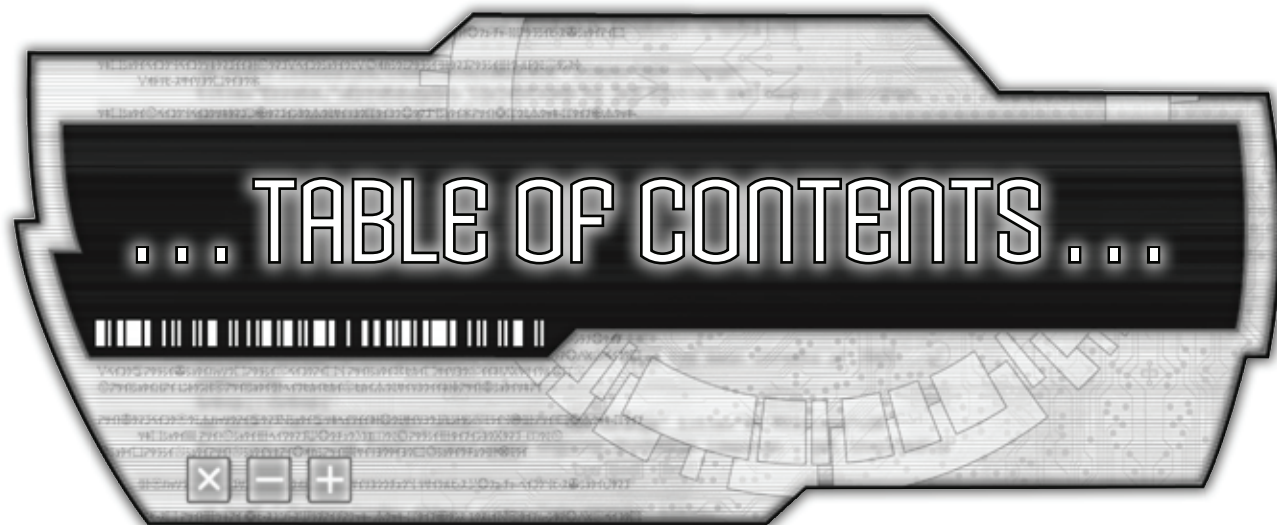


CONTACTS • ADVENTURES SPRAWL SITES



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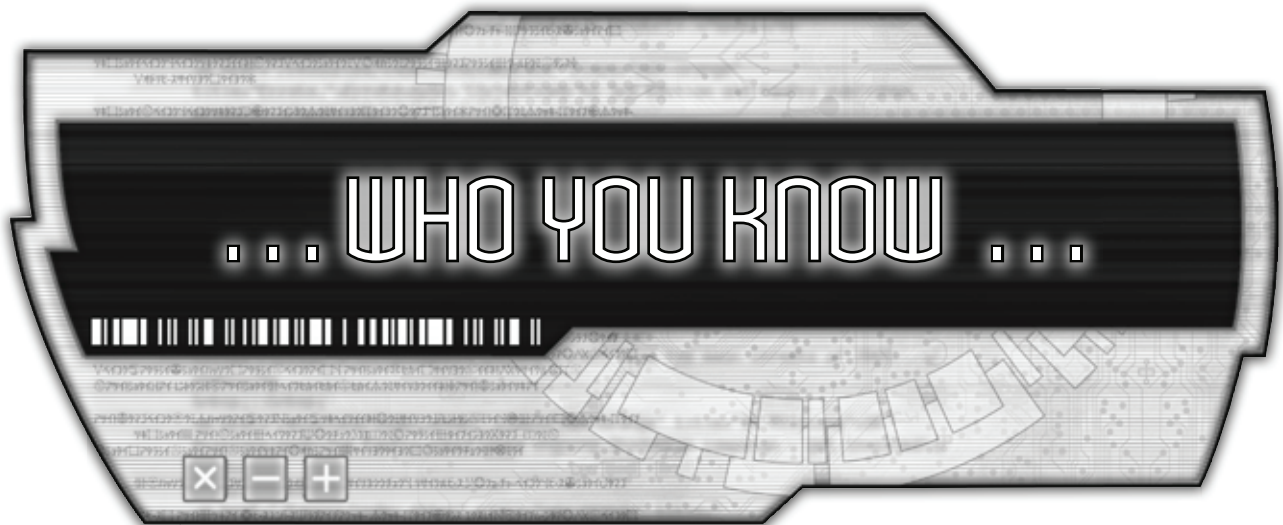
Mano Ferro



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Armorer	4	Assassination	16	Adam Jury, Robyn King-Nitschke	
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Corporate Manager	5	Courier/Smuggling	17	Sprawl Sites Writing: Peter Taylor	
Corporate Scientist	6	Datasteal	18	Sprawl Sites Maps: Sean Macdonald	
Corporate Secretary	6	Distraction	18	Editing: Rob Boyle, Davidson Cole	
Gambler	6	Destruction	19	Development:	
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Grassroots Politician	7	Enforcement	20	Art Direction:	
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ID Manufacturer	8	Hoax/Counterfeit	21	Screen and Booklet Layout:	
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Jake's usual haunt was the same as always—dark and dingy. The room was nauseatingly thick with despair, just the way the regulars liked it. Jake swirled his well-synthesized drink. The stuff reeked, but by the fifth or sixth drink, he barely noticed. The hulking man who just sat next to him—Eddie—regarded the scene briefly, then growled, "Finish your drink, short man. I ain't staying here."

"What, another surveillance drone crawl up your ass?" Jake replied with an air of defiance, yet he quickly polished off his swill. Eddie had a high tolerance for smart-ass banter, but a quick fuse when it came to patience. Eddie shrugged off the comment. Jake stood, ready to go.

"Where we headed then?"

"We'll talk in the car. I'll play taxi-driver." Jake nodded and the two slipped out into the night.

Inside Eddie's beat-up Honda Spirit, he mentally argued with the lousy early-generation AR interface, telling the autopilot to head downtown at a leisurely pace. The vehicle began to drive itself, never breaking the speed limit or any other traffic laws, infuriating the reckless drivers on the road.

Following a few minutes of silent cigarette smoking, Jake re-opened the conversation. "I'm surprised you're in town. I heard you skipped."

"I did. I came back." Eddie exhaled a long, thin, whistling stream of smoke and smiled. He was about to ask for a favor, and he needed to lighten his mood a bit. Smoke tricks always seemed to help.

"Welcome back."

"I'm skipping again." Eddie opted to keep his mouth shut at this point and give Jake the opportunity to continue the conversation. Dramatic effect. Pique his interest.

Jake narrowed his eyes at Eddie, sensing the approach of the favor. Favors for Eddie usually meant trouble—not that trouble was necessarily a bad thing. Lately, Jake's life had been duller than a slate grey corp cubicle. Jake knew he was being baited, but he gobbled the hook anyway. "Just what are you playing, here?"

"I am putting you in charge of finding me, Jake."

"I'm looking right at you, and you're a flaming idiot. What sort of scam are you running?"

"You're in charge of finding me." Eddie pulled a credstick from his coat and tossed it into Jake's lap. Jake didn't even bother to ask how much. Eddie always made sure he compensated the PI handsomely for his time. "But you're not going to find me."

"I'm not going to find you." Jake pocketed the credstick. "Consider yourself misplaced."

"And if anyone comes looking, you heard from a reliable source that I was just seen somewhere that I ain't. Understood?"

Jake chuckled. "You're going to pay me to fail. That's gonna do wonders for my rep."

"What rep?" Eddie said with a smirk. It was his turn now for a few digs at his old friend. "But it won't be easy being wrong all the time."

"I dig through smoke and mirrors for a living, Edward." Eddie hated being called Edward. "I can damn sure toss up some of it myself. Did I ever tell ya I used to be quite the actor?"

"Yeah. I'm sick of hearing it."

"Well, you're gonna keep hearing it. I had talent." Dashed dreams always have a way of sobering up a conversation. "How long you want me to keep up this charade?"



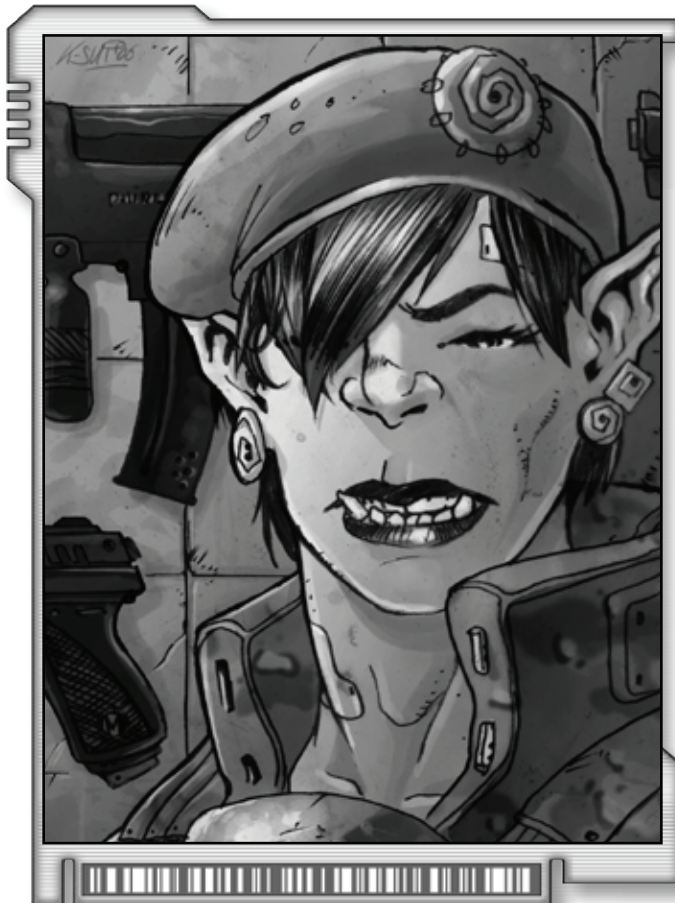
"Six months, eight on the outside, and things should be clear.

"You've got yourself a deal. From this moment on, you are the most elusive man I've ever had the displeasure to look for." Jake eyed a bar up the street a bit on the right. "Pull over."

Eddie commanded the car to stop at the curb. Jake popped open the door and grunted as he lifted his slightly aching, thoroughly intoxicated frame from the car. Without even a glance back to his old friend, and current employer, Jake slammed the car door shut and strolled into the bar. The words "Eddie who?" skipping through his mind, over and over again.

CONTACTS

The following section provides a selection of useful contacts a player or gamemaster might choose from. All game rules and additional advice for handling contacts are in the *Friends and Foes* chapter, pp. 280–287 of *Shadowrun, Fourth Edition, 20th Anniversary Edition*. Information in that chapter is not duplicated in this booklet.



ARMORER

Uses: Weapons and armor, repairs and upgrades

Places to Meet: Shooting range, bar, workshop, dojo

Similar Contacts: Fence, gunsmith, weapons specialist

Somewhere in the city, the armorer has a stash of weapons, armor, and other goodies, serial numbers (both physical and

CONTACT METATYPE

Each of the contacts presented here may be of any metatype. The stats listed assume the contact is human. To adjust the metatype, apply the following modifiers, as appropriate. Note that no attribute may be reduced below 1.

Metatype	B	A	R	S	C	I	L	W	EDG	INI
Dwarf	+1	–	–1	+2	–	–	–	+1	–1	–1
Elf	–	+1	–	–	+2	–	–	–	–1	–
Ork	+3	–	–	+2	–1	–	–1	–	–1	–
Troll	+4	–1	–	+4	–2	–1	–1	–	–1	–

Urgent Message...

electronic) nicely filed off, ready for your hot little hands at a modest price. If your tastes in weaponry are a little more exotic or lean towards the military-grade, she should still be able to hook you up—either with the gear or with someone else who can get it. She will also be able to recommend a street doctor who can handle the implantation of weapon systems.

The armorer knows her goods are in high demand from all sorts of unscrupulous parties on both sides of the law and is likely to employ bodyguards for personal safety and the safety of the merchandise. She will almost certainly be competent at defending herself and will have the technical know-how to perform at least basic repairs on weapons and armor. Her web of contacts will include runners, smugglers, other fences, street docs, military types, and even corporate suits. Essentially, she knows almost anyone worth knowing across the entire criminal spectrum (and beyond).

The easiest and best way to establish an armorer as a contact is to do business with her ... lots of business. An occasional customer is going to have a difficult time moving beyond client status. Regular visits, dropping copious amounts of nuyen, and a penchant for discussing the latest in firearm tech will quickly put a runner in an armorer's good graces. While it may be expensive to develop and keep this type of contact, their broad-reaching influence can prove invaluable.

B A R S C I L W EDG ESS Init IP
2 3 2 3 3 3 3 3 2 5 5 1

Active Skills: Armorer 5, Con 2, Demolitions 2, Etiquette 2 (Street +2), Firearms Skill Group 2, Hardware 2, Negotiation 3, Perception 2

Knowledge Skills: Ballistics 3, Chemistry 2, Engineering 3, Firearm Design 3, Weapons 5

Cyberware: Olfactory Booster 3, Reaction Enhancer 1, Smartlink

BODYGUARD

Uses: Inside information, security

Places to Meet: An event, club

Similar Contacts: Bouncer

The bodyguard's job sounds simple: watch out for trouble, and protect the client from it. For the modern bodyguard, that involves more than just knowing the lay of the land and clearing





the way for a simsense starlet. He keeps track of multiple feeds from external drones monitoring the area, and likely works with a hacker to guard against electronic threats and a magician to guard against magical threats. A bodyguard team that can't protect their client from all three types of threats—meat, magic, and matrix—isn't likely to land any lucrative contracts. Rarely off-duty, a bodyguard will frequently work 16-hour days, keeping one eye on his party and the other on everyone else. However, even the middling bodyguard is compensated handsomely for his time. Those who attend to the elite rungs of society often become millionaires in their own right.

Bodyguards fall into a few categories: corporate bodyguards, employed by a single corporation and often assigned long-term to a single VIP; freelance bodyguards, who are accredited professionals often working for corporations such as Lone Star when extra security is required for an event; and shadow bodyguards, who work illegally for criminal syndicates or for corps as deniable assets.

Most bodyguards are unwilling to betray their clients, no matter what the bribe may be. Reputation is everything in their business and once it is tarnished, work may never be available again. Unscrupulous bodyguards exist, however, even at the highest levels of the business, though even these rare individuals would not sell out their clients for anything less than several year's salary (after all, they would need that money to re-forge a new reputation in another city). They may be more eager to pass on info about former clients, including their

typical behaviors and habits or just gossip about their personal lives. They'll also have intel on the security and layout of facilities they've visited, which may prove useful.

B A R S C I L W EDG ESS Init IP
4 3 3 (4) 3 2 3 2 4 3 3.3 6 (7) 1 (2)

Active Skills: Athletics Skill Group 2, Close Combat Skill Group 3, Dodge 3, Intimidation 4, Perception 4, Pilot Ground Craft 2, Pistols 3

Knowledge Skills: Law 3, Lone Star Procedures 3, Media Stars 4, Paparazzi Control 4

Cyberware: Cybereyes (Rating 2 with Flare Compensation, Thermographic Vision, Vision Magnification), Wired Reflexes 1

Bioware: Orthoskin 3

CLUB OWNER

Uses: Additional contacts, information, private meeting places

Places to Meet: Club, local political meeting

Similar Contacts: Local dive owner, club kid, barfly

Let's face it. People get into the club business for two reasons—nuyen and a certain degree of fame within the scene. They want nothing more than to please the clientele in order to keep them (and their wallets) coming back and spreading the word. People new to the biz will have boundless enthusiasm for having a good time and will expend a ton of energy and resources to keep the customers happy. A decade down the road, though, most club owners will be jaded by the scene and strictly going through the motions—"it's a tough life but someone has to get you drunk." Usually, when a club owner gets to this point, only money talks, everything else walks. A club owner will always treat regulars with a certain degree of respect and camaraderie, but the longer he has been in the muck, the tougher it is to penetrate his inner circle.

To stay afloat in the cutthroat club scene, a club owner has had to battle other owners, undesirables in the neighborhood (some of whom are regulars), and the city government, who will have made life tough at every opportunity. He'll have spent more time arguing with city inspection agents and going back and forth with his lawyer and financial consultants than most other small business owners, and he has more than a few tricks up his sleeve. He knows bands and comedians; strippers and whores; politicians and bankers; gangers and runners; Mafia dons and Yakuza oyabun.

You don't necessarily need to patronize his club for him to help you out, but it will sure help if you do. Just don't bring heat down on his head, or you'll never get beyond the doorman again.

B A R S C I L W EDG ESS Init IP
3 3 3 2 5 3 3 4 2 6 6 1

Active Skills: Con 3, Etiquette 4, Forgery 2, Intimidation 2, Negotiation 3, Perception 2

Knowledge Skills: Booze 3, Business 3, Fine Cuisine 3, Fine Restaurants 3, High Society Rumors 4, Local Culture 3, Local Politics 4

CORPORATE MANAGER

Uses: Access codes, inside information

Places to Meet: PTA meeting, corporate event, happy hour

Similar Contacts: City bureaucrat



The corporate manager has scratched and clawed his way to the middle of the corp ladder, and that is probably as far as he is going to get. He has achieved a small amount of authority and will cling to it as if his life depended on it. Most managers are disliked by their subordinates, so it leaves them with a rather lonely, alienated existence at work—considered a sell-out by those beneath, and just another cog in the wheel by those above. More than any other person within the corp structure, the corporate manager has the greatest potential to snap, and the opportunistic runner can take advantage of this breakdown if they know how to cater to the fragile ego of these time bombs.

As obsessive as the corp manager can be about their micro-world of 15 employees, an office with a window, and an assigned parking space, he can surpass that obsession tenfold when it comes to revenge against the entity that made them a pariah. The corp manager is one of the few corporate contacts that may not even require a bribe to provide you with what you need, as long as you catch him at their breaking point. A stable middle man is virtually impenetrable. They are content to put up the façade of happiness and loyalty to the corp. But for those who have had it up to their eyeballs ... anything is possible.

B A R S C I L W EDG ESS Init IP
2 3 2 3 3 3 3 2 5.9 5 1

Active Skills: Computer 2, Data Search 2, Etiquette 4 (Corp +2), Intimidation 1, Leadership 2, Negotiation 3

Knowledge Skills: Business 3, Corporate Policies 3, Corporate Rumors 2, Megacorp Law 4, Personal Trainers 2, Sports 3

Cyberware: Datajack

CORPORATE SCIENTIST

Uses: Scientific intel, prototypes

Places to Meet: Online, scientific conference, extraction

Similar Contacts: Historian

A corporate scientist is locked into a contract with one corporation; anything he does and everything he thinks is owned by that corporation. Scientists are valuable corp commodities and are rigorously protected and oftentimes isolated.

The most likely scenario for a runner team to encounter and develop a corporate scientist contact is while performing an extraction—one corporation stealing the scientist from another. Sometimes the scientist is willing, other times he is not. The threat of extraction, especially for the more brilliant members of the corporate scientific community, is always looming. This tends to make the corporate scientist a bit edgy and mistrustful. Outside of an extraction situation, it will be extremely difficult for a runner to gain the trust of a corp scientist. During an extraction, however, if a runner turns on the charm, reassures the “cargo,” and maybe even spends some quality time with them before the delivery, the runner may be able to gain a valuable contact. The Stockholm Syndrome at work.

A scientist’s loyalties lie with his research, not his employer. If a scientist truly believes that a betrayal of intel or a “misplacing” of a prototype will benefit his work, he may be willing to lend an ear to a runner’s proposal. While nuyen does have some sway over a scientist, it is usually secondary to the well being of his work. Characters with a corporate scientist

contact may use them to help research situations or offer opinions on a strange artifact or piece of technology they’ve found.

B A R S C I L W EDG ESS Init IP
2 2 2 2 2 5 5 3 2 5.9 7 1

Active Skills: Computer 4, Data Search 4, Hardware 3, Instruction 2, Perception 4, Software 4

Knowledge Skills: Chat Rooms 3, Chemistry (or similar scientific skill) 4, Health Clubs 2, Medical Advances 3, SOTA Technology 5

Cyberware: Datajack

CORPORATE SECRETARY

Uses: Access codes, inside information

Places to Meet: Online dating chatroom, book club, lunch place, happy hour

Similar Contacts: Retail salesperson

The corporate secretary is just another guy or gal doing their job, keeping track of other people’s business so they don’t have to. They are adept at pushing papers, taking calls, making coffee, and gossiping relentlessly. The job is a complete and utter bore and so is the stuffy suit whose corp life they manage. Therefore, they spend an inordinate amount of time gathering dirt on everyone else in the office or gossiping, often viciously, about their boss. In some situations, when threatened with termination, they end up “working after hours” to keep the boss happy, further fueling their disgust with the corporation.

Bitter and underpaid, the corp secretary can be subverted to your needs. They have access codes, itineraries, and they know who stays late at the office and who just *tells* their spouse they are working late. Like most corp underlings, a secretary won’t stick their neck out too far, but for the right amount of nuyen she will gladly pull some strings and help you out.

B A R S C I L W EDG ESS Init IP
2 2 2 2 4 4 3 3 2 5.9 6 1

Active Skills: Computer 3, Data Search 3, Etiquette 4 (Corp +2), Gymnastics 1 (Pilates +2), Perception 3

Knowledge Skills: Business 3, Corporate Policies 3, Corporate Rumors 4, Megacorp Law 2, Simsense Trivia 4

Cyberware: Datajack

GAMBLER

Uses: Casino and gambling intel

Places to Meet: Casino, hip nightclub, hotel bar

Similar Contacts: BDH (broken down horseplayer)

Most gamblers fall into two categories: those who bet on sports and those who play casino games (poker, craps, slots). In 2070, most gamblers don’t leave their home—or their day job—to wager a few nuyen on their favorite Urban Brawl team or to play in an afternoon poker tournament. For some, though, the glitz and glam of a casino is still part of the draw, and they’ll be there all night soaking up the atmosphere and doing whatever they can to beat the house. The casino gambler has his eye on a lot of people, and his read on a fellow gambler may have applications outside of the casino.

If you need a small stake turned into a windfall, a gambler may be able to help you out—provided you front him the stake. On occasion, a gambler may even approach a runner for some



“play money” to enter a tournament, offering a percentage of any winnings as an incentive.

The typical gambler is an excellent negotiator and a keen observer, cool under pressure and quick to act. He’ll probably have some demons, and he’ll take them to the excess in stressful situations.

B A R S C I L W EDG ESS Init IP
2 3 2 2 4 4 2 2 4 6 5 1

Active Skills: Con 4, Dodge 2, Etiquette 3, Negotiation 3, Palming 3, Perception 4, Pistols 1

Knowledge Skills: Gambling Odds 4, Psychology 3, Sports 4, Underworld Hangouts 3, Underworld Politics 3

GO-GANGER

Uses: Stolen goods, street rumors, rides

Places to Meet: Empty lots, gang hangouts, on the road

Similar Contacts: Ganger, petty thug, smuggler

The go-ganger is part thrill-seeker, part bike snob, and part violent thug. Unlike other gangers, who tend to get involved with street gangs out of a necessity for self-defense, to be part of a group, or because there was no other choice for survival, the go-ganger joined up because he wanted to race and wanted to look badass while doing it. Drag racing, joyriding, gambling, and round-the-clock partying were just the gateway to a pack-mentality life of crime. Now that’s he neck-deep in hijackings, smuggling, and petty dealing, the go-ganger has to be on the alert for rival gangs and cops, but when his pack is on the road at night, the streets are theirs for the taking.

The best way to get a go-ganger’s favor is to know what you’re talking about when it comes to racing bikes or souped-up hotrods. If you’re good at fixin’ em, even better. The go-ganger can help you find black market parts or vehicles for your own, as well as the latest smuggled contraband. Don’t count on him for lifts or back-up, though, as his loyalty is always to his gang first, and there are some turf lines he can’t cross without running into trouble.

B A R S C I L W EDG ESS Init IP
3 3 4 3 3 3 2 2 2 6 7 1

Active Skills: Automotive Mechanic 3, Clubs 3, Dodge 2, Etiquette 1 (Street +2), Perception 2, Pilot Groundcraft 4, Pistols 2, Unarmed Combat 2

Knowledge Skills: Gang Identification 4, Gang Turf 3, Racing Bikes 4, Simpson Trivia 3, Smuggling Routes 4

GRASSROOTS POLITICIAN

Uses: Political dirt, policy influence, elite business connections

Places to Meet: Political rally, photo op, City Hall

Similar Contacts: Activist, corporate lobbyist, media spokesperson, icon

The grassroots politician is an individual who firmly believes he speaks for the people. Sometimes this is true, but in other cases the politician is just simply delusional, completely out of touch with what the lives of his constituents are really like and what their concerns or needs may be. Whether his platforms reflect the will of the people or not, one thing is certain, he is out and about in the communities he wishes to represent, pressing the flesh whenever he can,

nodding his head in concern while the unemployed factory worker tells his tale of woe for the cameras or cutting a ribbon for the latest bingo hall.

Whatever a runner’s opinions may be about politicians and their tactics, politicians can prove to be extremely valuable contacts. Earning the trust of a grassroots politician, however, is no easy task. Sure, a monetary contribution to a campaign is a start, but politicians are more concerned with power than they are with nuyen. Once they have power, the nuyen will follow. A politician will be more easily swayed by an offer to dig up dirt on a rival, a concerted effort to “mobilize” a voting block, or for a few thousand surprise votes that just happen to pop up at the last minute of an election. Occasionally, you may even find a politician who believes his own rhetoric, in which case the runners will need to act on behalf of the community to gain favor. But once in power, nepotism and corruption soon follow.

Once a part of a politician’s in-crowd, a runner can gain access to a myriad of gossip and additional potential contacts. Politicians seem to know everybody, and everybody wants a piece of the politician. One thing politicians have very little of is time. If a runner is resilient enough to put forth the effort it will take to develop a grassroots politician as a contact, they need to keep the contact’s availability in mind. You can easily lose a politician’s interest if you’re too demanding and high maintenance.

B A R S C I L W EDG ESS Init IP
2 2 2 2 5 4 3 4 3 5.15 6 1

Active Skills: Artisan 2, Dodge 2, Influence Skill Group 4, Perception 3

Knowledge Skills: Golf 4, Law 4, Local Politics 4, Megacorp Interests 4, National Politics 3

Bioware: Sleep Regulator, Tailored Pheromones 3

Cyberware: Voice Modulator

HATE GROUP MEMBER

Uses: Conspiracy theories, intel on rivals

Places to Meet: Hate rallies, neo-folk concerts, church meetings, rural areas, prison

Similar Contacts: Activist

Hate groups focus their hatred on a certain group of people—a Humanis Policlub member despises all metahumanity while a foot soldier for the Sons of Sauron would just as soon stick a flaming stick in someone’s eye than be civil towards anyone who isn’t ork or troll. Such vitriol is not always restricted to race, either—prejudice may also be directed towards the Awakened, technomancers, or those with a different gender, sexual preference, religious outlook, or ethnicity. However, it’s tough to hate everybody. Even the surliest, most vindictive, psychotic individuals of the world feel like they need to ally themselves with somebody. Hence, the creation of these abominable organizations.

Hate group members try to keep a low profile most of the time; they only wear their hearts on their sleeve when surrounded by like-minded bigots. In the workplace or while walking down the street, they’ll keep their beliefs to themselves, and you may never know that the mild-mannered ork



salaryman three cubicles down spends his weekends chanting for the downfall of all homosexuals, pagans, and geneticists.

Despite their abhorrent views on the world, a member of a hate group may be a useful contact from time to time. Keeping them close to you—while not giving them any worthwhile intel—will give you the advantage when interfering or helping someone else interfere with their activities.

Developing a contact within this secretive sector of society can prove quite difficult. Most members of these groups are mistrustful by nature, and as mentioned above, not exactly open about their participation in hate group activities. Oftentimes, a hate group contact will start off as another type of contact, and eventually, the runner may become aware of the contact's activities and gain access to certain intel. Runners must be careful, however. If a hate group member has even the slightest suspicion that you are not a sympathizer, you will instantly become an enemy. Paranoia runs deep in these circles.

B A R S C I L W EDG ESS Init IP
 3 3 3 3 2 2 2 3 2 6 5 1

Active Skills: Clubs 2, Dodge 2, Etiquette 1 (Street +2), Intimidation 3, Shadowing 2, Throwing Weapons 1, Unarmed Combat 2

Knowledge Skills: Gang Turfs 3, Political Thrash Rock 3, Racist Blogs 4, Street Rumors 4, Urban Brawl Schedules 2

ID MANUFACTURER

Uses: Access passes, fake identities, forged documents

Places to Meet: Online, techie hangouts

Similar Contacts: Money launderer, data broker

You want to be somebody other than yourself? If so, this is the person to see. Need a quickie fake that'll pass a visual inspection? Null sheen. A bogus corporate badge to get you past the bored receptionist at the front desk? No problem, omae. How about an entirely new identity, complete with SIN, driver's license, passport and a few dozen documents to support the new you? The ID manufacturer is the person who can deliver the goods. It'll cost you big, but what's a few nuyen when the Star's on your trail and you need to disappear for a while? A combination artist, Matrix jockey, and private detective, the ID manufacturer is a consummate professional whose services are always in demand.

While they are always willing to sell their goods, ID brokers are extremely protective of their sources. They will not teach you the tricks of the trade, nor give up their access codes to high-security government systems. On the other hand, they are always looking for new and better ways to build and support IDs, so if you have the intel, they may be willing to wheel and deal, to an extent.

B A R S C I L W EDG ESS Init IP
 2 3 3 2 2 5 5 3 2 6 8 1

Active Skills: Artisan 2 (Photography +2), Cracking Group 4, Disguise 2, Electronics Skill Group 4, Etiquette 2 (Street +2), Forgery 5, Negotiation 2, Palming 2

Knowledge Skills: Bureaucracy Hacks 5, Databases 3, Matrix Hangouts 3, Police Procedures 3, SOTA Identification Technology 5

JANITOR

Uses: Illicit access, inside info

Places to Meet: Local watering hole, relevant work site

Similar Contacts: City cleaner, factory worker, corp secretary

While everyone else is at home asleep, the janitor is mopping the floors, emptying the garbage bins, and plunging the toilets of the corporate world. Few pay any attention to them, and that's how they prefer it—a silent hand scrubbing the world clean while everyone else is otherwise occupied. Janitors do the dirty work for a paycheck barely above dirt, making them the perfect combination for a valuable contact—relative anonymity and the willingness to betray their employer for cash.

Need an extra pair of eyes inside a facility, some blueprints, or maybe a bit of planted evidence? Slip a few nuyen their way, and most janitors will gladly exact a little revenge on the suits. Treat them well enough, and they may even surprise you with a bonus—think any runners out there could find a use for half a dozen City of Seattle Public Works uniforms? Thought so.

While they may seem like a must-have contact, remember, their loyalty to a runner will only stretch so far if they feel their livelihood is in jeopardy.

B A R S C I L W EDG ESS Init IP
 2 2 2 3 2 2 2 3 2 6 4 1

Active Skills: Clubs 2, Etiquette 1 (Corp +2), Infiltration 2, Intimidation 2, Locksmith 2, Perception 3

Knowledge Skills: Cleaning Supplies 4, Corporate Politics 3, Corporate Rumors 4, Sports 3

NOMAD

Uses: Additional contacts, travel tips

Places to Meet: Cafe, coffin hotel, bar, freight yard, hitchhiking

Similar Contacts: Squatter, smuggler, migrant worker, dropout

In the ultra-urban world of 2070, few people understand why anyone would *not* want to live in a high-tech sprawl like Seattle or Neo-Tokyo. In truth, many nomads do like to live in high-tech sprawls—they just don't want to settle in any particular one for longer than a year or so. They move to a new place, find a place to crash and maybe a place to work, and then they explore, getting to know people and learning as much about the city as possible. They are information sponges and are always willing to share stories about where they have been and where they want to go. These sorts of nomads tend to be very active in the Matrix, documenting their travels meticulously.

The nomad maintains a wide list of contacts, though he rarely knows any of them too well. He can probably give you the name and addresses of a few good places to eat, sleep, and be merry in any city they have been too, and possibly a lot more.

Alternatively, the nomad is permanently on the run for nefarious reasons—he may be on the run from the law, a megacorp, or organized crime, and trying to lay low instead of continuing a life of crime.

B A R S C I L W EDG ESS Init IP
 3 3 3 3 4 3 3 2 3 6 6 1

Active Skills: Athletics Skill Group 2, Computer 2, Con 2, Data Search 3, Dodge 3, Locksmith 2, Perception 3, Pilot Groundcraft 3, Stealth Skill Group 2, Survival 3



Knowledge Skills: Gang Identification 3, Places to Stay 4, Street Rumors 3, Travel Scams 3

PARAMED

Uses: Medical care, drugs

Places to Meet: All-night convenience store, hospital, clinic

Similar Contacts: DocWagon medic, nurse, black clinic cybersurgeon, shamanic healer, firefighter

Parameds see metahumanity at its worst: spilling its guts out on the sidewalk, wetting its pants in a public drunken stupor, or dying alone in an apartment full of hungry cats. Their job is to help people in need, but their high-stress, understaffed, mandatory-overtime work conditions stretch their empathy to its limits, especially when each call puts them face to face with a scene of violence, agony, or death. When they're not popping stims to stay awake on a triple-shift, they're drowning their memories away with alcohol or brainburners, hoping to harden themselves for the next night of pain and gore.

Having a paramed contact can be quite handy when you need some bullet-holes sewn up no questions asked or need to acquire some hard-to-find pharmaceuticals, but don't expect much in the way of sympathy, as the paramed spent the last of his some time ago. And don't expect him to risk his life to save yours—that's what DocWagon contracts are for. If you've got the time to listen to the paramed's tales of woe or the means to provide them with a strong distraction from their daily lives, then you'll make yourself a solid contact.

B A R S C I L W EDG ESS Init IP
 3 3 3 3 2 3 4 4 2 6 6 1

Active Skills: Cybertechnology 2, Dodge 2, Etiquette 2, First Aid 4, Medicine 2, Perception 3, Pilot Ground Vehicle 2

Knowledge Skills: City Streets 3, Biology 3, Pharmaceuticals 3, Psychology 2, Street Docs 3

PARASECURITY EXPERT

Uses: Critter knowledge, magic knowledge, critter acquisition, access codes

Places to Meet: Kennels, pet store, pet show, the woods

Similar Contacts: Exterminator, animal rights activist, animal control officer, security magician

Parasecurity experts often understand the critters they work with more than they understand the people for whom they work. Like their charges, they are Awakened. They have the skills and experience to deal with creatures that are unpredictable, hard to train and harder still to keep under control—and they can handle spirits and wards, too. The key, they will say, is respect—in order for the critters (and spirits) to respect you, you have to respect them. They take a dim view of corp security bosses who treat paracritters as expendable assets or frivolities. Runners can use this to their advantage when trying to develop a parasecurity expert as a contact. Show even the slightest compassion for the plight of a critter or even the most trivial knowledge, and you will probably have a difficult time getting one of these critter-lovers to shut up about their passion for beasts. Just remember: hearing story after story about how intelligent and utterly human-like “Fluffy” or “Growler” is can test the patience of even the most saintly listener.

Like all the links in a security chain, the parasecurity expert can be your worst enemy or your best friend, stopping you dead in your tracks or letting you pass on by with a knowing wink. Their loyalty to their employer is marginal at best, though they will have more interest in their job than your average security goon, due to the opportunity to work with critters and spirits. They will find nuyen persuasive, but as with most contacts, there are many more creative ways to gain their trust. Hell, save an endangered species and your kids' kids will have a loyal contact for life. On the flip side, one sure way to create a mortal enemy for yourself is to harm one of their critters within their sight. Your mug will be burned upon their retinas till the day you die.

B A R S C I L W M EDG ESS Init IP
 3 3 4 3 3 3 3 4 3 3 6 7 1

Active Skills: Assensing 3, Conjuring Skill Group 3, Dodge 2, Exotic Melee Weapon (Beast Catcher) 4, First Aid 2, Longarms 2, Perception 3, Spellcasting 2

Knowledge Skills: Animal Psychology 3, Corporate Security Procedures 4, Magic Theory 4, Nature Sims 3, Parazoology 4, Poisons 3, Spirits 3

PAWN BROKER

Uses: Information, used goods

Places to Meet: Pawn shop, flea market

Similar Contacts: Loan shark, fence, BTL dealer

Most of the time the pawn broker deals with trivial consumer goods—old trideo sets, commlinks that are kilometers away from SOTA, bargain furniture, appliances, etc. They may also deal in small weaponry—light pistols, knives, simple rifles—goods that can be readily classed as “hunting supplies.” The pawn broker keeps close tabs—and in theory, immaculate records—on who buys from and sells to him. Beyond that, he's got the pulse of the neighborhood; if times are tough, families and single parents offload their novelty items to pay the rent, and sales of such items slow. These times are also tough for the hock shop owner, as he may not see return on these investments for weeks or months, when the neighborhood recovers.

To keep the nuyen flowing in difficult times, a pawn shop owner may make some black market deals, such as selling weaponry or drugs “out the back door.” Such actions may further depress the neighborhood economy, but the short-term gain may be worth it. He may not be above passing on some info about the locals to you, either ... or storing some hot goods in his safe. Just be sure you pick them up when you say you will, or they may end up leaving in someone else's hands.

B A R S C I L W EDG ESS Init IP
 3 2 2 3 3 3 3 3 2 6 5 1

Active Skills: Con 2, Data Search 2, Etiquette 2 (Street +2), Longarms 2 (Shotguns +2), Negotiation 4, Perception 3

Knowledge Skills: Business 3, Evaluate Goods 5, Fences 3, Lone Star Patrols 3, Smelting 3, Street Rumors 3

PIRATE

Uses: Black market goods, underground intel

Places to Meet: Local watering hole, the docks, shipping yard

Similar Contacts: Fence, smuggler, ganger



Yeeeeearrgh! Call them hijackers, bootleggers, or thieves if you like, but pirates of the Sixth World aren't limited to the sea, as they roam the highways and sprawl back alleys, always with intel on where they can find the hottest goods with the least security. Almost without exception, pirates operate in teams. Being able to drive a car or pilot a boat is mandatory, and the typical pirate also knows how to pilot a drone and do a little bit of hacking; necessary skills to covertly monitor and intercept incoming shipments. Cargo craft of all sorts are their targets, from small freighters to zeppelin cargo-lifters to automated road-trains.

Pirate teams often work on a barter system, trading their stolen goods for other stolen goods, as opposed to selling them. This cuts out the middleman, but not all pirate groups are on friendly terms with each other, so double-crosses can and do happen. Runners can get involved with pirate organizations in a variety of ways—hired by the pirates themselves as a preventative measure, for revenge purposes, or merely as heavy hitting support on a regular hit. Runners will often find themselves on a pirate organization's "bad-side" as well, if they have been hired to thwart a raid or to pilfer from the organization's stash. Most pirates have short memories, however, and will probably still deal with you even if you've screwed them in the past. They understand it's all just part of the business, the unwritten code—friend one day, foe the next.

B A R S C I L W EDG ESS Init IP
 3 4 3 4 3 3 2 2 2 6 6 1

Active Skills: Athletics Skill Group 2, Automatics 3, Close Combat Skill Group 3, Cracking Skill Group 2, Data Search 2, Navigation 2, Pilot Watercraft 2, Shadowing 2

Knowledge Skills: Cargo Craft 3, Drugs 3, Evaluate Goods 4, Patrol Procedures 3, Smuggling Routes 4

POLITICAL INTERN

Uses: Political dirt, government documents

Places to Meet: Political rally, campaign office, office supply store, bar

Similar Contacts: University student, lawyer

Wide-eyed and filled with the hope that she can, and will, change the world, the political intern is one of the best ways for a runner to begin infiltrating the world of politics. Though their time availability may be even more limited than the politician they work for, their youthful exuberance and energy is boundless. They are also extremely ambitious, eager to aid anyone they believe can advance them up the political food chain. If a runner plays their cards right, they can gain extremely valuable information from an intern.

Despite their desperation to climb the political ladder, however, most political interns are well-educated and extremely cunning. Though it may seem as if you are in complete control of your relationship with this young, impressionable idealist, the exact opposite may be true. For all you know, the intern may be reporting her questionable dealings with you to her superiors, hoping to gain some favor within the party. The potential for a crippling backstab is always there when moving around in political circles. You have been warned ...

B A R S C I L W EDG ESS Init IP
 2 2 3 2 3 3 3 4 2 5.8 6 1

Active Skills: Dodge 2, Influence Skill Group 3, Perception 2
Knowledge Skills: Frat Houses 3, Law 4, Local Politics 4, Megacorp Interests 4, National Politics 3, Psychology 2
Cyberware: Datajack, Datalock

RADICAL

Uses: Information on the rad's corp/government opponents, weapons

Places to Meet: Activist rally, political resource center, café, collective squat

Similar Contacts: Activist, terrorist/freedom fighter, guerilla insurgent

Rads are dedicated to political causes, whether it's protecting the environment, bringing down the megacorps, or overthrowing the government. Unlike traditional activists, however, radicals aren't interested in bringing about reforms, enacting new laws, or voting in their candidates—they want to instigate sweeping fundamental changes in the system itself. Grounding their activities in all manner of (sometimes overlapping, sometimes conflicting) political ideologies, they pursue their goals through direct action, as they don't believe those in power are going to concede anything without a fight. These anarchists, neo-communists, ecoteurs, anti-capitalists, and similar radicals pursue strategies ranging from uncivil disobedience and psy-ops to property-destruction and system disruption, and in more severe cases, to violent attacks and assassinations.

Rads are most favorable to those who are sympathetic to their causes—especially if you slip them any paydata, gear, or funds to support their operations. If you're not a supporter, then in their eyes you're part of the problem. Even apathetic low-lives have their uses, however, so as long as you keep providing them with a steady flow of intel, weapons, or whatever they need, they'll work with you—but don't expect them to trust you.

B A R S C I L W EDG ESS Init IP
 3 4 3 2 3 3 3 4 2 6 6 1

Active Skills: Athletics Skill Group 2, Automatics 2, Computer 3, Cracking Skill Group 2, Data Search 3, Dodge 2, Etiquette 2, Perception 2, Stealth Skill Group 3

Knowledge Skills: Guerrilla Tactics 3, Megacorps 4, Police Procedures 3, Political Groups 3, Riot Porn 3

RENT-A-COP

Uses: Inside info, passcodes

Places to Meet: Airport, hotel, mall, private housing complex

Similar Contacts: Bail bondsman, beat cop, private detective, bouncer

A rent-a-cop knows you don't respect him, but he doesn't really care. He just does his job, which most of the time consists of a lazy, mundane, strolling patrol and keeping his bleary eyes glued to the security camera monitors. He wouldn't want it any other way. The job doesn't attract the most motivated individuals society has to offer. A career with Lone Star or one of the other corporate security providers may be in his future, but for the most part, this is the dead end. If a rent-a-cop is employed at a relatively modern facility he will make regular patrols—on foot or by vehicle, depending on the size of the facility—while monitoring other locations via video feeds to a



commlink. In older facilities, he will divide his time between foot patrols and watching closed-circuit cameras from a cramped office, where the highlight of the work week will be watching drunk conventioners fondle each other in empty ballrooms. A typical rent-a-cop is undertrained and overtired, and may be taking stimulant drugs just to get through the brutally tedious 12 hour shift.

Places that hire rent-a-cops generally don't have anything worth guarding—they just want someone to deter casual violence and vandalism, and to call the real cops if any real trouble breaks out. Should you need access to their facilities, solid threats or bribes will keep them quiet. The only rent-a-cops that will put their life on the line for their job are the ultra-keen ones who think they're going to save the world by joining Lone Star. Their enthusiasm will probably be crushed the first time you wave an assault rifle under their nose.

B A R S C I L W EDG ESS Init IP
3 3 2 3 2 2 2 3 2 6 4 1

Active Skills: Clubs 2, Dodge 2, Etiquette 2, Intimidation 3, Perception 2, Running 2, Unarmed Combat 2 (Subdual Combat +2)

Knowledge Skills: Corporate Rumors 2, Security Systems 3, Sports Trivia 4

SLUM LORD

Uses: Crash space, intel

Places to Meet: Dive bar, run down office building

Similar Contacts: Coffin hotel manager

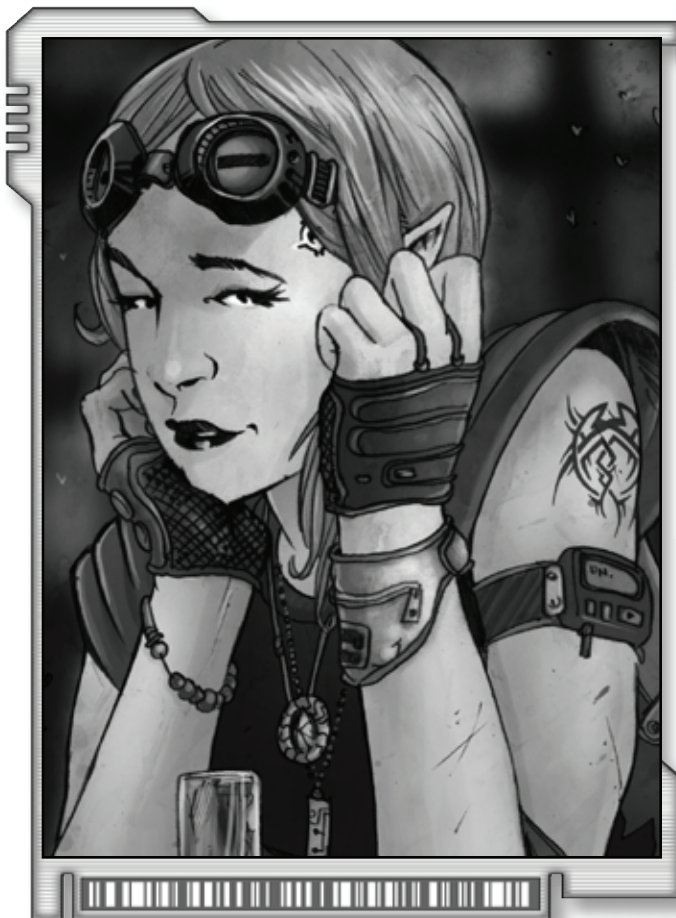
A slum lord owns some seriously lousy places—old condemned apartments in the poorest areas of town, duplexes sub-divided so they can house eight families, or a coffin motel so rickety and rotten the roaches outnumber the tenants a million to one. The slumlord may be a con-man earning a few bucks from the disenfranchised or he might be down on his luck himself, unable to keep his properties in the condition he would like. He may not even own the property he rents out, feeding stolen city services to abandoned buildings and feigning ownership.

You may find yourself working against or with a slum landlord. A team of runners may be tasked with tracking one down and forcing him to repay the tenants, or they may be hired by a slumlord to track down some delinquents who rented and ran, leaving a trashed apartment in their wake. Such an unorthodox Mr. Johnson may not be able to pay your team in conventional manners, but perhaps he can hook the team up with a new safe house or some other useful piece of property. A slum lord will also have a handle on how to get around certain bureaucrats such as building inspectors and utility providers. Always handy when the roof of your place is caving in or you haven't paid your electric bill in two years.

B A R S C I L W EDG ESS Init IP
3 2 3 3 1 2 3 2 2 6 5 1

Active Skills: Clubs 1, Con 2, Forgery 3, Intimidation 2, Locksmith 3, Unarmed Combat 2

Knowledge Skills: Gang Identification 3, Gang Turfs 3, Safe Houses 5, Street Rumors 3, Tenant Law 3, Vermin 2



SNITCH

Uses: Street info

Places to Meet: Bar, the street, a party, all-night diner

Similar Contacts: Hipster, artiste, socialite

A low-grade info-broker, a snitch weasels out information on the streets and passes it along to anyone with a few nuyen. They are social butterflies, on a first name basis with all the bouncers and bartenders around town, and they always know when there is a party going on. Rarely do they see the light of day—their lives are consumed by the night. Always charismatic, they have a way about them that puts people at ease (drunk people, especially) and earns their trust, even if they only just met.

While the majority of the info a snitch has access too is barely above the level of gossip, on occasion they are capable of digging up some incredibly valuable information—and they know when they have hit pay dirt. Basic, relatively harmless gossip is only going to cost you a drink or two. The good stuff—another story entirely. Just a couple of these scores are enough to finance a snitch's hard partying lifestyle for an entire year. They have no qualms selling information over and over again, so you can be pretty certain that anything told to you by a snitch has fallen upon at least a dozen other ears.

B A R S C I L W EDG ESS Init IP
2 3 3 2 4 4 2 2 2 6 7 1

Active Skills: Con 4, Data Search 3, Dodge 2, Etiquette 4, Negotiation 3, Palming 2



Knowledge Skills: Chat Rooms 3, Club Scene 4, Fashion 4, Health Clubs 3, Party Drugs 3, Street Rumors 4, Underworld Politics 3

SPIDER

Uses: Building schematics, inside info, passcodes

Places to Meet: Hi-tech conference

Similar Contacts: Surveillance gear salesman, private investigator, hacker

The spider’s web is the building he protects from intruders, his delightful meals the intruders themselves. In any large facility, the spider is an essential part of a security team, monitoring video and audio feeds and the readouts from a variety of sensors—motion detectors, sound sensors, pheromone scanners, etc. On a good day, that’s all the spider does. On an interesting day, he’ll take an active role in investigating threats and defending the facility, manipulating security systems and drones to support magical and physical security.

Spiders delight in the traps they create and are often obsessive about creating security challenges that fool interlopers into taking extreme measures before neatly catching them. Nothing is more satisfying for a spider than having his custom-designed system detect and trap an intruder before the physical security can even respond. This occasionally puts the spider and traditional security at odds, with each trying to prove just how vital they are to their employer.

While shadowrunners are most often going to be pitted against spiders, occasionally they may have aligned agendas. For example, a spider may act as Mr. Johnson, covertly hiring a runner team to break into his facility, where he’ll easily trap them, thus proving his worth to the company. Alternatively, he may hire the runner team and *allow* them through his security (closely monitored of course), in order to find weaknesses within his system or to gain some insight into the latest techniques employed by shadowrunners.

B A R S C I L W EDG ESS Init IP
2 3 3 2 2 3 4 3 2 4.7 6 1

Active Skills: Cracking Skill Group 4, Electronics Skill Group 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3

Knowledge Skills: Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5

Cyberware: Commlink, Datajack, Control Rig, Simrig

STRIPPER

Uses: Additional adult contacts, information, lap dances

Places to Meet: Clubs, hotels, all night diner

Similar Contacts: Prostitute, adult model

Whether a single parent supporting a child, a speed freak, a college student just trying to pay tuition, or a combination of all three, a stripper—or “exotic dancer” if you want to use the fancy parlance—can be relied on to do two things every single day: see a ton of people, and manipulate the hell out of them. They live for the tips they earn from patrons, so you can bet they’re not above earning a few nuyen on the side for the sale of information. A stripper working at a small local club will only have

information about local patrons, gang members, and other small time business, while one working at a larger downtown club may know more of the movers and shakers in the runner community, and probably has hotter gossip.

Some dancers don’t work for a particular club, but instead are hired on an hourly basis to perform for an individual or party, often at hotels. These gents and ladies are usually working in classier situations and can catch an earful of truly valuable gossip. They can also be persuaded to fish for information from a client. People tend to have loose lips when liquored up and properly “entertained.” Finally, if you need a beautiful someone on your arm for an evening, they may be willing to provide that service or hook you up with someone who does.

Don’t expect to go home with them, though. Business and pleasure don’t mix, and you’re just business.

B A R S C I L W EDG ESS Init IP
2 4 3 2 4 2 3 3 3 6 5 1

Active Skills: Blades 2, Con 1 (Impersonation +2), Disguise 2, Etiquette 2 (Street +2), Gymnastics 2 (Dance +2), Negotiation 2

Knowledge Skills: Simsense Star Trivia 3, Street Rumors 3, Strip Clubs 4, Underworld Personalities 3, Underworld Politics 2

TALENT SCOUT

Uses: Additional contacts

Places to Meet: Online, clubs

Similar Contacts: Fixer, Mr. Johnson

The talent scout doesn’t deal in fencing, acquiring gear, locating safe houses, or many of the other activities most fixers have their fingers in. They prefer to concentrate on doing one thing, and doing it very well—finding and procuring the services of talented runners. You name the job, a talent scout can put together the perfect team in less than 24 hours. Their contacts span not only the sprawl, but the entire globe, so if you need a team to pull off a run in Amsterdam and you’ve never set foot in Europe, they can hook you up with some local talent—or at least give you a push in the right direction.

It’s ill advised to mislead or cross a talent scout—if you send a scout’s best commodities off to their death too often, don’t expect them to put anymore teams together for you. Most talent scouts don’t require you to continually pay the “finder’s fee” if you keep working with them, but a bonus is only polite if you remain hooked up over an extended period of time with a team they put together. Since they carry around so much info about underworld figures, you will probably never deal directly with a talent scout. Anonymity is not necessarily a choice so much as it is a way of life. Some talent scouts operate only through an intermediary or online.

B A R S C I L W EDG ESS Init IP
2 3 3 2 5 3 3 4 3 6 6 1

Active Skills: Computer 3, Con 3, Data Search 3, Dodge 2, Etiquette 4, Forgery 2, Hacking 2, Negotiation 4, Perception 3, Pistols 2

Knowledge Skills: Fine Restaurants 3, Popular Clubs 4, Psychology 3, Shadowrunners 5, Sports 3, Underground Fetish Clubs 3



TAMANOUS MEMBER

Uses: Body disposal, used cyberware

Places to Meet: Back alleys, the morgue, hospitals, black clinics

Similar Contacts: Ghoul, organlegger, bodyshop hack

The Tamanous member is part of one of the most secretive and shadowy networks to ply its trade in the sprawl. You probably don't know what they do, and you certainly would prefer to keep it that way, though they can prove quite useful. They rarely know who their employers are or what their aims might be—all they know is that bringing in the bodies, dead or alive, provides them with a comfortable living. Never mind about those pesky morals—a Tamanous member does not have them. Be careful if you befriend one, because while they might leave you alone, their partners aren't bound by the same strictures.

Tamanous members prefer to keep their affiliations secret, masquerading as parts-procurers for black clinics, parameds, and so on. They won't turn down gear, nuyen, or information about local police or hospital activity, and may be able to provide information about the same. If they can get information about potential sources for parts without tipping their hand, they will be quite generous. However, as the low member on the totem pole, they will not be privy to the organization's deepest secrets.

B A R S C I L W EDG ESS Init IP
3 3 3 3 2 3 3 3 2 6 6 1

Active Skills: Blades 3, Dodge 2, First Aid 3, Infiltration 2, Medicine 1, Negotiation 2, Perception 3, Pistols 2

Knowledge Skills: Anatomy 3, Fast Food 3, Fences 2, Hospital Protocol 4, Implants 3, Organleggers 4, Smugglers 3, Street Rumors 3

TAXI DRIVER

Uses: Directions, local information

Places to Meet: Taxi stand, the street

Similar Contacts: Chauffer, public transit staff

Many taxi companies have replaced their taxi drivers with automated taxi-cabs, capable of shuffling you from Point A to Point B via virtually flawless navigational software. These automated cabs don't take lunch breaks, don't listen to loud music, and (theoretically) don't take the longest route possible to jack up the fare. They also don't have a bunch of crazy stories, restaurant recommendations, the rancid smell of imported cigarettes, or any of the staples a real taxi driver brings to the cab.

Most sprawls do have a few traditional taxi services, for those who prefer conversation and a pair of hands on the wheel. Passengers are isolated from the driver by a thick layer of bulletproof glass, but can communicate with them via a micro-speaker system. Aside from giving out local gossip, a cabbie may be open to doing small pickup/delivery tasks, as long as he's assured the contents are safe and he's paid for all of his time. Also, it may not be the safest or most reliable way to flee a scene, but in a pinch, if you have a loyal cabbie in your back pocket, they may just happen to be at the right place at the right time.



B A R S C I L W EDG ESS Init IP
2 3 4 2 2 3 2 2 2 6 7 1

Active Skills: Con 2, Etiquette 3 (Street +2), Navigation 4, Perception 3, Pilot Ground Craft 5, Pistols 2

Knowledge Skills: Gang Identification 3, Local Area Knowledge 3, Local Hot Spots 4, Safe Houses 3, Short Cuts 4, Street Rumors 4, Undercover Cop Identification 3

TRID PIRATE

Uses: Information, disseminating information, entertainment

Places to Meet: Quirky café, dive bar, media conference, online

Similar Contacts: Investigative reporter, activist, blogger

A trid pirate is an unauthorized and unlicensed trideo broadcaster. Some do it for money; intercepting and re-broadcasting pay-per-view telecasts at below market price. Others digitally import content that is illegal in the destination country—after all these years, bloody death matches from Atzlan are still popular imports into Seattle. And finally, trid pirates and independent media types produce their own material, broadcasting it for global audiences over the Matrix, sometimes interrupting mainstream broadcasts and overriding them with the pirate screed.

Typical trid pirates know everyone in town, and spend just as much time on the phone trying to dig up dirt (or funding) as they do behind or in front of the camera, recording their next “epic” expose about “how the banks aren't on our side, man.” A trid pirate might hire runners to steal or record video (or some other paydata) from a target, act as bodyguards, or to steal some



high-tech hardware. Shadowrunners should also keep in mind that the pirates crave information, and they can make some nice cash on the side by sliding the pirate hot news and intel.

On the other hand, Trid pirates are especially reluctant to part with any information or footage they may consider exclusive. Only an astronomical amount of nuyen could wrench hot intel from a trid pirate if they truly believed the goods could lift them to legendary status. The ego can sometimes require more expansion than the pocketbook.

B A R S C I L W EDG ESS Init IP
2 3 3 2 4 3 3 4 3 6 6 1

Active Skills: Computer 4, Con 3, Data Search 2, Electronic Warfare 5, Etiquette 2 (Street +2), Hacking 4, Perception 4

Knowledge Skills: Broadcast Law 4, Corporate Rumors 4, Media Hot Spots 4, Science Fiction 4, Street Rumors 4

URBAN ANTHROPOLOGIST

Uses: Additional contacts, local history

Places to Meet: Café, museum, activist rally

Similar Contacts: Sociologist, graffiti artist

The urban anthropologist is a student of local modern culture, something rarely taught at university, but passed down from person to person. They have studied the politics of the city for years, and understand the impact of magic, metahumanity, and the Matrix on the population. They can tell you all about

the Ork Underground in Seattle, and for a modest price, they may even take you down for a quick peek. If you want to be hooked up with criminals, the urban anthropologist is not the connection you need—but they can introduce you to dozens of urban explorers, political activists, photographers, and just about anyone who has an appreciation and concern for their urban life.

B A R S C I L W EDG ESS Init IP
2 3 3 2 3 4 4 3 3 6 7 1

Active Skills: Computer 4, Data Search 3, Disguise 4, Dodge 3, Etiquette 4, Infiltration 3, Navigation 3, Perception 4, Survival 2

Knowledge Skills: Gang Identification 4, Local Area Knowledge 4, Local Area Politics 4, Magical Theory 3, Psychology 3, Runner Havens 2, Safe Houses 2, Secret Spots 4, Street Rumors 3

VORY SHESTIORKA

Uses: Vory information, stolen goods, paydata

Places to Meet: Russian bath house, private club, bar

Similar Contacts: Mafia/Yakuza/Triad soldier, ganger, info broker

A *shestiorka*—a “bag man/errand boy”—is on the lowest rung of the Vory v Zakone, the Russian organized crime family. Most Vory factions hire local gangers to handle typical muscle tasks, but some tasks need to be kept within the organization, and these tasks fall on the shestiorka. While the Vory handle some smuggling in North America, their specialty is the information trade. Most of the information they traffic in focuses on other underworld figures, law enforcement, and the prison system, which is where the Vory’s history and principle interests lie. In Russia, they control much more of the criminal market, having their fingers in nearly every pie.

Vory subscribe to “honor amongst thieves,” and a shestiorka is eager to prove his worth. Like other Vory, he pays into the communal funds, the *obshchak*, and the amount he personally brings into the fold helps dictate how soon he will move up in the ranks. A bag man won’t know a great deal about the Vory’s secretive business dealings or have access to any significant intel, and even he did, nothing short of intense torture or riches that would make an oil baron swoon could get him to open his yap. That being said, a gullible shestiorka is definitely susceptible to being duped. They want nothing more than to impress those above them, most of whom they have never even laid eyes upon. If a light didn’t just go off for you, you need to develop your talent for imaginative scheming or get out of the running game. Even the most secretive and seemingly impenetrable organization has a way in.

B A R S C I L W EDG ESS Init IP
2 3 3 2 3 4 4 3 3 6 7 1

Active Skills: Clubs 3, Computer 2, Etiquette 2 (Underworld +2), Intimidation 4, Negotiation 2, Pistols 2, Unarmed Combat 3

Knowledge Skills: Criminal Rackets 3, Gambling 4, Gang Identification 2, Police Procedures 3, Underworld Politics 4



Three o'clock in the morning belonged to Pistons. The night was balanced on a knife edge with the dawn, the air was pregnant with possibility, and the unceasing quiet and lassitude tended to lull guards nearing the middle of their shifts into exploitable, relaxing habits. The shipping warehouse she planned on infiltrating tonight employed the usual assortment of rent-a-cops—all the better. Everything was exactly as the fixer promised. A cakewalk.

The first obstacle, the guards themselves, was easily circumvented. She knew their patrolling habits by now, and had called in a favor from a joypirl to keep the most ambitious and watchful of them busy for an hour. That was all the time she needed to get past the fence unseen and get inside.

None of the security guards communicated particularly well with each other as they should, but it was still a potential problem. Pistons also didn't want them calling out for back-up if she was discovered. So she quickly found a secluded alcove and hacked into the local network, disabling their comms. If any of the security stooges checked up on the glitch, it would look like a routine technical problem they experienced before and had logged, to her glee, the other day.

Pistons then checked the warehouse's records to see where her package was being stored. She frowned. It would be easy to find, but apparently, additional security measures surrounded it now. Thankfully she could take care of some of it where she sat, but the remainder required her presence. She should have known things weren't going to go according to plan—they rarely did, which was what separated the dead amateurs from the professionals.

After remotely disabling the tracking system that would set off an alert if the package's RFID tag transmissions failed to be received within the warehouse, Pistons moved in to find it. It didn't take long.

She was examining the container's locking mechanism when three figures suddenly appeared out of the warehouse's gloom. Two men packing Ares Predators flanked a red-haired woman leaning with an amused sneer on an ornate staff. All three wore Knight Errant uniforms.

"Well, well, if it isn't our long lost friend," the woman said. "I guess I should be calling you 'Pistons' now," she smirked. "Oh, am I going to be so thrilled to bring you in myself!" Her long fingers waved as a spell took shape.

"Jehana," Pistons acknowledged with a polite nod at the woman. Then she whipped a flashbang at the mage's feet. The blast and chaos foiled the spell and sent both of the goons diving for cover. Pistons took the opportunity to snatch her package and run, narrowly dodging a barrage of bullets. Within seconds she was outside and headed for the fence.

Her escape was within sight, but she knew it wasn't over. There would be a reckoning with her former co-worker—but today was not the day. She gritted her teeth and ran harder. She had a promise to deliver on first ...

ADVENTURE FRAMEWORKS

Sometimes you're stuck for ideas for a run, especially if you need one for a one-shot game. Or maybe there's a vague idea that just needs a little help. Perhaps you need a quickie, filler run to help flesh out a larger campaign. Or maybe you're new to *Shadowrun* and just aren't sure what you can do. The following adventure frameworks are designed to provide gamemasters with a general outline to use as a starting point. Each category of shadowrun contains at least one adventure framework for beginner level gamemasters and players, and one for intermediate. Some may even contain a higher-level adventure. All can be expanded, tweaked, combined, jacked up, toned down, or completely mutilated to any gamemaster's desires.

ASSASSINATION

1. Marriages have their ups and downs, but lately it's all been downhill for Mrs. Johnson since Mr. Johnson started spending all their money on bunraku whores. The formerly blissful young couple, actually named Regina and Travis Mathis, is employed with the black budget of a major megacorp's advertising department. The problem runs much deeper than Mrs. Mathis's desire to keep their money from disappearing, or her unhappiness with her spouse's infidelity: she's not going to let anyone, even her own husband, keep her from climbing the company ladder, and she knows it's only a matter of time before the news of his newest hobby leaks out. She certainly doesn't trust the private detective she hired (Casey Elton) to investigate her husband's activities to keep quiet—he is obviously greedy, and may already be shopping the information to Mr. Mathis's boss.

Therefore, it is imperative her husband be killed within the next week. She offers the team 5,000¥, but she may be persuaded to go as high as 10,000¥. There's a 2,000¥ bonus if they can somehow silence the private detective as well (permanently preferred, temporarily acceptable), but Regina is just as happy to handle that particular matter personally.

The runners may encounter several potential complications. First, they may run afoul of the Yakuza in charge of the bunraku parlor, who are also taking an interest in Mr. Mathis's frequent visits. Second, Casey Elton has already sold Mr. Mathis's secrets to a bookie he owes debts to. And finally, Mr. Mathis is in charge of a sensitive project coveted by the sensational media station KSAF, the information for which can be found on his commlink—password-protected, of course.

2. Assassination may not be a new job for the runners, but the target just might be: another shadowrunner team. There are scant details as to why—it is implied that the targeted team either double-crossed their former fixer or Johnson, or they know something they shouldn't—but there are enough details about them to know they are as equally skilled as the player characters, so plenty of caution and planning is warranted. The characters can be offered not only money, but goods, or the elimination of any outstanding debts, or anything else they may need to work toward a personal goal.

The troubles begin when it becomes apparent someone is also targeting the player characters; multiple attempts are made to take out the team, either individually or as a group. They

should just barely escape these encounters, with or without their skins intact. A little legwork reveals the source is the runner team they are contracted to kill. As it turns out—though it won't be easy to discover—both teams have in fact been hired by the same person to kill each other.

The reasoning is insidious. Both teams have previously worked for a particular Johnson who is now under investigation for his in the past activities. Hoping to tie up loose ends and eliminate anyone who could incriminate him, Johnson is now trying to get both teams to take each other out. If mutual destruction doesn't work, then the bigger guns come out.

BLACKMAIL

1. One of the characters who has a connection with a syndicate (Yakuza, Mafia, Vory, Seoulpa Ring, etc.) is approached with a job. The crime organization wishes to "recruit" a member of the priesthood, a man calling himself Daniel Donovan. The team will be given a thousand nuyen just for accepting the job, and the potential to each earn a thousand more if they can effectively persuade Father Donovan to join the syndicate's ranks in a day's time. The team is given a maximum of ten days to deliver the priest, and for each day that passes, one hundred nuyen is subtracted from the bonus.

Father Donovan is wanted for his abilities as a hacker. The syndicate discovered that before the second Crash Donovan had in fact been an extraordinary Matrix hacker wanted by the Corporate Court's Grid Overwatch Division. The second Crash afforded Donovan the opportunity to disappear and create a new identity as all records of his personal data and numerous crimes was lost. Seeking redemption, he began a new life through the Roman Catholic Church. The syndicate, however, has the goods on Donovan, and is threatening to release the information to GOD if the former hacker doesn't perform some "community service" in their employ.

Donovan, for his part, believes he has found a true vocation in the priesthood, especially since he has begun to hear what he thinks is the voice of God. In reality, Donovan is a technomancer, but is completely unaware of his "gift." The voice he has been hearing lives in his church's local area network. He will resist for as long as he can unless the runners can find a suitable means of persuasion.

2. Rising stars in any industry usually have their share of skeletons in the closet: drugs, murders, kinky sexual proclivities, gambling debts, criminal ties, and so forth. Not many of them include sibling rivalry. Goblin rocker Tregnor Rantz, lead singer of the band Nine Foot Tusk, is on his way up. He has a brother, Durzan, also an ork, who is a rising star in the underground gladiator circuit. Durzan is also a mage, which only adds to his popularity among the same sort of folk who listen to Tregnor's music.

The problem isn't keeping Durzan's existence quiet, it's spreading the information. Both brothers don't want anything to do with each other, while promoters on both sides crave the publicity it would create. The brothers approach the runners in a joint effort to keep this from happening, the only thing they're willing to work together on. They offer the runner team 20,000 nuyen to find dirt on their managers and promoters and then



use that dirt to blackmail them into abandoning their publicity dreams. They agree to allow the runners to keep any money they manage to extort, just so long as the runners are successful.

There are at least several lines of investigation the runners can take. Nine Foot Tusk's manager, Willy "Weasel" Vorcelli, is deeply into the manufacture and sales of kiddie porn BTLs. The band's concert promoter, Arabelle McKenzie, has a human brother who is active in the upper ranks of the Humanis Policlub. Durzan's manager is widely known to be Mafia-affiliated (it is an underground fighting circuit, after all), but he is also secretly feeding information to the Vory, which have been sniffing around for opportunities to exploit. The Vory would especially like to buy out a specific Mafia-owned club that's been the hub for the circuit, and have promised Durzan's manager a percentage of the profits if he can deliver any key information that will allow them to yank the club out from under the Mafia's nose.



BODYGUARD

1. The Ork Underground takes care of its own—everyone on the streets knows that. What almost everyone has forgotten is that it was built with the aid of dwarfs, who left when it became increasingly clear they were no longer wanted. Even some dwarfs have forgotten this—but not all. For about a year, a small contingent of dwarfs and representatives from the Ork Underground have been negotiating a possible return or at least a truce between them. Naturally, this does not make everyone happy.

Fearing that some of their own people may make an attempt on their lives, the dwarf contingent (a quartet headed by a female dwarf named Sophia Metzger) wants to hire the runners as bodyguards. They are to see them safely into the Ork Underground, remain nearby for the duration of the discussions, and then see them safely out again. Ork leaders have also warned them that Ork Underground denizens may try to sabotage the meeting, adding another complication to the assignment.

The runners are offered 500¥ each, with an extra 200¥ for each additional day they are needed. Negotiations can crank the daily rate up to 300¥, but no more. They will be offered, however, connections with dwarfs of their acquaintance as well as discounts and safe passage through certain dwarf-controlled neighborhoods.

2. Being a bodyguard for the rich isn't out of the ordinary, and neither is looking after their kids. Usually, one has to protect the tykes, whether the kids are infants or college freshmen, from their parents' enemies. This time, however, the runners have to protect a rich kid from himself.

Nigel Hartley III is the son of an executive in the meta-friendly corp, Evo. Although he was born human, he contracted

the Krieger strain of the HMHV virus from mixing with the wrong elements of magical society during the past year and became a ghoul. Now it's all his father can do to keep him from running off to find other ghouls and roam the streets at night. Nigel is one of the so-called fortunate ghouls, retaining a large portion of his intellect after his transformation. He is so bitter about his plight, however, that he wishes to embrace it to its fullest, grisly extent.

Naturally, Nigel's father is against this, and is paying the runners to keep his son from victimizing others while he sees a new therapist. Until he is convinced he can have a relatively normal life without gnawing on live and very unwilling human flesh, Nigel will do everything he can to convince the runners he is as vile as mainstream society thinks, including attacking the runners if he feels cornered. For this, the player characters will be offered one thousand nuyen each, per day, as well as free medical care while Hartley the Second employs them.

COURIER/SMUGGLING

1. Most courier jobs require solo work or, at the most, a small team whose main function is simply support for the person doing the actual pick-up or delivery. This job, as the Johnson explains it, needs an entire team because there's not one, but several deliveries that need to be made all at once. It's a relatively simple job whose only complication is coordinating the message deliveries.

The world of stocks, bonds, and other brokerage deals continued in good health, if a bit hesitantly, after the Crash of 2064. Not trusting technology, however, a few investors have reverted to archaic means of communicating their brokerage desires, and one in particular has taken to using couriers. Mr. Johnson does not reveal who this is, but hints he is an older gentleman and a powerful icon in his own right. (The GM is free to either feed the player characters a name or let them guess on their own. In the end it doesn't matter, unless it is crucial to a larger plot.)

The runners are offered 2000¥ to split between them, but may be able to secure another 500¥ as well as free subscriptions

to a few lucrative investment-related nodes. The job entails delivering three messages, each of which contains different instructions (one to buy several hundred shares of stock in an Ares subsidiary, one to sell the same amount in a different subsidiary, and one that advises short-selling a company to be purchased by Ares). They are to be delivered at the same time to three different investment firms.

The difficulty, of course, is that a rival investor has learned of the plan through surveillance and intends to stop it. All through couriers will find themselves ambushed or otherwise intercepted in a way that will delay them long enough to foil the scheme.

2. Smuggling doesn't usually benefit a corp, but in this case, it does. The player characters have been asked to pick up some cargo in the Hong Kong area and smuggle it into Seattle. The problem: the cargo is human—a corporate research scientist and his family forcefully extracted from a Hong Kong corp. A single body is easy enough to hide. Five warm bodies are much tougher, especially when two are elderly and one is an infant.

Either through legwork or speaking with the cargo, the runners become privy to the following info: the scientist (surnamed Cheung) worked in Evo's biotechnology R&D, attempting to decipher the languages and vocal apparatus of various marine life in an attempt to better adapt metahumans for work in underwater environments. Seeing a chance to bolster their flagging fortunes, those who make the decisions at Shiawase authorized the extraction of the scientist as well as his family, to ensure that worry for their welfare would not distract him from his work. Shiawase offers the team 30,000¥, going as high as 50,000¥ if the runners are skilled at negotiations.

What Shiawase does not know is that Cheung was partially successful with a sapient aquatic lifeform known as merrow (see p. 300, *SR4A*), able to communicate with them in a limited fashion (he has specialized cyberware installed). Cheung was also quite happy with the life he'd led with Evo, and will beg and plead with the runners to return him and his family to Hong Kong. If they do not agree, he will attempt to sneak on deck at night and communicate with any merrow that might be nearby and ask for their help. The merrow will then coordinate help from other sea life and attack the runners' sea vessel until they either voluntarily hand over the family or the boat is destroyed, rescuing the family in the process.

DATASTEAL

1. A runner who comes from the streets never really leaves. A gang the player characters know or came from approaches them with a plea for help. It seems a cop is particularly bent upon making trouble for them, even when they have been keeping their noses clean. Knowing the shadowrunners are very capable hackers, the gangers ask them to create similar mischief for the cop: zeroing any accounts they can get into and stealing the cop's personnel file and replacing it with a known criminal's. The gang also wishes each operation to be tagged with the gang's logo so the cop knows from where the harassment originates. While taking credit for the crime may not be advisable, leading to more trouble from the cop, the gang will not budge on making their involvement known. They do, after all, have a reputation to protect.

The gang offers to pay the runners 500¥—all they can scrape up. Otherwise they offer up some new contacts they've made (gunsmiths and pimps, mainly) and offer to reciprocate should the need ever arise; they consider this operation a favor.

2. After a typical meet at a bar, Mr. Johnson asks the team to do a typical job—a datasteal for a corp. The target: GMC. However, this is not exactly a datasteal. It's a data switch.

Federated-Boeing caught wind that GMC was putting out a new design for their Banshee t-bird, which made the corp quite upset because it employed technology Fed-Boeing had secretly developed. Evidently, someone's been leaking information. What the runners are to do is hack into GMC (which may require some on-site sleuthing), find the vehicle specs and take them, and then plant a bogus file with changed specs. For this, the team would be paid 40,000¥. Mr. Johnson won't budge from that figure, but would be willing to front the runners half of the sum and give them a discount on Fed-Boeing goods.

During their hunt for the data, the runners may be able to discover who the leak is at Fed-Boeing (a low-level manager named Darien Blackwell) as well as other data that's been sold. Selling this information to Mr. Johnson can net them an additional 10,000¥.

DISTRACTION

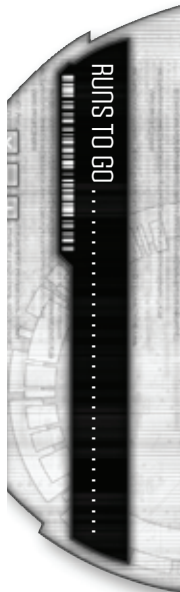
1. The good news: the team's favorite music star will have a concert in several days. The bad news: the team is being asked to work during the concert. Mr. Johnson, actually named Artie Johnson, is a representative from another record company that wants the star to switch labels. To even get close enough to the star to have a chat and lay out his proposal, Artie needs bodyguards removed. The runners need to get backstage and create a sufficient distraction to buy Artie enough time to work his magic.

There are several potential outcomes to this scenario. The job goes off just as it should, the runners are paid (1,000¥), and the star is grateful (Artie got him out of a bad contract). Or, the job goes off just as it should, but the runners find out the next day it was a cover for a murder, and they are now wanted and won't get paid. Alternately, as the team does what it should, someone notices Artie trying to kidnap the musician with the help of a spirit. Unless the team can thwart Artie, they all escape and the team doesn't get paid unless they can find the musician and bring him back to his manager (for which they can be paid up to 10,000¥).

2. The team gets an unusual message asking for a virtual meet in a virtual brothel. The brothel belongs to the Yakuza, and the person who meets the runners is an anonymous cyber-geisha. What she needs is a distraction coordinated between the flesh and the Matrix, enabling her to free herself from her involuntary servitude.

The geisha is a young woman calling herself Amanda. She was enticed into prostitution several years ago, initially intending only to strip to pay for college. Her fortunes quickly spiraled downward until she is now "enslaved" in a bunraku parlor's harem. She claims the Yakuza outfitted her with a personafix BTL shunt and memory cutout for ever stranger and rougher





jobs. When she's not seeing clients in the flesh, Amanda has virtual clients. She's learned a thing or two about hacking as a result, and arranged the meet to look like a visit from a virtual client. She knows just enough about how transactions are made with the parlor to not only rig up a fake payment to go with the fake virtual client, but also to show the runners how to get at the parlor's money if they take the job and free her first.

However, there is a twist. At no time did the Yakuza arrange for a memory cutout implant or the p-fix chip. In reality, Amanda's mental fortitude cracked due to the stress of her situation, and she developed a split personality who not only takes control, handling the most distressing liaisons, but is a more competent hacker as well and may potentially be a technomancer. This may be either an obstacle or a boon to the runners, depending on how the whole thing plays out.

DESTRUCTION

1. Your friendly neighborhood gang, known for their drug manufacturing operation, has a problem. A rival gang has set up their own drug lab, and is starting to cut into the gang's profits. They will pay the player characters 5,000¥ to bust into the lab and torch the place. Of course, they have to get through the rival gang territory first, and almost all of the gangers know who the team is affiliated with, which will make it difficult to get to the lab without eliminating some of the opposition in the process.

The complication here is two-fold. First, Lone Star is watching the place, having gotten a tip-off and (for once) doing something about it. The second? There are also children who live in the house, most of them under the age of eight.

2. It isn't often the team gets to do business with politicians, and judging from the man's suit and mannerisms, Mr. Johnson is a politician's flunkie. As he explains the job, the team learns that he's in fact a politico of the worst variety.

What Mr. Johnson wants is destruction, and quite a lot of it. It seems his boss has some nasty vices concerning metahuman children, and this time he created a huge mess he needs cleaned up physically, magically, and technologically. Mr. Johnson is prepared to offer the runners 30,000¥ to eradicate all evidence of his boss's involvement in a potential scandal. He's hoping he won't have to buy the runners' silence as well, because he doesn't really have the money to give them, but if he has to, he'll offer another 10,000¥ for it.

If the runners won't accept the hush money, or discover Mr. Johnson lied about having ten thousand and attempt to put the squeeze on him, their former employer will find a way to silence or discredit the runners. They will have to air the politician's dirty laundry first if they hope to survive the kind of firestorm Mr. Johnson would create just to get rid of them. It is also possible they could decide to use this information to blackmail the politician on a long-term basis and leverage some perks.

ENCRYPTION/DECRYPTION

1. A fellow runner finished up a sweet little job just the other day, and now has a file on her hands that she wants decrypted to see if it's worth anything. She won't say where she got it, but since she made some good money, she's paying a little higher than the usual rate, netting the team a nice 5,000¥.

Cracking the file is an interesting exercise in itself, as it uses an unusual encryption algorithm that adds a bit of time onto the operation. Once cracked, the file doesn't seem like anything special: just a list of names. A little investigation just adds to the mystery, as none of the people listed seem to be connected. Before the team can determine more, however, the runner friend who provided the file disappears.

This kicks off a series of events straight out of a mystery sim. The runners discover they are being watched by someone unknown; meanwhile, names on the list start appearing in the news, suffering strange and calamitous events. What exactly is going on is up to the gamemaster, but the runners should get the feeling the list is cursed and that getting rid of it might be a good idea. Perhaps the list features people who are being methodically targeted and taken over by hostile spirits, the silent members of a secret conspiracy from 10 years ago who are now turning on each other, or are all protected witnesses who were relocated under new identities after testifying against someone powerful who is now exacting revenge.

2. With the surge of augmented reality into everyone's sight, AR-displayed graffiti is now a common feature in urban areas. The runners are hired by an unknown Johnson to track down one of these graffiti artists and kidnap him or her. In order to find the tagger, the runners will need to find and analyze the tags used to broadcast the graffiti, as well as do some old-fashioned legwork.

The runners eventually track down the tagger, but he is accidentally killed when they try to capture him (whether hit by a car, falling off a building, or shooting himself). What the runners discover, though, is that these acts of digital "vandalism" actually contained encrypted messages embedded within. These messages are being used to supply directions to a cell of political radicals who have infiltrated several corporations and plan to unleash a coordinated system disruption attack at some point in the future.

When they report this to their employer, however—who happens to work for one of the corps being targeted, and suspected this was the case—he seeks to turn the situation to his own advantage. The runners are instructed to resume the graffiti, leaving messages that coordinate the cell to continue its operations against his competitors. The radicals may catch on to the deception, however, and come looking for the team.

ENFORCEMENT

1. A new pimp in the neighborhood named Smoove Frankie has been having a little trouble lately with people hassling his ladies. He doesn't have any enforcers on retainer yet, so he needs the runners to take care of the matter.

A militant religious group trying to establish a mission in the area has been assaulting the prostitutes with stones and garbage. Lone Star either ignores the commotion or arrests both parties, which cuts into Frankie's profits because of the time lost, injuries to the girls, or the scaring off of other johns. Frankie asks the runners to put a scare into the religious group and its leaders so they at least leave his girls alone (he doesn't care if they attack rival prostitutes). For this, he's willing to pay 2,000¥.

The religious group, calling itself the Divine Light of the Source, is based out of an old, ruined church they're trying to

refurbish, and have been slowly taking over the surrounding neighborhood in their efforts to "build a community for the Lord." Any members the runners encounter will gladly tell them where to find the leaders, as well as how to find salvation.

2. A bookie of the runners' acquaintance calls the team up to offer a bit of work. It seems one of his wealthier clients, a club owner, has been troublesome about making good on his bets, and since this client has bodyguards and personal assistants who can recognize the bookie's usual enforcers, the bookie hasn't been able to sufficiently discuss the matter with him. The club owner and his flunkies don't know the runners, however, so the bookie is confident the team can conjure up a way to meet with him and deliver the message. Since the message includes a threat to expose the club owner's backroom drug deals and Mafia kickbacks, confidence is high concerning a quick and profitable resolution.

In return for this job, the bookie can forgive a portion of any outstanding debts, or pay the runners 10,000¥, or both, if the runners manage to convince the club owner to take care of his debts within a day's time.

EXTRACTION (KIDNAPPING)

1. Sometimes when the rich want to go slumming, they will pay through the nose for the experience. Aerial, a rich daddy's girl, approaches the team while they're relaxing in their favorite hangout, offering to pay very nicely for an odd request—she wants to be kidnapped, and she's sure Daddy will pay handsomely to have his treasure back. She'll pay the team 10,000¥ up front, telling them to ask for several hundred thousand nuyen as ransom—she knows he has that much readily available, so he won't balk at paying. Aerial wants 75 percent of the ransom, but can be talked down to half.

As it turns out, Daddy's in quite a bit of debt, and all he can offer is another 10,000¥. Do the runners take it and run, or do they hold out and try to squeeze him? If the latter, they may find out they're in competition with a loan shark who is known to deal in forceful organlegging. When he says something will cost an arm and a leg, he means it. Aerial, if she were to hear about this, may try to put an end to the whole operation and walk out on her own.

2. Marcus Mancil has been having a bad year. Not only does he hate his work conditions—as one of the world's leading nanomachine engineers he is virtually imprisoned in a secure but comfortable NeoNET compound—but he also just had a bad breakup with his girlfriend, who also happens to be his (enforced) lab partner. The situation is driving him crazy, so he arranges through a fixer to have himself extracted to another company.

The night the runners come for him, however, Marcus's luck changes. He and his girlfriend resolve their differences and re-unite, and a long-ago filed request for them both to transfer to a new (and less restrictive) facility is approved. When the runners appear, he resists being taken and tries to convince them he is the one who set up the job. Even if the runners eventually confirm this, however, the fixer has already "sold" Marcus to Shiawase, who has a team waiting to pick him up. The Shiawase team is



unlikely to take no for an answer, and will come looking for the runners and Marcus.

HOAX/COUNTERFEIT

1. The couple living down the hall from one of the runners has always been pretty noisy, but the last few weeks have been the worst. One day, the husband turns up on the runner's doorstep asking for help. The human male's ork wife has been beating the tar out of him, and he's had enough. He knows about the runner's occupation, and offers to pay 3,000¥ to help him fake his death and disappear. He has no other assets to offer, but he's afraid for his life and is desperate enough to agree to any reasonable terms the runners may choose to offer.

2. There are collectors who will do anything to obtain the objects of their desire. This includes hiring others to steal them, and replacing them with forgeries to disguise the theft. It's not often the desired object is magical, however.

Adelaide Nyame heard through the team's magical supply source that the runners have the necessary skills or contacts to make a magical forgery. She wishes them to counterfeit a mask on display in the museum, desiring the real object for her collection. She has a separate deal with a different runner team to steal the object, and needs the replacement item before they are scheduled to hit the museum in a week's time.

There's a slight complication for the team to overcome: one of the materials needed to successfully pull off the counterfeit is extremely rare, requiring an elaborate deal to acquire. Adelaide's initial payment would have covered everything, but with this bump, the runners will need to contact her to ask for additional money. They may have to buy the material, search the wild for it, or steal it. Whatever the methods, it's going to cost more than they can afford to shell out. This also puts a slight squeeze on the timetable.

INVESTIGATION

1. Usually the disappearance of a prostitute, squatter, or other street denizen isn't any of the runners' concern, but this time, an actual friend is among the missing. To complicate the situation, the friend has a young child, and the runners will need to look after the kid to keep him or her from getting buried in some bureaucratic child welfare nightmare. Since there's no money in it, the runners will have to tap into their own resources to fund the search, though the friend's apartment and whatever it contains will be available to them.

The only clues the runners have are the time of disappearance (between 1 and 3 a.m.), a general idea of where the person was last seen (a laundromat), and the fact that the missing person had been trying to stop smoking with the aid of a new experimental Aztechnology product not yet legally on the market. If the runners press enough, they will discover the laundromat is actually a front for corps to supply poor neighborhoods with experimental products.

2. Politics, like the shadows, can be a cutthroat business. The incumbent mayor has been receiving death threats—a promise to splatter his brains all over his desk if he doesn't

voluntarily step down. His own people are busy with the campaign, making it difficult for them to investigate the threats thoroughly, and the Mayor doesn't trust Lone Star—they're a possible suspect since relations between them have gone sour. Other suspects are plentiful, but several stand out—the new candidate and the crime family backing him, a contingent from the local branch of the Sons of Sauron, and the governor's wife, with whom he has a long and sordid history. The runners would not only get the gratitude of a man in power (along with the potential favors that might come with it), but they'd also get 5,000¥ a day and passes into a few exclusive members-only clubs.

PLANT

1. Jason Sanders has been embezzling from his company. When an investigation is launched, he hires the runners to plant evidence incriminating one of his co-workers. The job goes smooth and the cohort takes the fall—except that the framed target happens to be the favored niece or nephew of a local mob boss, who decides to launch his own investigation.

2. This job is so easy, it's suspicious. All the runners have to do is plant a briefcase in an out-of-the-way corner on a lower level of the old Renraku Arcology in Seattle at a certain time, and they will be paid 20,000¥ for the privilege. The fixer doesn't know who contracted the job, just that he's got the briefcase and he's got the money. Nothing could possibly be easier.

Of course, it's too good to be true. The briefcase is filled with deadly biological agents designed to kill most, if not all, of the inhabitants on the specified level. It is set up on a remote trigger so it can be detonated at the operator's leisure. If the runners do the job exactly as they're told, they won't discover this until it's too late, though they will still get paid. And if they don't, they unwittingly risk their own termination while attempting to find out who is behind the attack (the anti-metahuman Alamos 20,000 terrorist group) and why.

RETRIEVAL

1. A gang with access to the warehouse docks has taken liberties with a shipment of cheap Sony commlinks. The corp knows this, Ms. Johnson tells you, because cameras got a good look at them before the punks shot a few of them out. The team is being hired to retrieve the shipment because of their known associations with gangs in general and this one in particular. 10,000¥, plus free subscriptions for a limited time to some Sony-affiliated services is the offer. She may, at some urging, increase the price by 2,000¥, but will not go higher. The commlinks can be written off, if need be. In that case, maybe the runners can get a good deal on a new commlink from a good ganger friend ...

2. It's embarrassing enough to lose an item like one's car keys. It's even more embarrassing when it's a magical object. The employer, a magician named Horatio Havenisle, ran afoul of a Trickster shaman who decided to teach him a lesson by stealing his power focus and selling it to a museum as a cultural artifact. Horatio is too embarrassed to approach the museum and simply explain the situation, and he's not sure the curators would believe



him anyway. The shaman is very persuasive, after all. He would much rather pay the runners to retrieve it for him, swallowing twenty thousand nuyen's worth of pride.

The runners, once they pull off the job, are asked to contact Mr. Havenisle immediately. An unpleasant surprise awaits both of them as they discover what they've taken is a forgery, and the real one is still somewhere out there—but where, exactly, is anyone's guess. Now the game begins as they attempt to track down the clues the Trickster shaman starts dropping in front of them like breadcrumbs.

SECURITY

1. When the local Yakuza oyabun inquired about providing security for his daughter, it was not immediately obvious that the request was on her behalf. His daughter isn't the one needing security; it's her pet leopard. The oyabun, his daughter, and their best men are going on a weekend vacation, and she needs the runners to look after her pet while they're gone—she's received many threats before from eco-activist groups wanting to take the cat and set it free.

The runners will be allowed to stay in guest rooms for the weekend, but it's made clear that other liberties within the household would be severely frowned upon. They will also be paid 5,000¥ and given a small selection of guns and weapons to supplement their arsenals in case the activists pay an unwanted visit. The leopard itself is relatively docile for its kind, but it's probable it will not like one or more members of the team and refuse to obey him or her.

2. Guarding a coffin at a coffin hotel isn't the most unusual security job, but this one certainly rates up there. The occupant, presumably Mr. Johnson, contacted the fixer and the team, negotiated the deal, gave details on security needs and rendered payment, all via the Matrix. No one knows what he (or she) really looks like, just that Johnson's icon looked like a ghoul from a horror sim, and seemed very anxious to have security ASAP.

In exchange for guarding the coffin for a week, disallowing any visitors or packages, and refraining from any physical, magical, or technological peeking, the runners will be paid 100,000¥. After rebuffing a wide variety of visitors and packages, some stranger than others (ranging from nearly autistic children to tall, hooded, and creepy androgynous creatures), the temptation to peek may become unbearable. Physical peeking is next to impossible without alerting the occupant, and technological means is inconclusive. If the runners are capable of looking via the astral, something different presents itself each time as the occupant of the coffin. No one is sure what's going on, but it seems certain that part of the runners' pay is hush money.

TAILCHASER

1. It seems crazy to make a hit against the street doc—she's patched everyone up so many times they call her Stitches—but that's what the team is being paid 2,000¥ to do. The job offer actually comes from a Johnson who has a solid street rep, and all he seems to want is an eyeball from the doc's growth tanks.

In actuality, Johnson's 15-year old son has figured out how to access daddy's secret files. Enthralled with sim-inspired visions of shadowrunners, he set up a virtual meet and made up a job to get the runners to do something. Once the runners finish the first job, a series of increasingly weirder and nonsensical job offers follows, from hijacking a shipment of easy-to-buy computer game chips to vandalizing a local high school. If the runners don't look into it themselves, eventually Johnson will notice that his son's been spending his black account money and will put an end to the charade—paying the runners handsomely to forget the whole affair.

2. Gate-crashing a high society party is what the doctor has ordered, this time. Mr. Johnson is actually Dr. Franklin Steinberger, a nervous middle-aged man who has clearly had little experience dealing with shadowrunners. The pay is tempting, though. Who wouldn't want to rub elbows with society's elite for 50,000¥?

The downside: the runners are to infiltrate the host's library and steal a particular magical formula. The host is an Aztechnology mage and initiate of some skill. The library contains many magical texts in paper and digital format, some of which the mage has written himself.

According to the map provided, the library is located underneath the house, accessed via a hidden passageway and locked door in the master library. Security throughout the house is tight and high caliber, technologically and magically, supplemented with a few guards on retainer. Areas where guests will commiserate are relaxed for now, but if the right alarms are triggered, those areas will be sealed off, angering the inhabitants.

Regardless of the outcome, attempts to contact Dr. Steinberger will be unsuccessful—he has simply disappeared. No pay (except for any advances the runners may have negotiated) will be forthcoming. Should the runners have managed to leave with any formulae, even if not the one Dr. Steinberger asked for, they will be able to sell it through their fixer for a reduced price.

WAR

1. Gangs are typically in a state of constant warfare for turf. It's the way of the sprawl. Usually it's a zero-sum game, with the winning and losing evenly distributed. This time, though, the runners have been enlisted to ensure the total annihilation of a gang.

Two Chinese gangs have always been at each other's throat. But ever since one crossed the gang "etiquette" line and desecrated



the other's ancestral altar, events have escalated. Both are clamoring for the complete extinction of their rival. While the gang does not expect the runners to work for free, they offer no nuyen. Instead, the runners are free to keep anything they find or take from the opposition. Since the opposition has a drug lab and also deals in cheap imports of all kinds, the take could be considerable.

2. One day the fixer calls, and the job he's got isn't on someone else's behalf—it's for him. Another fixer, a woman called Shiloh, has been aggressively moving in on his territory. Shiloh smears his reputation whenever she can, has made threats against his messengers if they won't change employers, and otherwise attempts to destroy or snatch anything belonging to him. He's understandably pissed, but he doesn't just want revenge. He wants her utterly humiliated and destroyed.

The fixer is willing to pay the team 10,000¥ to begin with, and will go higher if need be in order to see this through. He doesn't mind if the runners kill Shiloh, but he'd prefer more creativity (especially since wetwork usually costs more). Shiloh has a vampire bodyguard, known to be a mystic adept, and she's also got some solid connections with at least one faction of the local hacker community.

WILD THINGS

1. A friend of a friend, who is a drug dealer for the upper echelons of society, contacts the runners with an emergency job. He owns a pair of hellhounds that accidentally escaped during a recent burglary attempt on his house, and he wants the runners to track them down and return them. These are prized pets as well as his guard animals, and the longer they're loose in the city, the more likely it is they'll forget their training. At such short notice, he's willing to pay 5,000¥—a little higher than the going rate. If pressed, he may also offer to arrange for introductions to several of his contacts.

Finding the hellhounds won't be too difficult. The difficult part is transporting them. It turns out one of the hellhounds is female, and she has a litter of pups she and her mate are extremely protective about. Finding and obtaining flame-retardant gear is just the first of the runner's worries.

2. A dealer in magical items and ingredients needs the player characters to collect a particularly rare spell component, Naga venom, and will pay handsomely for it. First, the runners need to locate the rare beasts. Not an easy task. Then a way must be found to gather the venom without getting bit—and since these creatures are very territorial when awake, it's also a highly dangerous task. In return, for each unit the runners obtain, they will receive 5,000¥. The dealer is willing to arrange for reasonable transportation, medical supplies, and equipment if the runners ask for them, but will not give an up-front payment.

Research and asking various contacts will reveal a rumor that there is a pair of nagas, maybe more, in a ruined area outside of Hong Kong. It's rough terrain and difficult to get to, with and without proper equipment. The astral is thick with watcher and elemental spirits. The set-up between the physical and astral makes it seem as if the nagas and spirits are guarding something ...

RUN ON THE FLY GENERATOR

New to *Shadowrun*? Want to make your own adventure, but not sure how to put one together? Squeezed for time, under pressure to put together a game, and none of the preceding ideas interest you? Or maybe you're a veteran gamemaster, and you're looking for ways to throw something different into your games. The following tables are a guideline to help create a custom shadowrun on the fly, whether you have weeks to put one together or just a few minutes.

To put together a game from start to finish, begin with the first table and proceed to each table in turn, rolling 1D6 (or more, as indicated) on each and looking up the result. If you're simply looking for something different to insert into a game, pick a table that corresponds to the area of your game that needs a change, and roll. Either way, recording the results can help keep track of what is to happen at which time.

The team is contacted by:

Roll	Result
1	A friend, friend of a friend or contact needing help
2	The team's fixer
3	A sponsor or employer (Mr. Johnson), directly
4	A stranger, or unknown, or secret person.
5	No one—the job stems from a situation or circumstance directly affecting a team member.
6	Someone unusual (a spirit, intelligent paracritter, dragon, etc.)

The motivation for the job is:

Roll	Result
1	Moral: The sponsor seeks to right a real or perceived wrong.
2	Revenge: The sponsor seeks to avenge a past slight or deed.
3	Monetary: The sponsor stands to gain money from the run.
4	Corporate: The sponsor wants to gain some advantage over a corporation
5	Personal: The sponsor is pursuing some kind of personal aim. (This would include politics.)
6	Unknown: The sponsor does not reveal the motivation, and deliberately hides it as much as possible from any prying. Re-roll for the underlying agenda.

The meet occurs at:

Roll	Result
1	A remote, outdoor location.
2	A place the team has never been.
3	The team's usual hangout.
4	A location in the Matrix or astral.
5	Another city.
6	An exotic or unusual place (underwater, in space, in an airplane, etc.)

The job involves:

Roll	Result
1–2	Intellectual work. Roll on Table 1.
3–4	Physical work. Roll on Table 2.
5–6	Unusual or exotic work. Roll on Table 3.



Table 1

Roll	Result
1	Hoax/Counterfeit
2	Encryption/Decryption
3	Investigation
4	Datasteal
5	Blackmail
6	Distraction

Table 2

Roll	Result
1	Bodyguard
2	Extraction (Kidnapping)
3	Security
4	Destruction
5	Enforcement
6	Plant or Retrieval of Object

Table 3

Roll	Result
1	War
2	Assassination
3	Courier/Smuggling
4	Wild Things
5	Tailchaser
6	Two jobs or objectives: Re-roll on job table(s) and record both results.

The pay offered is:

Roll	Result
1	A bit lower than standard.
2	A bit higher than standard.
3	Standard rate for the team's abilities.
4	In a nonstandard format (gear, information, services, etc.)
5	Very unusual (a rare item, magical gear, etc.)
6	Split into two or more forms (money and gear; information, gear and services; etc.)

The sponsor is:

Roll	Result
1	Relatively honest; he is giving the team the straight story.
2-3	Mostly honest; but hiding some facts from the team.
4-5	Mostly dishonest; he misrepresents the job to more easily convince the team to take it.
6	Totally dishonest; and in fact doesn't care if the team is killed on the run.

The physical location of the job is:

Roll	Result
1	In another city in the runners' home country.
2	In the runners' home town.
3	In another city outside of the runners' home country.
4	In a normal wilderness area (forest, snow, mountain, etc.)
5	In a hostile locale (underwater, space, desert, etc.)
6	In an exotic locale (the metaplanes, the Matrix, a dragon's lair, etc.)

The security level of the job is:

Roll	Result
1	Seemingly non-existent; an army could pass through and no one would blink. (Paranoid yet?)
2	Low; fairly easy to get in and get out. (A few cameras, some alarms, maybe a few guards.)
3	Medium; normal level of security (Cameras, sensors and alarms sprinkled throughout; a solid contingent of guards; maybe a little magical security.)
4	High; extra security measures, exotic security. (More magic, paracritters, spiders, etc.)
5-6	Very high; Likelihood of getting out unscathed is low.

Complications that happen during the run are:

Roll	Result
1	Nothing. This almost never happens!
2	Run parameters are very different than the sponsor describes.
3	Extra/unexpected security.
4	Double-cross by sponsor and/or his agents.
5	Enemy of the team, team member, or sponsor shows up.
6	Something unexpected happens to a team member (illness, contact crisis, kidnapping, etc.)

On successful completion of the run, sponsor (2D6):

Roll	Result
2	Does not show up at the meet at all.
3-4	Grudgingly pays the team the remainder of the agreed-upon fee.
5	Pays the remainder of the fee and promises to recommend the team for future jobs.
6-7	Tries to negotiate the fee down.
8-9	Tries to eliminate the team.
10	Betrays the team into an enemy's hands to avoid payment.
11	Is so pleased that a bonus is added to the agreed-upon fee, with or without prompting.
12	Sends a proxy to deal with the runners. Reroll for end result.

Remember, these tables are just guidelines. If you start rolling up a run and your rolls give you a great idea, skip the rest of the tables and go with your imagination. Similarly, some results may not work with each other. Change or tweak them as necessary to create something coherent. On the other hand, if you can think of a way to make it work, even if it sounds oddball—go for it! Shake things up, and present your players with something unusual that you and they may enjoy.



SPRAWL SITES

The following section includes descriptions and plot seeds for 4 distinct sprawl sites that may be used for a number of different scenarios. Maps for these locations are provided in the *Runner's Toolkit*.

ELYSIUM (LUXURY HOTEL)

This prestigious five star hotel is part of the **Elysium** international chain owned by a subsidiary of the Horizon Group (making its grounds extraterritorial). Conveniently located in the central district of the sprawl, the hotel caters to dignitaries, high-level executives, and even the occasional celebrity. The décor is impeccable and contemporary and, as with all hotels in the chain, the AR overlay unabashedly evokes a stylized Neo-Classical Olympus—complete with neo-classical columns, marble statues, and playful sylphs and nymphs darting between shadows.

The Elysium offers 210 rooms (1,000¥ a night) over 14 floors, including 8 super-luxury suites (5,000¥ a night) and a lavish penthouse, the **Apollo Suite**, with private pool and all the amenities its privileged clients might require (20,000¥ a night). Room service and catering is top-notch, and housecleaning is partly automated to avoid inconveniencing the guests. All floors are serviced by at least 2 banks of elevators and 2 separate emergency stairwells (one ending on the mezzanine level, the other on the ground floor).

Aside from luxurious décor and spacious accommodations, the Elysium boasts a nationally renowned restaurant on the ground floor. Run by a world-class chef, **Dionysus' Feast** has become a favorite among many of the luminaries. Whether to socialize or do business its tables are usually packed with a who's who of the sprawl's movers-and-shakers, from execs to Yakuza oyabuns. Reservations typically require a week's wait for anyone but an A-lister, but a few Mr. Johnson's have been known to book a table to impress assets.

The public area of the hotel's ground floor features: an open space lobby; a large lavishly appointed conference room (which can be quickly refitted into a banquet room for other functions); an auditorium (available for conventions); a walk-in "business center" for guests; curving escalators to a mezzanine level; a bank of elevators, a small jewelry franchise store; and a bar. The bar also provides access to the Dionysus Feast's gourmet restaurant.

The working areas of the ground floor are out-of-bounds for guests and include the reception desk, the offices for managerial staff, luggage storage room, security office, and employee locker, restrooms and recreation area.

The hotel occupies the corner of a city block and nestles against a four-story private parking garage that also services the hotel (with access points on the ground floor and mezzanine levels).

Structural and Security Information

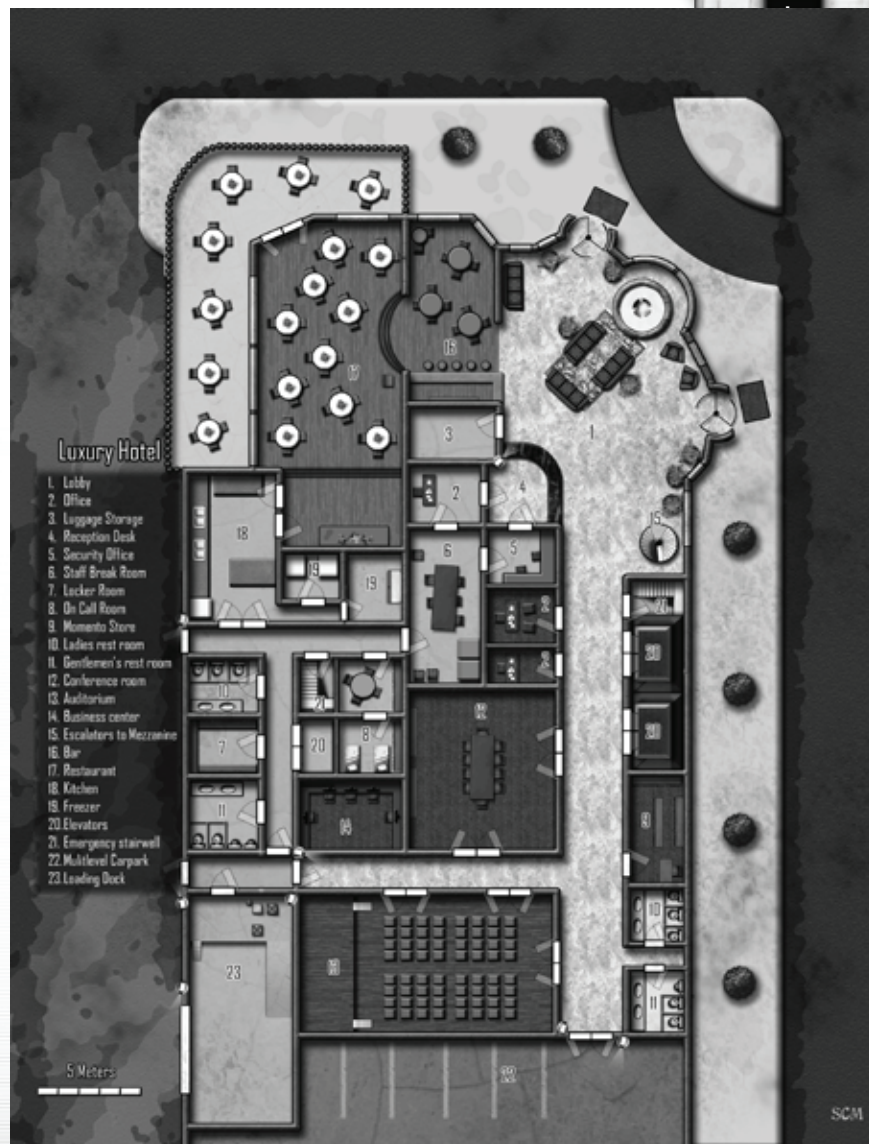
The hotel's outer walls are made of concrete (A: 16 /S: 13), while internal walls are of prefab, sound-proofed plastercrete (A: 12/S: 11). Interior walls are also coated with wi-fi inhibiting paint (Rating 4) with Matrix access available through each room's entertainment node (Device Rating 4). Warding (Force 4)

is available on demand for any room, and come with the price of the luxury suites and penthouse (Force 6).

All outer windows are reinforced ballistic glass (A: 8/S: 9) including the foyer bay windows and rotating doors. All external doors (A: 8/S: 9) are airtight and covered by motion sensors. They also contain MAD and cyberware scanners (Rating 5) discreetly built into the frames.

Cameras (Rating 5, w/ thermographic) watch key access points, corridors and elevators. External doors all possess maglocks (Rating 6, w/ voice recognition), while internal and room doors (A: 6/S: 7) possess cardreader maglocks (Rating 5). Cameras as well as fire doors and external exits are all controlled from the security room, as well as manually.

The hotel's security node uses Strong Encryption (p. 66, *Unwired*) and all security systems are slaved to the security room node. Security staff carry a commlink (Device Rating 4) tied into the network. The security node is linked to the hotel's management and operations network via a chokepoint node. Additionally, all maintenance and housecleaning drones are also wirelessly accessible from the security node via the hotel's maintenance node (Device Rating 4).



Typical Occupants

The Elysium premises are permanently staffed by a manager, a concierge, and 3 desk clerks. 3 bellhops are always on call in the lobby and driveway, assisted by 4 Manservant-3 (p. 121, *Arsenal*) baggage carriers.

Security staff is discrete and includes 2 plainclothes house detectives (use Rent-A-Cop, p. 10), a staff wage mage (use Occult Investigator, p. 106, *SR4A*) and a 6-man security team (use Lone Star Police squad, p. 282, *SR4A*) on duty at all times. Hotel security is supplemented by a Knight Errant rapid assistance contract which guarantees backup (use Red Samurai Detachment, p. 283, *SR4A*) in under 3 minutes and supplemental KE security for special functions.

The Dionysus Feast's kitchen is staffed by a head chef and 4 assistant chefs, while the waiting staff is made up of a *maitre d'*, 3 hostesses, 5 waiters, and 8 bus boys. 2 discreet bouncers stand

Anywhere from 30-80 guests are in residence at any given time..

Adventure Seeds

- The Elysium is hosting a discreet meeting of international dignitaries trying to broker a preliminary peace deal between rival factions in a regional conflict. A megacorporation with a vested interest in supplying arms to the ongoing conflict has learned of the meet and leaked the information to radicals within the insurgent faction who will attempt to assassinate the representatives. Info about the hit has just reached local intelligence services. Unable to meddle without seeming to choose sides, the intelligence agency hires runners to intervene.
- The runners are sent to the Elysium to identify and intercept a bonded data courier. The Johnson has no name, just an estimated time of arrival at the hotel and a basic description (that he is Native American, middle aged, and has datajack). The runners might be able to hack the cyberware scanner in the entrance to narrow down the potential targets to two men.
- A valuable prototype of a new vaccine supposed to help treat Alzheimer's and other degenerative cerebral diseases has been stolen from a secure corporate facility. The original owners have caught one of the runners involved and extracted a location for the hand-off of the package to the Johnson: the Dionysus Feast, now. The Johnson calls the runners to intercept the delivery with no prep time, willing to pay 30K for a night's work.

DOWD STREET

On the edge of a warehouse district, in a rundown part of town, the central stretch of Dowd Street includes a trendy nightclub, a pawn shop, a talismonger's shop, and a back-alley street clinic—all potential sites of interest to shadowrunners for various reasons. Police presence is minimal and the neighborhood rates a C security rating from Lone Star.

EQUILIBRIUM NIGHTCLUB

This trendy new nightclub is quickly becoming *the* nightlife hotspot amongst the sprawl's glitterati and hip crowd.

Every night the best ARJs in town put together the best interactive dance experience anywhere to the hottest new tracks. Every weekend live acts take to the stage, and the hottest talent in the sprawl is lining up for a gig. Talent scouts, trend hunters, and viral marketers mingle with the hip habitués searching for the next big thing, while select clientele and the owner's friends get to watch the dance floor from behind the polarized floor-to-ceiling windows of the elevated VIP lounge.

A converted warehouse, Equilibrium has a max capacity of 400 revelers and often has to turn partiers away. It is not unusual for patrons to queue for several hours to get in – if they don't possess a VIP pass or aren't friendly with one of the staff. Its themed black and white, yin yang stylings and sophisticated AR, light and sound systems make Equilibrium the place to be seen and make friends. Two bars serve a wide variety of beverages from cocktails laced with Láes to mundane whiskey. The barmen are uncanny fonts of information on a variety of subjects and always seem to know all the right people.

The sunken dance floor is perpetually crowded with a writhing tangle of bodies, regardless of whether a live act or an ARJ occupies the stage, and a table area is set aside for those who want to mingle. The owner, a nightlife entrepreneur, is also a reputed fixer with connections in the Mob and several local corporations. Not only does he entertain his contacts and acquaintances in the relative privacy of the lounge, but he often arranges meets between Mr. Johnsons and potential runners there too.

The backstage area includes kitchens, staff rooms, changing rooms for the live acts, an ARJ control room, managerial offices, bathrooms, and storage rooms. Only club staff, artists, and the fortunate few with passes are allowed backstage. According to street rumor the storage rooms sometimes hold less-than-legal inventory for the owners friends.

Structural and Security Information

The warehouse's original walls, both outer and inner, have been sound-proofed and reinforced (A: 12/S: 11). Gates and external doors are also reinforced and possess maglocks equipped with keypad and voiceprint biometrics. Interior doors are simply a fire-resistant densiplast and sound-proofed (A: 8/S: 9). The polarized glass in the VIP lounge is a ballistic polymer (A: 8/S: 9).

Entrances to the backstage and staff areas have reinforced doors with maglocks equipped with cardreaders (cards are issued to staff and as backstage passes when necessary). Cameras watch strategic locations such as entry and exit doors



and the bars. Cameras also cover the main corridors in the backstage area. All feed into one of the offices which doubles as the security center.

Equilibrium boasts a MAD and chemsniffer (Rating 5) arch at the main entrance and all patrons are expected to check in their weapons along with their coats at the entrance and pick them up on the way out. Patrons with detected cyberweapons are given stern warnings and kept in sight.

Typical Occupants

Equilibrium typically hosts between 350-500 revelers on any given night with attendance spiking to 900 on weekends and gig nights (the room has capacity for more but the management believes overcrowding spoils the atmosphere).

For staff, Equilibrium boasts 6 barmen (3 per bar) and 8 waitresses in the main room at all times. There is a chef and 2 assistant chefs working the kitchen. A cleaning crew of 4 clean the nightclub during daylight hours. There are two managers (who work in shifts), and a secretary. The owner is usually present backstage.

Ten bouncers, all intimidating orks and trolls (use stats for the Sprawl Ganger, p. 109, and Enforcer, p. 102, *SR4A*), work the floor at all times. Two are stationed at the door and one is permanently stationed at the entrance to the VIP lounge. Bouncers are equipped with stun batons and shock gloves, and wear form-fitting armor under their two-piece suits. The bouncers are all wirelessly linked to the head of security (use Weapon Specialist, p. 113, *SR4A*) in the security office and can tap into the cameras wirelessly. A local mage (use Occult Investigator, p. 106, *SR4A*) is paid to provide security in the event of a magical problem and can be found either on the dancefloor or in the security office.

Two ARJockeys work the stage every night but concert nights, and a sound and effects tech is always on duty. For concerts this technical crew is doubled and supplemented by the band's own crew. Bands and their entourages tend to fill up the backstage during gig nights and security is laxer—unless it's a big name group.

GASCOIGNE'S LORESTORE

On the corner of Dowd and Stackpole Streets sits a three-story brownstone that's seen better days. Its ground floor has been occupied, for the better part of 40 years, by one of the magic community's venerable landmarks, Gascoigne's Lorestore—purveyor of fine esoteric goods, magical formula, and alchemical materials.

Founded by British expat, for decades Gascoigne's possessed a clear Hermetic and Wiccan bias, but the proprietors have kept up with the times and tried to expand their client base in recent years. The store now boasts sections devoted to shamanic tesma and other popular mystic traditions, as well as a thriving online enchantment-on-demand service.

The main showroom is dark and musty and its wall space is obsessively crowded with packed shelves of books and scrolls, native masks, and symbolic carvings. A couple of statues of South Asian deities sit in the middle of the room and display cases full of trinkets, statuettes, and fetishes take up more floor

space. The few truly powerful tesma are kept in glass cases within reach of the sales counter. A couple of locked doors lead off from the main showroom. One leads to a rare book and magical foci storeroom (containing a handful of finished enchantments for sale, numerous hardcopy formulas, rare radicals and other alchemical preparations). A second door, behind the counter, leads to the back rooms and alchemical laboratory.

The talismonger's is staffed by two clerks, an elderly dwarf and a young woman, but is actually the property of a small local magical group. One or more members of the group are usually found in the back working in the alchemical laboratory. While a feature of the local magic scene, Gascoigne's is under increasing pressure to sell out to Mitsuhama's Pentagram Publications subsidiary, which is looking to expand its presence in the sprawl by picking up small concerns.

The back of the store is divided up between a storage area, a functional office (with a cot for keeping an eye on long circulations), a large enchanter's lab with a permanent ritual space, and a cramped bathroom. The alchemical lab qualifies as an enchanting shop (p. 79, *Street Magic*).



Structural and Security Information

The store has very little active security, relying instead on magical protections. A “Beware Guard Elemental” sign can be found in the window, and local gang bangers know better than to try to squeeze the talismonger’s. The front, back, and door to the foci and rare books room doors (A: 6/S: 7) are locked with keypad-equipped maglocks (Rating 4). A camera keeps watch over the main showroom and one over the office. Both feed to the Lorestore’s node.

The entire store is watched over by two bound elementals (Force 6 Spirits of Air and Earth) with orders to intercept astral intruders and put down magical threats. All the rooms are individually warded (Force 5) with the lab boasting a high-level ward (Force 8). The lab also benefits from the group’s geomantic aspecting of local mana towards enchanting. The floor of the rare book and foci room has been prepared with an anchored Bind spell linked to a custom Detect Thief spell.

Typical Occupants

The dwarf clerk is going on 60, but looks younger as most dwarves do. He was one of the first generation born with UGE and has lived through a considerable part of the twenty-first century’s troubles. Despite being mundane he is exceptionally knowledgeable about all things Awakened (with Knowledge Skill ratings of 5-6 in any relevant skills).

The younger clerk is in fact a street witch (Initiate Grade 1) who’s apprenticing with the magical group to develop her enchanting skills.

Typically only one (or rarely two) members of the magical group are ever present in the store, and will always be working in the lab or office. If necessary use the stats for Combat Mage (p. 99, *SR4A*).

MIKE’S PAWNSHOP

Mike’s Pawnshop is a neighborhood institution. Having opened mere days before the Awakening and remaining open through the good times and the bad that followed, for better or for worse Mike’s has seen it all.

The pawnshop buys and sells an eclectic assortment of one-off goods from old US memorabilia to the out-of-fashion holoprojector—no questions asked (though high-ticket items are often handled around back). Mike’s will buy and sell almost anything: electronics, drones, artwork, jewelry, second-hand clothes, survival gear, even the occasional motorbike or mysterious magical bauble—anything but guns. The owner has a strict rule about not dealing in firearms and explosives of any kind.

The main showroom possesses a large display window onto Dowd Street. The room itself is lined with shelves, valuables are kept in cases behind plastiglass, and a bookcase stands in a corner—all are cluttered with assorted wares. A mesh cage surrounds the front door, and it will lock down if the sensors built into the doorway arch sound an alert.

Mike’s is staffed by a broker, a counter clerk, and a mean-looking ork bouncer. The broker and clerk handle business from behind a long counter (under which a shotgun is kept). A single doorway leads into the back where rooms include an

office, a small private meeting room, a locked storage room, bathroom, and cubbyhole with sleeping cot for late nights. A back door leads onto an alley and a hidden manhole in the storage room allows access to the sewer mains.

As with many pawnshops in rougher neighborhoods, Mike’s is also a fencing operation; a steady flow of stolen goods and black market merchandise makes its way through Mike’s storage rooms. Anything that the store doesn’t have in stock, they can arrange to acquire. Payoffs to the police to turn a blind eye, and occasional kickbacks to the Mob, have kept Mike’s out of trouble and independent.

As a well-connected fence, the broker also runs a profitable side business in arranging for fake licenses, documentation and even SINS.

Structural and Security Information

Security cameras keep an eye on the showroom and entrance, as well as the broker’s office.

A warning on the door forbids entrance with weapons. A security cage can isolate the main entrance and will lock automatically if the MAD and chemsniffer (Rating 5) built into the doorframe detect a weapon or explosive. The cage can be unlocked manually by the bouncer—after he has confiscated the weapon for the duration of the visit. The bouncer sits near the entrance with a clear line of sight to both the door and the counter.

A shotgun is kept under the showroom counter to deter potential thieves, while the broker keeps a couple of guns in a desk draw.

Typical Occupants

The pawnshop is staffed only by a single clerk and the broker (use Fixer, p. 290, *SR4A*). The bouncer (use Enforcer, p. 102, *SR4A*) is armed with a Remington Roomsweeper. There are usually only one or two clients in the store at any given moment, though there may be more if deals are being made in the backroom.

DR. BOYLE’S STREET CLINIC

Secreted in a back-alley off Dowd St., Dr. Boyle’s illegal chop shop is crowded into the offices of a defunct electronics clinic. No sign or indication of the clinic is visible from the street, so only clients with references or the right connections will even know it’s there. The clinic is open around the clock with one or two doctors in attendance at any time.

Run by an unlicensed surgeon and two assistants, the street clinic has built up quite a reputation amongst underworld types and performs not only illegal patch-jobs and augmentations, but plastic surgery too. While the basic services offered include surgery and numerous basic and alpha grade implants, Dr. Boyle is rumored to have access to a corporate source for higher-end implants. As a result the clinic has developed a thriving business among shadow types and other criminals looking for off-the-books augmentation and enhancement surgeries. The clinic lacks the facilities and resources for gene-therapy and nanotech implantation though.

The clinic premises are small. The alley entrance leads into a reception/waiting room with chairs and a counter. A corridor



threads through the restricted areas of the clinic leading to the doctor's offices, a cold storage/walk-in freezer for the 'ware's and medical supplies, a scrub room, and two no-frills operating theatres.

The storage area is usually well-stocked with medical goods and low-end augmentations, but the high-level implants are kept off-premises in an undisclosed location as a safety precaution. The operating theatres qualify as Medical Facilities (p. 124, *Augmentation*) though equipment is compact and modular, designed to be taken apart and moved on short notice.

Structural and Security Information

The clinic is located in the back of an old brownstone with solid brick walls (A: 12 /S: 11) and has surprisingly little active security. A single camera covers the doorway and reception area, allowing the staff to scope out waiting clients. The front door and the door (A: 8/S: 9) to the back of the clinic are both security doors and boast maglocks with keypad and voice recognition scanner (Rating 5) keyed to the three staff members. The only other locked door is the steel-reinforced door (A: 16/S: 13) to the cold storage room which features a DNA scanner as well as the keypad and voice recognition. Dr. Boyle's pays a couple of its street samurai clients to provide security for the clinic. One is always present and ready in the reception area.

All the systems in each operating theater are slaved to a single node (Device Rating 5), isolated from the clinics' own node (Device Rating 4).

The clinic has also cut a deal with the proprietors of Gascoigne's, next door, to provide warding to the clinic premises at a discount, to keep out prying eyes and potential spirit trouble.

Typical Occupants

The black clinic is attended by 1 or 2 street docs at any given time. A female nurse/receptionist helps where needed. The two street samurai are a troll (use Enforcer stats, p. 102, *SR4A*) and a human augmentation addict (use Street Samurai, p. 110, *SR4A*). The number of patients present varies significantly, and it can be empty or full of patch jobs after the latest gang fight.

ADVENTURE SEEDS

- A senior Yakuza member wants to treat some envoys from the Watada-rengo in Japan to the local nightlife. The owner of Equilibrium has accommodated the last minute request and given over part of the VIP lounge to the party, despite having already booked a meet for the runners with a Japanacorp Johnson for that night. During the meet fighting breaks out on the dancefloor. This is a distraction for a hit team hired by a rival rengo to strike the Watada delegation. The rest of the hit team enters via the back of the club and secures the exits. Two hitmen burst into the VIP room spraying bullets, likely catching everyone by surprise (and unarmed). Mr. Johnson is mistaken for one of the Yakuza and targeted too. He survives the initial assault and is willing to pay the runners to get him out. If he makes it through the running gun battle through the club, the runners can certainly count on him for future work.

- The daughter of the Tir ambassador has vanished and the embassy's cultural attaché wants the runners to track her down before the story reaches the media. She was last seen by friends at Equilibrium being chatted up by a barman after a nasty breakup with her latest boyfriend, a member of the local Ancients chapter. The barman is actually a pick-up man for a flesh trade op, using his position to get his hooks on fresh meat. Unfortunately for the runners, even if they recover the girl, the attaché has his own plans for the girl and no intention of turning her over to her father. He wants to blackmail the ambassador into resigning and take his position.
- Dr. Boyle's has received a consignment of beta-test 'wares from a mysterious source. The systems are 4 unmarked beta-grade cybersuite of Move-by-Wires with an integral Skillwire Expert System called the "Minute Man II," and they're available for a limited time at half the normal price. Unknown to Dr. Boyle's surgeons, and unfortunately for the users, these cybersuites contain an activate-on-demand wireless "backdoor" which transforms the user into a human drone. Who's really behind these implants and what their goal is remains a mystery.
- Occasionally Gascoigne's Lorestore has been known to broker the sale of some unique artifacts and enchanted items for third parties on their online store. Recently they've handled several Awakened relics of apparent Mesoamerican origin. The unusual nature of the items and their number has come to the attention of a collector who is interested in finding out more about the source. Gascoigne's will not disclose the name of the suppliers but the collector is sure there must be some paper trail in the talismonger's systems.
- The local Mafia capo has decided it is in the *familia's* interests to bring Mike's into the fold. He launches a campaign to force the pawnshop to sell out. This begins with some mild arm-twisting and quickly degenerates into attacks on the staff (the capo doesn't want the store damaged but the staff is fair game). The owner can't afford to antagonize the Mob, so direct retaliation is out. Fortunately, he's made some friends in the shadows over the years. If he can get them to turn up some dirt on the capo he might be able to leverage himself out of the bind.

PARKVIEW ADVANCED RESEARCH COMPLEX (CORPORATE RESEARCH FACILITY)

Nestled on the borders of one of the sprawl's few green areas, set back from the main road and half-hidden in a carefully landscaped park sits the PARC research facility. Property of the Mitsuhama corporation it has housed a variety of research projects over the years, most recently their most recent push into the fields of biodrone and cyborg technologies. What projects are currently being developed at the PARC are a strictly kept secret.

The complex was designed to be enviro-friendly and is low-lying with the lawn flowing over the rooftops, conveniently dissimulating the building contours from above.

The complex itself is made up of three wings. A central circular building houses 2 larger R&D labs, 3 smaller ones,



2 AR Immersion rooms, 6 offices (with 4 work places each), 2 larger offices for project managers and ranking researchers and a SOTA conference room. The labs feature all the SOTA equipment necessary for the projects at hand, and have decontamination airlocks (with biohazard warnings even though most of the contents are innocuous). The labs also provide access to a circular inner corridor and elevator down to the basement levels. Near the reception and lobby is a fortified security room with its own ventilation and reinforced doors. Each office possesses a single node (Device Rating 5), with the labs sharing a common nexus (Device Rating 6). All external walls and walls between wings possess wi-fi inhibiting material (Rating 6).

The basement level includes 2 operating theaters and several support rooms (freezers, storage, airlocks and scrub-in rooms), as well as an office and animal/guinea pig cages, a control room, and an autopsy/examination room and power generator room. This is where any sensitive experimentation takes place. The basement is built several meters below ground level making it difficult for astral intruders to access through the living earth.

The sub-basement level is off-limits for most of the staff and contains secure holding cells for “problem” experiments and an office room.

The west wing houses a break room for the R&D staff (with a fridge and a soy processing unit), bathrooms, a 4-bed “on call room” and a locker room near a reception area. The central corridor in the west wing leads to a storage area and loading dock and large workshop.

The east wing houses administrative facilities; it includes 4 managerial offices. It also includes a conference room, an auditorium, on call room for the facilities 8 guards, a recreation/break room, an armory, and office for the security spider.

Structural and Security Information

The complex’s outer walls are cement (A: 16/S: 13). With the exception of the labs and walls between the wings which are also cement, the remaining interior walls are slightly less sturdy pre-fab plastcrete (A: 12 /S: 11). Ventilation and air conditioning ducts come out on the roof, but are a tight fit for a metahuman at 75 cm diameter; vent exits have trip beam grids.

During the night, the PARC grounds are patrolled by 6 biodrones (patrollers, see below), the park itself is surrounded by a two-meter wall topped by proximity wires. At the back of the east wing is a fenced-in pen where the guard critters are kept during the day. Hidden in the conveniently placed bushes and foliage around the grounds are cameras and automated guns (p. 264, *SR4A*) with Targeting autoisofts and basic sensors (Rating 3). All feed to the security center via buried hard lines.

All doorways and gates into PARC have concealed pressure meshes. All external doors and gates possess maglocks with biometric scanners (DNA and voice analysis) as well as a cardreader. Pressure pads are discreetly placed at the entrances to the lab and R&D areas in the central building, and trip beam protect the entrance to all secure areas. Main access points and corridors are watched by cameras (with low-light and thermographic). Cameras in the lab area are wired to motion sensor system in the various airlocks to ensure anyone entering or leaving is snapped.

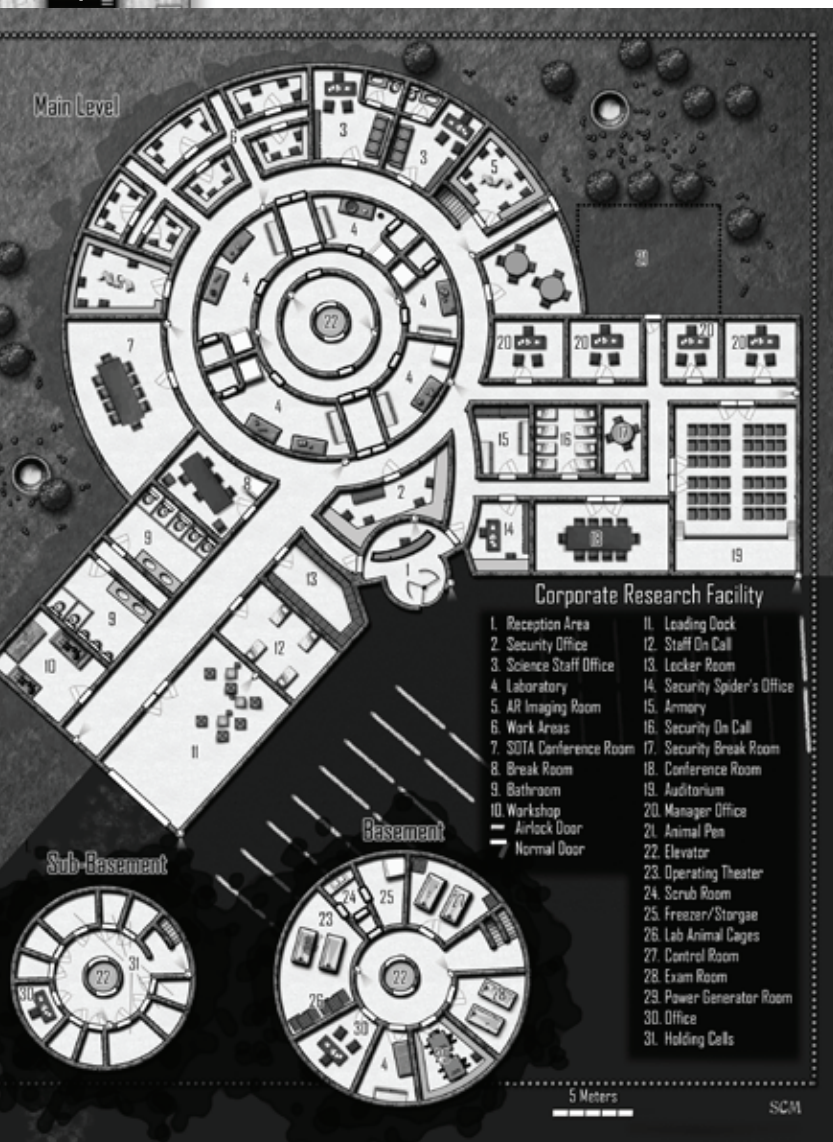
Magical security is ensured by 3 bound spirits: 2 spirits (Force 5 Fire spirits) watch the grounds for astral and magically active intruders, while another spirit (Force 6 Spirit of Man) guards the buildings—additional astral support in the form of 2 combat mages will arrive on site within minutes of an alert. Wards also protect the laboratories and basement area (Rating 6) and secure areas (Rating 4).

The facility has an exceptionally well-trained and tactically experienced security detachment assigned.

Typical Occupants

During working hours the PARC facility is occupied by almost 100 people, divided among research, administrative and security staff. Two project administrators lead about 15 scientists and a half-dozen administrative personnel apiece. Two managers are assigned to perform oversight, budgeting and reporting, as well as coordinate logistics.

The site boasts a 12-man security detail (use Red Samurai Detachment, p. 283, *SR4A*), plus a security chief (use Weapon



Specialist, p. 113, *SR4A*) and a spider (p. 68, *Unwired*). All are linked to the security system. A security mage (use Combat Mage, p. 99, *SR4A*) is also stationed in the security room. Airborne reinforcements can arrive on-site within 10 minutes. Additionally a security guard is stationed at the gate

Most menial work is performed by drones, for security.

Patroller (Warform)

Through full integration into security networks, this gen-engineered hyena was designed to be a smart and fast combatant. Allowed to roam freely across the perimeter of a facility, the patroller has full threat assessment capabilities and a few surprises for unwary shadowrunners.

B A R S C I L W Edg Ess Init IP
5 5 3 5 3 3 4 3 0 3.8 6 1

Movement: 10/50

Skills: Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 5

Cyberware: CAST, Commlink (DR: 6), SEIES, TRACES

Powers: Natural Weapon (Bite: DV 4P, AP -1), Enhanced Senses (Low-Light Vision, Smell), Attribute Enhancement (Agi, Bod, Str, Log), Skill Enhancement (Unarmed)

Adventure Seeds

- While the PARC is indeed being used to research biodrone technology, this is actually a front for a black program involving technomancer experimentation and replicating technomancer abilities in animals. Several subjects are being held in the sub-basement pending examination and “processing.” Runners are hired by the Undernet Alliance to organize a breakout and destroy any research records.
- The PARC is developing the new prototype swarm biodrone with improved sensory abilities and another corporation is interested in the project. Getting in may seem complicated, but successfully absconding with the 300 wasps in the swarm (currently flying free for testing in one of the basement labs) is going to require creativity.
- An AI looking for evidence of corporate experimentation on his kind invades the PARC’s isolated systems by stowing away on a scientist’s commlink. Sympathetic to the plight of the animals, it releases several biodrones, including experimental hunter-killer monkeys. With their help it seizes the facility and shuts off communication. Unwilling to risk its own resources moving in blind, the MCT sends in runners to identify what’s behind the shutdown and eliminate the problem. The runners are up against a facility full of unleashed biodrones and a dangerous AI.
- One of the scientists at the PARC has been growing a conscience and becoming uneasy with the callous animal experimentation that she suspects has been going on in the sub-levels. She leaks the information to a friend with contacts in an animal rights group. Now the group wants someone to get in, grab evidence and footage to splash on the newsfeed, and get out *without* causing a fuss.

KONDORCHID FACILITY (DOCKSIDE WAREHOUSE / LOGISTICS CENTER)

KondOrchid is a South American AA with a minor presence in the sprawl including this logistics and warehousing facility in the Docklands. KondOrchid provides logistics and overseas shipping for several mid-sized corporations and even handles the occasional overflow from megacorp warehouses. It prides itself of having one of the most automated and best safety records on the docks—though in truth, it’s been plagued by several small inexplicable accidents and delays which have been kept off the books. Additionally, buzz on the docks has it, that a local smuggling operation of some size may be using this facility as a front.

The center occupies a fenced-off section of the waterfront. Rectangular in shape, the facility has as entry points 3 main gates with gatehouses and spotlights. Largely automated, operations are roughly divided into four areas:

Dockside: The immediate dockside contains 2 heavy duty rigger-controlled cargo cranes used to unload docked vessels. These are mounted on rails and lead to both the warehouses and logistics/container area. Hardcaps are mandatory for workers in this area, and loading and unloading work can be hazardous.

Warehouses: Behind the dockside are two medium-sized warehouses, both fully automated. While both contain a warehouse overseer office, a spartan rigger operations center, and a break room for the small human crew, stevedore ‘bots do most of the work. The interiors of the warehouses are a maze of floor-to-ceiling, heavy-duty storage shelving. Warehouses have two main gates each allowing a tractor truck to load and unload. Crates stored in the warehouse can contain virtually anything from mundane household appliances to secret shipments of CalHots and BADs.

Container storage area: A rest area for the large long-haul containers in transit occupies another large section of the facility. Serviced by the rail-mounted heavy cranes that run to dockside, it loads and unloads big rigs/tractor trucks near one of the main gates. Spotlights illuminate a few areas, but not all the canyons of triples-stacked cargo containers.

Office Corner: An L-shaped pre-fab office building used by managerial staff take up a corner of the compound. Its one story includes office space for a couple of site managers and an office pool, as well as locker and break rooms for the metahuman dock workers. It also includes a security center (occupied by a spider and the head of security) and an on-call room for the 10-man KondOrchid security team. Next to the office building is a small car park for managerial and secretarial staff.

At several points in the facility storm drains connect to the sewer system and ensure rainwater and melted snow doesn’t accumulate and cause trouble.

Structural and Security Information

The facility is contained with a 4-meter fence (A: 6/ S: 7) topped with monowire (p. 260, *SR4A*). Spotlights are mounted on the fence poles at regular intervals illuminating a few meters on either side of the fence, atop each such spotlight a security camera (w/ thermographic and low light enhancements and a 120-degree field of vision) is mounted. All cameras



are wirelessly linked to the security center node (Device Rating 5) in the office building and may be accessed directly by the guards on patrol. If any problem arises with the cameras, a 3-man patrol is dispatched to verify.

A 3-man patrol completes a circuit of the facility every 35 minutes, but security is supplemented by 4 GM-Nissan Doberman drones (p. 350, *SR4A*) constantly patrolling the grounds on pre-programmed paths. Magical security is outsourced with 2 bound spirits (Force 5 Beast spirits) guarding the grounds against astral or magically active intruders, and one spirit (Force 6 Warrior spirit) guarding the interior of each warehouse. Astral backup in the form of 2 projecting shamans will be on site within 2 minutes of an alert.

Typical Occupants

The dockside facility works around the clock in 3 shifts. A shift is composed of 3 riggers and 8 human dockworkers and a dockside manager. These are supplemented by heavy-duty

Saeder-Krupp stevedore ‘bots (use Mesametric Beaver stats, p. 122, *Arsenal*) and an automated warehousing system.

The office staff, only present during office hours or during particularly busy times of year, includes an office pool of 3 secretaries, the facility manager (use Fixer, p. 290, *SR4A*) and his personal assistant.

The on-site security detail consists of a security spider (use Drone Rigger, p. 101, *SR4A*), a security chief (use Enforcer, p. 102, *SR4A*) and 12 armed security guards (use Corporate Security Unit, p. 281, *SR4A*).

Adventure Seeds

- KondOrchid has been implicated in tempo trafficking and police authorities are hours away from seizing the warehouse. The local manager knows the facility is already under surveillance, but must come with a way to remove 50 kilo bricks of tempo from the location. On a secure line he contacts a fixer to hire runners posing as a Seoulpa Ring agent. The runners are to sabotage the computer system, “steal” the container with the goods, and drop it off at a secure location. Even if the runners get caught by the law, the manager can allege a third party was using his warehouse without his knowledge and maintain deniability.
- Problems have been plaguing the logistics system for weeks now, causing minor accidents and shipping problems. The comp techs have been unable to locate the cause, though it’s apparently a Matrix-based attack. No traces of intruders have been found and though the system has been reconfigured with a chokepoint node, no incoming traffic has been detected during the incidents. Things escalate as a couple of workers are hurt by a stevedore bot’s malfunction. The manager decides to bring in outside talent to find out what’s really going on. Maybe the warehouse is inhabited by a pack of territorial feral AIs hiding out in one of the ‘bots or maybe it’s being haunted by a possession Shadow spirit up to no good.
- Peeved that nothing comes of the Interpol / Corporate Court probe of KondOrchid’s involvement in the drug trade, a ranking DEA agent hires runners to invade the dockside facility and snatch any evidence that might be there. He mistrusts runners by nature and insists on coming along. What he’s looking for is a backdoor into the cartel’s Matrix system that he believes is somewhere on site, which would give him access to records of their regional operations.

