



SHADOWRUN[®]

TANGLED THREADS





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FOR GAMEMASTER READING ONLY

This section contains adventure details that only gamemasters should now. If you're a player and want the full joy of experiencing an adventure as it happens, turn back now!

INTRODUCTION

This book has two parts: **Seattle Spots** and **Seattle Plots**. **Seattle Spots** provides a tour of different types of buildings and neighborhoods in Seattle, giving players a chance to get to know the city through a number of different runs. **Seattle Plots** presents a more linear set of adventures, embroiling the runners in the political machinations of the sprawl and helping them participate in a dramatic shift in the power structure of the city.

Throughout this section, suggestions on types of cards from the Map Card deck are offered (though map cards are not suitable for all locations). How many cards are used and how they are combined is up to the gamemaster.

SEATTLE SPOTS

CORPORATE HOUSING COMPLEX

The people who keep the sprawl running by working for fifty or sixty hours a week need some place to lay their heads at night, and the corporate housing complexes spread throughout Seattle make this possible. Bellevue has some building like this, Downtown has its fair share, Tacoma has plenty, and Renton has more. The lower two-thirds of the corporate hierarchy who live, work, and play in the corporate housing complex know their place and will try to learn yours, too—trying everything short of breaking into your commlink to discover your business. Consider it a protective mechanism: ignoring a superior can make a wage slave's life hell. The scrutiny can pose a problem for visitors. Residents may act politely, but are desperate to know who everyone is and where they fit in. Anyone answering abnormally (keeping in mind that "normal" is a slim range of responses) will become the subject of prying eyes, gossip, and general malice until the outsider is either accepted or ousted, possibly into security's custody.

Pay grade and security clearance dictate housing assignments—the lowest ranked are at the bottom and the highest at the top. Depending on which floor a corporate employee is assigned, she has basic amenities such as a grocer, a discount store carrying everything from clothing to electronics, and perhaps a dining establishment. The higher up the floor assignment, the more amenities available. Exercise rooms, gardens, high-end retailers, massage parlors, and theaters are just some of the amenities available to residents. In all cases, the decor and amenities impart a sense of safety and removal from the crazed, unpredictable world outside the borders of the corporation.

The floors are "banked" per pay grade and clearance and residents have access to five floors in their bank, as well as the floors beneath them. Residents do not appreciate residents from upper banks visiting their bank to do anything other than pass through, although they do not have any choice in the matter. Residents may not visit floors above their assigned bank without permission from a resident.

Two central banks of elevators service the building with an emergency stairwell in the center. The central elevators and stairwells open freely into security checkpoints on the bottom floor of each bank. Anyone attempting to exit the stairwell onto or taking the elevator to a floor without a security checkpoint must provide ID and thumbprint before the door will open.

Two guards man each security checkpoint at all hours. Cameras line all hallways, and two technology offices govern and monitor all camera feeds, Matrix access, and the maintenance and security drone network. A separate elevator and stairwell provide access to the basement office from the first floor security office. The second, smaller, technology office sits near the top of the building and houses information from and about the top ten levels of the building, as well as secondary access to the building's network.

If a person is accepted as belonging here, the social atmosphere does not warm much. Intuitive people will feel they must remain "on" constantly. To drop one's professional demeanor is to invite trouble. However, anyone raised in a corporate environment is conditioned to this behavior and would likely not knowingly possess a demeanor that is not "on." Anyone else, however, should remain cognizant of his subconscious expressions, gestures, and verbal tics. Everyone else will be. If a runner behaves normally for the company, an Etiquette (3) Test will assuage most people's concerns.

MAP CARDS TO USE

A single lobby card can be the entrance to the building; assume an elevator bank is available through any of the doors





besides the front double doors. These housing units are not large, so the office cards can be used to map out the floors with the residences. Larger offices can be apartments belonging to low- or mid-level managers.

SAMPLE ADVENTURE IDEAS

- Residents of a lower bank are fed up with a middle manager who enjoys prowling the halls looking for indiscretions. He makes them up if necessary and has cost a number of employees their positions. One lower bank resident has taken it upon himself, with the financial assistance of several other residents in secret, to hire a team to find a way to cost the manager his job. If the team is discovered, the residents will disavow any knowledge of the job.
- Mr. Johnson wants a backdoor Matrix connection into a mid-level executive's apartment, perhaps just to send a message, or perhaps to enable a private conversation. The runners are to break into the complex, get into the executive's office, plant a data tap modified with high-level encryption, and get out without being caught.
- The team's job is to insert an individual onto the massage center staff. The current masseuse is to be removed from the complex without incident and the replacement inserted in her place. No one is to be made aware of the switch.
- Mr. Johnson wants a complete roster of the apartment complex. However, the basement technology office only holds the roster of the lower floors. The team will have to either find the wired Matrix connection leading to the upper technology office or figure out that the roster is incomplete and locate the remaining information.

CORPORATE HOUSING— SECURITY OFFICER

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
5	4	4	4	3	2	3	3	6

Initiative: 7 + 1D6

Movement: 8/16/+2

Condition Monitor: 11

Limits: Physical 6, Mental 4, Social 5

Armor: 12

Skills (Dice Pools): Automatics 3, Computer 1, Etiquette 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 3

Augmentations: None

Gear: Armor jacket, Erika Elite commlink (Device Rating 4)

Weapons:

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 2(3), 32 (c), 1 extra clip] w/ folding stock, gas-vent system(2), laser sight

Fichetti Security 600 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC (1), 30 (c)] w/ folding stock, laser sight

Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5] w/ internal battery

CORPORATE HOUSING— RESIDENT WAGESLAVE

(PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	3	4	3	4	6

Initiative: 6 + 1D6

Movement: 6/12/+2

Condition Monitor: 10

Limits: Physical 3, Mental 5, Social 6

Armor: 8

Skills: Computer 2, Con 2, Etiquette 4, Negotiation 2, Perception 2, Pistols 2

Augmentations: None

Gear: Actioneer business clothes, Renraku Sensei commlink (Device Rating 3)

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, 16 (c)]

CONFERENCE & RECREATION CENTER

When a megacorp needs its employees to convene and can't leave dependents behind, they turn to the Conference and Recreational Center: everything one could need to keep the wage slaves and their families entertained—or at least spending nuyen—during and between conferences. There are several





CONFERENCE & RECREATION CENTER



buildings of this sort Downtown, and some smaller examples in Bellevue.

A small bank of hotel rooms ensures off-campus guests have a place to stay and conference goers have a private spot should they require one. The amusement park contains a go-kart track, arcade games, a Ferris wheel, and augmented-reality pods that provide hours of entertainment with any virtual sport. A restaurant connects the amusement park and conference center.

The conference rooms are large and equipped with state-of-the-art technology to make presentations and meetings easier and private. A separate entrance opens into the conference center end of the building.

Security is tight but virtually invisible. No one wants the guests to consider reasons why security may be needed during their stay. Two security offices monitor the facility: one near the front desk and one near to the conference rooms. Security deckers man each office. Security guards wear high-fashion armored clothing and, to a casual observer, resemble conference attendees. A drone track runs behind an architectural feature in every public room, with panels that open to allow drones to suppress trouble.

The building is four floors high, providing plenty of room for hotel rooms and clearance for the indoor amusement park. The conference room block contains two small rooms on each floor, a pair of two-story conference rooms, and one massive, four-story hall with multiple balconies, in which the corporation books the largest events.

The employees of the conference center are highly trained in social graces, but this has not prevented a general disease among the staff: waiting upon corporate personnel wears upon a servant's good graces. Executives are quite comfortable barking orders at anyone, including the staff, and the wage slaves relish the opportunity to bark orders at anyone and do so with abandon. A rift exists between the guests and the staff, resulting in a simmering resentment. The security staff, required to remain socially removed from both the staff and the guests, tends to be caught in the middle.

The head of staff keeps a small army of desk clerks, bellhops, cleaning staff, valets, bartenders, wait staff, and sales clerks in line. She treats the job as a good military officer may treat a job. The staff members are equipped with commlinks and are networked into a system that provides them notice of the location of the nearest five staff members, the nearest security personnel, and any guests nearby who have called for assistance.

The average conference attendee is a middle-manager viewing the trip as a getaway burdened with work. He is pleased to get away from the office and glad to have been able to bring his family. Although he wishes could avoid the required conferences and just relax, when his superiors summon him, he will respond immediately. He maintains an appropriate distance from the staff and is coolly polite to them when he does not outright ignore them. He is unaware of the security on site and is secure in the knowledge that his employer has things under control.

SAMPLE ADVENTURE IDEAS

- The team must perform an unwilling extraction of a conference attendee without notice before he is to make a speech in the large conference hall at a specific date and time.
- Mr. Johnson hires the team to replace the programming of one AR pod in the amusement park with a program provided by Mr. Johnson. The replacement program will start as any standard boxing, rugby, or racing sim. But after a catastrophic punch, collision, or crash, the participant will wake in the sim (which will have switched from cold-sim to hot-sim VR) to find himself chained to a chair about to undergo an interrogation session and unable to access the menu to quit the sim. This could prove dangerous for anyone sampling the sim ahead of the job.
- Deliver a package to the podium of the large conference hall. There is a five-minute window for the delivery: moments before a conference is about to start. During the window, the hall is packed with audience members. The package contains whatever the gamemaster needs. For example, it may contain an explosive device, an area jammer, or a device that will broadcast a list of the conference presenter's misdeeds.
- Collect the commlink of the head of staff of the conference center and install a program in it. Return the commlink without detection. The program contains passcodes that will allow unrestricted access to the center's Matrix host—at least until the theft is discovered or the codes are abused.

CONFERENCE CENTER— SECURITY LIEUTENANT

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4	3	3	2	4	3	6

Initiative: 8 + 1D6

Movement: 6/12/+2

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 5

Armor: 12

Skills: Clubs 3, Intimidation 3, Leadership 3, Perception 4, Pistols 5, Running 3, Unarmed Combat 4

Augmentations: None

Gear: Armor jacket, Hermes Ikon commlink (Device rating 5)

Weapons:

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 2(3), 32 (c)] w/ folding stock, gas-vent system(2), laser sight
 Fichetti Security 600 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC (1), 30 (c)] w/ folding stock, laser sight]



CONFERENCE CENTER—UPPER MANAGEMENT ATTENDEE

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	4	3	2	4	4	3	6	5.3

Initiative: 6 + 1D6

Movement: 8/16/+2

Condition Monitor: 10

Limits: Physical 4, Mental 5, Social 8

Armor: 8

Skills: Computer 3, Con 3, Etiquette 4, Intimidation 3, Leadership 4, Negotiation 4, Perception 3, Pistols 3

Augmentations: Pathogenic defense 2, sleep regulator, tailored pheromones 2

Gear: Actioneer business clothes, Transys Avalon commlink (Device Rating 6)

Weapons:

Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, 11 (c)]

CRITTER RESEARCH LAB

The critter research center is a well-guarded cog in the research and development machine of any corporation. Here, corporate scientists study the biological, chemical, and magical features of paranormal animals for possible reproduction, modification, and employment in any host of corporate creations, from consumer markets to private corporate use. Ares, Aztechnology, Mitsuhamma, Renraku, Saeder-Krupp, and Shi-awase all have facilities of this nature in Seattle.

The center is divided between office and research use, with high-security locks on the doors separating the two sections. Along the east and west lengths of the building are the animal holding pens. The pens are contained in separate rooms to alleviate the fallout of a breakout (or break in), and the holding rooms, laboratories, procedure room, and quarantine rooms have airtight doors and ventilation connected to Neuro-Stun gas in the event of a serious breach. The quarantine room contains a separate clean room at its entrance.

Nested security doors service the two holding-pen wings. One high-security door allows access to the wing, and holding rooms A through D to the west and E through G to the east bear medium-security doors. Employees must wear badges that automatically engage and disengage the locks upon approach. The high-security doors also require passcodes.

Security at the entrance consists of a scan before reaching the inner doors of the facility. The front of the building contains the IT room, offices, restrooms, the break room, and a meeting room. The research portion of the center with entrances to the holding pens, two laboratories, a large procedural room, and a quarantine room. A separate outdoors security post provides security to a back door leading directly into the research portion of the center.

The building is one floor high, with parking, laundry, food storage, and disposal services kept in the basement below. Two

freight elevators, four personnel elevators, and two stairwells service both floors.

The center is loud and chaotic, yet sterile thanks in large part to janitorial drones. Drones also safeguard the clinic and workers against critter powers. Drones sedate the critters before movement and sample collection. If moving a critter to the laboratory becomes necessary, the critter remains under sedation throughout the trip. The quarantine chamber pumps in Neuro-Stun gas appropriate to the biological makeup of the critter inside to keep it subdued. The materials used to construct the research portion of the center are hardened and constructed to withstand elemental damage. Researchers and security personnel have access to various grades of armor equipped with chemical seals, non-conductivity, and fire resistance as necessary.

The average researcher in this facility believes he is performing a worthwhile service to his employer. He genuinely cares about the welfare of the critters under his care, at least so far as ensuring their safety as corporate property. He is calm under pressure and not easily startled. He is strong enough to assist in holding down a critter and has enough force of will to fend off mental attacks. The promise of extracting knowledge or substances from the critters in the center drives him. He is well aware that any slip ups here in the center may result in an immediate rerouting of research dollars to another division of the company, followed by his immediate reassignment.

The average security guard in this facility grudgingly avoids harming the critters in the facility. She understands their value to her employer and her superiors, but she has seen too many colleagues fall victim to the seemingly mindless aggression of these animals. She is strong in body and in mind in order to fend off physical and mental attacks and may sometimes go a little too far in restraining or fending off an animal.

MAP CARDS TO USE

Use the Lobby card for the entry, then surround it with Research Lab cards as needed.

SAMPLE ADVENTURE IDEAS

- A recent project pairs an artificial intelligence raised within the dogs since birth, acting as a buffer to prevent cyberpsychosis in the animals. The AI managed to gain access to the Matrix, posed as a Johnson, and hired out the animal's extraction. When the runners complete the job, the dog steps forward as their employer, speaking through a commlink. It, of course, has no money with which to pay them.
- Mr. Johnson hires the team for a jailbreak of the facility. They are to release every critter in the facility in one sweep. The team may ponder the morality of unleashing these creatures on the surrounding residential area. Or not.
- The team has been hired to reprogram the safeguards in place in the procedural room of the facility. The drones must not work, and most importantly, the Neuro-Stun must not deploy. No one must be aware of the tampering until such time as the staff attempts to deploy these safeguards.



CRITTER RESEARCH CENTER—RESEARCHER

(PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	2	3	4	6	4	3	3	6

Initiative: 6 + 1D6

Movement: 4/8/+2

Condition Monitor: 11

Limits: Physical 5, Mental 6, Social 6

Armor: 6

Skills: Animal Handling 5, Biotechnology 4, Etiquette 3, First Aid 3, Medicine 5, Perception 2, Pistols 2

Augmentations: None

Gear: Armor clothing, Erika Elite commlink (Device Rating 4), gas mask, goggles [Capacity 3, w/ vision enhancement 2, vision magnification], Hazmat suit, headphones [Capacity 4, w/ audio enhancement 2, select sound filter 2]

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, 16 (c)]

CRITTER RESEARCH CENTER—SECURITY OFFICER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	3	4	4	4	2	2	4

Initiative: 5 + 1D6

Movement: 6/12/+1

Condition Monitor: 1

Limits: Physical 5, Mental 5, Social 4

Armor: 12

Skills (Dice Pools): Animal Handling 5, Automatics 3, Etiquette 3, First Aid 3, Perception 3, Pistols 4, Unarmed Combat 5

Augmentations: Adrenaline pump 2, toxin extractor 2, tracheal filter 1

Gear: Armor jacket (w/ chemical protection 6, fire resistance 6), Erika Elite commlink (Device Rating 4), gas mask (w/ audio enhancement 2, flare compensation, vision enhancement 2), hazmat suit

Weapons:

Browning Ultra-Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, 10 (c), w/ laser sight]

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, 4 (m)]

Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5, w/ internal battery]

MAGICAL LIBRARY

The air seems to thicken as one enters one of the premier magical libraries of Seattle. Aztechnology, Mitsuhama, Horizon, Wuxing, the Draco Foundation, the Atlantean Foundation, and the University of Washington all have significant magical libraries in Seattle.

In these libraries, the proper formula or an auspicious whim could tap the abundance of knowledge occupying the tomes, catalogs, and shelves here. Top-shelf magical libraries contain a public access area in which are stored treatises on magical theory and history. To the rear of the more open areas of corporate magic libraries are classrooms where laypeople may receive “Know Your Magic” training. More a public relations push than an education, this training prepares corporate citizens for recognizing spells and spellcasters they may encounter while on the job.

Private areas of magic libraries are protected by physical and magical security personnel who check the credentials of anyone seeking entrance into either the hermetic library, the shamanic library, and the vault.

The two library wings could not be more different. The hermetic wing resembles more of a cross between an exhibit hall and a laboratory, while the shamanic wing resembles more of a combination between a child’s playroom and a yoga studio. Depending on the library’s owner, the hermetic wing or the shamanic wing sees heavier use than the other.

The hermetic wing is furnished in flawless hardwood, stainless steel, and glass. AR catalogs detail the contents of items in a system of drone-retrieved drawers. Desks line the walls in neat rows. Glass cases house tomes and bear plaques outlining restrictions on using manipulation spells to thumb through the books. Peripheral resources available in the hermetic wing include access to journals and papers in various sciences (biology, chemistry, botany) to aid in formulations.

The shamanic wing contains no posted restrictions on handling items. Natural fibers and materials adorn the few furnishings. Some tables and plenty of pillows line the walls, leaving sufficient open floor space for movement, such as dancing or moving meditation. Peripheral resources available to patrons of the shamanic wing include access to recordings of performance arts and physical samples of plant and animal materials. The janitorial and maintenance staffs are seen more often in this wing than the other.

Primary research dominates the two secured wings, but depending on the corporation, research into certain subjects is inaccessible even within the secured wings of the library. For example, the Wuxing corporate library will not contain any primary research in geomancy. Generally speaking, each corporation protects the primary research integral to its own sphere of the marketplace and keeps it housed in the headquarters building.

Several free spirits are regular visitors to the library—some corporations’ hermetic wings require that they check in. Some spirits actually do, much to the general surprise and disappointment of those frequenting the shamanic wing. Whether they are drawn to the students or the treasures within is a mystery, but they have so far remained cordial and peaceful in their dealings with the library patrons and staff.

Security is tight, particularly magical security. Both wings of the library contain rare texts and foci.





Magical libraries are heavily warded and spirits patrol regularly, but because astral travelers do not threaten the written knowledge in the texts, the magical security is lighter than may be expected. This is not the case in the vault, however. The walls of the vault (underground with an entrance off the shared ritual spellcasting rooms) are lined with biological material. Astrally traveling mages and spirits cannot enter the vault.

SAMPLE ADVENTURE IDEAS

- Rumor has it that one of the library vaults in town contains a valuable relic from history (the hilt from Excalibur, a chunk of the Sphinx's beard, or the burnt remains of Jimmy Hendrix's Monterey Fender Stratocaster), and Mr. Johnson wants it.
- Mr. Johnson believes the library has been making large purchases of reagents from talisleggers operating out of Tir Tairngire and Salish-Shidhe territory. Mr. Johnson believes evidence of this could hamstring the corporation's magical research division by putting them under closer scrutiny, giving his employer time to move. Find evidence to prove this and deliver it to Mr. Johnson.
- After some scandals related to spirit research in the Mojave, Horizon's library is being cleared of information that might have been learned from these unethical activities. Finding all the results of these experiments is not easy, though, and some remnants of it likely remain. Mr. Johnson wants the runners to find some of this hidden research—whether to expose Horizon or simply learn from the ways Horizon tortured spirits is not clear.

MAGICAL LIBRARY— SECURITY MAGE

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
3	3	3	4	5	5	3	4	6	4

Initiative: 6 + 1D6, Astral Initiative: 6 + 3D6

Movement: 6/12/+2

Condition Monitor: 10/11

Limits: Physical 5, Mental 6, Social 7

Armor: 12

Skills: Arcana 4, Assensing 4, Astral Combat 3, Banishing 3, Counterspelling 4, Etiquette 3, Perception 3, Pistols 4, Spellcasting 4, Summoning 4, Unarmed Combat 4

Augmentations: None

Gear: Armor jacket, Erika Elite commlink (Device Rating 4)

Spells: Agony, Armor, Heal, Increase Reflexes, Mana Barrier, Manaball, Manabolt, Physical Barrier, Stunball

Weapons:

Fichetti Security 600 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC (1), 30 (c)] w/ folding stock, laser sight

MAGICAL LIBRARY—BOUND SECURITY SPIRIT OF MAN

B	A	R	S	W	L	I	C	ESS	M
7	6	8	4	6	6	7	6	6	6

Initiative: 15 + 2D6, Astral Initiative: 14 + 3D6

Movement: 12/24/+2

Condition Monitor (P/S): 12/11

Limits: Physical 8, Mental 9, Social 8

Armor: 12H

Skills (Dice Pools): Assensing 6, Astral Combat 6, Perception 6, Spellcasting 6, Unarmed Combat 6

Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light Vision, Thermographic Vision), Guard, Immunity to Normal Weapons, Influence, Innate Spell (Agony), Materialization, Psychokinesis, Sapience, Search

RESTAURANT/BAR

Downtown hosts plenty of hotspots where those who have a little extra to spend can feel like they're important—and more importantly feel separate from the desperate masses in the not-too-distant Barrens. The owners of these spots tend to enforce their locations as neutral ground, welcoming employees of all the corporations and not abiding any unpleasantness among them. Over time, owners often take additional steps to entice clientele desiring a more private and elite dining experience, such as private meeting rooms, a private VIP entrance, and technological modifications to the booths to protect against overheard conversations. Because of all this, Downtown restaurants can be hotbeds of corporate intrigue, popular among headhunters and spies alike.

Tight security, a strict dress code, and the cost of items on the menu act in concert to keep these locations out of reach for all but those on a corporate payroll. The interior is dimly lit, with real wood furnishings and live jazz. The items on the menu change daily, depending on the whims of the chefs and the availability and seasonality of certain items.

Security personnel on site review everyone for dress code adherence and reserve the right to turn anyone away for any reason at all. A MAD detector at the door detects firearms or cyberware. Anyone without the license for the items they carry will be detained and turned over to local law enforcement. Anyone with licenses for their items are asked to leave weapons in their vehicles.

On a typical evening in the restaurant, there are corporate headhunters prowling for their next target, members of rival corporations here for a clandestine meeting, or properly dressed and funded shadowrunners meeting with Mr. Johnson.

The family who runs the restaurant is old money. The restaurant opened eighty years ago, and the proprietors learned quickly that inclusion of a certain class of patron was a wealth-building philosophy. Since then, employees of every corporation are welcome, and the current proprietor's immediate family is enmeshed in every conceivable intrigue with every local corporation. All family deals stay strictly under the table and involve favors rather than currency.





MAGICAL LIBRARY





Each booth is equipped with a phase cancellation device that cancels out sound waves leaving the booth. The patrons may carry on a normal conversation yet remain unheard outside the confines of the booth. Servers have commlinks that grant them the ability to speak into the soundproofed booths and patrons may communicate with servers using an AR trigger.

Separate meeting rooms with a separate, secluded VIP entrance are available for a premium for those who desire an extra layer of privacy.

MAP CARDS TO USE

These restaurants should be fairly large—they should have at least three of the restaurant cards and the kitchen card.

SAMPLE ADVENTURE IDEAS

- A corporate executive has frequented the restaurant since the owner's daughter was small. Now that she is a grown woman, the executive has taken an interest in her. The daughter is not interested, yet to shun the attention could mean professional suicide for her and

possibly for the business. She has hired the runners (unbeknownst to anyone in her family) to do something to ensure the executive does not approach with romantic offers again. Whatever the runners choose to do, it must not come back to the daughter in any way.

- Mr. Johnson hires the team to ensure that a certain corporate employee does not agree to a headhunter's proposal. When they investigate, they discover that the employee in question is seeking asylum rather than a new job. Make the details of the employee's request such that the team is torn between finishing the job (possibly destroying someone's life or strengthening an enemy) and failing a job (helping change someone's life or thumbing their noses at an enemy).
- Mr. Johnson wants to know what favors the proprietor of this establishment owes to whom. Keep in mind that the proprietor has many powerful friends. The runners may discover the proprietor is owed favors ranging from twenty-four-hours' notice before press releases about a particular corporate division go out



to one free call asking for the services of a corporation's black-ops team.

- Any meeting between Mr. Johnson and the team may take place at this location. Emphasize that the team must be well dressed and better behaved than they may be used to.

RESTAURANT OWNER

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
3	2	2	3	3	3	5	5	6

Initiative: 7 + 1D6

Movement: 4/8/+2

Condition Monitor: 10

Limits: Physical 4, Mental 5, Social 7

Armor: 8

Skills (Dice Pools): Computer 2, Con 4, Etiquette 4, Intimidation 4, Leadership 4, Negotiation 4, Perception 3, Pistols 3

Augmentations: None

Gear: Actioneer business clothes, bug scanner, Erika Elite commlink (Device Rating 4), white noise generator

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, 15 (c), w/ internal smartgun system]

RESTAURANT SECURITY DECKER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
6	3	4	3	5	5	4	3	5.5

Initiative: 8 + 1D6, Matrix Initiative: 9 + 3D6

Movement: 6/12/+2

Condition Monitor: 11

Limits: Physical 6, Mental 7, Social 6

Armor: 12

Skills: Computer 5, Cybercombat 5, Hacking 5, Leadership 4, Perception 4, Pistols 4

Augmentations: Datajack, Sony CIY-720 (Cyber) w/ Armor, Biofeedback, Lockdown, Sim Module, Modified for Hot Sim, Track

Gear: Armor jacket, Transys Avalon commlink (Device Rating 6)

Weapons:

Browning Ultra-Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, 10 (c), w/ laser sight]

EXECUTIVE RETREAT

When high-ranking executives want to escape, they head to an executive retreat—a playground for the rich and powerful. The executive retreat boasts security on par with the most highly secured headquarters building. The San Juan Islands northwest of the sprawl holds one of these retreats.

The executive retreat is a private island surrounded by an artificial reef on all sides except the marina. Seafaring vehicles

enter the island through the marina and navigate a channel that takes them directly into the hotel. The only designated air vehicle landing space is on the hotel roof.

Security on the island is as tight as in the central chambers of a corporate headquarters, except security on the island is as invisible as possible. Security personnel masquerade as lower-level employees and fellow executives. A network of deckers keeps tabs on the retreat from an underwater security station. The artificial reef contains sensors that alert the security team if an unscheduled vehicle passes by, and drones patrol the air and water around the island.

The company that owns the resort does not rely on traditional advertising. With a glut of luxury service providers competing for the same small batch of executive consumers, the company has learned to direct its efforts toward those who advise executives. Word of mouth has proven the most valuable advertising tool. The resort has a reputation for complete security, impeccable luxury, and for fulfilling any guest's desire.

If the security expenditure for the retreat is remarkable, the amenities expenditure is astronomical. The retreat caters to executive's every whim. If the staff cannot fulfill the wishes of an executive guest, a small team of individuals stationed in the nearest large city will find a way to fulfill that wish. For example, if a guest wants a specific food item, the team will find it and bring it back for that guest. If an executive decides he doesn't want the prostitutes offered on the island, that team will scour the city in search of someone matching the executive's taste and bring that person (or otherwise) to the island.

The hotel is four stories tall and contains a dock on the ground floor into which boats drop off new guests. Both the dock and the roof landing pad are heavily guarded. The rooms are all equal to residential suites anywhere else and the top floor is entirely one residence, reserved for the highest-ranking guest.

If people gamble away their lives on the mainland, the retreat's casino is where executives gamble away their employees' lives. The knowledge that any game of chance will be of the highest stakes is a major draw.

A spa on the island provides services such as dermatological treatments, chiropractic treatments, and massage therapy, as well as other, less commonly available services. If it involves the placing of hands on a guest's body, it can be found here.

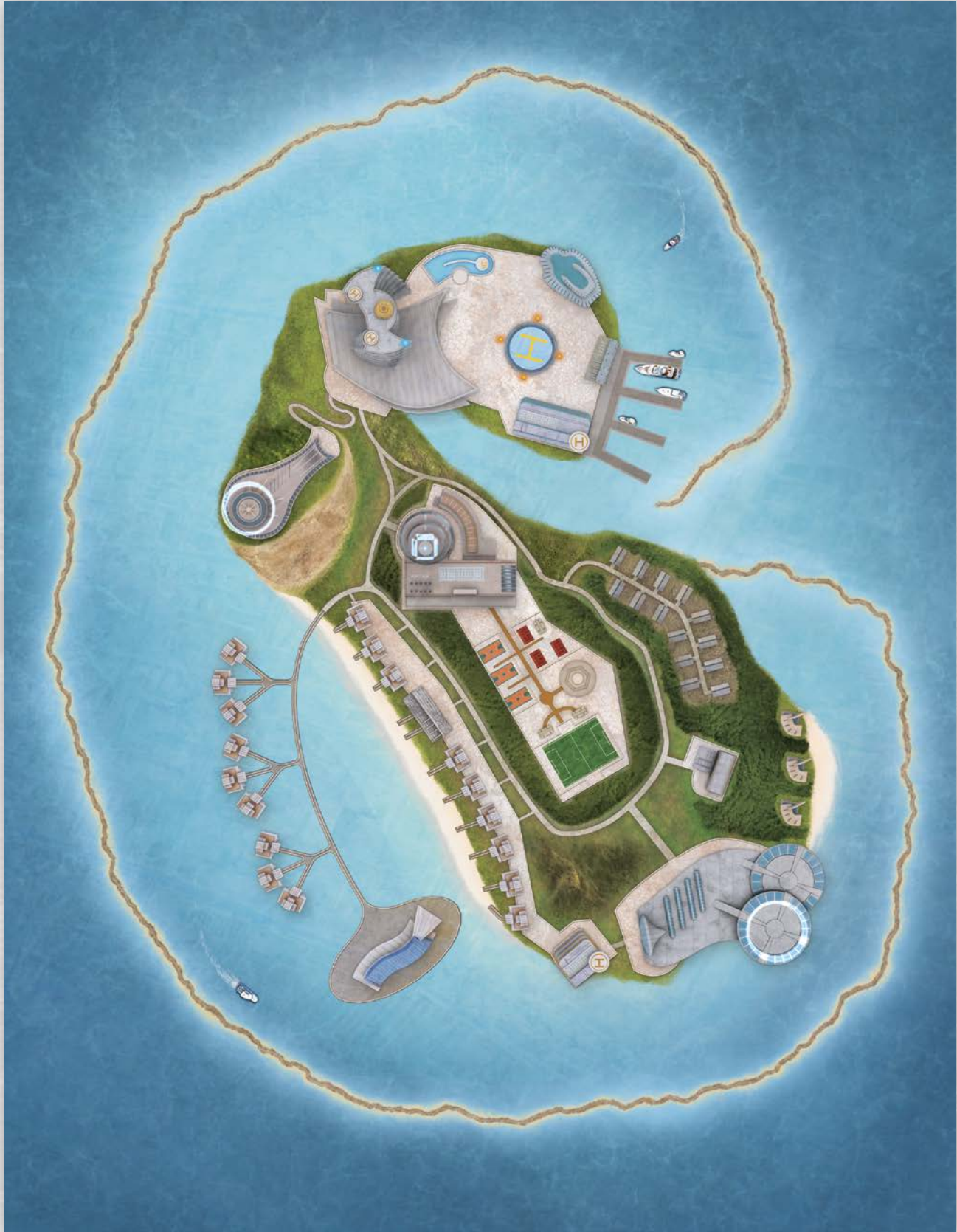
A white sand beach stretches along the southwest shore of the island. A dock here leads to numerous cabanas, for those guests who want a more authentic island retreat experience. Several villas line the southern beach. Private villas, each with its own section of private beach, line a portion of the east shoreline.

One area of the underwater complex of this island is accessible through the hotel: the aquatic observatory and restaurant, where guests can enjoy two levels of wildlife watching and fine dining—at sea level and below. The rest of the structure underwater contains security and storage facilities.

SAMPLE ADVENTURE IDEAS

- Resort employees have taken a woman from the mainland against her will and Mr. Johnson wants her returned. She is a high-end prostitute and the executive who requested her is the woman's mother, something even the corporation does not know. The executive has plans to reconnect with her estranged daughter and provide money and contacts





EXECUTIVE RETREAT



with which her daughter may escape her current career path. Resort security will go to tremendous lengths to protect what they consider the corporation's newly-acquired property. The executive will go to even greater lengths to protect her daughter and to keep their secret safe.

- The team is hired to infiltrate the poker game taking place at a specific time and date and ensure one particular player wins. If asked, Mr. Johnson only states that this job is the repayment of a favor. Considering the bets in the pot, including the top researcher in a corporation's nanotech division and the painting "The Concert" by Johannes Vermeer, the card players and their security will be alert for any game interference.
- Mr. Johnson wants a roster of the guests on the island. The team must infiltrate the island and access the underwater security station to retrieve the data.
- The runners must drop off a package in one of the villas and verify it is opened by the recipient. The package may be dangerous or innocuous. The smuggling of any package onto the island takes a back seat to the monumental task of gaining entry to the island in the first place.

EXECUTIVE RETREAT SECURITY LIEUTENANT

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	4	4 (5)	5	4	3	3	5	6

Initiative: 7(8) + 2D6

Movement: 8/16/+2

Condition Monitor: 10

Limits: Physical 6, Mental 5, Social 7

Armor: 12

Skills: Athletics skill group 5, Con 4, Escape Artist 3, Leadership 4, Pistols 4, Sneaking 4, Unarmed Combat 6

Augmentations: None

Adept Powers: Combat Sense 2, Improved Reflexes 1, Mystic Armor 4, Pain Resistance 3

Gear: Actioneer business clothes, ear buds [Capacity 3, w/ audio enhancement 1, spatial recognizer], Renraku Sensei commlink (Device Rating 3), glasses [Capacity 4, w/ flare compensation, image link, low light vision, smartlink], Subvocal microphone

Weapons:

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, 15 (c), w/ internal smartgun system]

EXECUTIVE RETREAT SECURITY SPIDER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS	RES
3	3	3	2	5	5	3	5	6	5

Initiative: 6 + 1D6, Matrix Initiative: 8 + 3D6

Movement: 6/12/+2

Condition Monitor: 11

Limits: Physical 4, Mental 6, Social 7

Armor: 12

Skills: Compiling 5, Computer 5, Cybercombat 5, Decompiling 4, Electronic Warfare 3, Etiquette 3, Hacking 5, Hardware 2, Perception 3, Pistols 3, Registering 5, Software 4

Augmentations: None

Complex Forms: Cleaner, Diffusion of Firewall, Infusion of Attack, Resonance Spike, Tattletale

Gear: Armor jacket, Hermes Ikon commlink (Device Rating 5)

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, 16 (c)]

CORPORATE LAW ENFORCEMENT/JAIL

The corporate jail houses prisoners from the non-executive ranks of the corporation, as well as other miscreants unlucky enough to have been captured within corporate territory. Every extraterritorial corporation in Seattle has such a facility, though those belonging to the AAAs (especially to Knight Errant's parent, Ares) are more extensive than the ones belonging to smaller corps. Generally speaking, these jails have four blocks with varying levels of comfort and autonomy for the prisoners within. Block A is the most luxurious, more resembling dormitories than holding cells. Cells are large and may be private, depending on the connections of the person imprisoned here. Blocks B and C are male and female blocks, respectively. Each small cell holds two prisoners with a simple bunk, table, and chair bonded into the plascrete floor, and a toilet.

Block D is kept below ground and is accessible only through the elevators and stairwell from the security and medical offices. It consists of rows of coffins. These gravest offenders (often including shadowrunners) are either fully sedated or their bodies are sedated so their minds may work in augmented reality. To avoid the costs of medical treatment for bedsores or muscle atrophy, each coffin provides electromagnetic stimulation to a prisoner's muscles and contains drone-operated armatures that occasionally turn the prisoner's body within the coffin. The corporation does not devote much energy to these measures: a prisoner suffering from muscular atrophy or bedsores is more easily subdued. If necessary, a drone will retrieve a coffin and deliver it to a bulletproof chamber near the entrance to Block D, much like a vending machine delivers a soycake.

Two gender-specific meeting rooms and bathrooms, a kitchen and dining hall, and a large interior yard complete the prisoner-accessible portion of the building. The south end of the building is devoted to office space, a visitation chamber, the medical office, the security office, the IT office, and the intake and processing room. Utilities and laundry facilities are in the basement.

Two security posts outside guard the private entrances to the jail. The smaller post sits next to the employee entrance. The larger post sits attached to the building inside a large fence. Security escorts newly arrived prisoners through the guard post and up a ramp. They travel along a second-story enclosed walkway and back down a ramp into the intake and processing room. From there, they are escorted to their cellblock.



Security patrols the ground floor and along a second-story catwalk that surrounds every room in the prison section of the facility. Doors within the facility contain high-security locks, and all require a passkey and a passcode to open. All personnel in the facility wear passkey badges.

The average prisoner is a mid-level manager who tried to use her influence to press the wrong issue. Perhaps she truly broke a law, or perhaps she upset the wrong superior. She questions her choices and may wonder how others get away with it. In the meantime, she wonders what sort of job they'll give her when her time is up. She certainly won't be returning to her last organizational silo.

The average security guard is proud of his position keeping the riffraff down. He relishes the chance to flex his authority over people who, in any other situation, would be ordering him around. Although he walks the line in his job, he doesn't often pass up the opportunity to instill fear in the prisoners.

SAMPLE ADVENTURE IDEAS

- Mr. Johnson hires the runners to replace one of the prisoners in block B or C with a physical adept. The adept uses masking and can help the team to some degree, but any injury the adept suffers during placement will raise suspicions.
- Several important individuals have disappeared from the facility and Mr. Johnson wants to know where they were taken. The team must infiltrate the facility and access the hardwired records to discover that the important individuals are several high-ranking corporate technomancers believed to be spies. They have been moved to a corporate re-education camp.
- A high-level manager, currently held in block A of the facility, knows information Mr. Johnson wants. Whether the information seems trivial, is code, or is a game-changing bombshell is up to the gamemaster. The team's job is to get in without notice, access the prisoner's private cell, get the information, and get out.
- A run went sideways, and Mr. Johnson wants a runner extracted from block D. Perhaps Mr. Johnson wants the runner rescued, or perhaps he wants to take revenge. He won't say. He just wants the runner out. Upon release from the coffin, the runner will be unable to move without assistance, making the second half of the job that much more interesting.

CORPORATE JAIL-SECURITY RIGGER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
5	3	5	4	4	5	4	2	2.9

Initiative: 9 + 1D6

Movement: 6/12/+1

Condition Monitor: 11

Limits: Physical 6, Mental 6, Social 4

Armor: 14

Skills: Computer 3, Electronic Warfare 3, Gunnery 6, Perception 4, Pilot Aircraft 5, Pilot Ground Craft 5, Pilot Walker 5, Pistols 3

Augmentations: Control rig 3, datajack

Gear: Gas mask, helmet [w/ flare compensation, image link, low light vision, smartlink, spatial recognizer], Maersk Spider (Device Rating 4, w/ encryption, toolbox)

Vehicles:

4x GMC-Nissan Doberman (rigged) with Clearsight 4, Targeting: AK-97 4 (AK-97 assault rifle, 100 rounds)

2x MCT-Nissan roto-drone (rigged) with Clearsight 4, Targeting: Ares Viper Slivergun 4 (Ares Viper Slivergun heavy pistol, silencer/suppressor, 100 rounds)

2x Steel Lynx combat drone with heavy weapon mount, Targeting: Ares S-III Super Squirt 4, Targeting: Stoner-Ares M202 4 (Ares S-III Super Squirt exotic ranged weapon, 10x DMSO gel, Neuro-Stun X, Stoner-Ares M202 MMG, 200 rounds)

Weapons:

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, 15 (c), w/ internal smartgun system]

CORPORATE JAIL-SECURITY OFFICER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
6	3	3 (4)	8	3	2	2	2	3

Initiative: 5(6) + 2D6

Movement: 6/12/+1

Condition Monitor: 11

Limits: Physical 9, Mental 3, Social 4

Armor: 17

Skills: Automatics 4, Etiquette 2, Intimidation 6, Perception 3, Pistols 4, Running 4, Throwing Weapons 4, Unarmed Combat 4

Augmentations: Bone lacing (Aluminum), wired reflexes 1

Gear: Gas mask, helmet [w/ flare compensation, image link, low light vision, smartlink, spatial recognizer], Renraku Sensei commlink (Device Rating 3)

Weapons:

Ares Viper Slivergun [Heavy Pistol, Acc 4, DV 9P(f), AP +4, SA/BF, 30 (c), w/ silencer/suppressor]

FNP93 Preator [SMG, Acc 6, DV 8P, AP —, SA/BF/FA, RC 1(2), 50 (c), w/ folding stock]

Flash-Bang Grenade x3 [Grenade, non-aerodynamic, Acc 9, DV 10S, 10m R, AP -4]

Gas Grenade, Bliss x3 [Grenade, non-aerodynamic, Acc 9, DV by Chem., 10m R, AP -, w/ bliss]





CORPORATE LAW ENFORCEMENT/JAIL





CORPORATE RE-EDUCATION CAMP

The corporate re-education camp exists to retrain corporate personnel who have strayed from the path. Corporations do not, of course, advertise the locations of these camps, but Renraku is believed to have one in Puyallup, as does Ares. Az-technology supposedly has one in Redmond, while Shiawase has managed to carve one out of the Ork Underground (if rumors are to be believed). Generally speaking, at these locations a high wall topped with monowire surrounds the camp and a security tower sits in the center. Security's placement makes it apparent it is there to keep people in more than prevent unauthorized entry. To make sure security has a clear shot on everyone within the camp walls, catwalks run along the top of the outside wall and along each wall separating the five sections of the camp, designated A through E.

Each section has increasingly stricter security for its occupants. Camp A is for those corporate employees accused of thoughtcrime-level infractions. Perhaps they spoke of their preference for another corporation's product in front of the wrong person. These occupants are housed in bland dormitories and sent to re-education classes throughout their sentence. Re-education in Camp A resembles indoctrination for new corporate employees: bright, bold, inclusive, and pleasant. Camp A's re-education program is a public relations manager's dream come true.

Camp B occupants have acted out of accordance with corporate tenets. These occupants have committed more of an infraction than idle speech alone. For example, they may have openly questioned a superior. Camp B occupants are also housed in dormitories. Their re-education program is nearly as jovial as that given to the people in Camp A. Although Camp B re-education contains a thin thread of reprimand, campers are assured of the corporation's hope for their reintegration.

Those who have committed misdemeanor-level infractions are sent to Camp C. These occupants are lucky to have been sent to re-education camp rather than jail, a fact of which they are reminded daily by camp staff. Occupants stay in single-person dwellings and participate in group classes and individualized re-education sessions (which often include chemical compounds to soften mental defenses).

Camp D is reserved for those having committed felonies against the corporation. Only very special circumstances bring a corporate citizen here and not to prison. The staff never whitewashes the fact that these occupants are prisoners. Occupants remain under close scrutiny at all times and attend meetings that reinforce hope that the corporation may one day welcome them back. Housing consists of jail cells. The administration building also contains bays in which occupants receive regular drug cocktails designed to keep their minds open to everything re-education has to offer.

A fifth section of the camp is available to special cases only. Camp E is a concrete-and-steel goliath of a building filled with coffins. Occupants of Camp E are the most dangerous yet most highly prized corporate citizens. If the occupants of Camp E did not possess some special trait, they would have been sent to prison or executed for their crimes. Mages and technomancers are the most common occupants of Camp E. The occupants are

kept unconscious when not undergoing re-education, which consists of drugs, BTL chips, and spells all designed to forcibly rewire the occupant's thoughts and memories.

The average occupant of a camp was assigned here after some event prodded him to question his upbringing. Whatever social and psychological structures his corporate upbringing instilled in him, they were not strong enough to fend off the questions, which led to action of some sort. Either his action was innocuous enough or he was valuable enough that he arrived at the re-education camp rather than being sent somewhere worse. The program here includes sleep deprivation; a strict adherence to ritual and structure; and bland housing, clothing, and food. On top of that, the shiny and attractive promise of reintegration keeps him focused on the corporation's goal and distracted from his questions.

The average re-education officer is a social adept. She is arguably more skilled at the social arts than executives in the corporate headquarters are. When working with honey, she can entice nearly anyone toward all the benefits (real or imagined, conspicuous and suggested) the corporation has to offer. When working with vinegar, she can lead people to abandon loved ones if it means regaining the corporation's favor.

SAMPLE ADVENTURE IDEAS

- A re-education officer in Camp D has overstepped the boundaries of her duties, and Mr. Johnson wants her eliminated. If confronted with this information, the officer claims she is doing her part in a long-term plan to subvert the corporation from within. Is this just the sort of story the runners would love to hear? Keep in mind the officer's considerable social skills.
- The team's job is to replace the BTL chips kept in Camp E with those provided by Mr. Johnson. Anyone sampling the chips ahead of time and succeeding at an Intuition (4) Test will discover they are filled with subtle propaganda against the corporate culture.
- Re-education techniques and sessions are often recorded for use in training new re-education security and officers. Mr. Johnson hires the team to retrieve the recordings from a particular session.
- Mr. Johnson's employer has long suspected the head of the re-education camp to be guilty of disloyalty to the corporation but has never able to obtain proof. The team is to frame the head of the camp for disloyalty and have him assigned to the camp as an occupant.

CORPORATE RE-EDUCATION CAMP-RE-ED OFFICER

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
3	4	3	3	6	5	4	8	6

Initiative: 7 + 1D6

Movement: 8/12/+2

Condition Monitor: 11

Limits: Physical 4, Mental 7, Social 10





CORPORATE RE-EDUCATION CAMP





Armor: 8
Skills: Con 6, Etiquette 3, Intimidation 6 (8), Leadership 6, Negotiation 6 (8), Perception 5, Pistols 3, Unarmed Combat 3
Augmentations: None
Gear: Actioneer business clothes, Erika Elite commlink (Device Rating 4)
Spells: Influence, Mind Probe, Mob Control
Adept Powers: Enhanced Perception 3, Improved Ability 2: Intimidation, Improved Ability 2: Negotiation, Kinesics 4
Weapons:
 Fichetti Security 600 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC (1), 30 (c), w/ folding stock, laser sight]
 Yamaha Pulsar [Taser, Acc 5, DV 7S(e), AP -5, SA, 4 (m)]

CORPORATE RE-EDUCATION CAMP—SECURITY OFFICER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	4	3 (4)	3	5	3	6	4	4

Initiative: 9(10) + 2D6
Movement: 8/12/+2
Condition Monitor: 11
Limits: Physical 4(5), Mental 6, Social 6
Armor: 14
Skills (Dice Pools): Arcana 4, Assensing 5, Counterspelling 4, First Aid 3, Intimidation 4, Leadership 4, Perception 4, Pistols 4, Running 3, Spellcasting 6
Augmentations: Wired reflexes 1
Gear: Armor jacket, Erika Elite commlink (Device Rating 4), helmet [w/ flare compensation, image link, low light vision, smartlink, spatial recognizer]
Spells: Agony, Analyze Truth, Armor, Combat Sense, Confusion, Decrease Agility, Levitate, Mass Agony, Mass Confusion, Physical Barrier
Weapons:
 Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, 15 (c), w/ internal smartgun system]
 Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, 4 (m)]

SEATTLE PLOTS

BACKGROUND

Kenneth Brackhaven is on the edge. As governor of Seattle, Brackhaven has never been a man of the people. Sure, he can sometimes rabble-rouse well enough to convince some observers that he's at least paying attention to the city around him, but there is never a lot of sincerity behind it. In fact, some Seattleites have observed that the louder Brackhaven talks, the more sure you can be that he's not going to do anything about whatever has gotten him so worked up.

Despite his lack of populist credentials, Brackhaven has stayed in office for many years for one simple reason—the corporations who are the actual power in the sprawl trusted him to look after their affairs. It's a terribly incestuous relationship—Brackhaven built his wealth by investing in the megacorps and helping finance some of their dealings, and the megacorps paid him back with financial returns and power. All parties involved have a heavy bias toward letting the megacorps do their thing, which explains a lot about how Seattle has worked in the past decade. Brackhaven has always known where his primary responsibilities are, which is why he has stayed in power despite a sizable portion of population knowing full well the disdain Brackhaven has for them.

The problem Brackhaven now faces is that the factor that has kept him in office for so long is crumbling. After all these years, the corps are losing their trust in him and are thinking about replacing him. Ideally, they would wait for the next election (scheduled for late 2078) to remove him from power, but pressure has been mounting on Brackhaven throughout his current term. The current round of problems has its roots in Proposition 23, the initiative that led to the Ork Underground becoming an official district of Seattle. Brackhaven strenuously opposed this move, and his not-all-that-hidden anti-metahuman views came closer to the surface than ever in the course of that campaign. If it were just a matter of some divisive speeches, of course, this would be a minor political controversy, but hardly career-threatening. As it turns out, rumors said things were much, much worse. Stories circulated that Brackhaven supported terrorist activities against pro-Ork Underground groups and individuals, including inciting riots and ordering assassinations. These activities were known by their code name: Operation Daybreak. If the rumors are true, the problems for Brackhaven would go beyond unpopular moves and right into crime.

That latter would only be a problem if there were law-enforcement personnel willing to do something about potential crimes, and this is where Brackhaven's difficulties increase. District Attorney Dana Oaks was one of the people targeted by a wave of assassinations in 2074, but she survived and has been Brackhaven's chief nemesis. She had hoped to have brought him down by now, but finding the smoking-gun evidence that would be needed for a grand jury to do anything has been a challenge.

In this campaign, Oaks has the chance to get help from an unexpected source: shadowrunners, for whom she generally has little use. The PCs will stumble across some heretofore undiscovered evidence linking Brackhaven to the so-called Operation Daybreak. The challenge they face is figuring out what to do with the information and surviving long enough to do it.



The format of this section mirrors that of *Shadowrun* campaign books. Each section has a few plot points to help gamemasters guide players through the political twists and turns of Seattle. These points are kept somewhat loose, though, to give gamemasters flexibility in how they use them, and to allow for players to make their own decisions that may not follow a more detailed plotline. Stats for some significant NPCs are collected at the end, and NPC cards included in this box can also be used for some characters.

THE MAN ON THE STREET

In this section, the runners are hired to get involved in an old grudge, and the job turns up a piece of evidence with implications that could shake the entire sprawl. The question is, can they figure out what the evidence is and what they should do with it?

The runners are hired because two restaurant owners have decided to take their long-running feud to the next level. Esther Grant, owner of Le Cochon Rose, and Keith Sellers, owner of Mucho Bucco, opened their restaurants in the same month of 2074 (if stats are needed, use **Company Suit**, p. 184, *Run Faster*, for both owners). On opening night, their meat supplier faced an unexpected shortage, and Sellers slipped the supplier a hundred nuyen to make sure he'd get everything he needed, leaving Grant to make do with soy. She was not pleased, and she soon retaliated by sneaking in a spy and having him pour extra salt on the dish of a prominent reviewer. From that point, the feud has carried on for years, but perhaps the most pivotal moment—one that has caused ripples for years—occurred in November 2074. Champion Financial had rented out all of Mucho Bucco for what they call their Post-Crash Breakdown, where they celebrate surviving the often-volatile month of October, drink large quantities, and talk at least a bit about how they managed to navigate the hazards. Hosting the event in the first year of the restaurant's existence was quite a coup for Mucho Bucco, as every restaurateur in the sprawl knows just how much money there is to be made from alcohol sales alone during this event.

As it happened, more than half of the attendees at that year's event missed some time from work in the next week due to violent vomiting and diarrhea. The common feeling around the office was that it was food poisoning, and Mucho Bucco became derided around the office. The restaurant lost business from a number of Downtown corporations and went through a very lean 2075 until it managed to connect with new clients and survive until the present day.

Sellers is absolutely convinced that Grant was behind the illnesses. He has reviewed every second of security footage he could find from that night, the night before, and the night before that, in an effort to discover incriminating evidence of someone connected to Le Cochon Rose contaminating her food. He did not find it, but he noticed that the night before the Champion Financial event there was a thirty-second gap in the footage. That gap became his white whale, and he has spent years trying to either find out what happened to the recording or discover some alternate source of footage of that night. He is so obsessed with this that he has reviewed security footage to see who else was in the restaurant and identified anyone with obvious cybereyes.

After three years, he has a new lead. Just before the missing gap, an ork walks into the restaurant, speaks briefly with a waiter, then stands near the maître d' stand for a time. After

the thirty-second gap, the ork is gone. The ork never faces the camera, so Sellers never thought much about him. However, about six months ago he got footage from another patron that showed the ork from head on, revealing a telltale glint of cyber on the eyes. Identifying the ork has proved to be a challenge, as the waiter and maître d' did not remember him, and there is no immediate connection between the ork and anyone in the restaurant. Sellers knows there is quality facial recognition software out there, but he can't access any significant databases that might have the ork's face. So he has decided to turn to shadowrunners. They are offered a flat fee of 5,000 nuyen (for the whole group) if they can come up with the name of the ork.

PLOT POINT ONE

The first task will be to break into a database of Seattle faces and see if the runners can find a match. Running the ork's face through Knight Errant's database might be a good idea, though K-E's collection of faces tends to be light on people who are not criminals. Fortunately for the runners, this ork is, in fact, a criminal, so K-E is a viable option.

Another option is databases belonging to some of the more intensive market-research firms in the area, particularly those tied to Horizon. Observant runners may notice that the ork is wearing a finely tailored suit, so looking at market research performed for menswear companies might be a good bet—and easier to get into than Knight Errant systems.

Knight Errant databases are regularly monitored by security spiders; runners should not count on going up against a purely automated system. The host rating for these databases is 10, and Firewall is generally set to the highest possible rating of 13. Use Executive Retreat Security Spider stats on p. 13, but bump the Professional Rating up to 4, Electronic Warfare to 5, and Hacking to 6. Once in, the facial feature search is intuitive and fast (KE wants their people to be able to ID criminals with ease). Finding a match for the face is a Computer + Intuition [Data Processing] (3) Test; since this is in a host, the base time for the search is one minute.

Marketing firms will be easier to get into, but the search will be harder, meaning it takes longer and gives GOD more chance to snuff out what the runners are up to. The host rating for these databases is 7, and the Firewall is usually only set to 9 (10 is saved for Data Processing). There generally is not a spider monitoring these systems closely, so runners have a chance to pit themselves against the system rather than a living opponent. Once in, though, the data will be harder to find; the facial recognition software is not as good, and the database is not as organized as KE's. Finding a facial match is a Computer + Intuition [Data Processing] (7) Test; lower the threshold to 5 if players figure out that they should focus on market research firms focusing on menswear, fashion, or some similar category.

If the runners make a successful search, they discover that the ork is named Guinan McClure, with an address in Bellevue. If they got information from the Knight Errant database, they also find out that he is muscle for the Finnigan family.

PLOT POINT TWO

Once the runners report to Sellers, he immediately asks them to contact McClure and see if he happens to keep backups of





his visual data records. Rather than being scared off by McClure's mob ties, Sellers is excited—a normal person might not save too many visual records of an average night, but mob muscle might have very good reasons to keep some records (and erase others, of course, but he manages to chase that concern out of his mind). He offers the runners another 5,000 nuyen to approach McClure and find out if he has a recording from the day in question, and if so to offer him 5,000 nuyen for the thirty seconds of footage in question. For reference, the footage is for November 28, from 21:22:35 to 21:23:05.

This plot point actually goes fairly smoothly. McClure has the basic lack of trust for strangers characteristic of Mafia muscle, but if the runners can manage an Etiquette + Charisma vs. Perception + Charisma Opposed Test, they should be able to get him to listen. Give McClure a -2 dice pool penalty on the test, as he is not on high alert or anything (use stats for Organized Crime Gang, p. 383, SR5). Once the runners convince McClure to listen, the rest is easy. It turns out he saves recordings of pretty much his entire life, just in case he needs it (with occasional judicious edits), and since the night in question was not at all notable in his mind, he is happy to make the transaction.

The trick of this part is understanding the value of what the runners obtain. From Sellers' point of view, the footage he has chased for so long is a tremendous disappointment, as it gives him nothing. He does not see Grant or anyone connected with her on the footage; there is no one mysteriously sneaking back to the kitchen, or anyone mysterious at all. Sellers spent 15,000 nuyen for something that did not help him.

The runners have a chance to notice something valuable about the footage that Sellers does not see at first. Toward the end of the thirty seconds, McClure is getting ready to leave, and he turns and faces a large window near the restaurant's door. Two people, both male humans, are walking by. One of them has his arm around the other. His face seems friendly enough, but a careful look at the video shows he has a rather tight grip on the other man, and the second man appears distinctly uncomfortable.

Any player with a knowledge of Seattle politics or notable people has a chance of identifying these two people on a Knowledge Skill Test; the threshold should be 3, with possible adjustments based in the exact relevance of the Knowledge skill being used. The nervous-looking man is Edmund Jefferies, press secretary to Governor Brackhaven until late 2074, when he disappeared. The other man is Emile Corrigan, current chief of staff to Brackhaven.

A relevant Knowledge Skill Test, or a Memory Test for runners who were around Seattle in 2074, may help them remember that this footage is from right around the time Jefferies disappeared, and could be of interest to people involved in that whole affair. The footage has the potential to be worth much more than Sellers knows.

If the runners fail to identify Jeffries and Corrigan, have Sellers make the identifications for them. This will come with a realization of what he has in his hands, and he will insert himself into any negotiations involving the footage. If the runners make the identification themselves, they can convince Sellers to let them have a copy of it, as he believes it is no longer of any real interest to him. They are then free to use it as they will. If Sellers makes the identification, though, he becomes possessive of the footage, and demands to be involved in any transactions involving it. In game terms, this will not much hinder the negotiations the

players make, but it will affect the amount of nuyen they take, as Sellers will insist on a twenty-five percent cut of the total funds collected for the footage.

PLOT POINT THREE

Cagey runners will do a little poking and asking around to see just what the footage contains and how much it might be worth. Treat this as a legwork situation. When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 dice to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (1 hour)) test. Additional information will be available at a cost of 1,000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

Contacts	Matrix Search	Information
0	0	Edmund Jefferies vanished because he didn't forward this e-mail! Forward it to ten people now!
1	1	Jefferies disappeared not long after the 2074 election. He hasn't been seen alive or dead since.
3	3	Rumors said Jefferies had been feeding info to the FBI before he disappeared. Lots of people believe that's why he vanished.
4	6	The last recorded sighting of Jefferies was on November 27, 2074.
5	12	Emile Corrigan was the last person to see Jefferies when they left City Hall late on the evening of the 27th.

Once the PCs have gathered enough information, they should realize what a bombshell they have their hands on. A day after his supposed disappearance, Jefferies was seen with Chief of Staff Corrigan—an event Corrigan had not spoken of and had likely lied about to law enforcement authorities. This footage could be enough to bring down Corrigan. The question to be resolved in the next stage is, can it do more?

A LEVER IN THE RIGHT PLACE

The video footage showing Edmund Jefferies and Emile Corrigan together could rock the Seattle political scene, and the



runners have it. The question is, how do they want to rock the scene, and who do they want to do the rocking?

In this section, the plot points do not proceed in a linear fashion. Instead, they covered different people or organizations that might be interested in seeing and using the footage. Whatever the runners choose, they will have the chance to collect some money and get embroiled deeper into the mess around Brackhaven.

PLOT POINT ONE

DISTRICT ATTORNEY DANA OAKS

As the sprawl's leading law enforcement authority and possibly the only person with integrity left within city boundaries, Dana Oaks would of course be interested in the footage. Oaks is experienced enough in the ways of law enforcement to know that the simple thing to do would be to get Corrigan on perjury charges, but the far more worthwhile thing to do would be to flip Corrigan and get him to testify against Brackhaven. Since she believes Brackhaven might have had a hand in the attempt on her life back in '74, she is very interested in bringing him down. She is generally very reluctant to work with shadowrunners, but bringing down Brackhaven is big enough to make her break her own personal rules.

As is her wont, Oaks will initially tell the runners it is their public duty to turn over the footage, and the DA's office is not in the practice of laying out money for evidence. If the runners are experienced enough to hold out, or succeed in a Negotiations + Charisma Opposed Test (Oaks' stats are in the **Character Trove**, p. 26), Oaks says that there is a reward fund for those who expose public corruption, and she could pay the runners 5,000 apiece.

If they're going to take the money, though, she needs their help. If she sends law enforcement to bring in Corrigan, he'll smell them a kilometer away and make his escape. She needs someone who can be fast, subtle, and efficient to bring him in, and she also doesn't want word of what's happening to spread far, so the runners she has in front of her seem like the right people for the job. If they do it well, their reward money might be increased to 7,500 nuyen apiece.

PLOT POINT TWO

THE ORK RIGHTS COMMITTEE AND THE ORK UNDERGROUND

Any inquiries about selling information to people in the Ork Underground or other such activities eventually leads to the Ork Rights Committee (ORC). As the primary organizers of the pro-Ork Underground movement, the ORC were the main targets of Operation Daybreak, and so they would be eager for any chance to hurt Brackhaven. Contact will go through the director of the organization, Kathleen Shaard, and she will be quite eager to see what the runners have (especially since her mother was killed in some anti-ORC activities). The ORC is not sitting on a pile of money by any means, but circulating word among the Ork Underground that there might be a way to hurt Brackhaven is a great way to earn money, and Shaard is able to come up with a 40,000 nuyen lump sum payment for the video (it helps that they have a few secret allies in this fight—NeoNET and Telestrian find ways to funnel money toward this cause).

Shaard is not as ready for immediate action as Oaks is; she needs some time to consult with her allies and figure out the

TELESTRIAN INDUSTRIES

Long identified with Tír Tairngire, Telestrian's strength in the Pacific Northwest means they have a strong presence in Seattle, sometimes with stronger brand identification to local people than some AAAs have in the region. With Marie-Louise Telestrian's Ascension to the position of High Prince in Tír Tairngire, the identification of her family corporation and her nation is stronger than ever.

Telestrian is diversified, though as its name indicates, its core lies in manufacturing. The corp is especially multi-faceted within the Tír, where it is a major agricultural and entertainment force, along with its manufacturing businesses. Lately, High Prince Telestrian has been expressing dissatisfaction with her family business's treatment in Seattle, particularly with regards to taxes on exports and increasingly detailed and belabored questioning of people crossing the border.

- Having the crossing from the Tír into Seattle being the more demanding part of the journey has been an interesting change.
- Traveler Jones

Telestrian is not about to pull out of Seattle in anger, but they would certainly welcome some way to shake up the status quo in the city and have an impact on its leadership structure. The chance to do just that may be about to fall into their lap.

best approach going forward. It will take her about two days to get back in touch with the runners. When she does, she says her people would like to have a conversation with Corrigan. She is not forthcoming about the purpose of the chat, but the behind-the-scenes reason is that Shaard and her new corporate allies are willing to offer Corrigan some powerful positions if he will share evidence about Brackhaven's involvement in Operation Daylight. They need to bring Corrigan in for a chat, but they do not have an official reason to do so. As is the case with Oaks, Shaard understands the value of not spreading this information around, so using the runners who brought this information in the first place seems like the best way to go. The runners are offered 7,000 nuyen apiece to bring Corrigan to ORC offices in the Underground.

Kathleen Shaard's stats are in the **Character Trove**, p. 27.

PLOT POINT THREE

SEATTLE CORPORATIONS

There are a variety of corporations runners may go to, based on their experiences and contacts, but in the end they play out similarly. First, runners need to use some sort of contact to make this approach. If they go in cold, no matter what kind of story they present, they will be rebuffed (the ORC is more welcoming to strangers than corps are). If they have a contact, though, that contact will begin making inquiries, and interest will emerge. It will take a few days, but eventually the contact will reach out and tell the runners that Mr. Johnson is interested in having a discussion with them.

As it turns out, those who are paranoid about information getting where they don't want it to be have reason to be worried. The amount of corporate spies currently monitoring all issues related to Brackhaven is high, so once one corp receives word about the existence of potentially incriminating evidence, word leaks to all of them. And the first one to act is Telestrian Industries.





This doesn't mean that Telestrian is the only corp to act, but they feel a sense of urgency about this particular opportunity that makes them move quickly. Additionally, they have some behind-the-scenes help; one member the the Big Ten has allied themselves with Telestrian's drive to undermine city authorities, and they will run interference to make sure Telestrian can get its request for service out there well before any competitors.

The upshot of this is, the runners get an offer from a Mr. Johnson who, with a little checking, they can discover acts as a representative of Telestrian Industries. In true corporate style, the Telestrian Mr. Johnson intends to win the day by outbidding everyone else. He is willing to pay 65,000 nuyen for the video, which should seem like a very nice payday to the runners. Following the same logic as the other parties, Mr. Johnson asks the runners to bring Corrigan to him, promising them 10,000 nuyen apiece for this work. The runners have a chance for a very nice payment, but they should remember that working for the big corps always comes with perils, and these will show up as the campaign progresses.

TRACKING CORRIGAN

At this point, the PCs should have a Mr. Johnson paying them to bring Emile Corrigan in for a conversation. Any hopes that this will be a simple job of extending an invitation and chauffeuring Corrigan to wherever he needs to go will quickly evaporate as the runners track Corrigan's location.

PLOT POINT ONE

The runners should engage in some legwork to find out where Corrigan works, lives, and plays. Don't make this too difficult for them, as any information they find will not actually help them that much. This should be a fast-moving part of the campaign as the runners follow leads to where they think Corrigan might be only to find out he isn't anywhere they expect.

Corrigan works at Metroplex Hall in Downtown, and most accounts say he tends to be there from 7 a.m. to 10 p.m. (with occasional excursions out for meals). He is a member at Matchstick's and often eats dinner there and then holds meetings at his table through the evening. He has a condo about two kilometers north of the Metroplex Center, the better to support his workaholic lifestyle. On weekdays he sleeps for a few hours in the condo and does little else there. He spends a little bit more time there in weekends, but he is often out cycling, running, or engaging in some other kind of movement. Corrigan is not a person who likes to sit around.

Corrigan has an executive assistant named Edvard Lubin who sets his appointments for him. Finding contact information for Lubin should not be hard, and he will answer a call at just about any time of day. If runners ask for an appointment, he says Corrigan simply has no time in the near future—this is an election year, after all, so he has wall-to-wall meetings. Anyone listening in on the call can make a Perception + Intuition [Mental] (4) Test to notice a bit of stress or strain in Lubin's voice; asking him about it makes Lubin terminate the call immediately.

Once they have a handle on Corrigan's schedule, the runners may start poking around his office, his residence, and his favorite eateries, only to find out that no one has seen Corrigan for thirty-six hours, and they don't seem to know why he has

not been around. People who are with Corrigan regularly, such as Lubin, may betray some stress or worry about Corrigan's disappearance.

At some point, as determined by the gamemasters, the runners should discover a hint about Corrigan's whereabouts. This hint comes in the form of a bank transaction. The runners might find it by hacking into Corrigan's account, or someone could message them the information from a burner commlink. However they get the information, the runners should see that Corrigan paid for boat fare to Friday Harbor on San Juan Island twenty hours previously. These days, Friday Harbor is home to a massive, luxurious corporate retreat. This is as solid a lead as they have, so the runners should follow it. Mr. Johnson can help them; Dana Oaks can get them government credentials to get on the island, Kathleen Shaard can have them borrow the credentials of some employees at the retreat that she knows, and Telestrian can provide a pass that gives them clearance to enter.

PLOT POINT TWO

Use the Executive Retreat, p. 11, as the setting for this plot point. The job is to track Corrigan without drawing too much attention. That doesn't mean the runners need to be sneaking everywhere, but if they are overly aggressive or break out the guns or explosive spells too easily, have security respond promptly. None of the guests at the retreat will admit to seeing anyone who fits Corrigan's description, but the employees are a different story (assuming the runners bring enough bribe money to loosen their lips). A dock attendant saw Corrigan arriving with two "friends," looking intoxicated—at least, he needed his friends' support to move off the boat. Desk clerks will not say they saw him, but custodial staff saw someone meeting his description moving down to the basement of the main housing building.

Moving down to the basement does not immediately uncover signs of Corrigan. There are custodial supplies, storage, and other such unglamorous locations. At the end of one hallway, though, a Physical Mask spell with 4 hits has been cast to make a door and the numeric keypad next to it appear to be a blank wall.

If runners are able to see through or dispel the spell, they are confronted with a Rating 5 maglocks with a Rating 3 anti-tamper system. Breaking the door down may be an option, but not an easy one—it's a security door (Structure 8, Rating 12), so it will break, but only with effort and enough noise to draw the attention of what's one the other side.

What is on the other side? Glad you asked. There is a small three-meter room by three meter room with two security guards, then an unlocked door, then a room where Corrigan is sitting, strapped down to a chair, undergoing some magically enhanced interrogation from a mage. The mage has two more security guards in with him, and they also have their backup in an adjoining room (use Executive Retreat Security Lieutenant, p. 13 for the guards, and Magical Library Security Mages, p. 8 for the mage). This backup was going to be the ultimate fate of Corrigan—he was supposed to be questioned to find out if he had done anything that might compromise Brackhaven, then disposed of in a way that is very effective in not leaving any remains to be found while also acting as a strong warning to those few people who know about this particular fate. A small



clutch of feral ghouls (see p. 404, SR5) are held in a very secure cage in the next room; the mage is not eager to let them out, as they are uncontrollable, but if he needs them to introduce chaos into a situation that might otherwise kill him, he will. The door to the ghoul cage is even stronger than the door to this bunker (Structure 10, Armor 13), and the Rating 4 maglock on the door can be opened with the mage's commlink.

The gamemaster should know that Corrigan was not supposed to ever emerge from this room. The interrogation was to find out if he had comprised Brackhaven in any way, not to determine if he was going to survive or not. His fate is determined, and many of the people at the retreat know that. That means if the runners are seen with Corrigan anywhere at the retreat, there is going to be trouble.

PLOT POINT THREE

Security guarding Corrigan's interrogation room may have seemed rather light, but that's because the whole facility acts as additional security. Run-of-the-mill staff may not have been briefed about Corrigan, but security personnel were, as were many of the VIPs in the area. That means if any significant group of people gets a good look at Corrigan, the runners will have every security person at the facility trying to track them down. They are going to have to be sneaky or fast—preferably both. There are enough places to run to and hide behind that they should be able to avoid being pinned down in a firefight. The real trick will be getting off the island. The best move is probably to have brought their own boat, but if they didn't, they'll have to improvise.

Ferries to the island leave every half hour from 7 a.m. to 10 a.m. and 3 p.m. to 7 p.m.; at other times, they leave at the top of the hour. The runners may try to hide on one of those boats—they are large, able to carry five hundred people in comfortable seats, and there are some private cabins as well as below-decks areas for crew that might provide concealment, but they are spotted while in open water they have a long journey (one hour to get to Anacortes on the mainland, which is about 135 kilometers north of Seattle) in confined quarters to get to shore. That will be a very dangerous option if they want to get to shore with Corrigan alive. There are private boats at the retreat docks that can be stolen and water taxis that can be called, though it will be a fifteen-minute wait between when a call for one is placed and one is available.

Flight is also an option, as there is a small helipad on the island with the retreat location. Executives have small aircraft in nearby hangars, and thievery or bribes may help the runners get what they need to get out.

COME OUT AND PLAY

At this point, the runners should have returned to Seattle, either by flying in or driving down from Anacortes. Whatever option they took involved some travel time, and that gave people at the retreat time to notice that Corrigan had been taken from the retreat and to prepare a quick-and-dirty response. Brackhaven does not want Knight Errant taken away from their normal duties, and he also does not want the fuss and attention that a large police action attracts. Large gang action, in the other hand, is a normal part of Seattle life, so that's what

he goes with. You do not survive as Seattle governor for as long as Brackhaven has without some significant contacts at all levels of Seattle life, and he reaches out to the underworld to stop the runners from delivering Corrigan anywhere. The runners are left to run a gang gauntlet through Seattle to get to the drop-off point for Corrigan.

There is no specific route the PCs may be taking through Seattle, so gamemasters should throw the obstacles described in the plot points where appropriate, and in whatever order seems best. For all ganger stats, use *Gangers & Street Scum*, p. 382, SR5, but also throw in some with stats similar to two of the NPCs in this box: Katsu Takashima and Lancer (for riggers). Awakened gangers should have the stats of Hermes Smith.

PLOT POINT ONE

This plot point should happen at or near an expressway. Not too far in front of the runners' vehicles, a semi-truck jackknifes, sending the traffic behind it into chaos. Before any dust settles, the rear door of the semi-trailer opens, and three pairs of motorcycles roll out. These are go-gangers on the hunt for Corrigan. If the runners are coming up from Sea-Tac Airport, make it the Spikes, a troll biker gang (coming out of a particularly large truck). If they are coming from the north or east, have them meet up with the 405 Hellhounds (perhaps operating a bit out of their territory). The gangers have no desire for subtlety, so their attack is loud and obvious. They are being well paid, so they will take their job seriously, but they also have no particular loyalty to Brackhaven (or the functionaries who hired them), so they are not necessarily eager to die on this particular hill.

PLOT POINT TWO

The Specters are a wizzer gang that, thanks to their comfort with astral travel, can cover a lot of ground in a hurry, so they can move fast to intercept the runners on just about any route. They do not go in as loud or obvious initially as the go-gangs; instead, they start with mana spells aimed at disorienting the runners. Mass Confusion might be great for a starter, but they could also go for a lower-key distraction like Entertainment. Hush can also be an interesting way to get attention. Swarm and Agony are also in their arsenal, and once it's time to start throwing heavier punches, they'll break out Manaball and Mob Control while summoning spirits to add to the confusion. The runners better have some way to deal with an astral threat, because they are not going to be able to outrun them.

PLOT POINT THREE

The final obstacle the runners will face comes from the Halloweeners, who choose a more densely packed urban neighborhood to unleash their special brand of chaos. They will stand on rooftops and lob pumpkins down at the runners. Some of these are just rotten, making a horrible wet sploosh when they land; others are essentially Molotov cocktails in pumpkin form, making small explosions and catching the surrounding area on fire when they land. The runners may just opt to power through this obstacle, leaving the Halloweeners safely perched in their rooftops, but if they do the Halloweeners will be able to report on where the runners were and where they were headed, which could complicate things for them in the next section.





DAY OF DECISION

At this point, the runners should have negotiated the gang gauntlet and arrived at some sort of safe destination. They may not, however, have decided what to do with Corrigan and the evidence he has.

Which is, incidentally, considerable. Corrigan was very desperate to escape from the basement of the retreat, as he knows exactly what happens there, since a few years back he escorted Edmund Jefferies to the same place. Corrigan can implicate Brackhaven in the death of Jefferies as well as plenty anti-Prop 23 activities, and now that he knows Brackhaven is willing to terminate him, he will do what it takes to save his skin. If that means turning evidence on Brackhaven, that's what he'll do.

So the runners have a nuclear bomb to use against Brackhaven. The question is, what do they do with it? Each plot point below presents a different party the runners can turn Corrigan over to, and what effect that will have.

PLOT POINT ONE

Whether they were hired by Oaks or not, the runners might decide that the right thing to do is to turn the critical evidence over to the District Attorney. Oaks will be very grateful for the information (in her somewhat cold, brusque way) and will reward the runners 5,000 nuyen apiece (in addition to any other payment she has promised them). She is not inclined to stop her policy of not using shadowrunners, but on the spot she appoints the runners as Special Investigators attached to the District Attorney's office, and promises that she will be able to use their services in the future. This increases each runner's Public Awareness by 1, but they also gain Oaks as a contact (or add 1 point of Loyalty if they already have her, to a maximum of 4). She has a Connection Rating of 4, so she is a valuable friend to have.

The downside of going with Oaks is the government is not as well resourced as the megacorps, so Oaks does not have as much at her disposal to fight off megacorp thugs if they come calling. Which they do, not long after the runners deliver Corrigan. Eight top-notch security personnel come to claim Corrigan—six brawler/shooters, one mage, and one decker (use stats for Katsu Takashima, Hermes Smith, and the security spider on p. 121, SR5, respectively). They should pose a significant challenge to the runners, and Oaks only has two security officers in the building to lend a hand (use Critter Research Center Security Officer, p. 7). If the runners are having too easy of a time, send another car with three more security personnel and one more mage to keep them hopping. She puts a call in to Knight Errant for assistance, but the police's corporate masters have told them to be slow on the response. If emergency help is needed, though, surprise assistance arrives in the form of security officers from NeoNET, who has decided that it is time for Brackhaven to go down. They can help escort PCs to a NeoNET safe-house, where everyone can debrief.

PLOT POINT TWO

The runners may choose to bring Corrigan to Kathleen Shaard and the ORC to see how they will put to use Corrigan's explosive information. Corrigan wants Brackhaven out, but that's not enough by itself. She wants to help someone take Brackhaven down, and she wants to be rewarded for doing so. Runners



might suggest turning Corrigan over to Dana Oaks and letting law enforcement do its thing; she'll be reluctant to do this, as she does not see much of a reward in it for her, but she can be persuaded if the runners are persistent (for Social Tests, treat her as Suspicious, giving PCs a -1 dice pool modifier). If she decides to turn over Corrigan to Oaks, follow the plot as described in Plot Point One, only have Shaard and a member of the Skraacha along to help out against the guards (use Ganger, p. 382, SR5 for this gang member, but increase Body to 5 and Strength to 6). Shaard gets a share of the reward Oaks offers, reducing the individual payment to 4,000 nuyen.

If the runners do not try or are unable to persuade Shaard to turn Corrigan over to Oaks, she will start putting out feelers for who might be interested in what Corrigan has to say, and who might reward her for it. This leads her to Telestrian and their silent partner, NeoNET, as detailed in Plot Point Three. She is not so much interested in cash in dealing with Telestrian as she is in business considerations for the Underground. She will ask for the runners' help in securing guarantees of contracts for Ork Underground businesses to receive cleaning contracts for various Telestrian-owned facilities in the sprawl. Considering what Telestrian plans on doing to witnesses involved in this process, they are only too happy to promise just about anything.

PLOT POINT THREE

If the runners end up dealing with Telestrian, they need to be very careful. Throughout the handoff, Telestrian will be very accommodating and friendly, giving in to just about anything the runners ask. A friendly megacorp Mr. Johnson might be enough to make the players nervous, but if not they can make a Judge Intentions (Charisma + Intuition (4) Test) to get a sense that something is not right in all of this, and they should be more on their guard.

Telestrian and NeoNET very much want Corrigan's information out and Brackhaven gone, but they do not want there to be any solid connections between themselves and the emergence of Corrigan's evidence. They determined well in advance that the runners cannot be allowed to leave the handoff alive.

Mr. Johnson did not want the runners to sense a trap, so he is not initially surrounded by any extreme security—just two personal bodyguards. As soon as he sees the runners at the scene of the meet, however, he sends out a wireless message with predetermined code words ("The cheese is sliced"), which brings more security to the spot. The first to arrive are two astrally projecting mages, accompanied by two Force 4 spirits of air and two Force 4 spirits of fire. Then two cars arrive (it takes about three minutes for them), carrying seven security personnel and a decker (use the stats as outlined in Plot Point One).

This should be a difficult fight. Telestrian and NeoNET want the runners dead here, and the people they sent are dedicated to carrying out orders. That means they will not surrender or flee. They should press the attack as long as they are able. If the assault is too easy, feel free to throw in more astral mages and another carload or two of security people—but, of course, if the runners fight well and push back the opposition, they have earned their escape.

PLOT POINT FOUR

Shadowrunners are creative, and they may come up with a wide variety of things to do with Corrigan that may not fit into

any of the frameworks above. For the most part, this should not cause tremendous problems; in the end, the forces looking to bring Brackhaven down will use the information that becomes available, however it comes out. One potential hitch could come if the players decide to bring Corrigan back to Brackhaven. This should be unlikely—after all, if that were going to be their choice, they probably should not have rescued Corrigan from the retreat at all. But if that is their decision, honor it. Corrigan will be brought to Brackhaven and silenced by being killed. Brackhaven will have bought himself a little bit more time before the looming crisis. He will find a way to reward the runners—10,000 nuyen apiece is one simple option, but he could also offer them a get-out-of-jail-free card the next time they are arrested in Seattle, which might turn out to be more valuable than the cash. Whoever the runners betrayed in order to turn Corrigan over to Brackhaven will not be pleased, which should cause long-term complications for the runners.

In any campaign where Corrigan's information does not come out, Brackhaven stays in office until November 2078. He decides the time has come to retire and does not run for re-election. The corps use that time to plan for an orderly succession process, making sure their anointed candidate has time to be groomed and win over the public (and make sure all voting mechanisms dutifully report a victory for their candidate, regardless of the actual votes cast). Keep that in mind in your campaign as future plot developments occur.

AFTERMATH

Assuming the PCs did not save Brackhaven as described above, Corrigan is delivered to someone who extracts a testimony from him and then confronts Brackhaven with it. Brackhaven is given a simple choice: resign or face prosecution. Quite reasonably, he resigns.

This throws Seattle into a half-year of turmoil. The megacorps have not had a chance to fully agree on and groom Brackhaven's successor (especially with Telestrian and NeoNET gumming up the works, and they are not ready for Brackhaven to be gone. The gubernatorial race seems wide open, and some people even speculate that it could be an actual election, with electorate-driven candidates and everything. Commissioner of Public Works Natoko Munakata will step in as interim governor, but she is not interested in a regular term of as governor and does not put her name forward as a candidate.

So who *is* interested? Here's a look at some of the the candidates who will be rushing to fill the void:

- Nikola Taul, mayor of Downtown (Democrat) has kept Downtown looking good and feeling safe, which the corps appreciate, but she has spent a lot of public money, which they don't. She has a high profile, she's charismatic, but there's a question if she can assemble the right coalition to win the election.
- Sonya Scholl, socialist and populist mayor of Redmond, has no chance in hell. At least, not in a normal year. She manages to stay in power in Redmond because the corps do not give two shits about it, and they let the residents vote in whatever maniac they want. She rants and rails about the power structure in the city, about guaranteed employment and income, and other things



she has no power to change. The people of Redmond love her and will vote for her in droves. The corp power structure, however, will not support her in the least, and that would keep her from even sniffing power outside of Redmond in most years. With the corps confused and not united behind any single candidate, though, she is hoping she can get some notice and sneak into the governorship.

- Charles Seaver, Republican UCAS senator from Seattle, was not thought to have higher ambitions, but when he throws his hat into the ring he gets some attention from the corps, as he has generally been a loyal foot soldier of their ambitions in UCAS congress. There are concerns that he is perhaps too stiff and wooden to be a chief executive, but his early campaign demonstrates an energy his senatorial campaigns did not show. Local Draco Foundation personnel, however, strongly oppose his campaign, without clearly stating the reasons for their opposition.
- Howard Cannon is a surprise Technocratic candidate. He is a senior vice president with Charisma Associates whose previous highest level of political engagement was on a Horizon elementary school board. But he has the polished looks and demeanor, along with the corporate background, that might well get the attention of the Big Ten.
- Josephine Dzughashvili (Independent) will throw her hat into the ring, because of course she will. She feels bad luck and Brackhaven have kept her from the governorship, and now at least one of those things is firmly in the past. Her populist rhetoric has been somewhat co-opted by Scholl, but she believes there is enough room in the race for the both of them. Later polling results, of course, could change her feelings about that.
- Archconservative Katherine Choi, director of the Seattle FBI office, will take up a law-and-order campaign that appeals to Seattleites weary over fights like the Proposition 23 battle and the scandals plaguing Brackhaven. The corps aren't sure what to think of her—her party ideals are good for them, but too much law and order makes them a little nervous. As an elf, though, she appeals to Telestrian, and NeoNET wouldn't mind having her bring some pain to the other corps that have been torturing it in recent months.
- Alonso Solis of the New Century Party is a wild card. He has corp credentials, having worked his way into the upper ranks of Microdeck's engineering department, and he has served on several special commissions formed by Bellevue's Mayor Daniel Reynolds. His New Century Party membership, however, immediately makes him suspect in the eyes of some high-ranking corporate scenesters, and the fact that he is an adept working in a technological field has caused a lot of head scratching. No one knows if he will be a charismatic force for the corps to unite behind, a people's candidate who might be able to rally the sort of people that Sholl and Dzughashvili are wooing, or some flash-in-the-pan who will be forgotten two weeks after the election.

The competition and chaos surrounding the upcoming election will offer plenty of opportunities for shadowruns, and plenty of chaos to keep the future uncertain.

CHARACTER TROVE

DANA OAKS

HUMAN

Acting District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest district attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety." She recently survived a major assassination conspiracy which killed every person in the D.A.'s office except her, and she now does not go anywhere in Seattle without a Knight Errant bodyguard for protection. Oaks also now wears armored clothing for an added layer of personal protection.

B	A	R	S	W	L	I	C	ESS	EDG
3	3	4	2	6	5	6	5	5.9	4

Condition Monitor (P/S): 10/11

Initiative: 9 + 1D6

Limits: Physical 4, Mental 8, Social 8

Armor: 8

Active Skills: Computer 6, Etiquette 9 (Law +2), Intimidation 9 (Interrogation +2), Leadership 7, Negotiation 8 (Sense Motive +2), Perception 9, Pilot Ground Craft 3, Pistols 3, Running 4, Swimming 5, Unarmed Combat 4

Knowledge Skills: Corporate Procedures 6, Crime Syndicates 9 (Seattle +2), Law 9 (Seattle +2), Literature 4 (19th Century +2), Politics 6 (Seattle +2), Seattle Street Gangs 7

Qualities: Analytical Mind, Photographic Memory

Augmentations: Datajack

Gear: Actioneer Business Clothes, area jammer (Rating 5), commlink (Device Rating 5), contacts (Capacity 3, w/ image link, vision enhancement 2)

Weapons:

Walther Palm Pistol [Hold-Out Pistol, Acc 4, DV 7P, AP —, SS/BF, RC —, 2(b)]





DANA OAKS

KATHLEEN SHAARD

ORK

Twenty-year-old daughter of slain ORC/Project Freedom leader Helen Shaard, Kathleen has had a rough but fair life. Research indicates that Helen raised Kathleen alone when her father was killed in a gang shootout before she was born. A product of home-schooling, Kathleen lived a relatively quiet and sheltered life in the Underground and had little care about the city above. That changed when she met Rebecca MacCallister, a grad student from the University of Washington who came to the Underground to complete her graduate thesis on ork history. According to witness accounts and testimonials, the two became fast friends with Rebecca teaching Kathleen about “topside” and Kathleen playing guide to the Underground (and teaching her “proper” Or’zet). When Project Freedom formed, Kathleen was more than willing to support her mother and friend, but preferred to do so quietly from the background. When Rebecca MacCallister was killed, she was grief stricken and sunk deeper into the background. When her mother was slain, Kathleen was a witness and near victim herself. Since then, she has been thrust into the leadership role as people looked to her to take the reins for Project Freedom. Reluctantly she did and in public she was as fearless as her mother, but in private, she became withdrawn. Kathleen has shown remarkable strength to carry on in her mother’s name.

B	A	R	S	W	L	I	C	ESS	EDG
5	3	3	6	5	5	3	5	6.0	4

Condition Monitor (P/S): 11/11

Initiative: 6 + 1D6

Limits: Physical 7, Mental 6, Social 8

Armor: 12

Active Skills: Computer 3, Etiquette 5 (Ork Underground +2), First Aid 3, Hacking 2, Intimidation 5, Leadership 7, Negotiation 5 (Sense Motive +2), Perception 5, Pilot Ground Craft 3, Pistols 3, Running 4, Unarmed Combat 4

Knowledge Skills: Community Organizing 4, Ork Underground 5, Seattle Politics 4

Qualities: Home Ground (You Know a Guy), Indomitable (Social)

Gear: Armor jacket commlink (Device Rating 4), contacts (Capacity 3, w/ image link, vision enhancement 2)

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, RC —, 16(c)]





SHADOWRUN

GOOD LUCK!



