

MOB WAR!™



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STEPHEN KENSON

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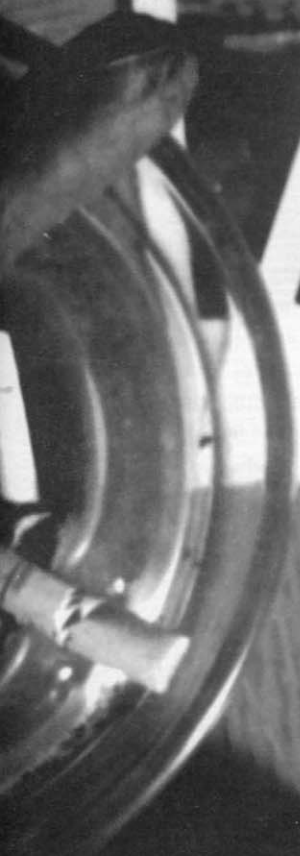
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Masses were estimated to be 10 million
14 million people and 10 million
10 million people and 10 million



TARGET: SZCZUDLO
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MOB WAR!

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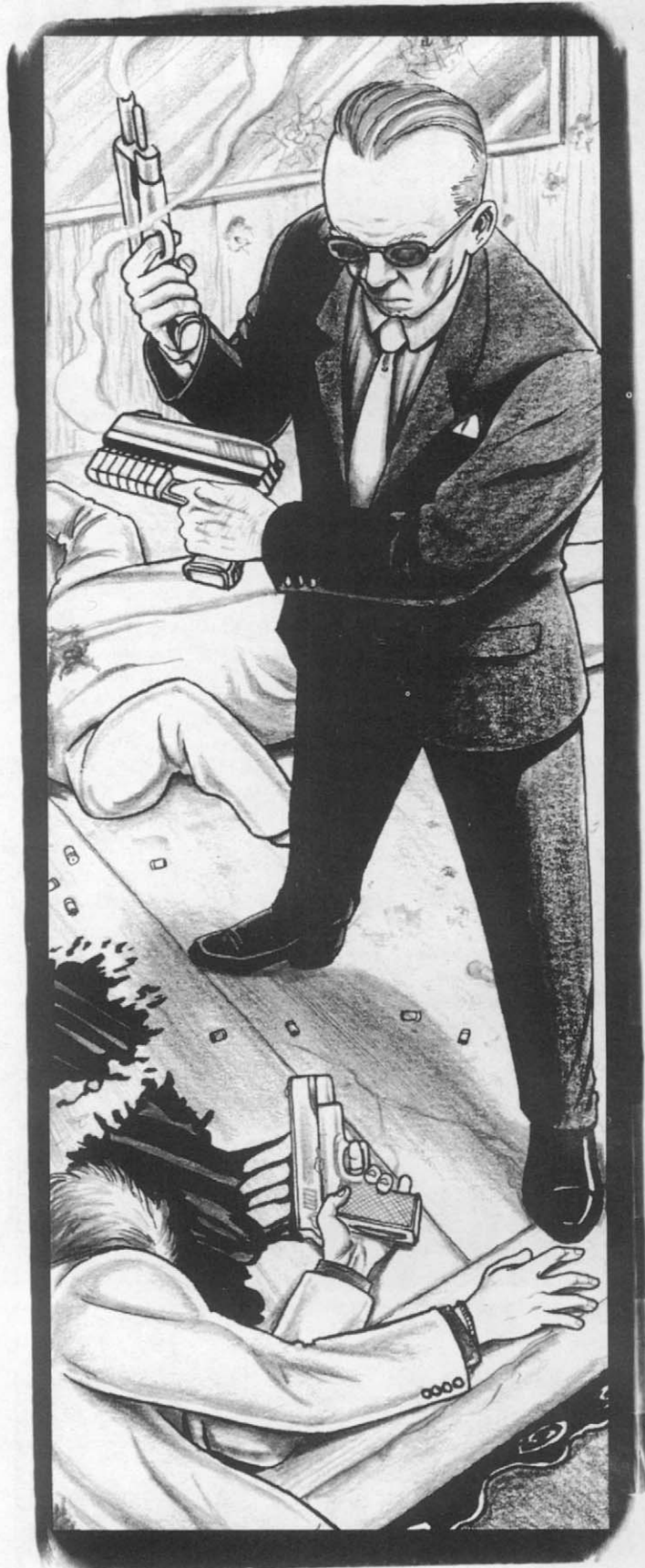
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SHADOWLAND V2.1

“I have taken all knowledge to be my province.”—Francis Bacon

“Humankind cannot bear very much reality.”—T. S. Eliot

A WORD FROM OUR SPONSOR:

Miles Lanier is sleeping comfy in Renraku's bed and the Mafia's favorite son is lying dead on the Seattle pavement—while his former underlings are killing each other to see who gets the Capo seat. Everyone's suddenly looking out for Number 1—including shadowrunners. Some big-time contracts are floating around the shadows, and your trusted old running pal may now be your competition. So you'd better frag her before she frags you!



THE BACK STOCK

Threats (Paranoia, conspiracies, and other secret drek)

Election 2057 (Is it ever really over ... time to prepare for 2060)

The Big D's Will (You, INSERT YOUR NAME HERE, may already be a winner ...)

The Underworld Sourcebook (The Criminal Underbelly of 2058)

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THE DAILY SPECIAL

War! What is it Good For? One Word: Nuyen

Shadowland is proud to present everything you need to know about the so-called Seattle Succession War. You'll find the low-down on all the players—the Mafia, Yakuza, the Triads, the Seoupla Rings. From the lowliest foot soldier to the most powerful oyabun to the deadliest dragon (oops, did we say *dragon?*), you'll find it all here. So praise the Lord and pass the ammunition, 'cause it looks like this little war could drag on for a long, loooooong time.

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COMING SOON

UCAS (A year in hell. Let's see what survived.)

Rigger 2 (You wanna keep up with the SOTA, doncha?)

Cyberpirates (AKA the swashbucklin' smuggler's handbook)

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THE BIG A AND YOU

Something is going on down—er, up—south of the border. The Big A is building something huge just outside of Austin—some folks say it's going to be the biggest temple outside of Tenochtitlán. Click here to get everything we got on it.



STRANGE BEDFELLOWS

Was that Damian Knight chatting with Nadja Daviar in the FDC? What was Richard Villiers doing in New York? And was that Leonard Aurelius gamboling around Toronto last week at the same time as Lucien Cross? Click here to get the skinny on your favorite powerbroker.



THE DRACO FOUNDATION

Only about 2 percent of the awards listed in Dunkelzahn's have been claimed as of January 1, 2058, the Draco Foundation has announced. And for every 100 claims received, more than 90 are dismissed as fraudulent by Draco Foundation security. Click here for more info.



FUCHI IN TURMOIL?

Villiers ain't talkin', the families Yamana and Nakatomi ain't talking, Renraku ain't talking—and no one's even *seen* Miles Lanier. Click here to get the latest information—what little there is.

It's 12:23:00. Do You Know Where Your Meat Body Is?

FAMILY BUSINESS: A PROLOGUE

"Things just aren't what they used to be."

As he entered the room, Albert Cavalieri looked over at the desk where his old friend James sat tapping a blunt finger against the luminescent screen of the Fuchitronic™ trideo. The image was from a New Year's speech that UCAS Vice President Nadja Daviar was giving before a corporate consortium in DeeCee. Her poise and beauty were ethereal, unearthly, like no human woman. Of course, they would be unearthly; Daviar wasn't human.

"A woman as VP," James O'Malley said. "An elf, no less. And a dragon getting elected president. Who ever thought we'd see the day, Al? Course, he wasn't president for long. Sometimes you push change on the world too fast, the world decides to push back." As if to punctuate his words, O'Malley pushed aside the small trideo screen and considered the papers and printouts laid out on the desk in front of him.

Using the desk's built-in suite of electronics, he could just as easily have called up any of the information the papers contained with a single command, organized in any way he wanted. But Don James O'Malley was an old-fashioned man. He preferred things that he could touch and hold. He didn't handle business over a computer except when it was necessary, especially Family business. Instead, Albert brought him the day's business—printed out and organized by hand—to be considered and ruled upon. The two of them had carried out this ritual for all of the thirty-plus years they'd worked together, with James considering each decision that had to be made and faithful Albert offering his sage advice and insights into each new situation.

"What do you have for me today, Al?" the capo of the Seattle metroplex asked of his *consiglieri* and closest advisor.

"More of the same, mostly. The yaks are making trouble in Puyallup again and trying to cut into the action down in Fort Lewis. Not too much of a threat—the metroplex guard there knows the score—but we should send them a message all the same."

O'Malley shook his head as he leafed through the papers. "When will that fraggin' Shotozumi learn not to mess with me? I tell you, Al, that man's like the Devil. He never gives up, not in all the years I've been here. We've been too friendly to those yak bastards for too long. They're starting to think we're soft. Might be time to send them more than just a gentle reminder."

Cavalieri recognized the tone in his don's voice. James O'Malley still held a grudge against the Yakuza for the death of his brother Brian, the previous capo of Seattle. Even though Brian had died more than two decades ago, his older brother neither forgave nor forgot the debt of honor owed against his killers. That was why the Commission had chosen James "The Hammer" O'Malley to succeed Brian; they knew he would keep Seattle from going to the Yakuza if he had to fight them to the last man. Cavalieri understood; still, the persistence of O'Malley's grudge bothered him. Too strong a desire for revenge clouded the judgment—and for a powerful Mafia don, one wrong decision could all too easily be his last.

"Ro wanted me to ask if you would have breakfast with her this morning," Cavalieri said, to distract his don from vengeful thoughts. "This stuff is routine. It can wait for a few hours."

O'Malley looked up and smiled, his dark mood parting like clouds to let the sun shine through. "I didn't know she was up." He stood and pushed the papers aside. A few long strides across the room took him to the door, with Cavalieri close behind. He grabbed his overcoat from the antique coat rack, shrugged into it and headed toward the courtyard of the compound. The living area was on the other side of it. Cavalieri fell in behind, along with the discreet black-clad wiseguy who waited outside.

Their shoes crunched on the fresh layer of snow that covered the courtyard's cobbled walkway. O'Malley turned his coat collar up against the chill January wind, still smiling despite the weather. "It's good to have my little girl home, isn't it, Al?"

"That it is. She'll be done with things out East pretty soon; then she'll be ready to come home for good and not just for the holidays." O'Malley nodded with a grunt. Al knew how much the don missed his only child. Since his wife had passed away almost eight years ago, Rowena was the only family Jimmy O'Malley had left. She was the apple of his eye, even if she had ended up becoming a "damned lawyer," as O'Malley was fond of saying with a laugh. Al knew O'Malley was proud of her achievements.

He'd tried to distance her a bit from Family business by sending her to school out East rather than keeping her in the thick of things in Seattle. Cavalieri knew that wasn't going to last. Rowena had a keen mind for business and she was eager to emulate the father she admired above anyone else. She had grown up a "Mafia princess," but she was as tough as any wiseguy and willing to prove it, tradition or no.

When he looked back on that afternoon, Al realized he'd expected some warning, some hint that something was not as it should be. But there was none. The winter morning was clear and bright, Rowena was home and all seemed right with the world. Maybe that was the warning. He'd be asking himself that question for a long, long time.

The shot was totally unexpected, almost anticlimactic. James O'Malley, capo of Seattle, was on his way to breakfast with his daughter one moment and lying face down in the snow the next, a bright crimson bloodstain spreading across the whiteness like a winter flower.

Cavalieri stood and stared in shock at the redness for what seemed like an eternity before he became aware of the commotion in the compound and moved to help his don and friend. But he already knew it was too late. His mind was already working on plans, contingencies and permutations.

Forgive me, Jimmy, he thought. He would mourn his friend later. Right now, he was *consiglieri* of the Finnigan family, and the King was dead. His own fate and that of the rest of the Family relied on a young woman waiting at the breakfast table—relied on whether or not she was ready to be the Queen.

INTRODUCTION

The **Shadowrun** adventure **Mob War!** is dramatically different from previously published adventures for this universe. Rather than providing a single, linear adventure for the player characters to follow, this book describes the results of a single significant event in the underworld of Seattle—the assassination of James O'Malley, the city's Mafia capo—and how the fallout of that event can lead to many different shadowruns involved in some way with organized crime.

Gamemasters can use the material in this book to run adventures and campaigns in Seattle's underworld. The material is organized into "tracks," one for each of the major criminal syndicates in the metropolplex. Each track describes a syndicate's major players and their reactions to the assassination of Don O'Malley, outlines the syndicate's overall goals and plans and suggests likely adventures based on the pursuit of those objectives. The gamemaster can choose to have the player characters follow a single track to its conclusion or allow them to "jump the tracks" from one plot line to another for a tailor-made campaign (see **Jumping the Tracks**, p. 16 in **Running Mob War!**). Each track includes at least one fleshed-out adventure outline and several additional adventure ideas that the gamemaster easily can turn into full-fledged adventures using the material from this and other **Shadowrun** products, such as the **Underworld Sourcebook**.

Gamemasters will find the **Underworld Sourcebook** valuable for using the material presented in this book and for developing adventures involving organized crime. Many of the optional rules in the **Shadowrun Companion: Beyond the Shadows (SRComp)**, especially the Contacts and Enemies rules on pages 62–75, will also be useful to add texture and complexity to the adventures presented in **Mob War!**

PLOT SUMMARY

Two disgruntled Mafia dons in Seattle hire an assassin to kill Don James O'Malley, the capo of the Seattle Mafia. With O'Malley dead, Seattle's three Mafia families commence fighting for control of the city's Mob. Don Leo McCaskill of Milwaukee, responsible for syndicate business in Seattle since the loss of the Chicago Mafia in the wake of the Bug City disaster, doesn't want the situation getting out of control. He considers any chaos in Seattle as a threat to his shot at a seat on the Inner Circle of the *Commissione*, the Mafia's "Board of Directors," and wants things settled as quickly as possible. He will help the Family whom he thinks can restore order the fastest, and is biding his time to see if a decisive winner will emerge.

The Yakuza takes advantage of the Mafia's weakness to gain back some of the ground they lost to O'Malley over the past twenty years, starting with some of the Mafia's gambling and vice operations in the Seattle sprawl. Yakuza "recruiters" begin making it clear that their *oyabun* is in charge of those operations now, and that outside interference will not be tolerated. Some low-level

types are geeked, but the Mafia can't do much about it from the middle of their internal war.

Hanzo Shotozumi, Yakuza *oyabun* (leader) of Seattle, has his heart set on independence from the powerful Japanese-based Watada-rengo that oversees Seattle's Yakuza operations. He wants a *rengo* (league) of his own along the West Coast. To get it, he wants to consolidate the *gumis* (clans) and maybe teach a lesson or two to the other syndicates along the way. Accomplishing this might involve getting information to blackmail or discredit a rival *oyabun*, or securing protection from the Watada-rengo when the time comes to break from that organization. Shotozumi strongly supports the *sokaiya* (corporate blackmail) operation that his cousin is running to bring in more money for the *gumi*, which could result in some conflict between the Yakuza and the corporations.

The Triads, always ready to take advantage of an opportunity, are muscling in on Mafia gambling operations as well. They are especially interested in some of the same ones as the Yakuza. The Triads want to expand their presence along the Pacific Rim in North America, especially if they can expand at the Yakuza's expense. This situation raises the possibility of three-way conflicts between the Yakuza, the Mafia and the Triads. Triad magicians also are involved in attacks against some Yakuza and Mafia bosses.

The Seoulpa Rings, meanwhile, see the Mafia war as an opportunity to strike back at the Yakuza and avenge old slights they suffered at Yakuza hands. They begin interfering with Yakuza expansion plans and forming alliances of convenience with any syndicate or organization willing to give them opportunities to strike at the Yakuza without too great a risk to their own operations.

Lone Star and the Seattle Metroplex government do their best to minimize the Mob war and to shield the citizenry from the fallout, trying to put some of the syndicates' criminal operations out of business and score important political victories in the process. Lone Star is also in the process of renegotiating its contract with the metroplex government, and the corporation tries to use the Mob war as leverage at the bargaining table.

Into this mass conflict come the player characters. They may be shadowrunners looking for work on any side, agents of one particular combatant in the Mob war or players in one of the various factions connected to the big syndicates (see **Other Operators**, pp. 67–80, **Underworld Sourcebook**). Whatever their role, they must work their way through the confusing collection of alliances, plots and schemes, and their actions may affect the future of the entire Seattle underworld.

HOW TO USE THIS BOOK

Because the information presented in **Mob War** is story-based rather than describes a standard single linear plot line, hard-and-fast statistics and numbers are left up to the gamemaster to design based on the type of campaign he or she wants to run. This adven-



ture provides generalized statistics for many of the characters, most derived from the rules on pages 84–85 of the **Shadowrun Companion: Beyond the Shadows**.

Before beginning this adventure, the gamemaster should read **Running Mob War!** (beginning on p. 9) for a complete overview of the Seattle underworld war and suggestions for how to involve a group of player characters in adventures related to this event. Next, the gamemaster should read through each of the tracks to become familiar with the different syndicates, important non-player characters and their individual plans and goals. The material on each of the tracks is divided into five sections that provide the gamemaster with information about each syndicate's role in the overall plot and the major characters, goals and activities of each syndicate.

The first section, **An Offer You Can't Refuse**, describes some of the different ways in which player characters can become involved in the events described in that track; this information supplements the material from **Running Mob War!** It also provides information for gamemasters interested in running an alternative type of **Shadowrun** campaign such as those described in the **Shadowrun Companion** or **Underworld Sourcebook**. Gamemasters can use material from **An Offer You Can't Refuse** to "test the waters" and determine the interest level of the player characters in the events of that track, as well as to introduce elements of the event into the background of his or her current campaign.

What's Going Down describes the overall plots and events of the Mafia war timeline (see **Running Mob War!**, p. 14) after the assassination of Don O'Malley. It covers the plots of the major

players involved in the track, along with some of the possible effects of their actions.

The Players describes important people involved in the events of the track, their backgrounds, motivations and goals. These profiles are more in-depth than the standard **Shadowrun** character descriptions; they are designed to give the gamemaster a more complete view of each character so that the characters can be used effectively in the overall story line. In effect, **The Players** also provides a who's who of the major criminal figures in the Seattle underworld that gamemasters can use in continuing campaigns and adventures.

The fourth section, **Adventure Frameworks**, provides the gamemaster with complete outlines for adventures involving the events and plans described in **What's Going Down** and in the timeline section of **Running Mob War!** With little additional preparation, the gamemaster can use these frameworks to run complete adventures involving the events of that track.

Finally, the **Adventure Ideas** section briefly describes additional ideas for further adventures involving the events of the track. The gamemaster can use the material in this book and in the **Underworld Sourcebook** to build these ideas into full adventures.

The final section in this book, **The Dragon Crimelords**, offers a **Threats**-style treatment of the dragons Lung and Ryumyo, providing enough information to allow gamemasters to use these wyrms as the shadowy manipulators behind the Triads and Seoulpa Rings, adding another dimension to the Mob war in Seattle.

ADVENTURE FRAMEWORKS

The adventure-framework format is an adventure outline that gamemasters can use to plan out the events of an adventure while maintaining as much flexibility as they need. Each adventure framework has five parts: **Premise**, **Setup**, **Events**, **Climax** and **Sequels**.

The **Premise** briefly summarizes the adventure and describes its major sources of conflict or drama. The **Setup** describes how the adventure begins and how the characters become involved in it. This section may also include events that have led to the adventure, and background on other ideas mentioned in the **Premise**. The **Events** in each framework describe encounters and events that occur during the course of the adventure. These may include situations that pose problems for the characters, actions by the adventure's antagonists or simply unexpected occurrences. In other words, events are the obstacles or problems the player characters must overcome to complete the adventure successfully.

The **Climax** describes the likely conclusion of the adventure. (If player characters take unexpected actions, the ending of the adventure may differ considerably from the ending described in the **Climax**—therefore, gamemasters may want to plan for more than one possible conclusion.) **Sequels** describes stories that might happen after the adventure or as a result of the adventure. By running sequel adventures, gamemasters can create a sense of continuity in their campaigns.

RUNNING MOB WAR!

Because **Mob War** is more complex than previous **Shadowrun** adventures, running this adventure requires some additional preparation on the part of the gamemaster. This section provides guidelines for running the multiple plot lines in this book and suggests how to integrate them into an existing **Shadowrun** campaign.

HOOKING THE CHARACTERS

Most adventures assume that the player characters are sitting around waiting for a shadowrun to drop into their laps. Because **Mob War** is triggered by an event and the situations the runners find themselves in revolve around that event, the gamemaster must devise a variety of ways to get the player characters involved in the story line. Each of the following sections describes various means, motives and ploys the gamemaster can use to involve the player characters in the maelstrom of Seattle's Mafia war.

SIMPLE RUN, MINIMAL COMPLICATIONS

The easiest way to get the player characters involved in the events of **Mob War** is to have a Mafia Mr. Johnson from any of the different Families hire the team for a run. The events of the Mob war are forcing the Mafia to make many exceptions to its traditional rule of keeping things "in the Family," and many of the dons and their lieutenants are hiring shadowrunners on the side to handle some of the dirty work of the conflict.

This option allows the gamemaster to insert a Mafia-related adventure or two among more ordinary shadowruns. Perhaps the runners start out doing simple shadowruns for the Mafia on the edges of the Mob war and get more deeply involved as time passes, developing some of the additional connections and hooks described in this section.

CONTACTS

Contacts offer an ideal way to involve player characters in adventures and plots such as the Mob war. If any character has a Mafia or other organized-crime contact, that character is very likely to hear about the death of Don O'Malley; the contact might even ask the player character to get involved in exchange for the services the contact has provided for the character. The **Contacts and Enemies** section of the **Shadowrun Companion** is an invaluable aid to gamemasters who wish to use contacts in this way.

Gamemasters looking for tie-ins to the **Mob War** plot line may find the Friend of a Friend rules (p. 63, **SRComp**) particularly useful. These rules suggest ways the gamemaster can flesh out a portion of the network of contacts and acquaintances that player characters might have who could connect them with the events in this book.

BODYGUARDING

An option that involves the player characters directly in the events of the Mob war is to have them working as bodyguards or security for Don O'Malley when he is killed. The runners might be

Mafia regulars in an organized-crime campaign (p. 89, **Underworld Sourcebook**), or they might be freelancers hired as additional security for the don. When O'Malley is assassinated, the characters have an immediate, urgent reason to get involved in subsequent events; they want to find out who killed their employer and clear a black mark from their own reputations.

This approach assumes that the runners fail to protect Don O'Malley; he dies regardless of what they do. This lack of control over their fate may bother some players, especially if they don't want their characters to appear as anything less than ultra-competent. Gamemasters should therefore be cautious about using this tactic to involve the player characters in the Mafia conflict.

An interesting variation on the bodyguarding option is to have the player characters acting as Rowena O'Malley's bodyguards, assigned to her while she is in Seattle visiting her father. In this case, the characters are not really responsible for the safety of the don and so haven't failed in their duties when he is killed, but they are in a position to help Rowena and protect her from a follow-up assassination attempt. See **Lady in Distress**, p. 18, for more information on this potential story line.

The player characters may also be hired muscle for one of the other syndicates, particularly the Yakuza. They might be working as bodyguards for Hanzo Shotozumi or one of the other Yakuza big-shots, a position that can become interesting when Shotozumi begins publicizing his plans to create his own rengo in Seattle. This situation will force player characters to choose, in classic Japanese fashion, between duty and honor.

Characters are less likely to become involved in the inner workings of the Triads or the Seoulpa Rings as outside freelancers because of the degree of secrecy maintained by those organizations, though both groups may hire a player character team as shadowrunners for specific jobs (see **Simple Run, Minimal Complications**).

MADE MEN

The gamemaster can directly involve the player characters in the events of **Mob War** by having them be members of one of the Seattle syndicates. They might be up-and-coming made men in the Mafia, low-ranking members of the Yakuza or one of the Triads, new members of a Seoulpa Ring or even lieutenants in a newly formed ring.

This option could kick off an organized-crime campaign or serve as a change of pace for an existing one. It will place the characters right in the thick of things and give them a strong motivation for becoming involved in the Mob war. However, it also tends to limit the characters' options if they try to remain loyal to their organization, and most likely restricts them to the events of the track that most concerns their organization.

For more information on making the player characters part of an organized-crime campaign, see the **Game Information** section of the **Underworld Sourcebook**.

THIS IS PERSONAL

A time-honored **Shadowrun** method for getting player characters involved in an event is to make things personal. The characters might have old friends or contacts in the Mafia, as mentioned in the **Contacts** section, or they might owe a personal debt to someone in one of the major Mobs. The characters might become involved when the events of the Mob war somehow directly affect them. They might have friends, family or contacts threatened or hurt by fallout from the conflict, prompting the characters to get involved by trying to help or avenge their loved ones or associates.

One technique that gamemasters can use to tailor the material and events in **Mob War** for an individual campaign is to weave the characters, adventures and events in this book into existing material in their own **Shadowrun** campaigns. For example, if you have already created some major Mafia figures in your campaign, then use them in place of some of the Mafia characters described in the Mafia track of **Mob War**. If a super-assassin with a fearsome reputation already exists in your campaign, you can use that character instead of the Chimera assassin described on p. 27. The same is true for details in the other tracks as well.

Adding personal details from your campaign to the mix of material in **Mob War** will help make the adventure seem more real to the players. It will also give the gamemaster some ready-made hooks to draw the player characters into the story through their relationships with characters they already know.

If the material in **Mob War** conflicts with something already established in your campaign, feel free to stick with your own version. The overall plot line of the Mob war in Seattle is the most important factor, not the individual non-player characters. If you have a different don in Seattle, he or a different Mafia figure can be assassinated. Perhaps the victim is a high-ranking member of the Yakuza and the conflict begins with them. Take the cloth of the story presented in this book and tailor it as needed to fit the frame of your campaign.

ALTERNATE CAMPAIGNS

In general, the material in this book assumes that the player characters are shadowrunners, but they may play many other roles in this story line. The events of the Seattle Mob war can work with many of the alternative campaigns outlined in the **Shadowrun Companion**, particularly a law enforcement, gang, DocWagon or media campaign. The following information offers gamemasters some suggestions for adapting the material in this book to suit such non-traditional **Shadowrun** campaigns.

DocWagon

The events of **Mob War** are likely to create a hefty body count between the different syndicates in Seattle. Many of these organized-crime figures are well-off enough to be DocWagon subscribers, which allows a team of DocWagon player characters to easily get involved in pulling some of these customers out of trouble. The characters might even be the DocWagon team that responds to the shooting of Don James O'Malley (though they will be too late to save him).

The Seattle syndicates generally consider DocWagon teams to be neutral parties. Everyone depends on DocWagon's medical services, so no one messes with the medical corporation lest they risk reprisal from their peers in the process. That unwritten rule of engagement gives DocWagon player characters a certain amount of protection and allows them to move freely through all levels of the Mob war.

This freedom of action might lead to the player characters doing "favors" for one criminal faction or another; they might carry messages, or be offered bribes for "special treatment" or for obtaining classified medical information for a criminal contact. The **By the Blood** adventure idea in the Mafia track is particularly well-suited to DocWagon characters.

Media

The conflict between the different Seattle syndicates and the death of Don O'Malley are *big news*. The different newsnets and screamsheets are all looking to break the big story that will expose the criminal conflict and score the highest ratings. Of course, these reporters and their crews are also messing with some serious opposition as they chase after the real story of the Mob war.

A media/reporter campaign can follow the events described in the Timeline of Events with an eye on broadcasting them to the viewing public. How involved the reporters become depends on how badly the syndicates want to keep their affairs private and how deep the characters are willing to dig. Gamemasters may find the Snoop rules in **Shadowbeat** (pp. 38–56) helpful for running this type of campaign.

Special Forces

Though it is unlikely that government black ops teams will become directly involved in the events of the Seattle Mob war, such characters easily may become involved on the periphery of the **Mob War** adventures. The player characters might be a special squad of the Seattle Metroplex Guard assigned to crack down on criminal activity. They might be elite UCAS forces assigned to assist the Seattle government in controlling violence in the metroplex as part of a show of force by the new UCAS administration. Though these characters will have considerably greater resources and freedom to operate in the light than shadowrunners, they also will be limited by the same restrictions that affect other characters trying to operate within the bounds of the law (see **Law Enforcement**, p. 12).

Finally, the player characters may be government plants who have infiltrated one of the syndicates. This type of double-edged adventure will need a gamemaster's heavy hand because the characters must maintain dual loyalties in a situation where neither side—not the government, not the syndicate—will accept anything but total obedience. This type of campaign is an advanced campaign; ideally, it should be played by gamemasters and players familiar with the **Shadowrun** rules who prefer role-playing to gunfights.



Law Enforcement

Mob War is ideally suited for a law-enforcement campaign where the player characters are members of Lone Star, Knight Errant or some other law-enforcement agency. The gamemaster can use material from **The Law** to create adventures for characters working on the right side of the law against Seattle's criminal syndicates.

Characters in a law-enforcement campaign face certain challenges in dealing with the events of the Mob war. Because the characters must work within the bounds of the law as much as possible, the steps they can take against the different criminal syndicates are somewhat limited. They must carefully gather evidence and build some kind of a case before taking action; unlike shadowrunners and other lawless types, they cannot simply gun down their opponents in cold blood.

This does not mean that a law-enforcement campaign will automatically lack action or get caught up in red tape. Cop characters will be called upon to perform plenty of dangerous duty in the course of dealing with the Mob war. The gamemaster can mix investigation and action to maintain the pace of such adventures and keep them interesting for the players.

When using the adventure frameworks and ideas in this book, the gamemaster must change them somewhat to make them suitable for a group of cop characters. The police will approach many of the events after the fact, following up leads in an investigation that hopefully ends in an arrest.

As stated in **Special Forces**, p. 10, the player characters may be undercover agents for Lone Star or the UCAS government. Alternatively, instead of having the player characters clearly identifiable as members of a law-enforcement organization, the gamemaster can combine law enforcement with one of the other campaign hooks presented above. For example, the characters may pose as shadowrunners, DocWagon employees or gangers to infiltrate the inner workings of one of the syndicates. If the player characters infiltrate a small-time gang only to discover that the gang is a Seoulpa Ring chapter preparing for war against the Triads and Mafia, the player characters will find themselves right in the center of the Mob war.

Magic

Though **Mob War** does not center on the use of magic, gamemasters will find it relatively easy to involve magical groups or organizations in the conflict. One good way to involve magical characters is through the mysterious magic of any of the Triads who come to the fore in the conflict. The Triads make more use of magic than any other criminal syndicate, and so may draw the attention of other magical groups. Several of the adventure ideas in the Triad track offer possibilities for drawing a variety of magical orders into the conflict in one way or another (see **Blood Rites**, p. XX). The gamemaster can use any of these options as a link to player characters currently involved in a magical campaign.

Gangs

Another campaign concept well-suited to the events in **Mob War** calls for all the player characters to be members of the same gang. All the syndicates use street gangs as foot soldiers and low-

level operatives in the metroplex; they are likely to recruit additional forces as the conflict between them escalates and they need more bodies (read: cannon fodder) to accomplish their goals.

The player characters' gang could end up working for one syndicate or another, or they might try playing both sides against the middle. The player characters' gang might even want to stay out of the conflict, but must protect their territory and rep from other gangs involved in the Mob war that are receiving support, gear and additional reputation on the streets from their Mob patrons. Do the player characters get involved to maintain their position, or do they hold to neutral ground and risk the destruction of their gang?

Gamemasters will find the additional material on gangs from the **Shadowrun Companion** and the **Underworld Sourcebook** useful in running a gang campaign using the events and adventure ideas from this book.

THE LAW

The syndicates aren't the only ones at war with each other in Seattle. The "good guys" also are looking for a way to grab business from the competition, and the Mob war is shaping up to be a golden opportunity.

This section provides information on the government and law-enforcement agencies trying to keep a lid on Seattle's brewing Mob war. The gamemaster can use this material as background or to run adventures in which the player characters are "working on the side of the angels"—either as hired guns or in a starring role in a government or law-enforcement campaign. Suggested rules for playing Lone Star characters appear on p. 117 of the **Shadowrun Companion**; the gamemaster may also find useful the additional information presented in the adventure **Under the Influence** in the **Missions** adventure set.

CAMPAIGNING WITH THE BADGE

Players may want to play the "good guys" in **Mob War** as outside help hired by Lone Star, the Metroplex Guard or Knight Errant, or as officers for any of those organizations. The events of the overall story line still will play out as shown in the various tracks, and the player characters can be involved at any level. They may be detectives investigating the murder of Don O'Malley, undercover government agents or police trying to bring down the Yakuza from inside—characters may take any other role the gamemaster and group find interesting to play. There is no single right way to run the events from each track using the player characters as government or law-enforcement agents.

In addition to existing suggestions for Lone Star campaigns, the gamemaster can easily tweak each of the tracks toward law enforcement by assuming that the events occur as written but that the player characters must find conclusive evidence of wrongdoing by a perpetrator and bring the criminal parties to justice—in addition to stopping the culprit (who may be a shadowrunner or member of a criminal organization). In general, the player characters should win more cases than the Star would if portrayed by non-player characters; players whose characters keep seeing their hard work go for naught might become bored with a law-enforcement campaign. Experienced roleplayers who really want a change of pace might enjoy the angst of fighting the odds and

winning only occasionally, but this type of game probably won't appeal to everyone.

THE METROPLEX GOVERNMENT

The Seattle Metroplex government has seen better times—and in a metroplex as troubled as Seattle has been, that's saying a lot. Governor Schultz is serving her fifth term in office, and her long-standing popularity is beginning to erode. The events of the UCAS election and the federal government's general neglect of Seattle in order to clean its own house has caused many Seattle residents to look upon their city government with disfavor.

Governor Marilyn Schultz

The Honorable Marilyn Schultz has been governor of Seattle for an amazing nineteen years, most recently re-elected in the famed "Lost Election" of 2056. The wear and tear of this long reign is finally beginning to show. Schultz was first elected to her current position following the Night of Rage in 2039 after then-governor Allenson was assassinated (supposedly for his involvement in the events of that tragic night). At that time Schultz was the mayor of Bellevue; her quick and decisive action on the Night of Rage, together with her strong support of the United Corporate Council, catapulted her into the corner office in the metroplex, where she swore to clean up the corruption that riddled the metroplex government.

Nearly twenty years later, Schultz is approaching fifty and the fighting spirit of her youth has faded. She is too enmeshed in the complex web of city politics to do anything more than try to maintain the shaky status quo. Schultz has called in all her favors and markers, played all her best cards and ultimately managed only to keep from spreading the corruption she wanted to clean up—no small feat in itself, but nowhere near her ultimate goal.

The Mob war may be the final blow to Schultz's career as governor. Seattle's citizens have begun to see their governor as a weak and ineffectual figure who can't even stop the syndicates from fighting in the streets. Schultz is attempting to crack down on the syndicates, but a weak economy and lingering social pressures from Dunkelzahn's assassination have turned Seattle into a powder keg, and she does not want to resort to measures that could set off another Night of Rage.

Other political figures in the metroplex are using the governor's lack of response as a soapbox to push their own agendas. Former presidential candidate Kenneth Brackhaven has been particularly critical, accusing the governor of being "soft on crime." Many Seattle residents believe he is setting himself up to run for governor in the 2060 election.

The Metroplex Guard

Seattle's Metroplex Guard is the city's military force, similar to the National Guard of the old United States. Recruited and trained locally, the three battalions of the Guard are technically part of the UCAS military, though they rarely function in that capacity. The Metroplex Guard protects Seattle's government facilities; the Guardsmen were instrumental in helping corporate and private security forces control the riots that erupted in the city after Dunkelzahn's assassination.



As governor, Schultz is technically the commander-in-chief of the Guard. She can use special executive powers to command them in times of crisis, such as the aforementioned riots. Thus far, she has been unwilling to involve the Guard in anti-organized crime actions in the metroplex, instead using them to protect vital government services from being disrupted by fallout from the Mob war. Many people cynically interpret this decision as Schultz choosing to protect herself and her government cronies while leaving Joe Public at the mercy of the syndicates.

The current commander of the Guard is Colonel Ben O'Neil, a career soldier who disagrees with the governor's policies but keeps his opinions to himself. O'Neil would very much like to see something like martial law in Seattle and believes the current situation warrants such measures. If given the option, he would impose order by any means necessary; fortunately for the people of Seattle, he would never do so in violation of orders or on his own initiative.

LONE STAR SEATTLE

The brunt of dealing with the conflict between the Seattle syndicates falls on the shoulders of Lone Star, the corporation that holds the contract for security services in the metroplex. Both Lone Star and Governor Schultz are using the Mob war as a bargaining chip in ongoing contract discussions between the Star and the government. Lone Star knows that withdrawing their services from Seattle would leave the metroplex helpless, at least temporarily; what keeps them from pushing this advantage too hard is the risk that inadequate services would force Seattle to hire another company like Knight Errant or Eagle Security. Seattle is too lucrative a contract to lose, and so Lone Star is playing its cards very, very carefully.

William Louden

William Louden has been the head of Lone Star Seattle since 2049, surviving two changes in corporate administration. Through it all Louden has steadfastly and competently administered Lone Star operations in Seattle. He has also carefully covered himself in the event of a crisis that might blow up in his face. Now, however, Louden has a problem that could cost him his job.

Lone Star's response to the Mob war in Seattle closely resembles the action that Governor Schultz has so far refused to take: declaring martial law. The security corporation has upped its forces in the metroplex and begun cracking down hard on the syndicates in an effort to stabilize the situation. Unfortunately, their efforts have only aggravated the problem. The Mafia, the Yakuza and the Triads all seem willing to target Lone Star officers if necessary to accomplish their ends, making it dangerous for cops to venture into areas under the control of the syndicates.

Louden, a better administrator than a military commander, is feeling the pressure, and Lone Star's operations in the metroplex have consequently taken on an air of desperation. The cops do their best to keep the syndicates from causing gratuitous collateral damage and try to protect Seattle taxpayers, but it is increasingly clear to all that their efforts just aren't cutting it. Louden is convinced that if the troubles continue, Lone Star Central in Texas will replace him.

Louden is looking into covertly hiring freelance operatives (read: shadowrunners) to handle some not-entirely-legal missions to curb the syndicates' worst excesses. This covert shadow war shows some signs of promise and makes a good opportunity for the gamemaster to involve player characters on the side of the law for a change.

KNIGHT ERRANT SEATTLE

Waiting in the wings and watching Lone Star struggle is Knight Errant Seattle, a subsidiary of Ares Macrotechnology's private security company. KE Seattle has been attempting to win the city's security services contract for at least six years, and the current situation may provide Knight Errant with its opportunity to acquire that lucrative chunk of business. The company's last effort to do so was blocked by a last-minute renegotiation between Lone Star and the Seattle government, but now it seems that metroplex officials are beginning to regret that decision.

Knight Errant has been offering security at discounted rates to private individuals and companies to "supplement" the security offered by Lone Star. KE's public-relations department is using the Seattle media to spin the story that Knight Errant offers more "personal" security, as opposed to Lone Star's broad-based, "impersonal" service, and the PR campaign is having an effect. Knight Errant personnel are portrayed as dashing, concerned high-tech heroes in black, while Lone Star is shown as uncaring, outdated and even brutal. Lone Star has been working to counter KE's ads, but without much success.

For the time being, Knight Errant is content to undercut Lone Star's operations and try to weaken the company's reputation in Seattle. However, KE might well take advantage of the current chaos to arrange for a shadowrun or two that could damage Lone Star's relations with the Seattle government. Player characters could find themselves on either side of the Lone Star/Knight Errant conflict, or working with a smaller security company caught in the middle.

TIMELINE OF EVENTS

The master timeline provided below outlines the major events leading up to the Seattle Mob war. The timeline serves as a quick-reference guide and a source of ideas for the gamemaster to build adventures around, using the background material, adventure frameworks and adventure ideas in the different tracks.

The dates are set up as part of the ongoing history of the **Shadowrun** universe, but gamemasters should change them to suit the needs and time frames of their own campaigns. If your campaign is set in an earlier time period and you want to take advantage of the material in this book, simply change the dates so that the events of the Mob war happen months or even years earlier than described in the timeline below.

2010—The Yakuza of Seattle is given official recognition as the Dungeness Crabs of the 87th Prefecture by the oyabun of the Watada-rengo in Chiba, Japan. This approval of and support for their activities allows the Seattle Yakuza to grow rapidly and expand its operations.

2026—The Mafia Commissione appoints Brian O'Malley from Milwaukee as the head of the Finnigan family and Don of Seattle, and assigns him to deal with the problem of the Yakuza in the metroplex.

2030—Brian O'Malley is shot and killed in his home by Yakuza assassins. A retaliatory hit the next day kills the Yakuza oyabun responsible, along with his lieutenants. Losses on both sides of the Mafia/Yakuza conflict result in a truce. Patrick Finnigan becomes capo of his family and the Don of Seattle.

2031—James O'Malley, capo of Milwaukee and Brian's older brother, becomes obsessed with revenge against the Yakuza. He neglects his city's operations so dramatically that the Commissione strips him of his position and forces him to retire.

2032—To rebuild gumis nearly crippled in the conflicts with the Mafia, the Japanese Yakuza send a new upper echelon of Koreans to Seattle. These Korean leaders begin aggressively reclaiming lost territory.

2042—Akira Watada, oyabun of the Watada-rengo, issues an ultimatum to the Korean oyabuns of Seattle. They must pledge their loyalty to the Watada-rengo or suffer the consequences.

January 2043—Watada-rengo assassins invade Seattle and kill the vast majority of the Seattle Yakuza's Korean leadership. The survivors are forced to pledge loyalty to the Japanese rengo or be executed. New Japanese managers are put in place, and within a few weeks the Japanese once again control the Seattle Yakuza.

Former Korean Yakuza oyabun Park Jai Kyu begins organizing the Seoulpa Rings in Seattle with the help of his remaining contacts and followers. The concept catches fire and begins to spread through the metroplex and the rest of North America.

2044—Hanzo Shotozumi is appointed the oyabun of the 87th Prefecture in Seattle. He re-institutes and enforces traditional Yakuza ways and values, and begins an aggressive campaign to expand Yakuza operations in the Pacific Northwest.

2045—Don Patrick Finnigan is failing to hold the line against Yakuza encroachment in the Seattle metroplex, and so the Commissione calls Don James O'Malley out of enforced retirement to resume control of Seattle operations. O'Malley is appointed Don of Seattle specifically to slow Yakuza growth in the metroplex. He, his wife and his 15-year-old daughter Rowena move to Seattle.

The Seoulpa Rings start making a name for themselves in the Seattle underworld as their operations expand; they begin to encroach on the markets of the other syndicates.

August 2055—The UCAS government sets up the Chicago Containment Zone, isolating most of the population of Chicago behind UCAS Army barricades. Those trapped include the Chicago mafia, as well as the Chicago branches of the other major syndicates. The Mafia loses contact with the don of Chicago and

the Commissione believes him dead. It transfers control of Chicago operations to Don Leo McCaskill of Milwaukee, a former lieutenant of James O'Malley.

October 2057—The dons of the Bigio and Ciarniello families in Seattle begin meeting covertly with Sergei Malenkin, a representative of a group of super-killers known as Chimera.

1 January 2058—Don James O'Malley is shot and killed by a Chimera assassin at his home in Seattle.

4 January 2058—O'Malley's funeral is held in Seattle, with all the major Mafia figures of the metroplex in attendance. Hanzo Shotozumi appears with a Yakuza honor guard to pay his respects to his fallen rival and inform the remaining Mafia bosses of Seattle that the Yakuza is not responsible for O'Malley's death. He also delivers a veiled threat implying that the Yakuza plans to retake all the territory it has lost to the Mafia to date.

Following her father's funeral, Rowena O'Malley informs the Finnigan family's leaders and advisors that she intends to claim leadership of the Family and of the Seattle Mafia as her father's sole heir. The announcement creates a considerable stir among the Mafiosi gathered at the meeting, but Rowena quickly gains the support of the Finnigan family with the help of her father's consigliere, Al Cavalleri.

5 January 2048—Inspired by Don O'Malley's death and the brewing potential for Mob war in Seattle, the first of the **Underworld** collection of files is posted on Shadowland. Shadowrunners begin to take notice of the Seattle syndicates.

Rowena O'Malley delivers word of her intentions to become capo of Seattle to the heads of the other Seattle Families as well as to Don McCaskill and the Commissione. The Inner Circle of the Commissione places responsibility for the Seattle situation in McCaskill's hands.

Word goes out among Seattle's gangs that the Yakuza is recruiting gangers as soldiers in its aggressive expansion plan. Some gangs join up; others are wary of the offer.

7 January 2058—Yakuza soldiers start muscling in on Mafia-run gambling operations and businesses in the metroplex. Sporadic fights break out between the yaks and Mafia enforcers.

8 January 2058—An assassination attempt against Rowena O'Malley is narrowly averted. The attempt only strengthens Rowena's determination to gain control over the Seattle Mafia and put an end to the conflict.

STORY STRUCTURES

Unlike a typical **Shadowrun** adventure, **Mob War** follows several different plot lines whose events all happen simultaneously. To run an adventure of this complexity requires extra planning and preparation by the gamemaster, but also provides more choices for the players and a richer background for running a series of linked adventures. This section offers hints and guidelines for gamemasters on different ways to run the plot lines provided in this book.

ONE-TRACK MIND

The simplest way to run **Mob War** is to choose the track most interesting to the player group and run the adventure frameworks or ideas presented for that track. Gamemasters can tie together some of the adventure frameworks to create a longer adventure, or intersperse the adventures in the track with other shadowruns.

With the player characters following one track, the gamemaster can use events and important characters from the other tracks as background material for events elsewhere in the metroplex that might affect the player characters indirectly through their contacts or friends, or simply create rumors for them to hear on the streets. Characters and events from the other tracks also can serve as useful background material for creating other organized-crime adventures.

JUMPING THE TRACKS

Ambitious gamemasters can connect the different tracks, allowing the runners to jump from one to another and become involved in many facets of the Mob war. As an example, the runners might be hired to track down James O'Malley's assassin in one adventure and then take on a run for the Yakuza to protect yak gambling interests in the metroplex from the Triads. This kind of mix-and-match approach can provide the player characters and the gamemaster with numerous angles from which to approach the overall story.

Following several different tracks can easily give the gamemaster a variety of adventures to run. It is best if the adventures start out

small, with other shadowruns interspersed between them. As events progress and the conflict between the different syndicates escalates, the runners find themselves getting more and more offers of work from the underworld.

Shadowrunners who try to work more than one side of the street in the Mob war may receive some lucrative opportunities, but they also can buy themselves a great deal of trouble. The gamemaster needs to carefully consider how some of the important characters in the different syndicates will react to the runners' shifting loy-



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Each plot line is designed as a track that follows the activities of a particular organized-crime syndicate in its efforts to get ahead in the Seattle Mob war, along with some adventure outlines and ideas that go with the track. The gamemaster can involve his players in only a single track, with one track serving as the primary story and the events from other tracks serving as peripheral or background material, or he can use the tracks one at a time to allow the characters to become involved in different sides of the conflict.

alties. Shadowrunners too deeply involved in the Mob war whose motivations and loyalties are in question might end up as targets of a Mob hit ordered with the goal of eliminating potentially dangerous loose cannons.

FREE-FORM PLOT LINE

The most challenging, and perhaps the most rewarding way to run the material presented in this book is to let the players dictate much of the adventure's direction and decide what opportunities they will pursue. This free-form style of adventuring places a great deal of control over the game in the hands of the players, and requires a gamemaster who can respond quickly to player ideas and actions.

In the free-form scenario, the gamemaster presents the information about the death of Don James O'Malley and the brewing Mob conflict in Seattle to the players. He or she can do this through any of the means described in the **An Offer You Can't Refuse** sections or a method of the gamemaster's own creation. The gamemaster then allows the players to decide how their characters want to proceed and how (or even if) they want to take advantage of the Mob war. This can be as simple as shadowrunners going out on their own to look for potential runs in the Mob conflict or as complex as runners deliberately jumping into the action feet first in the hopes of changing the power structure of the underworld by affecting the conflict's outcome.

The gamemaster should read through all of the major players and events described in this book and then decide how best to integrate the events into his or her campaign. The gamemaster will need to be very familiar with the material in this book because the story line can go off in any number of directions. The players might choose to deal primarily with events involving the Yakuza or local Triad wars and stay away from the Mafia's succession struggle, or they might follow up on leads that take them to the top of the ladder in the Mafia's internal war.

The trick to making a free-form scenario work is taking the players' actions and letting events flow with those actions, rather than trying to force the players to follow a planned path. The gamemaster can then weave different elements from the adventure frameworks and ideas given in this book into the overall story as opportunities present themselves.

For example, the players may decide they want to see the Bigio family brought down. As they begin investigating the Bigios' involvement in the conflict, the gamemaster might drop some clues that could lead the runners into the **Tracking the Assassin** adventure framework from the Mafia track. Afterward, Rowena O'Malley might contact the runners and offer them some work, perhaps leading to another adventure. Or the runners might refuse further work for the Mob and accept an offer from the Yakuza instead.

Keep in mind that just because the players choose a direction, that doesn't mean that the major non-player characters from other tracks cease to manipulate events. If the players decide that the fun is in joining the Seoulpa Rings, Rowena O'Malley's power play and the subsequent Mafia internal conflict still occurs; it merely happens in the background instead of the foreground.

NOVEL PLOT LINE

In this type of story, the gamemaster structures the characters' Mob war adventures like the chapters of a **Shadowrun** novel. Using the Timeline of Events (p. 14) as his groundwork, the gamemaster can launch the runners into the story line at the beginning of the war when Don O'Malley is assassinated and keep them involved in events by using material from the various adventure frameworks. He can even go beyond those frameworks for additional sequels.

The difference between a novel format and the other formats described in this section is that a novel campaign has a clear beginning, middle and end, while other types of campaigns and adventures are more open-ended. The novel format is especially well-suited to a specialized short-term campaign that the gamemaster wants to start and run to a definite conclusion. It can also be a self-contained story line within an existing campaign.

RUNNING OUTSIDE SEATTLE

Though the events in **Mob War** take place in the Seattle metroplex and focus on the criminal syndicates of that city, the basic plot lines and most of the adventure frameworks and hooks easily can be transplanted to any city where the gamemaster wants the campaign to take place. If your gaming group doesn't run in Seattle, you can use the material in this book to start your own Mob war in another city.

Almost any major city in North America can be the site of conflict between the major criminal syndicates. The gamemaster will need to tinker with the major characters and change the names and events to match the local syndicates. The material on various syndicates in North America from the **Underworld Sourcebook** will prove useful in adapting **Mob War** to take place in another location.

ENDING THE WAR

One of the things that makes **Mob War** different from most **Shadowrun** adventures is the fact that it does not have a set ending. The conflict that begins in this book between the criminal syndicates of Seattle will continue for some time in **Shadowrun** products. **Mob War** begins the conflict, but does not resolve it. The events are larger than those of a typical shadowrun and their impact is greater, and so they cannot be neatly wrapped up in a single adventure.

Individual gamemasters may not want to involve their players in an ongoing **Mob War** campaign; instead, they might want to end the characters' involvement at a specific point. That can be easily accomplished. The conflict between the syndicates may die down at different points, allowing the player characters to get out before things start to heat up again. The gamemaster can then revisit the Mob war in later adventures or simply use it as a background element while the player characters pursue other activities.

Gamemasters can also extend the events of this book to provide additional Mob-war themed adventures for the player characters. The short adventure ideas provided with each track can supply many additional adventures to extend such a campaign.

TRACK ONE: THE MAFIA

The Seattle Mafia is at the heart of the conflict in **Mob War!** This section covers the three major Seattle Mafia Families: the Finnigans, the Bigios and the Ciarniellos. It describes the important players in each Family, among them Don O'Malley's ambitious daughter Rowena and the heads of the two rival families that contracted O'Malley's death. It also provides information on the McCaskill Family, who runs Milwaukee. The Seattle Mafia answers to the McCaskill Family since the sudden demise of the Mafia in Chicago after the Containment Zone was established (see p. 33 of the **Underworld Sourcebook**).

Gamemasters may find the information on the Mafia presented in the **Underworld Sourcebook** (p. 27–37) useful for providing additional color and depth to the characters and events in this track.

AN OFFER YOU CAN'T REFUSE

This section suggests various ways in which the gamemaster can involve the player characters in the overall **Mob War!** plot line through the Mafia track. The team might be involved from the beginning of the conflict or become embroiled in the Mob war at a later point when things really start to heat up. The gamemaster can use the suggestions given below to tailor the adventures and events of this track to the campaign and the player characters.

LADY IN DISTRESS

Player characters may be connected to Rowena O'Malley in some way so that she looks to them for help after the death of her father. The characters might be her bodyguards (see **Bodyguarding**, p. 9), childhood friends or acquaintances from back East, or one player character may be a former lover or a contact.

This option most likely puts the player characters on Rowena's side of the Mob conflict, but their relationship with her might not be cordial. If there's been trouble between one or more of the characters and Rowena in the past, then the player characters might not be inclined to help her. Will the characters set aside their differences with her to help, take an opposing side or try to stay out of things altogether?

If the gamemaster has the opportunity to work a prior relationship with Rowena O'Malley into the background of one or more of the player characters, such a relationship can serve to enhance the characters' involvement in the events of the Mob war. A gamemaster working with a group of well-established characters may arrange with one of the players to have a relationship of some kind with Rowena be a "secret" part of a character's background.

The gamemaster can also use the Friends of a Friend rules (p. 63, **SRComp**) to introduce the runners to Rowena and her problems.

WISEGUYS

In this opening, the player characters are already part of the Mafia and have little choice about becoming involved in the Mob war; they're right in the middle of it. See **For the Family**, p. 97 of the **Underworld Sourcebook**, for more information on playing Mafia members instead of typical shadowrunners.

If the characters are part of the Finnigan Family, how close they are to the late don and his daughter will suggest how deeply involved they become in the events described below. If they are not close to the power structure of the Finnigan Family, Rowena might choose the characters to help her simply because they are not part of the Family "old guard" that she doesn't trust.

On the other hand, the player characters might have ties to elements of the Finnigans who have resented the O'Malleys' rule of "their" Family for the past several decades. In this case, they will have to decide where their loyalties lie and whether or not they will involve themselves in efforts to remove Rowena as titular head of the Family.

If the characters are part of the Bigio or Ciarniello families, their position is a bit different. They might not know anything of the plot to assassinate Don O'Malley, or they might have been directly involved. They may support Don Bigio or Don Ciarniello in either don's bid for the top spot in the Seattle Mafia, or they might defect from their Family to aid the Finnigans. They also may simply disappear into the shadows before the lead starts flying.

Finally, the player characters may be part of the McCaskill Family or even one of the former Chicago families under Don McCaskill's control. Don McCaskill may have sent them to Seattle to find out the truth about the assassination and help keep the conflict between the Seattle families under control. This mission should be a challenge even for an experienced group of **Shadowrun** players, as the player characters' positions will make them targets for subversion, bribery and assassination attempts by the Seattle Families. Sounds fun, don't it?

WHAT'S GOING DOWN

This section provides some background detail on the Seattle Mafia and the current events that touched off the Mob war in Seattle. The gamemaster should be familiar with the material in this and the **Players** section in order to handle any unexpected twists or turns of the plot as the players make their way through the **Mob War!** story line.

MAFIA HISTORY

The history of the Mafia in North America and the Sixth World appears in the **Underworld Sourcebook** (p. 28). This section provides additional details on the Mafia in the Seattle metroplex.

The Seattle Mafia dates back to the early- to mid-twentieth century, when it became involved in lucrative operations on Seattle's docks (which they largely still control in 2058). For the



most part, Seattle was not a significant Mafia city and operations in the area were overseen by a few Families who owed their loyalty to the larger and more powerful Mafia families in Chicago.

For decades, Mafia operations in Seattle ran smoothly without any significant incidents. The local Families held nearly unchallenged control of the Seattle underworld, and the Chicago families had more important concerns than the day-to-day business of a fairly insignificant regime.

Two things changed Seattle's status in the early years of the twenty-first century: the increase in the number of Pacific Rim interests—particularly the Japanese—along the West Coast of North America and the Ghost Dance conflict with the Native Americans, which ultimately made the Seattle metroplex an island of the United States in the midst of the new Native American Nations. Within a few short years, Seattle took on the role of a major port and trade center between the United States, the Pacific Rim corporations and the NAN.

With the influx of Japanese corporations and their employees into Seattle came the Yakuza, who took a strong interest in controlling the Seattle underworld. In the space of a decade, the Yakuza went from a minor force on Seattle's organized-crime scene to a serious rival for control of the metroplex. The Mafia families of Chicago realized the threat to their operations in Seattle and reacted, but almost too late. They placed Brian O'Malley, a Mafioso from nearby Milwaukee, in control of the Finnigan Family, which had lost its don in the ongoing conflict with the Yakuza.

Brian "Three Fingers" O'Malley was a Mafioso of the old school and enforced the Mafia's traditions and codes with an iron hand. He called for bloody and brutal reprisals against the Yakuza for its challenge to the Mafia's authority in the Seattle metroplex. The Yakuza oyabun responded in kind, sparking years of conflict in the metroplex in which countless syndicate members died in hits arranged by their rivals.

O'Malley and his Yakuza opponents also targeted many of the politicians and metroplex officials who were taking bribes from each syndicate. Government officials, from lowly clerks and accountants to the lieutenant governor himself, were targeted for assassination as a means of undercutting the opposition's political support. Seattle law-enforcement personnel had their hands full trying to protect important officials and contain the violence.

The Mafia/Yakuza Mob war reached an enforced truce in 2030 when the leaders on both sides were assassinated, leaving the syndicates thrashing about like headless beasts. The Mafia and the Yakuza retired to their respective territories to lick their wounds. The Mafia families in Chicago considered the matter settled to their satisfaction; the Yakuza had been taught a lesson and did not appear to be a threat any longer. The Finnigan Family selected new leadership from its own ranks and business in Seattle continued.

Nearly a decade later, the Chicago families came close to losing control of Seattle once again because they did not pay sufficient attention to events in the metroplex, and to Yakuza activities specifically. The Yakuza spent the years following the truce dealing with internal problems that involved the largely Korean upper echelons of their Seattle operations (see **Track Two: The Yakuza**, p. 36 and the **Underworld Sourcebook** for more information).

After the schism that purged the Korean elements from the Yakuza, the Seattle gumis began to reorganize and regroup. By 2044, they had again become a threat to Mafia operations in the Seattle metroplex. In a concentrated attack on Mafia assets, the Yakuza began to seize control of the most lucrative criminal operations with such speed that the Mafia nearly failed to react in time.

The families in Chicago responded to the trouble much as they had a decade before; they called Brian O'Malley's older brother James out of enforced retirement in Milwaukee and appointed him don of the Finnigan Family and capo of Seattle. James O'Malley took on the job of protecting Mafia operations from the Yakuza with zeal; his able administration allowed the Seattle Mafia to challenge the Yakuza for every inch of territory and every nuyen of profit. The Yakuza remained the most powerful syndicate in Seattle, but the Mafia maintained its market share and so controlled the growth of the Yakuza. For fourteen years, the Seattle underworld remained in an unsteady stalemate between the Mafia and the Yakuza as both syndicates slowly gathered their strength and considered their opportunities.

THE NEW YEAR'S HIT

The event that broke the stalemate between the Mafia and the Yakuza in Seattle finally came, not from a plot by Yakuza oyabun Hanzo Shotozumi, but from within the Seattle Mafia itself. Though O'Malley's leadership had allowed the Seattle Mafia to hold its ground against the expansionist Yakuza and to reach its greatest level of prosperity in years, dissent was growing in the ranks. Some members of the Finnigan Family resented the high-handed tactics of the Chicago Mafia and the Commissione in placing first Brian and later James O'Malley in charge of their family and "their" city. The dons of the other Seattle families also came to resent the presence of an "out-of-towner" successfully running Seattle business according to the dictates of Chicago, where the Seattle families owed their allegiance.

When Chicago disappeared behind the Wall and the UCAS military declared the city off limits, the Chicago Mafia was effectively defunct. Control of their operations passed to Don Leo McCaskill of Milwaukee, but McCaskill was a far less effective operator than Don Jim O'Toole of Chicago had been. The families in Seattle scented an opportunity to take action independently of the big Chicago bosses and the Commissione and seize power for themselves. The heads of the Bigio and Ciarniello families met secretly and plotted the elimination of James O'Malley, who was too obsessed with his war against the Yakuza to see the danger growing in his own camp.

The two dons hired an assassin from the shadowy organization known as Chimera to eliminate James O'Malley and pave the way for "local" control of the Seattle Mafia. They believed that, faced with a fait accompli, the Commissione would be forced to accept the new order in the interests of keeping Seattle from falling under Yakuza control. Naturally, Don Bigio and Don Ciarniello each plan to betray the other and seize total control of the metroplex as soon as the opportunity arises.

Disloyal elements within the Finnigan Family provided the assassin with the information that allowed her to get close to O'Malley's well-guarded home in Seattle. She shot him with a sniper rifle from a concealed location, then escaped. James O'Malley died

instantly from a gunshot wound to the head; all the Doc Wagon medics could do was pronounce him dead when they arrived.

THE KING IS DEAD

With James O'Malley dead, the Commissione must appoint someone else as capo of Seattle. They assign responsibility for the decision to Don McCaskill, partly because he is responsible for the affairs of the old Chicago Mafia and partly to see how McCaskill will handle the pressure.

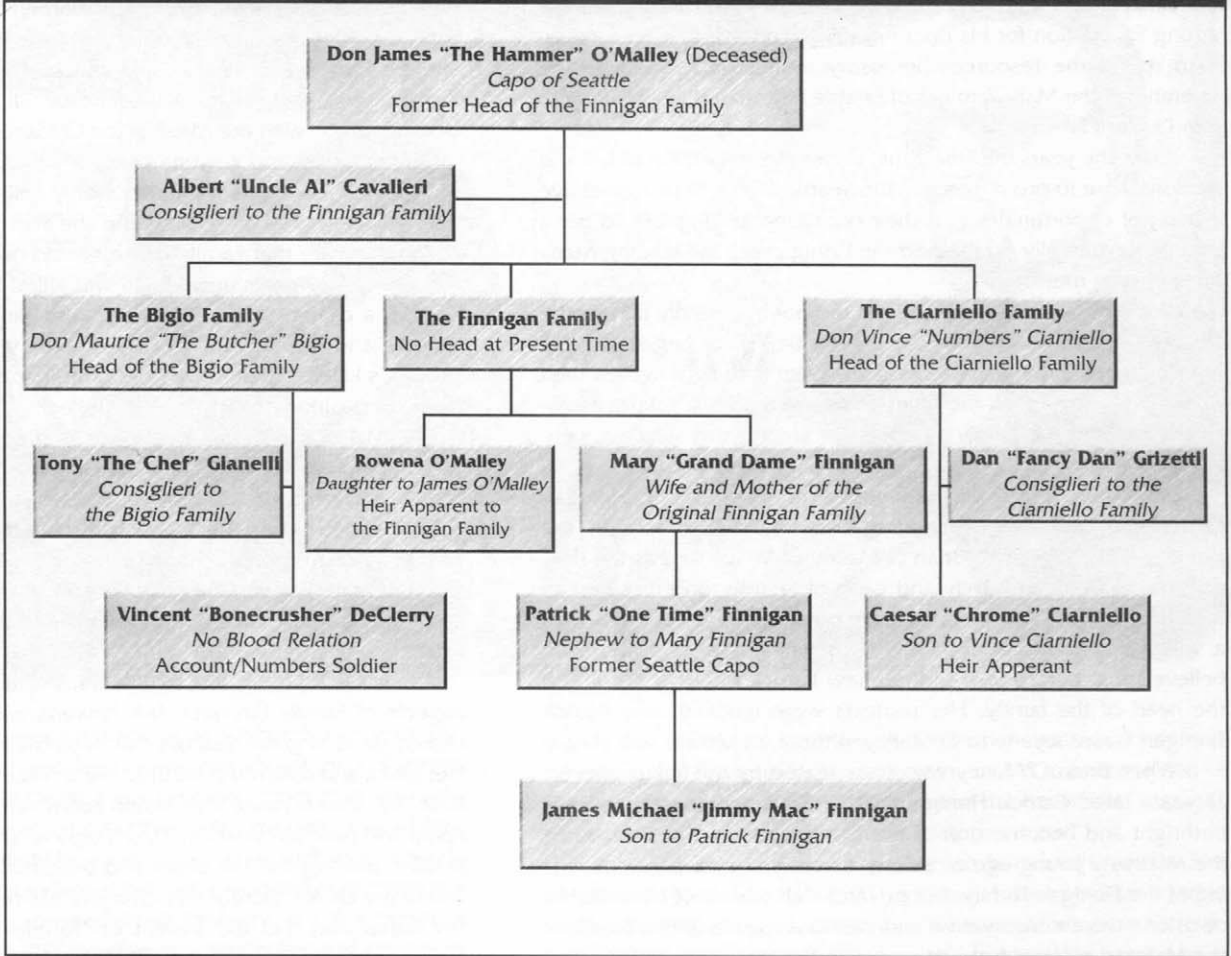
The matter becomes complicated when Rowena O'Malley, with the backing of most of the

Finnigan Family, declares her intent to take up her father's legacy. Though a precedent exists for female dons in the North American Mafia, such a thing still flies in the face of tradition. Rowena is taking a serious risk and making herself a target of those who want control of Seattle, but she also has a plan.

The primary goal of the Finnigan Family and Rowena O'Malley is to find the assassin who killed Rowena's father and confirm suspicions that the assassination was arranged by the Bigio and Ciarniello families. If Rowena can prove that the two rival families arranged the hit, they will be discredited and she will have the right of vengeance against them. This will gain her the support of Leo McCaskill and the Commissione, giving her the boost she needs to consolidate control over the Seattle Mafia.

In the meantime, Don Maurice Bigio and Don Vince Ciarniello are moving forward with their own plans to gain control over the Seattle families. Each don plans to betray the other and hopefully pin O'Malley's assassination on his supposed ally. If they can find a way to take care of Rowena O'Malley as well, so much the better.

MAFIA ORGANIZATION DIAGRAM



THE PLAYERS

This section describes the major non-player characters involved in the Mafia track of the **Mob War** story line. Most of the characters are described in general game terms using the Inferior, Equal, Superior, Superhuman and Ultimate ratings from the **Shadowrun Companion: Beyond the Shadows** (pp. 84-85) to illustrate their capabilities in comparison to the player characters'. As always, gamemasters should adjust the ratings to reflect the power level of their individual campaigns.

THE FINNIGAN FAMILY

The Finnigan Family has controlled the Seattle Mafia for more than fifty years. They aim to keep things that way, even if that means trusting the leadership of their family to an untested 28-year-old woman. Some members of the Family dispute this decision, however. Some of them would much rather see Rowena O'Malley replaced with someone else of the family's choosing.

The Finnigan Family was founded by Ian Finnigan in the early days of the twenty-first century, when the Irish Mafia was growing in power and influence. Ian was an old-world Irishman, born before the Awakening

and many of the defining events of the Sixth World. He started out running operations in competition with the traditional Mafia operations in Seattle, but the Chicago Mafia at the time was so lax in administering Seattle that Finnigan managed to establish a fairly strong foundation for his operations with no interference. Rather than spend the resources necessary to destroy or subvert his operations, the Mafia families of Seattle negotiated for Finnigan to join La Cosa Nostra.

Over the years the Finnigans, under the leadership of Ian and his sons, rose to prominence in the Seattle Mafia. Their aggressive pursuit of opportunities and their occasional willingness to bend tradition eventually established the Finnigans as the leading Mafia family in the metroplex.

Leadership of the Seattle Mafia did not necessarily benefit the Finnigan Family, however. When the Seattle Yakuza began to grow in influence, the Finnigans were the first family to fight against their operations and so took the brunt of Yakuza reprisals. Yakuza assassins decimated the family's leadership; among their victims were old Don Ian Finnigan and his two sons, James and Michael.

Unwilling to trust an unblooded member of the Finnigan Family with the task of sending the Yakuza a message, the Commissione appointed Brian O'Malley of Milwaukee as the new don of the Finnigan Family and capo of Seattle, ordering him to lead the fight against the Yakuza. He pursued his assignment with a will, though over the objections of Ian's widow, Mary, who believed that her 25-year-old nephew Patrick Finnigan should be the head of the family. Her protests were ignored, and Patrick Finnigan swore loyalty to O'Malley without a quibble.

When Brian O'Malley was assassinated by the Yakuza several years later, Patrick Finnigan had the chance to take up his birthright and become don of the family and capo of Seattle. At the relatively young age of twenty-nine, he oversaw the rebuilding of the Finnigan Family, but privately felt unsure of himself. His decisions were conservative and cautious, too cautious to allow the Mafia to recover from its war with the Yakuza as quickly and aggressively as was required. Even though he was don for fourteen years, Patrick Finnigan never had the kind of fire that had driven Brian O'Malley ... and he knew it.

When the Yakuza returned with a vengeance in 2044, Patrick couldn't handle them. After suffering several serious losses, the Seattle Mafia looked to the Chicago families for help. Recognizing the seriousness of the Seattle problem, the Chicago Mafiosi decided on a radical solution. They called on Brian's brother James to take over as head of the Finnigan Family and capo of Seattle. A relieved Patrick Finnigan stepped down quietly, despite the strident protests of his aunt Mary and his son, James Michael.

James O'Malley led the Finnigan Family well for fourteen years and earned the respect of most of the caporegimes and soldatos of the Seattle Mafia. He had occasional conflicts with Mary Finnigan and her grand-nephew, but was too intent on avenging his brother's long-ago death at the hands of the Yakuza to take the inter-family conflict seriously. With his death, the leadership of the Finnigan Family and of the Seattle Mafia is once more in question.

Rowena O'Malley

Don James O'Malley's daughter and sole heir is either very brave or very foolish, depending on who you ask. In either case, Rowena O'Malley is one of the few women in the twenty-first century to openly seek a position of authority in La Cosa Nostra, and she may well have the skills and chutzpah to pull it off.

Rowena has been a "Mafia princess" all her life. Her family has been involved with the Mafia in the Chicago and Milwaukee areas for generations, and Rowena knew what "the Family" meant from a very young age. As her father's only child and the apple of his eye, Rowena was a bit spoiled, but she also received the best education and care that Family money could buy.

When Rowena's uncle Brian was killed by Yakuza assassins in Seattle, a change came over her father. James O'Malley became moody and withdrawn, obsessed with vengeance against his brother's killers. Eventually, the Commissione forced him to retire from his position as capo of Milwaukee.

O'Malley's retirement did not end his desire for revenge, merely limited his means of achieving it. His wife eventually left him because of his obsession, but he retained custody of his daughter. He raised her to understand the importance of the Family and to honor the Mafia code of omerta. When the Commissione asked James to become the capo of Seattle and stem the tide of Yakuza expansion in the metroplex, Rowena moved to Seattle with her father.

O'Malley did his best to shield his "little girl" from the uglier aspects of Family business, but Rowena was a bright child who picked up on a great deal of what happened in her father's house. Her quick and able mind secured her a place at Harvard University in 2048, which made her father beam with pride. Rowena has spent the past ten years in New England attending Harvard Law School, passing the bar exam and becoming licensed to practice law in the UCAS. During this time she has remained in touch with her father and had the benefit of "Family protection" from her father's friend, Don Conor O'Rilley of Boston (see p. 32, **Underworld Sourcebook**, for more details).

With her father's death, Rowena is determined to take what she considers her rightful place as head of the Finnigan Family and capo of Seattle. She knows exactly how much difficulty she faces, but believes there is simply no other choice. She idolized her father and has a somewhat romantic notion of the Family. Her sense of honor requires that her father's death be avenged, and she knows she can achieve far more in control of the Seattle underworld than she could ever dream of as a corporate lawyer. She believes she has the knowledge, skills and vision to "modernize" the Seattle Mafia while maintaining the important traditions she was taught to respect. Thus far, she's convinced most of the Finnigan Family that she's right.

Rowena O'Malley is an attractive young woman with an Irish/Mediterranean background. She wears her dark hair collar-length in a current style and is always dressed in the latest corporate fashion for women. Her upturned nose and smattering of freckles gives her a somewhat impish appearance, but no one thinks her merely "cute" once they get to know the driving, ambitious and forceful personality behind her youthful face.



In game terms, Rowena has no significant combat abilities. She has considerable social and legal skills, and should be a Superior negotiator and orator (at least 2 rating points higher than the highest-rated player character). She has the basic cyberware that a high-priced lawyer or suit might be expected to have, such as a datajack, headware memory and a display link, but no offensive or defensive cybersystems. She is protected at all times by an elite group of Mafia bodyguards with abilities at least equal to those of the player characters (and who might be the player characters, if the gamemaster uses the **Lady In Distress** option, p. 18).

Albert "Uncle Al" Cavaliere

The Finnigan Family's consigliere is an old friend of James O'Malley from his days in the Milwaukee Mafia. Al Cavaliere and Jim O'Malley worked together for more than thirty years and Al was the late don's good friend and confidant. Al started out at the bottom and worked his way up through the ranks of the Mafia to attain his current position, and he has no intention of losing it because of intra-family politics.

After the death of Brian O'Malley, Al did his best to curb James's thirst for vengeance. He was the voice of reason to the Seattle capo right up until O'Malley's death. Many people in the Seattle Mafia know that Cavaliere kept Don O'Malley from indulging in some of his more reckless plans for dealing with the Yakuza, plans that might have hurt more than helped the Mafia families. Those efforts have earned him some measure of respect, but the Seattle families still consider him an "outsider" like Jim O'Malley and his other cronies from Milwaukee, imposed on the Finnigans and the Seattle Mafia by the Commissione. Al under-

stands that simmering resentment better than most, which is why he knows that Rowena must succeed in her bid to become don of the Finnigans and capo of Seattle if he and the rest of the "outside" faction are to survive and maintain their positions.

Al has known Rowena since she was born and loves her like a daughter. He is her "Uncle Al" and her closest confidant within the family. There was no question that he would become her consigliere after the death of her father, and he does his best to offer Rowena sound advice to help her through the tough times ahead. He also watches her back for trouble from within the family. Some may think that he wants to be don, but Al would much rather be consigliere. His present position offers him the power he wants without the burden of overall responsibility.

Many within the North American Mafia consider Al Cavaliere one of the smartest strategic warriors in La Cosa Nostra; he certainly seems to know and understand the Yakuza better than anyone else. He has been called in to negotiate peace with the Yakuza in five different cities throughout his career, including Los Angeles and New York.

Al is in his late fifties, and many of his skills don't measure up to the new generation of street thugs and warriors. His skills are probably inferior to those of the player characters, or Equal on a really good day. However, his Negotiation, Intimidation and Etiquette skills are Superhuman. He also has a Superhuman understanding of the Yakuza. He is a Superior street-level tactician, having survived thirty years of street warfare. Rumor has it that he advised the Finnigan Family to make a long-term deal with the magical street gang called the Merlyns, which required overcoming stubborn ignorance about magic within the old-school Mafia.

Finally, because of his high Negotiation and Intimidation skills, he tends to discover secrets and use them. He knows what buttons to push to get what the Finnigan Family needs and wants. He has no cyberware, though his ferocious appetite has led many people to assume that he has a superthyroid gland (p. 20, **Shadowtech**). This rumor is unconfirmed.

Mary "Grand Dame" Finnigan

At the age of seventy-eight, Mary Finnigan is the dangerous grand dame of the Finnigan Family. As Al Cavaliere puts it, she's "too damn stubborn to die." Mary's husband Ian was the most powerful don in Seattle early in the twenty-first century, and she believed their sons were destined to follow in his footsteps. Then Ian and both sons were killed by the Yakuza. The next heir of the Finnigan Family was Mary's nephew Patrick, the son of Ian's brother who had died in earlier violence against the Japanese syndicate.

Mary raised Patrick like her own son. She planned to control the Finnigan Family through him, along with the Seattle Mafia—until the Commissione intervened and placed Brian O'Malley in charge. Ever since that day, Mary Finnigan has been plotting to regain control of what she regards as her Family, and all of Seattle's underworld.

She briefly succeeded when Brian O'Malley was killed by Yakuza assassins and Patrick became don of the Finnigans and capo of Seattle. He inherited a regime shattered by war with the Yakuza that required the skills of a true leader to rebuild into a strong and capable empire. Despite Mary's copious teachings and advice (or perhaps because of them), Patrick was not strong enough to do what had to be done. His fourteen-year stint as capo of Seattle was lackluster, though it was a golden time for Mary because everyone knew that she was the real power behind the throne.

In 2044, with the Seattle Yakuza renewing its threat against Mafia operations, the Commissione placed an O'Malley in charge of Seattle once again. Patrick Finnigan seemed relieved, but Mary was furious. How dare the Commissione take away her nephew's chance to prove his worth and avenge his family against the Yakuza? She wanted to strike at the new capo, James O'Malley, but he offered her no opening. The favor of the Commissione made it that much more difficult to remove him from power, until the Bigio and Ciarniello families intervened.

As Mary sees it, O'Malley's elimination means that God has blessed the Finnigans with an opportunity to take control. Only O'Malley's daughter stands between Mary and her goal of placing another Finnigan—her ambitious but not-too-bright grandnephew James Michael—in charge of the Finnigan Family and the Seattle Mafia. If she succeeds in attaining this goal, she will secure power for her family through the next generation.

Mary Finnigan is surprisingly vital for her age, courtesy of the wonders of Sixth World medicine. She looks closer to sixty than eighty. She dresses conservatively, wearing many pieces of antique jewelry and an ever-present crucifix. Mary is a devout Catholic and attends services every Sunday. She is well known as a generous parishioner of St. Mary's Parish in Bellevue, where she usually attends services with her family. Her obvious Christian values make Mary seem like a kindly grandmother, but she is a devi-

ous and calculating woman who rules her immediate family with an iron fist. If James Michael becomes capo of Seattle, there will be little doubt about who is actually running the show.

In game terms, Mary has no significant combat abilities, but is blessed with an iron will and considerable personal charisma. Her Negotiation and Etiquette skills are Superior (at least 2 points higher than those of the player characters). Mary also has a strong prejudice against magic. She disagrees with the official Catholic doctrine of tolerance and believes that magic is the tool of the Devil. Interestingly enough, she has a strong latent gift herself that allows her to provide Spell Defense against hostile sorcery at a level about Equal to that of the average magician player character. Mary has used this talent only on two occasions in her lifetime; she believes that in both instances, God's grace protected her and her loved ones from the power of Devil-spawned magic.

Patrick "One Time" Finnigan

As a Mafioso, Patrick Finnigan makes an excellent accountant. He was pretty much a failure as a capo. The son of Don Ian Finnigan's younger brother, Patrick knew that he would be involved in the Family business, but he never dreamed how. When his father—and later his uncle and cousins—were killed by Yakuza reprisals against the Mafia, Patrick became the sole surviving heir of the Finnigan bloodline. A mantle fell on his shoulders that he hadn't wished for and didn't really want, but his sense of honor and duty, as well as the prodding of his formidable Aunt Mary, forced him to take it up.

At the age of twenty-five, when Brian O'Malley of Milwaukee became capo of Seattle, Patrick was a capable young Mafia accountant who knew plenty of tricks for balancing the books in just the right way. He had great skill with computers and a love of the Matrix that made the electronic world feel like a second home. He was secretly relieved when the Commissione appointed Brian O'Malley don of the Finnigans and capo of Seattle. He swore an oath of loyalty to the new don over his aunt's vociferous protests and went back to his beloved numbers, files and computer systems.

Four years later, Brian O'Malley was dead and Patrick was called upon once again to take up his heritage. This time there was no way out. He did as honor demanded and followed his aunt's dictates in running the Finnigan Family, but his heart was never in his work. Neither aggressive nor dynamic, he could not command the kind of respect accorded to O'Malley or his departed uncle Ian. Patrick did a capable job of keeping the broken families of the Seattle Mafia together, but he was totally unprepared to face a renewed challenge from the Yakuza.

When the Commissione appointed James O'Malley capo of Seattle in 2044, Patrick gladly retired. He argued with his aunt Mary that day, standing up to her for the first time in his memory. On that day, Mary decided she was through with Patrick; instead, she began concentrating her efforts on his son, James Michael. Patrick went back to his work and did his accountant's job with care and pride until the day James O'Malley was killed. Patrick strongly suspects that Mary had something to do with the assassination, but he fears her too much to say anything to anyone. He supports Rowena O'Malley; because he is technically the

“head of the household” for the Finnigans, she gains their official support through him as well. He is afraid of what Mary and James might be planning, but has decided that his best bet is to keep a low profile and stay out of everyone’s way.

Patrick Finnigan is a classic Matrix geek: a balding, overweight man who spends most of his time sitting down. He wears ill-fitting suits with clashing ties and has a soft-spoken, intellectual manner. He has almost no combat skills apart from Inferior Firearms Skill (at least 2 points lower than that of the average player character, with a minimum of 1). His main abilities lie in the Matrix. He has Inferior Computer Skill compared to player-character deckers, but he has specialized in accounting and finance applications of Matrix software; in these Specializations he is actually Superior to the average player character by at least 2 points. Patrick knows all the tricks when it comes to hiding, transferring and laundering illegal funds.

James Michael “Jimmy Mac” Finnigan

The heir-apparent of the Finnigan Family and the possible next capo of Seattle (at least in Mary Finnigan’s eyes), James Michael is the only son of Patrick Finnigan. At twenty-nine, he already has dreams of power and influence, inspired by his Great-aunt Mary. He is one of the caporegimes (captains) of the Finnigan Family, a Mafia middleman of some power and influence. He is known for his ambition and aggressive tendencies, and chafed considerably under the rule of Don James O’Malley.

“Jimmy Mac” knew Rowena O’Malley during her teens when she lived with her father in Seattle, before she went out East to school. He developed an adolescent crush on her then that has since blossomed into a near-obsession. James’s dream is to convince Rowena to marry him; that way he can unify the Finnigan and O’Malley lines along with their opposing claims on the leadership of the family, and also become capo of Seattle. Rowena has no interest in James, considering him crude, cruel and classless.

James Michael is completely under the sway of his Great-aunt Mary, who took him under her wing early on and raised him with stories of how the rightful Finnigan birthright had been stolen away from him not once, but twice by the perfidious O’Malleys and the Commissione. Should he ever become capo of Seattle, James Michael would likely rely on his great-aunt for advice, though the power might go to his head and prompt him to decide he needn’t follow anyone’s advice any longer. His pride and impulsiveness could spell the downfall of the Seattle Mafia if his bid for power succeeds.

James Michael is a bit more modern and aggressive than the old guard of the Finnigan Family. He has the basic abilities of a Former Company Man (p. 55, **SR11**) with skills roughly Equal to those of an average player character. He does not have strong Etiquette or Negotiation skills, but with Mary offering help behind the scenes he can appear to be better at both than he really is.

THE BIGIO FAMILY

The number two Mafia family in Seattle is the Bigio Family, which dates back to the twentieth-century days of the Mafia’s influence in the metroplex. In many ways, the Bigios have been in decline since those early days, but now they think they’ve got a

shot at the top spot in Seattle. The Bigio Family is known for its adherence to the values and traditions of La Cosa Nostra, a sentiment strongly enforced under the administration of Don Maurice Bigio. During conflicts with the Yakuza over the years, the Bigios often acted as front-line soldiers and consequently had their ranks thinned by Yakuza reprisals. The Bigios carry a blood debt that they will not allow the rest of the Seattle Mafia to forget.

Maurice “The Butcher” Bigio

The don of the Bigio Family is a large man in every sense of the word. His height and bulk give him an intimidating presence that seems to fill a room, and he is a great deal smarter than most people give him credit for. Bigio’s dark stare can make even the toughest strong-arm man kowtow to him like a trained dog, and he rules his family with absolute power. Don Maurice is a man who knows how to use violence and fear to his advantage.

Maurice “Butcher” Bigio’s past is filled with violence. He started out in the Seattle Mafia as a soldato, a “foot soldier.” He became a made man twenty-seven years ago when he was fairly young, while Patrick Finnigan was running the Family business in Seattle. During Maurice’s early years in the Mafia he saw some trouble with the Yakuza, but nothing compared to the war that led to Don Brian O’Malley’s assassination. The Families had to rebuild and recover throughout the 2030s, and they needed capable men like Maurice Bigio.

As time went on Bigio took on more and more responsibilities, working his way up through the ranks. He eventually became a caporegime for the aging Don Gianelli, an old-school Mafioso who had no sons of his own to carry on the family name. Maurice quickly became the Don’s protégé and was groomed as Don Gianelli’s successor.

Several rivals attempted to put Bigio out of the way, and conflicts with the Yakuza also increased. Maurice handled all of it with a brutality that earned him the nickname “Butcher” Bigio. He also carried out whatever “object lessons” Don Gianelli wanted, adding to his fearsome reputation.

Ultimately, Bigio wanted to take away the top spot from Patrick Finnigan, but lost his opportunity to James O’Malley. By the time Maurice had settled his own house and gathered the resources he needed to topple Finnigan, the Commissione had placed James O’Malley in charge of Seattle, and O’Malley was no clay pigeon like Finnigan. Bigio was willing to bide his time. He swore loyalty to the new capo of Seattle and worked with him against the Yakuza threat to Seattle’s Mafia operations.

Once the Yakuza became less of an immediate threat, Bigio dusted off his ambitions for becoming Seattle’s capo. He made overtures to Don Vince Ciarniello, meeting with the other don for private talks about the future of the Seattle families. The two former rivals hatched a plan to cut O’Malley out of the picture with the help of a new resource in Seattle, a shadowy group of assassins called Chimera.

With O’Malley dead, Maurice Bigio is moving forward with his plans to control the Seattle Mafia. He needs to accomplish three things: take care of Rowena O’Malley and the Finnigans, deal with his erstwhile ally Don Vince Ciarniello, and effectively beat back any challenge from the Yakuza—or anyone else with big

ideas about horning in on Mafia turf. He hopes to prevent the Finnigans from establishing any claims to leadership by setting them at each other's throats. As for Don Ciarniello, Maurice hopes to get Vince's support willingly or through blackmail—but if that fails, he's willing to do whatever it takes to keep Vince from becoming a problem. If he can manage all this and still effectively deal with the Yakuza or anyone else who tries to muscle in on Mafia operations, he'll prove that he has what it takes to run the Seattle metroplex. If Don McCaskill in Milwaukee and the Commissione see proof of a city under control, Bigio's confirmation as capo of Seattle is a certainty.

Physically, "Butcher" Bigio is a brute. In game terms, he has a minimum Body and Strength of 7. His combat skills are Equal to those of the player characters, though he has no cyberware or bioware. He has Inferior Negotiation and Etiquette skills, but Superior Leadership and Interrogation skills. His interrogation sessions usually end with Maurice getting what he wants and the pigeon ending up in Puget Sound.

Marleen Bigio

Maurice Bigio's wife Marleen is the ideal Mafia wife, quietly supportive of her husband and not too nosy. She spends most of her time in Seattle's social scene, acting as a patron of whatever artistic or media fad strikes her as worthy in a given month. Her lavish parties are an excellent way for player characters to get close to her or to Don Maurice, or to check out the Bigios' home in Tacoma.

Vincent "Bonecrusher" DeClerry

Vincent "Bonecrusher" DeClerry owns the Tacoma bar that bears his name. A made man in the Bigio Family, DeClerry is a former Mafia soldier who goes back a long way with Maurice Bigio. No longer working the rough side of the business, he serves as an accountant and numbers man for the Bigios. His office above the bar often serves as a clearinghouse for Mafia money and goods making their way through Tacoma.

Tony "The Chef" Gianelli

Maurice Bigio's consigliere is his mentor, former Don Tony Gianelli. Tony, a jolly old man approaching his seventieth birthday, owns and runs Gianelli's Restaurant in Tacoma as his retirement business. He advises Maurice on all Family matters and supports his protégé's bid for power, though he worries that the conflict could end up hurting the Family more than helping it. So far he's kept such concerns to himself, believing them to be nothing more than the "foolish worries of an old man."

THE CIARNIELLO FAMILY

Based in Everett, the Ciarniello Family oversees most of the Mafia's profitable gambling operations in Seattle. Don Vince Ciarniello has the heart and soul of an accountant and runs his operations with an efficiency that any corporation might envy. In the past, the Ciarniello Family has enjoyed the confidence of Don James O'Malley, but tensions have been growing in the past few years between the Ciarniellos and the Finnigans.

Though the reason for these tensions has never been publicly stated within the Seattle Mafia, the rift between the two families stems from Don O'Malley's discovery that a trusted caporegime, Gerard Vigillia, was skimming money from the Ciarniello Family's "Casino Corner" operations in the area. The money was recovered from Vigillia and he was left floating in Puget Sound. Fearful of reprisals from Don O'Malley if O'Malley learned that he had encouraged Vigillia, Vince Ciarniello agreed to go along with Maurice Bigio's plan to kill O'Malley. That decision landed the Ciarniello Family in the midst of a war between Mafia factions, and they have not yet decided where their loyalties lie.

Vince "Numbers" Ciarniello

At the age of fifty-five, Vince Ciarniello is not having the good life he expected. Originally a middle manager for the Seattle Mafia with an eye for efficiency and numbers, Vince's ambition made him head of his family following the death of his uncle in a conflict with the Yakuza. His skill at organization and administration allowed him to keep his position during all the changes in La Cosa Nostra over the past twenty years.

The love of Vince's life is his young wife, Ivy. Ivy is a beautiful elf who worked as a dancer and waitress in one of the Mafia-owned casinos in Everett before she caught Vince's eye. She can wrap her husband around her little finger and everyone in the family knows it. This state of affairs has lost Vince some of the respect of his immediate family, who intensely resent Ivy's influence on their don.

The primary motive driving Vince Ciarniello is fear. He became Don Ciarniello because he was young and ambitious, and has since maintained his position because he's too afraid to do anything else. He fears that his past indiscretions will come to light, he fears losing what he has (especially Ivy), and he acted against James O'Malley out of fear that the capo of Seattle would act against him. In the Mafia conflict, Vince wants to come out alive and ahead of the game. He will do whatever seems most likely to help him achieve that goal.

Despite his fears, Vince Ciarniello is a respected don who runs his family profitably. Operations in Everett are successful and Ciarniello has dealt with his enemies ruthlessly and efficiently. Vince is not squeamish or weak, though his fears may have caused him to make a fatal mistake in allying himself with Maurice Bigio. Other than his business acumen, which is Superior, his skills are Equal to those of most player characters. He has a datajack and headware memory, and his Matrix skills are Equal to those of an average player character.

Ivy Ciarniello

Vince's beautiful wife is an elf little more than half his age who has more ambition than her husband suspects. A poor child from the Seattle Barrens, orphaned when her family was killed during the Night of Rage, Ivy Broadstreet clawed her way up the ladder and into the bed of one of the most powerful men in Seattle. Vince married her four years ago and Ivy likes the life of wealth and influence she has built for herself since then, but she won't be satisfied until she has everything she ever wanted.

Unknown to Vince, Ivy is having an affair with the Ciarniello consiglieri, Dan Grizetti. The two of them are skimming funds from gambling operations in Seattle. Eventually, they plan to take the money and skip the country, most likely heading for Europe or the CAS, leaving Vince to take the rap. O'Malley's death and the resultant chaos may provide them with the ideal opportunity to make their move, provided they can avoid the increased scrutiny of all Mafia operations in Seattle by everyone from opportunistic shadowrunners to the Commissione to law enforcement. Ivy has no combat skills; if she needs to fight, she is definitely Inferior to the player characters. However, her social skills and Charisma are Equal to those of the player characters. She has a minimum Charisma of 8.

Dan "Fancy Dan" Grizetti

Don Vincent's second in command and consiglieri, Dan Grizetti is a dashing handsome made man who favors the finest suits money can buy. His penchant for fine clothes, cars and surroundings have earned him the nickname "Fancy Dan," which he carries with some pride.

Dan's desire for the good life and his obsession with having the best has led him into his current situation. He was drawn to Don Vincent's beautiful wife from the moment he met her and his interest in her was just the tool that Ivy needed. She has carefully built up their relationship, using Dan to get what she wants. Though Dan is not as infatuated with Ivy as is her husband, he is blind to the depths of her deviousness. He likes to think that he's different from the other people Ivy has used in the past, and that she wouldn't do the same to him.

Dan is part of a new generation of Mafiosi and has a fair amount of cyberware. His abilities are similar to those of the Former Company Man (p. 55, **SR11**) and should be roughly Equal to those of the player characters.

Caesar "Chrome" Ciarniello

Don Vincent's oldest son and heir is Caesar Ciarniello, twenty-eight years old and something of a "Mafia punk." Caesar is used to the privileges of his position as the don's son. He uses them to get what he wants, throwing his weight around and making himself out to be a real big shot. Caesar is regularly reprimanded by his father for not showing the proper respect or acting in a manner befitting his responsibilities.

Caesar took an instant dislike to his father's new wife. He has tried to convince Vincent that Ivy is bad for him, but Vince won't listen. At least part of Caesar's dislike stems from the fact that Ivy is an elf and "everyone knows" that elves are devious, sneaky, underhanded slitches. This blatant prejudice does nothing for Caesar's credibility. He will take any opportunity to expose Ivy for the gold-digging fraud she is and get her out of his father's life.

Caesar Ciarniello has a taste for the very best, including top-of-the-line cyberware and enhancements. He hasn't gone for much obvious cyber, but he has some muscle and reflex augmentation, cybereyes and retractable hand razors that he uses to intimidate people. His combat abilities should be roughly Equal to those of the average player character.

CHIMERA

Chimera is an organization of freelance assassins that works out of Seattle. Most of its members belonged to a branch of Russian intelligence that disintegrated following the troubles in Moscow over the EuroWars. In the four years or so that Chimera has been operating in Seattle, they have established a fearsome reputation as kick artists, enough so that Maurice Bigio suggested hiring them to carry out the hit on Don O'Malley.

Chimera considers its involvement in the Seattle Mob war to be over. The hit on James O'Malley was a business deal, nothing else. If another client wants to pay Chimera to get involved in the Mob war again, perhaps to pick off another important criminal figure, they'll consider that a separate deal.

Chimera will act to protect its own interests. If anyone gets too close to Firebird, the assassin who shot O'Malley, Chimera operatives will kill the snoop. If for some reason they can't do that and there is any serious danger that Firebird might compromise the organization's security, Chimera will kill her to protect themselves. The people who work for Chimera are ruthless and so skilled that anyone—no matter how powerful—should think twice before messing with them.

More information on Chimera and their activities in Seattle appears on p. 75 of the **Underworld Sourcebook**.

Sergei Malenkin

This Russian immigrant is one of Chimera's public contacts. People interested in hiring a Chimera assassin speak to Malenkin, and he contacts Chimera. Malenkin does most of his work out of an office in Everett, an import/export business that he runs as a legitimate front with the help of a sophisticated Matrix connection, some expert systems and half a dozen employees who have no knowledge of their employer's real job. Malenkin's employees are all Russian refugees like himself and are completely loyal to him.

Player characters might hear about Malenkin if they speak with the right contacts and score 4 or more successes on an appropriate Etiquette (Street or Corporate) Test. He will not compromise Chimera's security for any price or reveal information about the organization's clients, but he might be persuaded to pass along messages and information to the group. Malenkin's sole interest is in maintaining his position and the reputation of his organization. He may have been an assassin in the past, but right now he is the power broker. His combat skills are Equal to those of the player characters; his Negotiation, Interrogation and Leadership skills are Superior.

Firebird

Firebird is the code name of Natasha Romanov, a member of Chimera and a professional assassin. She is the Chimera agent who shot Don James O'Malley. Like the other members of Chimera, Firebird is a Russian expatriate who was trained by the KGB as a government spy and kick artist. She is very good at what she does and prides herself on professionalism. She lives in a luxury apartment in downtown Seattle and has an airtight cover identity as a wealthy widow.



Natasha has been so well trained in infiltration and spying that she has almost no individual personality. She is a social chameleon, shifting her attitude and manner to blend into any situation or encounter. She has no discernible accent and is adept at using clothing, makeup and mannerisms to radically alter her appearance.

Firebird is a very capable character and should be considered Superhuman for most purposes. The gamemaster can use the Cyber Assassin (p. 89, **Cybertechnology**) as a guideline for Natasha's abilities. In general, she is a master of all forms of combat, with skills at least 2 points higher than those of any player character. She also has a great deal of cyber- and bioware, most of it alpha- or beta-grade.

THE MERLYNS

Hired by the Finnigan family in a long-term deal put together by "Uncle Al" Cavalieri, the Merlyns have provided the Mafia with magical support and research ever since the Mafia suffered an embarrassing defeat at the hands of a small group of Triad adepts and mages. The Finnigan family's losses were severe enough to convince "Uncle Al" and Don O'Malley that they needed magic to fight magic, even though neither man particularly liked or trusted it. Though he was unfamiliar with magic in La Costa Nostra and not as open to it as the New Orleans and Miami

Families, Don O'Malley nonetheless made overtures to the magical community. Some say the Merlyns were simply in the right place at the right time, others that the gang got the job because a former Mafia made man founded it. Whatever the truth, the Merlyns have been working for the Finnigans for two years now.

Gang Focus: The Merlyns practice hermetic magic, though the recent influx of Mafia money and active recruitment has drawn various sorcery, enchanting and other specialized adepts to the gang's ranks. A street gang of mages who just didn't fit in anywhere else, these magical geeks have found a patron in the Mafia and they don't intend to screw things up. In fact, they spend much of their down time educating the Mafia troops on the workings of magic. In the past, they were better known for exotic but not deadly damage, almost if they were more interested in experimenting with spells and spell combinations than in actually hurting their opponents. As they became tighter and tighter with the Mafia, their MO changed. Rumors have been flying around Seattle lately that Don O'Malley was going to offer the Merlyns a Family position and that hard-liners in the Mafia may have killed him for it. "Uncle Al" is the Merlyns' biggest advocate within the Family, and Rowena O'Malley has been described as pro-magic.

Leader: Saturn, a Grade 3 initiate rumored to be the illegitimate son of Michael Finnigan (which, if true, would make him Mary

Finnigan's grandson). Saturn refuses to divulge his real name. A Superior hermetic mage, Saturn has recently spent less time in the trenches and more and more time as a power broker and researcher. He leaves most magical attacks to his lieutenants these days. Some say he expects his underlings to call him Don Saturn, but that could be a rumor spread by his enemies.

Lieutenants: Saturn's three lieutenants are known as Mercury, Venus and Mars. Mercury is the head educator of the Finnigan Family. An "ordinary-looking practitioner of Satan's filth," as Mary Finnigan once called him, he teaches basic magic to the made men and goons of the Seattle Mafia. He has added magical protection to many of the Mafia's holdings and personally created foci, fetishes and permanent spells for Mafia warriors.

Venus is Saturn's lover, an extremely beautiful elf. She is the brains behind the Merlyns, and some say she has been from the start. Not quite two years ago, she began working with Don O'Malley to set up operations smuggling talismans and telesma out of the CFS, Tir Tairngire and the NAN. Under her capable direction these operations have turned a profit, and Venus has also picked up an extensive set of magical contacts in North America.

Mars is the Merlyns' warlord; he supervises the mages in the field. He has been the quickest to adopt the Mafia mindset of destroying the enemy before the enemy destroys you. He coordinates magical support in any magic-based conflict against whoever the Mafia wants hit.

Gang Rating: Superior

Head Count: Thirty members at last count.

Initiation Rituals: The Merlyns originally had a prospective member "one-up himself" by continually casting spells, each one stronger and more unusual than the last, until he or she collapsed from exhaustion. Some say this initiation still exists, but the current initiation is also rumored to include new physical tests given by Mars and oaths administered by the Mafia leaders. Each gang member must "reject the past" and rename him- or herself after an astronomical body. Planets are reserved for the leader and lieutenants, constellations for second-tier gang members. New recruits are named for comets and distant planetary objects. As a mage moves up the ranks, his name changes to reflect his status.

Territory: Seattle

Uniforms: The Merlyns originally wore deep blue, purple or black clothes covered with stars, planets, crescent moons, constellations and other symbols traditionally associated with magic. Since joining the Mafia, they have continued the same motif in a subtler fashion, using jewelry, inconspicuous patterns on clothing and tattoos.

Symbol: The gang symbol is a crescent moon rising over the earth.

Operations: The Merlyns mostly provide support for the Mafia—magical firepower and education. This support includes creating foci and spell locks, and also anchoring and quickening spells. Given Rowena O'Malley's pro-magic stance, ritual magic will surely be added to the list if she becomes capa of the Finnigan Family. In other operations, Venus has convinced the Mafia that trafficking in telesma and other magical items is lucrative. This sideline has become quite profitable for both the Merlyns and the Mob.

Foes: Any enemy of the Family is the enemy of the Merlyns.

ADVENTURE FRAMEWORKS

This section contains several adventures in an outline format for the gamemaster to develop and use. All of the frameworks draw upon the background material and major characters previously described in this track.

TRACKING THE ASSASSIN

Premise

The player characters are hired or requested to track down Don O'Malley's assassin and bring evidence of that person's identity, as well as who hired him or her, to Rowena O'Malley. The other Mafia families want to see the runners fail, or at least to silence the assassin so that Rowena will have nothing on them. The player characters will have to tangle with Chimera, as well as Mafia wiseguys working to hinder them.

Setup

If the player characters are working directly with the Mafia and/or Rowena O'Malley, they are called to a secret meeting with Al Cavalieri, who orders them to find Don O'Malley's killer. If the characters are shadowrunners or other independents, Cavalieri takes the role of Mr. Johnson and hires the characters to track down the assassin. The evidence is slim—Don O'Malley was killed by a single shot to the head, fired from a custom, high-powered sniper rifle and from a great distance away. The assassin knew the don's schedule and had some means of subverting the formidable magical and electronic security at his home, which means the assassin is very good.

If asked to name a suspect, Cavalieri will say that he suspects Mary Finnigan, but that the characters should not overlook any possibility.

Event 1

The player characters start their investigation. They can pursue a number of different avenues: the possible connection with the Finnigans, finding assassins who might have been good enough to pull off the job, or tracking the custom sniper weapon that the assassin used. If the players come up with other avenues of investigation, the gamemaster can improvise from the information provided in this track.

Investigating the Finnigans may prove difficult. The Finnigan Family is feeling understandably paranoid since the assassination and they fear for their own safety. The characters should have little trouble finding out that there was no love lost between Mary Finnigan and the late don (if they don't know it already). No evidence immediately turns up to connect the Finnigans to the hit, but poking around in their affairs might earn the characters some unwanted attention from nervous family members.

Only a few known assassins are good enough to have pulled off the hit against O'Malley. With enough legwork and asking around, the characters will hear about Chimera. The gamemaster can provide them with some of the information given in this track, including the fact that Sergei Malenkin is rumored to be a contact for the organization. The gamemaster can also give players the material in the **Underworld Sourcebook** on Chimera as a Shadowland download that their characters can acquire in their



investigations. Asking too many questions about Chimera, of course, may alert the organization to the player characters' interest.

Tracking down the fatal bullet reveals that it was custom-made, and that only a handful of armorers are skilled enough to have produced it. The gamemaster can lead the characters to a weapons maker in Seattle who produced the rifle and its ammo for Firebird, or can lead them far afield looking for the armorer. The latter strategy offers an excellent opportunity to have the player characters visit another city or country, if the gamemaster is interested in using a particular location.

Event 2

Sooner or later, the other Mafia families and Chimera will become aware that the player characters are poking into their affairs and will want someone to deal with the runners. The gamemaster may wish to use Wrong Party Tests (pp. 65–66, **SRComp**) to determine when the other people involved in the assassination pick up on the runners' investigations. As a result,

the player characters may receive a visit from someone who tries to intimidate them into dropping their inquiries. Of course, ditching an investigation that they've begun at the behest of a powerful Mafia family will get the player characters into just as much trouble as going ahead with it, and so they are unlikely to back off.

At some point during the characters' investigation, someone attempts to kill them—most likely someone working for Don Vince Ciarniello, as he is the most nervous of the people involved and the most likely to panic. If the characters can handle their would-be assassin, they might find a valuable clue that can lead them to Ciarniello and let them find out why he wanted them killed.

Event 3

The characters follow up on the possibility that Ciarniello might be involved in the assassination. They must find some way to confront the well-protected don of the Ciarniello Family with evidence that he ordered them killed. If they get close enough to confront Ciarniello, he eventually folds and tells them that Maurice Bigio is the real mastermind behind the assassination plot. Vince claims he had nothing to do with it, apart from keeping his mouth shut (not entirely true, but Ciarniello isn't stupid). He can also confirm that Chimera was involved in the hit.

While attempting to get to the don, the player characters might run afoul of Ivy or Caesar. Caesar will protect his father and try to pin anything suspicious on Ivy; Ivy will also try to protect her husband and meal ticket, at least until she and her paramour finish off their money-making scheme (see **Blood Money**, p. 32).

Climax

By this point the major players in the assassination plot know that the characters are on to them. Maurice Bigio pays Chimera to have the runners killed, and the organization sends Firebird out to tie up the loose end. The runners must go up against one of the best assassins in the metroplex and survive.

Firebird will use information about the assassination as bait for the characters, mostly likely by kidnapping one or more of the characters' contacts and forcing them to place calls to lure the runners to a meeting place she has set up in advance as a trap. She will do everything she can to kill the characters. Firebird specializes in single-elimination deaths, so having to silence a group may cause her plans to fall apart. If necessary, the gamemaster can give Firebird some street muscle "on loan" from Maurice Bigio to help her even the odds. The street muscle can be played as a major clue if the characters survive. If the gamemaster prefers to give Chimera a greater role in his or her campaign, Sergei Malenkin can have other assassins appear to help Firebird or to put her down to keep her from talking.

If the characters can escape Firebird's trap and defeat her, they can tell Rowena O'Malley who is responsible for her father's death. This information allows Rowena to rally the Finnigan Family to her side and solidify her bid to become *capa*. She then plans her

revenge against the Bigios and Ciarniellos. If the characters fail, their involvement in the Seattle Mob war is over, as Firebird will most likely kill them.

Sequels

If the gamemaster wants Firebird to survive this adventure and plague the player characters later, she can escape when the characters defeat her carefully-laid trap, or she can suffer an apparent death from which she "miraculously" returns because of some cybernetic or magical fail-safe provided to her by Chimera. She can easily become an Enemy for the player characters (see p. 71, **SRComp**).

Once the involvement of the other Mafia families in Don O'Malley's death is confirmed, Rowena O'Malley must seek revenge against them while keeping her own Family together in the face of takeover efforts by the Yakuza and other syndicates. The player characters can easily become involved in plans to strike back at Maurice Bigio or Vince Ciarniello that may tie in to future adventures. The dons of the other families will also hold no love for the characters, and may want to see them dead no matter what.

SHOTGUN WEDDING

Premise

James Michael Finnigan has arranged to have Rowena's "Uncle" Al Cavalieri kidnapped as a way to pressure her into marrying him, thereby giving him a claim to control of the Finnigan Family and the Seattle Mafia. The characters are contacted by a mysterious Johnson inside the Finnigan Family who is willing to pay them to rescue Cavalieri before the wedding so that the Finnigans will lose their hold over Rowena.

Setup

The player characters are contacted via the Matrix by a mysterious Johnson who requests a virtual meeting with them as soon as possible. His identity concealed behind a Matrix icon, the Johnson tells the characters that Rowena O'Malley's confidant and consigliere Al Cavalieri has been kidnapped by agents of the Finnigans in order to force her to marry Finnigan heir James Michael. According to Mafia tradition, the marriage will force Rowena to surrender her claim as don of the Finnigans to her new husband. The Johnson wants the characters to find and free Cavalieri before the wedding takes place, which is scheduled for two days from the meet. He offers the characters the contents of several secret numbered accounts in exchange for their services. The gamemaster should choose an amount of nuyen sufficient to make the offer a tempting one.

Event 1

The player characters must find clues to the whereabouts of Cavalieri and his kidnapers. They can use whatever contacts and favors they have at their disposal, as well as the information that the Finnigans are behind the kidnapping. The gamemaster should keep careful track of the investigation to see if the characters alert the Finnigans by their questions (see *Wrong Party Tests*, p. 65, **SRComp**). The gamemaster can use the material in this track for possible places and people the characters can investigate.

Event 2

Eventually, the characters contact someone connected with the Finnigans who is willing to provide them with information about Cavalieri's disappearance. However, the contact insists that the characters' Mr. Johnson be at the meeting along with them. If the characters refuse this offer, they will have to find Cavalieri on their own before time runs out.

If the characters contact their Mr. Johnson at the prearranged LTG number, he will reluctantly agree to attend the meeting if the characters convince him that this is the only way to get to Cavalieri in time. The Johnson will meet the characters an hour before their scheduled meeting with the Finnigan contact, at an out-of-the-way dive on the outskirts of the Barrens. There, the characters discover that their employer is actually Patrick Finnigan. The characters may suspect a double-cross, but Finnigan tells them that he despises what his son and aunt are doing. He wants them stopped, but doesn't dare oppose them openly.

Event 3

The characters and Patrick Finnigan go to the meeting with the contact, which turns out to be a trap set by the Finnigan Family to discover who is working against them. The characters are set upon by a group of Mafia goons who attempt to capture or kill them. The characters can fight, surrender or attempt to escape. If they fight, some of them are likely to be killed because the Mafia soldiers outnumber them at least two to one. Patrick Finnigan is certainly a dead man if the characters fight it out, given his lack of combat abilities. Fleeing might be a better bet in the short run, but the characters will then be hunted by the Mafia. The gamemaster will also have to develop another lead to get the characters to the cabin where Cavalieri is being held.

If the characters surrender, they and Patrick are drugged and taken to a cabin on the outskirts of Seattle in Salish-Shidhe territory, where they find Al Cavalieri being held. Their captors intend to keep the entire group at the cabin until Rowena and James Michael are safely married.

Event 4

The characters must either escape from the cabin or find their way to it and figure out some way to free Cavalieri and any other captured characters (possibly both, if some player characters were captured while others escaped). The cabin is guarded by a group of Mafia soldiers as well as several trained barghests that will hunt the characters through the woods. The characters must get out alive and bring the squabbling Patrick Finnigan and Cavalieri with them to the Finnigan Family estate in time to stop the wedding ceremony.

Climax

The characters must run a gauntlet of Mafia security and goons in the employ of the Finnigans to reach the family estate in time. Having Patrick Finnigan and/or Al Cavalieri with them might get them past some of the security quickly, assuming the characters can do some fast talking.

They arrive just as the wedding is beginning. If the gamemaster wants a dramatic moment, he may have the characters burst in

just as the priest is saying, "If anyone can show just cause why these two should not be wed, let him speak now or forever hold his peace." If the characters brought Cavalieri with them or can prove that he is safe, Rowena leaves a furious James Michael at the altar and gives her grateful thanks to the player characters.

Sequels

James Michael and his Great-aunt Mary will not forget the player characters' interference in their scheme. Fortunately, neither will Rowena O'Malley and Patrick Finnigan, and so the characters have made some allies as well as some enemies. Rowena, Patrick or Al Cavalieri might call upon the characters for help with other delicate Mafia matters in the future, while the other two Finnigans might seek revenge against them at some point.

BLOOD MONEY

Premise

Ivy Ciarniello and Dan Grizetti plan to abscond with a large sum of Mafia money while making it look as if Don Vincent Ciarniello and the player characters were the ones trying to rip off the Family. At the same time, Vince Ciarniello wants to recover some damaging blackmail evidence against him held by Maurice Bigio. The player characters must stop Ivy and Grizetti and return the incriminating data to their employer.

Setup

The player characters are hired or called upon by Don Vince Ciarniello's representative, "Fancy Dan" Grizetti. Dan says the don wants to recover a file code-named "Golden Goose" from rival Don Maurice Bigio. The file contains evidence that Ciarniello has been allowing people under him to skim the profits from the Mafia-run casinos in "Casino Corner" for a cut of the take. The characters are not given this specific information; they are told only that the file must be recovered and all copies of it in Bigio's possession destroyed.

Unknown to the player characters, Dan Grizetti leaked the file to Bigio in the first place. The run is a tailchaser intended to make Ciarniello look even more guilty. In the meantime, Grizetti and Ciarniello's wife Ivy intend to abscond with the money they have skimmed from the Ciarniello Family's operations, leaving the characters and the old don holding the bag.

If the characters are known opponents of Don Ciarniello, Grizetti instead presents the job as an opportunity to get their hands on blackmail information that could be useful against Ciarniello for someone who might pay well for it, like Rowena O'Malley or the Finnigans.

Event 1

After the meeting with Grizetti, the characters must decide how best to get access to Bigio's Matrix system to access the file. The system is protected by some heavy ice from the outside, but the characters might be able to get to it if they access the data from inside Bigio's mansion. That plan involves coming up with some way for the characters to get inside the well-protected house and find a jackpoint for a decker to sleaze the system and retrieve the data.

Event 2

The run seems to go well; the characters slip inside Bigio's Tacoma mansion and begin searching for the data to download. Then the drek hits the fan. Grizetti has tipped off Bigio that Don Vincent will try to recover the blackmail data, and Bigio has arranged to get the drop on the player characters. Unexpected ice jumps the decker, while Bigio's henchmen move in on the player characters. The thugs won't kill them, at least not yet; first, the don wants to find out whether or not Ciarniello hired them.

If the characters are captured, Don Bigio will interrogate them to find out who hired them. If Grizetti's name comes up, Bigio will become suspicious. He is concerned that Grizetti may be trying to double-cross him, so he offers the characters a deal. He tells them that Grizetti has double-crossed them and says he'll let them go if they agree to find out what's really going down.

Event 3

The characters can try to warn Don Ciarniello themselves or go after Grizetti and Ivy before they have a chance to skip town. Ciarniello won't believe the characters without clear proof, and so they need to go after the larcenous couple themselves. Those two are preparing to flee the metroplex on a flight out of Sea-Tac airport, and they've taken with them the codes for several secret accounts in which they have stashed their stolen money. The characters can discover clues to this plan at Grizetti's place in Everett, from some of their contacts, or by checking the Matrix. If they use the latter option, they discover that Grizetti and Ivy have both recently updated their passports.

Climax

The characters confront the pair in the airport. They must find some way to take down Ivy and Grizetti without involving airport security or Lone Star—easier said than done, as security people are all over the place. If the characters can bring Grizetti and Ivy back to Ciarniello, he will pin the money-skimming scam on Grizetti, making Bigio's blackmail information worthless and strengthening his own position in the Mob war.

Sequels

Don Vincent will be grateful to the player characters, but will not be pleased with his wife's faithless behavior or any reminders of her dishonorable activities. Ivy will return to her life as a Mafia wife; Grizetti will be made an example of. Ivy or Vince Ciarniello might eventually consider the player characters a risk if word of Ivy's involvement in the affair threatens to leak out. If so, they will take steps to keep the characters' mouths shut.

ADVENTURE IDEAS

This section provides additional short adventure ideas involving the Mafia and their conflicts in Seattle. The gamemaster can flesh out these ideas as short or full-fledged adventures using the material in this book and in the **Underworld Sourcebook**.

THE FUNERAL

Don James O'Malley's funeral can serve as an excellent encounter to kick off a **Mob War** adventure or series of adven-

TRACK ONE: THE MAFIA

tures. Player characters might be invited because they knew the don or did some work for him or the Family in the past, or if they have particularly strong Mafia connections. They could also attend if they are part of the Family or belong to the entourage of one of the other syndicate bosses.

The funeral plays like a Who's Who of Seattle's underworld and provides an opportunity to introduce the players to many of the major characters described in this and the other tracks. At the funeral, the player characters can also meet and make new contacts, allies and enemies. The gamemaster can even spice things up with the threat of another assassination, targeted at Rowena O'Malley or one of the other major syndicate bosses.

BODYGUARDS

The death of Don O'Malley forces the other Mafia figures in Seattle to recognize their own vulnerability. Security is increased and plenty of "outside contractors" are hired to provide it. The player characters might sign on as bodyguards to one of the families, giving them the opportunity to get involved in Mafia politics and thwart plots against the person under their protection.

BUSINESS AS UNUSUAL

As the Mafia families squabble among themselves, the Yakuza is on the move, snapping up new criminal opportunities in the metroplex and working to take away some of the market shares the Mafia holds. The characters might get involved when the Yakuza begins to muscle in on Mafia operations; they may be interested in helping out only one family, or they might help someone like Rowena or Maurice Bigio unite all three Mafia families against the common threat of the Yakuza.

BY THE BLOOD

As the Mafia war escalates, the shadowrunners are hired for a run intended as part of a hit against Don Ciarniello. The runners are to break into a private clinic and acquire some of the don's cell samples for use as a ritual link in a murderous spellcasting. The runners must deal with clinic security; additional complications arise when their contact with the Bigio Family is killed during the run and Rowena O'Malley gets wind that the runners have a useful weapon against one of her rivals.

THE WITNESS

A Bigio caporegime named Anthony "Toothless" Boniduchi is ready to spill all he knows about Maurice Bigio's involvement with Chimera and Don O'Malley's death. Trouble is, Don Bigio has already tried to have Boniduchi killed for his disloyalty. DocWagon managed to save his life and he's under guard in one of their clinics in Everett. Bigio is trying to convince Don Ciarniello to help him take out Boniduchi before he regains consciousness and squeals to the cops, while Rowena O'Malley wants to speak with the man herself before the police become involved in a Family matter.

The player characters could be the DocWagon team who saved Boniduchi and now want to keep him alive to testify, Lone Star cops or UCAS FBI trying to protect a star witness, or shadowrunners and/or Mafia agents trying to get to Boniduchi—either to silence him permanently or to break him out and deliver him to Rowena O'Malley.



TRACK TWO: THE YAKUZA

The Yakuza is currently the most powerful criminal syndicate in Seattle, and it aims to stay that way. The Yakuza intends to take advantage of the opportunities presented by an internal Mafia war to further secure its position and grab some action away from the Mafia, its long-time rival.

Oyabun Hanzo Shotozumi of Seattle has dreams of a West Coast Yakuza empire under his control and will use every opportunity to seize the power he needs to make that dream come true. When the yaks begin aggressively expanding, they face opposition on all sides from the Mafia, the Triads and the Seoulpa Rings as these rival organizations try to push them off the top of the hill and grab a piece of Yakuza business for themselves.

AN OFFER YOU CAN'T REFUSE

This section offers ways for the player characters to become involved in Yakuza-related **Mob War** adventures. The runners might work for or against the Yakuza, or they might be "innocent bystanders" caught in the crossfire between the Yakuza and its enemies in Seattle. The gamemaster can use the information in this section to tailor the adventures and events of this track to the campaign and the player characters.

A MATTER OF HONOR

Honor is an important element of Yakuza adventures. Despite Yakuza belief to the contrary, some shadowrunners do have a sense of honor that can be violated. If the yaks have crossed the player characters in the past or if the characters have a score to settle with the Yakuza in Seattle, they might take interest in the unfolding Mob war and perhaps even take the opportunity to pay back their Yakuza enemies.

Alternatively, the player characters might owe a favor or a marker (see p. 79, **SRComp**) to a Yakuza kobun or oyabun in Seattle. The favor might well get called in as soon as the Yakuza admit they need outside help to fight the Mob war on multiple fronts. If the runners agree to help the Yakuza, that commitment clearly signals their loyalties in the Mob war and might end up making them the targets of reprisals by the other syndicates. If they refuse to work for the Yakuza, they prove to that syndicate that they have no honor; they may end up blacklisted in the shadows, or the target of Yakuza assassins.

BUSINESS AS USUAL

One indirect means of getting the player characters involved in the Yakuza track of **Mob War** is through the corporations with which the Yakuza interacts on a regular basis. Many of the Japanese corporations in Seattle, most notably Mitsuham Computer Technologies, have ties to the Yakuza; shadowrunners or company men working for one of those corporations might run afoul of Yakuza plans while involved in some other mission. Yakuza involvement in the Mob war can become a useful compli-

cation in an otherwise ordinary corporate shadowrun if the runners come across evidence that their corporate employers are covertly supporting Yakuza activities.

Player characters can also work directly for the Yakuza, with or without realizing it. Guidelines for playing Yakuza player characters appear in **Show Your Honor**, p. 98 of the **Underworld Sourcebook**.

The characters may also work for a corporation that is facing trouble from the sokaiya, Yakuza agents who use various combinations of blackmail and extortion to control corporate board meetings (see p. 46 in the **Underworld Sourcebook** and Toju Shotozumi, p. 39 of this book, for more information). The corporation may feel compelled to cooperate with the Yakuza or risk a serious disruption of "business as usual," or it might see the Mob war as an opportunity to get the Yakuza off its backs once and for all.

YAKUZA FLOWER

The player characters might well be friends or associates of Hanzo Shotozumi's daughter, the shadowrunner known as Kiku (see **The Players**, p. 39). They may have run with Kiku before or know her by reputation, or she might be a friend of a friend (p. 63, **SRComp**). Player characters who have run with Kiku might become involved on the Yakuza side of the Mob war if she gets into trouble because of her background. If Kiku is a contact or a friend of a friend, the runners might be asked to do a favor for her, such as helping her out with a Yakuza-related problem or searching for information about her family (particularly her Yakuza-connected brothers). The player characters' actions might be payment for a favor the runners owe Kiku or another contact, or might put Kiku in their debt. The latter may come in especially handy as the Yakuza conflict escalates. See the **Neon Flower** adventure framework, p. 43, for some ideas involving this adventure hook.

WHAT'S GOING DOWN

This section provides some background detail on the Seattle Yakuza and its reactions to the events that have touched off the Mob war, as well as Hanzo Shotozumi's vision of his own Seattle-based renko. The gamemaster should be familiar with the material in this and the **Players** section in order to effectively manage any unexpected twists or turns of the plot as the players make their way through the **Mob War** story line.

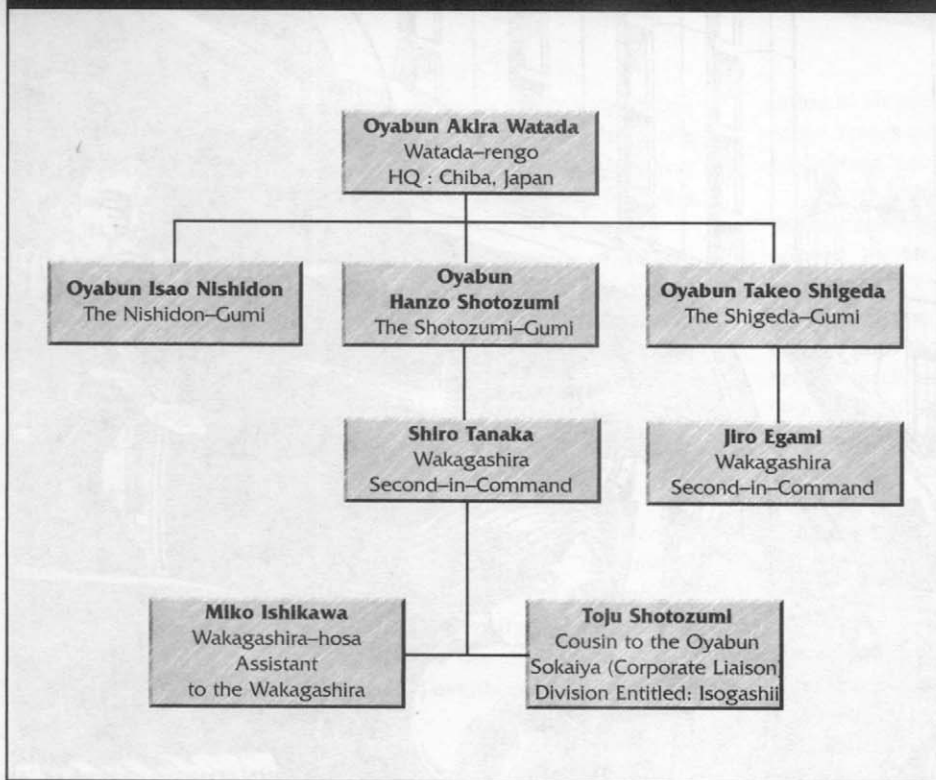
YAKUZA HISTORY

For more information on Yakuza history in general, the gamemaster can consult p. 39 of the **Underworld Sourcebook**.

The Yakuza first made its presence felt in Seattle in the late twentieth century. As Japanese immigrants and business interests grew along the Pacific Rim, so did the presence of the Yakuza, which was intimately connected to the Japanese economy.



YAKUZA-GUMI ORGANIZATION DIAGRAM



Japanese in cities like Seattle and San Francisco remained in their own enclaves, where the Yakuza supplied their demand for illegal goods and services.

Over time, the Yakuza's influence in Seattle grew stronger and it began to expand into operations outside its traditional boundaries. This expansion led the Yakuza into bloody conflicts with the Seattle Mafia that have continued until the present day. The lack of attention paid to Seattle by the Mafia bosses in Chicago allowed the Yakuza to make significant gains over the years, until its organization in the metroplex rivaled the Mafia in size and power. The continuing influx of workers and money from Japanese-owned corporations like Renraku and MCT also strengthened the Yakuza's position in the metroplex.

About forty years ago, the growing conflict between the Yakuza and the Mafia in Seattle erupted into all-out Mob warfare. The two syndicates fought tooth and nail over every criminal enterprise in the metroplex. Both of them had sunk their talons deeply into Seattle's corporations and government, and their conflict threatened to spill over into other areas of the city's administration and economy. A long series of assassinations decimated the ranks of both syndicates as well as many of the city and corporate officials who supported them. Finally, more than a decade later, the Yakuza and its Mafia rivals were too exhausted to continue the fight. They arrived at a tenuous cease-fire and withdrew to lick their wounds.

The actions of the Seattle Yakuza drew the attention of the powerful Yakuza rengo in Japan, which began to recognize the potential profits to be had from a major port city like Seattle. The rengo sent new oyabuns and kobuns, most of them Korean, to replace and rebuild the crippled gumi in the metroplex. Through the Koreans' efforts, the Yakuza slowly regained its position of power and influence in the city.

THE SCHISM

Much of the work of the Seattle Yakuza's Korean managers turned out to be for nothing. Akira Watada, the oyabun of the powerful Watada-rengo, grew suspicious and distrustful of the Koreans. Watada was a traditionalist who considered the Koreans innately untrustworthy and without honor. He began to enforce more and more strict controls over Korean members of the Yakuza, restrictions that the Seattle oyabuns chafed under as they tried to rebuild and restructure their operations.

The more Watada tightened his grip, the more the Koreans resisted. The Korean oyabuns began to set up operations without the permission or knowledge of the Watada-rengo, which only confirmed Watada-sama's fears of Korean duplicity. Finally, Watada

issued an ultimatum: the Koreans must abandon their operations and swear undying loyalty to the Watada-rengo or suffer the consequences. The Koreans refused.

In 2043, Akira Watada responded to the Koreans' mutiny by sending a shadow-army of assassins into Seattle. In a week of purges later known as "the Schism," nearly all of the major Korean Yakuza in Seattle were murdered. The remaining few were driven underground and would later form the Seoulpa Rings.

Following the Schism, the Watada-rengo replaced the leadership of the Seattle Yakuza with Japanese members, either chosen from the ranks in Japan or promoted from the lower ranks in Seattle. Within a year, nearly all Koreans had been purged from the syndicate and the gumis of Seattle were firmly under Japanese control once again—though perhaps not as completely under Akira Watada's control as the oyabun might have desired.

Also in 2043, Akira Watada promoted his trusted lieutenant Hanzo Shotozumi to oyabun of the Shotozumi-gumi in Seattle. The position gave Shotozumi the authority to secure the metroplex and clean up the aftermath of the Schism. Shotozumi was well known as a traditionalist and an aggressive leader of Yakuza operations. His appointment as oyabun of Seattle sent ripples through the North American underworld and caught the attention of all the syndicates in the Pacific Northwest, particularly the Mafia.

Over the past fifteen years, Shotozumi has worked to make Seattle a Yakuza-controlled metroplex. His carefully laid plans and

strict enforcement of tradition and discipline have made the Seattle Yakuza the most powerful and influential syndicate in the metroplex and one of the most powerful on the entire West Coast, second only to the Yakuza branch in Japanese-controlled San Francisco.

THE SHOTOZUMI-RENGO

Hanzo Shotozumi is an ambitious man. He dreams of a great rengo, or league, of Yakuza clans under his control on the North American coast, centered around Seattle. To accomplish this lofty goal, Shotozumi needs to consolidate his own power in Seattle and then gain the allegiance of other Yakuza organizations outside the Seattle metroplex. With enough power, he can break from the Watada-rengo in Japan and create his own criminal empire that the other oyabuns will be forced to acknowledge.

The Mafia has always been Shotozumi's greatest obstacle in achieving his desire—especially Don James O'Malley, who fought him tooth and nail for every scrap of profit and every meter of territory in Seattle. Now, with O'Malley dead and the Mafia in disarray, Shotozumi can make his move to seize control of Seattle's underworld.

To accomplish this goal, Shotozumi first needs to cement his alliances with the other two major Yakuza clans in Seattle: the Nishidon and the Shigeda. Both already acknowledge the Shotozumi as the superior gumi, but the shakeup in the metroplex underworld could make the other Seattle oyabuns bold enough to grab some opportunities for themselves. Shotozumi wants to make it clear that such initiative will be tolerated only so long as it does not interfere with his plans. This ultimatum causes some concern on the part of the other gumis and tells anyone connected with the Yakuza that something is up.

Once Shotozumi has secured the loyalty of the other gumis, the Yakuza can begin to expand their operations in Seattle. Shotozumi wants to take control of the criminal enterprises that have long been contested between the Yakuza and the Mafia, such as illegal gambling operations and the prostitution and "entertainment" business. Of particular interest is "Casino Corner" in Everett, which the Mafia controls. Shotozumi has coveted this particularly lucrative piece of territory for more than a decade. The efforts of the Yakuza to expand into Mafia-controlled territory bring on skirmishes and eventually outright war between the two syndicates, but the Mafia is too disorganized and factionalized at first to resist the Yakuza onslaught.

A new wrinkle appears with the entry of the Triads, who have been increasing their presence in Seattle over the past decade while Shotozumi and O'Malley fought their little war. The Triads are also taking advantage of the Mafia's internal conflict, grabbing for many of the same targets as the Yakuza, such as illegal gambling operations. Shotozumi's aggressive plan of conquest quickly embroils the Yakuza in conflict with the aggressive Triads, who use unorthodox methods (including powerful magic) to achieve their goals.

The Seoulpa Rings also see their opportunity to strike back at the Yakuza in Seattle. Knowing that Shotozumi's forces are tied up with the Mafia and the Triads, the Rings begin individual operations to strike at the Yakuza's weakest points and seize profits and terri-

tory for themselves. Small and efficiently organized, the Rings can act quickly and decisively against the Yakuza and disappear before the Yakuza can launch reprisals. The Rings are motivated not only by profit, but also by a thirst for revenge against the Yakuza that cast them out (see **Track Four: The Seoulpa Rings**, p. 53).

Soon Shotozumi finds himself fighting a war on three fronts, with indications that Akira Watada (and possibly the great dragon Ryumyo, if the rumors are correct) is secretly encouraging Shotozumi's rivals to put him in his place. The die is cast and there is no turning back. Hanzo Shotozumi must succeed in his scheme to become the powerful oyabun of a new Yakuza rengo in Seattle or else he will be crushed by his enemies. And there are few things more dangerous than a man backed into a corner . . .

THE PLAYERS

This section describes the major non-player characters in the Yakuza track of the **Mob War** story line, outlining their roles, motivations and plans in the Mob war. Most are described in general game terms using the Inferior, Equal, Superior, Superhuman and Ultimate ratings introduced in the **Shadowrun Companion: Beyond the Shadows** (pp. 84–85) to illustrate their capabilities in comparison to the player characters. As always, gamemasters may adjust the ratings to reflect the power level of their individual campaigns.

The gamemaster can use these major characters in the adventures provided in this section, or as background material for other shadowruns involving the Seattle underworld.

THE SHOTOZUMI-GUMI

The Shotozumi-gumi is the most powerful Yakuza clan operating in the Seattle metroplex. Under the guidance of oyabun Hanzo Shotozumi, the gumi has transformed from a disorganized shambles in the wake of the Schism to an efficient, organized and influential criminal organization. The members of the Shotozumi-gumi feel intense personal loyalty to their oyabun, which Shotozumi has carefully cultivated. Yakuza traditions and codes are strictly enforced, and the gumi's overall attitude is fairly conservative by modern Yakuza standards—which means that few women and virtually no metahumans participate in the Shotozumi-gumi's business at any significant level. The notable exception to that rule is wakagashira-hosa Miko Ishikawa (see p. 38).

Hanzo Shotozumi

The oyabun of the gumi that bears his name and the would-be oyabun of a powerful Yakuza alliance in North America, Hanzo Shotozumi believes that he is destined to lead the Yakuza of the West Coast—and perhaps more—into a new era. Under his guidance, the traditional Yakuza values of honor and loyalty will be respected and the Yakuza will be unchallenged throughout their domain. Some consider Shotozumi a megalomaniac; he considers himself quietly confident that his purpose in life is to control a vast Yakuza empire. He will take whatever steps are necessary to assure that his karma is fulfilled.

The term "inscrutable" might have been coined for Hanzo Shotozumi. He rarely shows any emotion; his face might as well



be carved from stone. He is always polite and proper in speech and manner, no matter what the circumstances. He shows his most intense rage only by raising his voice slightly, a subtle mannerism that strikes terror into those who know him. The oyabun handles even the most unpleasant tasks as just another part of his daily business; he can order a kobun to commit suicide as if he was ordering lunch. This cold efficiency makes Shotozumi feared and respected throughout the Seattle underworld, and he understands that such fear and respect are the source of his power and influence.

Shotozumi is married and has two sons and a daughter. His oldest son is in training for the position of second in command and completely loyal to his father; his younger son is a kobun, learning the skills needed to advance in the family business. Shotozumi's daughter, Keiko, disappeared into the shadows as a young woman and became a shadowrunner known by the street name Kiku. She hates the Yakuza and all it stands for, and secretly works against her father's operations from time to time.

Hanzo possesses a minimum of cyberware and no magic for back up. He has a smartlink, datajack, headware memory and cybereyes, all beta-grade. Some people maintain that he also has a camera, subdermal recorders and other communication devices, but unless they plan to cut him open and look, no one can say for sure. His combat skills are Equal to those of any player character, including Firearms and Armed and Unarmed Combat. His demeanor gives him an edge in Negotiation, Interrogation and Leadership, making him Superior in those skills.

Shiro Tanaka

Shiro Tanaka is the wakagashira, or second in command, of the Shotozumi-gumi. A long-time associate of Hanzo Shotozumi, Tanaka knows his oyabun's needs, plans and ambitions well. He is so loyal that Shotozumi-sama trusts him to handle even the most delicate business matters when necessary. Shotozumi knows that Tanaka would lay down his life for him or for the gumi at his command.

Tanaka is not overly fond of his assistant, Miko Ishikawa, but puts up with her because her work is supremely efficient and because to do anything less would be unprofessional. He suspects that Ishikawa may not owe Shotozumi her complete loyalty, but he has not yet brought his suspicions to the oyabun because he has no proof.

Though just entering middle age, Tanaka is still surprisingly strong and fast. He has the abilities of the Company Man archetype (p. 55, **SRII**), but his cyberware is either at least ten years out of date or he spends a great deal of time paying for upgrades to keep his edge. (For rules regarding upgrades, see p. 85, **SRComp**.) His social and combat skills are at least 1 to 2 points higher than those of the player characters, making him Superior.

Miko Ishikawa

Miko Ishikawa is a rarity among the Yakuza, a woman in a position of power. She has risen through the ranks of the Seattle Yakuza to become wakagashira-hosa—assistant to the second in command—of the Shotozumi-gumi. Ironically, Miko reminds Shotozumi-sama of his missing daughter, Keiko (see **Kiku**) and

has forced the oyabun to reconsider some of his tradition-bound ideas of women's place within the organization.

Miko-san began as a kobun in the Shotozumi-gumi many years ago. Her initiative and ambition drew the attention of her superiors, who were forced to acknowledge Miko's skilled administration and clever leadership despite her gender. When the gumi's former second in command died in a conflict with the Mafia in 2056, Miko was quick to step into his place. She handled the crisis so smoothly that Shotozumi-sama decided it would be shameful not to recognize her achievement. He rewarded her by making her wakagashira-hosa, and she has worked doubly hard since then to prove herself worthy of the position.

Miko is a driven woman with great ambitions. She hopes one day to be an oyabun in Seattle, and knows that she must be at least twice as capable as any of her male rivals in order to achieve that goal. Her ambition has led her to become a spy for Akira Watada in Shotozumi's camp. She reports to Watada-sama any activity on Shotozumi's part that suggests any disloyalty to the organization in Japan. Miko is understandably paranoid, always alert for any threat to her position. She has no significant combat abilities other than a Firearms Skill roughly Equal to that of the player characters.

Toju Shotozumi

Toju Shotozumi is Hanzo Shotozumi's cousin, the son of his father's brother. Shotozumi-sama has placed Toju in charge of the sokaiya, the branch of the gumi that handles Yakuza relations with Seattle's corporations and businesses. The sokaiya exert their influence through brokering stocks and in the board meetings of various corporations, drawing influence and income from those companies. Traditionally, they restrict their activities to Japanese-run corporations, but that has begun to change in the past decade.

Toju is loyal to his oyabun and oversees the operation of the Isogashii, the primary sokaiya organization in Seattle, with skill and efficiency. Player characters who become involved in the Yakuza's corporate interests will run into Toju sooner or later, and he deals harshly with those who threaten the Isogashii's profits.

Toju is a slim and proper Japanese man approaching middle age, clean-shaven and dressed in the latest corporate fashion. He styles himself a "businessman" rather than a gangster, tending to speak of his work in euphemisms and "proper" language. He shows an obvious distaste for shadowrunners and other street types. He has the usual big-business cyberware, all beta-grade: a datajack, headware memory, cybereyes and cyberears with such "professional additions" as a camera, recorder, telephone and anything else the gamemaster feels is needed. Toju's combat skills are inferior to those of the player characters, as are most of his Matrix skills. However, he has a state-of-the-art Fairlight Excalibur cyberdeck that gives him a Superior rating in any Matrix activity that involves business programs. He also has Superior social skills.

Kiku

Keiko Shotozumi, the second child of Hanzo Shotozumi, was raised to be a proper Japanese girl, but she was endlessly fascinated by the world outside the sheltering walls of her home.

When her family moved to Seattle following her father's "promotion," Keiko was thrilled to see the Seattle metroplex. It was scruffy and chaotic compared to the orderly, clean cities of Japan, but also full of different and interesting people.

As she grew older, Keiko grew more defiant toward her parents. She hungered for information about the real world and often used her considerable computer skills to acquire it secretly. This angered her father, who punished her severely for her disobedience. Because Keiko's mother permitted these punishments, Keiko grew to despise her for her weakness. She swore that she would never be like that. Soon after turning nineteen, Keiko carefully gathered her possessions and a small amount of money she had siphoned from some Yakuza accounts and disappeared into the Seattle shadows.

During her eight years as a shadowrunner, Keiko has made a name for herself in Seattle using the street name "Kiku," a Japanese word for chrysanthemum that is a play on her real name and heritage. Kiku is well known as a capable data stealer who specializes in running against the Japanacorp and their subsidiaries. Kiku's knowledge of Japanese customs and ways of thinking, together with the fact that few suspect such an innocent-looking Japanese girl of duplicity, have allowed her to successfully pull off some tough jobs in the past.

A perverse curiosity keeps Kiku close to her family in Seattle, even though she knows her father continues to look for her. She loves Seattle and her new life and wouldn't give it up for anything. She has never shared her true past with anyone for fear that someone may use her as a tool against her father. She doesn't care about her father's problems, but she doesn't need the trouble that would come from opposing him too openly. For Kiku's skills and statistics, use the Human Decker archetype (p. 79, **VR 2.0**). Her decking skills are Equal to those of the player characters, rising to Superior when dealing with Yakuza systems and sub-systems.

THE NISHIDON-GUMI

The greatest thorn in Hanzo Shotozumi's side, at least within the Yakuza, is the Nishidon-gumi, the oldest of the Yakuza clans in Seattle and perhaps the most ambitious apart from Shotozumi's own. The Nishidon-gumi survived the purge of Koreans from the Seattle Yakuza with few scars through the leadership of its current oyabun, Isao Nishidon. When the order from the Watada-rengo came down to eliminate Koreans from the organization, Nishidon acted on his own initiative and took out the Korean oyabun of his clan. For his actions in "restoring order" as quickly as possible with little loss of valuable property or business, Akira Watada made Nishidon the oyabun of his own gumi.

Despite the favor he had earned from Watada, Nishidon-san was soon eclipsed by Hanzo Shotozumi, who became head of a more powerful gumi and Watada's voice among the Seattle Yakuza. For that, Nishidon took an immediate dislike to Shotozumi and has nursed a grudge against him ever since. If and when Shotozumi decides to break away from the Watada-rengo, Isao Nishidon and his gumi will be his most difficult problem to overcome.

THE SHIGEDA-GUMI

The Shigeda-gumi is the least powerful of the three top gumis in Seattle. Led by Takeo Shigeda, this gumi is fairly new, formed after the Schism from remnants of clans decimated by the elimination of the Koreans. The members of the Shigeda-gumi are long-time Seattle dwellers for the most part, including the oyabun. Takeo Shigeda was born in San Francisco, but has lived in Seattle for the past twenty-three years.

The Shigeda-gumi is most likely to side with whatever forces in the Yakuza seem in control and most likely to stay that way. Safety and prosperity are the oyabun's watchwords; he prefers to see things run smoothly and without problems. This attitude leads some of Shigeda-sama's underlings to try to deal with problems themselves rather than bring them to the attention of their leader. Most of the time this works well for the clan, giving the lower echelons a certain amount of drive and initiative. Sometimes, however, it prevents Shigeda-sama from hearing about trouble until situations have reached crisis proportions.

The Shigeda-gumi is the most progressive of the Seattle Yakuza clans, known for having more women and magicians in its ranks than the other gumis (though traditional restrictions on metahumans remain pretty much intact). Thus far, Shigeda-sama's tolerant attitude does not seem to have hurt the Shigeda-gumi, but it has kept them from progressing in their operations and the rengo as rapidly as the gumis led by the deeply conservative Hanzo Shotozumi and Isao Nishidon.

THE FIRST NATIONS

The Sixth World makes for strange bedfellows, but these two may be a pair of the strangest—a Yakuza oyabun and an Amerindian street gang. Before oyabun Hanzo Shotozumi came to Seattle, he studied the facts of the Awakened world that had once been the United States and Canada. The only people he saw in the West for whom he felt any affinity were the Native Americans—people he saw as noble and honorable, much like the Japanese. Of course, "noble and honorable" to a crime lord means something very different than it does to everyone else.

Ever since Shotozumi set foot in Seattle, the Yakuza has been at war with its disaffected Korean members who became the Seoulpa Rings, and also with the Mafia and Lone Star. With all the conflict, Shotozumi has yet to put into action his plans to test the honor and nobility of the Native American Nations. His only step in that direction thus far has been to forge a significant relationship with the First Nations, an all-Amerindian gang and one of the larger players in Seattle's mean streets. Shotozumi hopes to use the First Nations as a stepping-stone to better relationships with other Native Americans, from other tribal-oriented gangs all the way to NAN government authorities. Some claim that if Hanzo Shotozumi manages to form his own rengo, he will do so with overt or covert backing from the Native American Nations.

Focus: No one knows exactly how or when the First Nations got started. Rumors of street gangs named the First Nations have floated around Seattle since the end of the last century; whether the rumors refer to the same gang or whether each disenfranchised generation of Amerinds co-opts the name and causes havoc, no one can say for sure. The latest version of the First Nations nearly

died out before Hanzo Shotozumi of the Seattle Yakuza began feeding the gang nuyen and weapons. He also fed the gangers' egos, calling them noble and honorable warriors descended from a mighty people. Ever since the Yakuza took up with the First Nations nearly two years ago, the Nations have become a fierce fighting unit whose skill surpasses that of most smaller gangs. Combining a renewed interest in their heritage with a focus on being warriors, the First Nations mainly act as Yakuza muscle.

Leader: Blood of the Buffalo, a Salish-Shidhe elf, Grade 5 initiate and physical adept who follows the Way of the Warrior.

Lieutenants: Three. Wind-Walker and Wind-Rider are Salish-Shidhe twins, both shamans. These two human women are Grade 3 initiates and the spiritual leaders of the First Nations. Wind-Walker follows Coyote, Wind-Rider follows Raven. Moon Hawk, the mundane of the group, is a Sioux who uses cyberware rather than magic. He supposedly has beta-grade wired reflexes that give him a formidable fighting edge, and usually works with high-powered weaponry. After he came to the Yakuza's attention as part of a hired shadowrun team, Shotozumi offered him membership in the First Nations and placed him as one of the gang's lieutenants.

Gang Rating: Superior

Head Count: Fifteen total, all Salish-Shidhe Amerindians except for Moon Hawk. All of the gangers are elves or humans.

Initiation Rituals: The First Nations' initiation rituals are based on Amerindian traditions and Yakuza rites. The prospective ganger must spend forty-eight hours in a sweat lodge; then he or she is dropped blindfolded into the Salish-Shidhe wilderness. The initiate must make his or her way to a preordained location within forty-eight hours—usually somewhere in the Seattle metroplex, so that the ganger must fend off metahuman as well as Nature's predators. Initiates who survive receive a tattoo depicting the gang symbol and a tattoo representing a vision they experienced during the ordeal. Those who pass this test are part of the gang. If the ganger subsequently violates orders or fails in a mission, he or she must undergo the ordeal again.

Uniforms: The First Nations paint their faces and dress in "traditional" Amerindian clothes: leather or hides with beads and feathers. They wear a raven feather and the skin of a coyote at all times.

Symbol: The gang symbol is a raven flying over a howling coyote.

Territory: The First Nations claim territory wherever the Yakuza happens to need them in the Seattle sprawl. Lately they have been fighting a war on the Everett docks against the Choson Seoulpa Ring.

Operations: In addition to fighting the Yakuza's battles, the First Nations are into smuggling contraband between Seattle and Salish-Shidhe. Lately, Nations members have "taken a few vacations" into Sioux territory as well.

Foes: The Nations' current greatest enemy is the Choson Ring, though in the past they have gone after any group that Blood of the Buffalo feels has not shown his gang proper respect.

ADVENTURE FRAMEWORKS

This section presents several adventures in an outline format for the gamemaster to develop and use. All of the frameworks draw upon the background material and major characters described in this track.

DIRTY LAUNDRY

Premise

The Yakuza and the Triads are warring over control of gambling operations in the Seattle metroplex. The Triads have decided to hurt their Yakuza rivals by going after the companies through which the Yakuza launder their ill-gotten cred. By disrupting business at the laundries, the Triads hope to interrupt Yakuza operations. One Triad, the Eighty-Eights, has managed to get terminal access codes for one of the laundry operations; they want some shadowrunners to go in and juggle some numbers for them. Of course, they won't tell the runners the identity of their real target.

Setup

This adventure offers a good way to introduce an unsuspecting group of player characters to the events of the Yakuza track in **Mob War**. The characters are contacted by a reputable Mr. Johnson for what seems like an ordinary job: a data run on the computer systems of a low-level corp called BrightSky Finances. The company is clean and has no significant reputation in the shadows. Mr. Johnson supplies terminal access codes that will get the runners past the first layer of ice in the corp's host system, provided they jack in from inside the corporate headquarters in Fort Lewis. It's a simple run with no complications ... which ought to make the players a bit suspicious.

Event 1

BrightSky's offices in Fort Lewis are exactly like the offices of every other corp of the same size. Security is somewhat heavy for a small corporation, but lots of smaller corps have been beefing up security since the publication of Dunkelzahn's will and the inter-corporate conflicts that resulted from those revelations (for additional details, see **Fallout**, pp. 36–55 of **Portfolio of a Dragon**). Site security consists of electronic alarms, maglocks and several hell hounds or barghests that patrol the grounds at night. (Gamemasters who have the **Corporate Security Handbook** and/or either of the **Paranormal Animals** sourcebooks might wish to use some of the more exotic security measures and critters from those books.)

The runners must sleaze past security and into the building so they can access the computer system and make the data alterations desired by their employer. The Johnson gave them a file of the changes along with the necessary access codes. The codes trigger a trap door in the BrightSky system that accesses one of the hosts belonging to the Shigeda-gumi. The Yakuza host is Red-10/16/18/14/16/14 and runs a variety of IC, beginning with Trace and Probe IC and working up to Killer, Blaster and Black IC (use the sample Yakuza host on p. 152, **VR 2.0**, if desired). Three successful File operations are sufficient to make the changes once the decker makes it past any of the host's ice.

The host's Japanese-modern motif might make the decker curious, as might the difficulty of accessing the system and the strength of the IC protecting it.

Event 2

While the runners are in the BrightSky building, the Shigeda wakagashira, Jiro Egami, pays a visit to BrightSky. The events of the Mob war have set everyone on edge, and Takeo Shigeda has discovered—late as usual—evidence that might suggest a security breach at BrightSky. Egami and some of his men turn up to verify that all is well at the facility. They happen to arrive just as the runners are making adjustments to the computer system.

Egami is a cautious man who will immediately notice anything wrong at the facility. He and his men (Yakuza soldiers roughly equal in number to the player characters) will take appropriate precautions if the runners have left clear evidence of their presence. The encounter may turn into a fight between the Yakuza and the runners, or the runners might try to conceal their presence and escape. If the runners are packing significant magical power, the gamemaster may wish to have Egami accompanied by a Yakuza mage (use the Former Wage Mage archetype, p. 56, **SR11**).

Event 3

If the runners escape from BrightSky, the Shigeda-gumi begins beating the bushes for them to discover the source of the corporate security leak. Word hits the streets that the Yakuza is offering a reward for the runners responsible for the BrightSky break-in. Hopefully, the runners have been exceptionally nice to all of their contacts lately so that no one is looking to sell them out. Nevertheless, the player characters soon become too hot for most people to handle. The runners must find some way to settle matters with the Yakuza, or their future employment prospects will be severely limited.

The Eighty-Eights do not want the BrightSky break-in traced back to them, so they also will go after the runners to tie up the loose end. The Triad will invite the runners to collect the rest of their fee from their Mr. Johnson; the meet is an ambush, intended to kill the runners to keep them from talking. The ambush can include some Triad physical adepts (use the Street Warrior archetype, p. 143 of **Awakenings** as a model) and even a Triad magician if the gamemaster so desires. With two powerful syndicates out to get them, the runners are in big trouble.

Climax

If the runners decide to sell out the Eighty-Eights to the Shigeda-gumi, they might get out of the adventure with a whole skin. All they need to do is find some way to talk to the Yakuza and get assurances of their safety before turning over the information, while avoiding Triad members who want them dead (plus every street punk and two-bit runner looking to collect the Yakuza bounty placed on their heads). If the runners arrange a meeting with Jiro Egami or Takeo Shigeda, they can negotiate to have the price on their heads lifted in exchange for information on the Johnson who hired them. Such an action might not do much for the runners' reputations, but it will keep them alive.

If the runners refuse to reveal their client to the Yakuza, they will have to dodge the yaks and the Triads until the whole affair dies down. If the gamemaster feels merciful, the Yakuza can eventually discover through other channels that the Triads were behind the operation, at which point they lose interest in the player characters.



Sequels

Depending on how things turn out, the runners may have made some enemies among the Yakuza and the Triads, and they likely have little love for the Eighty-Eights. The Yakuza might offer the player characters a run against the Triad as a means of revenge, or one of the other Triads might wish to use the runners against the Eighty-Eights. Something the runners saw or heard at BrightSky could turn out to be of greater importance than they first supposed, causing the Yakuza to become interested in them again. The gamemaster can use **Dirty Laundry** as a jumping-off point for getting a group of shadowrunners involved in other facets of the Mob war, through another adventure for the Yakuza or the Triad track.

A MATTER OF HONOR

Premise

Miko Ishikawa (see p. 38) has been working both sides of the street. Though she works for the Shotozumi-gumi, she owes her real allegiance to Akira Watada, oyabun of the Watada-rengo back in Japan. She needs to transmit information on Shotozumi's activities to Watada in Chiba, but all the means at her disposal are too risky. If her disloyalty is discovered, Shotozumi will order her killed. Miko decides to hire some shadowrunners to do her dirty work, disguising her offer as a Seoulpa Ring operation against the Yakuza. If all goes well, Miko will appear an innocent victim of an attempt to embarrass Shotozumi and can "escape" after the runners have turned her over to the fake Seoul men.

Setup

The characters might be shadowrunners or mercenaries that Miko wishes to hire, or they might be elements of the Yakuza or some other syndicate whom she feels she can manipulate. In any case, the characters are sought out by a man claiming to represent the Changgo Ring, broken up a few years ago by Fuchi Corporation and since re-formed. He wants the characters to kidnap Miko Ishikawa and delete her private computer files, while sending certain other files to a vanishing SAN address that he gives them. Upon completing this task, the runners will turn Ishikawa over to representatives of the Changgo Ring and receive their final payment for the job.

Event 1

Ishikawa lives in a high-security building in downtown Seattle. Her agents provide the runners with information about the building and its security systems, but not so much that the runners will wonder where they got it. Miko does not want to make the run seem too easy, but she does want the runners to succeed. This means they might get some unexpected help in the form of "lucky breaks" arranged by Miko or those loyal to her.

The runners must break into the high-rise and kidnap Miko from her apartment on the twentieth floor. The files they want are on her home computer system, which has very little IC. Treat the system as Blue-6/10/8/8: state-of-the-art, but nothing any competent decker can't handle. Miko pretends to be caught unawares by the runners and offers no resistance. She acts mildly curious about the identity of their employer, but does not press the issue.

Event 2

After the runners leave the building with Miko in tow, a snag develops in Miko's plan. Hanzo Shotozumi traces some unusual activity in his organization back to the agent of Miko's who is serving as the runners' Mr. Johnson. Suspecting him of working with the Seoulpa Rings, Shotozumi sends some Yakuza soldiers to collect him. The contact dies in a gun battle with the Yakuza soldiers rather than risk betraying Miko, but the soldiers discover information on his person regarding a meeting planned for later with the player characters.

When the player characters show up for the meet with their Johnson, he's not there. Instead, a group of Yakuza from the Shotozumi-gumi have set up an ambush for whoever shows up to meet the traitor. They assume that the shadowrunners were hired to abduct Ishikawa and intend to rescue her. Ishikawa is confused by her agent's failure to show up and may suspect that the shadowrunners have double-crossed her. She believes Shotozumi is on to her operation and wants to escape with the runners if possible so that she can figure out what's going on.

Climax

Once the runners deal with the Yakuza ambush, they must figure out what to do next. Miko needs to discover if her position in the Shotozumi-gumi has been endangered, and the runners need to figure out what to do with their prisoner. Miko will offer the runners money to find out what is going on with the Yakuza and to return her to them if it is safe to do so. She reveals the true nature of her plan to the runners only if it is the only way to save her own life; otherwise she continues to play the runners for patsies. If they feed her false information, the shadowrunners might be able to turn the tables on Ishikawa and force her to tip her hand.

Hanzo Shotozumi and the Yakuza assume that Miko is a loyal Yakuza member who has been kidnapped unless they see evidence to the contrary. The runners won't get the oyabun to simply accept their word over hers—they need evidence to prove Ishikawa's duplicity. If they work with Ishikawa to return her to the Yakuza and cover up the whole incident, they might get out of the deal without making an enemy of the Shotozumi-gumi.

Sequels

Miko Ishikawa's spying activities might get her into a situation where she needs the shadowrunners' help in the future, especially if they believe they owe her a favor for putting in a good word with the oyabun (despite the fact that she got them in trouble in the first place). She might call on the runners for aid or try to use them as patsies to take the fall for another plan.

If the runners know where Miko's loyalties really lie, they could become more deeply involved in the conflict between Shotozumi and the Watada-rengo regarding the Seattle oyabun's bid for independence.

NEON FLOWER

Premise

Keiko Shotozumi decides to take revenge against her father by getting his attention in a dramatic way: stealing some of the Shotozumi-gumi's most valuable secrets and selling them back to

the gumi for a fortune. She wants the player characters to help her. However, one of the stolen secrets proves compelling enough to make Keiko want to do something about it.

Setup

The characters might be shadowrunners who have worked with Kiku before, or she might simply know them (and they her) by reputation. If the characters are not shadowrunners, they might be members of a rival Yakuza gumi like the Nishidon, or even subversive elements of the Shotozumi-gumi willing to help Kiku with her plan.

Event 1

Kiku contacts the characters and proposes a job. It is challenging but not impossible, and Kiku needs the best to work with her. If the runners are interested, she arranges a meeting and starts to talk terms. To pull off the job she has in mind, Kiku must get into Hanzo Shotozumi's home in Seattle. She says that she can do that, but that she needs a distraction to pull it off without alerting Shotozumi's security. That's where the player characters come in.

With the Mob war heating up in Seattle, shadowruns between the different syndicates are commonplace. The runners' role is to appear to be making a run against one of Shotozumi's gambling operations in Tacoma; as soon as the Yakuza responds, they are to make a run for it and leave Kiku free to do what she has to do. The runners will be paid half of the agreed-upon fee before the run and half when Kiku has finished the job.

Event 2

The target of the characters' run is the Pachinko Parlor in Tacoma. The runners are to break in, get access to the casino's main computer and reprogram it so that the house-rigged games will begin blatantly cheating in favor of the patrons. This should quickly alert the Yakuza that something is wrong. The runners are then to allow themselves to be "caught in the act" and escape, pursued by Yakuza soldiers. All the action should draw the attention of the Shotozumi-gumi long enough for Kiku to get inside Shotozumi's residence, do her part and get away clean.

The challenge for the runners is to make sure they evade the Yakuza long enough to give Kiku the time she needs for her run—at least twenty minutes. The Yakuza will send some of their tougher soldiers and magicians against the player characters, who should have to use some decent planning and tactics to stay one step ahead of their pursuers.

Event 3

Plans change when the runners evade the Yakuza and meet up with Kiku again. She looks shaken; she has a stiff drink before telling the runners what happened. Her part of the run was to steal some of Shotozumi's secret files. From one of them, she learned that the oyabun is bringing a large shipment of new BTL chips called "neon flower" into the metroplex from Yakuza suppliers in California. The new chips are based on the 2XS chips that hit the streets a few years back, and they offer a more powerful and addictive high than any other beetles on the street. The Yakuza plans to flood the Seattle market with them to take control of the



chip market away from the Mafia and the Triads by knocking out the other syndicates' cheaper but less powerful "kong chips."

Kiku knows that the neon flower chips will almost certainly touch off a fight to the death between the Yakuza, the Mafia and the Triads for control of the BTL market, creating hundreds more hopeless beetle addicts in the process. She also sees disrupting the shipment as a way of undercutting Shotozumi's power in Seattle, and so she offers to hire the runners to help her eliminate the shipment.

Climax

Kiku and the player characters go up against the Yakuza on the Seattle docks where the neon flower chips are being moved. This is the gamemaster's chance to stage a big action-movie-style

shoot-out on the docks with lots of Yakuza soldiers, automatic gunfire and big explosions. The gunfight culminates in the destruction of the Yakuza warehouse and the neon flower chips. Pull out all the stops in this scene; make it spectacular.

Alternatively, Kiku might go up against the Yakuza alone, get captured and be forced to reveal the names of her associates. In this case, Shotozumi will see the player characters as loose ends to be eliminated and will also want to recover the data his errant daughter stole. If she has left copies of the stolen files in the hands of the player characters, or left instructions for the runners to follow in the event of her capture, the characters could be pulled right back into dealing with the Yakuza.

Sequels

The player characters definitely make no friends in the Yakuza in this adventure, and may acquire Hanzo Shotozumi as a personal enemy. On the other hand, they might earn points with the other syndicates for their disruption of a major Yakuza operation. They will definitely earn Kiku's friendship if they act honorably toward her; she will be good for some future favors and perhaps some inside information about the Yakuza in Seattle.

ADVENTURE IDEAS

This section provides additional short adventure ideas involving the Yakuza in Seattle. The gamemaster can flesh out these ideas as short or full-fledged adventures using the material in this book and in the **Underworld Sourcebook**.

FIRST LADY

The runners are called to a meeting by a reputable fixer, where they are surprised to see that their prospective employer is none other than Nadja Daviar, Vice President of the UCAS. Daviar claims she was kidnapped by the Yakuza and an impostor put in her place. She doesn't know who to trust, and believes there is some kind of criminal conspiracy afoot to topple the UCAS government. She has little money, but can offer the runners almost anything else if they help her to prove her identity and expose the fraud, who will be appearing in Seattle for a speaking engagement in a few days.

In reality, the woman is not Nadja Daviar. Her real name is Shelly Greenbriar, a bunraku prostitute working for the Yakuza. Bunraku are surgically and neurologically altered to look and act like any famous individual a client desires. Shelly has overdone the personafix BTL and really believes she is Nadja Daviar. As the runners investigate, they discover the truth. They also find out that Shelly intends to assassinate the real Nadja Daviar, using her physical similarity to get close to the vice president. The runners will have to think fast to prevent the crazed woman from succeeding or risk being considered accomplices to another political assassination that might tear apart the UCAS.

JUST DESSERTS

The runners are in a Mafia-owned restaurant (perhaps meeting a Mr. Johnson or just out for the night) when they see a known Mafia soldier walk up to the table where Aldo "Al the Squid" Burke, a sottocapo with the Bigio family, is finishing his dinner. The soldier pulls out a gun and blows Burke away, then kills the Bigio guards and runs. Just before he fires, the gunman says, "Ciarniello says buono appetito, chummer."

The hitter is actually Yakuza, disguised by a mask spell cast by a Yakuza mage who is waiting in the getaway van nearby. If the runners capture or kill the hitter and reveal the truth, Don Bigio may offer them a job. Otherwise they may get caught up in a Bigio reprisal against the confused Ciarniello family before the misunderstanding can be resolved.

CARRIERS

A man in a dark suit approaches one or more of the characters in their favorite hangout and offers them two thousand nuyen each to hold on to a sealed chip case until 8:00 the next morning, when they are to meet him in the same location and receive their payment.

The suit is Tony Miller, a Mafia courier who needs to get the information on the chips to Rowena O'Malley. The Yakuza is after him, and so he needs to stash the chips somewhere until he can convince the yak shadowrunners trailing him that he doesn't have what they're looking for. He then hopes to double back, recover the chips and still deliver them on time. Unfortunately for him, the Yakuza runners catch him, work him over for information, then kill him when they find out that he gave the chips to the player characters.

When the runners return to their hangout at 8 a.m., they find a message from Mr. J that they are to wait for half an hour. If he doesn't show, they are to deliver the chip case to Rowena O'Malley's address, for which they will be paid four thousand nuyen each (twice what they were promised). The Yakuza will pick up the characters' scent at the night spot; from there, the race is on to outrun the Yakuza and reach O'Malley's residence.

MIDNIGHT DELIVERY

The runners are hanging out in a bar or restaurant, sitting near a guy in the corner who is obviously a Yakuza soldier and also obviously drunk. He says something (loudly) to his two chummers that the player characters ought to find interesting: "That's right, the oyabun's going on the offensive. Those gaijin fools won't know what happened to them."

"Quiet, you fool, if you value your life," says one of his companions. Immediately afterward, they escort him from the place. As the three Yakuza walk out into the night, astute characters may realize the value of what they've just overheard ... if they can get the information to the right people, and also find out just a few more specifics on the quiet.

Hanzo Shotozumi has indeed ordered his soldiers to hit a major Mafia operation. The Yakuza is planning to disrupt a shipment of illegal weapons into Seattle from Denver. If the player characters pursue the matter, they have a good shot at either selling the information to the Mafia or preventing the Yakuza from blowing the Mafia's deal and thereby gaining the Family's gratitude. The shipment is going to members of the Bigio family, and so the information is also valuable to some of Don Maurice Bigio's rivals.

If the characters choose not to act on the information out of self-preservation (messing with the syndicates does not guarantee a long life), the Yakuza might find out that the characters were within earshot of the drunken yak's little speech and act to plug that security leak for good.

TRACK THREE: THE TRIADS

The Triads are an up-and-coming force in the Seattle underworld. They have been making headway against all the other major syndicates, but mostly against the Yakuza, whom they particularly favor as a target. The Triads will certainly take advantage of Seattle's Mob war to seize more territory and opportunities, especially if the Yakuza become sidetracked by battles with the Mafia.

AN OFFER YOU CAN'T REFUSE

Given their clannish and secretive nature, the Triads are perhaps the most difficult syndicate with which to involve player characters directly. The Triads in Seattle rarely hire outsiders to help them with their plans, and generally reveal as little information as possible on the occasions when they do. The characters may find themselves involved in Triad business, however, without ever dealing directly with the syndicate as an employer.

The gamemaster can use the suggestions given below to tailor the adventures and events of this track to his or her campaign and player characters.

CHINATOWN SHUFFLE

The easiest way to involve a group of player characters with the activities of the Triads in this track is to have the characters all come from an area heavily influenced by the Triads, such as any of Seattle's small, insular Chinese communities. The characters might all belong to a Chinese street gang tied to the Triads in one way or another, cops with a Chinatown beat and knowledge of how the Triads operate, or residents or shadowrunners whose contacts in the Chinese community know about Triad activities. These contacts could pull the runners into action involving the Triads and their rivals in the metroplex. **Chaos Is Good**, beginning on p. 100 of the **Underworld Sourcebook**, provides the information needed to play Triad members.

DEEP COVER

Player characters might become involved with the Triads by infiltrating them on behalf of some other organization—most likely the Yakuza or Lone Star, though the UCAS government might also feel a strong interest in establishing a person on the inside of the organization. The characters will have worked their way into the structure of one or more of the Triads in Seattle in an effort to get the goods on the syndicate. The ultimate goal might be to make a major bust for Lone Star or the UCAS FBI, or to pass on information about the Triads' plans to a rival syndicate.

The gamemaster can either play out the characters' infiltration of the Triads or simply assume that it was successful. In either case, the characters must carry out their assignment without getting caught. This places a great deal of stress on the player characters and forces them to hang together, but it can also be a difficult and challenging assignment when added to the other adventures and events described in **Mob War**. That level of complexity may not appeal to all **Shadowrun** groups.

THAT OLD BLACK MAGIC

The Triads' extensive use of magic, in general and throughout this track, may attract the attention of magicians and magical groups in Seattle. One of those magical organizations might well hire the player characters to acquire information on the Triads' unique magical techniques and talismans, or the characters might be members of a magical group who decide to investigate the Triads on their own. This option works well for magic-focused campaigns (see p. 119, **SRComp**) or other types of campaigns with a lot of magical action, but may be problematic for gamemasters who want to run a "magic lite" campaign or whose players are not overly interested in the magical elements of **Shadowrun**. In these cases the gamemaster may have to modify this approach; he might have the player characters hired by an outside magical group like the Illuminates of the New Dawn.

WHAT'S GOING DOWN

Though the Triads are relative newcomers to the Seattle scene, the events of **Mob War** give them the opportunity to execute aggressive action against the other syndicates in the metroplex. This section describes the history of the Seattle Triads and their plans for the future. More information about the Triads appears on pp. 51–59 of the **Underworld Sourcebook**.

The gamemaster should be familiar with the material in this and the **Players** section in order to handle any unexpected twists or turns of the plot as the players make their way through the **Mob War** story line.

TRIAD HISTORY

The Triads began as underground political movements in China that eventually became sophisticated underworld gangs. The covert skills that had served the Triads so well in their political rebellions proved equally useful in running their criminal enterprises. Over the centuries, the Triads have spread out from China and Hong Kong to other places along the Pacific Rim and around the world.

Instability in China and Hong Kong since the Awakening has caused problems for the Triads, but has also presented them with opportunities. The Awakening gave the Triads the power of magic, and they were the first criminal syndicate to take advantage of this new force in the Sixth World. The Triads have been steeped in magical tradition since their inception, and magic's return to the world only strengthened their devotion to those traditions.

The fall of the Chinese government and the transfer of Hong Kong to corporate control early in the twenty-first century also provided the Triads with numerous markets for their criminal goods and services. The organizations spent decades exploiting those markets, growing in strength and influence throughout China, Hong Kong and the surrounding region.



TRIAD ORGANIZATION DIAGRAM



Large-scale Triad involvement in North America is a relatively recent phenomenon. Chinese Tongs, North American versions of the Triads, had existed ever since the first wave of Chinese immigration to such North American cities as San Francisco in the 1800s, but the Tongs were limited in strength and influence by the borders of the segregated Chinatowns in which they lived. Outside of the Chinese communities, the Tongs were overmatched by the Mafia and later the Yakuza. This forced the Tongs to concentrate on business in the Chinatowns, all but unseen in comparison to the other major syndicates that operated in the cities of North America.

TRIADS ON THE MOVE

In the 2040s, the Triads began to take a serious interest in North America. The break-up of the old United States and the merger of its remnant with Canada had created several smaller nations, and the Pacific Coast was particularly ripe for exploitation. Unfortunately for the Triads, the newly independent state of California was strongly under the influence of the Japanese in San Francisco and the Mafia in Los Angeles. The Pacific Northwest was heavily influenced by the elven nation of Tir Tairngire and the Native American Nations, both hostile to outsiders and to criminal organizations. The remaining places where the Triads could feasibly expand into western North America were the cities of Denver and Seattle.

Seattle was a port and frontier city, a UCAS metropolplex surrounded on all sides by foreign territory. The metropolplex's endless hunger for black-market goods was well known, and it tended to attract the best and worst that metahumanity had to offer. Seattle's criminal markets were profitable—so much so that the metropolplex underworld was already jammed with syndicates like the Mafia, the Yakuza and the newly formed Seoulpa Rings.

Undeterred by the presence of competition, the Triads began to move into Seattle, as well as Denver to the south and Vancouver to the north. They moved slowly at first, their presence going all but unnoticed by the other players in Seattle's underworld. The Mafia and Yakuza, either of whom might have stopped the Triads cold, were too preoccupied with rebuilding after their last disastrous Mob war to pay attention to the newcomer. The past few years have seen some conflicts between the Yakuza and the Triads as the two competed for gambling and prostitution operations, but they have been few and limited compared to the conflicts between the other syndicates. Cautious and conservative, the Triads have been biding their time. With the death of Don James O'Malley, the Triads' hour has arrived.

THE YEAR OF THE TIGER

Don O'Malley died on January 1, 2058, at the end of the year of the Ox in the Chinese calendar. Famed Triad sorcerer Chen Kwan-Ti had prophesied that in the Year of the Tiger, which began in February of 2058, the Triads would be given an opportunity to expand throughout the Seattle underworld. The tiger is the living symbol of force and power, commanding fear and respect—traits that the Triads embrace. With the death of Don O'Malley, the subsequent internal war in the Mafia and the Yakuza's immediate focus on tearing down the Mafia to the virtual exclusion of all other goals, Kwan-Ti and the Triads have come to believe that the Year of the Tiger will be the year the Triads take Seattle or die trying.

The Triads' major weakness is that they are far less unified than the Mafia or the Yakuza. The many different Triads in Seattle are almost as eager to undercut each other as to hurt the other syndicates in the metropolplex, which makes it difficult for the Triads as a whole to pose much of a threat to their fellow Mobs.

As soon as the Mafia and the Yakuza begin mutual hostilities anew, the Triads start randomly grabbing operations away from them, from the Seoulpa Rings and even from each other when the opportunity arises. Most of the conflicts pit the Triads against the Yakuza, mostly because the two organizations tend to focus on similar types of operations, and partly also because of historical mistrust between the Chinese and the Japanese. However, Triad conflicts with the Mafia and even the Seoulpa Rings also occur. At the same time, the other syndicates are working to gain one or more of the Triads as allies, hoping to turn them against their enemies or even other Triads. Diplomacy and back-room deals become the order of the day as other syndicates try to co-opt various Triads or put them out of the way.

The leader of one Triad, Zheng Li Kwan, is working to unify Seattle's three major Triad factions under his control. If he suc-

ceeds, the Triads may become a serious threat. Player characters can get involved in helping or stopping Zheng's plans, or with the other Triads.

TRIAD MAGIC

All of the Triads are known for powerful magic, and persistent rumors claim that Triad magic is unlike any other mojo in the Sixth World. Though some people dispute the latter contention, everyone who knows anything about Triad magic has heard at least one hair-raising story about Triad initiations.

The exact form of the initiation varies from Triad to Triad. All such rituals, however, involve drawing blood from an initiate and mixing it with other substances that the Triads consider sacred to magically bind an initiate to the loyalty oaths he has sworn. Unlike standard ritual sorcery, this blood ritual does not allow the Triad to punish a member from afar for betrayal; instead, the inherent power of the blood and the ritual ensures that anyone who dares to betray the oaths sworn during initiation will automatically suffer accordingly. Before magic returned to the world, the penalties members swore to accept for breaking their oaths were only symbolic—actual punishment was administered by their fellow Triad members. Now, backed by the power of blood and magic, loyalty oaths and the risks inherent in breaking them carry real weight.

One story making the rounds of Seattle's underworld illustrates how Triad initiation magic might work. A Sze Kau (foot soldier) allegedly betrayed his oath by cutting a deal with the police in exchange for protection when arrested. The police discovered his charred corpse in his cell the next morning, with no evidence of foul play. Standard ritual magic, the usual suspect in such cases, was impossible in this one; the cell was strongly warded specifically to prevent such an attack. In game terms, punishments for breaking an oath of loyalty to a Triad just happen, regardless of any established convention of **Shadowrun** that says they can't.

If the gamemaster decides to use blood oaths as part of a player-character Triad member's initiation ritual, then the oath magically binds that character to keep his or her word to the syndicate. If the character breaks the oath, the gamemaster should inflict some appropriately creative punishment on the oath breaker. Depending on the transgression, the punishment need not be death; transgressions short of outright betrayal might merit lesser punishments.

The punishment might take the form of a spell or spell-like effect, such as the oath breaker bursting into flames or melting into a puddle of slime. Or it might appear to be a coincidence or an accident, like the victim suffering from heart failure or having a critical streak of bad luck in a combat situation. If necessary, the gamemaster can base the Force Rating of the magical effect on the Magical Threat Rating of the magician who administered the oath.

Assuming blood oaths exist in a given gamemaster's campaign, astral perception should allow characters to perceive people under the effects of such an oath. Learning this information requires a successful Astral Perception Test against a Target Number of 8. If a magician successfully assenses a blood oath, he or she can use Spell Defense or Shielding to protect the subject from the effects of breaking his or her oath as long as the subject

remains in the magician's line of sight. Blood oaths cannot be dispelled without the agreement of both parties involved in the oath.

THE PLAYERS

The following section describes the three major Seattle Triads and various important non-player characters within those syndicates. The gamemaster may add to or alter this list as needed. Several other, lesser Triads also operate in the Seattle area; the gamemaster can use them if he or she wishes to insert an obscure or unknown Triad into the campaign.

THE YELLOW LOTUS

The most powerful Triad in Seattle is the Yellow Lotus, headed by Shan Chu, or Lodgemaster, Zheng Li Kwan. The Lodgemaster of the Yellow Lotus is a powerful man with ambitions. Originally from Hong Kong, Zheng chose to become Lodgemaster of the Yellow Lotus in Seattle because he saw opportunities in the metroplex that were not available in Hong Kong, a city the Triads had already subdued. Seattle was a frontier market, fresh and raw, offering great challenges and equally great potential profits.

Since taking control of the Yellow Lotus six years ago, Zheng has reorganized the Triad and imposed on its members the more traditional standards and values. He has also initiated an aggressive recruitment program that has more than doubled the size of the organization, pulling in new people from the Barrens and other areas of Seattle that legitimate organizations have abandoned. The Lotus has focused on recruiting metahumans, of Chinese descent and otherwise, whose metatype barred them from organizations like the Yakuza and the Mafia. The Lotus has therefore bought itself a great deal of influence in metahuman neighborhoods of the Barrens and areas like the Ork Underground.

Zheng Li Kwan's most aggressive innovation is his standing offer of an alliance to Seattle's other two major Triads. His idea of cooperation against common enemies like the Yakuza has a certain appeal to the leaders of the other Triads; if they buy it, Zheng eventually plans to turn the alliance into a single Triad under his control.

Zheng Li Kwan

The Honorable Lodgemaster of the Yellow Lotus dreams of leading a vast Triad in the Seattle metroplex, a Triad large and powerful enough to force out the Yakuza and the Mafia and to add Seattle to the Triads' Pacific Rim empire. He is ruthless enough to use whatever means are available to reach his goal, and he believes that following the traditions and mystical strictures of the Triads will get him there. He collects ancient Chinese artworks, a hobby that has provided much of his current power.

Zheng is a traditionalist and a strong believer in the Triads' magical traditions. He is a physical adept, a follower of the Way of the Warrior (pp. 51–52, **Awakenings**) and an initiate in the Triad mysteries and secret martial arts. Gamemasters should make Zheng an initiate at least two grades higher than the highest-grade player character initiate. The gamemaster may also wish to give Zheng some of the more exotic physical adept powers from **Awakenings**, such as Delay Damage or Distance Strike. All of Zheng's skills are Superior to those of any player character.

Su Cheng

Dressed in flowing silk robes and sporting a drooping Fu Manchu mustache, Su Cheng is the image of the venerable Chinese sorcerer. The Incense Master of the Yellow Lotus is a long-time companion of Zheng Li Kwan. Most assume that the two of them are old comrades from the Hong Kong Triads, but Su Cheng is not all that he appears.

In fact, Su Cheng is a powerful Chinese vampire under Zheng Li Kwan's control. The Lodgemaster possesses an ancient Chinese vase that contains Su Cheng's Hidden Life, and so can command the vampire pretty much as he pleases. Zheng has used Su Cheng as his "secret weapon" for years; the vampire is responsible for many of the mysterious deaths that have befallen Zheng's enemies.

Su Cheng has grown to resent his servitude, though he does not otherwise mind his situation with the Yellow Lotus. His position allows him to conduct magical research and to feed with impunity. The only thing he lacks is control over his own destiny. At one time Su Cheng might have willingly accepted his role as Zheng's ally, but the Lodgemaster's blackmail tactics have poisoned the vampire against ever truly trusting him.

Su Cheng has all of the classic vampiric abilities (p. 234, **SR11**) as well as the free spirit power Hidden Life (p. 80, **Grimoire II**). So long as the vase containing Su Cheng's life force remains undamaged, the vampire cannot be killed and will regenerate from even the severest injury. In addition to his vampiric abilities, Su Cheng is a powerful magician in the Triad magical tradition (p. 97, **Underworld Sourcebook**). He knows many spells and frequently uses illusion and manipulation spells to change his appearance.

EIGHTY-EIGHTS

The Eighty-Eights are the most modern Triad in Seattle. They grew out of an organization begun decades ago and have been greatly Westernized by their years in the Seattle area. The Eighty-Eights still hold fast to the traditional Triad organization and initiation, and are still largely Chinese in membership, but they have dropped many of the Triads' more mystical trappings in favor of technology and the methods of their closest rivals, the Yakuza.

The Eighty-Eights are most heavily involved in gambling operations and are working to take away many of those operations from the Yakuza. Their alliance of convenience with the Octagon and the Yellow Lotus is almost entirely aimed toward that end.

The leader of the Eighty-Eights is Rick Wu, a third-generation Chinese-American who has little use for what he terms "mystical nonsense." Wu considers himself a businessman first and foremost, and has taken on many of the slick, macroflash characteristics of a hip gangster. He and his people have more cyberware than any of the other Triads and are far more comfortable with technological environments like the Matrix. Any cyberware the Eighty-Eights have is beta-grade—the gamemaster can give members of this Triad just about anything he or she wants. This emphasis on cyber makes the Eighty-Eights useful to Zheng Li Kwan because they can handle the technology that he chooses to ignore.

The Eighty-Eights employ a few magicians to handle such matters as magical security and protection against magicians from

rival syndicates, but most of them are Western-oriented mages rather than Triad-trained magicians. Wu doesn't trust magic much, and he prefers mages with a scientific bent to those tied up in "mystical mumbo-jumbo."

The greatest advantage the Eighty-Eights have over the other Triads is their connection with the Tigers, an Asian gang that is one of the larger gangs in Seattle. The Tigers serve as the foot soldiers of the Eighty-Eights, which gives the Triad more street muscle than any other Triad in the metroplex. Long-time rivals of the Ancients and several other large gangs in Seattle, the Tigers are known as fierce fighters. Most of the gang's leaders are physical adepts or cybered within an inch of their lives.

THE TIGERS

Did this gang ever exist on its own, or did the Eighty-Eights create it? No one knows the answer—but if the Triads hadn't invented the Tigers, someone else would have. The Tigers are less a gang than an army of destruction bent on making themselves and their Chinese leaders the ultimate power of the Awakened world. Self-sacrifice is expected of every ganger—they all believe that once the Triads have gained total power, Triad magic will revive the dead and create the ultimate army. The Eighty-Eights enthusiastically feed them this drek, keeping the gangers going with visions of the tiger as the ultimate predator at the top of the food chain.

Focus: The Tigers are predators, figuratively and literally. They kill with the Triads' approval, and in most cases under their orders. The Tigers are the warriors of a brave new world—no remorse, no fear, no regrets and no regard for their own or their opponents' lives. Each victory brings them closer to the power they crave, the power that will make them the ultimate predators. Membership in the gang is open to anyone who wants to kill; the Tigers are equal-opportunity destroyers.

Leader: Known only as Tiger's Breath, the gang leader has no other name. He is a Grade 7 initiate and a physical adept who follows the Way of the Warrior. He has not been seen in public for months; rumor has it that he's dead, but neither the Eighty-Eights nor the Tigers have confirmed this.

Lieutenants: Two. Dragon-eyes is a physical magician and the mystical center around which the Tigers revolve. People say that his eyes look like a dragon's—irises without whites. He is reputed to be a Grade 7 initiate.

Tiger Claw is the leader-in-waiting. A female physical adept, she follows the Invisible Way and is rumored to have single-handedly killed five Yakuza members while they slept in their homes. She is a Grade 3 initiate.

Gang Rating: Superior

Head Count: Anywhere from twenty to fifty. It is difficult to determine who is a Tiger and who is a regular foot soldier for the Eighty-Eights.

Initiation Rituals: No one speaks of them. Given the Triad connection, the ritual most likely involves blood sacrifice, magic, loyalty oaths with major penalties attached and near-death experiences.

Uniforms: The Tigers always wear orange and black someplace on their bodies, usually a tiger-striped bandanna wrapped around the head, left arm or left leg.

Symbol: The gang symbol is a tiger looking through grass. A variation used for quick wall markings is a pair of cat's eyes looking through grass.

Territory: The Tigers claim territory wherever the Eighty-Eights require a foothold. They consider everyone else in the world to be intruders on their turf.

Operations: The Tigers are fighters; they get their thrills as well as their nuyen from killing.

Foes: The Tigers consider anyone powerful enough to keep them from their goal—such as the Mafia and the Yakuza—their enemies. They don't tangle with regular street gangs unless another gang is foolish enough to challenge them directly; they consider such "ordinary" gangs beneath them. Fighting such gutter trash is like stalking a flock of lambs.

THE OCTAGON

The Octagon is the weakest of the three major Seattle Triads. This Triad has been fighting a losing battle against the Yakuza in Tacoma and the Barrrens for years. The recent alliance suggested by Zheng Li Kwan offers them their only real hope of gaining any ground against their Japanese rivals, and so Octagon leader David Gao was eager to accept the idea.

Gao, however, is only a puppet of the Octagon's Incense Master, the wizard Chen Kwan-Ti. Chen is from mainland China, and rumor has it that he studied under the great eastern dragon Lung at one time. He has never explained why he left his homeland for Seattle two years ago. Chen quickly rose to prominence within the Octagon by using various spells and secret potions to control David Gao and establish himself as the real power in the Triad. Chen's control over Gao has weakened the Octagon's effectiveness and is the major reason for the Octagon's current state.

Chen Kwan-Ti seems to want something in Seattle other than the success of the Triad he controls. The most likely possibility is the soul jar that holds Su Cheng's Hidden Life, but the Octagon wizard might also be looking for other magical items or secrets—perhaps some talisman from Dunkelzahn's will or some magical breakthrough developed by a Seattle corporation.

Gamemasters should treat Chen Kwan-Ti as at least Equal in ability to the most powerful player-character magician. His magical abilities focus on subtlety and behind-the-scenes manipulation, particularly control manipulations and illusions.

ADVENTURE FRAMEWORK

The following adventure framework provides an outline of an adventure the gamemaster can flesh out using the background material and major characters previously described in this track.

SOUL JAR

Premise

Su Cheng hires the player characters to steal from Zheng Li Kwan the ancient vase that contains the vampire's life force, so that he can free himself from the Lodgemaster's control. Once the runners have the jar, do they discover its true nature—and if they do, can they afford to hand it over to the vampire-mage?

Setup

A trusted fixer or other contact gets in touch with the runners and sounds them out about a job. The runners are told to go to a small restaurant near Kobe Terrace Park, where Mr. Johnson will meet them.

Mr. Johnson turns out to be a strange Oriental man in ancient-looking black robes. He appears, seemingly out of thin air, in the private room to which the characters are escorted. He tells the runners that he wishes to recover an ancient vase, a valuable art treasure of his native China, from the head of the Yellow Lotus Triad. He is willing to pay the characters 4,000 nuyen each, or whatever sum the gamemaster considers reasonable, to steal the vase for him.

Su Cheng does not tell the characters why he wants the vase, or that he is a vampire (though a player-character initiate might be able to determine the latter by penetrating Su Cheng's masking). The runners are to meet Cheng at the same restaurant once they have acquired the vase.

Event 1

The characters must first discover where Zheng has hidden the vase. The Lodgemaster keeps a copy of it in his private collection in his home in Bellevue, but the genuine vase is hidden elsewhere. Su Cheng tells the runners about the fake and says they must discover the location of the real vase. By speaking to some contacts, particularly talismongers or magically connected fixers, the player characters can learn that Zheng arranged for magically secure storage space of some kind in Tacoma's warehouse district.

The characters' investigations may also attract the attention of Zheng and other parties interested in the affairs of the Triads. Gamemasters can use the Wrong Party rules (p. 66, **SRComp**) as a guideline, or simply play it by ear.

Event 2

The Triad-controlled warehouse in Tacoma holds shipments of goods en route to Triad operations in the metroplex. It also contains a concealed, warded safe where Zheng Li Kwan keeps the vase that contains Su Cheng's Hidden Life. The warehouse has a sophisticated electronic security system and is protected by paranormal guard animals (most likely cockatrices, but the gamemaster can substitute other critters as desired).

In addition, an anchored spell trap created by a Triad magician is linked to the safe. The trap detects the presence of any intruder who touches the safe; the gamemaster rolls 6 dice for the trap, using the normal target number for detection spells (p. 152, **SR11**). If the trap detects an intruder other than Zheng, it casts a spell that transforms the intruder into a carp and leaves him or her flopping helplessly on the floor, gasping for breath. The spell lasts for ten minutes, more than long enough to suffocate the victim. The spell trap functions twice before it must be reset, and can be dispelled or destroyed in astral combat.

The safe is further protected by a Force 5 ward and contains a delicate Chinese vase. Su Cheng's Hidden Life power gives the vase an Armor Value of 6 and a Body Attribute of 1. Dropping it or rough handling won't damage it, but any attack capable of penetrating the armor will.

Climax

The runners return to meet Su Cheng at the prearranged place, but face unexpected opposition. A circle of four Yellow Lotus magicians have magically traced the vase to the meeting site; acting on Zheng's orders, they attack the runners and Su Cheng to recover the vase. Aided by various nature spirits, the magicians attempt to recover the vase if possible, and destroy the characters and Su Cheng if they cannot. The vampire aids the player characters until he gets his hands on the vase, at which point he cuts and runs. The Triad magicians will let the runners go if they turn over the vase, but Su Cheng will violently object to once again losing control of his Hidden Life.

Sequels

However the adventure turns out, the runners may make an enemy of Su Cheng, Zheng Li Kwan or possibly both. They might be called upon for work in the future by whoever they helped, and targeted for revenge by one or the other if they helped Su Cheng to escape or ensured his continued servitude.

ADVENTURE IDEAS

This section provides additional short adventure ideas involving the Triads in Seattle. The gamemaster can flesh out these ideas as short or full-fledged adventures using the material in this book and in the *Underworld Sourcebook*.

THE DRAGON'S CLAWS

Zheng Li Kwan is interested in acquiring some of the talon clippings that Dunkelzahn gave away in his will. He knows that the Sisterhood of Ariadne, a local magical order, received a certain number from the Draco Foundation. Kwan hires the shadowrunners to acquire the powerful tesma for the Yellow Lotus, but the Sisterhood also has plans for their wind-fall. They intend to sell a portion of the clippings to an interested party in Tir Tairngire for a large sum of money and keep the rest for their own use. When the Sisterhood's Tir contact betrays them, the runners may either cooperate with the Sisters or engage in a three-way battle to acquire the talon clippings.

FIRST DATE

As the runners are walking into their favorite night spot, they pass a couple on the way out. The man, a sharply dressed person of Chinese extraction, glares at them as they pass, but does nothing threatening. The couple turns the corner into an alley; moments later, the characters hear a muffled scream. If the characters go into the alley, they see the young woman struggling with her companion just as he knocks her unconscious.

The young woman is Angela Kane, the daughter of Finnigan sottocapo Gerald Kane. The man is Hai Feng, a Triad physical adept trying to kidnap her for use as leverage against her father. Angela is fond of Seattle's night life, an indulgence that gave Feng his chance to approach her. The couple ditched Angela's two bodyguards in the crowd and left the nightclub. The guards appear at the end of the alley in 4 combat turns and will help the runners if they see that the player characters are trying to rescue Angela.

Hai Feng will try to escape with the girl if possible, preferably by using her as a hostage. If this proves too difficult, he will throw the girl at one of the characters (preferably into their line of fire) and make a break for it. Gerald Kane, Angela's father, will be grateful to the runners who rescued his child and would be good for a future favor.

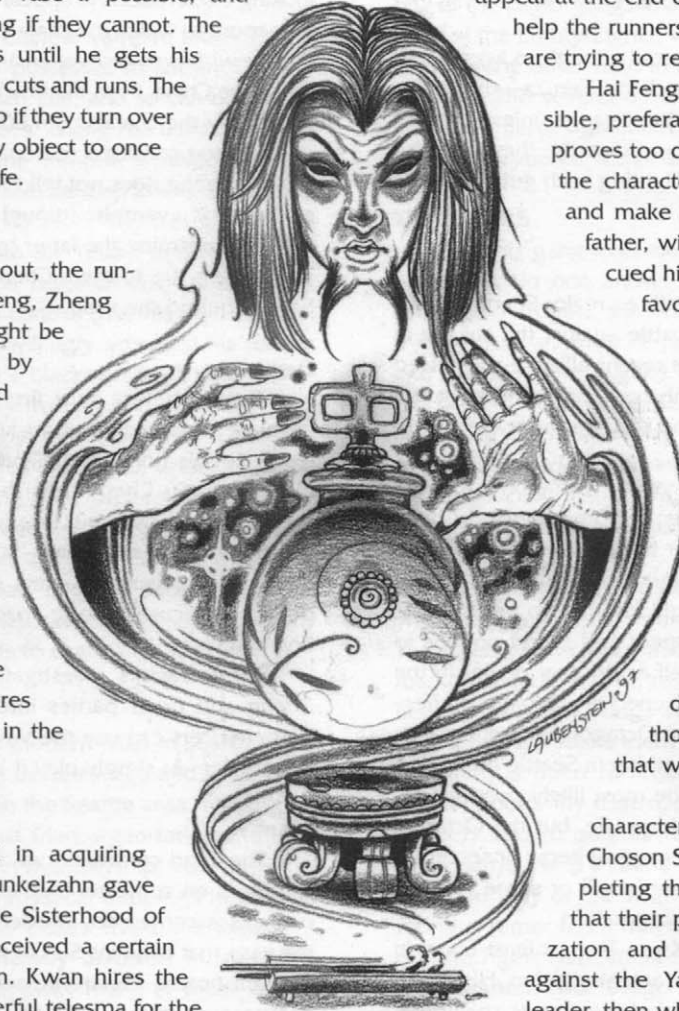
RINGERS

Zheng Li Kwan has hatched a plot to gain influence over the Seoulpa Rings and use them as a tool to strike against the Yakuza. He plans to have magician agents of the Yellow Lotus, initiates of the mystical order known as the Heaven and Earth Circle, use illusion and shapeshifting magic to replace selected leaders of different Seoulpa Rings and direct those Rings against the Yakuza in ways that will ultimately benefit the Triads.

As part of the scheme, the player characters are hired to kidnap the leader of the Choson Seoulpa Ring. A few weeks after completing the job, they are surprised to discover that their pigeon is back in charge of his organization and directing his people in operations against the Yakuza. If they've snatched the real leader, then who's in charge of the Choson Ring? Or did they kidnap an impostor? And if the runners have been played for patsies, do they dare do anything about it?

TRIAD GAMBLE

In an effort to gain control of illegal gambling in Seattle, the Triads begin a campaign of terror against Yakuza and Mafia operations in the metroplex, scaring off customers with bomb threats and other acts of violence. The syndicates hire additional security to protect their investments and begin striking back at the Triads, escalating the conflict. The player characters can get involved protecting a certain syndicate's existing gambling operations, preventing Triad schemes to scare away customers, pulling off payback operations against the Triads, or coming up with new ways to cripple existing gambling operations and so force customers into patronizing Triad gaming parlors.



TRACK FOUR: SEOULPA RINGS

The Seoulpa Rings are the wild cards in the volatile mix of organized crime in Seattle. They owe allegiance only to themselves, and they have enough resources and skills to adversely affect the other syndicates—especially in their rivals' moments of weakness. The Rings operate on the periphery of the **Mob War** story line, seizing what opportunities they can in order to control a bigger slice of the pie.

AN OFFER YOU CAN'T REFUSE

In addition to the traditional shadowrun-for-hire, player characters can get involved with the events and adventures of the Seoulpa Ring track in various other ways. The gamemaster may use the following suggestions to tailor the adventures and events of this track to his campaign and player characters.

FAVOR FOR A FRIEND

One or more of the player characters might owe a favor to a member of a Seoulpa Ring. The Seoul man might have done the character a good turn in the past, possibly before this person joined the ring. Will the friend's current affiliations make the player character refuse his or her request for help, or will the player character honor the debt despite the risk of becoming entangled in the Mob war? The request for a favor becomes even more significant if the Ring-connected friend is a relative or former romantic interest of the player character, someone who can tug a bit at the character's heartstrings to get help.

RINGSIDE SEATS

Player characters might also be members or former members of a Seoulpa Ring and become directly involved in the Ring's activities in the Mob war. They might be newly initiated Ring members who must prove themselves to the group's leadership, or they might be the leaders of a smaller and weaker Seoulpa Ring looking to leapfrog ahead of the competition. See **More than a Gang**, beginning on p. 100 of the **Underworld Sourcebook**, for more information on playing a member of a Seoulpa Ring.

The characters might also be former members of a Seoulpa Ring who found "legitimate work" in the shadows or stepped out into the light. The gamemaster can set up an interesting scenario by gathering together a group of characters who were members of a Seoulpa Ring dissolved years ago and who have since gone on to different lives and careers. None of them have had any contact with anyone from the "old gang" until the fateful day when a friend from the same former ring, now the leader of a new Seoulpa Ring, calls in some markers and brings the characters back together.

INSIDE INFORMATION

The player characters might be undercover agents sent to spy on a Seoulpa Ring. They could be working for the Yakuza, the

Triads, Lone Star or the Seattle or UCAS feds. The characters will have to go through the Ring's grueling initiation rites to be admitted as a member, and must avoid arousing the suspicions of their fellow gangers while trying to gather useful information for their real employer. To further complicate the web of loyalties in which the characters are enmeshed, they—or perhaps only some of them—might even be double agents.

If undercover characters are forced into circumstances where they must either betray their employer and/or their own moral code or risk blowing their cover and exposing their mission, which will they choose?

RUNNING WITH THE BIG DOGS

If the players are playing characters in a gang campaign, their recent successes may have attracted the attention of the Seoulpa Rings. Assuming they prove themselves worthy, they may be invited to join a Ring. An operation such as a successful hit-and-run on a Yakuza-operated "business" will earn a gang serious consideration from Seoulpa Ring leaders, who may even let the gang leader sit in on low-level planning and strategy meetings. The player characters' gang should undergo a series of tests to prove it is capable enough to reach the upper echelons of an individual Seoulpa Ring.

WHAT'S GOING DOWN

This section provides some background detail on the Seoulpa Rings and their potential role in the Seattle Mob war. The gamemaster should be familiar with the material in this and the **Players** section in order to handle any unexpected twists or turns of the plot as the players make their way through the **Mob War** story line.

THE SCHISM

The Seoulpa Rings are the newest criminal syndicate in the Seattle metroplex; they sprang from a series of events that took place fifteen years ago in the Seattle sprawl. The seminal event in the history of the Seoulpa Rings is the so-called Schism, in which the Seattle Yakuza was brutally and completely purged of its Korean members by the Yakuza's Japanese overlords (see **Track Two: The Yakuza**, p. 34, and pp. 61–63 of the **Underworld Sourcebook** for more information). On the orders of oyabun Akira Watada, the Japanese Yakuza eliminated the allegedly "disloyal" Korean elements that had largely built up the Yakuza's Seattle empire, rewarding their hard work with assassination.

Of the large Korean Yakuza population in Seattle, only a handful survived the Schism. They fled into the shadows and hid as best they could from the Yakuza's hired killers, while the Yakuza rengo back in Japan put Japanese leaders in charge of operations in Seattle and elsewhere in North America.

The remaining Koreans laid low and plotted their revenge against their former partners. Needing secrecy and stealth above all, they began to organize in small, autonomous cells rather than the classic Yakuza-style feudalistic hierarchy. These small groups, dubbed "Seoulpa Rings," relied on oaths of secrecy and loyalty kept unto death. All of them were devoted to survival, profit and revenge against the Yakuza that had cast them out.

In the years since the Schism, the Seoulpa Rings have grown rapidly; in 2058, Seoulpa Rings are scattered all across North America and the world. Many of these Rings have drifted far from their Korean roots, but the Rings in Seattle hold fiercely to the memory of the Korean Yakuza who died at the hands of Japanese Yakuza assassins.

The Seattle Rings have been growing in power, influence and sophistication. They have improved their operations and profited from them, biding their time until they can avenge themselves against the Yakuza and make the Seattle underworld theirs again, as it was not so long ago. With Mafia Don O'Malley dead and the Yakuza preoccupied in fighting its greatest rival, the Rings believe their time has come.

RINGS AROUND THE YAKUZA

The Seoulpa Rings' main goal in the Mob war is to oppose Yakuza expansion and hurt the syndicate as much as possible while stealing the Yakuza's cred and operations for themselves. The Rings are a collection of shifting alliances with a common goal. They rarely clash directly with each other, but the lack of unified leadership often means that different Rings may be working on different plans at the same time without being aware of what others are doing. The player characters might become involved in the Rings' feud with the Yakuza, or might work for other syndicates trying to infiltrate or foment trouble between the Seoulpa Rings.

THE PLAYERS

Many more Seoulpa Rings exist in Seattle than those described below. The gamemaster may add Seoulpa Rings to the ones described in this track, giving them different motivations and backgrounds than the Rings depicted in this book. The Seoulpa Rings offer an excellent opportunity to introduce radical new elements into the Mob war. Gamemasters who want to

create new Seoulpa Rings will find useful the information on the Seoulpa Rings, pp. 60–66 of the **Underworld Sourcebook**. Gamemasters can also use the gang-creation system (p. 121, **SRComp**) as a guideline for creating new rings.

The Seoulpa Rings below are presented in the format for gangs established on p. 125 of the **Shadowrun Companion: Beyond the Shadows**.

CHOSON RING

Focus: The Choson Ring was one of the first Seoulpa Rings to gain a public reputation. An older and more experienced Ring, the Choson has well-established rules, traditions and operations in Seattle. They remain driven by the motives that first led to the creation of the Seoulpa Rings: survival, profit and revenge.

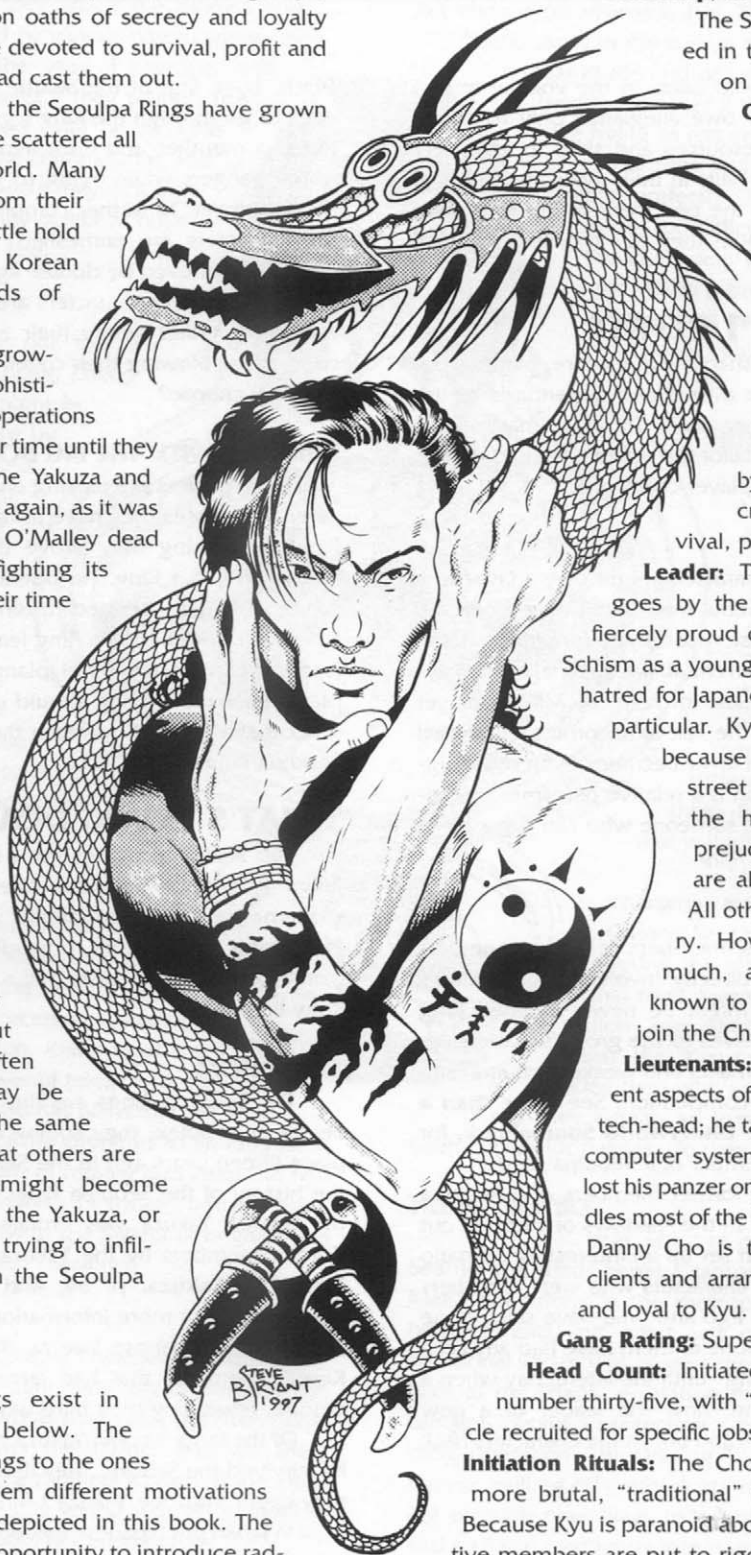
Leader: The leader of the Choson Ring goes by the name Kyu. He is Korean and fiercely proud of his heritage. Kyu survived the Schism as a young man and he still holds a burning hatred for Japanese in general and the Yakuza in particular. Kyu also hates Amerinds, largely because the First Nations—an Amerind street gang—allied themselves with the hated Yakuza. Reflecting these prejudices, no Japanese or Amerinds are allowed to join the Choson Ring. All others are allowed, at least in theory. However, Kyu doesn't trust elves much, and elven initiates have been known to die "accidentally" when trying to join the Choson Ring.

Lieutenants: Three, all of whom handle different aspects of the smuggling trade. An Soo is a tech-head; he takes care of the Ring's records and computer systems. Jung-mo is an ex-rigger who lost his panzer on an ill-fated run to Denver; he handles most of the logistics of pickups and deliveries. Danny Cho is the Ring's face-man; he talks to clients and arranges meets. All three are Korean and loyal to Kyu.

Gang Rating: Superior

Head Count: Initiated members of the Choson Ring number thirty-five, with "hired hands" and additional muscle recruited for specific jobs that require larger numbers.

Initiation Rituals: The Choson Ring sticks to some of the more brutal, "traditional" methods of initiating members. Because Kyu is paranoid about spies and infiltrators, prospective members are put to rigorous torture tests to prove their loyalty and desire to join the Choson Ring. They must be able to



swear undying loyalty to the Choson under even the most agonizing pain and not break under torture. Most members of the Ring proudly show the scars of their initiation.

Uniforms: The Choson Ring has no particular uniform, as its members prefer to be inconspicuous. Most wear typical street clothes.

Symbol: The symbol of the Choson is a red and blue yin yang, similar to the one on the Korean flag.

Territory: The Seattle docks. The Ring controls at least two small warehouses that they use for covert transfers and storage of contraband. They also have numerous hideouts and boltholes in the dockside area and know the whole region well. The Ring regularly pays off the Metroplex Guard to ignore its many dockside operations.

Operations: The Choson Ring concentrates on smuggling operations along Seattle's dockyards, and its members have some of the best smuggling contacts in the area. Sometimes Ring members serve as middlemen for Seattle's other syndicates (though never the Yakuza); they also handle their own shipments and deals for contraband arriving from places such as California's Barbary Coast or Denver. The Choson has picked up a lot of the smuggling business that belonged to the Cutters since that gang nearly succumbed to disaster a few years ago.

Foes: The Choson Ring is currently struggling with the First Nations, an all-Amerind gang with ties to the Yakuza, over the smuggling business along the Everett docks. The Choson also has had a run-in with Renraku security over an operation that strayed a bit too close to those areas of the docks that are under the watchful eye of the Renraku Arcology.

Without a doubt, the Choson Ring's greatest enemy is the Yakuza. Kyu would like nothing better than to see the Seoulpa Rings prosper at the Yakuza's expense, and his personal fantasy is to kill Yakuza leader Hanzo Shotozumi with his bare hands. The Choson Ring will jump at any opportunity to damage Yakuza operations, provided it doesn't put the Ring at too much risk. Kyu is not a fool, and he knows his organization's limits.

KOMUN'GO RING

Focus: The Komun'go Ring works at the street level in the Redmond Barrens to take operations away from the Yakuza and other syndicates. They recruit from the streets and foster a sense that "the streets take care of their own" among members and those who use the group's services.

Leader: Chulsoon Gray-Wolf, a Korean-Amerind half-breed just a year shy of thirty. Chulsoon's father was a Yakuza member who died in the Schism, leaving his Amerind wife and son behind. They fled underground and for years identified themselves using his mother's name in order to escape the purge. Chulsoon grew up with a hatred of the Yakuza and a fierce pride in his dual heritage. He became involved with the Komun'go Ring as a teen and is one of the youngest Seoulpa Ring leaders.

Lieutenants: Chulsoon's chief lieutenant is his friend Black-Cloud-in-Morning, a full-blood Haida and shaman of the Wolf totem. Black-Cloud is the seer and visionary who advises Chulsoon of the will of the spirits and the omens and portents that surround any particular problem. The Komun'go leader takes Black-Cloud's advice very seriously. Black-Cloud also conducts the initiation rites for the Ring.



Gang Rating: Equal

Head Count: Twenty initiated members, with ties to many small gangs in the Redmond area that the Komun'go can call upon if necessary.

Initiation Rituals: The rituals and traditions of the Komun'go are a blend of Korean and Haida tribal rites. Black-Cloud conducts the rites, which consist of bringing the initiate to judgment before the Spirits of the Land in a patch of wilderness on the edges of NAN territory. The initiate is put through trials intended to test the heart and spirit. After passing these tests, the initiate is subjected to a magical mind probe that allows Black-Cloud to "see into your heart" and know if the initiate's desire to join the Ring is sincere. Ring members believe that Black-Cloud knows all their dirty secrets and deepest fears, and they accord him both fear and respect.

Uniforms: Mimicking their leader, all members of the Komun'go Ring dress in an "urban tribal" style with a weird mix of Oriental and Native American clothing and symbols.

Symbol: The sign of the Komun'go is a black wolf's head with the Korean word for "honor" written in white on its forehead. Members usually wear the symbol as a patch on their jackets.

Territory: The Komun'go's primary territory is in Redmond, near tribal lands. They can slip across the NAN border fairly easily and will arrange to take people either direction for a fee. They have occasional conflicts with certain Redmond gangs like the Red Hot Nukes, but for the most part they keep the peace with their neighbors. (No sense wasting resources tangling with a street gang when there are Yakuza operations to mess up.)

Operations: The Komun'go Ring provides a wide range of illegal goods and services to its customers, including contraband, protection and information. They run a lot of protection rackets in the Redmond Barrens near the NAN border; superstitious residents of the area believe that paying protection to the Komun'go provides good luck, or at least keeps away bad luck. The Komun'go's "protection" includes an agreement under which Black-Cloud refrains from sending hearth and city spirits to disrupt business and drive away customers.

Foes: Apart from the Yakuza, the greatest enemy of the Komun'go Ring is the Rusted Stiletto, a Redmond street gang. The Stilettoes want some of the same "business opportunities" as the Komun'go, and have attempted to muscle in on the Ring's protection business more than once. The Komun'go Ring has repelled them each time, but each time the effort has become more difficult. Chulsoon is beginning to suspect that the Yakuza may be supplying the Stilettoes with weapons and information.

Uniqueness: The Komun'go Ring makes considerable use of magic and so Black-Cloud is training two other shamans to assist him. The Ring often calls upon various nature spirits to help in its operations, an edge that has enabled the group to survive and prosper.

TARTARUS RING

Focus: The Tartarus Ring is something of an underground railroad for covert activities in Seattle. The Ring operates out of and through parts of the Ork Underground, and many of its members are orks. The Underground tends to ignore the Ring for the most

part, as long as Ring members don't cause trouble. The Tartarus Ring is nothing if not discreet; it tends to appear when opportunity knocks and then disappear back into the shadows.

Leader: The leader of the Tartarus Ring is a Bat shaman known as The Lord of the Inner Darkness. His real name—if he has one—is anyone's guess. He leads the Tartarus Ring almost like a cult, and Ring members clearly fear their leader's magical powers. Occasional rumors imply that The Lord has some hidden agenda or plan for the Ring that he keeps to himself, but under the current goals of his leadership, the group has prospered.

Lieutenants: Two. The best-known lieutenant is an ork named Crawler, a long-time resident of the Underground. It is said that Crawler knows the Underground's tunnels and passages better than anyone. Crawler handles most of the Ring's activities that require visiting the surface, as The Lord never leaves his dark underground chambers. The other lieutenant is The Lord's advisor, Greely, a cadaverous figure whose appearance led to the persistent rumor that the Tartarus Ring counts ghouls among its membership.

Gang Rating: Superior

Head Count: No one knows exactly how many members make up the Tartarus Ring. Estimates range from twenty to thirty core members, with occasional additional muscle and other resources drawn from the Ork Underground when needed. Most Ring members are apparently orks, humans or dwarfs.

Initiation Rituals: New initiates to the Tartarus Ring are bound and forced to drink a strange herbal concoction created by The Lord of the Inner Darkness. They are then left overnight in a pitch-black, abandoned part of the Ork Underground to face whatever visions come to them, unable to move or defend themselves. Some initiates have died or gone mad from the ordeal; others seem to have drawn strength from their visions.

Uniforms: All members of the Tartarus Ring wear perpetually dirty, ragged cast-off clothing.

Symbol: Tartarus members wear bat-shaped amulets, patches or tattoos.

Territory: The Ring controls a section of the Ork Underground toward the Puyallup Barrens. No one knows exactly how far the Tartarus Ring's turf extends.

Operations: The Tartarus Ring makes most of its money by smuggling, using its "Underground highways" to transport goods, information and people without the knowledge of anyone on the surface. Members of the Ring know Seattle's sewer tunnels and underground passages as well as they know their own names and can travel almost anywhere beneath the metroplex without fear of detection. The Ring supplements its income with occasional spying or kidnapping jobs, using the secret tunnels and passages to its advantage.

Recently, the Tartarus Ring has appeared to expand its operations to organlegging, the selling of vital organs on the black market. Rumor has it that the Ring is abducting people to use as spare parts, but no one has indisputable proof. The Tartarus Ring may be working with the organleggers known as Tamanous (see p. 25, **Underworld Sourcebook**, for more information).

The Ring lately has also gotten involved in selling drugs. A new street drug known as "shade" has been coming from the Ork

Underground, allegedly produced by the members of the Tartarus Ring. The drug may be a derivative of the potion used during the Ring's initiation rites.

Foes: The Tartarus Ring has no real enemies. Its members have distanced themselves from the Seoulpa Rings' traditional feud with the Yakuza, and do their best to stay out of the other syndicates' way as well. Some factions in the Ork Underground disapprove of the Tartarus Ring, but none are willing to act against it.

Uniqueness: The Tartarus Ring may include a pack of ghouls as allies or even members. The ghouls are rarely seen; according to rumors, they live in the dark tunnels of the Ork Underground with other Tartarus Ring members.

ADVENTURE FRAMEWORK

The following adventure framework provides an outline of an adventure the gamemaster can flesh out using the background material and major characters described in this track.

THE GREAT YAK CAPER

Premise

Most of the Seoulpa Rings are united by the common goal of striking back at the Yakuza. They intend to do so through one of the great equalizers of the Sixth World: the Matrix. The Rings have acquired a cryptographic key with which they intend to develop a virus that will siphon funds from Yakuza operations in Seattle and transfer it to stashes that Ring deckers have created in various areas of the Matrix. However, trouble arises when a Yakuza operative kills the Rings' decker contact and the key is lost.

Setup

The player characters might be members of one or more Seoulpa Rings selected for this particular important mission, or they might be outsiders hired by a representative of a Ring. The characters might also be friends or contacts of the slain Seoulpa Ring decker. See **An Offer You Can't Refuse**, p. 53, for possible ways to involve the characters in the Seoulpa Ring story line.

Event 1

Intentionally or accidentally, the player characters visit the Seoulpa Ring decker's apartment on the outskirts of Redmond. They find the place trashed, the decker dead and Lone Star on the way (as usual, the Star is taking its time). There is no sign of the cryptographic key in any of the decker's gear or chips, most of which have been trashed as well. The decker's telecomm contains two encrypted messages, one about an hour old and another received only minutes before the characters arrived. The characters must check the place over and get out before Lone Star shows up (unless, of course, the characters are Lone Star, in which case they have an official duty to investigate).

Event 2

The characters decrypt the messages from the decker's telecomm and discover that the latest one came from a remote server that connects to the Matrix at different times (a vanishing SAN; see p. 33, **VR 2.0**). The message gives the next scheduled

time that the SAN will connect to the Matrix; this time has already passed by the time the runners decode the message. If they want to access the SAN, they will have to find the next connection time. It appears that a message is sent out each time the SAN connects.

The characters can go back to the decker's squat and sit by the telecomm, or attempt to access it from elsewhere—but Lone Star has cordoned off the place and is monitoring the telecomm for incoming messages. Anyone attempting to intercept a message to the late decker's telecomm will have to deal with a Lone Star decker.

Event 3

The Yakuza traced the missing cryptographic key to the decker, but failed to find it in his apartment. Yakuza informants alerted their Mob bosses to the player characters' arrival at the apartment and the bosses have sent Yakuza soldiers or shadowrunners after them on the (mistaken) assumption that they know where the key is hidden. The runners must dodge the Yakuza and Lone Star while figuring out how to discover when the vanishing SAN will open next.

Climax

Once the characters learn the SAN's next appearance, a decker character must go into the system and overcome its defenses to recover the key from its hiding place. Meanwhile, the other characters must deal with the Yakuza, who trace the characters' location and send another team to capture them. Simultaneously, a Yakuza decker makes a run for the key. This climactic conflict can be run in the physical world and the Matrix at the same time as the characters and the Yakuza struggle over the key ... all the while knowing that Lone Star may show up at any minute.

Sequels

If the characters recover the key, they may get involved in Seoulpa Ring efforts to use it to compromise the Yakuza's money-laundering system. They might earn some enemies in the Yakuza and also have to deal with Lone Star's ongoing investigation of the Seoulpa decker's death.

ADVENTURE IDEAS

This section provides additional short adventure ideas involving the Seoulpa Rings in Seattle. The gamemaster can flesh out these ideas as short or full-fledged adventures using the material in this book and in the **Underworld Sourcebook**.

BORDER CROSSING

The Komun'go Ring is smuggling a VIP from one of the other organized crime syndicates across the border into tribal lands. From there the VIP can hook up with a panzerjock heading down to Denver. Ivy Ciarniello (see p. 26) or Miko Ishikawa (see p. 38) make good candidates, as do several of the other players described in the various tracks. The player characters must help the VIP get safely out of Seattle, which means that they must deal with one or more of the syndicates trying to track them down.



INNER DARKNESS

A new drug called shade that recently hit the streets of the metroplex is becoming popular with the jaded addicts of Seattle, thereby cutting into several syndicates' BTL profits. The drug comes from mutant mushrooms being raised in the Ork Underground by the Tartarus Ring and their leader, the mysterious Lord of the Inner Darkness. A syndicate hires the runners to track down the source of the drug and perhaps acquire some samples of the mushrooms. In the process, the runners might discover more about the shadowy operations of the Tartarus Ring than they wanted to know; they may encounter the ring's ghoulish allies or find out that the ring really is working with the sinister Tamanous organleggers.

WARPATH

The Yakuza is using the First Nations gang as front-line soldiers in the Mob war, supplying the gang with weapons and equipment and then pointing them toward the Yakuza's rivals along Seattle's docks. This strategy allows the Yakuza to strike at their enemies without losing any of their own people in the process. The player characters are hired (or ordered) to disarm the First Nations, who are the chief rivals of the Choson Ring for control of smuggling operations in the Seattle dockyards. The characters must find some means of neutralizing the First Nations without attracting the attention of the Yakuza or corporations like Renraku, either of whom may take harsh action to keep "their" dockyards under control.

THE DRAGON CRIMELORDS

THE DRAGON CRIM



THE DRAGON CRIM
DUNKELZAHN
NEW YORK



• They say never deal with a dragon, but despite that bit of street wisdom, plenty of people are fascinated—even obsessed—with the doings of the great wyrms. That's especially true since Dunkelzahn grabbed the spotlight during his presidential campaign, and it's only gotten worse with the assassination fallout. Since the Big D cacked it, the public eye has turned on his scaly cousins. Lots of people in the UCAS have gone "dragon crazy"—ratings for "Wyrms Talk" re-runs and sales of dragon-related kitch have shot off the charts, and new cults devoted to the big fraggers pop up every day.

Not all dragons are happy about all this attention. Most wyrms seem to like their privacy, and it's not wise to annoy someone who weighs as much as a tank, is armored like one and can eat you for a light snack. However, no one has ever accused those of us who run the shadows of excess wisdom in certain matters—and so, for your reading pleasure, we present the following file. It comes from a guy called Dragonslayer, whose hobby (lord knows why) is keeping track of what the big lizards are doing behind the scenes. Just what he's got here and how true it is, I don't know. But as everyone ought to know by now, nothing's too crazy to be possible in this world.

All I can say is, better him than me.

• Captain Chaos

Transmitted: 26 January 2058 at 17:11:03 (EST)

I know dragons about as well as anyone can ever know such an alien creature. I've spent a lot of time learning how they think and act. Know your enemy, right? And make no mistake—the big wyrms are our enemies. Not because they're evil—worse. Because they're so powerful, so far removed from ordinary metahuman concerns, they don't give a flying frag about us. They'll do anything to get what they want—and if that ends up costing a lot of our puny lives, too fragging bad.

I know it's only a matter of time before I cross the wrong wyrm and end up dead. In fact, I'm pretty sure I've done it already. The two wyrms I just got the skinny on—

well, let's just say my days are surely numbered. But I don't care anymore. I got this file to Shadowland, and that's all that matters. If anyone out there's paying attention, we might have a fighting chance.

◆ Spare us the melodrama. If any great dragon considered you a threat, you'd already be a small pile of ash, chummer. You don't have anything on the dragons, or why would they let you live? We know Dunkelzahn and other wyrms have breached Shadowland security before—hell, Lofwyr probably has a team well paid just to watch this fraggin' BBS. If you *really* had some dragon's secret, why would the lizards let you post it here?

◆ Skeptic

◆ Back off, chummer. First off, I haven't seen *you* post anything except stupid comments. Second, accessing Shadowland is a far cry from interfering with information posted or stored here. Third, Dragonslayer likely isn't stupid. I'm sure he's taken precautions to protect his identity, like erasing his datatrails, so even if a wyrm did want to cack him, it'd be tougher than just saying so. Finally, some of us would like to judge this intel for ourselves, so frag off and die.

◆ Smokin' Jo

◆ Time out, children. I'm all for healthy skepticism, but give those who bother to post here points for effort. Keep your comments to the facts posted, not the character of the poster, please.

◆ Captain Chaos

Transmitted: 28 January 2058 at 14:54:23 (EST)

To understand what I'm talking about, you've got to know a few facts about dragons. First, they're smart. Smarter than we are, nine times out of ten. Second, they've got magical power to burn, and ways of using it that we know as much about as a five-year-old knows about quantum physics. Third, they want power—any kind, any way they can get it. And they've got it.

Yeah, sure, you say. Lofwyr runs a chunk of the planet through Saeder-Krupp, and the Big D had a financial empire that makes the Big megacorps look like mom-and-pop shops. So what? It's not like the dragons control the world! Well, I've got news for you—a couple of the big wyrms *do* control the world. Or fragging near it. Their names? Ryumyo and Lung. The means? Organized crime. The great eastern dragon Ryumyo—who surfaced near Mount Fujiyama in Japan and then conveniently dropped out of sight—is the criminal mastermind behind the Yakuza. And the great dragon Lung of China, another low-profile master manipulator, controls the most powerful Triad in the Sixth World. Through these criminal organizations, Ryumyo and Lung have stuck their scaly talons into every part of our lives: megacorps, governments, even your local street gang. They own the syndicates, lock, stock and gun barrel. They also own what the syndicates own. Which means that every time the Yakuza or the Hung Lung Mun (which means Red Dragon Association—ain't *that* a coincidence?) pulls a bank heist or geeks some poor skag, one of these two wyrms is jerking the strings.

◆ Dragons who secretly run the world for their own nefarious purposes, brought to you by Stereotypes-R-Us ... is anyone else as

tired of this old wheeze as I am? How do we know what all dragons want? And if they do want power, who says that has to be a bad thing? Dunkelzahn had an awful lot of power, but he just wanted to make the world a better place. Is that so wrong?

◆ Holly

◆ Better for whom—and at what price?

◆ Lord Acton

RYUMYO: THE FIRST DRAGON

Ryumyo was the first dragon seen in the Sixth World, spotted by passengers on a bullet train that was passing by Mount Fuji on December 24, 2011. He reappeared twice after that, then vanished into the mists of legend. Or so he'd like everyone to believe. What he's really been doing for the past forty-odd years is tightening his grip on the Yakuza, the powerful Japanese syndicate that's been building itself such a rich criminal empire throughout the Pacific Rim. How many people thought it was megacorp money fueling the yaks' rise to power in the twenty-first century, plus the brains and talent of a few bright and ruthless people—by which I mean the kind with two arms, two legs and no big leathery wings? Raise your hands, folks! Congratulations—you bought Ryumyo's cover story. But don't feel bad. It could happen to anyone. The real truth is, Ryumyo's responsible for every scrap of power and cred the Yakuza have gotten their mitts on since the early 'teens. Oh, those few bright and ruthless people I mentioned still exist. Ryumyo uses them, plays them like a master violinist plays a Stradivarius. Some of them might even know it. Most don't.

Through the Yakuza, Ryumyo controls all kinds of shadow ops and money laundries and legit businesses. He also controls a nice piece of the Big Eight. Those rumors about the yaks and Mitsuhamas? They're true, but what they don't say is that Yakuza control of the corp means that *Ryumyo* controls the corp. The yaks also have powerful influence over Renraku, Shiawase, Yamatetsu and Fuchi Japan. (I hear he's still working on Fuchi America. Assuming I live out the week, stay tuned for more developments.)

◆ Ooooh—I'll bet Ryumyo owns the Sosumi Noodle Shop on the corner, too! It's Japanese, so it *must* be a yak front. And *that* means ... DREK-ALL! This skag's talking like every Japanacorp is yak-infested. I don't buy it. Mitsuhamas, maybe. That rumor has many sources, so maybe there's some fire in there somewhere. But every Jap-affiliated corp? What's next—the Yellow Peril?

◆ Jolly Roger

Between the Japanacorps and the Yakuza's criminal empire, Ryumyo has managed to fragging near pull off what a lot of paranoids were accusing Dunkelzahn of doing by running for UCAS president. That's right, folks; Ryumyo is well on his way to gaining complete power over the UCAS. California Free State, too. Start with the PacRim, then extend the claws out over all of North America—that's Ryumyo's plan. You think that sounds crazy? Then think about the amount of power your local Yakuza gumi has over the corps and governments that supposedly run things in your neck of the woods. I'm not talking about yak foot soldiers picking up your garbage—what do the Yakuza want with civic management? I'm talking about who keeps Seattle or San Francisco or any other

PacRim megalopolis in the sorry state it's in. Who selectively enforces the law so that the two-bit chip dealer down the street gets life for a piddling deal while the Yakuza kingpins move BTL in bulk and don't get so much as a slap on the wrist. Who keeps a hefty chunk of corporate profits going somewhere other than into the wageslaves' pockets, instead sending it to pay bribes or finance politicians or overthrow governments, or whatever other power game Ryumyo feels like playing this week. Some of it may even go to the dragon's lair, converted into gold for him to lie around on. Think about all that, and see if my intel doesn't start to make sense.

There's more to it than that, of course. I've got proof. According to some interesting information I dug up, Akira Watada—the son of the infamous Yoshi Watada, who back then was oyabun of the Watada-rengo—met a mysterious individual along a pilgrimage route on the slopes of Mount Fuji in 2027. The following year, the Watada-rengo dropped into Akira's lap. He's been running things for the past thirty years, staying in power and facing no challengers—not one—because of his shrewd planning and ruthless execution, sometimes literally, of Yakuza operations.

Just the normal transfer of power in the Japanese mob, you say? Then consider this. Akira Watada wrote about his “chance” meeting with the “mysterious stranger” in his journal. His notes about the conversation are cryptic, obviously intentionally so. But he describes the stranger in detail. An old man, about five feet tall, wearing a dark blue kimono embroidered with silver dragons. Snow-white hair and beard, emerald-green eyes (which Watada describes as “strangely compelling”), inch-long fingernails, and a coiled dragon tattooed around his left wrist. Now, how many old Japanese geezers do you know with emerald-green eyes? And how many old geezers who look exactly like that description, even down to the color of the kimono, could there possibly be? Yet this same old guy keeps turning up with Watada. Important people in the rengo have been heard to call him the oyabun's best *shingiin*, or advisor. They say he whispers magical secrets in Watada's ear in exchange for the Watada-rengo's help in various matters—the ones most important to the dragon's ultimate plan.

- Shoot-down time. First, the green eyes—in this day and age, it's not impossible that an “old Japanese geezer” might have some Anglo blood in his ancestry that accounts for the eye color. They could be dyed, or even cybereyes. Second, I'll bet you can pick up a blue kimono embroidered with silver dragons on any Tokyo street corner. As for him being an advisor and giving away secret mojo, anybody notice that we're suddenly talking about what “important people have been heard” to say? That's second-hand intel at best, more likely third-hand or sixteenth or a-hundred-and-sixth. Which means it's the same as finest-quality bulldrek.

- Reality Czech

- And how do we know this mysterious stranger that Watada met is Ryumyo? It could be anyone: an ally from one of the other gumis, a corporate Johnson or the fraggin' Emperor.

- Skeptic

There's other strong evidence that Ryumyo is personally keeping an eye on things. Watchers of the organized-crime scene

may recall a hot little gangland war in Seattle about fifteen years back, when Akira Watada pushed the Seattle gumis attached to the Watada-rengo to purge all the Koreans from their ranks. Just before all that went down, Akira Watada paid a visit to Seattle—accompanied by a *short, elderly, green-eyed Japanese man in a blue kimono embroidered with silver dragons and a dragon tattooed around his left wrist*. According to one eyewitness account, passed to me at great risk by the friend of a friend, the short old guy never spoke a word during the meet between Watada and his chief lieutenant in Seattle—but both the Yakuza bosses seemed to defer to the oldest whenever he nodded or shook his head. He also, and I quote, “seemed to have an aura of power around him ... as if a thunderstorm was about to break where he stood.” Clearly, this guy was not your average old coot. And given that he apparently hasn't aged in the past thirty years—or died, like you'd expect if he was metahuman—the evidence is pretty conclusive that the old geezer is actually Ryumyo in metahumanoid form.

No matter what shape he takes, Ryumyo is using the shadowy forces at his command to amass economic and even political power along the Pacific Rim. His criminal enterprises and secret control of the Japanacops make him gobs of money, with which he buys the souls of various politicians or finances terrorist organizations devoted to overthrowing governments. (Like that drek that went down in Hawai'i a few years back—which I'll discuss later.) All this is bringing him closer to his ultimate goal—which I'll get to. But first I'll tell you about the only force potentially capable of stopping him. Ryumyo has a powerful rival, and I wish I could say that's good news. Too bad the rival is a fellow dragon, also operating along the PacRim, toward the same ends as his Japanese cousin. That rival is Lung, the great eastern dragon of Hong Kong and the secret power behind the Triads.

LUNG: RED DRAGON MASTER

Lung first showed his lizard face in 2012, flying through a rain-storm over the Great Wall of China. Dozens of tourists spotted him moments after a minor earthquake shook the area—a quake seismologists say was unusually localized and actually shouldn't have occurred. The Chinese military scrambled jets to investigate, but the pilots caught only a brief glimpse of the dragon before they were enveloped in a massive thunderstorm that appeared out of nowhere. The dragon disappeared from their radar scopes and didn't turn up again until five years later—during a Triad war in Hong Kong. It seems Lung had a vested interest in the outcome.

In the aftermath of the Triad conflict, witnesses claimed that the local headquarters of the Triad called the Majestic Peacock Association went up in flames for no apparent reason. Police records confirm no traces of explosives, no gasoline or other flammables, nobody smoking nearby. The fire wasn't set by ordinary means. Two possibilities remain: dragon breath or a kickin' spell.

And one guess as to who did it—Lung himself. The huge serpentine form of a dragon was seen emerging from the roof of the burning building and vanishing into the dark clouds of smoke above. Now, it just so happens that the Majestic Peacock's prime rival in Hong Kong at the time was the Hung Lung Mun—the Red Dragon Association. And Lung just happens to be a red dragon ...

By 2019, the year they toppled China's faltering Commie

government and started taking control of Hong Kong, the Red Dragon was the most powerful and influential Triad there. It still is, and its power is growing elsewhere in the world.

After the government collapsed, China disintegrated into civil war ... just as Lung intended. The Triads, especially the Hung Lung, made a bundle selling black-market weapons and food and tech and just about everything else to all the petty warlords and the desperate people they ruled. Under Lung's direction, the leaders of the Hung Lung poured their profits into building up their criminal empire—not just in Hong Kong and on the mainland, but across the whole PacRim. Starting in 2021, the Triads began expanding into neighboring nations and taking control of their criminal markets. The Hung Lung led the way, absorbing several smaller Triads in the process. (We've heard about how all the Triads are different, but that's not completely true. Lung and his Triad actually control an awful lot of the others. Not all of them, but it's only a matter of time. Meanwhile, Lung fosters a certain amount of inter-Triad rivalry as a smokescreen. He doesn't want anyone else, especially Ryumyo, to figure out what he's up to.)

Local syndicates didn't take this lying down, of course. They tried to fight. But what can you do when you're facing an enemy who can call on dragon magic, except lose? Local outfits throughout the PacRim were crushed by the Triads' powerful magic—mojo they'd never seen or heard of before. Magic given to the Triads by Lung, their secret puppet-master.

● I'm not sure I buy this. I don't know of any other case where a metahuman learned magical secrets from a dragon. Then again, Triad magic is unusual. If this crazy theory is true, who knows what lessons a dragon might teach?

● Blackstone

● Magic is magic. Lung might know more spells than the rest of us, but his human lackeys aren't going to have the power to pull off the same stunts he can. Some things about magic are tied to biology; you can't teach a person to do what a dragon can do.

● Magister

● Yeah, but dragons know things about magic we haven't figured out yet. That could give anyone who learned from one a real edge, biological limitations notwithstanding.

● Talon

Expansion soon brought Hung Lung and Co. into conflict with the Yakuza and things started to get really nasty. The Yakuza (read: Ryumyo) already controlled criminal biz across the Pacific Rim and didn't want Triad upstarts intruding. Triad/Yakuza conflicts over gambling, black markets, BTL-running and other rackets escalated into bloody turf wars in Manila, Vietnam, Cambodia, Polynesia and elsewhere. The most recent battleground between the two is—you guessed it—the Pacific Rim of North America, as the Triads continue to increase their power in Seattle and other major cities.

● The fight's gonna get nasty in Seattle sooner rather than later. Seattle belongs to the Watada-rengo, and Ryumyo's taken a personal interest in Akira Watada. You might say the fortunes of the

Watada-rengo actually matter to him—insofar as anything on a metahuman scale matters to a great dragon. For Lung to challenge Ryumyo by beefing up Triad power on a piece of the Watada's turf is like a slap across the chops. Rumors are rife in the streets that the Shotozumi-gumi—the strongest gumi in Seattle—is about to come down hard on the Triads before they make any more inroads into the yaks' gambling and prostitution operations. Don't stick your heads up till the storm passes.

● Rain in Spain

● The Lodgemaster of the Red Dragon Triad in Denver is a woman named Choi-mu. Word has it she's an eastern dragon in human form—one of Lung's personal attendants, sent to oversee operations in the Free Zone and secure the smuggling trade for the Triads. If that's true, Lung must be pretty fraggin' serious about getting a clawhold in North America.

● Rocky Milo

PAWNS IN THE GAME

So what we have here is a couple of rival crime syndicates with a spiderweb of influence that extends everywhere from the streets to the corporate board rooms, battling it out for control all over the world. That would be bad enough by itself. But these syndicates are pawns, manipulated by two immensely powerful great dragons, each of whom wants to come out on top. But the worst thing of all is the real reason behind this gigantic power play. Lung and Ryumyo didn't just build up their syndicate armies for kicks 'n' grins, or because they "just want power." That ultimate goal I've been talking about? That's the *real* reason they're fighting. Both dragons want control over a specific geographical area—one with loads of mana in it. Every Yakuza/Triad conflict, no matter where it takes place, is just a move in a chess game for this magical prize. And no matter who wins this battle of wits and minions, ordinary metahumanity is gonna get fraggled but good.

Just a few short years ago, Ryumyo spent a fat chunk of cred and a lot of time trying to engineer the overthrow of the government of Hawai'i. He bought himself a terrorist organization known as ALOHA, sent one of his dracoform lieutenants to run the show and did his damndest to put a puppet government of his own in control. (All paid for with Yakuza money, of course.) Now, it's no coincidence that the islands of Hawai'i are just about dead center in the geographical region known as the "Ring of Fire"—a ring of active volcanoes all around the Pacific Rim. If Ryumyo had succeeded in his scheme, he'd have been in prime position to extend control further around the Ring of Fire, through Yakuza operations and other nefarious schemes financed by his criminal empire.

Meanwhile, the Red Dragon Triad has been spreading its operations out from Malaysia and Australia—also part of the Ring of Fire. And the various PacRim regions under Yakuza or Red Dragon control cover almost the entire border of the Pacific Ocean, following the Ring of Fire. This is no coincidence.

A Polynesian legend speaks of a sunken continent under the Pacific, of which the islands of Malaysia are actually the mountaintops. According to the legend, one day the sunken lands will rise to the surface again. *This is exactly what both dragons are trying to do.* That sunken continent is a gold mine of mana, and the wyrms want

it. Badly. Because only magical power of enormous magnitude will make it possible for them to pull off their *real* ultimate goal.

- I thought control of the Ring of Fire was the ultimate goal! You mean there's more than one?
- Les Innocents
- Don't laugh too hard. You can see the power there from the astral—significant background counts in several of the PacRim regions where Dragonslayer says the dragons' influence is strongest. Could be serious mojo being used, or natural manaline junctions or power sites.
- Miss Tick

Does anyone remember the old stories about the hollow Earth that used to turn up in bad sci-fi flatvids and old books? Well, they got it half right. The Earth *is* hollow. But the entrance to the Inner Earth isn't at the poles, as the authors of the old stories believed. It's in the Ring of Fire. And it's protected by a mystical barrier so powerful, so far beyond anything our infant magical sciences can comprehend, that nothing can break it. Nothing, that is, except a great dragon with advanced magical knowledge and vast resources of mana at his disposal. The mystical barrier is creating the Ring of Fire's incredibly high background counts; it's the reason why there's so much mana in the area. Thus far, it's kept the Inner Earth concealed from the prying eyes of surface-dwellers. Ryumyo and Lung want to change that. They want to turn the barrier's own power against it, to break it down and open the passageway to the Earth's interior.

- So? Maybe it's time we had a look-see in there.
- Wabbit
- I'm not saying I buy the hollow-Earth part ... but maybe the magical activity ties into the number of active volcanoes along the Ring of Fire, or vice versa. Maybe those eruptions are bringing up mana from deeper in the Earth. Some of the volcanoes triggered by the Ghost Dancers are part of that ring. Interesting, neh?
- ManaManic
- Crater Lake and Wizard Island (renamed *Teserelinestéa* by the

at—but it doesn't take a thaumaturgical expert to figure that they'd make the volcanic eruptions of the Ghost Dance look like a Sunday-school picnic. Every volcano could erupt simultaneously; there could be massive earthquakes and tidal waves; the huge quantities of ash spewed into the air by the entire Ring of Fire might even bring on the equivalent of a nuclear winter. Even if only some of the volcanoes erupted, they'd still wreak havoc with the climate. And I'm not even going to talk about the probable response of the Inner Earth's denizens to a hostile invasion of the world they've taken such trouble to keep secret.

Our only chance to stop this catastrophe is to fight the dragons' machinations the only way we can—by fighting the syndicates they control. Not one of us is powerful enough to stop a great dragon—but we can all take on the dragon's pawns, one way or another. I've tried to do my part, by exposing the truth to the world. Now it's up to the rest of metahumanity to do theirs.

- This guy kills me.
- La Marquise
- No, he's right. Except for one thing—Lung and Ryumyo aren't rivals. They're working together. How else do you think the yaks and the Triads got so much power in the PacRim so fast? All those "turf wars," they're fake. Oh, I'm sure the poor skags fighting them think they're real, but they're not. It's like Dragonslayer said earlier about the fights between the Triads being smokescreens. So're the fights between the Triads and the Yakuza. The dragons are trying to keep us in the dark, so they're sacrificing a few pawns to make it look like they're enemies. We can't stop them. No one can.
- Phineas
- Thanks, Phin. I'll just go home and pull my blankets over my head now.
- Linnet
- Y'know what's really scary? The fact that these two dragons have built serious power bases on every level—criminal, economic, political, you name it—and no one really knows why. I'm betting we won't come close to finding out until it's *waay* too late.
- Archangel

GAME INFORMATION



The Yakuza, a criminal syndicate from Ryumyo's alleged home of Japan, has a tradition of honor and obedience that makes it ripe for the influence of such a powerful entity as a great dragon. The Yakuza respect power. With enough power and wisdom (and *nuyen*), a dragon can wield the Yakuza like a weapon.

As for Lung, if this dragon didn't exist, the Triads would probably invent him. The Triads have claimed power from dragons, the dead and spirits since well before the Awakening. It makes sense in the Sixth World for them to claim one of the most powerful dragons on the planet as their leader. Lung fits the Triads like a glove—like them, he has powerful magic and a ruthless nature, and wants to gain as much power as he can. With Lung behind them, the Triads feel they can take on the world.

USING THE DRAGON CRIME LORDS

The **Underworld Sourcebook** and the various tracks of the adventure **Mob War!** present information on using and playing the Triads and the Yakuza. Behind each syndicate, behind the *oyabun* or lodgemaster, lurks an immensely powerful patron—the dragons Lung and Ryumyo. However, not everyone who works for the Yakuza or a Triad knows the secret. Only the inner circles—the highest-ranking *oyabun* or lodgemasters—have any suspicion of the truth, and many of those don't know everything.

Both dragons behave similarly toward their metahuman tools. They each align themselves with one powerful leader and offer him or her the *nuyen*, magical power and wisdom to control rivals and bring them into the fold. As the chosen leader's power and reputation increases, it becomes easier for the leader to persuade other people to "see things my way." The dragon no longer needs to spend quite so much time backing up the leader, and so can seek power through other avenues like businesses and governments. Both dragons have tackled such endeavors with relish, while their syndicate minions slowly but surely increase their power over the people and spread each dragon's influence in the back streets and shadowy enclaves.

Neither Lung nor Ryumyo seem to be as familiar with the workings of the modern world as Dunkelzahn or Lofwyr. Both are using an ancient means to satisfy their greed for power. They prefer to remain behind the scenes, secretly manipulating events with such a velvet touch that even those who think they know what's going on have no idea of the real truth. Dragons may always have worked in the world this way; Dunkelzahn and Lofwyr, with their public activities, may be the odd ones. Regardless of the fact that their pictures never appear in the society pages or their names in the gossip columns of the world's media, Lung and Ryumyo are just as effective as their more media-savvy counterparts. They both use people to get what they want, and the people have no say in the matter.

Members of the Yakuza of high enough rank to be in the know never admit that a dragon is calling the shots in the organization, because none of them want to acknowledge that they are flunkies for someone (or something) else. Another factor in keeping the secret is Ryumyo's tactic of picking one faction and making it dominant, as he has done with Akira Watada and the Watada-rengo. Lung operates on a whole different level; his power comes from various lodgemasters and incense masters

knowing that he is involved in their Triad's fortunes. Triad street grunts are perfectly comfortable with the assumption that some great power is controlling their destiny. If they are lucky enough to have a red dragon as their patron, so much the better because that means nothing can stop them.

No one but the two dragons and others of their ancient kind really knows their goals. Why both dragons want to control the Pacific Rim remains a mystery. Guesses range from magical power to world domination to petty rivalry to enormous wealth, and all of them are probably true. The answer also might lie in something that happened thousands of years ago.

Because the dragons are master manipulators, their actions in the Sixth World may be minor compared to other endeavors into which they've sunk their talons. They may not actually run the syndicates—they may just use them when convenient, just as Lofwyr uses shadowrunners. No matter what the truth in your **Shadowrun** campaign, Lung and Ryumyo should never be seen manipulating events. Their presence never registers, not even in the shadows. Like Dunkelzahn before them, they slowly amass power and influence while concealing their reasons for doing so behind a series of facades and shell games. Those who get too close trying to pierce the veil of deception die. The street proverb, "Never deal with a dragon," is absolutely true.

In a campaign, Lung or Ryumyo control events by definition; they watch what's happening and allow things to play out at whatever pace suits them. They are too powerful to let a measly shadowrunner team get close enough or investigate long enough to become a problem. Suspicious minds are eliminated with a heavy hand—yak assassins, Triad physical mages, feathered serpents and the like will be sent to dispatch anyone who even vaguely threatens to stumble over the dragons' agendas. Runners targeted by Ryumyo or Lung should never suspect who or what is hitting them or why. Keep them guessing and scared.

When dealing with criminal syndicates, the gamemaster can decide that a hit is just a hit; maybe some yak enforcer doesn't like the way a runner is looking at his main squeeze. Or there could be more behind it—say, a runner inadvertently witnessing ancient rituals that mustn't be seen by outsiders. One of the dragons might even order a hit against runners who've pulled a series of runs or investigations into some dragon activity that gave away a major secret, or something pointing to it. Whether or not the characters know what they've got is irrelevant; a dragon who wants to keep a secret will go to great lengths to do so. Even information apparently unconnected to the doings of the great dragons or their pet syndicates can be interpreted as "knowing too much" if the gamemaster wants to play it that way.

As stated in **Portfolio of a Dragon: Dunkelzahn's Secrets**, many dragons feel that Dunkelzahn did *wyrmkind* a disservice in giving away his belongings. Among dragons, the strongest takes what he wants. Lung and Ryumyo are very strong, and may want some choice pieces of Dunkelzahn's hoard. They may well become more active in the shadows and more demanding of their minions in order to get the items they're after. Such stepped-up activity may expose them to prying eyes more than they are used to—which means that the streets may get a lot meaner as the dragon crimelords try to erase all traces of their involvement.



STRUGGLE IN THE SPRAWL!

Can the death of one man forever change the balance of power in the shadowy underworld of Seattle? Can one man's death spark a blaze of violence guaranteed to burn everyone from the lowliest chip dealers to the CEOs of megacorps? When the dead man is Don James O'Malley, head of the Seattle Mafia, the answer is yes. There's infighting in "the Family," and every other syndicate is determined to take advantage of the chaos to grab themselves a bigger share of the nuyen. As the Triads battle the Yakuza for control of Seattle's docks, the Mafia defends its upscale gambling dens against Yakuza attacks—and the Seoulpa Rings take over anything that's not nailed down. The Seattle underworld has erupted in violence and no one is safe from the...

... MOB WAR!

Mob War! is a unique *Shadowrun* adventure set that fleshes out the Mob war raging in Seattle. This book provides all the information gamemasters need to involve their player characters in the conflict on the level that best suits their group and style of play. *Mob War!* includes 24 adventure frameworks and ideas, plus a host of other adventure hooks that suggest ways to explore the activities of the crime syndicates.

Among other options, player characters may:

- Belong to any one of the syndicates
- Offer their services as shadowrunners to the highest bidder
- Serve Lone Star as detectives assigned to solve the mystery of the Don's death
- Work for a security service hired to contain the violence

Mob War! is intended for gamemasters and players of all experience levels.

For use with *Shadowrun* and the *Shadowrun Companion*. The *Underworld Sourcebook* is recommended but not required to use this book.

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