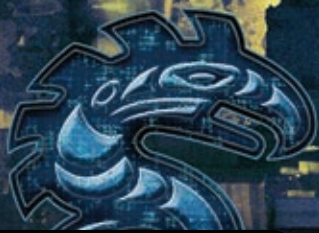


SPRAWL SITES HIGH SOCIETY & LOW LIFE



CATALYST
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A SHADOWRUN SPRAWL SUPPLEMENT



Nimh watched nervously as the pair of drones walked their rounds, passing less than two meters from where he stood. The twin GM-Nissan Dobermans paid him no more attention than the trees that covered the vast lawn that Nimh had been crossing.

Many thanks to you, Rat, Nimh thought in a silent prayer to his patron totem as the power of his invisibility spell kept him hidden.

Once the drones were far enough away he started to move again. The spell might make him tough to see, but he still made noise. He had been doing his best to be silent as the drones passed. He knew a silence spell but wasn't quite sure he could maintain both spells and keep alert for anything unexpected. Zero—short for Zero Cool, the team's technical expert—had warned him that some of the drones might be equipped with ultrasound systems, which meant that even if he was invisible to their eyes, he'd easily be spotted by their ultrasonic scan.

The open lawn he was crossing was perfectly maintained by the company that owned the maintenance drones. The grass was clipped evenly, and there were no weeds in sight. Though perfectly natural at its core of grass and dirt, the area was still synthetic to the extreme. Nature existed with a balance of chaos and order; this lawn, by contrast, was pure order.

Slipping a hand into his pocket, Nimh pulled out a handful of seeds. He dropped a few here and there as he moved. It was nothing special, just your average everyday dandelion seed. They would likely be purged in the next lawn-care cycle, but there was that slim chance that they would stay, the lawn's oppressive order might be broken, and a little nature might just slip back in. It had nothing to do with Nimh's actual mission, of course, but he still thought it was important.

"Cut that shit, Nimh," came the cold voice of Sil—short for Silver-tongued Devil—over his microtransceiver.

"What?" Nimh sub-vocalized in reply, trying to sound as innocent as possible.

"I can see the seeds right after you drop them through this scope. I see one more seed appear from thin air and I'm gonna put a round about a thirty centimeters ahead of the seed, right about at head height." Sil's words and tone were cold, and Nimh knew just enough about the elf's temperament to consider—but only briefly—being funny before he dropped the rest of the seeds in his pocket again.

"Sil, you still got eyes on those doggies?" Another voice, this one from Arrow, slipped in over the secure comm network.

"For about ten more seconds. If we're taking them out, I need to know now," Sil replied.

"Leave 'em. We hit 'em now, they'll know we're here." Arrow's voice was cool authority.

Arrow watched the others through their commlinks. The group was networked together. Thanks to Zero, Arrow could see where each team member was in relation to the others, along with a decent overall picture of the landscape. It wasn't a top-grade military tactical system, but it worked for them.

He had five green dots on the overlaid AR image of the local area and two red ones. The red dots were the drones; they'd soon be gone. With no one tracking them, the system would remove them. The five green dots represented Nimh, now waiting at the rear door of the massive mansion they served as their target; Zero, hanging back in his Ford Americar keeping an antenna peeled for interesting electronic activity; Sil, six floors up in the parking garage two blocks over watching over Nimh through a high-powered scope attached to a sweet Ares rifle; Thud, the team's hands-on troll, waiting next to the fence Nimh had climbed to gain access, though his green dot showed him about three meters inside the fence; and Louie, the team's other spellslinger, lying a meter from Arrow, or at least his body was. The Sun-idol mage was on astral overwatch, and his spirit could have been anywhere.

The team was there to slip into the home office of Dante Tangent, CEO of Tangent, Inc., and grab three of his private per-



sonnel files while also planting an agent in the node that would do a little creative editing of the electronic twins of those same files. It was a simple enough job, and the pay was nothing extraordinary. Arrow was pretty confident they could pull the whole thing off with a minimal of exposure. Just the way he liked it.

There had been a few arguments between Arrow and Sil about the value of doing jobs quietly vs. loudly this early in the team's life. Sil wanted a lot of flash so that he could, as the team's negotiator, build a visible résumé that would help them bump up their pay rates quickly. Arrow wanted to keep everything quiet so they'd draw less attention to themselves while they were wet behind the ears. In the short term Sil gave in when the team voted to support Arrow's approach, but recently the team had really gelled and Sil was pushing to get the most bang for their buck, or more correctly the most bucks for their bang.

This would probably be the last quiet job the team would have for a bit, and Arrow wanted it to go smoothly so that it could be used as a good counterpoint during Sil's negotiations.

"We goin' in tonight Arrow, or should I just sit here and wait for the drones to come around again?" Nimh's voice pulled Arrow from his brief mental drift and refocused him on the green dots. Everyone was in place.

"Go on minute change," Arrow ordered. He brought up the linked chronometer on his AR and let its ghostly numbers cover the bulk of the display. The minute approached, and in the few seconds before go time he focused himself, channeling arcane energies into his muscles, making them pull and twitch with strength and speed. He had never been able to master the ability to keep those energies permanently locked into his muscles, but the boost was often all the edge he needed.

Thud rose to his full three-meter height and let the big ruthenium tarp he'd been hiding his massive bulk under fall to the ground. His AR display was as unobtrusive as possible. He fought with his hands, using his own skills and senses, and hated having things that weren't real constantly in his field of vision. The chronometer that counted off the last few seconds before it was time to put the plan in action was nestled high in the corner of his vision where he could easily ignore it if necessary. The big troll used the time he had left to get a look at the area he was supposed to keep secure.

Sil took a deep breath and let it out slowly as time ticked away. He could watch the whole team from his vantage, even Louie. Sil was like the rest of the team, Awakened. He was an adept, but he walked the mystic path and spent less time focusing on his martial prowess and more on his social skills. His name was perfect. What he couldn't get reading body language, he'd usually pick up while scanning the aura on the astral, and if that didn't work he'd selected his spell repertoire to give him an advantage at the negotiations table. With all those advantages he could sell ice to an Inuit and leave the man smiling.

The tightness in his chest let him know the time was close. He inhaled sharply, and the clock on his AR glasses rolled over.

Zero Cool looked as cool as a cucumber in the back of the car. With his eyes closed he could have been sleeping, but in his mind and in the Matrix around him the world was abuzz with activity. Zero's icon looked like a perfectly stylized Egyptian god. He had actually taken the image from an old flat-vid TV show about wormhole-traveling soldiers battling powerful aliens who pretended to be gods. His name, just like his icon, was also a flat-vid reference to an old movie, a personality quirk he used a lot. His teammates were constantly looking at him with that strange look of befuddlement or just didn't even get it when he quoted some old line or made some reference. The worst was when they'd pull off some line from a new movie that he knew was stolen from a classic. Drove him absolutely batty.

Even though time was not up yet, Zero was already working on the signal commanding the Doberman drones. He knew it might take him a little while to lock the signal in without screaming a warning to the controlling rigger, so he had already started working.

At the same time he was working on the drones he was also working on the home's node. Accessing the system wasn't easy. The house's signal ended at the walls, so he couldn't use any of the devices inside to piggyback into the network. He actually had to hook into the local grid and come in through the single feed the house used to bottleneck into the Matrix. He only wanted a quick look inside to make sure the schematics they were using weren't scragged by some recent remodel because the owner wanted a pool on the top floor instead of a private nightclub or some shit like that. Just a quick peek through the cameras was all he wanted, but time was not on his side. The clock rolled over to go time, and Zero's timers flashed on the node of Nimh's signal relay. According to the plan, the Rat shaman's first move when he went through the door was to stick the relay at the threshold and give Zero access to all the wireless traffic inside the house. Zero held his virtual breath waiting for Nimh's meat body to catch up with his virtual mind.

Nimh was nervous as he watched the last few seconds tick away. He had the cover off the wrist sheath that held his electronics toolkit, and three of his tools were already out and held loosely between the fingers of his left hand. The tools were the first three—and hopefully the only three—he would need to bypass the door. His PAN was ghosted but he was still able to see the AR overlay that blocked this rear door. In the real world the door was a single pane of electroresponsive glass, currently displaying the image of an old-fashioned wooden door; in the AR world the door displayed a castle portcullis with ghostly numbers between the bars used to enter the access code.

As the clock rolled over, Nimh slipped the screwdriver against the first screw and started the show.



FINDING YOUR PLACE IN THE WORLD

Sprawl Sites: High Society and Low Life provides eight more maps of sites that can pop up in almost any sprawl. Whether you need a location as part of an ongoing campaign or are looking for a quick side run to keep players occupied, this book has the maps, plot hooks, and other information needed to put these locations to use.

The adventure seeds here represent a variety of short adventures, adventure scenes, or adventure starting points utilizing these maps. The last seed in each section is titled “Scavenger Hunt.” This seed strings together scenes and adventures from each location into one longer campaign. The settings and Adventure Seed scenes utilize NPCs and archetypes from the entire *Shadowrun* line including *Shadowrun*, *Twentieth Anniversary Edition*, *Jet Set*, *Artifacts Unbound*, *Unwired*, *Runner’s Toolkit*, *The Twilight Horizon*, *Corporate Intrigue*, *Runner’s Companion*, and *Street Magic*. Additional information on the Scavenger Hunt plotline is located in the Scavenger Hunt sidebar.

Incoming Message

SCAVENGER HUNT

This adventure sends the team on a series of missions to steal objects from one place and deposit them in another. The operations can be done in any order, but Mr. Johnson requests that no two of the objects being stolen are ever in the same place at the same time. The thefts can all be done before any objects are placed, but in this case but the objects must be kept at least one hundred meters apart, meaning at least one team member must stay separate from the others. The reason for this requirement is quite mundane—Mr. Johnson doesn’t want the team getting caught with the two connected items, as he is worried they will indicate a pattern—but he will play it up more mysteriously, hinting that there may be some arcane significance to the items and trying to play up the fear and apprehension that often comes with dealing with potential artifacts.

The only limits on the order of the scenes are that the opening scene takes place in the Train Station, and the closing scene takes place in the Airport Terminal. Maps and scenes that are linked together are as follows:

- Department Store—Mansion
- Low Income Housing Complex—Financial Institution
- Hospital—Auto Body Shop/Illegal Chop Shop

The objects being stolen and where they need to be left are described in the adventure seeds.

AIRPORT TERMINAL

Every major city in the world has an airport. Each of those airports has a varying number of terminals depending on the size. The example here is a single terminal with a few generic shops, food vendors, and kiosks along with the gates, security, and a few offices. Larger airports may have a central food court or shopping area, a single security point for a number of terminals, and also a single large ticketing and baggage area. Consider this map somewhat modular, and shift those areas away from the terminal if the sprawl is large enough.

STRUCTURE AND SECURITY

A large number of the structures inside the airport walls are built from cheap materials (Armor 2, Structure 3) that are easily torn down and rebuilt, altered according to the needs of the travelers. These areas include most of the shops, kiosks, and eating establishments in the terminal as well as the walls around the ticketing area and baggage claim. The glass of the entryway doors and drop-off area is standard plate glass (Armor 2, Structure 1). Doors between unsecured areas such as the car rental or offices aren’t very sturdy (Armor 2, Structure 3) and have standard passkey maglocks (Device Rating 3). Secure doors are sturdier (Armor 8, Structure 9) and have numeric passkey maglocks (Device Rating 4); each employee given their own six-digit code to unlock these. That code is terminated when their employment ends. All the doors have a duress code that can open every door but also immediately alerts security and can lock doors to anyone who does not have a security passcode.

The outer walls of the terminal are built with standard structural materials (Armor 12, Structure 11), and the glass that allows travelers to watch their planes taxi to and fro is armored glass (Armor 8, Structure 9). The walls of the gangways are thin (a fact that becomes obvious in colder cities during winter) and made of flimsy materials (Armor 2, Structure 3), though the floor is often a sturdy metal grate covered in carpeted plates (Armor 8, Structure 9). These gangways are hinged with flexible ends and hydraulics to change their elevation for different models of aircraft.

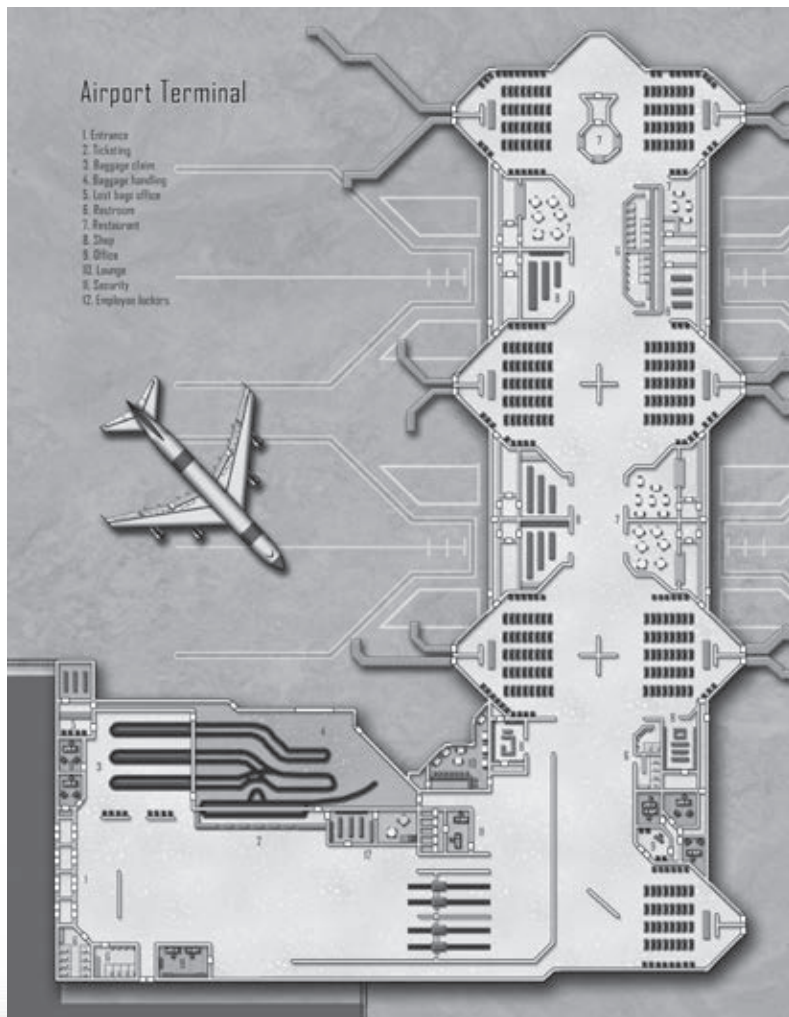
Having hundreds or thousands of people traveling through a single choke-point means you need to have some serious security to prevent problems. The security checkpoint has MAD Scanners (Device Rating 4), facial recognition software (Device Rating 4), chemsniffers (Device Rating 4), and a glomoss tube to detect magic.

Regular staff are given six-digit passcodes along with their passkeys so that security can monitor access. Security staff are given seven-digit codes and a biometric passkey that requires a thumbprint scanner on their commlinks (Device Rating 4) that they use for ID checks and biometric verification of their passkey. Pilots and flight attendants are given six-digit codes and the thumbprint scanners for biometric passkeys and must pass a facial recognition scan in order to access the plane via the gangway.

TYPICAL OCCUPANTS

Anyone. Airports are a melting pot of people from all over the world traveling for business, pleasure, and everything in between. Airport staff are usually a reflection of the local area or the parent corporation or government that owns the airport. In





ADVENTURE SEEDS

- The runners are hired by Mr. Johnson to pick him up at the airport. He wants the team to act as his security detail, and he needs them to pick him up at the gate. The truth is Mr. Johnson is wanted as a person of interest in a murder case in New York where he just flew in from. The runners need to get him through airport security. When the runners arrive at the gate, they see two security officers (use Corporate Security Unit, p. 281, *SR4A*) waiting near the check-in chatting with one of the attendants. There are also two more plainclothes security (use Lone Star Police Squad Member, p. 282, *SR4A*; remove armor jacket, add form-fitting body armor (half-body suit) and armor clothing) sitting among the passengers waiting for the next flight. When Mr. Johnson exits the plane, the uniformed security officers approach him and ask him to come with them. The runners need to get him away from or through security. Once they are out of the airport, a black Rover Model 2068 (p. 109, *Arsenal*) pulls up. Mr. Johnson tells the runners that this is his ride. He pays them for their services and wishes them luck. Now the runners need to get clear of the airport.

- Mr. Johnson wants the runners to gain access to the Federated-Boeing 797 (p. 28, *Unfriendly Skies*) being used for flight AT-ZXC 1421 and pull it away from the gate. They are instructed to move it over to hangar 3 within the airport and then exit via the emergency exits and get away. Mr. Johnson is actually a smuggler who had to dump a stolen datachip on the plane.

Now he needs to pick it up. He has plans to hire a second team to break into the hangar where the plane will go for repairs.

- While one of the runners or the whole team is traveling, a group of disgruntled former employees hijack the end three gates of the terminal from which the runners' flight is departing. The team is behind enemy lines and could just let the situation play out except for two small problems. The first problem is that one of the employee/hijackers is an old friend of a runner who recognizes him and tries to recruit him to the cause. The second problem is that one of the employees is actually a member of TerraFirst! and plans to blow up the three planes at the gates, along with the whole end of the terminal. He was originally plotting to join the airport staff and cause problems from the inside, but he was fired before he could get any of his plans moving. As it turns out, he was fired for failing his psychological evaluation.
- The runners are hired by one of their regular fixers (use Fixer, p. 290, *SR4A*). He was flying back home with some custom BTL chips and his bag was confiscated. The product was supposed to be for a mob contact of his, and now he has to explain to the family why it's not in their hands. The bag is being held in the secure lockup cage inside the baggage area.

most large cities the standard staff consists of low-paid wageslaves (use Corporate Wageslave, p. 137, *Runner's Companion*). This makes them bribable as long as the risk is minimal, or intimidatable with a minimal threat. There is the occasional exception with the wannabe cop working for the airports security service in a menial role decides to play hero. Pilots (use Captain Owen Barrows, p. 17, *Jet Set*) and flight attendants (use Lucita Barone, p. 17, *Jet Set*) are also present in large numbers.

Airport security officers come in three grades: menial, standard, and response. Menial security officers (use Corporate Security Unit, p. 281, *SR4A*) are bag and ID checkers and most of the staff manning the detection devices. Standard security officers (use Lone Star Squad Member, p. 282, *SR4A*) usually oversee the security area or walk the terminal looking for possible threats. Response officers (use Lone Star Lieutenant, p. 282, *SR4A*, add full body armor w/ helmet) are rarely seen but always make an impression, as they are armed to the teeth and armored like a tank. They respond to security breaches or perceived threats with concentrated and deadly force. Some airports have more security than others, and many corporate airports place guards in corporate-tagged security armor to provide an additional air of security.



- The runners are hired to get a double in place of one of the flight attendants on flight STC-ORD 1232. They need to locate which flight attendants are working that run and get a few pictures to load into a nanopaste mask provided by the double. Then the runners need to get the attendant (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*) away from the flight and out of the airport while the double takes the flight. The truth is quite sinister as the attendant is the mistress of a high-level Ares exec who wants to give his love a new life. He has tricked the double and will bring down the plane so the double dies in the crash, leaving the attendant free to begin a new life with him.
- Scavenger Hunt: The runners meet Mr. Johnson at the terminal for their payoff and the final piece of the job. The job requires them to create an incident that draws attention to J.P. McMonohan. The airport security needs to be alerted without the runners getting dragged into the trouble themselves. This can be accomplished in whatever creative way the runners desire. As the final scene, this one doesn't have anything strange to make it more uncomfortable for the team unless the gamemaster wants the team to run into one of the previous NPCs who happens to be traveling as well and might recognize and point out the runners to airport security. After J.P. is taken into custody, Mr. Johnson meets the runners in the baggage-claim area and gives them an RFID code for an incoming bag. The bag contains their payment.

AUTOBODY SHOP/ ILLEGAL CHOP SHOP

Everybody needs their car fixed at some point, and car thieves need a place where they can take stolen cars so they can be chopped up and sold for parts. This site can do either or both depending on the leanings of the management. The autobody shop can be located on any block in any city, and it usually blends into the background of the area. If it's acting as a chop-shop, a low profile is especially important. If the place is only a chop-shop, it's usually located in a lower-security neighborhood (C or lower).

STRUCTURE AND SECURITY

Cinderblocks and steel are the name of the game when building these places. Outer walls and most of the inner walls are made of heavy structural materials (Armor 16, Structure 13) with windows made of plate glass (Armor 2, Structure 1), though chop shops may replace the plate glass with ballistic glass (Armor 4, Structure 5) for some extra protection in case of an attack or raid (or they may just take out the windows entirely and fill them with more cinder blocks). Inner walls on the office area are made of average materials (Armor 4, Structure 5) with windows of standard glass (Armor 1, Structure 1) as well. Internal doors are standard materials (Armor 2, Structure 3) with keylocks (Device Rating 2) on the knob and secondary deadbolts (Device Rating 3) that are usually unlocked. Outer doors are heavier (Armor 6, Structure 7) and have security features that vary by the neighborhood and purpose of the shop. Older shops have keylocks (Device Rating 3) and deadbolts (Device Rating 4) no matter what neighborhood

they are in. Newer shops may have a maglock (Device Rating 4) with a numeric passkey that may be the same for everyone in the shop or may differ for each employee. The rating of the lock may also vary from neighborhood to neighborhood, depending on the local security. The door to the parts room and the office have a lock of equal or greater quality than the outer doors.

Regular shops have security systems to watch the place after hours that consist of door and window sensors (Device Rating 3), motion detectors (Device Rating 3), and/or pressure pads (Device Rating 3) set near entry points. All of these systems are activated when the last person leaves the shop and then deactivated in the morning when the first person arrives. Many systems also have a "Security Call" feature that contacts the manager/owner if the facility is accessed outside of normal business hours. The manager/owner usually has a passcode or phrase set up with the security provider to tell them if the access is in fact authorized.

Illegal chop shops can have similar security protocols set up, but the warning often goes to a local gang paid by the shop operator to protect the place during off hours (if there are any). Usually the chop shop operates twenty-four hours a day and has its own security.

TYPICAL OCCUPANTS

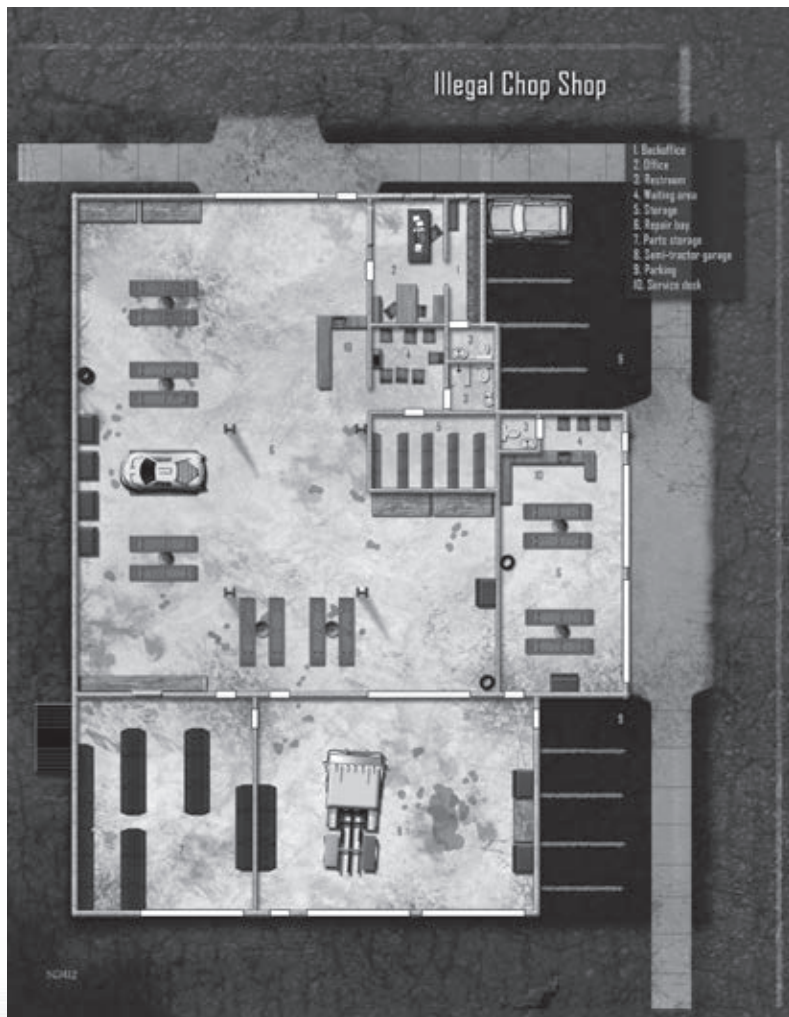
An autobody shop of this size has a manager (use Corporate Manager, p. 5, *Contacts, Adventures, Sprawl Sites*), office clerk (use Mechanic, p. 291, *SR4A*, add Etiquette (Corporate) 3 and Computer 2), at least two service writers (use Mechanic, p. 291, *SR4A*, add Etiquette 2), and fifteen mechanics (use Mechanic, p. 291, *SR4A*) present during business hours, usually 0700-1800 Monday to Friday and 0700-1600 Saturday and Sunday. After hours they have a security contract with a local security provider (Lone Star, Knight Errant, Hard Corps, Wolverine, etc. (use Lone Star Police Squad Member, p. 282, *SR4A*) who responds to any disturbance of the security system.

The chop shop has a ringleader (use Triad Lieutenant, p. 284, *SR4A*), between ten to thirty "mechanics" (use Mechanic, p. 291, *SR4A*) chopping cars, and a security detail (use Corporate Security Unit, p. 281, *SR4A*). Security is usually a lookout on the nearby street looking for approaching raids, one or two guys on the door, and one guy inside coordinating activities. Some high-end shops may have a rigger (use Drone Rigger, p. 101, *SR4A*) running a drone network for security that would include an iBall (use Lone Star iBall, p. 350-351, *SR4A*) on each street and alley, two armed Roto-drones (use MCT-Nissan Roto-drone, p. 350-351, *SR4A*, add AK-97 Assault Rifle) in the air, and a few armed Dobermans (use GM-Nissan Doberman, p. 350-351, *SR4A*, add AK-97 Assault Rifle) or a Steel Lynx (use Steel Lynx, p. 350-351, *SR4A*, add Ingram Valiant LMG) on the ground either in the shop or hidden nearby, either through the use of chameleon coating or by being hidden in piles of trash or among ruined or discarded vehicle parts. Most shops will also have a hacker (use Hacker, p. 105, *SR4A*) on the premises to spoof vehicle IDs until they can be stripped and to keep an eye on the facilities node (if there is one).

ADVENTURE SEEDS

- Looking to make a little extra cash on the side, the runners are hired by a fixer to drop off some cars at a chop shop. The cars are all stolen by someone else; the runners are just delivering.





They don't have any trouble getting there, but when they drop off the cars (there are as many cars as team members) the shop is raided by local police. The cops are there to arrest everyone. To make things worse, the guys running the shop think the runners are snitches or undercover cops.

- The runners are hired by Giorgio Scalini (use Enforcer, p. 102, *SR4A*), a foot soldier for the local mob boss. He hires the runners to return his boss' car, which was stolen from Dante's Inferno. He's done the digging and knows where it is but needs a little deniability since the shop has ties to the local Triad. The runners can try to explain who the car belongs to and convince the thieves to give it back or they can just steal it, but either way Giorgio makes two major demands: They will not buy it back from the thieves, and there cannot be a scratch on it.
- Giorgio is back, and this time he wants more than the boss' car back. He wants the runners to talk to the chop shop "manager" (use Triad Lieutenant, p. 284, *SR4A*) and convince them to work under the umbrella of the Mafia instead of the Triads. The runners are told this is the shop's only option if it wants to stay in business, and if they refuse the runners need to put them out of business. Problem is, the business recently got in even deeper with the Triads and is in fact in the process of chopping a major order for them. The criminal

syndicate has provided some extra security (use Triad Posse, p. 284, *SR4A*) for the next week or two, basically long enough to give the runners an extra challenge.

- The team is contacted by Granite, a dwarf street criminal who earned a solid rep as a car thief in his younger days. He has settled into modifying cars now that he's in his 50s. He runs a shop, Rock'n'Rides, that has a problem. He found a body in the trunk of one of the cars that was sold to him, and he wants the runners to look into it and see what kind of trouble he could be in if he gets fingered as the person to find the body. He mainly wants to dump it and forget it. The truth is the body is the newest acquaintance/victim of one of his shop workers, Daren Dimes, a.k.a. D-Dime (use Red Samurai Detachment, p. 283, *SR4A*). Dimes has worked at the shop for years but has been a serial killer even longer. He dropped her in the trunk because he thought the car was going to be crushed. When Granite decided to chop it instead, D-Dime played it cool and let his boss discover the body. The runners need to investigate the girl, get pointed back to D-Dime, and corner him at the shop or at home (use Low-Income Housing Complex, p. 14).
- The runners are hired to break into Sgt. Peppers, a nice garage in an A-rated neighborhood, steal the GridGuide component from a 2072 unmarked police 3220zx, and replace it with a blank one. Mr. Johnson also wants the switch undetected by the garage. The reason for the switch will not be revealed to the runners, but if they look on the GridGuide they will find the car has followed the same path around the same time of the month every month for the past two years. Mr. Johnson is a crooked cop making protection collection runs for the mob and looking to hold off an Internal Affairs investigation for a little longer. For an extra touch of difficulty, IA for the same department has hired a team of runners (use Low-Level Runners, p. 22) to take the car and then leave it somewhere. Then they can use the info on it to begin really building their case.
- One of the runners is called by a street-level criminal contact. The contact is in a bit of a bind. He has been supplementing their income by being a confidential informant (CI) but has had a change of heart. He tagged a stolen car that was headed for the chop shop but now needs the tag removed and dumped somewhere else to make it seem like it fell off in transit before it transmits again. Problem is, the garage found the tag. They grabbed the CI shortly after the call and are holed up at the garage waiting to ambush the cops coming to raid them with some extra muscle they hired (use Triad Posse, p. 284, *SR4A*).
- Scavenger Hunt: The runners need to break into the garage and get into the office without setting off an alarm. If the alarm is not activated, the team is ordered to make it look

like a break in, hopefully by stealing a car. Inside the office they need to put a few spots of blood in inconspicuous places, especially places that may seem like locations for violence or sex. Good spots might be on the desk top, in carpet in open spaces, bathrooms, corners of chairs and desks, or other creative spots. None of the blood needs to be really visible as long as it still shows up under forensic techniques and contains genetic info for identification.

DEPARTMENT STORE

Everyone has been to one of these. Clothes as far as the eye can see with special lighting in the dressing rooms that makes everything look perfect, just so that you can get it home and find out it was all an optical illusion. These places sell some combination of clothing, appliances, electronics, jewelry, perfume, shoes, home goods, furniture, or home decorations. Alternately, the store could be solely an electronics store with subdivisions for each type of equipment (commlinks, trid players, simsense receivers, etc.) or a furniture store. See the sidebar for examples of some Sixth World department stores.

STRUCTURE AND SECURITY

Having a mostly open layout means there is very little structure to speak of inside the building. The external walls are brick, generally using standard structural materials (Armor 12, Structure 11). The doors are all thick, ballistic glass (Armor 5, Structure 5) and are the only windows in the entire building. The dock and rear entrance doors are constructed from average materials (Armor 4, Structure 5) and the internal doors are metal swinging doors (Armor 6, Structure 6) to make it easy to roll stock out onto the floor. The internal wall, as well as the walls of the dressing room and back areas, is made of light construction materials (Armor 2, Structure 3). All outer doors have maglocks (Device Rating 4) while the internal doors are inexpensive tumbler locks (Device Rating 2)

Though the building is wide open, it is important in a place like this to consider the potential structural value of the objects within the store. Though a rack of silk blouses may not provide any protective value, a rack of armored vests might provide their armor rating to anyone hiding behind it, or even a rack of heavy winter coats could provide a point or two of ballistic armor. Electronics, furniture, and other larger objects should provide cover but could also provide armor equal to the armor value of the materials from which they are constructed.

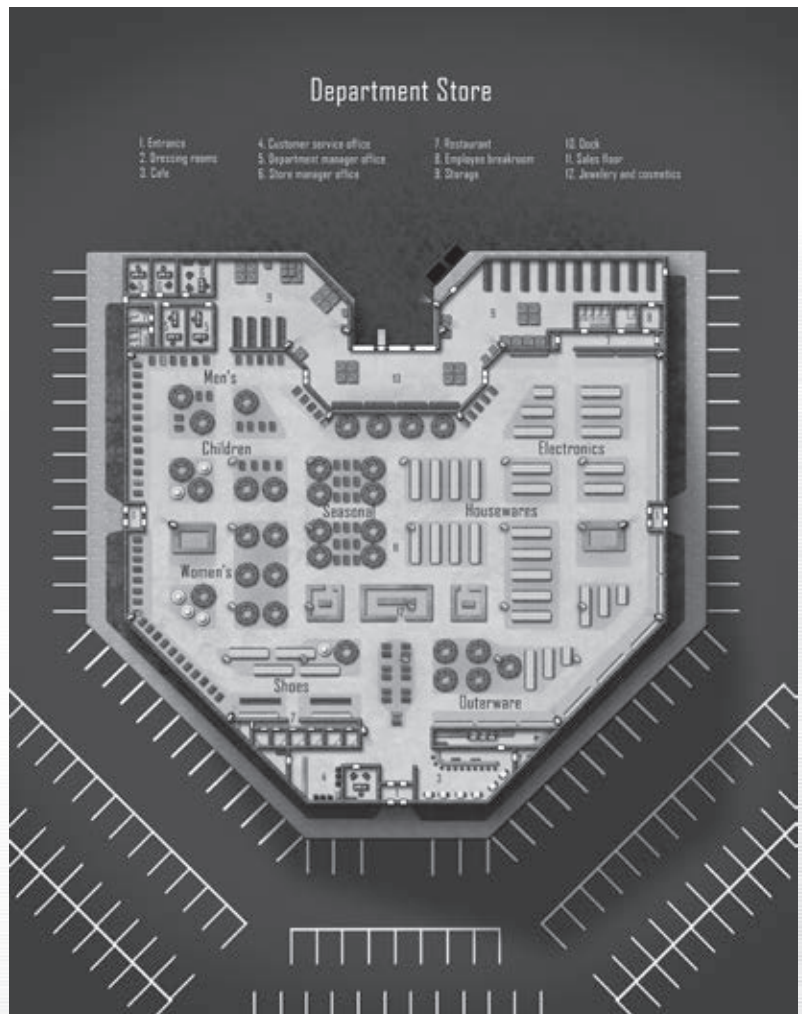
Security inside the department store is provided primarily by security cameras (Device Rating 3) located in the corners and

along the ceiling providing coverage over the entire sales floor. The camera feed goes to the security office. Every item in the store with a value greater than five nuyen is also tagged with an RFID chip that alerts the staff if it leaves the store. These chips are deactivated at the register or remotely if the customer uses their commlink to pay automatically. The store usually has two to four security personnel on duty, one to monitor the cameras while the others walk the floor and respond to employee calls. Stores with high-value items, such as electronics, may have more security personnel including one stationed near each door to check customer purchases. Stores may also have a Matrix security specialist (use CorpSec Lieutenant, p. 282, *SR4A*) on duty as well to prevent tampering with security systems.

After hours the store uses a security service and silent alarms on all the entrances. Some high-end stores also have a security officer on duty overnight and a Matrix security specialist on call in case of unauthorized node access, though many stores deactivate their sales node after business hours.

TYPICAL OCCUPANTS

Store shoppers are regular everyday Joe's and Jane's. The register clerks are similarly average folks. The store usually have one manager on duty (use Corporate Manager, p. 6, *Contacts*,



STORES OF THE SIXTH WORLD

The Sixth World by and large has fewer free-standing department stores thanks to the rise of corporate arcologies with their self-contained company sponsored shopping opportunities. This doesn't mean that they are gone from the world, as corporations still need to sell products in suburban and rural areas where places like this would be popular. Or sometimes, you just want to give a portion of an arcology floor to one of these so that residents can have that one-stop shopping experience.

- Weapons World (firearms, ammunition, melee weapons, accessories)
- Techtronics (commlinks, electronics, software)
- Magellan's (outdoor outfitter)
- SuitShack (suits, dress apparel)
- Auto Warehouse (automotive parts)
- Destination Fashion (women's apparel)
- Drinks-a-Plenty (liquor and chips)

Adventures, Sprawl Sites) along with a few department managers (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*). The security staff (use Corporate Security Unit, p. 281, *SR4A*) is also present during store hours. Stores in more downtrodden neighborhoods may have a few squatters who hang out while the store is open.

ADVENTURE SEEDS

- Weapons World has received good intel that their next batch of shipments is going to be hijacked. The shipments are going all over the city, and they don't have the money to hire that much security. They do, however, have guns and armorers who offer runners discounts and custom work for their help. Other members of the team can get paid by their pals or sit this one out, but teams usually feel a need to stick together. The shipment the runners are going with has a quiet ride from the shipping point (docks, trainyards, airport, etc.) all the way to the store. Once in the dock the trap is sprung as one group of go-gangers (use Go-Ganger, p. 7, *Contacts, Adventures, Sprawl Sites*, add Ingram Smartgun, smartgoggles, armor jacket, and 1 dose of jazz) comes at the tractor, a smaller second group from a different gang (use Halloweeners Lieutenant, p. 282, *SR4A*) emerges from hiding inside the back room, and a third gang (use Triad Posse, p. 284, *SR4A*) comes in through the front door. The gangers only know that their leaders told them to do this. Investigations of the leaders comes back with nothing but a similar offer from three different Mr. Johnsons paid for by 500 nuyen to the leader and an offer of the spoils to the gangs.
- The runners are contracted by Ares Consumer Products Division Head Allen Hale (use Mr. Johnson (Corporate), p. 22) to help stop a hostage situation. Magellan's, an outdoor clothing store, is now considered extraterritorial

due to its very recent megacorp ownership, which began when two corporate executives, John Ehrlich, chief financial officer (CFO) of Leviathan Technical, a subsidiary under Ares Consumer Products Division and Andrew Cooper, chief operating officer (COO) of Quick Trigger Systems, a subsidiary in the same division, purchased the store thirty minutes into the hostage situation in which Bradley Ehrlich (use Mr. Johnson (Government), p. 22), son of John, is the hostage of Jillian Cooper (use CSF SWAT Team, p. 156, *Jet Set*), daughter of Andrew. Jillian is suffering from a severe case of cyber-psychosis after some extensive implants. She came home to see her "boyfriend" and found him dating another girl because he stopped being her boyfriend over a year earlier. She has lost her grip on reality. There are six other hostages present. Anna Green (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, add Gymnastics 3, increase Charisma to 5), Brad's new squeeze; Sam and Jim Cannon (use Low-Level Runners, p. 22), a pair of brothers shopping for supplies; Scott and Nikki Roberts (use Corporate Scientist, p. 6, *Contacts, Adventures, Sprawl Sites*), a couple preparing for a camping trip; and Zoe Vix (use Stripper, p. 12, *Contacts, Adventures, Sprawl Sites*), a joygirl stopping to pick up some leather straps. Lone Star is stuck out on the street—they can't even enter the parking lot—and won't easily let the runners through. Ares is supposed to be sending over a hostage negotiator from Knight-Errant but the executives have delayed him to allow the runners time to handle this before it becomes a scandal and a potential black mark on the executive's records.

- The local Scoulpa Ring hires the runners. They want the team to hack the node at Techtronics Outlet and create a distraction. The goal is to pull attention away from the back room. While the runners draw attention away, the Ring members break into the back room to make off with a freshly delivered load of electronics. Two points of trouble come into play with a number of extra hackers (use Tir Ghost Lieutenant, p. 283, *SR4A*) in the node and four off-duty Knight-Errant Tactical Response officers (use Red Samurai Detachment, p. 283, *SR4A*) in the store.
- Mr. Johnson hires the runners to grab Kristin Kring (use Talent Scout, p. 12, *Contacts, Adventures, Sprawl Sites*) from Macy's at 5:30 p.m. He wants the team to get spotted by a civilian just before leaving but they need to avoid the store's security. He won't say why, but with a little digging the runners could find out that the store's security contract is coming up for renewal and negotiation. The action is intended to demonstrate a lack of security in their stores and get Mr. Johnson's employers to the table. Once the team is out of the store they can release Miss Knight anywhere, but they should keep their masks on and any identifying characteristics covered.
- The runners are hired to rob the jewelry department of Passion for Fashion. Most of the stuff is costume jewelry or stuff made with low-quality gems. Runners that do some research will see they are getting paid more than most of the jewelry is worth. As it turns out, the run is part of a three-part plan. Part one is the robbery of the jewelry counter. Part two involves a bound spirit of fire



that is acting as one of Mr. Johnson's bodyguards and is supposed to get a look at the runners' auras. The spirit is then ordered to hang out at the store and watch for the runners. When they approach within a meter of the jewelry counter, the spirit is supposed to manifest and set off the fire alarms. Part three is another team of six runners (use Lone Star Lieutenant, p. 282, *SR4A*) with a stolen Fire Protection truck who will go into the emptied-out store and grab what they are there for—the dress designs locked in a shipping crate in the back room waiting to be shipped to a fashion show in Europe. The runners need to grab the goods and get out, but there will be a little bit of resistance from cops who have arrived for the fire and are questioning all of the shoppers who have fled.

- **Scavenger Hunt:** The runners are ordered to steal four specific pieces of clothing (two pairs of shorts, two shirts) that should be located in the manager's office. The clothes are located in a small locked (Device Rating 3) locker that holds clothes that have been returned after theft. There is a report on his comm terminal (Device Rating 2) about Angela Keen stealing the clothes three weeks earlier and being arrested on her way out of the store when she tried to wear the clothes out. Keen has an address listed on the form that might seem familiar. It matches the address of the low-income housing complex the runners need to break into.

FINANCIAL INSTITUTION

The role of financial institutions in the Sixth World has changed drastically from the turn of the century—it's even different than it was in the 2050s. When cash was king (and by cash we mean paper money), banks were at the peak of their glory, holding the funds of millions of people and being the rare place you could get a stack of cash to take out into the world. As currency use declined, banks enhanced their focus on financial planning and offering credit lines to clients where they could make money off interest. Certified credsticks were a small fraction of their income, and currency rarely came into or out of the banks. Bank vaults once full of money often switched to safe deposit boxes.

The function of banks in the 2070s is continually evolving. Most transactions, especially smaller ones, are handled as transfers between commlinks. The offices of financial planners and loan officers often fill most of the building, while bank tellers doing very little. Due to this change in function, the responsibilities of the tellers are often expanded and many financial institutions have tellers who double as Matrix security specialists. When not interacting with customers, physically and virtually, they are monitoring the bank's systems for intrusion attempts (see the **Structure and Security** section for more details).

STRUCTURE AND SECURITY

Banks are built to last and many have had to be retrofitted over the years as the needs of the banking industry changed with the times. The outer walls are solidly constructed (Armor 16, Structure 13) with windows and doors made of armored glass (Armor 8, Structure 9). Due to the retrofitting inside the building, the inner walls of the main floor are made from lightweight

materials (Armor 2, Structure 3), the glass is simply thick plate-glass (Armor 2, Structure 1), and the doors are thin (Armor 2, Structure 3). The small downstairs area is solidly constructed with thick walls (Armor 8, Structure 9), armored glass (Armor 8, Structure 9), and heavy security doors (Armor 8, Structure 9) on the outer reception area as well as the private rooms where customers access their safe deposit boxes. The external doors have a high-quality maglock (Device Rating 5), while all internal doors are sealed with lesser-grade maglocks (Device Rating 3).

The structures of a bank would not be complete without a mention of the safe itself. The main floor safe that either still holds hard currency or other physical valuables, or is internally retrofitted for safe deposit boxes, is not an easy nut to crack (Armor 36, Structure 20). The downstairs safe that was originally designed as a shelter for safe deposit boxes is not quite as sturdy (Armor 32, Structure 18) but still formidable if you are looking to get in through brute force.

Security in the bank is abundant. Cameras (Device Rating 5) cover every entrance, each teller station, the vault, and outside the safe deposit box vault but not the private rooms. These cameras are monitored by a security spider who responds to any violation of the bank with a call to the bank's security provider and a system-wide alert. During an alert, all employees change roles.

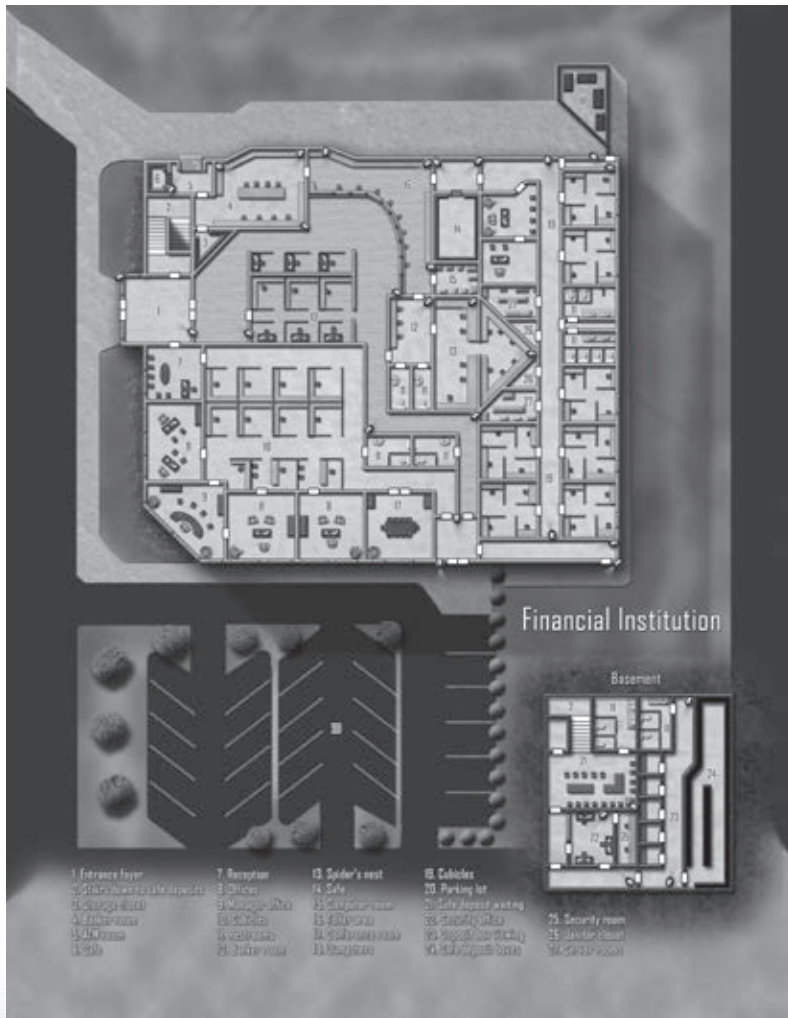
Bank tellers, the ones who interact with customers (a dying tradition), are usually double trained or hired more for their skills in the Matrix than for their financial or interpersonal skills. Same also goes for many of the bank's other employees. This means the bank can use the same employees to both make money and protect its money. A runner attempting to hack into bank systems to steal money can often run into a security force of a dozen or more skilled specialists hanging out on the system with them.

TYPICAL OCCUPANTS

Most folks do their banking over the Matrix, but a few holdouts from a previous era still use the old brick-and-mortar institutions. Usually the bank has a dozen tellers (use Professional Spider, p. 207, *Unwired*) pulling double duty as described above, a bank manager (use Corporate Manager, p. 6, *Contacts, Adventures, Sprawl Sites*) during the day, cubicles full of wageslaves (use Corporate Receptionist, p. 21) making calls and analyzing data, a financials manager (use Mr. Johnson (Corporate), p. 22), and three security guards (use Corporate Security Unit, p. 281, *SR4A*)—one in the main lobby and the other two downstairs by the safe deposit boxes.

ADVENTURE SEEDS

- After a close contact (Loyalty 4 or higher) or family member is kidnapped, one of the runners is forced to rob Capital Trust in Denver and steal a collection of old paper stock certificates. The bank has been holding them since shortly after the bank opened in 1874. The certificates are now valued around 750 million nuyen, a fact only known by three individuals: the current bank manager, James Hammond; the recently retired previous bank manager, Keller Brannon; and the owner of the certificates, Ghostwalker. The bank managers don't know Ghostwalker is the true owner, as the listed owner is Daggertooth and Sons, a company registered in New York since 1870. The previous bank manager left



negotiate. If they don't have hostages, the officers prepare a full assault. During this time the officers looking into the runners' pasts, getting intel on the situation inside, including hacking the bank, and eventually coming in after the runners. If the situation looks like the runners will cause casualties in the assault, they wait them out and get them when they're tired and exhausted, even if it takes a few days. The security firm may also find out they are runners and offer them other employment if they come out.

- The runners get a simple sounding job—break into Davis Financial and download financial data on Martin de Vries from one of their offline datastores. Davis Financial is not a bank, but their offices are in an old bank building, and the bank's safe is now a daytime safehouse for Martin de Vries (p. 140, *Street Legends*), famous vampire hunting vampire, when he is out on hunts. Which is where he happens to be right now. The break-in is intended to draw him into revealing his presence. And when that happens, his enemies strike. A simple datasteal turns into a battle to stay human as the vampires (use Vampire, p. 301, *SR4A*) attack.
- First Western Bank contracts the runners through a trusted fixer. They need the team to act as extra security for a delivery. The delivery is actually being snuck out with the runners after four armored vans have already left the bank as decoys. Problem is the bank has a leak on their security team, and another team of six runners (use Red Samurai Detachment, p. 283, *SR4A*) attacks before the shipment ever

under the cloud of a sex scandal involving his stepdaughter, and he lost his pension and golden parachute. He and his step-daughter (they're still together! How sweet!) have concocted a plan to get rich by stealing that small stack of papers (the whole stack would fit in a courier bag) from the bank's vault and then selling it on the black market. They have done the kidnapping and are holding the victim in the office of the abandoned auto shop next door (use Auto Body Shop/Illegal Chop Shop, p. 6) for the exchange. Trouble comes down the line if this deal goes through, and Ghostwalker calls in a favor on the runners who stole from him to go looking for the banker and his stepdaughter.

- Mr. Johnson (use Mr. Johnson (Subtle), p. 23) hires the team to act as his bodyguards while he accesses his safe deposit box. Everything runs smoothly on the runners' end until they come back upstairs to find the bank cleared out and a team of Fast Response officers (use Lone Star Lieutenant, p. 282, *SR4A*) waiting for them. Mr. Johnson makes a run at the cops screaming about being a hostage and freeing him. With a well-set-up ambush, the runners should get pushed back to the bank's lower level, where they need to figure out how to escape this situation. If the runners claim more hostages from downstairs, the officers make contact and attempt to

leaves the bank.

- One of the runners is picking up a few certified credsticks when a quartet of masked gunmen (use Lone Star Lieutenant, p. 282, *SR4A*) come in to rob the bank. The robbers direct everyone (runner(s) and ten hostages) into the vault while they clear out the safe deposit boxes downstairs. Two of the robbers stay near the hostages to keep guard while the others head downstairs. When gunshots come from downstairs, one of the other hostages panics, goes after a bank robber, and tears off his mask, revealing a contact (preferably a bloodthirsty criminal type) of the runners. Now that his face has been seen, the robber needs to make sure no one is going to talk. Is the runner willing to sacrifice a contact to save the lives of the rest of the bank patrons and possibly make more contacts in the effort? The contact knows what the runner does for a living so he's safe, but everyone else is fair game.
- Scavenger Hunt: At the bank, the runners are hired to place the personal items stolen from the low-income housing complex and into a specific safe deposit box without damaging the box. Though breaking in may seem like the normal approach, there are other options at this location. The manager, Joe Ghorton, is very susceptible to bribery and may be susceptible to blackmail if the runners can discover his



gambling habit. The bank would be very interested to know that their manager is deep in debt to the mob. He'll take one thousand nuyen to let the runners put whatever they need into a box as long as they aren't stealing anything. He requests that they fill out some paperwork to open their own box but doesn't care if they put anything into it. Ghorton takes care of the fees for the box; he just wants a legitimate reason to grant the runner access to the box area.

HOSPITAL

Every runner risks seeing the inside of a place like this every time they go meet Mr. Johnson. This map gives a single floor of a hospital wing but can also be used as a standalone clinic or single-floor hospital with just a few changes. If this is a multi-floor hospital, the cafeterias are probably spread every few floors and can be replaced by a few more offices or patient rooms. If this is a standalone clinic or single-story hospital, the elevator areas are replaced by an entrance and storage rooms. The stairwells are also storage, and those on the outer edge have emergency exits to the outside. A small expansion may be needed to add an emergency room, probably off the side opposite the main entrance. One or two of the offices would be the security office and security room.

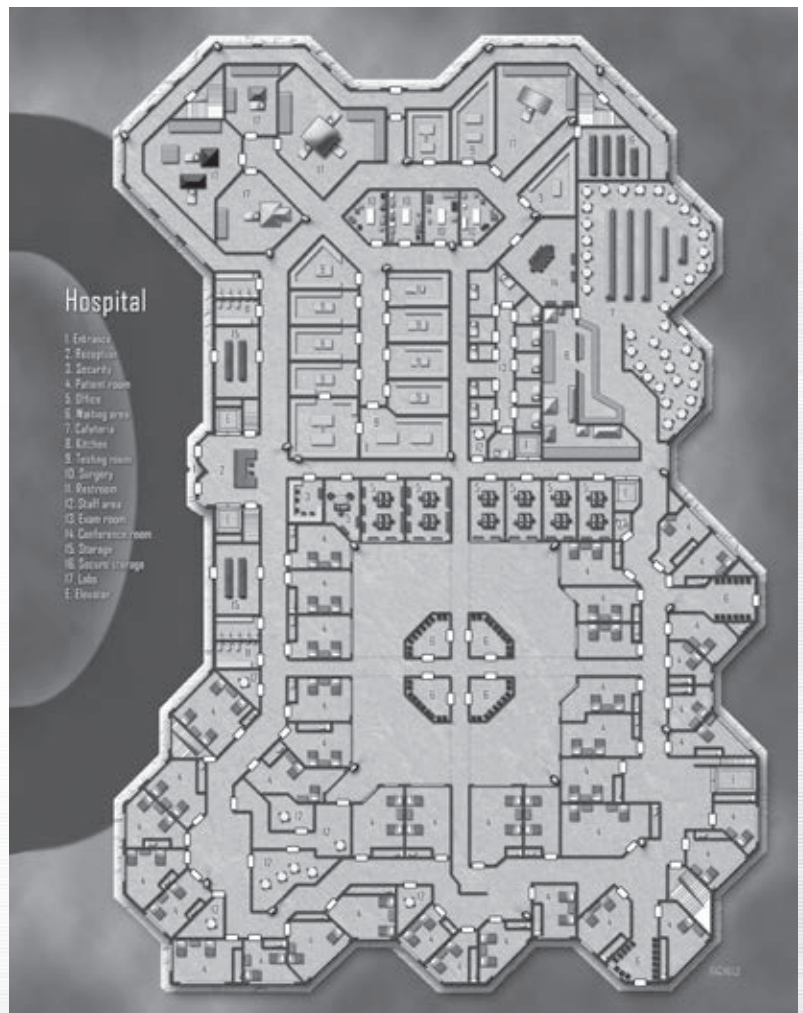
STRUCTURE AND SECURITY

The outer walls are made of heavy structural materials (Armor 16, Structure 13), especially if this is a multi-floor hospital. The outer windows are ballistic glass (Armor 4, Structure 5) and do not open. The walls of the patient rooms are thin but well-insulated materials (Armor 2, Structure 3, -4 to audio Perception Tests), and are actually double walls (double Armor value when shooting through them; for destroying barriers, apply the Armor for the first wall to the second wall as well and roll separately for each wall) with a twenty-centimeter gap between them for running electrical and ventilation systems along with gas hoses for various patient necessities. This same system is also used when constructing the surgery, testing, and examination rooms. Office walls are standard structural materials (Armor 12, Structure 11) with tempered glass (Armor 1, Structure 3) on the inner windows and armored glass (Armor 8, Structure 9) on the windows that face the open atrium. All windows in the waiting area at the center of the atrium are ballistic glass (Armor 4, Structure 5) and the walls are ferrocete (Armor 24, Structure 15). At the top of the open atrium is an armored-glass ceiling (Armor 8, Structure 9) and at the bottom is a small sitting area.

Security in the hospital is tight and is carefully balanced between patient privacy and safety. Cameras (Device Rating 3) watch

every hallway and monitor the elevators and nurses' station, but there are no cameras in the patient rooms. Access to certain areas is determined by an AR tag on the staff PANs. Each staff member's PAN is coded with the areas they are authorized to enter. They all have numeric passcodes to access secure doorways (Device Rating 4). Secure doorways on this floor are the doors that lead to the examination, surgery, and testing rooms, as well as the back door of the cafeteria. Unauthorized access sends a general warning to the nearby staff, alerts security, and tags that PAN so security can track it. All stairwell access also sends an alert to the security staff who can check the stairwell's camera feed and check the fire sensors to make sure everything is okay.

Security officers at the hospital are based out of two locations. One office is on the first floor (not mapped here) and the other is on the top floor (use two of the offices as security offices). The number of security staff usually depends on the size of the hospital, but there are at least two officers per floor. The security officers are not combatants and are authorized to only use their tasers in direct defense of themselves, another staff member, or a patient. They cannot attack assailants unless the attackers are actively trying to harm someone. Their first response in all situations is to call their local security provider and help secure patient safety. Occasionally a more gung-ho security officer will



try to stop an incident, but they can be sure that they will be reprimanded and may lose their job if someone is injured by their actions.

TYPICAL OCCUPANTS

Staff at the hospital consists of nurses (use *Paramed Shaman*, p. 142, *Runner's Companion*, or *Paramed*, p. 9, *Contacts, Adventures, Sprawl Sites* and increase *Medicine* to 4), doctors (use *Street Doc*, p. 291, *SR4A*), orderlies (use *Dockworker*, p. 138, *Runner's Companion*), security (use *Corporate Security Unit*, p. 281, *SR4A*), outside contractors (use *Corporate Wage Slave*, p. 137, *Runner's Companion*, add appropriate *Professional Skill*), administrative employees (use *Corporate Receptionist*, p. 21) and a security spider (use *CorpSec Lieutenant*, p. 282, *SR4A*). Nurses are usually limited to the wing or department they are currently working. Doctors are found everywhere but usually follow a schedule for their rounds and appointments throughout the day. Orderlies are all over the place; moving patients, specimens, records, and anything else that needs to be moved to where it needs to go. Security is detailed above but they can occasionally be found walking the floors or hanging out flirting with the nurses. Outside contractors (consultants, interpreters, private security, etc.) are given temporary tags and codes for their PANs that allow them access to the areas they need. If they are found in any other areas, they are immediately reported to security. A message is then sent to them to remind them of their access rights. If they don't comply, security is dispatched to insure patient safety while outside security is contacted to remove them from the premises. Administrative employees are usually in the offices or cafeteria, as they have no need to see patients.

ADVENTURE SEEDS

- One of the runners (possibly a substance abuser or heavy drinker) wakes up with a County Hospital wristband and ARO attached to his commlink. The ARO says he was admitted and a full blood workup was done. This means a sample of his blood is now present at the County Hospital for anyone to snag and do all sorts of bad things with (such as anything that needs a material link). The runner needs to get the sample back or destroy its usefulness before miscreants get a hold of it.
- Mr. Johnson has gotten word that a troublesome rival has had a blood sample taken by County Hospital. He wants the sample so he can give it to a shaman friend of his to get a little revenge. The problems here are that the clock is ticking, and the previous adventure seed is playing out with another team. The runners need to get the sample before the other runner and his team get the blood or before it becomes not useful.
- The team's fixer has been taken to a corporate hospital and is getting treated but will be arrested as soon as the treatment is done. He contacts the runners to extract him before the doc clears him for travel. The corporation already has two extra security officers (use *Corporate Security Unit*, p. 281, *SR4A*) on premises, and the transport waiting to take the fixer is already waiting in the garage with its four-man security detail present as well.
- Mr. Johnson hires the team to stop a surgery. He would prefer the patient doesn't die, but the primary matter is to make certain that a particular implant that is supposed to be installed does not get put in place. That item is a secondhand headware memory unit that, once connected, allows access to some encrypted data. Problem is, the surgery is scheduled to start in forty-five minutes but will take at least six hours. The cyber is in the surgical theatre from the start, and the patient is already prepped and ready to go in.
- Mr. Johnson hires the team to break into Ares' Knight Hospital and connect a device to their water purifier in the kitchen on the fifth floor. If the runners take a closer look at the device, it appears to be designed to penetrate the line they attach it to. The water then filters through the device and a fine black powder inside the tube. The substance inside is a derivative of desert wasp venom being tested by Universal Omnitech on some loyal Ares employees. Everyone loves a little intra-company rivalry instigated by bug spirit infiltrators.
- The runners are contracted by Mr. Johnson to erase some records off the hospital system and destroy all electronic evidence of their existence. They discover the records were recently added to a portable drive—an obvious problem—and need to locate and destroy said drive. The device belongs to Nurse Gloria Diavolo, who is currently working the nurses' desk on floor four. Problem is, floor four is currently handling the recovery for an undercover federal agent (use *Government Security*, p. 22) whose cover was blown, and she is now wanted by Chimera, a group of assassins for hire. The agents have security around the clock and Chimera has two members (use *Coal Ember (Assassin)*, p. 21) headed to put a hit on the agent. All of the people involved are perfectly capable to foil or disrupt the runners well laid plans.
- Mr. Johnson hires the runners to retrieve a sample from a research study occurring in the labs of the hospital. The study is about digestive efficiency of different synthetic food products and is being done on bonobo monkeys. The samples are feces. It's time to get that monkey poop. To make matters more interesting, one of the bonobos is actually Awakened (use *Asonwu*, p. 130, *Running Wild*) and another is an Emergent bonobo (use *Libertine (e-raccoons, Technoprocyonidae)*, p. 192, *Running Wild, Resonance 5*).
- Scavenger Hunt: The runners are directed to steal blood from a recent blood draw. The blood is currently in a lab, waiting for further blood tests. The blood is from a body in the morgue, and it belongs to a young girl who was found raped and dead on the edge of the barrens where she was dumped. The young girl fits the description of Angela Keen, the daughter of Sheila Keen, but has not been identified by the hospital. The runners are told that the blood needs to be kept cold, so the runners need to figure out some way to accomplish that. This is another place where the job needs to be kept quiet or made to look like something other than the targeted theft of this sample.

LOW-INCOME HOUSING COMPLEX

This place looks like home to many runners. There's an abundance of other less-reputable neighbors, no security besides what you provide, and a sense of despair that is almost palpable. Together, these elements make this place a miserable pit of filth and despair, but it's a great place to stay under the radar. This is a single floor of a rundown tenement where the poor go to live (if you can call it living), where runners can go to hangout, where dealers go to find their clients, and where cops fear to tread. Tenement complexes are multi-story buildings, some up to one hundred stories, that usually consist of multiple buildings where hundreds or thousands of people live in squalor.

STRUCTURE AND SECURITY

Just because a building has low-income residents does not mean the building was built by them, or even with them in mind. Sometimes they are older, quite solid buildings that have gone to squalor. The outer walls of the building and the primary walls of the apartments are quite sturdy and usually made of concrete (Armor 16, Structure 13). Not the good high-end ferrocrete, but rather the regular stuff that's still tough to break through. The walls within each apartment are another story. They are built with the cheapest possible stuff the construction firms could find (Armor 2, Structure 3). This same principle goes for the doors (Armor 2, Structure 3) and their locks (Device Rating 2).

Many of these places were built with wiring for cameras, but the cameras are long gone in all spots; most of the few remaining cameras are broken. Some places have had some wireless cameras (Device Rating 3) installed on floors where gangs, organized crime, or runners have taken up residence, giving them the extra security they desire.

The astral plane around these places should also be noted. With factors based on the age of the complex, number of residents, and recent activities, the background count can range anywhere from 1 in a newer place or one with fewer residents to 4 in an old building with lots of residents that has recently hosted a murder. Occasionally a skilled mage with the Cleansing metamagic has cleaned up an area for themselves and thus the background count is gone, but this is rare.

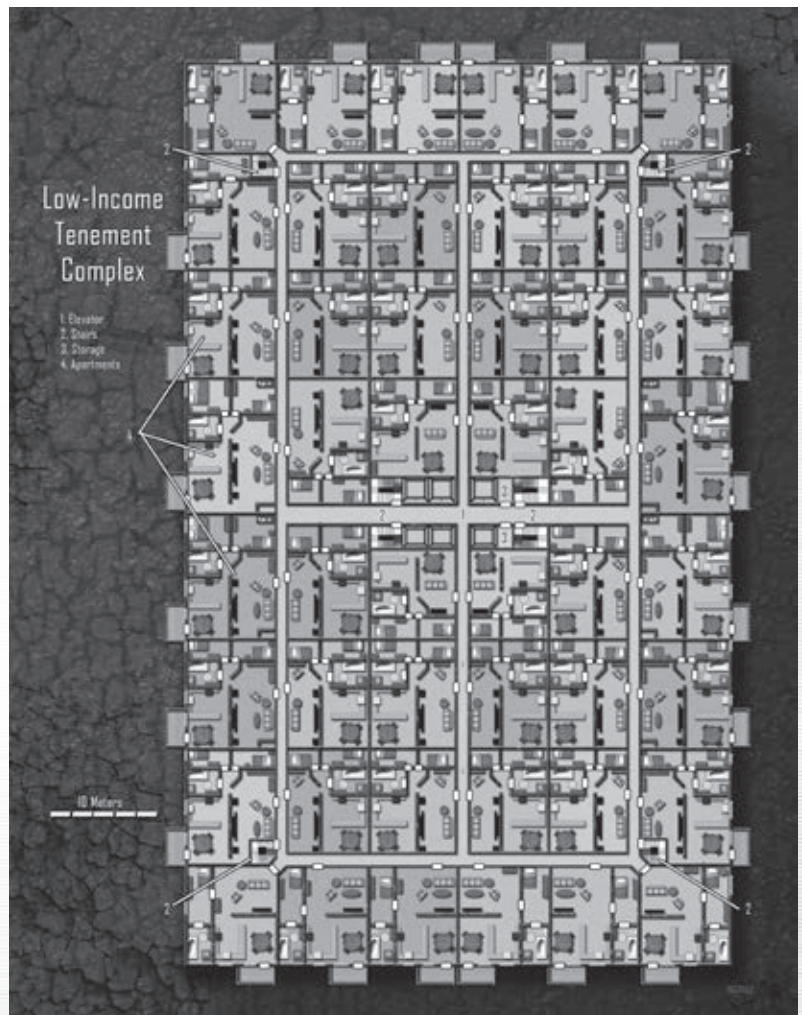
TYPICAL OCCUPANTS

Low-income people. Okay that's not really true. Anyone can live in one of these small apartments. Runners (use any archetype from *SR4A*) can be hiding out in a place like this or have it as their Low lifestyle home. The building usually has a custodian (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*) or a

landlord (use Slumlord, p. 11, *Contacts, Adventures, Sprawl Sites*) who often lives in one of the lower-floor apartments. Often an entire floor of the building or multiple floors are taken by a gang. The gang may also claim one or more buildings as their turf. Most of the residents will be average joes and janets living their down-on-their-luck lives.

ADVENTURE SEEDS

- The runner's fixer contact leaves a hasty message for the runner on their commlink. The message was poorly recorded and sounds like the fixer is running and trying to yell into the commlink as he sprints. The full message says, "Ares Johnson rolled on my newbies. They're too green to know it wasn't me and they're after me. I'm going dark in the Pavilion Greens. Find me and protect my ass and I'll owe you big time. Primo jobs will be all yours. Come soon, they're on my ..." BLAM!!! The message ends with the sound of a gunshot. The shot clipped the fixer's commlink. Without using some computer skills to adjust the sound on the message, all the runners catch is "Ares ... newbies ... wasn't me ... going ... Pavilion ... protect my ass ... primo jobs ..." BLAM. The Pavilion Green Housing Complex is thirty stories of urban blight filled with gangers, drug dealers, paracritters, squatters, runners, and



every other kind of low-life degenerate scum you can think of. Their fixer is there but is not sitting still. He is moving around the building, trying to stay ahead of the runners who are after him. The runners are green, but they know some tricks and actually tagged him with a stealth RFID when they first met. It bursts every ten minutes and points them in the right direction. The only thing saving him is that he is moving so much—but that's also what makes him hard to find.

- The 678s (use Halloweeners Street Gang, p. 282, *SR4A*), a gang based out of the Archer Housing Complex, control floors 6, 7, and 8, hire the runners to do some damage to the 234s (use Halloweeners Street Gang, p. 282, *SR4A*), another gang in the complex controlling—you guessed it—floors 2, 3, and 4. They want the runners to wear their colors while they invade and tag up the other gangs territory. The 234s' color is blue, while the 678s' color is red. Anyone wearing the color of the other gang will get harassed by the opposite gang on the first floor they enter. The first and fifth floors are no one's territory, along with the rooftop area, and these areas have the highest number of incidents as they are the battlegrounds in the building's ongoing war. While the runners are doing their dirty work and distracting the 234s, the 678s will be sneaking onto the third floor and sabotaging the 234s' drug lab that is set up using the entire row of apartments on a short wall. Problem is, gangers are not very bright and they will set fire to the lab, and therefore their building. If the runners are in the area, they can stop them; if not, it's a whole lotta work down the drain as the 678s pin the fire on the runner team, and both gangs unite against them.
- The runners are hired by Coy Douglas, a mid-level executive with Ares Arms, to find his missing daughter, Ciara. She was kidnapped, and Knight-Errant is not willing to go after her in the Z-zone that Coy has determined she is in. He is able to tell the runners that his private investigator tracked her to the Crutchley Gardens Apartment complex and that he last reported seeing her get off the elevator on floor six, but he doesn't know which apartment. The investigator won't go any further in the investigation due to the level of trouble he would be facing alone. The runners need to start knocking on doors (or kicking them in) to find a missing girl before unpleasant things happen to her. Astral scans are tough as the whole building has a background count of 3, and many of the children are scared of one thing or another living here. Try to avoid making this an easy task. To add to the fun, all of the other apartments on this floor have strange characters living in them. Miss Monroe is a delusional old lady who looks a lot like a seventy-year-old Marilyn Monroe. She thinks the first runner she sees is her long-dead husband coming home with his friends. Doug Allen (use Top-Shelf Bodyguard, p. 23, add First Aid (Combat Wounds) 5 (+2)) is a former DocWagon HTR medic who is suspicious of the runners and won't let them in. If the runners force their way in he bolts for the back room, activates his cyber, and makes their lives difficult. Laura Ruth (use Covert Ops Specialist, p. 100, *SR4A*), a.k.a. Ruthless, is a shadow runner specializing in intel gathering who is currently hanging out in her bolthole after a run gone bad. She suspects the runners are after her and will hit them with some countermeasures set

up in the hallway before escaping out the balcony, including two flash-paks (p. 325, *SR4A*) and four Neuro-Stun (p. 255, *SR4A*) grenades that detonate in the hallway around the door. The Latorres (mom: Danielle, dad: Rocco, daughter: Alyssa, son: Joey) are a sweet family with the small problem that they are currently being held hostage by the kidnapper the runners are seeking. He has threatened that he will hurt Ciara and the rest of them if they tell the police or anyone else of his presence. The first time the runners stop by, they are a little nervous but obedient and don't say anything (the kidnapper stays in hiding, though he doesn't have the skills to hide his aura). Once the runners leave, though, Joey manages to slip out after they leave and tells them about the bad man before he runs back to the apartment. In addition to this, there are several ways to add flavor to the building, including suspicious drug dealers, joygirls and boys looking for a quick buck who might rat on "strange" neighbors or offer services, delusional old folks, young punks with no respect for anyone, and single parents looking to get revenge on exes who live nearby. Feel free to put the runners through the ringer before they save the day.

- Universal Omnitech has tracked one of their test subjects to the Hidden Oaks Apartment complex. They're representative contacts the runner's fixer directly with a cash bounty offer if the team can bring in the subject. Alive and unharmed would be preferable, and it pays four times what dead does, and twice the amount for retuning him injured. It may seem odd that UO doesn't use their own people, but a quick ear to the ground lets the runners hear about a number of Ares Firewatch teams in the area doing similar work. The creature is an Insect spirit/Tiger hybrid that the UO representative claims is simply an Awakened tiger. Have fun bringing that kitty in unharmed (use Great Cat, p. 299, *SR4A*, add Force 6 Soldier Wasp Spirit, p. 152, *Street Magic*, with Concealment and Venom as additional powers).
- Several members of the 234s and 678s have compared stories and come up with some unpleasant realizations. They contact the team for a meeting in a public and neutral spot to talk. They reveal to the team that they suspect the team was hired by the 678s leaders and that their plan went awry. They offer to stop going after the team if they'll do a job for them. Since many runners aren't that scared of some tenement gang, they can't just intimidate them into service. They also offer a free apartment for each member of the team, along with some cash they've scraped together. Problem is this small break-off of the two gangs has no sway with the rest of the gangers. Until the runners can kill the actual gang leaders, they could be facing a brawl wherever they go.
- Scavenger Hunt: Mr. Johnson wants some jewelry and a few pictures stolen from Apartment 3036 of the C Tower of Borealis Terrace. Borealis Terrace is a group of low-income housing complexes consisting of four towers with forty-five floors each. The towers are set up in a square and have attached crosswalks every ten floors. The tenth floors also have four good-sized social rooms taking the place of the center apartments. The room the runners need to break into is the home of Sheila Keen, a single mother of one—up until two weeks ago when her daughter disappeared. She's rarely

ever home and can usually be found serving drinks at one of three local bars or spending some quality time with a gentleman she met on the job. The items in question will be in a back bedroom, located in the jewelry box and on the dressing table of a bedroom that hasn't been used in a few weeks. A thin mineral-film-covered glass once held water, a rare paper calendar once marked with each passing day stopped being marked two weeks earlier, and a diary (locked with a cheap lock) sits tucked behind the jewelry box. The home node (Rating 2) is in the main room. The files need to be inserted with a series of tests without glitching or failing. It requires two Computer + Edit (4) Tests and one Computer + Edit (24, 1 minute) Extended Test. If the installer glitches or fails, the files are inserted but have enough flaws that others notice they are faked if an investigation occurs. The node has an agent (Rating 2) that will bother any persona it detects but can't do much else. To make life for the runners more difficult, almost anything can be added to the scene—gangsters in the halls, devil rats on the loose, domestic violence that spills into the halls, a rogue spirit out looking for trouble, etc.

MANSION

This is the kind of pad that every runner dreams of owning when they retire. Bedrooms galore, reading rooms, art rooms, a private club on the upper floor, and any number of other alternative arrangements of this over 7,300 square meter monstrosity of a home. This is the kind of place where rich executives live when they are outside their corporate enclaves, the kind of place simstars call home for a few years before they sell it to another simstar or some ridiculously rich fan. This map is for the house itself; the grounds would likely include a small guesthouse and a large multi-car garage.

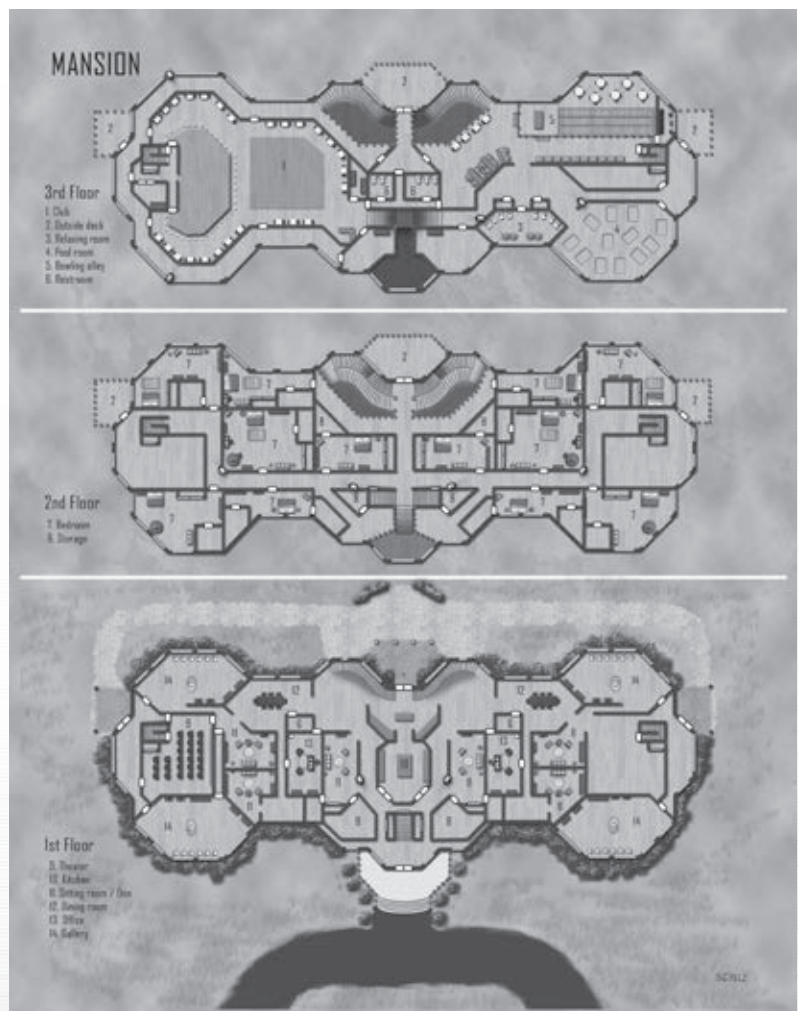
STRUCTURE AND SECURITY

A place like this is built to look good and be secure. The outer walls, the parts that are not made of armored glass (Armor 8, Structure 9), are made of reinforced ferrocrete (Armor 26, Structure 16). The windows are all capable of becoming opaque or displaying anything programmed into the house's main node (Device Rating 6). The inner walls are all solid construction (Armor 6, Structure 7) underneath a lot of fancy woodwork (Armor +2, Structure +2) and stonework (Armor +4, Structure +4). Doors follow a similar pattern. The external doors are armored glass and steel (Armor 8, Structure 9) and have a maglock system (Device Rating 6). Internal doors come in two varieties: Bedroom doors are hardwood with a metal core (Armor 8, Structure 9) and all of them have a knob lock (Device Rating 3) on the inside accessible with a key from the outside.

All other doors are just hardwood (Armor 6, Structure 7) and do not have a locking mechanism. Instead, they have floor and ceiling pins that can hold the doors open or closed (Strength (2) Test to break the doors free)

The internal surveillance system consists of wireless cameras (Device Rating 5) with lowlight, ultrasound, and thermographic capabilities. All the cameras are slaved to the house's master node (Device Rating 6). The wireless signal is also limited by WiFi-inhibiting paint (Device Rating 6), preventing access to the internal surveillance system from the outside. The external cameras (Device Rating 5) are also wireless, but their transmitters are protected by WiFi inhibiting paint securing them from outside access as well.

A home like this would have a top-of-the-line alarm system (Device Rating 6) with sensors on all the doors and windows. When the internal alarm system is activated, a motion sensor (Device Rating 6) alerts security personnel of activity in any of the rooms or on the surrounding grounds. Guests, whether wanted or unwanted, are given a verbal warning over the house's intercom system (Device Rating 4) that they aren't allowed in the area, and they are warned that security will be dispatched if they do not return to an authorized location. Unwelcome guests get the same warning but are asked to leave the premises before security is



forced to detain them. Rich people would rather someone leaves with what they can carry (and get slowed down) than have security come in and break all sorts of expensive things. Security generally spends their time watching the area around the mansion so that they can intercept the intruder(s) on open ground.

The home Matrix node is also top of the line (Device Rating 6) and runs a number of agent programs (Rating 6) to help guests and residents of the house with their daily Matrix tasks. These agents also double as security with Analyze programs (Rating 4) working to detect Matrix presences. The rich can also afford to do a few things that are not quite legal and will frequently have IC programs that are activated to deal with unauthorized users.

Security staff for the building also varies depending on the activities going on in the house and the owner of the building. The mildest level of security is on the mansions of regular stars and average rich people. Regular stars or average rich people have a security coordinator (use CorpSec Lieutenant, p. 282, *SR4A*) present at all times who coordinates the officers (use Corporate Security Unit, p. 281, *SR4A*) and the drone security by issuing basic commands. Basic drone security consists of a blimp (use Renraku Stormcloud, p. 351, *SR4A*) hovering overhead, three microskimmers (use S-B Microskimmer, p. 351, *SR4A*) covering the perimeter, and one armed roto-drone (use MCT-Nissan Roto-drone, p. 351, *SR4A*) to respond to threats on the grounds that deploys from the garage. The house has two security officers on duty who perform patrols and regular house checks. All other security is provided by local authorities or a private security company ready to respond. When the club is open, there are also three bouncers (use Sprawl Ganger, p. 109, *SR4A*) on duty.

A higher level of security comes in houses owned by crime bosses and politicians. They would increase the number of security officers on patrol to two per floor and eight on the grounds. They would also have a designated Matrix specialist (use Professional Spider, p. 207, *Unwired*) and astral support (use Security Mage, p. 23) on call. In the case of crime bosses, those numbers could easily double or triple if they are expecting trouble. In these cases a few of the offices may also have a ward to protect from astral spying on meetings. The drone forces increase by one armed roto-drone and a ground drone (use Steel Lynx, p. 351, *SR4A*, add Ingram White-Knight).

The top level of security increases the number of security personnel by one or two per area and/or adds two to three higher-quality security personnel (use Corporate Security, p. 21) to the mix. The house's node also has a more experienced spider (use Risk Management Engineer, p. 207, *Unwired*), and the drone security has a security rigger (use Drone Rigger, p. 101, *SR4A*) of their own. The drones at this level are all customized. In the air over the house is a blimp (use Renraku Stormcloud, p. 351, *SR4A*, add Ruthenium Coating and ECCM 4), while the perimeter is patrolled by six microskimmers (use S-B Microskimmer, p. 351, *SR4A*, add Ruthenium Coating). There are also four available roto-drones (use MCT-Nissan Roto-Drone, p. 351, *SR4A*, add Ruthenium Coating, APDS rounds to the Ingram White Knight) and six ground drones (use GM-Nissan Doberman, p. 351, *SR4A*, add Ruthenium Coating, APDS rounds to the AK-97). Astral security gains a mage (use Security Mage, p. 23) on the security team, with two bound spirits (use Elite Private Security Spirit, p. 158, *Jet Set*) ready

to provide support and four watchers patrolling and reporting directly to the mage.

TYPICAL OCCUPANTS

Rich people. Simstars (use Simsense Star, p. 144, *Runner's Companion*), corporate executives (use Corporate Headhunter, p. 136, *Runner's Companion*), politicians (use Eliza Bloom, p. 105, *Jet Set*), crime bosses (use Mafia Consiglieri, p. 290, *SR4A*), rockstars (use I.T., p. 39, *Jet Set*), and anyone else who could afford a place this large can be living here, and their guests are usually just as rich and powerful. A home this large, especially one with a club upstairs, requires a permanent staff on duty. Housekeepers (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*), cooks (use Hotel Staff, p. 140, *The Twilight Horizon*, remove Industrial Mechanic and Locksmith, add Cooking 4), and a butler (use Corporate Receptionist, p. 140, *Corporate Intrigue*) take care of residents and guests over the lower floors and part of the upper floor.

When the club is open it has two bartenders (use Bartender, p. 289, *SR4A*), four servers (use Stripper, p. 12, *Contacts, Adventures, Sprawl Sites*), partiers galore, and a band on stage. The other half of the upper floor has a bartender who is serving chips, drugs, and liquor for the relaxation room, along with a pair of servers for the bowling area. The entire upper floor is covered by two housekeepers who clean up after the guests and residents.

ADVENTURE SEEDS

- Mr. Johnson hires the runners to break into Mayor David Glass' private mansion while he is home and leave him a message. The message is a piece of paper saying BOOM that needs to be lightly taped to the bottom of the mayor's office chair. The paper needs to be attached in such a way that it falls off when the mayor sits down and delivers a point that it could have been a bomb instead of a note. The run needs to be totally undetected—or at least the delivery needs to be totally unnoticed.
- Mr. Johnson invites the runners to a meet at The West Wing, the club on the third floor of Alexander Black's mansion. Shortly after Mr. Johnson starts the meet, he is approached by one of the club's bouncers and has to excuse himself. He goes to the bar and slips into the backstage area. He has a meeting with Alexander Black who asks Mr. Johnson who he was hiring this evening. Johnson delivers the runners to Black. Black has a problem in need of immediate solution. There is currently a team of runners breaking into the hidden safe in his bedroom. He wants their team to stop them. Problem is, the B&E team is spread all over the house. They have two members watching the club (use Face and Enforcer, p. 103 and 102, *SR4A*), a hacker (use Hacker, p. 105, *SR4A*) (who currently owns the house node) and two runners (use Combat Mage and Gunslinger Adept, p. 99 and 104, *SR4A*) in the bedroom where the hacker is trying to hack the safe (Device Rating 6), and a rigger (use Drone Rigger, p. 101, *SR4A*) on the street with his two MCT-Nissan Roto-drones (p. 350-351, *SR4A*) and two GM-Nissan Dobermans (p. 350-351, *SR4A*) ready to roll in for backup.
- The runners are hired by Hans Brackhaus (one of the many, and not even a real one) to break into the mansion of Robert van Forester, a UCAS political star on the rise and a member

of the Technocrats' short list for presidential candidates. Brackhaus wants the team to add a few files to the house's dataterminal and to plant a few items—a used jazz popper, a bag with novacoke residue, a Colt Manhunter handgun, and a single stiletto heel shoe—around the house. The items are to be placed in out-of-the-way but obvious places with the intention of being found by the staff in the house. Forester lives in the house with his wife, Sharon, and their two daughters, Melanie and Alexandra. Brackhaus, actually David Jameson, a regular Mr. Johnson for the Archconservative party, is trying to create a little media dirt by planting some evidence and then paying reporters to question the staff about the inner workings of the mansion.

- Asher Drakeson is a simstar at the top of his career. He's rich, he's famous, he dates the hottest starlets, and he's a necrophiliac. Mr. Johnson, a contract negotiator for Brilliant Genesis, contracts the runners to get some home movie footage of Mr. Drakeson. He requests the runners collect footage until they get something really terrible, but he does not mention just what kind of terrible they can expect. Drakeson doesn't hurt anyone with his odd tastes and actually buys the bodies he uses for his predilections from a medical-supply company. The money the runners are offered should be pretty low-rent and possibly create an option for the runners to blackmail for more. If they attempt to blackmail Drakeson, he counteroffers with a flat fee for the footage along with an offer for a job to find out who is trying to ruin his career, possibly leading the runners to a showdown at a studio (use Trid Studio, p. 15, *Sprawl Sites: North America*).
- After a run gone south, the runners are given this place to go to ground while it's in between owners. Problem is, Cameo, a fellow runner and the previous resident, left something behind for safekeeping after she left the bolthole. She was recently caught by an Aztechnology company man (use Company Man, p. 136, *Runner's Companion*) who asked her a few "polite questions" and now knows where his company's growth-hormone research is stashed. He performs a little recon, maybe acts as a door-to-door salesman or something similar, and then gets a few extra assets (use Corporate Security, p. 21) from the company to retrieve the data and eliminate any obstacles in their way.
- Similar to the previous adventure seed, this takes place when the runners need a place to lay low. Their fixer has a cheap spot that's out of the way and comes with a guarantee that they will not see a living soul for miles. "Living" being the key word. The mansion is old and has only two floors with a full creepy basement full of old shelves, dirt, rusty tools, and the family graveyard. It is also haunted by a ghost (use Sample Shadow Spirit, p. 148, *Street Magic*), an angry spirit that doesn't want anyone in the house who is not a member of the family. To add to the fun, one of the runners could have some of the relevant family blood in them and get offered power and riches if they help defend the family home.
- Scavenger Hunt: The team is expected to get into the club and then sneak down to hide the clothes they stole from the department store in behind the toilet in one of the bedrooms. The hiding job has to be good enough to keep them covered for a little while, and the important part of the job is to avoid

being seen so no one thinks to look at the spot where the object was hidden, and there should be no witnesses who can claim the runners put something in that spot. The club upstairs is having a party every night with a five hundred nuyen cover. With a cover that large, the job could be over before it begins if the runners don't dress the part. Fashion spells, the Etiquette skill, or another appropriate skill can be used to help them fit in. The owner of the house is John Patrick McMonohan, owner of McMonohan Motors. J.P. still does some work at his shops to keep up to speed with modern cars and to keep him from getting bored. Other than the social trouble, this place isn't much trouble for runners unless the police get called. If the runners do the job at night and then leave the club, they see local authorities talking to the doormen.

TRAIN STATION

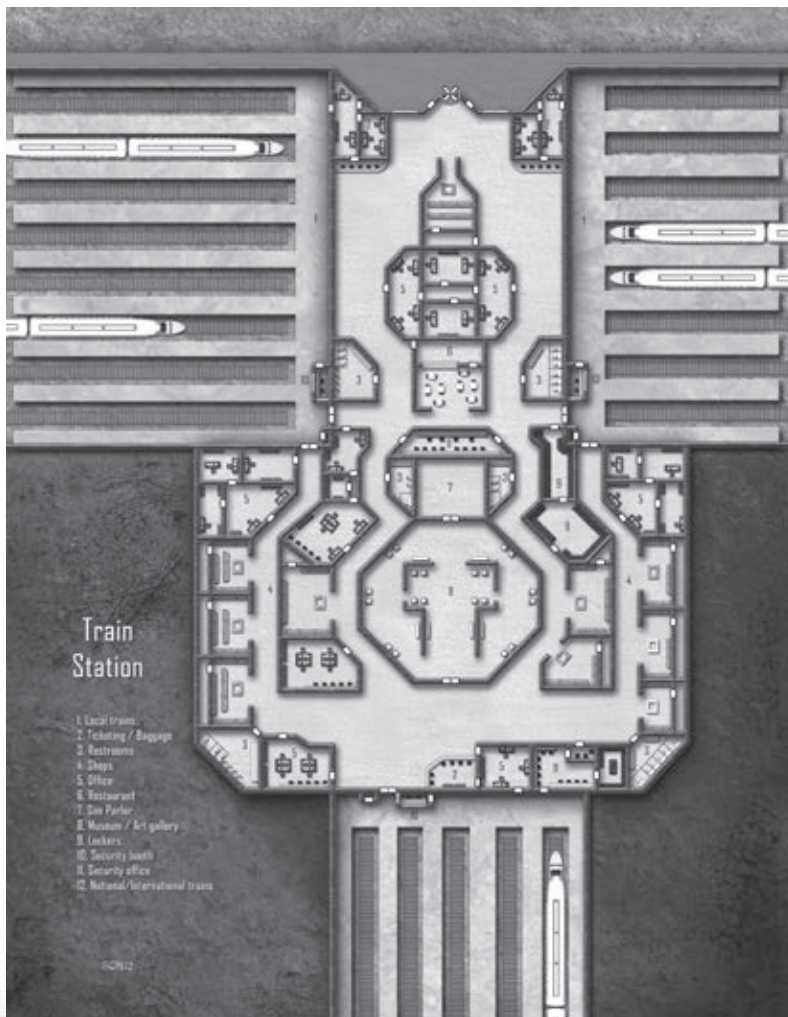
Even though air travel is the king of long-distance transportation, a lot of local commuting and some long-distance travel happens on the rails. The station has rails traveling out in three directions. The opposing rail terminals are for regular transit away from the central hub, usually near the middle of the city and around the local area. The odd terminal is used for international or long distance travel and has increased security measures.

While some train stations are standalone structures, many are the ground floor or a subfloor of taller buildings. These types may have an elevator or stairs up to the other structure or may require travelers to leave the station to get to street level. The station may be beneath a casino (use Gambling Den, p. 6, *Sprawl Sites: North America*), a hotel (use Luxury Hotel, p. 10, *Sprawl Sites: North America*), or maybe an office complex.

STRUCTURE AND SECURITY

Much like the trains they house, train stations are built to last a long time. A little redecorating may occur, but the basic structure of the place stays the same. Internal walls are usually thick concrete (Armor 16, Structure 15), and if the station is a subfloor the main walls are reinforced concrete (Armor 24, Structure 15). The central structures (restaurants, shops, and offices) have walls that are meant to be changed with the times (Armor 2, Structure 3). Restaurants and shops use thin doors (Armor 2, Structure 3) with low-quality maglocks (Device Rating 2) with a numeric passkey. Offices have sturdier doors (Armor 4, Structure 5) and better maglocks (Device Rating 4).

The entry of the station has a well-hidden MAD scanner (Device Rating 3) and chemsniffer (Device Rating 3) that alert security of possible threats. Another MAD scanner (Device Rating 5) and chemsniffer (Device Rating 5) are located in the doorframes of the train bays and in the area with the long distance terminal. Both wirelessly transmit signals directly to the security office and the security personnel's commlinks (Device Rating 4). The station is monitored with wireless cameras (Device Rating 4) that also feed directly to the security commlinks and the security office. The entire security network is monitored by a Matrix specialist (use Professional Spider, p. 207, *Unwired*) and their small army of agent programs (Rating 3) and IC (Rating 4)



running facial recognition software (Device Rating 4) looking for anyone on wanted lists from around the world.

Most major stations also have a mage (use Security Mage, p. 23) on staff to monitor the astral. The mage uses bound spirits (use Elite Private Security Spirit, p. 158, *Jet Set*) when not on duty; they alert her to astral intruders or emergencies at the station. Watcher spirits are also present keeping an eye on the astral. Anyone projecting into the station is asked to leave. If they don't, the watcher alerts the mage.

Security personnel at the station are generally contracted by the station's corporate owner or supplied by local police forces. The force is led by a station security manager (use CorpSec Lieutenant, p. 282, *SR4A*) with ten security officers (use Corporate Security Unit, p. 281, *SR4A*) on duty during the day and six at night with no manager on duty. These officers make regular one- and two-man patrols throughout the station making their presence known. The long distance/international terminal also has customs officers (use Elite Private Security, p. 157, *Jet Set*) and two dedicated security officers stationed just past the entrance.

TYPICAL OCCUPANTS

Staff for the station consists of four ticket clerks (use Corporate Receptionist, p. 21), eight janitors (use Janitor, p. 8,

Contacts, Adventures, Sprawl Sites), and the station manager (use Corporate Manager, p. 5, *Contacts, Adventures, Sprawl Sites*). The restaurants usually have four to ten staff members (use Bartender, p. 289, *SR4A*) depending on their size, what they serve, and the time of day. The shops only have one or two clerks (use Corporate Receptionist, p. 21) on duty even during the busiest travel times. Travelers can be anyone, traveling anywhere, with anything, and guarded by whatever the hell they please.

The station will also have employees from the trains. Each train has two engineers (use Spider, p. 12, *Contacts, Adventures, Sprawl Sites*) and one plainclothes security officer (use Government Security, p. 22) on board. Tickets are electronic and collected via the traveler's PANs so the engineers only work in the engines, and even there they don't do much since most of the train controls are rigged to the central rail control station.

ADVENTURE SEEDS

- Mr. Johnson wants the runners to quietly retrieve a package that has been left in locker 111 at Smith Station. He needs the package ASAP and warns that others may be after the same item. He tells the team that the other runners may not have the same rules of engagement and may be more obvious and violent in what they do, but he wants them to keep it low key. There are three other small teams after the locker. One is a trio of trolls who call themselves the Boom Brothers (use Bounty Hunter, p. 98, *SR4A*). The second is a pair of nasty Awakened runners: Night, an experienced combat mage (use Veteran Combat Mage, p. 146, *Artifacts Unbound*) and Day, an experienced combat adept (use Veteran Combat Adept, p. 146, *Artifacts Unbound*). The third group is four very loud rookies (use Low-Level Runners, p. 22) who think running the shadows is all about looking cool and sticking it to the man. The rookies will pretty much clear the place out once they start shooting, the Boom Brothers will split their efforts between stopping the rookies and getting the locker, and the adepts will try and use the distraction to get to the locker before anyone else.
- The runners are hired by famous artist Thomas Antonson (use Gambler, p. 6, *Contacts, Adventures, Sprawl Sites*, add Artisan (Painting) 6 (+2)) to act as his private security at Brahmsburg Station. He will be arriving on the 1804 local with his corporate security detail and be handed off to the runners. He needs to make the 1824 international, where he will meet his new security detail. Mr. Antonson needs the runners because he is switching corporate sponsors, Evo to NeoNET, but does not want any other corporations to know yet—especially Sauder-Krupp, who owns the station. Neither of the megacorps wants an incident with their security forces involved on another corp's territory, so Mr. Antonson was given a stipend to hire

the runners. Problem is, Saeder-Krupp knows the deal is going down and has done two things in response. Mr. Antonson's face has been added to the facial recognition software as a person of interest who must be detained for questioning, so security will be looking for him and responding to any sightings. Second, they have hired another team (use Low-Level Runners, p. 22) to grab Antonson from the runners. These rookies have been given a lot of access within the facility by assigning them temporary security contractor IDs. The runners should know there may be trouble and have time to make a few plans before coming to the station for the escort.

- Customs has taken possession of a box that Mr. Johnson would rather they don't keep. He hires the runners to retrieve the box from the customs lockup built into the office next to the international terminal access. Inside the box is an Olmec artifact that a courier was trying to smuggle using train travel. The item in question was taken from a ruined temple in Amazonia while the area was being taken by Aztlan, and Aztechnology forces are hot on the trail. Two members of the team (use Company Man, p. 136, *Runner's Companion*) are in the terminal waiting for a chance at the package while a second group of four (use Low-Level Runners, p. 22) are coming in on an international train. They will take the object by any means necessary, though they will start with verbal threats and corporate pushiness first.
- The runners are called by their favorite fixer who has a favor to ask. His friend, James Smith, a train engineer (use Taxi Driver, p. 13, *Contacts, Adventures, Sprawl Sites*, convert appropriate skills), saw Tony Carelli (use Vory Shestiorka, p. 14, *Contacts, Adventures, Sprawl Sites*) push someone onto the tracks as the train was leaving the station. Smith recognized Carelli from a major Mafia trial that made headlines about five years ago. Smith called his oldest friend, the runners' fixer, to see if he can help him since he knows that when he stops the train he's probably going to have someone waiting for him who is not very friendly. The runners need to get to the terminal and help Smith make it out so he can contact Federal authorities and hopefully stay out of the mobs reach until a trial.
- Scavenger Hunt: Runners are contacted by Mr. Johnson for a meet at Puyallup Station on the edge of Puyallup. The place is eerily empty of locals, and even the employees seem a little jumpy and kind of skittish, looking like they are ready to run for cover at the drop of a hat. The meeting goes smoothly without interruption, and then all hell breaks loose when two gangs come pouring out of the trains, one on each side of the tracks. The two gangs (use Halloweeners Street Gang, p. 282, *SR4A*) begin to clash in the middle, and the runners are stuck in the middle of the chaos. Without colors from either gang, they are targets for everyone.

CREDITS

Writing: Scott Schletz

Cartography: Sean Macdonald

Editing: Jason M. Hardy

Layout & Design: Matt Heerdt

Shadowrun Line Developer: Jason M. Hardy

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PMB 202 • 303 -91st Ave. NE, E502 • Lake Stevens, WA 98258.

Find us online:

info@shadowrun4.com

(Shadowrun questions)

<http://www.shadowrun4.com>

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... CHARACTER TROVE ...

COAL EMBER (ASSASSIN)

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	6(8)	5(9)	3(5)	3	5	4	5	5	1.94	10(14)	1(3)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Climbing 4, Close Combat skill group 4, Con 3, Disguise 4, Exotic Ranged Weapon (Grapple Gun) 3, First Aid 4, Infiltration 5, Longarms (Sniper Rifle) 6 (+2), Palming 3, Parachuting 3, Perception (Visual) 5 (6) (+2), Pistols 4, Running 3, Shadowing 4, Tracking 4

Qualities: Blandness, Erased (5 BP), Hawk Eye Augmentations (all betaware): Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3], muscle replacement 2, reaction enhancers 2, wired reflexes 2

Gear: Antidote patch (Rating 4), commlink (Device Rating 2, no personal information saved on it), camouflage suit, gecko tape gloves, grapple gun w/ 75 m microwire, jammer (area, Rating 7), nanopaste disguise (large container)

Weapons:

- Cougar Fineblade (short blade) [Blade, Reach —, DV 3P (4P), AP -1]
- Grapple Gun [Exotic Ranged Weapon, DV 5S, AP —, SS, 1(ml)]
- Hammerli 620S [Light Pistol, DV 4P, AP —, SA, RC 1, 6(c), w/ gas-vent 1, smartlink]
- Ranger Arms SM-4 [Sniper Rifle, DV 8P, AP -7, SA, RC 1(2), 15(c), w/ imaging scope, personalized grip, rigid stock with shock pad, smartlink]

CORPORATE RECEPTIONIST

Professional Rating 1

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	3	2	4	4	4	4	5.5	8	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Con (Fast Talk) 1 (+2), Etiquette (Corporate) 3 (+2), First Aid 1, Negotiation 2, Palming (Legerdemain) 1 (+2)

Knowledge Skills: Corporate Gossip 3, Corporate Structure 2

Augmentations: Commmlink (implanted, Device Rating 3), data-jack, voice modulator

CORPORATE SECURITY

Professional Rating 4

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
4(6)	4(6)	4(6)	4(6)	2	4	3	4	2.36	8(10)	1(3)

Condition Monitor Boxes: 10

Armor (B/I): 13/13

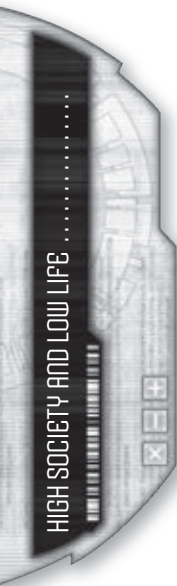
Skills: Athletics skill group 3 (5), Clubs (Batons) 4 (+2), Computer 2, Etiquette (Corporate) 3 (+2), Firearms skill group 4, Hardware 2, Infiltration 2, Intimidation 5, Perception 3 (5), Shadowing 2, Throwing Weapons (Lobbed) 2 (+2), Unarmed Combat (Block) 3 (+2)

Augmentations (all alphaware): Cybereyes [Rating 3 w/ eye recording unit, flare compensation, image link, smartlink, thermographic vision, and vision enhancement 2], dermal plating 1, ceramic bone lacing, muscle augmentation 2, muscle toner 2, synthacardium 2, wired reflexes 2

Gear: Commmlink (Rating 4), full body armor (w/ helmet, chemical protection 5, non-conductivity 5), stim patch (Rating 5)

Weapons:

- Stun baton [Club, Reach 1, DV 6S(c), AP -half]
- HK-227-X [SMG, DV 5P, AP -4, SA/BF/FA, RC 2 (3), 28(c), w/ retractable stock, smartgun system, internal sound suppressor, gas-vent 2, and 3 clips APDS ammo]
- 2 flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m Radius]



GOVERNMENT SECURITY

Professional Rating 3

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(6)	4(5)	3	4	4	3	4	4.7	8(9)	1(2)

Condition Monitor Boxes: 11

Armor (B/I): 10/5

Skills: Athletics skill group 3, Automatics 3, Close Combat skill group 4, Dodge 5, Electronics skill group 2, Etiquette (Government) 4 (+2), First Aid 3, Intimidation 4, Leadership 2, Perception 5, Pilot Ground Craft 4, Pistols 5

Qualities: Guts, Home Ground

Augmentations: Plastic bone lacing, muscle toner 2, synaptic booster 1

Gear: Armor vest, [w/ Rating 6 non-conductivity], commlink (Device Rating 5), form-fitting body armor half-suit, glasses [Rating 4, w/ flare compensation, image link, low-light vision, smartlink]

Weapons:

- Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 14(c), w/ concealable holster, electronic firing, safe target system, int. smartgun system]
- HK-227X [SMG, DV 6P, AP -1, SA/BF/FA RC (1), 28(c), w/ integral sound suppressor, retractable folding stock, smartlink]

LOW-LEVEL RUNNERS

Professional Rating 2

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	4	3(4)	4	2	3	3	3	2	2.7	6(7)	1(2)

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Automatics 2, Blades 3, Computer 2, Dodge 2, Perception 3, Pistols 4, Running 2, Shadowing 3, Throwing Weapons 2, Tracking 2, Unarmed Combat 4

Qualities: Guts, Toughness

Augmentations: Cybereyes [Rating 2, w/ eye recording unit, low-light vision, image link, smartlink, vision enhancement 2], muscle replacement 1, wired reflexes 1

Gear: Armor jacket, commlink (Device Rating 2), fake SIN (Rating 2)

Weapons:

- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c)]
- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15(c), w/ smartlink]
- Survival knife [Blade, Reach —, DV 3P, AP -1]

MR. JOHNSON (CORPORATE)

Professional Rating 3

Brown-haired and brown-eyed, the corporate Mr. Johnson looks like any other person you would see at the corporate enclave. He seems like he would be perfectly comfortable in the boardroom or executive suite, but taking him into the seamy underbelly of the shadows makes him visibly uncomfortable. When he speaks, nothing about his voice changes the initial impression. He gets more confidence as he goes along, though, and runners would do well not to underestimate him. He might not have typical street skills, but the more time he spends out there, the more he learns how to apply the considerable resources at his disposal to the task of managing runs.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	2	3	2	5(6)	4	5	5	5.5	7	1

Condition Monitor Boxes: 11

Armor (B/I): 5/3

Skills: Con 1, Interrogation 2, Etiquette (Corporate) 3 (+2), Leadership 3, Negotiation 4, Perception 2 (3), Pistols 1

Knowledge Skills: Corporate Finances 4, Corporate Politics 4, Mechanical Engineering 3

Qualities: Combat Paralysis

Augmentations: Attention coprocessor 1, tailored pheromones 1

Gear: Actioneer business clothes, commlink (Device Rating 4)

Weapons:

- Fichetti Executive Action [Light Pistol, DV 4P, AP —, SA/BF, RC —, 18(c), regular ammo]

MR. JOHNSON (GOVERNMENT)

Professional Rating 3

The government Mr. Johnson is more ruffled and harried than his corporate counterpart. He is keeping a lot of balls in the air, managing more jobs than one man probably should. One should not, however, mistake his occasionally harried state for a lack of confidence. He's in the position he's in because he's good at it, and he's never as overwhelmed as he seems.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	2	3	5	5	5	4.95	9	1

Condition Monitor Boxes: 11

Armor (B/I): 5/3

Skills: Computer 3, Con 2, Data Search 2, Dodge 2, Interrogation 2, Etiquette (Government) 4 (+2), Leadership 2, Negotiation 3, Perception 3 (5), Pistols 2

Knowledge Skills: Corporate Lobbyists 2, Government Personnel 4, Shadowrun Techniques 3

Qualities: Blandness

Augmentations: Attention coprocessor 2, encephalon 1

Gear: Actioneer business clothes, commlink (Device Rating 4)

Weapons:

- Defiance Protector [Taser, DV 6S(e), AP -half, SA, RC —, 3(m)]



MR. JOHNSON (SUBTLE)

Professional Rating 4

Some Johnsons get the job done with the proper application of cash and threats of physical harm, while others play a more subtle game. They know how to play off of runners' wants and needs, and they believe that the most effective runner is one that really wants to accomplish the assignment they have been given. The danger of the subtle Mr. Johnson is you can never be sure to what end they're putting their skills to use—they may simply be trying to enlist the runners in their work, or they may be playing a complicated game that, in the end, will leave the runners hung out to dry.

B	A	R	S	C	I	L	W	Ess	Init	IP
2	4	3	2	5(6)	5	4	4	6	8	1

Condition Monitor Boxes: 10

Armor (B/I): 5/3

Skills: Computer 4, Con 5 (6), Data Search 3, Etiquette (Corporate) 5 (6) (+2), Infiltration 3, Intimidation 2 (3), Negotiation 5 (6), Perception 3, Pistols (Tasers) 3 (+2), Shadowing 3, Tracking 3

Knowledge Skills: Corporate Finances 3, Corporate Rumors 6, Psychology (Criminal) 5 (+2), SOTA Technology 3

Languages: English N, German 4, Japanese 3, Mandarin 3

Augmentations: Tailored pheromones 1

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

Weapons:

Yamaha Pulsar [Taser, DV 6S(e), AP -half, SA, RC —, 4 (m)]

SECURITY MAGE

Professional Rating 5

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	4	4	2	3	3	5	6	7	6	7	1

Condition Monitor Boxes: 11

Armor: 12/6

Skills: Athletics skill group 3, Counterspelling 4 (Combat) (+2), Dodge (Ranged) 3 (+2), Firearms skill group 3, Influence skill group 4, Perception 5, Pilot Ground Craft 3, Unarmed Combat (Block) 3 (+2), Spellcasting (Combat) 6 (+2), Stealth skill group 3

Qualities: Aspected Magician (Sorcerer), Focused Concentration (Rating 1), Geas (Incantation), Magician (Hermetic)

Initiate Grade: 2

Metamagics: Centering, shielding

Spells: Armor, Boom, Flamethrower, Increase Reflexes, Heal, Laser, Lightning Bolt, Manabolt, Manaball, Powerbolt, Stun Bolt

Gear: Actioneer Business Suit, commlink (Device Rating 4), contacts [Rating 3. w/ image link, low-light vision, and smartlink], combat counterspelling focus (Force 2), FFBA full suit (w/ Rating 4 nonconductivity), one dose of psyche, PPP vitals protector, stimulant patch (Rating 6)

Weapons:

Steyr TMP [Machine Pistol, DV 5P, AP -1, SA, RC 1 (2), 30(c) w/ ext. smartgun system, folding stock, foregrip, and EX-explosive ammo]

TOP-SHELF BODYGUARDS

Professional Rating 6

B	A	R	S	C	I	L	W	Ess	Init	IP
5(9)	5(8)	5(9)	3	2	5	3	4	1.24	10(14)	1(3)

Condition Monitor Boxes: 11

Armor (B/I): 11/7

Skills: Athletics skill group 4 (7), Automatics 4 (5), Dodge 4 (6), Etiquette (Corporate) 3 (+2), Perception 5 (7), Pistols (Semi-Automatics) 5 (6) (+2), Intimidation (Physical) 4 (+2), Negotiation 3, Pilot Ground Craft 4, Stealth skill group 4, Unarmed Combat (Subdual Combat) 5 (+2)

Qualities: Magic Resistance (Rating 2)

Augmentations (all betaware): Attention coprocessor 2, audio enhancement 2 (inner ear modification), damper (inner ear modification), density augmentation 2, cybereyes [Rating 4, w/ eye laser system, eye laser microphone (Rating 3), eye recording unit, flare compensation, image link, low-light vision, protective covers, smartlink, thermographic vision, and vision enhancement (Rating 3)], datajack, ceramic bone lacing, move-by-wire system 2, muscle toner 3, olfactory booster 6, reflex recorder (Firearms), synthacardium 3

Gear: Actioneer business suit, commlink (Device Rating 5), form-fitting body armor full suit [w/ nonconductivity (Rating 6)], medkit (Rating 6), plasteel restraints, tranq patch (Rating 10), trauma patch (Rating 6)

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 18(c) w/ concealable holster, extended clip, smartgun system, silencer, APDS ammo]

HK Urban Combat [SMG, DV 5P, AP -4, SA/BF/FA, RC 2, 36(c) w/ int. smartlink, int. suppressor, APDS ammo]



SHADOWRUN SPRAWL SITES NORTH AMERICA

UNFOLD THE WORLD

The Sixth World is full of dark alleys, twisted corridors, and hidden locations for nefarious activities. Shadowrunners and 16th century explorers both know the same truth—the difference between death and survival when entering a hazardous area may be a good map.

Sprawl Sites: North America presents eight full-color maps that can be used in a variety of sprawls, making it simple for gamemasters to call up a number of different locations when they need it. From a luxury hotel to a collection of blocks in an urban barrens, from a shopping mall to a trideo studio, the collection includes maps that can be used in many different situations. The maps are double-sided, with a key on one side, making them useful as both a guide for players and a reference for gamemasters. The package also includes a booklet providing details on security and other personnel found in the location, along with plot hooks to help involve these spots in your game.

Sprawl Sites: North America is for use with *Shadowrun, Twentieth Anniversary Edition*.



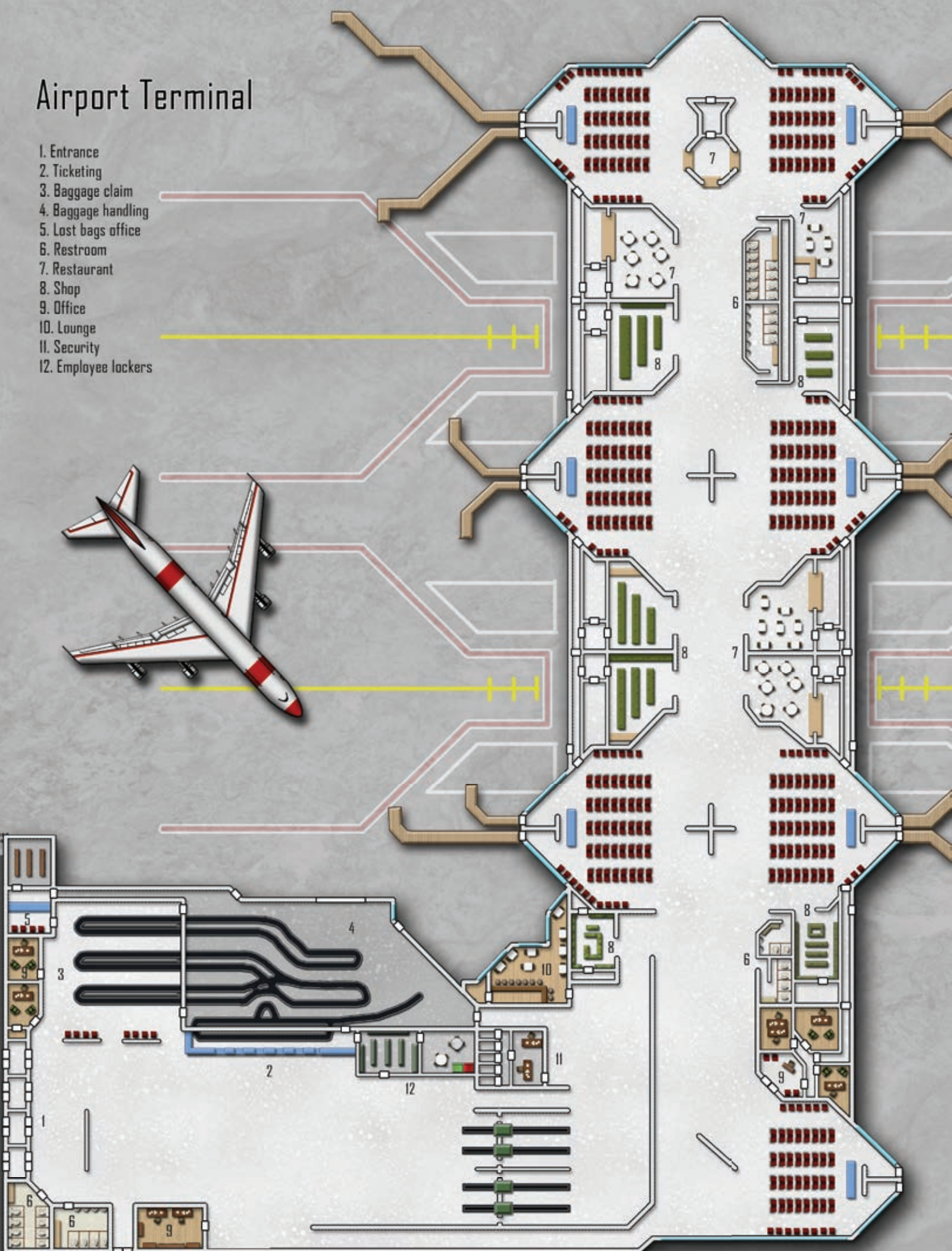
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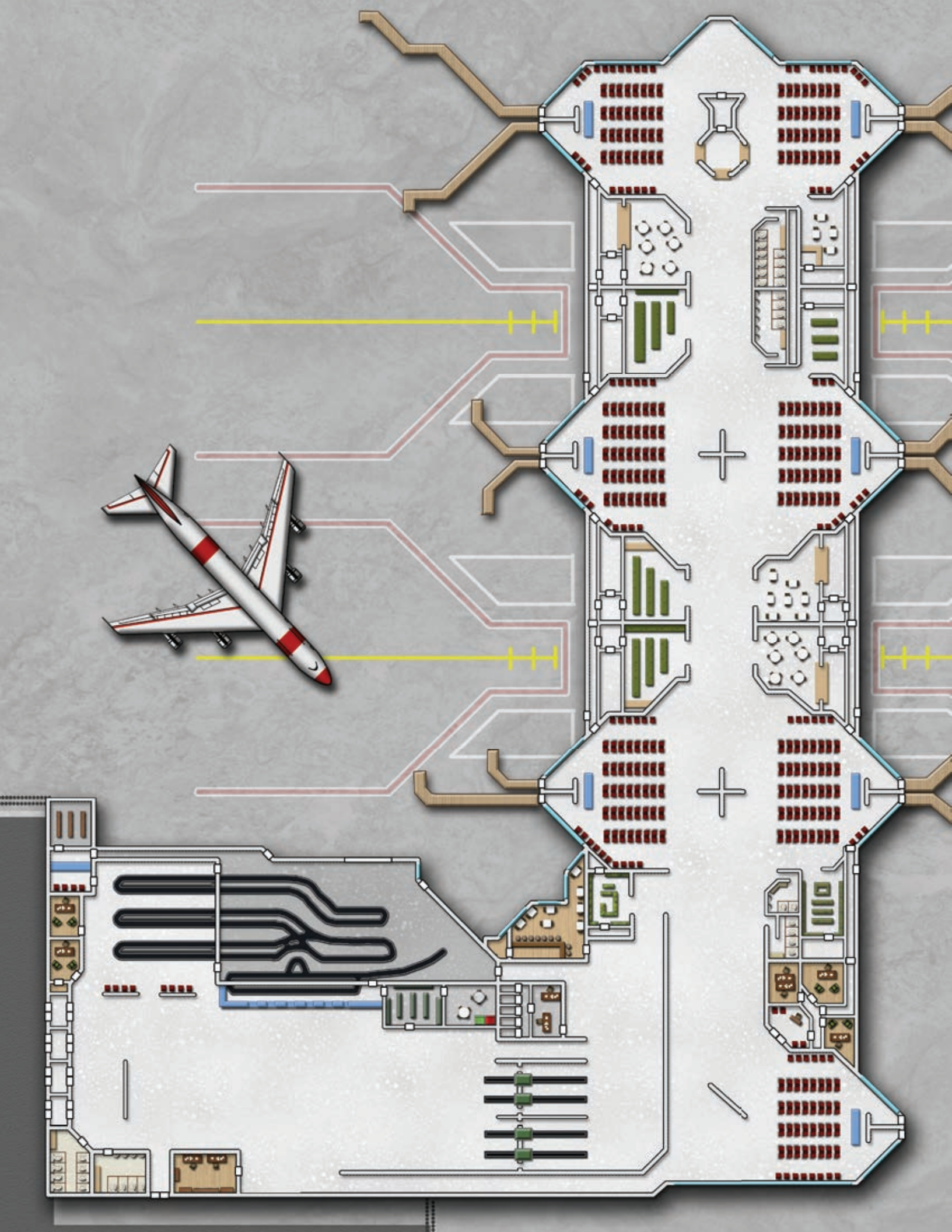


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Airport Terminal

- 1. Entrance
- 2. Ticketing
- 3. Baggage claim
- 4. Baggage handling
- 5. Lost bags office
- 6. Restroom
- 7. Restaurant
- 8. Shop
- 9. Office
- 10. Lounge
- 11. Security
- 12. Employee lockers





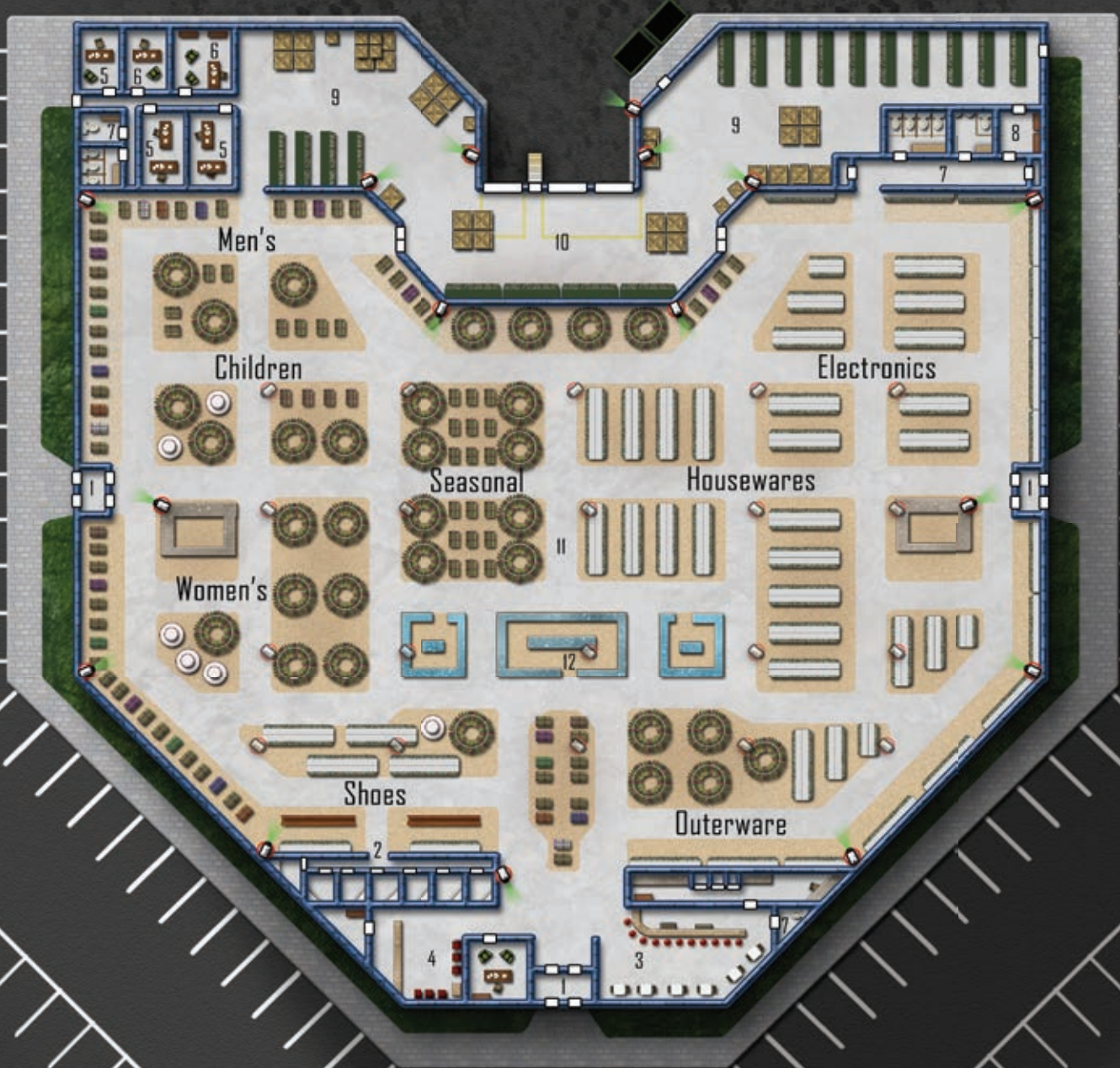
Department Store

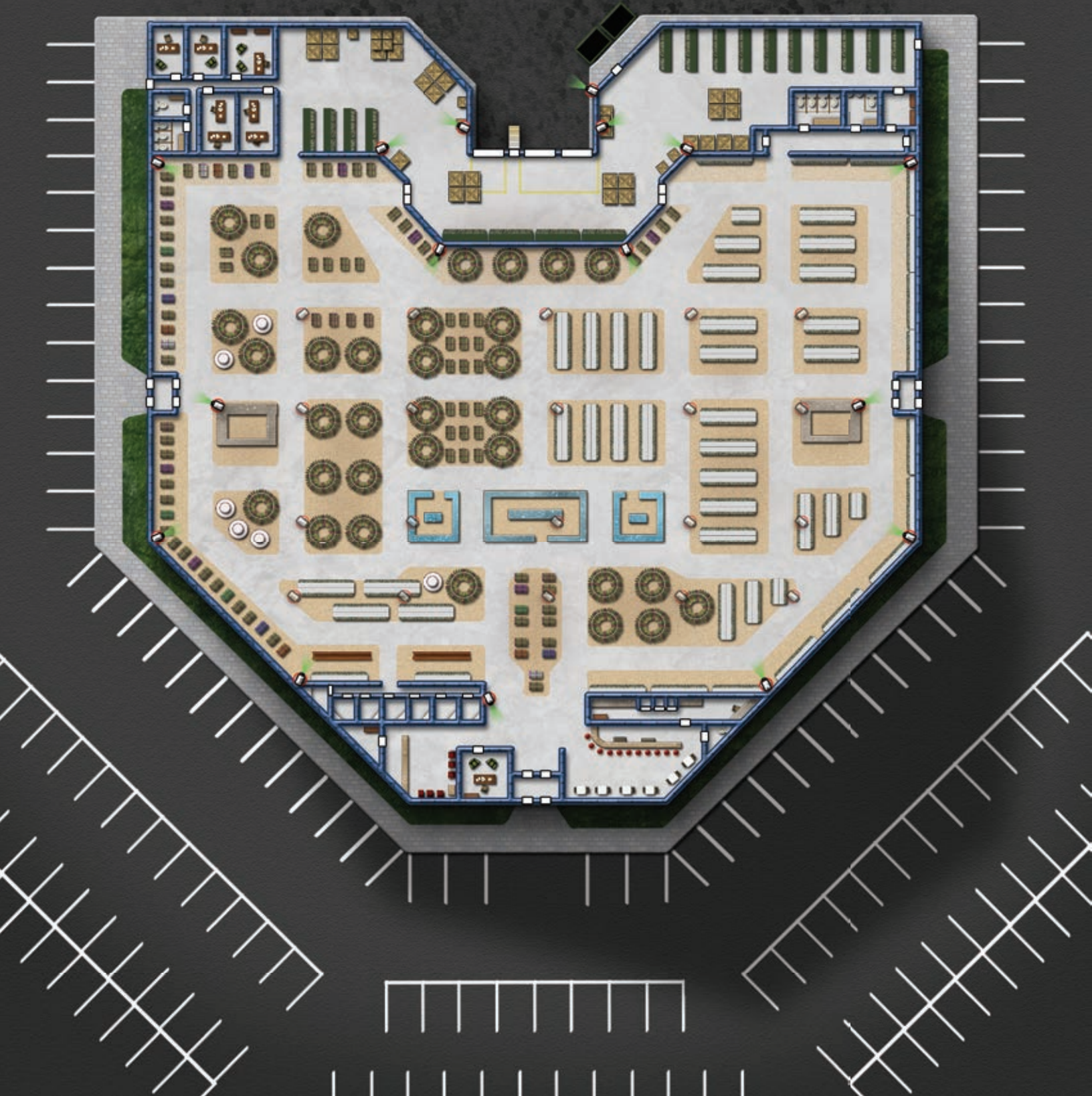
- 1. Entrance
- 2. Dressing rooms
- 3. Cafe

- 4. Customer service office
- 5. Department manager office
- 6. Store manager office

- 7. Restaurant
- 8. Employee breakroom
- 9. Storage

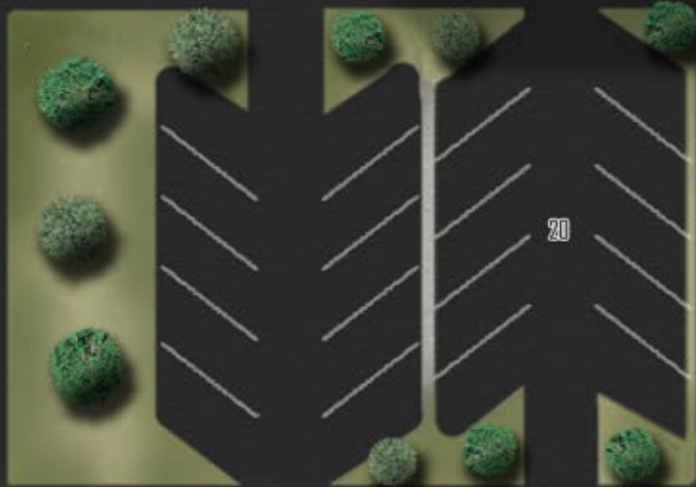
- 10. Dock
- 11. Sales floor
- 12. Jewelry and cosmetics







Financial Institution



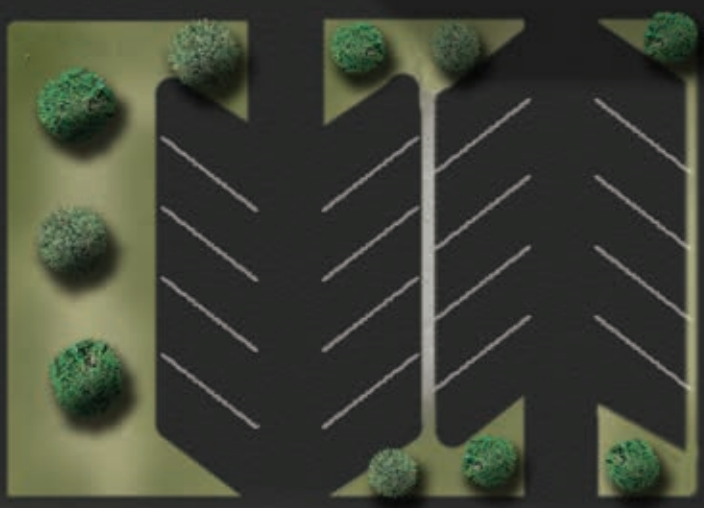
- 1. Entrance foyer
- 2. Stairs down to safe deposits
- 3. Storage closet
- 4. Banker room
- 5. ATM room
- 6. Safe

- 7. Reception
- 8. Offices
- 9. Manager office
- 10. Cubicles
- 11. Restrooms
- 12. Banker room

- 13. Spider's nest
- 14. Safe
- 15. Computer room
- 16. Teller area
- 17. Conference room
- 18. Dumpsters

- 19. Cubicles
- 20. Parking lot
- 21. Safe deposit waiting
- 22. Security office
- 23. Deposit box viewing
- 24. Safe deposit boxes

- 25. Security room
- 26. Janitor closet
- 27. Server rooms



Hospital

- 1. Entrance
- 2. Reception
- 3. Security
- 4. Patient room
- 5. Office
- 6. Waiting area
- 7. Cafeteria
- 8. Kitchen
- 9. Testing room
- 10. Surgery
- 11. Restroom
- 12. Staff area
- 13. Exam room
- 14. Conference room
- 15. Storage
- 16. Secure storage
- 17. Labs
- E. Elevator





Illegal Chop Shop

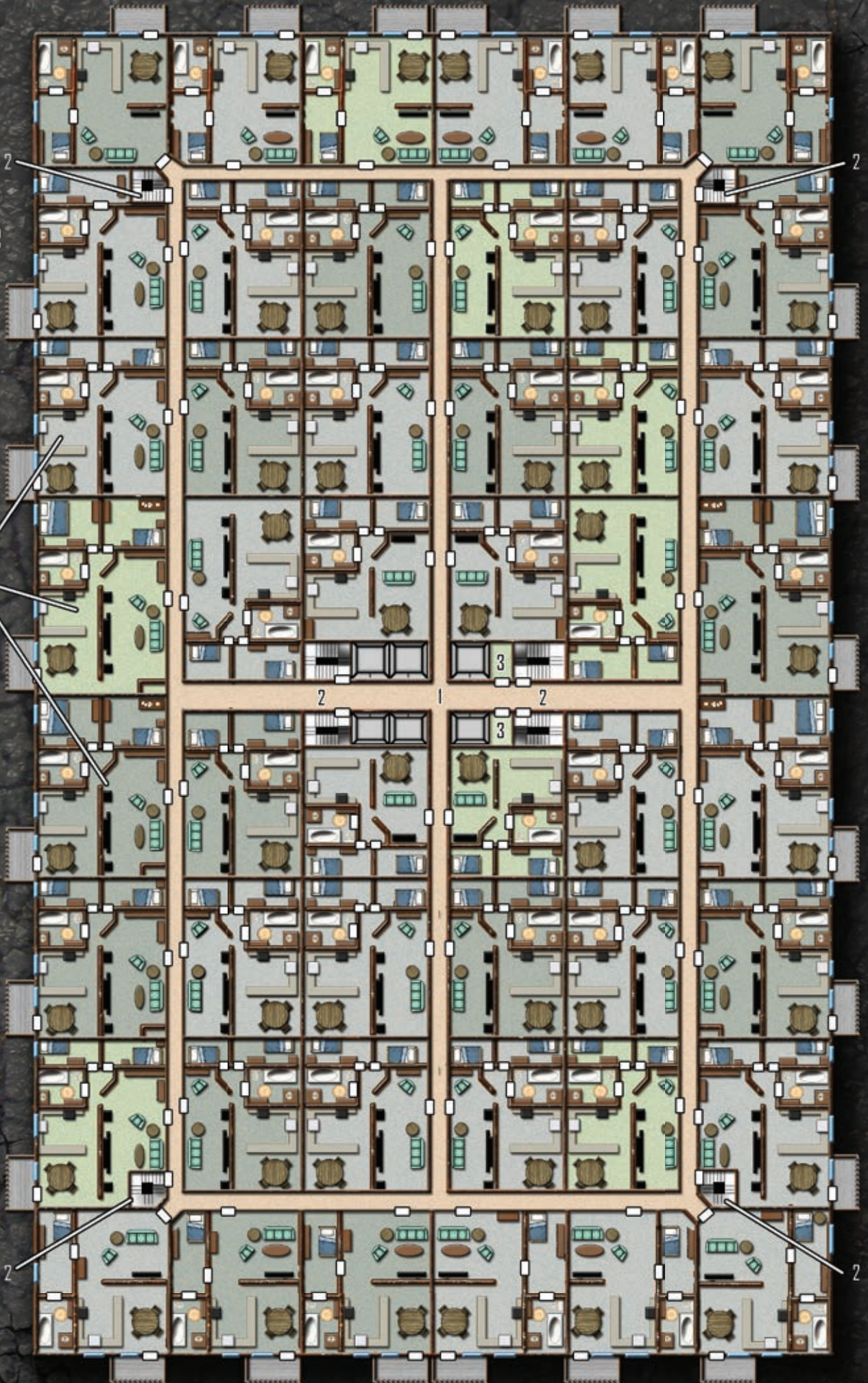


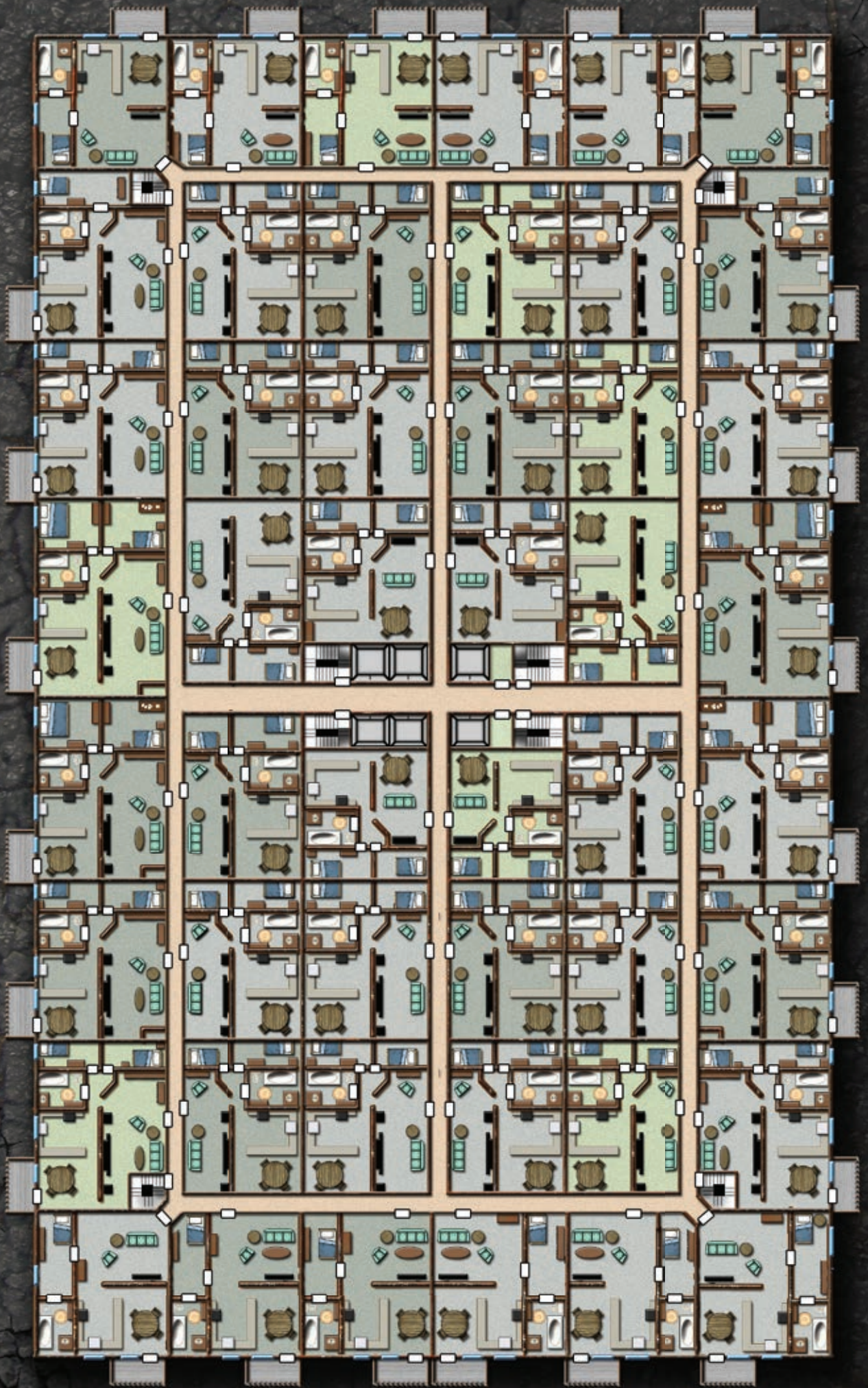


Low-Income Tenement Complex

- 1. Elevator
- 2. Stairs
- 3. Storage
- 4. Apartments

10 Meters





MANSION

3rd Floor

- 1. Club
- 2. Outside deck
- 3. Relaxing room
- 4. Pool room
- 5. Bowling alley
- 6. Restroom



2nd Floor

- 7. Bedroom
- 8. Storage



1st Floor

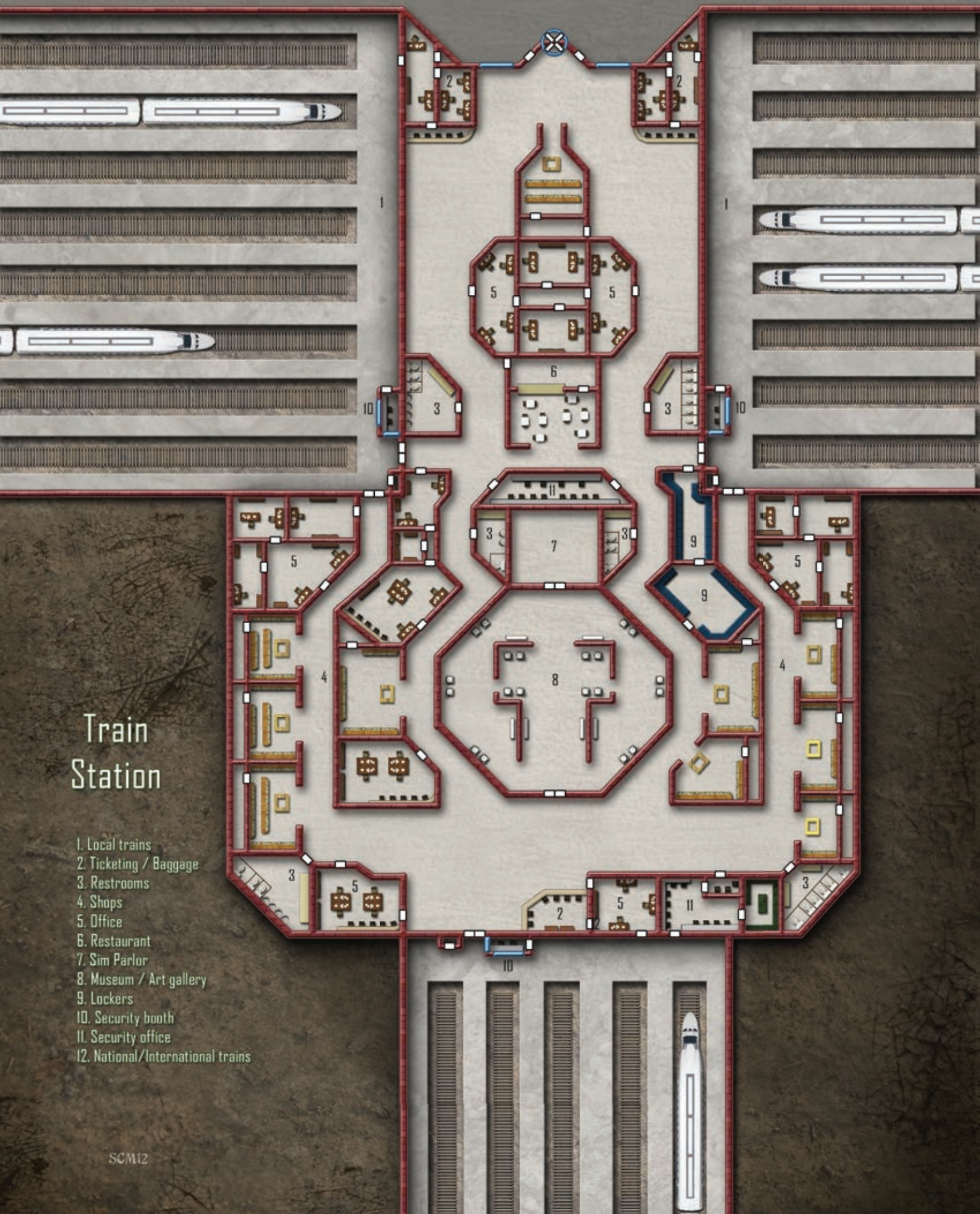
- 9. Theater
- 10. Kitchen
- 11. Sitting room / Den
- 12. Dining room
- 13. Office
- 14. Gallery

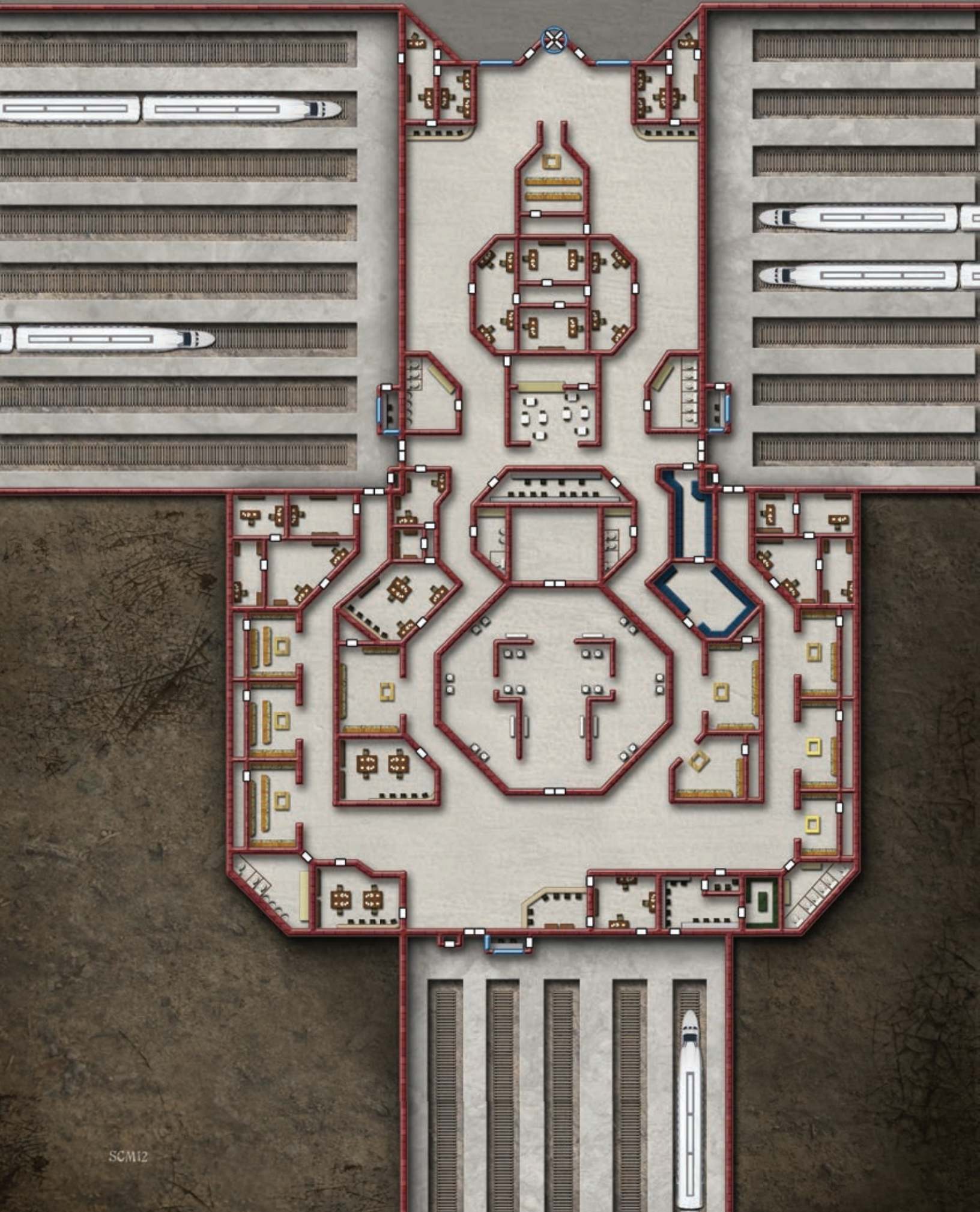




Train Station

- 1. Local trains
- 2. Ticketing / Baggage
- 3. Restrooms
- 4. Shops
- 5. Office
- 6. Restaurant
- 7. Sim Parlor
- 8. Museum / Art gallery
- 9. Lockers
- 10. Security booth
- 11. Security office
- 12. National/International trains





SCM12