmont or the computer corporation he works for may hire them again in the future.

Follow-up Hooks

- Who was the thief working for, and why did they want whatever was in the package?

2. Shooting Star

“Bella Luna is a starlet. She’s the lead vocalist in the newest Trance Opera, ‘La Luna Reine,’ and she’s throwing a huge party at her home to celebrate closing night of the show. She’s due to receive a shipment of scented LED flower arrangements for the party, but someone wants to sabotage her big event.”

“Your team has been contacted by your fixer, Mr. Barlow, with a mission to intercept her shipment of scented flowers and replace it with a crate of flowers which toxic nerve gas. Discretion is of the utmost importance, and you’re being offered a Great deal of cash to see to it she gets her new arrangement.”

Background

Bella Luna is the star of La Luna Reine, the latest German Trance Opera. She’s a total prima donna, but everyone loves her performance so they’re willing to overlook that fact.

Not everyone is a fan, though. Someone wants Bella Luna dead, and they’re prepared to go to great lengths to ensure that happens. They’ve hired the party to swap out a shipment of normal LED flowers with toxic alternatives, which should ruin Bella Luna and all of the others at her stuffy party.

The players are given a crate of toxic flowers and instructed to swap them out sometime before the shipment reaches Bella Luna’s mansion. They can try to gather information to find out where the original shipment is coming from, or they can be given the address to the mansion and try to make the switch on the premises.

Complication

The crate of toxic flowers the players are to deliver wasn’t properly sealed, and

at some point during transport it begins leaking (unless the players had the foresight to ensure its suitability for travel). The nerve gas immediately triggers when they open the cargo door.

If the players had simply swapped the cargo and allowed the original drivers to make the delivery, the nerve gas will strike the delivery people. The gas won’t reach its intended targets, and the person who hired the players won’t be happy.

If the players deliver the cargo themselves, they’ll be struck by the nerve gas. Find an appropriate weapon using your game’s system if one is available and require those within close proximity of the cargo door to suffer its effects (or save versus its effects, if applicable). Allow the players to decide how to handle the reaction of those in the surrounding area.

If the players double-checked the crate’s integrity beforehand and they made sure to seal it properly, the contents will have their desired effect.

Conclusion

Who wound up dead? The delivery people, the players, or Bella Luna and her guests? The players only get paid if Bella Luna is the one who gets killed.

If the players successfully deliver the package and escape the scene, they will earn a Great amount of money for their work.

Follow-up Hooks

- Who wanted Bella Luna dead, and why?
- If Bella Luna wasn’t killed, what happens next?
- Were the players suspected of foul play?

3. Dead Dignitary

“Word has it that a foreign dignitary is visiting town undercover. We’ve been paid good money to uncover that dignitary’s whereabouts and report back immediately. Discover his assumed identity, his current whereabouts, and where he plans to be for the next day or so.”

Background

Mr. Barlow the fixer has been hired to uncover the assumed identity of a foreign leader who is visiting town undercover. This leader may be from any country other than the one in which your campaign primarily takes place, but they’re definitely an important person in their country. Pick a person and tell the players the true identity of the person they are looking for: the King of New Egypt, Ambassador to Kazakhstan, etc.

What neither the players nor Mr. Barlow know is that the interested party, the people responsible for hiring the team, are a group of rebels from that country who wish the dignitary dead. They intend to use the information to find and assassinate the leader, but they’ve been running out of time so they hired the players to unwittingly help them.

Identity and Whereabouts

For whatever reason, the dignitary likes to “slum it” when taking his/her private trips abroad. They’re hiding out in the ghetto, slums, rat’s nest, or other low rent part of town. There is one dive bar in particular where the dignitary plans on spending much of their time during their visit.

When gathering information, players learn of unusually tight security popping up at said dive bar recently, which is highly suspicious. If the players investigate the bar, they’ll discover the whereabouts and

be able to poke around for the undercover dignitary.

Complication

Security is unusually high for being a dive bar in a bad part of town. Nobody’s allowed in without proper identification and an invitation. Security guards are cyberberd to the teeth and may possess supernatural powers if any exist in your setting (magic, psionics, or just really high-end tech).

Players will need to contend with security to get inside before they can uncover the dignitary’s identity, verify they are indeed there, and figure out where they’re going to be for the next day.

Even once inside, it may be difficult to get close enough to the dignitary to uncover all of the information the players need to complete the job.

Conclusion

If the players successfully discover the dignitary’s secret identity, whereabouts, and plans, they are paid a Good amount of money for their work. Later, cut to a scene in which the players hear about the assassination of the very same dignitary.

Follow-up Hooks

- Who hired the players to do their dirty work?
- Why did they want the dignitary dead?
- The players were being used, but do they even care?

4. Data Gods

“A high profile hacker who calls himself Marduk is said to be blackmailing our client, a likewise powerful individual. Needless to say, our client would rather pay us good money to stop the blackmailing rather than shell out for Marduk’s continued silence.”

“Break into Marduk’s mansion, erase the data stored on his servers, and permanently take him offline.”

Background

Mr. Barlow the fixer has received a job from a high ranking military officer with something to hide. Somehow, Marduk got his hands on incriminating data and has been using it to blackmail the client. If the party can get inside Marduk’s mansion and eliminate the data, the client will pay a Superb amount of cash for their effort.

Depending on your preference, you may choose to make Marduk’s whereabouts well-known or unknown. It may take time for them to discover where he lives, or you can skip the info gathering step and jump straight into the action.

The client doesn’t wish to have his identity revealed. He would prefer the players to simply destroy all of the data in Marduk’s possession. He doesn’t want anyone getting their hands on it and finding out his secrets and indiscretions.

Complication

Marduk has a reputation for having a lot of money and a ton of gadgets. He’s one of the world’s great hackers and robotists, and his mansion is sure to be secured by robot guards, motion-sensing cameras, smart guns, and the like. His computers are also bound to be heavily protected (Phenomenal Difficulty).

Marduk himself may have supernatural hacking abilities, depending on your setting and system. Perhaps he uses psion-

ics to talk to machines, or perhaps he’s a technomancer of some sort. Marduk may or may not be home when the players arrive, but if he has supernatural abilities which would make him superior in combat, he could pose a fun and exciting challenge for them.

Players will likely be tempted to steal Marduk’s data for themselves. After all, it’s a veritable gold mine, and if he’s blackmailing one official then he’s probably blackmailing others. Should the players choose to turn on the client, there may be huge consequences. Nobody (not even the team’s fixer) knows the identity of the client before the players break in, but they’ll find that he’s a high ranking military official and he probably has the resources to make the players’ lives miserable, just like he’s trying to make Marduk’s life miserable.

Conclusion

If the players successfully break into Marduk’s mansion, bypass his physical and digital security, and eliminate the data, the client will pay them a Superb amount of money.

If the players break in and steal the data for themselves, it’s up to them to decide what to do with it. If they choose not to blackmail this particular client they may still get the money he offered. They would then be free to use the rest of the data as they see fit. There may be other consequences in the future.

Follow-up Hooks

- What kind of data might the players have retrieved for themselves?
- Can they use this data for their own ends?
- Who else is available to blackmail?
- If the players blackmail their client, what are the repercussions?

5. On Broken Wings

“Ordinarily we don’t like to get involved in the Mob’s affairs, but a wealthy businessman has offered to make it worth our while. He’s managed to get his hands on a dossier relating to Don Marco, and he needs to get out of the country with the files before the mob catches him.”

“Help our client encrypt his data drive, conceal it on his person, and get it through airport security. Then make sure he survives to reach his plane, the 4:15 flight to Rio.”

Background

A wealthy businessman named Alec Sandoval is in need of protection and discretion. He has obtained damning information about Don Marco, one of the mafia’s most powerful individuals, and he’s trying to get out of the country before they find out he has it.

Your players are to help Alec encrypt the data on his portable drive, figure out the best way to hide it on his person, and help him get through airport security and to his plane which boards at 4:15 p.m.

Meanwhile, Alec needs to be kept safe. The Mafia is sure to be on to him, and they don’t care that the airport is full of security—they’ll attack him publicly just to send a message, if they have to.

Complications

What the players don’t know is that Alec is actually one of Don Marco’s made men, but they’ve had a falling out as of late. Alec wants to use the info he has on Marco to bring down his criminal empire, and he’s heading to Rio to meet with his new friends in the Brazilian Mafia. Don Marco’s men are sure to be upset about this turn of events and will shoot to kill on sight.

The dossier Alec has is currently unencrypted, and he wants to make sure that if it does get into the wrong hands it will be hard to decrypt. If the players have a hacker character in the party, they’ll need to encrypt the data as best they can.

Airport security has nothing against people taking data drives on the plane with them, but Alec needs to smuggle a holdout pistol onto the plane with him. He’s not comfortable just letting airport security keep him safe. Players will need to come up with a creative way to get him and his pistol past security.

A shootout at the airport is sure to be an exciting event, and the Mafia will use the public setting to send a loud message to anyone who may oppose them. If a fire-fight erupts in the terminal, it will be a three-pronged event: the players, the mafia, and airport security.

If a fire-fight occurs in the terminal, Alec’s plane will likely be grounded for a while. All flights in and out of the airport will be put on hold until the situation is resolved, so it’s important that Alec isn’t implicated in the events and is not held for questioning.

Conclusion

It’s going to take a lot of work for Alec to safely board his plane with the data he is trying to smuggle out of the country. If the players manage to get him on board the flight (even if it’s a late departure) with the data, Alec will transfer a Superb amount of money to them.

Follow-up Hooks

- What information does Alec have on Don Marco?
- Did the players just unwittingly help ignite an international mob war?
- Does Don Marco have it out for the players now that they’ve actively opposed him and his men?

6. The Investor

“Domo Research is working on a new prototype vehicle, but they’re over budget and running out of money to continue their research. Ordinarily they’d seek new funding opportunities on their own, but someone in the company has been embezzling funds and doesn’t want word to get out.”

“The client wants you to fly to Dubai and meet with a wealthy broker with a reputation for discreetly funding these types of ventures. If you can get him to sign a deal, Domo will pay you a handsome commission.”

Background

Domo Research is building a prototype land vehicle with superior technological advancements (which may differ depending on your campaign’s technology level). One of the lead researchers has been embezzling money though, and now the project is running out of funds.

The client has hired the party to discreetly visit with an investor in Dubai who may be willing to contribute funding to the project. The investor is known for being discrete, but his interest rates are high and the terms of his investments usually include a stake in the company as well.

It is up to the players to fly to Dubai, meet with the investor, and negotiate the best deal they can. If successful, the players will receive a commission, equal to a Great amount of wealth, for their effort.

Complications

Dubai is a world-class business hub known for attracting the rich and famous. Unfortunately, the city also resides in a country with very strict laws relating to morals and ethics, and it may be difficult to even get permission to do business in the country.

Depending on your campaign’s setting

and feel, you may wish to make travel to Dubai a challenge on its own. Do the players need special permits to do business in the city, or do you simply hand waive those requirements and start the adventure when the players land at the airport?

Players need to meet the investor at his hotel in one of Dubai’s famous resorts. There will be a lot of temptation to drink, gamble, carouse, and otherwise have a fun night on the town – and the investor may even insist they join him to win his favor. However, Dubai police don’t take kindly to drunken revelry and the players should be careful, lest they find themselves locked in a Dubai jail cell with no way to contact anyone on the outside.

If the players do have a run-in with the police, do they resist arrest or do they go willingly?

Players need to win the investor’s favor and negotiate the best deal they can. The investor feels insulted if he’s offered too low a margin or is refused a stake in the company (which the players likely don’t have the authority to offer him). If they spend a night on the town with him, he’ll be more likely to offer them a great deal.

Conclusion

If the players manage to strike a great bargain with the investor, they’ll be paid a Great commission from Domo Research. If they wind up in a jail cell, well, it’s up to them to sort it out.

Follow-up Hooks

- If the players resist arrest by Dubai police, what happens next? Do they get to finish their deal with the investor, or must they flee the country?
- What kind of vehicle is Domo Research building, and what will it be used for?
- Who has been embezzling money?

7. Escort Mission

“Miss Nakimoto, CEO of Big Pharma Inc., has hired you to escort her to a safe house in the suburbs. Tensions are high right now as her company has just released a new drug which promised to cure liver cancer, but so far all it has done is empty the pockets of those who were hoping for a miracle.”

“Miss Nakimoto is willing to pay top dollar for her safety. Meet her at company headquarters downtown, then escort her quietly and safely to her place in the suburbs. Make sure you’re armed and vigilant, because the public is calling for her head on a pike and there’s no telling who might be after her.”

Background

Miss Nakimoto is the CEO of Big Pharma, Inc. Her company recently released a new miracle cure for liver cancer and charged a fortune for it, but it doesn’t seem to be helping anyone. The masses are upset at yet another corporate promise being broken and with no apology or refund—the corps get richer and the poor remain oppressed.

Any number of people may want her dead, so she’s hoping to slink out of town and hide in a safe house until the fiasco blows over. She needs to be escorted quietly so no one can follow and locate her—a task easier said than done.

Miss Nakimoto has never been to this particular safe house before, but she’s been assured that it’s highly secure and a place she can hunker down for a long time if necessary.

Complications

Players must devise a plan to safely and quietly get Miss Nakimoto out of her office and to the suburbs. They may come up with disguises and transport routes, but they’ll also need to have a plan in case

they’re discovered and attacked.

Any number of people on the street may be gunning for her, so the players need to be prepared for a fight.

Miss Nakimoto has it on good authority that this safe house is a great place for her, but the person who gave her that information has double-crossed her! The house is actually a mob hideout, and they’re waiting for her when they arrive. The mob was hired by a mole in Miss Nakimoto’s company; they want her as dead as anyone else does.

Conclusion

Even if the players safely escort Miss Nakimoto to the safe house, she may not be safe. They may wind up in a gunfight with the mob. If they come out on top, Miss Nakimoto will require yet another place to stay—locating a new hideout may be a mission in and of itself.

She won’t pay the players until she’s satisfied she is safe. Players may be able to negotiate more money from her if they have to perform additional tasks such as finding a new hideout for her.

When Miss Nakimoto is finally convinced she is safe, she will pay the team a Wonderful amount of money for their effort.

Follow-up Hooks

- Does Miss Nakimoto need a new place to stay? Will the players help her find it?
- Who was the mole? Miss Nakimoto may hire the players to find out.
- How long will this public outrage last?
- Do the players believe Miss Nakimoto should atone for her company’s crimes against the people?

8. Who's Who?

"Our client, a wealthy businessman who wishes to remain anonymous, was apparently not very polite to a rather influential foreign dignitary. Being impolite is one thing, but insulting a leader of the Nordic Nations isn't something he's proud of and now that leader is on his way to meet with our client's company concerning some huge deal."

"Our client needs you to meet with this dignitary, Olav Jarlson, when he arrives at the airport tomorrow and modify his memory so he has no recollection of the slight. If Mr. Jarlson discovers tomorrow that he's doing business with a man who grossly insulted him, the deal is sure to fall through."

Background

The client grossly insulted Olav Jarlson in the past (you can make something up; perhaps he insulted Olav's wife, or slept with his wife, or insulted his culture). Now his company has to do business with Jarlson, who is an ambassador to the Nordic Nations. The business deal is sure to be huge, but there's no way it'll close if Jarlson remembers the client's insulting behavior.

Jarlson is flying into the airport tomorrow. He's supposed to be coming in on a private jet from Sweden, and the players need to be there to meet him.

Jarlson is supposed to meet with a driver and some security personnel from the Nordic Nations embassy to take him directly to the business meeting. He doesn't know these people personally, so it could be anyone with sufficiently convincing credentials.

To modify his memory, the players may use any number of methods depending on your campaign's setting and system. Perhaps they use psychic powers to wipe the memory they're looking for, or perhaps they have magical powers to do so. They

may also resort to using high-tech implants or memory scrambling devices. Regardless of the method, the players need to target this specific memory and allow Jarlson to otherwise function normally so he can seal the deal.

Complications

Unbeknownst to the players, Olav Jarlson travels with a decoy. Because he has recently experienced threats of violence against him, he now sends a body double on the flights he's scheduled for and arrives in disguise on another flight at a different time.

Olav's double has orders to meet the same driver and security guards, where he is supposed to be taken back to the embassy to wait for his return flight.

Should the players attempt to modify the memory of the double, they will not be able to find what they're looking for. Simply put, the double has no memory of the insult. If the players are capable of reading his memories (through magic, psionics, or technology) they may discover the true identity of the double and the decoy plans.

Conclusion

If the players catch the decoy and discover he's the wrong person, they need to modify his memory so he doesn't remember them. They'll also need to somehow discover the real plans and track down the real Jarlson before the business meeting.

If they successfully intercept the real Jarlson and wipe his memory, then they've completed their task. The client will pay a Great amount of money for their effort.

Follow-up Hooks

- Did the players tie up all their loose ends?
- Did the players manage to find the real Jarlson and alter his memory?
- Did the deal succeed or fail?



9. A Clean Sweep

“I’m personally hiring you for this one. A group of self-styled vigilantes is killing all of the back-alley street medics around town, and that’s bad for business. Most runners like you depend on these medics to get patched up after a job, since none of the legitimate hospitals will take you. With all these street clinics being shut down, I’m afraid life won’t be as safe for people in our line of work.”

“Find out who is behind these murders and put a stop to them. If you come back alive and with proof of who’s pulling the strings, I’ll personally pay you for your trouble.”

Background

Mr. Barlow the fixer is putting his own money on the line to solve a problem that’s bad for business. A group of vigilantes has been methodically murdering street medics—illegal clinics who operate on people without seeking ID or asking annoying questions. These street medics are essential to the operations of typical street mercenary teams, since most legitimate hospitals won’t operate on people who’ve been involved in serious criminal activity.

There aren’t many leads to go on other than the crime scenes which are still largely intact. Most police forces don’t care to investigate these incidents; if someone wants to murder a bunch of criminals, it means less work for them. The bodies are usually cleaned up, then the scenes largely ignored until whoever owns the building comes to repossess it.

In every case, it appears multiple suspects infiltrate the clinics of these street medics and slay them with shotguns. They dump the body in a dumpster and don’t disturb the rest of the scene in any way.

The responsible group is called Clean Sweep. They’re a decentralized gang with no apparent leader. Their only signature is

that they wear janitorial outfits and masks, and they always kill using sawed-off shotguns.

Complications

Clean Sweep are a decentralized gang; they have no specific base of operations or apparent leader. Even if they’re tracked back to a hideout, it’s probably only one of many.

In reality, one of the local hospital megacorporations has hired several people to wipe out the illegal competition. In essence, they’re hiring gangsters to do their dirty work. Players are tasked with figuring out the name of the hospital responsible for hiring this group.

Players may be able to map out a pattern of targets and come up with a group of likely marks, so they can catch a killing in process if they plan well. Most of the Clean Sweep members only know they were hired by an anonymous person, so several members may need to be interrogated before someone is able to give up the identity.

Conclusion

If the players are able to find out which corporation or which contact within the corporation is behind the murders, they can take that information back to Mr. Barlow to get paid. He will pay the party a Great amount of money for their trouble.

Follow-up Hooks

- Who will deliver street justice to the corporation responsible for hiring Clean Sweep?
- Will the attacks stop if the contact is outed, or do the players need to find some other way to put an end to the slayings?
- Can the players negotiate with Mr. Barlow to perform a follow-up job, or does he feel it’s too risky to take on an entire corporation?

10. Blood Bath

“Ordinarily we wouldn’t get involved with mafia affairs, but our ridiculously wealthy anonymous client would like us to show Don Marco and his goons a thing or two about respect. I’m not sure why our client feels slighted by Don Marco, but we’re not being paid to play nice with him so I don’t suppose it matters.”

“Find out where Don Marco and his goons are hiding out these days and pay them a visit. Our orders are to kill his men and leave him debilitated, not dead, and leave him with this calling card. You’d better pack some extra ammo for this one.”

Background

Rolf Epson, CFO of a major technology firm, has been paying protection money to Don Marco and his mafia goons for far too long. He has anonymously contacted Mr. Barlow to deliver the message that he’s not going to pay up anymore.

Epson wants Marco’s men killed, but he wants to leave Marco with a very clear message. He’s given the players a calling card to leave with Marco so the crime lord knows who was behind the attack. The calling card doesn’t specifically point to Epson, but its message will be clear to Marco.

Don Marco and his made men are currently hanging out at the docks, but the players may need to hit up a few common mafia hideouts and fronts before they can acquire that information. They’ll need to act fast once they have a lead though, because if someone tips off Marco that someone has been looking for him, he may flee the scene.

Complications

If the players aren’t subtle, someone may spook and tell Don Marco people are looking for him. If he’s alerted and gets suspicious, he may leave his hideout at the

docks and relocate, meaning the players will have to start their search again.

Don Marco is a powerful crime lord and he’s sure to have a lot of well-armed goons working for him. The players need a lot of firepower and armor if they’re going to take on this job.

The docks are full of places to hide and there are plenty of obstacles to obstruct a clear view of any given location. Conversely, there may be plenty of great hiding spots for the players as they approach.

Conclusion

If the players kill Don Marco’s men and successfully deliver the calling card to him, they’ll be rewarded with a Superb amount of money. They’ll also earn the ire of Don Marco, but such is life.

Follow-up Hooks

- Who was the mysterious client, and why did he want Don Marco dead?
- If they hadn’t in a previous mission, the players have surely earned the ire of Don Marco. Will he come back later to retaliate?
- If the players were already at odds with the mafia, does this act of violence clear the air between them or does it ignite an even bigger feud?