



SHADOWRUN[®]

FREE SEATTLE



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ADVENTURE



FREE SEATTLE





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THE COST OF DOING BUSINESS

BY JEFFREY HALKET

As the rain fell upon the cold waters of Puget Sound, little wisps of smoke appeared, a result of the acidic effects of “progress.” Black Knight stood on the docks of Tacoma, staring at the wisps and thinking that the city had finally and fully become a drekstorm. This was another example of why he’d come to hate Seattle—or more accurately, to hate what Seattle represented. He had spent a quarter-century defending the city from bullies and thugs, all while the real criminals were looking down from their neon-glass towers or their draconic aeries.

He knew that Mr. Johnson was one of those fetid cancers on the city. Knight knew what to expect as the sleek dark Mitsubishi Nightsky rolled with an electric whir up to the docks. It sat there, the electric engine simulating the purr of a tiger, ready to pounce.

Knight checked in with the rest of his team, making sure everyone was ready for the sudden but inevitable betrayal of their employer. In many cases it was easier to dispose of your assets than to pay them, so in this business, paranoia was the norm. The window rolled down smoothly. A lithe, graceful hand stretched out of the window, beckoning Knight to the car. As he approached, he noticed that he couldn’t see the arm’s owner. He had never actually met Mr. Johnson, but Knight assumed that he was an elf. Elves had an elegant charm to them that was equal parts endearing and infuriating, as well as a sense of the dramatic—like the arm was displaying.

While making sure he wasn’t far from potential cover, he pulled a datachip out of its slot in his commlink and placed it in the outstretched hand. The alabaster fingers wrapped around it and retreated inside. The window be-



gan to roll up as the car's engine whirred louder. Knight knew then that he was betrayed. He signaled to his team that the fight was on and ducked behind a massive reel of cable.

As the Nightsky peeled away in a shower of gravel and asphalt, Borderline looked through the lens of her smartlink-enabled Aztechnology Striker. The smartlink indicated that Black Knight was out of range of the warhead and that a lock had been acquired on the Nightsky. She pressed the button and heard the distinctive and satisfying "THOOMP" of the rocket leaving the tube. As it sailed through the night, Borderline savored every second of it, recording it all on her commlink. It exploded into the front of the Nightsky, taking out the whole front axle and leaving the car disabled.

Borderline had a reputation of being a bit more reckless than most runners Knight could have hired, but the old veteran had a gut feeling and decided to take a gamble on her. Throughout the run, she had done everything in a much more professional manner than he expected, taking orders and avoiding unnecessary bloodshed. Now the leash was off, and Borderline knew it. She cackled with mad delight as she activated her Spin-X brand hand razors and wired reflex system.

As her bladed fingers encased the hilt of her razor-sharp katana, Borderline noticed the time-dilation effects of her wired reflexes kicking in. No matter how often she used them, it was always darkly satisfying. Everything around her slowed to a crawl, and she could see each individual raindrop. She saw the elves in green armor approaching Black Knight's position and ran at them as fast as she could.

The first elf she met turned toward her, but too slowly. By the time he faced her, she had lifted a plate of his armor with her left hand and bored her right into his exposed flesh. With wide-eyed ferocity, she pulled her hand back across him, hard. One down, six more to go. The rest wouldn't be so easy—they had noticed her attack. With lupine grace and speed, Borderline repositioned herself to try to find a new angle and protected herself by darting among the shipping containers.

A stealthy black Lockheed Optic-X spy drone soared above the battlefield, providing a bird's-eye view of the attack to Sounder. Sounder sat in her submersible craft a couple hundred meters away from the battlefield, prepared to move in quickly to provide an extraction if the team needed it. In the meantime, her drones would help to ensure that Mr. Johnson never got away.

She saw as Mr. Johnson attempted to betray the team. She watched as Borderline fired the rocket that triggered the counter-attack. She got the alert from Black Knight to activate the traps and had done so—shipping containers fell to block the only roads in and out of the area. Then she looked on as Borderline tore something meaty out of the side of one of the soldiers. That was the image she needed—Borderline had lifted the armor plating, and Sounder was able to cross-reference its image against her database of known uniforms. She expected that there wouldn't be a result, but to her surprise it came up with the name of the Tír Paladins. Sounder captured the whole battle on her feed, prepared to leak the footage to her contacts at KSAF if necessary. The local media would absolutely be interested in an elven military unit being deployed on sovereign soil—even if said soil's sovereignty was currently in dispute.

Just as she began to lean back and relax a bit, she noticed several blips on her radar racing toward the dock. She tried to get a look at what was approaching but couldn't see much out her portholes. She indicated to Black Knight that his hunch had been correct. "Looks like we got merrow approaching fast, boss. Just like you said they would." She didn't take much comfort in knowing that things were going according to plan.

"Yay, the cavalry is coming!" The sarcasm dripped from Respec's every word. She had been in the Matrix since before the meet had happened, keeping the team's positions secret and monitoring for any opposition. Safely stowed away from the rest of the fighting was Respec's body. She had slipped away from it before the fight had started and had been running a passive form of overwatch from the deep end of the Matrix. Through the virtual reality of the Matrix, and Respec's unique connection to it, she felt the presence of the electronic devices around her.

Respec gathered Resonance to her, feeling the ebb and flow of data and connection, providing it shape, form, and life. With a snap of her virtual fingers, she created a sprite she called Cid. Cid stood before her with an oversized sword and way too much hair. She asked Cid to go demolish any enemy electronic devices, and the sprite made a short chime before blinking away into the battlefield. She could see him swinging his gigantic sword at guns, commlinks, and anything else that he could find. Sparks popped out of these devices with each swing, and she knew the opportunity she was looking for would present itself soon.

The enemy hacker stopped trying to mask the devices and started to look for the cause of the mayhem. As a result, he made himself known to Respec. She coalesced the energy of the Resonance at her command and shaped it into a ball of her own design, a shape that reminded her of footage she had seen of old video games back when they had single-digit bits. She flung the ball of virtual fire at the enemy hacker, and it moved in an arcing pattern, bouncing along the ground until it hit the target solidly. Unfortunately, the hacker had anticipated the attack and the fireball died in a firewall.

The hacker then looked directly at Respec's persona, a buff, anime-inspired man with a purple shirt, high-collared blue jacket, and gold chains. The attack was faster than Respec had expected, and it slipped past her defenses. The damaging code was nasty—biofeedback damage wracked her head. Respec's vision darkened, and her head throbbed as the code consumed her every thought.

In the back of her mind, she felt the trickle of blood dripping down her nose and felt the concrete of the dock slapping against her body as it convulsed. With the last of her will, Respec reached out to the Resonance and called

for help. Something must have answered, because she felt the power of the Resonance around her accumulate in a cacophonous wave; as soon as that wave touched her, she felt peace. A moment later, she unleashed this wave against the enemy hacker. She saw the hacker's icon disintegrate just before her vision went black.

Black Knight was pinned down and couldn't reposition. Borderline had done a number on several of the Paladins, but there were just too many of them. He felt that things were getting a little too close for comfort when the merrow emerged from the water.

There was a baker's dozen of them, and they rose with the force of a tidal wave. While in mid-air, two of them threw down a magical effect upon the battlefield, engulfing most of the Paladins in a watery tornado on the docks. Black Knight saw as the Paladins were picked apart by the remaining merrow, who threw their harpoons at the elves with unearthly force. As the Paladins fell before the onslaught of the merrow's harpoons and their magic, Knight took the opportunity to go to help Respec.

Knight insisted that all his team wear biomonitors, and as soon as Respec had collapsed, Sounder moved in for extraction. Sounder was a few seconds away, but Knight needed to give Respec first aid immediately. He found her, lying unconscious and with extensive injuries. He wasn't sure she would make it through this night. Another casualty of the city. But he felt a faint pulse, so he had hope. He scooped her up and carried her over his shoulders to the middle of the docks, where the two exception-

al shapes he'd seen earlier were now waiting.

One was male, one was female. They both had vaguely draconic facial features, borrowing from mostly Asian cultures and in sharp contrast to the distinctly fish-like faces of the merrow. They were both immaculately well-built; while the man directed the merrow to sweep the area, the woman moved peacefully toward Knight, softly saying, "We appreciate your call, Mr. Knight. Our mistress knows now that she can count on you for further work, should you wish to remain in the city during the negotiations. I trust that you have the real datachip somewhere on your person?"

Black Knight didn't want to be betrayed a second time. Borderline was a bit banged up, Respec was out of commission, and he just wanted to go home and crack a cold one. He reached up under his shirt and pulled the skin on his stomach. The smuggler's pocket opened with a wet pop, like a suction cup releasing from plasticrete. Knight reached in and pulled out a small datachip, visually identical to the one he had given Mr. Johnson. He placed the chip in the hands of the woman in front of him, and she slipped several glistening creditsticks into his hand.

The transaction done, the two drakes and the merrow returned to the water just as Sounder's submarine broke the surface. Sounder put a medkit on Respec and lowered her into the submarine for transport. Knight watched a blip on a map showing them easing away from the shore. He knew this was just the beginning of what Seattle had in store. He wrestled with the question of whether or not he wanted to protect his city still, knowing the metahuman cost that would be paid while the powers-that-be played their games.



SEATTLE IN THE BALANCE

TENSE TIMES

The shadows of Seattle are deep, dark, and filled with money and blood. If Mr. Johnson doesn't betray you at the end the run, it's because a simple double-cross is so passé. It's been done to death. Why be predictable, Mr. Johnson wonders, when instead of double-crossing your runners, you could put them on the first step of a path that will eventually torment their souls and wring their bank accounts dry? Seattle is a million long cons all happening simultaneously, a serpent's nest of schemes no individual can unravel.

This is why Seattle has a reputation for producing the best shadowrunners. Other cities may host more polluted toxic zones, wilder critters, or more autocratic despots, but Seattle is unique for how many knives may be pointed at your back at any one time, and for

how quickly alliances can shift. Surviving for any significant period of time in Seattle means anticipating who might be coming after you, negotiating tricky circumstances, and avoiding incoming fire. And oh yeah, completing the job you're paid to do.

All of these pressures come from Seattle's unique situation. All members of the Big Ten have a significant presence there, but none have a headquarters. No one corporation dominates, and local corps like Telestrian Industries and Microdeck punch above their weight thanks to their local knowledge and connections. On top of that, several nations of decent power have an interest in the city, including the UCAS, the Salish-Shidhe Council, and Tir Tairngire. They actively meddle in the affairs of the city to maintain their interests and hinder others. Even more distant nations like the Japanese Imperial State, California Free State,

Sioux Nation, Pueblo Corporate Council, Athabaskan State, and Algonkian-Manitou Council play games in the city so that they can keep their rivals in check.

Of course, part of the beauty of a city where many factions fight for control is that no one has complete control. Neutral ground, disputed territory, and hidden lairs dot the city, and bars, clubs, restaurants, and assorted hangouts provide opportunities for people representing various interests to meet, size each other up, and work out creative betrayals. The most secure areas of the city, Downtown and Bellevue, are not dominated by any one power. That means that even if you cause mischief there and arouse the ire of Knight Errant, you won't also have a single corp who takes your actions personally (unless that's what you meant to do). A run in the corporate sector of Berlin will inevitably get the attention of Saeder-Krupp, and Mitsuhamma pays close attention to the core of Neo-Tokyo. Seattle's core, though, is more divided.

What this means for runners is simple in conception and complicated in execution: Gently redirect some of those knives pointed at your back toward someone else. Suspicion and paranoia run deep in the Emerald City, so sometimes all people need is a hint that one of their old rivals is moving against them to jump to conclusions that could direct attention where you want it to be. Knowing the territory and understanding the rivalries will help you know what kind of misdirection you should employ. We'll cover those rivalries later, but let's look at the sprawl as a whole first.

OVERVIEW

POSTED BY: **SOUNDER**

The way Seattle hits you depends on how you enter. Come from the air, and the first thing you notice is Mount Rainier, especially if you're flying in on a low-altitude t-bird and the mountain peak is higher than you. It lords over the sprawl like an ancient Greek god; the lights and the pavement of urbanity may have stretched across the region for dozens of kilometers, but most of Rainier remains untouched. You quickly find out how vast the sprawl is, but you never shake that first impression of it being dwarfed by a massive peak.

Come by land, and odds are you're assaulted by green. Unlike some sprawls in the heart of North America, the Seattle skyline is not

a distant beacon that can be seen from any slightly elevated position within fifty kilometers. You don't see it until you are already in the sprawl, so the outlying areas hit you first. You see the evergreen trees, the emerald-green road signs, and (assuming you are a normal, AR-using person) the green AR overlay that tints everything. It's the color of perpetual life, which is what the civic leaders want you to think, but it also holds a longstanding connection to the color of money (a notion that seems increasingly quaint in a mostly cashless society, but one that still stubbornly persists). You are bathed in green, and while it seems pretty, it can also be a pretty strong reminder of what others in the sprawl have in abundance and you perpetually lack.

Enter by water, and the first thing you see is the purple glow in the sky as you round the western peninsula and make your way to the Puget Sound. Visual obstacles move out of your way, and you see that skyline looming over the reflective water, the lights and neon looking pristine and clean from a distance. It is every urban wonderland you ever dreamed of, it holds all the possibilities in the world, and it dares you to come closer and attempt to find a flaw. You approach, because you cannot help it, even though you know that the lights and beauty are very likely a trap, and once you're in you'll be caught in a grasp that will not easily let go.

All of these impressions are true, and all of them are incomplete. Any single impression of Seattle is going to be inaccurate, because one impression cannot contain a city as large as this, a population so varied. Every type of person you can conceive of is here—unimaginably rich business magnates, master thieves, staunchly judgmental law-enforcement officers, relaxed neo-hippies, shamans looking for deposits of toxic sludge to bury themselves in, brilliant inventors, equally brilliant patent thieves, gangs looking to build power for themselves, gangs looking to burn everything down, mobsters who would shoot their own brother and sell their own mother, pimps, muggers, robbers, murderers, assassins, every possible kind of sinner, and precious few saints.

It's this variety that helps make Seattle the shadowrunning capital of the world. Other cities may have more devastated barrens, wealthier corporate headquarters, or more magical resources, but no city has it all like Seattle does. Its location, an isolated UCAS island surrounded by the Salish-Shidhe Council

and not far from the Tír Tairngire, ensures that government tensions will always be part of the city's mix, while its North American location and historically high traffic and immigration from Asia means that all the megacorps feel they have a key population base there (Aztechnology and Saeder-Krupp may have the least claim on the city, but they still compete fiercely in its borders, partly out of habit). The sheer amount of wealth involved in these battles attracts all variety of organized crime. And on top of that, dragons have taken root in the city, grabbing what power they can.

The equation is simple: bright lights of power combined with the need to perform dark, illicit deeds makes shadows everywhere.

The money is high, the stakes are higher, so the competition in the shadows is fierce. One reason Seattle shadowrunning is so dangerous is not just the array of powers lined up to double-cross or trip you up—it's also the other shadowrunners who will wait for you to show a sign of weakness and then make you pay. That's the real trick of the city, knowing that any gun, even the one on the hip of your best chummer, may be pointed at you at any second. Living with that possibility is exhausting. Surviving it is exhilarating.

THE SHAPE OF THE CITY

Like any sprawl, the underlying land shapes what happens on top of it. To understand what's happening on the streets, you need to understand what they're built on.

Seattle is nestled between mountains on the east and the Sound to the west. The protection of the mountains and the ocean currents keep the climate mild though often cloudy. Most things about the climate tend to be gentle. Seattle has more rainy days than New York, but less total rainfall. On-and-off rain is very common (especially in Everett), as is morning rain that fades to afternoon sunshine and then returns in the evening.

Metahumanity contributes some of the cloudiness of the area. Air sometimes has trouble moving past those mountains to the east, and all those trash fires in the Barrens, along with industry across the sprawl, has a cumulative effect. Fog is a frequent morning-and-evening visitor, and often it has odors that make it clear it's more than just water vapor. It's great for giving cover to covert nighttime operations, but not so good for more basic purposes like breathing. Tacoma is the

part of the sprawl most notable for its range of unpleasant odors, but bad smells can be found anywhere in the city.

The good news about the climate is temperature extremes are rare. You don't see too many summer days above the mid-thirties, and most winter days get at least a few degrees above the freezing line, if not all the way to ten. That means that the sizable portion of the population without reliable heat and cooling (or luxuries such as a roof) can usually find a way to survive without the elements killing them.

While Seattle is not immune to the general rule that wealth flows toward waterfronts, it's not a perfectly reliable rule because Seattle has so much shoreline. The Sound runs on almost the entire western border of the sprawl, and while this includes the luxuries of Downtown, it also includes less-glamorous locales such as Tacoma and Everett. The well-to-do residents of Bellevue have Lake Washington on which to build palatial estates, but just east of that is Lake Sammamish, where residents of the Redmond Barrens dump trash, shopping carts, and corpses. Water is used many ways across the city—Lake Youngs in Renton is tree-lined and welcoming to strolling residents, while the artificial reservoir known as Lake Tapps in Auburn provides hydroelectric power, a source of cooling for local industries, and a place to dump chemicals. One of those bodies of water is a lot more pleasant to be around than the other.

- ▶ Don't be fooled into thinking Lake Tapps is a good spot to dump a body. Yeah, it's toxic, but also a preservative. Bodies don't dissolve; they more mummify, or embalm. If those are verbs. Anyway, they don't go away.
- ▶ Cayman

Food-wise, Seattle is in an interesting spot, as there is a lot of food production in the vicinity, but the vast majority of it is owned by foreign powers. The Salish-Shidhe Council grows a wide variety of fruit and grains, while fishing in the Sound and waters beyond produces additional food. There are some crops grown within Seattle's borders, but nowhere near enough to feed the entire population. That means they rely heavily on imports and shipping, which in turn means two things: First, Seattle has to play nice with its neighbors to keep food coming in; and second, the food supply can be vulnerable to outside ac-



tion, which can potentially throw the sprawl into a spiral of turmoil.

This is another part of the appeal of Seattle—its greenery and temperate weather can lull you into a sense of safety, a feeling that while bad things may happen, true disaster is distant. Hurricanes don't hit it, tornadoes are rare, it's usually too damp for wildfires, and volcanoes are generally too far away to directly harm the city. Earthquakes are a real threat, but big ones manage to occur so infrequently that they don't weigh on people's minds. People may die, the feeling goes, but the city will live.

One of the curses of being a shadowrunner is you see enough under the fabric of society to know the lie behind that sentiment. The Matrix Crashes were excellent examples of how a seemingly stable infrastructure can rip apart at the seams and throw everything into chaos, and the Matrix is not the only part of daily life that could break. Head down to Occidental Square Park and listen to someone on the corner listing the various ways the world might end, and you'll dismiss them at first and then slowly realize just how real the possibilities

they go on about are. Shutting down the ports, taking out bridges over the Snohomish River, keeping planes from landing at SeaTac—any one of those things would be painful. All of them at once might be ruinous. Get control of the minds of some financial leaders, have them make a few nightmarishly bad decisions, and the bottom falls out of the city's business infrastructure. Complete disaster and ruin wait on the other side of the next shadowrun; sometimes it's waiting on the other side of the street. If you run in Seattle for a long time, you are balancing on a knife blade for years on end. Doing that without losing a significant amount of blood is an accomplishment indeed.

- ▶ This is just one of the reasons why, if people know you ran in Seattle, you'll go up a notch or two in their esteem. Of course, then they'll wonder why you aren't there anymore.
- ▶ Traveler Jones

THE CULTURE

Let's start this with admission that defining a single culture in a city of millions is a fool's

errand. There are a thousand micro-cultures in the city, sub-groups of people in neighborhoods butting against each other, or different cultures from floor to floor in a megacorporate complex. So this is written with the knowledge that anyone reading this could pick out dozens of people they know in Seattle who don't really reflect these elements at all. What we're talking about is a tendency, an inclination in a certain direction that flows through the residents of the city. Here are some of them:

Change: There used to be a time when certain Seattle residents were resistant to change, talking about how things used to be ten, twenty, fifty years ago, and offering suggestions on how the city could reclaim its past. Some of the older residents were called mossbacks, because they had settled in the area like a large, moist rock.

That doesn't happen much anymore. The sprawl has a way of beating people's resistance to change right out of them. At the top of the sprawl's social pyramid, you have people who have millions or billions of nuyen at their disposal and a government built to facilitate their desires. If they want to bulldoze a neighborhood to make way for a new arcology, they'll bulldoze that neighborhood. If they want to buy out a rival's chain just so they can shut down a dozen locations, allowing their spots to dominate the market, they'll do that. Some buildings may stay put, but ownership will change hands, names and signage will alter, and so on.

- ▶ This happens more when there is open competition for business, like spots Downtown. In a subdivision solely owned by one corporation, or inside an arcology, things are more permanent, as the owner corps don't feel they need to do anything to win the business of the people inside, and they don't really care about impressing them.
- ▶ Sunshine

Meanwhile, at the bottom of the social structure, the Barrens in general may look like a bombed-out war zone day in or day out, but the particular details of its devastation change from week to week, or even day to day. Street peddlers migrate from place to place looking for business while avoiding former customers they might have inadvertently poisoned, people squatting in shipping containers move to a new block because someone meaner and tougher than them decided the container should be theirs, and gang territory shifts due to the changing fortunes of the various groups

of thugs strewn across the area. In both Redmond and Puyallup, the term "permanent address" is laughable, and you usually have to track down residents of the area the way a lion tracks a wildebeest.

Some things seem permanent—Dante's Inferno, the Pike Street Market—but Seattleites have learned to treat them like the exception, not the rule.

Openness: If we remember that there is no such thing as a perfect utopia where everyone is accepted for their skills and character rather than their appearance, then we'll see that Seattle, despite its imperfections, tends to be very accepting of a wide variety of people. Now, I can hear orks and trolls chortling as they read that, and I can hear the protests from people saying it's tough to claim you're accepting when a pretty dedicated racist has been at the head of the government for years on end, but remember, it's a sliding scale. Did it take the Ork Underground a long time to get recognition, leaving tens of thousands of people disenfranchised in the interim? Yeah. But it happened, in a democratic way that would never happen in most of the other cities in the world. So you'll find Humanis and other racists in Seattle, and you'll find every kind of prejudice metahumanity can imagine, but you'll also see orks and elves on the same runner team, trolls and humans in the same bar or the same gang, and humans and dwarfs manning the same roadside work crews. And you won't be surprised to see any of it, and they won't act like it's a big deal. Seattleites are often willing to see what you got instead of judging you.

Now, there's a downside (or upside, depending on your perspective) to this. The "live and let live" attitude often leads people not wanting to rush to judgment about others, so when they see something that appears suspicious or even outright criminal, they may tell themselves that they don't know just what's going on and don't have all the facts, and it's probably none of their business anyway, so they'll just leave it alone. This is a problem if someone is beating on you in the street and you'd like someone to jump in and stop it, but it can be beneficial if you're the one committing the crime.

- ▶ Note that this primarily applies to the average person on the street, not to law enforcement or security guards. It's not a good idea to count on them being lax just because of the culture of the city.
- ▶ Ma'Fan

The Seattle Freeze: This sometimes seems like a contrast to the openness quality, but a certain chilliness toward outsiders sits side by side with an acceptance of those same outsiders. That is to say, just because Seattle residents won't necessarily judge you on your appearance doesn't mean that you'll instantly be friends. You're not just going to stroll into a bar, start up a conversation with strangers, and immediately find yourself part of their runner team. Social networks are important. Getting an introduction from someone who knows someone can help thaw out the freeze, so use your connections. Remember, just because Seattleites are not always immediately friendly doesn't mean they're mean.

- ▶ Don't press your luck, though. I'm not going to introduce you to all my friends in Seattle just because you ask. You have to earn it.
- ▶ Sunshine
- ▶ There's some of that warmth to outsiders, right there!
- ▶ Ma'Fan

Loyalty: Loyalty is a quality in short supply in the Sixth World, but there is perhaps a bit more of it in Seattle than you'll find elsewhere. I'm not talking about the megacorps here—they have draconian contract terms and lifelong servitude agreements whose sole purpose is to keep them from having to worry about whether their employees will ever leave them. But if we move beyond the corp drone world, we find people who are somewhat more likely to stick with something they are building rather than jump ship. Runner teams won't disband just because a job goes pear-shaped, street gangs will hang together through lean times, and Mr. Johnson is often more interested in finding a team he can trust than in screwing them over. That loyalty tends to be more to an individual's clique than to the over-arching city organizations, which means Knight Errant has a devil of a time finding people to inform on others or act as confidential informants. The police focus a whole lot more on gathering physical evidence than attempting to find witness testimony, since witnesses are often difficult to come by. They are more loyal to their own people and neighborhood than to the law.

Remember that this has limits. The loyalty of Seattleites doesn't mean Mr. Johnson will never turn on you, or your teammates will nev-

er sell you out for a nice pile of nuyen. This is the Sixth World, after all, and those are the sort of things that happen in the shadows. And if they happen in the shadows, they happen a *lot* in Seattle.

THE SPRAWL TODAY

In 2078, Seattle elected a new governor—Corinne Potter of the Technocrat party. She made noise during the campaign about looking out for Seattle's lower and middle classes, but the real shocker was she followed through once she got elected. It's not like she got radical and built homes for the homeless and opened soup kitchens for all, but she at least considers the impact government actions will have on people who are not corporate executives. She's improved electricity and water access in the Underground, put some green space into Tacoma and Puyallup, and made some noises to indicate that she remembers labor laws are a thing. Her approval numbers are climbing, but while she's courted the broader populace, she hasn't alienated the corps, so they're not looking for a way to push her out. Yet.

- ▶ Classic bread-and-circuses approach. Give the people just enough to pacify them, and never let them think that real equity is possible.
- ▶ Puck
- ▶ Yeah, but when the previous guy seemed like he was always thinking about ways to throw you to the lions, the bread-and-circuses approach is a nice change of pace.
- ▶ Cosmo

That's the big change in the city. Outside it, the major situation that could affect Seattle's future is the Ares/Detroit situation. If you haven't been tracking it, here's a brief rundown: Ares took dramatic action against the bugs, action that trashed wide swathes of Detroit. They looked around at the wreckage and decided maybe they'd be better off basing their headquarters somewhere else. No sooner had that notion crossed their collective minds than Atlanta volunteered to be that somewhere else. UCAS government then weighed in, essentially forbidding Detroit from leaving. To back up their words, they're sending an Army corps to Detroit. Ostensibly, it's going in for "reconstruction and peacekeeping," but everyone knows the real goal is to force Ares to stay—at gunpoint.



Now, I don't think I need to remind anyone in the shadows that Ares has significant firepower at their disposal. They can meet an army corps on its own terms. Violence—and more damage to Detroit—is likely, but the real unknown is what the final fallout will be. Will Ares actually leave? Will UCAS' power play open a new era in government oversight of corporations? How much of Detroit will be left standing when this is all over?

Whatever the result will be, the fact that the UCAS would be so quick to send troops in has a lot of people in Seattle nervous. The city is distant from the seat of UCAS government and isolated from the rest of the nation, and there has long been a separatist movement in the sprawl. Some Seattle residents wonder just what their distant national cousins do for them, while the UCAS sometimes has sniffed at the sprawl as too distant and too foreign to really understand unfolding national affairs. While these divides exist, they have never become deep because enough people on either side see the advantage of continual partnership. For the UCAS' part, Seattle gives them an unparalleled economic engine and access to West Coast trade that they would not otherwise have. It also helps them deliver more oomph when negotiating with bordering or nearby nations such as Tír Tairngire, the Salish-Shidhe Council, the Pueblo Corporate Council, and the California Free State. For Seattle's part, the UCAS brings a certain negotiating and defensive heft—the size and power of the nation helps them get concessions from their neighbors that they would otherwise not get.

Usually the powers that be can keep it to nothing more than a murmur, but the events in Detroit have built it into a roar. It helped that Governor Potter spurred the noise early in her administration, laying out in an interview that she wasn't entirely convinced that Seattle needed the UCAS, and that “it only makes sense to regularly evaluate any relationships the city has.” Separatists have been pressing her more and more to do some re-evaluating, and both she and the UCAS seem to be taking it seriously—Governor Potter has taken a few meetings with high-profile people in the separatist movement, and the UCAS has been sending a stream of diplomats out the Seattle to make the case for Seattle staying with them. Potter hasn't said much publicly in recent months, but the fact that these conversations keep happening show that she's sympathetic to

the separatist cause, because otherwise there'd be nothing to talk about.

- ▶ She's more than sympathetic—she's working to make it happen. The post-inaugural interview was a trial balloon, where she floated the idea to see how people would respond. The response was better than she hoped, so this is the direction she's moving in. The crisis in Detroit presents a great opportunity for her to get the public on her side and help her do what she wanted to do anyway.
- ▶ Kay St. Irregular

While the UCAS wants Seattle to stay, plenty of other forces would be happy to see them go, so lots of other diplomats are making their way to Seattle. That means the shadows will be hopping—interfering with meetings, eavesdropping on meetings, planting bad information, and so forth will be going on. Loads of powerful people will be spending money to try to get their preferred outcome to happen. Shadowrunners, of course, will be trying to earn cash and stay alive.

SEATTLE RIVALRIES

All the discussions about Seattle's future that are happening now are bringing focus to some of the rivalries that fuel the city. Knowing how these go will help you navigate the current environment, so let's run down some of the critical ones.

RENRAKU VS. HORIZON

Renraku has a troubled history in Seattle. Their arcology, formerly called the SCIRE and now known as the ACHE (Arcology Commercial and Housing Enclave), was the site of violence and death, which led to its temporary abandonment and then repurposing. It was more than a decade ago, but Renraku's reputation in the city still has not recovered, and they are often viewed with suspicion by Seattle residents, especially those with deep roots.

Horizon is very much not above exploiting this. With Horizon alum Potter at the helm of the sprawl, Horizon is looking to tie its image closely to the city—and to force out people like Renraku. They don't want people to forget the deepest wound Renraku suffered in the city—a series of trid and still memes about the ACHE that combined memories of the past with an old cartoon showing violence caused by an automated house gained a lot of traction on pop culture streams recently, and some

hackers thought the origins of the memes bore distinct Dawkins Group fingerprints. Renraku would like to build a new image for themselves in the city, and Horizon is there to make sure no one forgets the past. This has led to a growing resentment of Horizon by Renraku, and a growing suspicion within Horizon that Renraku will be targeting them soon.

MICRODECK VS. MITSUHAMA

This is a straight tech war. Mitsuhamas are extremely proud of their position as the top dog among the megacorps—a position that was held, long ago, by one of Microdeck's antecedents. They have challenged Microdeck's dominance in their backyard, and Microdeck is fighting back. Microdeck is one of the high-level agitators pushing hard for independence—they think Seattle, as a possible city-state, has a great chance to build a strong brand, and they want to be the technology associated with that brand. Part of the issue is that their brand has developed a downscale image over the years—it's not seen as a status symbol. They want to change that, which means they want a piece of the high-end market, and they know stealing prototypes from their rivals can be a valuable way to gain critical intel. Ripping off an MCT prototype has become a coveted goal of many Microdeck teams. Mitsuhamas, for their part, tends to view them the way a big kid views an annoying younger sibling—they're dismissive during those times when they even bother to acknowledge them. But any success Microdeck has in gaining a chunk of the Seattle market will make them more than just annoying—and will draw an appropriate response.

LONE STAR VS. KNIGHT ERRANT

When Lone Star lost the municipal security contract in the early '70s, it was a bitter pill whose nasty aftertaste still lingers. They've taken every opportunity in the past decade to draw attention to Knight Errant's shortcomings—the Mayan Cutter affair, where Seattle was tortured by a serial killer and multiple copycats, provided some early ammunition in this ongoing war. Knight Errant has managed to hold on to the contract through the chaos of the movement to make the Ork Underground a full district of the city and the resignation of Kenneth Brackhaven, so they're in confident in their ability to weather difficult times. But with Lone Star being a part of the

newly large (and emboldened) OmniStar Corporation, and with the possibility of independence threatening to introduce chaos to the city, Lone Star is busily pursuing the idea of a new security provider for a new era—hoping that everyone will forget that they’re not exactly a new provider.

- ▶ The OmniStar thing is important. They’re touting a new level of integration in emergency services, and that may be alluring to a city that might want to promote itself as the Free City of the Future or something.
- ▶ Cosmo

TECHNOCRATS VS. THE OLD GUARD

The election of Technocrat Corrine Potter as governor was a seismic change in the political landscape of Seattle. Make no mistake: The Technocrats are not wild-eyed radicals, and Potter is the product of deep corporate roots, so it’s not like the city is on the verge of turning the means of production over to the people by any means. But after a long period where the government pretty much never told the corporations “no” about anything, having a governor who occasionally balances the wants of the corporations with the needs of the people has caught the corporate elite and establishment conservatives very much off balance. They may not have the governorship, but they still hold considerable power (and wealth) in the sprawl, so they can throw a lot of obstacles at the governor. If the city goes independent, their campaign to hold on to as much power as possible will only grow more intense.

HUMANIS VS. ORK RIGHTS COLLECTIVE

The adoption of the Ork Underground as a full district of Seattle was a seismic shift in the political landscape, and it also greatly increased the political power of the primarily ork and troll residents of the district. Those newly official residents weren’t going to just let go of that power, so they continued to use and grow the coalition they had used during the campaign—the Ork Rights Commission (ORC); the fact that the word “troll” is nowhere in that name is an occasional sore spot, but to this point the political gains have been significant enough that they are able to sweep that problem under the rug). ORC has kept their

profile high, and thought they did not endorse Potter in the gubernatorial election, they have managed to forge a good relationship with her, as her recently announced Underground infrastructure funding attests.

The equal and opposite reaction to the action of ORC’s growing strength is increased animosity from Humanis. They know the history of racial relations in North America is all about every seeming step forward being met by a vicious backlash, and they are preparing to build and capitalize on that backlash. They are grooming candidates for all levels of political office, and they are also actively stirring racial resentment in their strongholds, especially Snohomish and Bellevue (the urban-rural and rich-poor dynamics between these two districts are very much the yin and the yang of contemporary racism). For the time being, they have settled on not confronting ORC directly, for fear of legitimizing them too much by constantly targeting them. But that doesn’t mean they won’t send a few bandanna-wearing thugs to any ORC rally they hear about.

PARTS OF THE WHOLE

With the foundation of the city established, let’s look at the individual districts that make up the whole city.

DOWNTOWN

Before the Treaty of Denver created the city-state of Seattle, Downtown was Seattle. Today, it’s the heart of the sprawl. When people think of Seattle, they think of Downtown’s skyline in its chrome-polished, neon-infused, never-sleeps, AR-enhanced glory.

Downtown is where the biggest biz in the sprawl happens. Other districts have their own action, but it pales in comparison to what’s happening Downtown. Only the best can handle operating here, and if you can’t deal with that fact, then get the hell out.

What makes Downtown so fragging special? Well, it’s got more corporate, business, and government real estate per square kilometer than anywhere else in the Sprawl. Five of the Big Ten megacorps have regional HQs in Downtown, which makes the area ripe for running opportunities.

- ▶ And let's not forget all the overlapping security zones. Each corp or government agency defends their own patches of turf in different ways. The government is usually legally bound not to kill you outright for stepping on their lawn. But with the corps' extraterritoriality, it's a totally different story.
- ▶ Slamm-O!

But all work and no play makes Downtown a dull boy. So when biz is done, Downtown is the place to go. Want to check out the trendiest shops? Need to find that hard-to-find item? Want to dance the night away in the hottest nightlife scene in the Pac-Northwest? Care to sample some of the finest in local or exotic cuisine? Are you a professional sports fan? Or maybe you're a touristy type who likes local flavor. Then guess what, omae? Downtown is for you!

- ▶ More shadowruns happen in Downtown than any other district. It's also the best area, IMHO, for mixing business with pleasure.
- ▶ Kat o' Nine Tales

BELLEVUE

If Downtown is where the rich and powerful go to party, then Bellevue is where they sleep at night, tucked away in tailored micro-arcologies and shuffled around the city in luxury APCs. "The Belle," as it is known by locals, sits between Lakes Washington and Sammamish, flanked by Redmond, Renton, and Snohomish. Downtown is across Lake Washington, Council Island is in it. The Belle got its nickname from longtime mayor Marilyn Shultz, who dubbed it "belle of the ball" and the most popular place to live in Seattle. A version of that name dug itself into the psyche of the residents, recently resurrected as part of Jonathan Blake's mayoral campaign.

The slogan, like Bellevue itself, is a complete fabrication. Nothing is genuine. Bellevue is based on every image we see on the trid of an idealized suburban enclave culture; a Horizon-scrubbed vision of the best stuff to emerge out of other parts of the city.

This false vision extends into the racial makeup of the area. Twenty years ago, the ork population was close to twenty percent, but a long campaign of redlining and Tolkien-esque bigotry reshuffled the population breakdown. The Blake era took things one step further, triggering an influx of highly educated corpo-

rate types with disposable incomes looking to live in the next "it" part of the city.

The Belle is that place. Bellevue boasts rolling green hills, lakes, and million-dollar views of Downtown. The area is speckled with gated communities that are arcologies in everything

DISTRICT SNAPSHOTS

DOWNTOWN

Population: 561,000

(Human 63%, dwarf 3%, elf 13%, ork 18%, troll 2%, other 1%)

BELLEVUE

Population: 215,000

(Human 75%, dwarf 2%, elf 18%, ork 3%, troll 1%, other 1%)

TACOMA

Population: 380,000

(Human 66%, dwarf 5%, elf 9%, ork 17%, troll 3%, other 1%)

EVERETT

Population: 232,000

(Human 72%, dwarf 3%, elf 15%, ork 5%, troll 2%, other 2%)

RENTON

Population: 217,000

(Human 53%, dwarf 4%, elf 9%, ork 27%, troll 4%, other 2%)

AUBURN

Population: 561,000

(Human 63%, dwarf 3%, elf 13%, ork 18%, troll 2%, other 1%)

SNOHOMISH

Population: 118,000

(Human 88%, dwarf 1%, elf 5%, ork 4%, troll 1%, other 1%)

FORT LEWIS

Population: 103,000

(Human 60%, dwarf 5%, elf 13%, ork 17%, troll 3%, other 2%)

REDMOND

Population: 435,000

(Human 65%, dwarf 4%, elf 5%, ork 20%, troll 4%, other 2%)

PUYALLUP

Population: 511,000

(Human 47%, dwarf 4%, elf 21%, ork 22%, troll 5%, other 1%)

COUNCIL ISLAND

Population: 4,750

(Human 34%, dwarf 4%, elf 26%, ork 29%, troll 3%, other 4%)

OUTREMER

Population: 105,000

(Human 41%, dwarf 6%, elf 29%, ork 20%, troll 3%, other 1%)

THE SEATTLE UNDERGROUND

Population: 49,000

(Human 5%, dwarf 7%, elf 1%, ork 78%, troll 7%, other 2%)

but name. Several offer domes and purified air shipped in from the Canadian wilds. This style of living comes with a high price tag, and even if you have the money you also need to have the social capital to jump to the front of the waiting list.

Still, not everyone in Bellevue is white-collar wealthy. Virtually all of the population is corporate affiliated, but sixteen percent of the people still live below the poverty level. Most of those individuals are not affiliated with the corps. These are the workers who keep Bellevue running while living in a society entirely separate from their upper-echelon counterparts. The two sides rarely meet, but when they do, it is usually back-alley affairs, black-market deals, or rich kids trying to play gutterpunk.

TACOMA

Tacoma will forever be etched in memory as the place where the Night of Rage found its worst moments and some of its greatest heroes. When the violence peaked, the Sheraton Tacoma opened its doors to fleeing metahumans and protected them through the night. Once the tide shifted from rage to remembrance, sculptors erected a Crying Wall to commemorate the sacrifice. That wall became a symbol and eventually a tourist attraction that brought more attention to the area.

Tacoma was an area on the rise—an area originally built around the very particular needs of Shiawase, but in recent times the tide quite literally shifted. The Nicaragua Canal diverted shipping from the area, and with it the shoreline commerce that powered the city's wealth dropped. Office Parks emptied. Tacoma fell victim to sagging real estate prices and thriller gangs. The so-called City of Tomorrow faded into yesterday's news.

EVERETT

Not yet a barrens, not even definitively slated to become one, Everett is balanced on a teetering scale, waiting for one thing or another to shift the district into whatever it will become. There are high-tech corp facilities here, residences most of us can only dream about obtaining, but also areas of high abandonment, squatters' paradises, and traffic routes where smugglers outnumber law-abiding folks. The population of the district is growing, but it's unclear if this is people moving here as a staging ground for a better life or people falling to

this district from something better. One large investment in a mixed-use complex may push the district into a long, upward growth trend; while a riot, other disturbance, or simply a persistent increase in violent crime may doom it to becoming the cousin of Redmond and Puyallup. My crystal ball isn't telling me how it will end up, but I can tell you this: Many people across the sprawl are plotting on ways to profit from whatever changes overtake Everett. But that's not exactly news.

The good news is that people like us don't need to wait for the district's fate to be decided to enjoy it. Have you ever been in Bellevue on a run and wish you could just travel a few blocks and lose yourself in the twisted ruins of Redmond's streets? Well, while Everett's highs do not approach Bellevue and their lows do not touch Redmond, you still have a chance to lift something from a corporate pad, travel a short distance, then hide out in an abandoned apartment complex full of squatters. Enjoy it while you can.

- ▶ If I had to wager, I'd say the area is as low as it's going to get and will soon trace an upward, gentrifying pathway. Federated-Boeing has substantial investment in the area and are unlikely to sit on the sidelines while Everett becomes a barrens around them. They may have to wait until after the election, once Brackhaven or his successor have their feet under them, but I'd expect some major Everett redevelopment to be on the agenda for early 2079.
- ▶ Mr. Bonds

RENTON

Considered by many to be "Seattle's Apartment," Renton was once an example of Sixth World suburbia run amok. Compared to other districts such as Downtown, Tacoma, or even Redmond and the Ork Underground, Renton is almost forgettable by comparison. Simply put, Renton is the place that nice wageslaves or other working-class drones looked to as an example of making it.

Renton isn't where business is done, it's the place where the nice, "good" people of Seattle call home and retire to when the working day is done. It's where families live and (try to) play in a nice wholesome, neo-WASPeY, family values state of domestic bliss. Or at least that's the sales pitch.

- ▶ In other words, it's the kind of place that makes most runners (or anyone with the capability for independent

though) want to puke. Renton is so damn artificial and bland that it hurts! And then there's ... ah, never mind; don't want to give any spoilers to the newbies.

▸ Slamm-0!

For decades, Renton was the home of several security services and small tech firms; the latter was hit hard after Crash 2.,0 while the former got even bigger. In the following years, the local economy foundered, and crime rose. In the past two years, however, the new Matrix has helped reinvigorate Renton's tech industry, and the district has been slowly returning to its former perceived glory.

Renton has an abundance of nice housing along with enough shopping and entertainment to keep residents satisfied. Throw in some green hills, lakes, and rivers for good measure, and it's little wonder why so many people want to live here. Too bad it has an unrecurrent of anti-metahuman racism just below that wonderful middle-class façade, along with a few nasty local criminal elements.

Ever since the Night of Rage, Renton has been a Humanis stronghold, even though no one will admit it. Because of a combination of (slightly) shifting societal norms and increasing metahuman birth rates (especially among orks), hardliner racists and bigots in Renton have been forced to impotently watch as "metahuman encroachment" threatened their idea of domestic tranquility. But that just means they switched tactics.

▸ As much as I still hate Renton, I have to be honest for the sake of accuracy. Things aren't as bad as they used to be even a decade ago. Metahumans can walk the streets of Renton without too much fear of being assaulted on sight, because anti-metahumanism is seriously frowned upon—at least openly. The metahumans who live in Renton however can be expected to experience plenty of microaggressions against them. Poor service at some shops/eateries/public services, being stopped in the street for no reason other than just being an ork, receiving less leniency by KE patrols, or just being silently shunned by the locals are just some of the public things metahuman residents of Renton can expect. Behind closed doors, it's worse.

▸ Bull

AUBURN

The first thing people talk about when they get close to Auburn is the hum. The sound, like the famous Taos hum, seems to come from everywhere at once, a low frequency buzz that

can only be the result of 363 square kilometers of industrial equipment churning twenty-four hours a day. The people who live here put up with it, because that is who they are—survivors. They are the blue-collar wageslaves who keep the gears of Seattle spinning. This mentality results in a community that is extremely insular, preferring to take care of its own problems. Those problems are plentiful, including a budding race war and a Mafia family trying desperately to hold on to its claim.

On the bright side, real-estate prices here are excellent, which is why a handful of tech start-ups chose to make Auburn the new Silicon Valley. New capital and new attitudes have not gone well with the locals, leading to a cultural separation that mirrors the age-old separation of haves and have nots.

▸ With all of the automated manufacturing, Auburn is the easiest place in Seattle to acquire cheap gear and services, but the community isn't big on outsiders. You need to know someone in order to get anywhere in Auburn, so get real good at making friends and keeping them.

▸ Pistons

SNOHOMISH

When most folks think of Seattle, they think of the hustle and bustle of the Emerald City, so the quiet country of Snohomish comes as quite a disquieting surprise. It's an old-fashioned community that managed to hold together while most of Seattle changed after the Great Ghost Dance. Before and after that event, it has been the main source of locally grown produce for all of Seattle. Many have called it the Breadbasket of the Emerald City for its expansive wheat fields, but I don't want that to be the only image people have. Snohomish has wheat, corn, and soy fields in abundance, and it also has hundreds of apple orchards, berry farms of every variety, potato farms that rival the Idaho of old, and large greenhouses that grow everything from peaches to coffee, both out of season and out of their normal region.

Along with all this food production, the rest of what you would expect from agribusinesses came along for the ride. Underground growth testing sites; river pens full of modified salmon and seaweed; and massive soy-processing plants to turn those bland little beans into delicious dishes and pastes. The megacorps have research and development work going on all

over this region to develop better crops. And by “better” I mean more profitable for them, not healthier or anything crazy like that.

Beyond farms and fish, Snohomish is well-known for its antiques and has been for over a hundred years. The difference is a hundred years ago, the odds of an antique possessing accessible arcane potential were non-existent. Now, those looking for rare items that have been infused with mana from powerful emotional events or pre-Awakening ritual magic often find them here. During the recent rush to find arcane artifacts, Snohomish became a popular location for folks to trade and make their deals, since it already had a reputation for arcane antiquities. Several individuals in this area have made a name for themselves in the field of artifact identification and classification, making it a common spot for artifacts to pass through or spend some time while these folks dig up their mysteries.

- What a pleasant view! Too bad that’s not even close to the most shadowy aspect of Snohomish. While food and antiques may be big business, and thus important to runners, it’s the corporate safehouses that bring most runners to this quiet district. The rundown farms, abandoned homes, and a few small mountain cabins on the outskirts are used by companies, governments, and shadowy organizations to lay low or stash important assets while the heat dies down.
- Sounder
- The rare and lucky runner might get some training time at one of the several corporate black-ops training sites in Snohomish as well. Several corps that have safehouses here also have training grounds. The trainees are sometimes used as first responders (or only responders when they want it kept quiet). The sites are usually located on former farms where the ground can’t sustain crops anymore.
- Hard Exit
- Since most of those farms were bought up by Ingersoll-Berkeley early in the century and have since been sold off to other interested parties, I-B has a healthy chunk of insider information on where other corps are training their goons. Good if you want some info on those locations, but also bad because if you get caught, I-B can pull from a wide pool of talent by just asking a nearby friend.
- Pistons
- The training grounds here tend to have higher-than-average metahuman enrollment. The entire district tends

to be a bit metaphobic, and the racial tension allows the trainees to practice two very important skills: patience and restraint.

- Picador
- Metaphobic! Ha! Snohomish is the most racist district in the 'plex. It’s a regular spot for Humanis recruitment, and they’re rumored to have a training facility for members of the militant arm of the Human Nation, the Flaming Sword. Metahumans are regularly assaulted, and murder investigations tend to be short and usually blamed on other metahumans.
- 2XL

FORT LEWIS

Do you know what Fort Lewis is? Fort Lewis is your chance to look at a totally different dystopia than the one we have. Sick and tired of living in a corporate-controlled dystopia? Then head on down to Fort Lewis for a chance to look at an authoritarian military dystopia! Vive la difference!

One advantage of the military dystopia? It’s cleaner. The military puts up with far less crap than Knight Errant cops tolerate, and soldiers in general are pretty good at keeping the place neat and not throwing garbage around.

- Cleanliness and order have always been some of the hallmarks of an authoritarian regime. It’s part of their appeal—whatever their faults, they can at least keep things orderly.
- Aufheben
- Some of that depends on how much the military decides to share with others. Any general knows the value of having technology that the other side lacks, so any breakthroughs in critter-related research, especially when it comes to critter-based security, are likely to be kept under wraps instead of disseminated far and wide.
- Kay St. Irregular
- Yeah, so they won’t sell their secrets, they’ll just invent something so powerful that they’ll lose control, break out, and start killing us in our sleep.
- Sounder
- That’s how the chupacabra was created.
- Plan 9

It also is a lot prettier than most parts of Seattle, with its lush greenery and relative quiet. Honestly, it’s downright eerie—go

there some morning, when the fog is brushing the pines, and listen to the muffled quiet. A bird will chirp here and there, and then fly away as another sound slowly rises. You'll hear it before you see it, the sound of boots hitting the ground in unison as some patrol or another passes nearby. Freaks me out every time. And it's even worse in the evening, when they play "Taps."

- ▶ Man, do you ever have some weird problem with the army. It's pretty clear you never served.
- ▶ Hard Exit

Now, don't let me give you the wrong impression. Fort Lewis has a seedy side—it just does a lot better job than other places of keeping the criminality and debauchery behind closed doors. The place is populated with people, after all, and people are going to pursue their vices. It's what we do. The leaders of Fort Lewis would just rather such activities be kept in their proper place, out of the sight of children and the faint of heart.

And then, because nothing in the Sixth World is complete without a touch of the surreal, in the middle of this military state in miniature is one of the most popular family destinations in the sprawl, the Fort Lewis Zoological Gardens, with some of the most spectacular critters to be held in captivity on display in stunning replicas of their natural habitats. Of course, behind the scenes of the zoo, researchers are looking into how to tap into, alter, or even enhance the powers of the critters kept there, which means the friendliest part of Fort Lewis is also the one with perhaps the best odds of killing us all.

REDMOND

If you've never lived in Redmond, you don't know Redmond. Wageslaves on day trips or rich thrill-seekers on weekend benders can never know what it's like here. Neither can runners who happen to have a safehouse here just to lay low for a while. Yeah, they see the same drek. They smell the same filth. The difference is, they get to leave. For those of us born into it and don't know anything else, it's not that easy to escape.

But sooner or later, every shadowrunner finds themselves in Redmond, where Seattle dreams come to die. Nothing thrives here. It's infertile. Unproductive. Toxic. That's why they call 'em Barrens. Once upon a time, Redmond



was shiny. It was Seattle's new tech district, full of innovators and their money. But now, Redmond is like a perverse dreamcatcher, capturing and distilling the nightmares of the entire Seattle sprawl. After the tech crash of '29, Redmond lost everything. Eighty percent of its industry tanked overnight, along with its government. Everyone with means bolted. With no authorities to stop them, those who were left behind turned to rioting, looting, and every other form of lawlessness. Metahuman nature, chummers. The abandoned businesses and homes were irresistible to the addicted, destitute, and criminal from all over the sprawl, so while the rest of Seattle was getting cleaned up, Redmond was collecting society's detritus.

Even the "safe" areas of Redmond are more socially diseased than the worst parts of Seattle proper. Redmond is broken up into fiefdoms, separated by wastelands of decaying technology. Tribes of gangs, acting like warlords, each control their own slice of hell. What used to be high-density areas became the most sought-after real estate. The corp buildings and assets that remain are fortified with strong walls and heavy artillery. Most of the time, mercs or local gangers play security. Utilities like water, trash, sewage, and electricity don't function; anyone with those luxuries has jury-rigged their place to get them.

- › The Matrix used to be nearly impossible to access in Redmond, but the new Matrix infrastructure has improved things a bit. Describing it as "spotty" is still generous, though.
- › Slamm-0!
- › You said it. The astral in the Barrens is fragged up pretty bad, too. Unless you have been raised there, slinging spells feels like swimming in jelly.
- › Lyran

Astonishingly, Redmond has a government. Sonya Scholl is the mayor of Redmond. She's usually fighting with the corps here, but she's managed to choose her battles wisely. And she's won some (it helps that the corps don't care enough about Redmond to put their full heart into the fight). Unfortunately, no amount of winning can make any real difference here.

- › Sounds downbeat, but it's accurate. If the Barrens gets anything—a new business that's making money, a runner that made a big score—the first thought is to get out. In Redmond, success is defined by leaving.
- › Haze

- › Nothing gold can stay.
- › Man-of-Many-Names

Hope is the rarest thing in Redmond, and that's good, because hope gets you killed. Makes you think about tomorrow. Distracts you from surviving right now. And that's all that's left in the Barrens—survival.

PUYALLUP

"Barrens," they say, lumping us all together. Redmond, too, like we're next door neighbors, not sixty kilometers apart. Here in Puyallup, we're used to getting written off by outsiders. They figure we're just ashy gutters, Mafiosi and Yakuza thugs tearing each other apart, beetle dens and whorehouses competing for desperate nuyen, elves and orks killing each other over table scraps and corner deals.

We are all those things, but those things ain't all we are.

People live here, chummer. Always have, and always will. A hundred years ago this was farmland, wide-open spaces, blue skies, and green hills. Then came Rainier and refugees, ash and assholes, the Night of Rage and Tir Tairngire's leftovers. After that, we layered on a couple generations of corrupt politicians and parasitic crime families sucking the place dry. Sprinkle with desperation. Add a pinch of hatred. Season to taste.

So we ain't like Downtown, sure, but people are still just people. Over half a million souls—just by official count—are trying to get by, wanting to live their life, put a roof overhead, fill their belly, have some kids.

If the corps would give us half a chance, just a fair shake, they could make some real money here. We've got space. We've got nothing but room for improvement, we've got people with nothing but hunger for a better tomorrow. They could build here, instead of always being teased about it. They could invest, and we could work, buy, sell. Everyone would win.

But that ain't what Puyallup's for, if you ask our neighbors. Nope. They come here to hide from the law, to buy drugs or chips, to rent joyboys or cred-slots, to bash some keebler. They come here in tricked-out racers to compete, or souped-up rigs about to make the Route 7 smuggling run. They come here to slum it, to get a kick out of some real streets if Bellevue or Downtown are too safe for their liking.

Someone once said you don't pay a hooker for the sex, you pay 'em to leave you alone afterwards. To our neighbors, Puyallup's that working girl. They come here so they can leave again, and feel better about themselves for doing so.

COUNCIL ISLAND

In the nineteenth and twentieth centuries, Council Island was known as Mercer Island, named for brothers Asa and Thomas Mercer who were the first white men to call it home. It grew into a thriving community, joining Seattle in 1960. With the signing of the First Treaty of Denver, the greater Seattle metroplex was retained as American territory, serving as the largest non-Native reservation in North America, while Mercer Island was ceded to the Salish-Shidhe Council to serve as an ambassadorial residence and a general touchstone with other native nations. The Salish razed the modern buildings and stripped the roadways, spending over a decade restoring the land to a natural state while embedding power, water, and Matrix nodes well out of sight. Under the leadership of first Chief Jon Moses, then Chief James Grey Bear, the Salish ambassador to Seattle for decades, Council Island was turned into one of the prettiest areas of Seattle while also serving in a diplomatic capacity. The death of Grey Bear just before the negotiations for the third Treaty of Denver was devastating, as his seasoned experience as a negotiator was missed and talks eventually collapsed. As Denver has retreated, Council Island has stepped up, and now stands as the primary ambassadorial region for the NAN. The island is still adapting to this new status, and new buildings are springing up rapidly.

- ▶ Council Island's groaning under the weight of the Salish-Shidhe Battalion that was assigned there in the wake of the collapse of the Third Treaty of Denver negotiations. On top of this, they have the expanded NAN-corp presence on the island, but it's the soldiers who have really done a number on the demographics, particularly in terms of bringing down the average of pay and education. Three quarters of the troopers are orks, with more than five hundred being drawn from the Cascade Ork tribe, where you can enlist as young as sixteen and without a high school diploma. With soldiers come higher levels of carousing and prostitution.
- ▶ SeaTac Sweetie
- ▶ The SS-Council has never been clear about that "other" population of about a hundred and fifty sentients. Do they count spirits in this number or not? Artificial intelligences?

We know that there are shapeshifters and wendigo in the mix, but what else? There are rumors of intelligent freshwater merrow present, even dracoforms. The only ones who know for certain are the Salish-Shidhe, and they aren't telling.

▶ Elijah

Council Island is left in a natural state—or more accurately is guided into a natural-seeming state—as much as possible. Greenery is ever-present, most obviously in tree coverage and shrubbery, but in the spring and summer months, there's a colorful explosion from the widespread flowers in bloom. Buildings are constructed to resemble the traditional dwellings of the Pacific Northwest Natives but are made of modern materials with a thin wooden veneer, rather than being actual wooden structures. It should be reminded that, all across the island, this theme will be seen repeatedly; citizens in native garb who're using cutting-edge NeoNET commlinks, wireless support is drawn from unseen points hidden in artwork or fountains, and while you'll never see a hint of modern wiring strung through trees, the roots share the ground with an impressive array of circuitry and pipes. The majority of the population is composed of bureaucrats, diplomats, and their families, but there are quite a few scientists around as well, including botanists to parabiologists.

- ▶ We Seattleites can forget this often, thanks to the NAN tourism boards always pushing for "NearCations" in Salish territory, and we all know somebody who was broken by the rat race, sold everything they owned, and joined an ersatz "tribe" to get back to nature. The vast majority of NAN citizens live in cities (former American cities at that!), drive cars, grumble about taxes, and check the news on their commlink, all before getting ready for today's meeting about the Running Deer account. There's a bit more environmentalism and the spiritual beliefs are different, but otherwise, they function in the city and share the same concerns, with same range of beliefs, as everyone else.
- ▶ Bull
- ▶ There are also those who fully walk the Old Path, but it is a choice that must be made, not an obligation to force upon another. It is a harder path, one fraught with danger, but what you see while walking it is glorious.
- ▶ Man-of-Many-Names
- ▶ While NAN drones and choppers can fly around, Council Island is officially NAN airspace and they are quite antsy about defending it. If you aren't in a medivac chopper or

on a pre-cleared diplomatic visit, expect spirits to land you gently in the lake.

› Kane

OUTREMER

What folks call “Outremer” these days might as well speak French and actually be overseas for as disconnected as it feels from the Emerald City. Don’t get me wrong, Outremer is part of the Metroplex, but it is about as far as you can get from Seattle without actually leaving. This is both a blessing and a curse for those who work, live, or just visit any of the islands that compose Outremer.

Outremer isn’t one place—it’s the name given to the five major islands in the Puget Sound that are still considered part of the Seattle Metroplex. All of them are actually easier to reach from Salish-Shidhe lands, while two are linked by bridges, but hey, the land deal that set up the Seattle Metroplex was written by politicians, not geographers. From north to south, the islands are Bainbridge, Vashon (yes, like the clothing line), Fox, McNeil, and Anderson. If you want to seem like a complete outsider, feel free to add “island” to the end of any of those names when referring to them in front of a native Seattleite. All five together are considered a single district, but no one ever really cares, because Bainbridge runs the show thanks to their overwhelming population advantage and the unfair rules of democracy. Also, no one cares, because anyone who calls the islands home would prefer their islands to have nothing to do with anything involving metroplex politics. Even the politicians. This “Outremer” attitude is the closest thing to a single connective principle for the islands.

The islands saw extensive growth during the beginnings of the metroplex after the United States was shattered. Refugees poured into Seattle and many were sent to the islands, assigned to government development teams, and set to build them up. The process gave them something to do, though their lack of skill meant it wasn’t done well, and their lack of money meant a failure in the local economy. The islands were too far and expensive to commute from for the refugees and while the construction was shoddy the distance attracted the rich and pushed the cost of living out of reach. Each island reacted a bit differently, and this is where I’ll split my words between the islands, as they grew much of their identities after this point.

THE SEATTLE UNDERGROUND

The Ork Underground has roots dating back to Seattle’s ancient history. After the Great Seattle Fire of 1889, they decreed that new buildings must be made of fire-resistant material rather than wood. Since the city was built on a floodplain, which often, you know, flooded, they decided to lift everything by two stories as well. The lower levels of older buildings were used mostly for storage, and eventually they were just sealed off and ignored. In the late twentieth century, there was some interest in exploring them again, revealing that in the years between the undercity had been expanded by bootleggers and red-light workers, then expanded again by the city for underground transit. Some areas were refurbished and cleaned up for tourism, while most were left untouched.

- › The underground was initially sealed off due to fear of disease back in 1907.
- › Nephrine

When Mt. Rainier shook Seattle in 2011, the underground was closed off again for fear of collapse and poison gas pockets (poison is far more dangerous than lava in an eruption, but lava gets all the airtime). Desperate people gradually opened small pathways down below—first the homeless, then the goblinized—as society turned a blind eye. “Out of sight, out of mind,” after all. In 2039, Governor Victor Allenson rounded up every metahuman in Seattle and concentrated them into camps in the warehouse districts of Tacoma and downtown. On February 7, those warehouses all went up in flame. Thankfully, the goblins down below had already opened some passages for smuggling supplies up; those passages were then used to get thousands of people to safety. Not every-one, but a great many. If you ever wonder who’s getting burned in effigy during the Night of Rage remembrances, it’s Allenson.

- › Rotting in Hell’s too good for him.
- › Butch

The city woke up from the madness, and most of the metahumans were brought back into society, but many couldn’t overcome the betrayal. They stayed below. Goblins and dwarfs worked together to expand the underground tunnels, shore them up, and establish places both large

enough for a community to thrive and small enough to provide hiding places should they ever be needed again. They further discovered many tunnels created in the aftermath of the volcanic eruptions; science can't explain how they came to be, but to the creators of the underground, they were a blessing no matter the source.

In the mid '40s, there was a big falling out between the ork and dwarf communities. There'd been many arguments in the past, but the trolls had always managed to keep the peace, but this time? It was too much. The dwarfs, who'd had the majority of engineering lore and college education, gathered up for a mass exodus, turning the Seattle Underground into the Ork Underground. Details are sketchy about what caused it, but the dwarfs have carried a grudge about it ever since.

Which brings us to today. The Seattle Underground, re-branded now that it's official, is the hottest property in the 'plex. Young artists and risk-taking investors are flocking to the area, marveling at the low cost of living and thriving local culture. Gentrification is a growing concern, but with it comes a massive overhaul of city services, with legitimate power and water lines instead of spotty, and illegal, taps. There was also work to improve schools, and Renraku will soon break ground on the first hospital in the Underground's history. Sanitation, police protection, and badly needed nuyen are flooding in.

- > And orks are flooding out.
- > OrkCEO
- > When Prop 23 passed, making the Ork Underground an official city region, the dwarfs who'd left thirty years ago

started streaming back, bringing with them documentation about ownership, hiring Hard Corps to toss hundreds of orks out of their homes. Women, children, families—it didn't matter. Gimli Harris (third-oldest dwarf in Seattle—there are lots of first-generation names like that) is the angry face of the "Reclaimers," driving a wedge through the heart of the Underground. They claim original ownership of great swaths of land, using strong-arm tactics to drive out the locals and establish settlements along prime territory. They claim it's about heritage. The orks claim it's hate.

- > Sunshine
- > Despite what you'll see in corporate media, most orks down there are ordinary people, working two or three jobs, trying to raise money to raise a family in peace. They're as worried about gang activity and crime as anyone else, but the dwarven incursion is agitating extremists to activity.
- > Butch
- > Obviously magical. Similar tunnels have been found all over the world. We don't know why or how they're created, but we're certain about the source.
- > Ethernaut
- > Of course, these counterattacks are recorded and rebroadcast by the media, who are all too happy to paint orks as violent brutes and savages. It keeps escalating and won't end well.
- > 2XL
- > Potter is trying to settle things down; she's taken some big loans (Renraku is a major creditor) to strengthen existing infrastructure, bring more electricity to the Underground, and carve out new territory. She hopes to show that there is space for everyone.
- > Haze





ADVENTURE

INTRODUCTION

SEATTLE'S FUTURE AT STAKE

BY: **BLANCHE PHILLIPS, KSAF**

A little over a year ago, Seattle governor Corrine Potter was elected on a platform that carried the popular vote but with few promises in it. Brackhaven left her a lot of unsolved issues, and Potter promised to address each one, though her campaign was thin on details. Since her election, Potter has brought in consultants and experts to try to identify the correct solutions to each of these issues. Because of this, her decisions have sometimes rubbed her voters the wrong way, as they may have expected her to go with her heart rather than

her head. Now she steps into perhaps the most controversial issue of the campaign: Seattle's independence movement.

During the election, there were several calls for a free and independent Seattle. These cries were met with acceptance and rejection in nearly equal measure. Seattle is clearly divided heavily on this issue. To help her resolve this crisis, Potter has brought in representatives from several entities that have a special interest in how Seattle handles its independence.

Not surprisingly, Potter invited several different elements of the Corporate Court, specifically Major Brenda Reed from Ares, Thomas Miranda from Horizon, and Taku-to Nakagawa from Renraku. Potter also invited the Pacific Prosperity Group, who sent Wuxing executive Dewei T'ao to sit at the table. Additionally, Seattle's nearest neighbors will have a say in the fate of Seattle: the Sal-

ish-Shidhe Council has sent John Abernathy of the Salish tribe, the UCAS sent freshman Congressman Carl Derrick to ensure that things remain steady, and Tír Tairngire sent Margaret Telestrian to represent them at the conference. Perhaps the most surprising invitation to the meeting is the Sea Dragon, who has yet to be seen at the conference. What the presence of one of the most controversial dragons in the world will mean to this conference is anyone's guess.

Over the next week, Seattle's future will be determined in part by these entities. Only time will tell if the voice of Seattle's people will be louder than the voices of Seattle's megacorporate interests.

- ▶ This is perhaps the smartest political play that Potter could do. She can publicly garner support and test the waters

with some power players, and if things go sideways, she can always lay the blame on them.

- ▶ Peregrine
- ▶ Yeah, but it also means that she avoids the limelight and can't take full credit for any possible success. She's gambling away some of the publicity of success in order to dampen criticism of failure. It could be seen as being spineless.
- ▶ Kay St. Irregular
- ▶ Either way, it's good work for us. Anyone want to take bets on which representatives leave alive? And the end result of this conference? I'm giving 2:1 odds on Seattle going independent.
- ▶ /dev/grrl
- ▶ Seriously, we need to get her some help.
- ▶ Netcat

PREPARING TO PLAY

Free Seattle is an introductory adventure for *Shadowrun, Sixth World*. It gives players the opportunity to experience the events that transpire in Seattle during the summit of 2080. The city has recently elected a new governor, and there is enough public desire to push the city for independence that she has called on a special summit to discuss the options.

Free Seattle is an adaptable adventure; gamemasters can adjust the challenges to suit their players' skills and team composition. The adventure centers on runners working for Seattle's Secretary of State to get involved with the various participants of the summit to determine their true loyalties and how far they are willing to push things.

Players should stop reading now. The rest of *Free Seattle* is for gamemasters only. It lays out the plots, characters, and secrets in the adventure. Reading beyond this point would reveal major spoilers.

PREPARING THE ADVENTURE

Free Seattle uses the *Shadowrun, Sixth World Core Rulebook*. Historical information regarding Seattle can be found in various supplements for *Shadowrun, Fifth Edition*, including *Seattle Sprawl*, *The Complete Trog*, *Hard Targets*, and *Better Than Bad*.

ADVENTURE STRUCTURE

In *Free Seattle*, the players travel to and around Seattle on behalf of powerful benefactors. The gamemaster can run all these stories or choose only those stories that are best suited to their group. They can also create or add new stories as they see fit to make this into a longer campaign.

MAIN SECTIONS

This book is organized into sections to assist with running the adventure:

- **Preparing to Play:** A plot synopsis, necessary background information, and other useful details and data.
- **Scenarios:** The adventure itself, broken down into individual scenarios/scenes.
- **Picking Up the Pieces:** Information about wrapping up the game. This includes any aftermath, nuyen/Karma rewards, and information pertaining to legwork.
- **Legwork:** Information that may be dug up by the players about the people, places, and relationships of this adventure.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the player characters will interact (directly or indirectly) during the adventure.

ADVENTURE SCENARIOS

The adventure plays out over a series of sequential scenes. Some of the scenes require the players to make a choice, whereupon you will navigate to a new section that describes the effects of that choice. Each scene contains the following subsections:

- **What's Up, Chummer?:** A brief summary of the events in the scene.
- **Tell It to Them Straight:** A text selection that can be read directly to the players or paraphrased when they reach specific points in the scene.
- **Hooks:** This section offers hints on the mood for the scenario. It also reminds the gamemaster of twists and hidden information that the player characters may or may not discover.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations, secrets, or special instructions/information. Places of interest along with any grunt NPC stats are also found here.
- **Pushing the Envelope:** Suggestions on altering the scene to provide more of a challenge.
- **Debugging:** Suggestions for dealing with any potential problems.
- **Grunts and Moving Targets:** A handy reference of stats for people, monsters, and other entities that the players may encounter in the scene.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. NPCs can be allies, enemies, or even contacts with whom the player characters interact. Relevant NPCs have profiles/stats in the **Behind the Scenes** section, while major NPCs who appear in multiple scenes are listed in the **Cast of Shadows** section at the end of this book. Gamemasters can tweak NPCs to make them more (or less) challenging opponents as needed. NPC groups benefit from the Grunt Group rules detailed on p. 114, SR6.

BACKGROUND

Seattle is a city-state in turmoil. It sits as the last bastion of the United Canadian and American States on the West Coast of North America. Surrounded by several nations and separated from their national capital by thousands of miles, it's hardly a surprise that Seattlites are feeling disenfranchised with their national government. Following a massive scandal involving their former governor, Seattle called a special election and chose to bring in a relative newcomer with a vague past.

In her first few months in power, Corrine Potter has been trying to walk a tightrope between the wishes of the people and the wishes of the megacorporations. To that end, she has decided to call a summit to bring people from the various interests to make their case for or against independence. She does not trust any of the people at the summit and has tasked her Secretary of State to run an independent investigation into the motivations of each of the participants. Potter believes that this will help her to make the correct decision for the future of Seattle.

PLOT SYNOPSIS

The Secretary of State, Chuck Beale, has tasked a prominent Seattle fixer named Romeo to pull together a team who can do this investigation. Romeo will cast a wide net to find the right running team—they don't have to be Seattle-based, because there might be an advantage to having a group with no local ties or preferences. In the end, the team will report back to Romeo about the status of each job, what happened on the job, and what the team thought of the job. This information will be fed up to Beale, and ultimately to Potter.

Romeo will reach out to the players to form the team and act as the team's liaison with the summit. Getting moles into each of these organizations is too time-consuming to get the information needed. Instead, the players will be doing several tasks for the members of the summit. Enterprising players are encouraged to find opportunities to further investigate their employers' motivations, and Romeo will pay a bounty for paydata related to things like finance, correspondence, or intentions.

THE GAUNTLET

SCENE 0

WHAT'S UP CHUMMER?

The runners need to get to Seattle, if they aren't already there. The specifics of this scene are largely left to the gamemaster to determine, but a few suggested methods are described below.

TELL IT TO THEM STRAIGHT

IF THE RUNNERS ARE OUTSIDE OF SEATTLE.

You get a call on your commlink from a contact, who quickly briefs you on a situation going down in Seattle. You are being called in because you have impressed a fixer there who is willing to foot the bill for an extended visit. You've got a week in Seattle on Mr. Johnson's tab, with airfare and accommodations included. All you have to do is go talk to Mr. Johnson and see if you want to do a job for him. You hop the next suborbital to Seattle.

IF THE RUNNERS ARE ON THE RUN.

Your hiding spot is not well-documented. That's the point of a hiding spot, after all. So, when you get the knock on your door, you answer it with a loaded gun and the expectation of an ambush. Instead, you find a piece of electronic paper attached to your door with a suborbital ticket to Seattle, leaving that evening, along with a receipt for a week-long stay in the city. You're not sure who was listening, but you're glad that someone has given you a way out. You hop the flight and touch down in Seattle shortly thereafter.

BEHIND THE SCENES

Mr. Johnson is a fixer named Romeo, who needs neutral talent for a series of jobs. He'd prefer to bring in outsiders, but he's not averse

to bringing in someone local who knows their way around.

PUSHING THE ENVELOPE

There's really no need to push the envelope in this scene. If you want to expand on the campaign, though, this is a good opportunity to segue from another campaign, or to provide some extra motivation or roleplaying.

DEBUGGING

If the players are particularly skittish, getting an invitation like this will set off red flags immediately. Remind them that the hotel they're set up in isn't corporate-affiliated, isn't managed by criminals, and all the runners have to do is to show up. Think of it a bit like those timeshare seminars—why not get the free stuff if the burden being placed on you is light?

SCENE 1: WELCOME TO THE SHOW

WHAT'S UP, CHUMMER?

The team meets with Romeo and finds out the details of the jobs that they'll be undertaking.

TELL IT TO THEM STRAIGHT

You arrive at the most luxurious hotel you've ever seen: Pan Pacific Seattle. Despite being a chain of hotels, the Pan Pacific brand has managed to keep each location feeling unique, and that continues in the Seattle branch. The furniture has hints of what appear to be emeralds, and the view of Puget Sound from the rooftop bar is said to be astonishing.

Fortunately, you're going there. Romeo, a big name in Seattle's fixing business, has invited you for a drink to talk business.

HOOKS

This scene is intended to let the characters settle into their new digs, meet their boss, and see the dichotomy between the world in which they work and the world in which they live. Emphasize that dichotomy.

BEHIND THE SCENES

Romeo wants to hire the runners on a temporary basis to be his team for running a series of jobs. Romeo is going to set the team up with a safehouse in Puyallup, the elven version of the Barrens. During the jobs that the runners are being given, Romeo wants the runners to also dig up any information and intelligence related to their employers.

Romeo lets the players know that they will get 7,500 nuyen immediately (for the whole team, not apiece) for various expenses they may encounter during the week.

Romeo describes a job connected to the summit in town about possible secession. He will pay for any data that the runners can dig up on the participants, no matter how they get it. They could get the information from contacts, local sources, recordings, data storage, or witnesses. The players and GMs should be encouraged to be creative with what data the runners can uncover. Details about the kind of information that can be turned up are in the **Legwork** chapter.

Romeo's first job for them is to meet a contact at a party that is being held at the Pan Pacific hotel's ballroom the next night. He'll provide formalwear as needed, and he encourages the team to arrive early, don't bring weapons, and act like they belong.

SCENE 2: CHAOS COVER

WHAT'S UP, CHUMMER?

Riots are picking up in the streets as the summit starts. Using the riots as a backdrop, the runners are hired to go to Council Island, sneak into an embassy, and steal data.

TELL IT TO THEM STRAIGHT

True to his word, Romeo arranged for you to stay at a townhouse in Puyallup. Puy-



allup isn't the best neighborhood, being only a couple steps above the Redmond Barrens. It's a community of the disenfranchised, primarily elves, but accepting almost anyone that is a castaway. It's a great place to lay low or hide out, but it's also dangerous and unpredictable. Sitting atop a volcanic caldera can do that.

Some of the streets are paved with recycled plastics and cooled lava. The roads are smooth in patches, and rough in others, and occasionally rocks and craters have formed. It's not good for driving or walking, but it's marginally better than no paving at all.

The safehouse appears to be an abandoned townhouse. The windows are covered with thick grime, and the exterior siding is sloughing off in places. But the door locks seem sturdy, and the bones of the house seem well-maintained. That implies that the dingy appearance is intentional.

You find the formal wear already stored in one of the bedroom closets. They are a sharp contrast to the peeling paint and flawed AR displays throughout the rest of the house. Still, you've stayed in worse. You get a few hours of rest before heading to the Pan Pacific hotel's ballroom.

When you get to the ballroom, you are immediately overwhelmed with the opulence on display. People are wearing clothes that cost more than a wageslave's monthly rent. The food is real food, not soy or mycoprotein. And surrounded by a pocket of people stands a radiant elf who walks over as she sees you. Her dress sparkles and glows, Lilliputian stars creating an aura of beauty around her. Her short-cropped hair emphasizes the length of her ears, and as she approaches you, she has the graceful, confident stride of a predator.

BEHIND THE SCENES

The elf approaching the runners is Margaret Telestrian. She offers up some small talk about how great Romeo is, and how much she loves to work with him. She's trying to butter up the team, to make them forget that she's trying to take advantage of them. In the end, she offers the runners 2,000 nuyen each. If they accept, she will reveal details of a riot that is happening on Council Island.

She will arrange to smuggle in the runners via submarine to Council Island. The submarine leaves at 9 p.m. (about two hours after the meeting) from Pier 25 in Tacoma

and will insert the team on the northwestern shore of Council Island. She then wants them to break into John Abernathy's offices and steal data that is stored on hardcopy in the office. At 11 p.m., the same submarine will be waiting for them at the same location. It will then take the team back to Pier 25. The submarine pilot will not be taking the material. Instead, the runners will meet with Romeo back at their safehouse, exchange the goods with him, and he will arrange delivery to Telestrian.

Telestrian is a big fan of haggling, but not of obstinance or impertinence. She's willing to pay an additional 300 nuyen per net hit on a Negotiation test. However, if the players glitch the test, she dismisses them as amateurs (see **Debugging**, below).

PUSHING THE ENVELOPE

The runners might get attacked by the Ancients, the dominant gang in Puyallup. An Ancients ambush tends to be overwhelming, so have a number of Ancients equal to double the number of party members. Remember that as a Professional Rating 2 group, they will flee after taking only 2 boxes of damage each (p. 203, SR6). If the group loses their Lieutenant or more than half of the group, the survivors flee.

DEBUGGING

The runners absolutely cannot be allowed to bring weapons to the party. Any weapons brought in (that are detected) are immediately confiscated. Cybernetic or smuggled weapons will earn the runner in question a bench outside the ballroom to wait for the rest of the team. At the end of the meeting, the runners can retrieve anything that was confiscated.

If the runners are negotiating with Telestrian and glitch their test (she uses Edge in the test), then she will walk away from the runners without another word, dismissing them as boorish amateurs who cannot hold a simple conversation. It takes two hours, but Romeo will manage to salvage the operation. However, the runners will be taking less money. For a glitched test, the runners will only be offered 1,000 nuyen. For a critical glitch, the runners will only be offered 500 nuyen. Additionally, a glitch or critical glitch will prevent Telestrian from potentially becoming a contact (see **Picking up the Pieces** chapter).

GRUNTS AND MOVING TARGETS

ANCIENTS SOLDIER (PROFESSIONAL RATING 2)

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

DR	I/ID	AC	CM	MOVE
5	5/1	A1, I2	9	10/15/+1

Skills: Athletics 2, Close Combat 4, Firearms 3, Influence 5 (Intimidation +2), Perception 3, Piloting 1 (Ground Craft +2)

Gear: Armor jacket (+3), commlink (Device Rating 2), 2x doses of Cram [+1 Reaction, +1d6 Initiative Dice, p. 124, SR6]

Weapons:

Combat knife [Blades, DV 3P, Attack Ratings 8/2*/-/-/-]

Steyr TMP [Machine pistol, DV 2P, SA/FA, Attack Ratings 8/8/6/-/-, 30 (c), w/ laser sight]

ANCIENTS LIEUTENANT (PROFESSIONAL RATING 3)

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

DR	I/ID	AC	CM	MOVE
6	5/1	A1, I2	9	10/15/+1

Skills: Athletics 2, Close Combat 4, Firearms 4, Influence 5 (Intimidation +2), Perception 3, Piloting 2 (Ground Craft +2)

Gear: Armor jacket (+3), commlink (Device Rating 2), 2x doses of cram [+1 Reaction, +1d6 Initiative Dice, p. 124, SR6]

Weapons:

Combat knife [Blades, DV 3P, 8/2*/-/-/-]

Steyr TMP [Machine pistol, DV 2P, SA/FA, 8/8/6/-/-, 30 (c), w/ laser sight]

SCENE 3: DIGGING DIRT

WHAT'S UP, CHUMMER?

The runners break into an embassy on Council Island to steal hardcopy data from John Abernathy.

TELL IT TO THEM STRAIGHT

You head to the Tacoma docks and easily find Pier 25. Bobbing in the water at the end of the pier is a small flotilla of submarines. Each submarine only accommodates two passengers, so it's time to get cozy. I hope you didn't get any bright ideas about bringing heavy hardware and armor, because there's no room.

HOOKS

Because the SSC is dealing with a riot on the south end of the island, the guards in the

embassy will assume that the runners are rioters and will deal with them using non-lethal means.

BEHIND THE SCENES

Each runner can bring a two-handed weapon or two one-handed weapons, plus whatever can be carried on their person and in a backpack. There is one submarine for every two runners in the group. The submarines will drop the runners off about 1,000 meters north of the target building. Shortly after depositing the team and their equipment, the submarines will float back out to Puget Sound to avoid detection.

Council Island is mostly forested areas, with the native flora and fauna are protected by the Salish-Shidhe Council. Conveniently enough, the forested areas also provide excellent cover for traps and hunting animals. The building that the team is looking for is the three-story Council Embassy.

The automated security, including cameras, passive sensors, and drones, is managed via the Matrix Host for the Salish-Shidhe Council Embassy. The host is detailed below. The spider manning the host is detailed in the **Grunts and Moving Targets** section. Additionally, the runners will need to bypass a pressure-detecting mesh, a maglock with a tamper detection system, and a patrol of guards (also detailed in **Grunts and Moving Targets**).

The pressure mesh is used in sporadic, intentionally spaced areas approximately 200 meters around the target building. The rules for pressure mesh are found on p. 242, SR6. These meshes are designed to trigger when anything weighing more than 50 kilos is on them. If triggered, the guards inside the building are put on alert. The meshes are running silently but are present on the SSC host's security node.

The building itself has twelve exterior cameras covering every possible angle of approach, including the tree line 100 meters away. The building's windows have a Structure rating of 11 and do not open. Bypassing the cameras can be done directly (spray paint, shooting the cameras, spells, etc.) or through the SSC host's security node (details for hacking can be found on p. 178, SR6). If the characters are spotted by a camera, have them roll Sneaking + Agility (3) to avoid detection by the security spider. If the spider is disabled in some way, the cameras will not trigger additional tests, but may be used to increase Heat after the job.



The maglock keypad on the doors responds to a pass card. The maglock can be bypassed using the rules found on p. 241, SR6. The maglock is rating 4, as is the tamper detection system. Remember that this is a cardreader system, which allows the use of a maglock passkey.

The building has fourteen interior cameras on each of the three floors. These cameras can be bypassed using the same methods described for the exterior cameras. As with the exterior cameras, if a character gets detected by an interior camera, they must roll a Sneaking + Agility (3) test to avoid detection by the security spider. If the spider is disabled in some way, the cameras will not trigger additional tests but may be used to increase Heat after the job.

Inside the building, there are five guards on duty. If any alerts have been triggered, the guards will be prepared for the runners and will attempt to ambush them when they enter. Upon entry, the guards will start with a stun grenade to incapacitate the runners and will use Stick 'n' Shock ammunition to finish them off. After the fight, the guards will signal for a Knight Errant patrol.

If the guards were not alerted to the runners' presence, they will be conducting rou-

tine patrols around the building. There is one guard on each floor, and two guards on break in a security office. The guards' communications are all attached to the SSC host's security node. The guards' devices are all running wirelessly, and not silently. They are not linked to each other.

Bypassing the guards requires Sneaking + Agility tests against the guards' Perception + Intuition tests. If the runners are detected, the detecting guard will signal to the rest of the guards that there are intruders. The remaining guards will signal for a Knight Errant patrol and move to intercept the runners.

Because of the riot brewing, the Knight Errant patrol will be delayed up to 30 minutes.

Once inside John Abernathy's office, the runners will need to find the hardcopy of plans for the summit. The plans can be identified with an Perception + Intuition (5, 1 Combat Round) Extended test. If the runners wish to continue searching, they need to make a successful Perception + Intuition (3) test; if they do, they will also find paydata about Margaret Telestrian and Dewey T'ao. See the Legwork chapter for specifics about the content.

After the run, the runners will return to find the submarines waiting where they were

dropped off, and head back to Tacoma. From there, the runners will go back to their safehouse and find Romeo there, waiting for them. He will collect the reports for Telestrian, hand over credsticks with their pay, and will pay 1,000 nuyen per piece of paydata about a summit attendee that the team recovered.

SSC HOST

The host always runs Patrol IC, and launches IC in the following order: Marker, Scramble, Blaster (IC is detailed on p 187, SR6).

The host has a security host behind the public host.

MATRIX

PUBLIC HOST	SECURITY HOST
ASDF: 5/4/7/6	ASDF: 6/4/5/7

PUSHING THE ENVELOPE

During the mesh-crossing challenge, throw a few barghests at the runners. The stats can be found on p. 216, SR6.

If things are going too smoothly, consider adding a sixth guard to monitor the building, and then make the guards patrol in pairs. Let the guards do their Perception + Intuition test as a Teamwork test.

DEBUGGING

If the runners cause a lot of noise by using high explosives or something along those lines, the Knight Errant patrol should come in by air, and arrive within one minute. The sovereignty of Council Island will have been violated, creating an international conflict and making the riot go out of control.

GRUNTS AND MOVING TARGETS

SSC PATROLMAN

(PROFESSIONAL RATING 3)

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

DR	I/ID	AC	CM	MOVE
7	6/1	A1, I2	10	10/15/+1

Skills: Athletics 2, Biotech 2, Close Combat 4, Con 1, Firearms 4, Influence 3, Perception 4

Gear: Armor vest [+3, w/ cold resistance 3], commlink [DR 3, 2/0], helmet [+1] w/ low-light vision, subvocal microphone, thermographic vision, trode net

Weapons:

Fichetti Security 600 [Light Pistol, DV 1S1, SA, 11/10/7/-/-, 30 l, w/ Stick 'n' Shock ammo, detachable stock, laser sight, 2 spare clips]
 Stun baton [Club, DV 5S1, 6/-/-/-/-]
 Stun grenade [Thrown, DV 10S / 8S / 6S, Blast 15m]

SSC SECURITY SPIDER

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	2	3	2	4	5	4	3	4.5

DECK CONFIG 1				DECK CONFIG 2			
A	S	D	F	A	S	D	F
5	4	7 (8)	6	7	4	6 (7)	6

MATRIX DR	MATRIX I/ID	AC	CM	MOVE
14 or 13	12/4 or 11/4	A1, 15	10	10/15/+1

Skills: Cracking 5, Electronics 6, Perception 4

Augmentations: Cyberjack [Rating 2, D/F 5/4]

Gear: Renraku Kitsune [Device Rating 4, A/S 7/6, Programs 8]

Programs: Armor, Configurator, Exploit, Fork, Lockdown, Signal Scrubber, Toolbox, Trace

SCENE 4: THE SORDID WORLD OF POLITICS

WHAT'S UP, CHUMMER?

Major Reed (see p. 55) hires the runners to investigate a sitting politician in the murder of a prostitute at a bunraku parlor.

TELL IT TO THEM STRAIGHT

The following afternoon, you get a comcall from Romeo. He indicates that he's got a line on a job that needs to be done tonight. He's sending you the details via a courier and a datachip. A few minutes later, you hear a light rapping at the door. You ready a weapon and check the door cautiously. On the other side is a bored-looking, pimply faced teenage dwarf girl rocking a pink mohawk and chewing a wad of what you hope is bubblegum. When you open the door, she hands you a datachip and then turns and walks away, never saying a word.

On the datachip, you see a message from a woman who doesn't look immediately familiar to any of you. She says to call her "Major." She wants you to go to a bunraku parlor in order to deal with a client of theirs. The rest of the details are located on the datachip.

HOOKS

Bunraku parlors are one of the more terrible aspects of the Sixth World, and this scene may be troubling for some players. The gamemaster should gauge if the players are prepared for a scene like this. If not, please feel free to skip the scene.

A bunraku parlor is a club, typically owned by the Yakuza, that features “dolls.” These are people, usually women, who have implants that allow the bunraku owner to overwrite their personalities and replace them with the contents of a personafix chip. These dolls can be made to act like almost anyone, and they often undergo cosmetic surgeries as well to help them complete the job. Afterward, they are usually put into prison-like conditions where they wait for another client and a new personafix chip. The dolls cannot remember the events they experienced while under the effects of the personafix chip and eventually burn out and become psychotic, at which point they are permanently disposed of. Often these dolls are immigrants who owe a debt to their coyotes or other victims of human trafficking.

BEHIND THE SCENES

Major Reed wants to eliminate her rival in the UCAS, weakening their position in negotiations and providing her with ample blackmail. To do so, she wants to hire the runners to go to a bunraku parlor that Carl Derrick is known to attend and find a way to get him to kill one of the prostitutes. Because she is not present, there is no opportunity for negotiation or follow-up questions. This job requires the runners to go in a little blind. Reed offers the runners a flat rate of 2,500 nuyen apiece.

There are lots of ways that they might want to do this job. None of them are pretty, as they all involve a degree of manipulation and wet-work that the runners may not be comfortable with. They might want to drug Derrick and manipulate the crime scene so that it looks like he did the killing; they might want to use magic to mentally manipulate him into killing her; or they might even hack the girl’s personafix chip so that she attacks him, and he must defend himself. *Shadowrun* players tend to be creative about this sort of thing, so the gamemaster should be prepared to improvise a lot of this scene.

Derrick has a preference for the Marilyn Monroe fantasy. If the runners are looking for

the puppet he uses, she’ll look like Marilyn Monroe. Additionally, her personality file will be named appropriately.

Getting to the parlor is straightforward and shouldn’t require any tests. However, once inside, the runners will potentially encounter several defenses, depending on how the runners choose to execute the job. The defenses will be detailed here, and enemy forces will be detailed in the **Grunts and Moving Targets** section.

The parlor is open 24/7 to anyone willing to pay the membership fee of 5,000 nuyen or who knows the password (which might be obtained from a client stumbling out, for example). The parlor is under constant surveillance from hidden cameras, but also from the puppets themselves. Every puppet is equipped with cameras, microphones, simrigs, and other implants that help keep tabs on their clients. The puppets receive chips that are slotted into their skilljacks, which overwrite their normal personality and upload a suite of skills as well.

At any given time, there are eight Yakuza guards and one Yakuza mage present. The Yakuza host for the bunraku parlor is managed by a technomancer security spider. Their highest priority is protecting the puppets, since each puppet is a massive investment and the only way that the parlor turns a profit.

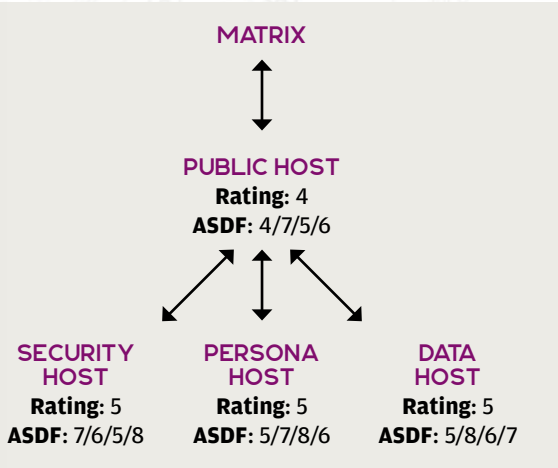
The mage has established a rating 4 ward (see p. 145, SR6) around the parlor, preventing anyone dual-natured, with active foci, or other active magical effects from entering easily. Additionally, the mage will use mental manipulation spells on belligerent or dissatisfied clients. The mage prefers to keep his spells subtle and intentionally dresses like the other guards so as not to stand out.

The parlor is composed of six different “suites,” each one tailored to a customer’s desire. There is also a full-service bar that has twelve stools, and a dancer is on a stage to keep people entertained while they await their suite’s availability.

The personality chips are printed in a special room located in the basement, near where the puppets are stored while inactive. While the puppets can receive signals and even skillsofts sent to them wirelessly, the personafix software requires a chip to be manually inserted into the puppet’s skilljack.

The office that stores the chip printer is locked with a rating 6 keypad maglock (rules are detailed on p. 241, SR6). The blank chips are stored in a safe behind a rating 6 biometric maglock that is keyed to the staff.

Like with the last mission, the payment and Romeo are waiting at the townhouse. Romeo will pay 2,000 nuyen for each additional piece of information on a summit attendee that was recovered by the team.



BUNRAKU PARLOR HOST

The host always runs Patrol IC and launch IC in the following order: Blaster, Killer, Sparky (IC is detailed on, p. 187, SR6).

The host layout is:

The Persona host stores all the personality software that can be imprinted onto the chips. This host also controls access to the puppets' skillsofts, and embedded codes that can turn the puppets into a violent fighting force. With a successful Electronics + Intuition (3) test (see rules for Matrix Perception, p. 178, SR6), the hacker will identify paydata worth 2,000 nuyen. It is protected by rating 2 encryption.

The Security host controls access to the doors, but not to the maglock on the safe. Additionally, it provides access to all the cameras.

The Yakuza like to collect data about their clients, particularly the ones that can be blackmailed. That data is stored in the Data host. With a successful Electronics + Intuition (3) test, the hacker finds paydata on Carl Derrick, Thomas Miranda, and Takuto Nakagawa. See the Legwork chapter for specifics on the paydata's contents. If the hacker's Matrix Perception test got more than 5 hits, additional paydata is identified, valued at 5,000 nuyen.

PUSHING THE ENVELOPE

If the runners make a scene in the parlor and threaten the property, the Yakuza Security Spider

can send a wireless signal to the puppets that makes them hostile to all non-Yakuza. They will pick up the nearest object that can be used as a weapon (DV 2S or DV 2P) and will relentlessly attack.

DEBUGGING

Because this scene involves a high degree of improvisation, the gamemaster may need to slow things down and review their options. In order to maintain the flow of the game, the gamemaster should make on-the-spot decisions that keeps things moving. The rules references are stated in their relevant sections, but when in doubt, just do whatever seems like it might be the most fun for the players.

GRUNTS AND MOVING TARGETS

YAKUZA SECURITY SPIDER

(PROFESSIONAL RATING 4)

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

MATRIX DR	MATRIX I/ID	AC	CM	MOVE
11	10/3	A1, 14	11	10/15/+1

Skills: Cracking 6, Electronics 4, Perception 4, Tasking 5

Complex Forms: Diffusion of Data Processing, Diffusion of Firewall, Mirrored Persona, Resonance Spike, Static Bomb, Tattletale

YAKUZA GUARD

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
3	4 (6)	4	4 (6)	3	3	4	3	4.25

DR	I/ID	AC	CM	MOVE
6	8/1	A1, 12	10	10/15/+1

Skills: Athletics 3, Biotech 1, Close Combat 5, Con 3, Engineering 1, Firearms 5, Influence 4 (Intimidation +2), Perception 4, Piloting 1

Augmentations: Datajack, muscle replacement [Rating 2], retractable spur [right arm]

Gear: Armor vest [Defense Rating +3], commlink [device rating 3], earbuds [capacity 3, w/ sound link, select sound filter 2], glasses [capacity 4, w/ flare compensation, image link, smartlink]

Weapons:

Spur [Blades, DV 3P, 7/--/--/--]

Ingram Smartgun XI [Submachine gun, DV 3P, SA/BF, 13/11/8/--, 32 l, w/ gas-vent system, integral silencer, smartgun, 2 spare clips]

YAKUZA MAGE

(PROFESSIONAL RATING 4)

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

DR	I/ID	AC	CM	MOVE
5	8/1	A1, I2	10	10/15/+1

Skills: Astral 4, Athletics 2, Biotech 1, Conjuring 4, Enchanting 2, Firearms 2, Influence 2 (Intimidation +2), Perception 4, Piloting 1, Sorcery 5, Stealth 2
Spells: Antidote, Armor, Clout, Combat Sense, Control Actions, Control Thoughts, Detect Magic, Mind Probe, Physical Barrier, Stunbolt

Gear: Actioneer business clothes [Defense Rating +2], commlink [device rating 3], earbuds [rating 3, w/ sound link, select sound filter 2], glasses [rating 4, w/ flare compensation, image link, smartlink], trode net

Weapons:

Ingram Smartgun XI [Submachine gun, DV 3P, SA/BF, 13/11/8/--, 32 (C), w/ gas-vent system, integral silencer, smartgun, 2 spare clips]
 Telescoping staff [Club, DV 4S, 8/--/--]

BUNRAKU PUPPET

(PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	4	3	2	1	3	3	6	3.9

DR	I/ID	AC	CM	MOVE
3	6/1	A1, I2	10	10/15/+1

Skills: Athletics 2, Biotech 2, Close Combat 5 (skillssoft), Con 6, Influence 6 (Seduction +2), Perception 5

Augmentations: Cortex kink bomb, cyberears [capacity 1, w/ microphone, sound link], cybereyes [capacity 1, w/ camera, image link, retinal duplication 6], datajack, enhanced articulation, simrig, skilljack [capacity 6], skillwires [rating 6], voice modulator [rating 3]

Gear: Clothing, commlink [device rating 1]

Weapons:

Unarmed [Unarmed, DV 1S, 4/--/--]

SCENE 5: GOTTA BREAK A FEW EGGS

WHAT'S UP, CHUMMER?

The runners are hired by Shan and Shun, the Sea Dragon's representatives, to steal an item from an underground vault. The item is a massive egg belonging to an unspecified dragon (there's only one female known to lair in Seattle: Urubia).

TELL IT TO THEM STRAIGHT

A whole day goes by without a call from Romeo. You begin to get a touch concerned, and then you get a message asking you to come to Underworld 93, a local bar and club in Puyallup. You arrive shortly after 3 p.m., and there's almost no one there. You go inside and see a few people milling about and hanging by the bar. And then you spot Romeo sitting in a booth, with two of the strangest-looking people you've ever seen.

On Romeo's right, you see an exceedingly handsome man who probably would be a bit shorter than average human height, but with gently-curving tusks that are vaguely orkish. To Romeo's left, you see a lovely woman who seems like the spitting image of the man to Romeo's right. You realize that these are Shan and Shun from the summit.

Romeo warmly invites you to pull up chairs and sit to talk business.

BEHIND THE SCENES

Shan and Shun will be mostly quiet during the meeting, so long as Romeo stays on point. They are not interested in discussing the summit, only the job. Shan is the one who negotiates and does most of the talking. Shun appears preoccupied but is watching the runners closely. Shan offers the runners 5,000 nuyen each, increased by 500 nuyen for any net hits on the Negotiation test.

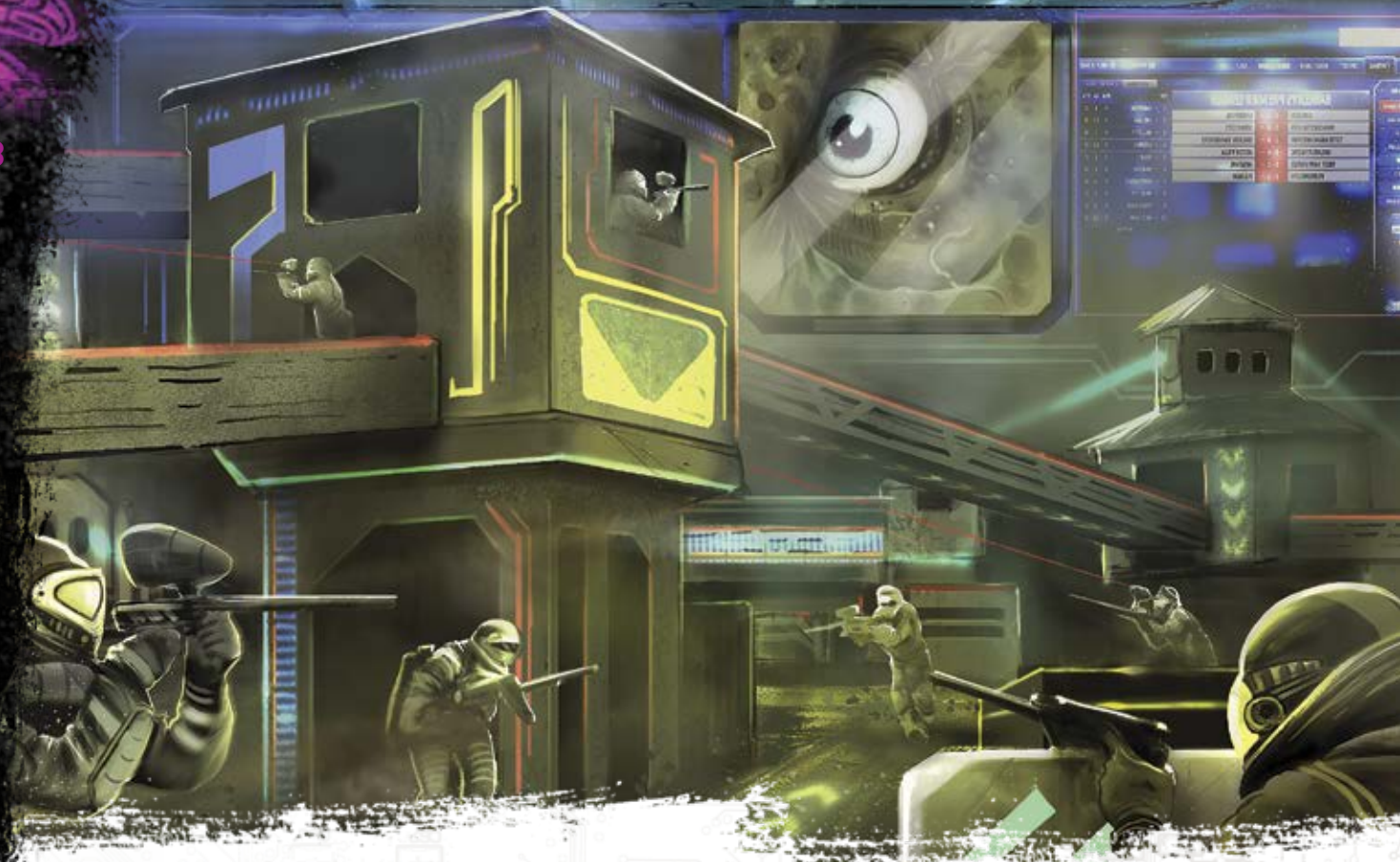
The job is to break into an underground vault and steal the contents within. Shan and Shun will not specify what the team is after inside the vault, only saying that it is fragile and must be handled with care. To get into the vault will require a plasma lance, which is an industrial-grade cutting tool that will be provided to the team via an industrial drone. The team is to enter the Seattle Underground and look for an unused tunnel. They will take the drone to the specified point, and then begin operations to cut through the wall. On the other side, they will be inside the vault.

After acquiring their goal, they need to put it into a protective case, which is also provided, and haul it to a warehouse in Tacoma. There, Shan and Shun will meet the runners and transfer the funds.

The runners will know the object when they see it. Shan and Shun refuse to speak of it, only saying that acquiring it is of utmost importance to their mistress, who forbade speaking about it aloud.

PUSHING THE ENVELOPE

It's a negotiation—there shouldn't be any need for violence or pushing the envelope. However, if something like that happens, consider having a security team on-hand to take care of troublemakers. Use the stats for the Mafia Soldato on p. 207, SR6.



DEBUGGING

There's a chance that some of the runners may not be willing to work with a dragon or her proxies. If that's the case, then increase the pay to 7,500 nuyen apiece. If they are still unwilling to budge, skip this scenario. Shan will be displeased with the team, but Shun will give them a begrudging respect for holding to their morality. This will influence the outcome of the Picking Up the Pieces chapter.

SCENE 6: TERROR DOWN BELOW

WHAT'S UP, CHUMMER?

The characters break into a subterranean vault, fight a metaplanar monster, and steal a dragon's egg.

TELL IT TO THEM STRAIGHT

Getting into the Seattle Underground is a very different experience from what it was before this was a legally recognized district.

There are patrols of Knight Errant police officers and gentrified communities all over. But you're going deeper. The ventilation shaft that you climb down smells fetid and has a sharp, acrid flavor that lingers in the back of your throat. When you emerge, you find that you've managed to bypass the other residential levels, and you've entered the area that people refer to as the Feral Underground. The only light here is what you bring with you, and the air is thick and cold like a tomb.

You've heard the rumors that there are vampires, ghouls, and other nasties living in the Feral Underground. You put your fingers on your weapon out of habit, and it makes you feel more comfortable. The Packmule drone clanders down on its spidery legs and turns on an industrial floodlight to illuminate the tunnels. You hear what can best be described as scuttling as the light illuminates the area in front of the drone.

Looking at your GPS, you see where you are. Your destination is roughly east by a few hundred meters. But since no one has mapped these tunnels, there's no telling how you'll get there.

And then it blinks out with no service. Great.

WHEN THE PLAYERS ARRIVE AT THE TARGET AREA, READ THE FOLLOWING:

You round a corner of the tunnels, and the air seems to change to become less musty and a bit warmer and more humid. An archway of old stones is formed in front of you as you come around the corner. The stones appear to be ancient, almost like they were placed before bricks were invented. On the other side of the archway is a large cavern. The cavern floor is covered in a fine, almost clay-like dust. Looking up to gauge the height is fruitless, as the ceiling stretches to beyond your vision, and ends in darkness. The air here is moist and warm, almost tropical. On the south end of the cavern, you see what can only be your target – a wall of stone that has epigraphs and etchings in it. Straddling the wall are two stone statues.

BEHIND THE SCENES

The drone stats are in the **Grunts and Moving Targets** section. It is an Ares Packmule, which walks on four spindly legs that allow it to easily navigate rough terrain.

Navigating the tunnels is a challenging endeavor at best. It requires an **Outdoors + Intuition** (10, 1 Combat Round) Extended test to find the location where the lance should be used. Remember that dice pools decrease by 1 for each test after the first (p. 36, SR6).

The wall that they are seeing has carvings on it that look like they are older than Seattle. The scene depicts a group of people in a circle around a serpentine figure. If the characters have the relevant Knowledge skills, they can surmise that the people are worshipping the serpent. The statues are actually people who encountered the Subterranean Terror (see below). With a **Perception + Intuition** (3) test, the characters can realize that these are not statues, but real people who have been petrified.

The players should begin firing up the lance and cutting through the wall. The lance will cut through the wall and the metal on the other side over the course of several combat rounds. If the lance is being operated by the drone, it takes a **Pilot + Targeting** [Plasma Lance] (10, 1 combat round) Extended test. If the lance is being operated by someone else, it takes an **Agility + Engineering** (10, 1 combat round) Extended test.

Carrying the lance requires a **Strength** of 5 or higher. The lance constantly drains battery power, which is provided either by the lance drone or another source. At the end of the op-

eration, the lance and the device that has powered it will be drained and useless.

During the cutting process, the players will come under attack by a petrophage. The stats for the monster are in the **Grunts and Moving Targets** section. The petrophage is a native of a metaplane of Earth. It lives underground in its native metaplane and eats rocks and stone. It uses its Petrification power to solidify organic prey before consuming it. The creature has a blobby body that expands and contracts as necessary to keep it moving. The leathery hide protects it from most attacks, and its six tentacles are lined with tiny hooked barbs that resemble Velcro patches, but with bone instead of plastic. The petrophage can also use its tentacles to suspend itself and climb walls and ceilings. In the center of the blobby mass is what can generously be referred to as its “face.” It has no visible eyes or ears, relying instead on the ability to perceive auras. In lieu of a mouth, the petrophage has a gaping maw lined with rock-crushing teeth that oscillate and pulse within. It prefers to stalk from the shadows, using its Concealment power to hide itself until it is ready to attack. When the petrophage attacks, it prefers to start with the Petrification power, and it will use Paralyzing Touch via its tentacles to protect itself.

After finally getting through the wall, the players will enter a vault that is decidedly modern. The air is extremely warm here, and a perceptive player may realize that this isn’t a vault—it’s an incubator. Sitting in the middle of the vault is an egg, surrounded by thousands of nuyen worth of gold and jewels. It’s about 1.2 meters tall and one meter wide, and it perfectly fits inside the carrying case that Shan and Shun gave the players. The characters can recover the gold and jewels as well, and fencing the materials is covered in the **Picking Up the Pieces** chapter.

When the players return to the warehouse in Tacoma, they are greeted by Shan and Shun. They take the case and carefully open it to examine the contents. When they are satisfied that the egg is undamaged, they provide the characters with credsticks containing the money they were promised. Shan and Shun are not very talkative, and when the deal has concluded they will head to a nearby boat and off into Puget Sound.

PUSHING THE ENVELOPE

The runners could easily run into any number of terrible things in the Feral Underground.

If they are struggling and getting lost, they should bump into anything from devil rats (and their variants) to vampires. The stats for these critters are found on pp. 217-219, SR6.

DEBUGGING

There are a few ways this could go wrong. If the players run out of dice on Outdoors Extended tests while navigating the caverns, give them an opportunity to catch their breath and refocus. This should take a couple of minutes, and it's an opportunity to attack the players if you're pushing the envelope, or to enhance the paranoia by making the players think they're going to be attacked. Once the team has had a chance to rest a bit, let them start navigating again with a fresh dice pool.

Likewise, if the dice pool runs out while operating the lance, have the lance stop functioning for a minute as it overheats. The characters will want to let it cool off, which should take approximately 10 combat rounds. Once it's cooled, the characters can pick up where they stopped with a fresh dice pool.

GRUNTS AND MOVING TARGETS

ARES PACKMULE W/ PLASMA LANCE

HAND (ON/OFF ROAD)	ACCEL	SPEED INT.	TOP SPEED	BODY	ARM	PILOT	SENS
3/4	6	5	30	8	6	2	1

Autosofts: Targeting [Plasma Lance, Rating 6]

Weapons: Plasma Lance [Exotic, DV 20P, Attack Ratings 20/10/5/--]

PETROPHAGE

B	A	R	S	W	L	I	C	ESS	M
8	4	6	8	3	1	5	1	6	6

DR	I/ID	AC	CM	MOVE
14	11/3	A1, 14	12	5/10/+1

Skills: Astral 4, Athletics 6, Close Combat 8, Outdoors 8, Perception 8, Stealth 8

Powers: Armor 6, Concealment, Dual Natured, Enhanced Senses (Touch, Smell), Fear, Natural Weapon (Beak, Tentacles), Paralyzing Touch, Petrification, Sapience

Weaknesses: Allergy (Sunlight, Extreme), Dietary Requirement (Stone), Reduced Senses (Sight, Hearing)

Attacks:

Bite [Unarmed, DV 4P, 10/--/--]

Tentacle [Unarmed, DV 3S, 10/--/--]

SCENE 7: THE FINAL COUP

WHAT'S UP, CHUMMER?

One final job—Thomas Miranda wants to know how the chips will fall. Specifically, he wants the runners to steal the contents of his report to Governor Potter. Romeo wants the runners to manipulate the report so that it favors Seattle's independence.

TELL IT TO THEM STRAIGHT

With the summit drawing to a close, the parties involved appeared on the local newscast, trying to portray a diplomatic level of politeness. You turn off the drivel as you get a commcall from an unknown number. It's Thomas Miranda, the Horizon rep from the summit.

"Good morning! I've heard that you've done some good work for Romeo over the last week. I'm not privy to all of the details, but I know enough to know that you're the team I want for a job." He goes on to explain that a report is being compiled, based in part on information that the team has been acquiring. That report is in Chuck Beale's office, and Miranda would like you to get a copy of the report before Beale sends it to Governor Potter.

He'd like you to get the report during the afternoon summit session, while all the attendees are busy. He figures that the Secretary of State will have the bulk of his personnel with him for this event, and therefore the office will be less protected than normal.

Who says government is dull?

WHEN ROMEO CALLS:

"I've heard you're doing some work on your own, without my input. No worries—I'm fine with it. However, I'd like to ask you to call me before you complete that job. I may be interested in you making some changes to the material."

BEHIND THE SCENES

Miranda is willing to offer the team 5,000 nuyen each. This is a job that requires stealth, discretion, and absolutely no lethal force. Getting into the Secretary of State's building isn't terribly hard as it's a public building, but getting into the offices requires some finesse. Since

players tend to excel at finding ways to improvise solutions, a gamemaster will need to know the details of the building, without forcing the players to use a specific path.

When the players arrive at the Secretary of State's office, they will get a call from Romeo (see **Tell It to Them Straight**, above). When the players get to the datachip, if they call Romeo, he will offer them an additional 2,000 nuyen to alter the contents of the datachip to make the report favor independence.

The State Department building is a twelve-story glass-and-steel lump that sits in the middle of Downtown Seattle. Beale's office is on the twelfth floor of the building, just below the roof.

The roof has a helipad and a roof entrance that leads to the stairwell. The entrance to the stairwell has a rating 6 keycard maglock with a rating 6 tamper detection system. Additionally, the roof has four turrets to provide protection from aerial threats (the turrets are detailed in **Grunts and Moving Targets**). The rooftop entrance is also protected with a rating 6 ward, put in place by the security mages on staff.

There is a public entrance that exits to the street. Anyone that enters from the front of the building must undergo scanning by a rating 6 chemsniffer and a rating 6 MAD scanner (rules are detailed on p. 242, SR6). Additionally, to be granted a visitor's pass requires passing a rating 6 SIN scanner.

Around the back of the building, which exits to an alley, is a shipping dock that allows for small- and medium-sized trucks, vans, and so forth to load and unload cargo discreetly. This is used as a VIP entrance as well, bypassing the public scrutiny that the front door can sometimes draw. There is a rating 6 keycard maglock on the door with a rating 6 tamper detection system (same access as the helipad). Additionally, a guard is stationed at this door to monitor entrances and exits. A rating 6 ward is present on the rear entrances as well.

There is a security team present in the building, composed of twelve of Knight Errant's HTR forces. The security team is stationed on the first floor, and the remaining ten floors are patrolled by two guards who patrol five floors each. The twelfth floor is not patrolled by a security guard, as the floor is considered too top secret for private contractors to be granted access. In addition to these forces, there are two HTR mages on staff who are ready to be deployed if needed.

The building is mostly offices for bureaucrats. They don't care who wanders among their cube farms, so long as the people walking around don't seem too out of place. If there's a question about whether an employee contacts the security team for assistance, have the runner roll a Con + Charisma vs. Perception + Intuition Opposed test. If the runner wins, the worker just goes back to their grind. If the worker wins, they get suspicious. If the worker wins with 3 or more net hits, they contact the security team.

Access to the twelfth floor requires using the elevators or the stairwells. The elevators will not allow anyone past the tenth floor without an appropriate keycard (treat as a rating 6 keycard maglock). The stairwells have rating 6 motion sensors throughout. Exiting the stairwells requires on any floor requires getting past a rating 6 keycard maglock with a rating 6 tamper detection system.

The twelfth floor is much like the other floors, but with high-ranking bureaucratic officials. They will be even more suspicious of anyone that they don't recognize. Have the runner roll a Con + Charisma vs. Perception + Intuition Opposed test. If the worker wins with any net hits, they contact the security team.

Beale's office is locked with a rating 6 biometric maglock, equipped with a rating 6 tamper detection system. The floor is equipped with a pressure pad directly inside the door. This pad is calibrated to alert the security team if anything that weighs less than 75 kilos or more than 85 kilos lands on the pad. This pad is disabled when Beale is in his office, controlled by a switch that sits at his desk.

Beale's desk is made of real mahogany and is substantially heavier than it should be for this size. There is a button that disarms the pressure pad system, and another button that is a PanicButton hardwired to the security team. The buttons are not labeled or identified in any way.

The desk also contains Beale's private safe. The safe is concealed behind a drawer pull and requires Beale's fingerprint to unlock. It is protected by a rating 7 biometric maglock with a rating 7 tamper detection system. Within the safe, one will find a datachip labeled "SS REPORT."

The files on the datachip are protected by a rating 4 Data Bomb (see rules on p. 183, SR6) that does not destroy the files when it detonates. Additionally, the files are under the effects of rating 6 encryption, requiring a Crack File action (see rules on p. 180, SR6) to bypass.

Once the encryption and the data bomb are dealt with, the files can be transferred to another device with an Edit File action (see rules on p. 181, SR6). The contents of the file are completely visible and are detailed in the **Legwork** chapter. Runners may choose to modify the file if they want. After the file has been copied, the hacker may wish to use the Encrypt File and Set Data Bomb actions to replace the protection that they removed.

In addition to the “SS REPORT” datachip, there are two datachips labeled with the names of “Dewey” T’ao and Brenda Reed. The contents of these datachips are not encrypted or protected and can be copied over with an Edit File action.

In the event of an alert, the security procedure is as follows:

- The security spider initiates a lockdown of all elevators so that they do not access that floor. The elevators continue to operate.
- The security spider initiates a lockdown of all stairwell doors to prohibit entry but permit exit.
- Lights and alarms go off on the designated floor, indicating to the staff that they need to evacuate the floor.
- A pop-out turret is deployed to each of the four stairwells, equipped with a camera to perform facial recognition scans on anyone exiting the floor. The turret is treated as a drone, and the stats are in Grunts and Moving Targets.
- The employees will vacate the floor to the stairwells and begin to exit to the bottom floor. This process takes approximately 20 combat rounds (60 seconds).
- If you choose to use the additional step detailed in Pushing the Envelope, this is where that step should be used.
- Once the floor is cleared, the mages will astrally project to the floor to look for any remaining astral signatures or auras.
- If the mages detect an aura or astral signature, the security guards use the stairwells in teams of three to enter the floor and sweep it for intruders.

SEATTLE SECRETARY OF STATE HOST

The Secretary of State has its own host that is discrete from the rest of the Seattle

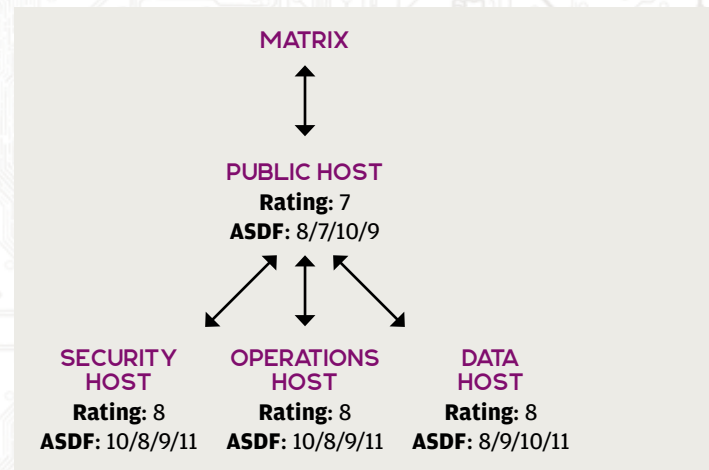
government. It is always running Patrol IC, and when an alarm is triggered it deploys IC in the following order: Marker, Track, Blaster, Black.

The Public host has multiple assistants to help the public with finding information, filling out forms, and performing other civic tasks.

The Security host controls all of the building’s security devices and security personnel. It manages the cameras and other passive defenses, as well as the drones and other active defenses. It also manages the deployment of security personnel.

The Operations host is where the Seattle State Department manages their operational information. It’s considered to be top secret on the level of other national interests. If one wanted to find out what happened during an operation, or get information about personnel, this is where they’d look to find it. With a successful Matrix Perception test, the hacker can identify paydata worth anywhere from 3,000 to 10,000 nuyen (gamemaster’s discretion). The data is behind rating 6 encryption.

The Data host holds most of the data for the host. In it, one can find everything from written reports and essays to payroll and human resources data. With a successful Matrix Perception test, the hacker can identify paydata worth approximately 2,500 nuyen. The data is behind rating 3 encryption.



PUSHING THE ENVELOPE

Consider adding another step to the building’s security procedure, in which they flood the floor with Neuro-Stun IX (see p. 122, SR6).

DEBUGGING

If your hacker is not up to the task of decrypting the file, the chip can be stolen. This will still fulfill the needs of the mission, but it exposes the operation. There will be after-effects in the Picking Up the Pieces chapter.

GRUNTS AND MOVING TARGETS

KNIGHT ERRANT HTR SECURITY OFFICER

(PROFESSIONAL RATING 6)

B	A	R	S	W	L	I	C	ESS
4	4 (6)	5 (8)	4 (6)	5	3	4	3	2.24

DR	I/ID	AC	CM	MOVE
14	10/4	A1, 15	11	10/15/+1

Skills: Athletics 4, Biotech 2 (First Aid +2), Close Combat 6, Electronics 2, Firearms 6 (Automatics +2), Influence 4 (Intimidation +2), Perception 6, Piloting 3, Stealth 2

Augmentations: Cyberears (Alphaware, capacity 2 w/ audio enhancement, damper, sound link, select sound filter 2), cybereyes (Alphaware, capacity 3 w/ camera, flare compensation, image link, smartlink), dermal plating 3, muscle replacement 2, wired reflexes 3

Gear: Commlink (DR 4, 2/1), full body armor w/ helmet (+7), 2 x stun grenades, 2 x smoke grenades

Weapons:

- Ares Alpha [Rifle, DV 4P, SA/BF/FA, Attack Ratings 4/10/9/7/2, w/ smartgun, underbarrel grenade launcher]
- Ares Predator VI [Heavy Pistol, DV 3S, SA/BF, Attack Ratings 10/10/8/-/-, w/ gel ammo, smartgun]
- Smoke grenade [Grenade, DV - / - / -, Blast -]
- Stun baton [Clubs, DV 5S(e), Attack Ratings 6/-/-/-/-]
- Stun grenade [Grenade, DV 10S / 8S / 6S, Blast 15m]

KNIGHT ERRANT HTR SECURITY MAGE

(PROFESSIONAL RATING 6)

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

DR	I/ID	AC	CM	MOVE
11	9/1	A1, 12	11	10/15/+1

Skills: Biotech 4, Close Combat 2, Conjuring 6, Firearms 4, Influence 5, Perception 6, Piloting 3, Sorcery 6, Stealth 2

Spells: Analyze Truth, Armor, Clout, Combat Sense, Heal, Increase Reflexes, Manabolt, Silence, Stunball, Vehicle Armor

Gear: Commlink (Device rating 4), full body armor w/ helmet (+7), 2 x stun grenades, 2 x smoke grenades

Attacks:

- Ares Alpha [Rifle, DV 4P, SA/BF/FA, Attack Ratings 4/10/9/7/2, w/ smartgun, underbarrel grenade launcher]
- Ares Predator VI [Heavy pistol, DV 3S, SA/BF, Attack Ratings 10/10/8/-/-, w/ gel ammo, smartgun]
- Smoke grenade [Grenade, DV - / - / -, Blast -]
- Stun baton [Clubs, DV 5S1, Attack Ratings 6/-/-/-/-]
- Stun grenade [Grenade, DV 10S / 8S / 6S, Blast 15m]

KNIGHT ERRANT HTR SECURITY SPIDER

(PROFESSIONAL RATING 6)

B	A	R	S	W	L	I	C	ESS
3	3	3	3	5	6	6	5	3.7

DECK CONFIG 1				DECK CONFIG 1			
A	S	D	F	A	S	D	F
7	8	6 (7)	7	8	6	7 (8)	7

MATRIX DR	MATRIX I/ID	MATRIX AC	MATRIX CM	MOVE
14 (16) or 15 (17)	13/5 or 14/5	A1, 16	11	10/15/+1

Skills: Cracking 7, Electronics 8

Augmentations: Cyberjack [Rating 4, D/F 7/6]

Gear: Shiawase Cyber-6 cyberdeck [Device rating 5, A/S 8/7, 10 active programs]

Programs: Armor, Biofeedback, Biofeedback Filter, Configurator, Edit, Encryption, Fork, Lockdown, Toolbox, Trace

ARES ARMS SENTRY VI

HAND (ON/OFF ROAD)	ACCEL	SPEED INT.	TOP SPEED	BODY	ARM	PILOT	SENS
0	0	0	0	6	6	3	3

DR	I/ID	AC	CM
6	6/4	A1, 15	11

Autosofts: Clearsight 4, Targeting [HK-227] 4

Weapons:

- HK-227 [Submachine gun, DV 3P, SA/BF, Attack Ratings 10/11/8/-/-, 200 (b)]

SCENE 8: THE FINAL CHOICE

SCAN THIS

This isn't so much a scene as a chance for the runners to make and execute their final decisions. They should have found some black-mail material on various summit participants, and they also should have obtained a copy of the report to edit. At the end, they will have to figure out what they do with it.

BEHIND THE SCENES

Romeo is the best person to get pro-independence material to, and since the PCs are already in touch with hi, that should be easy enough. Carl Derrick, UCAS representative, would normally be a natural candidate for sending anti-independence material, but by this point in the adventure his position is pre-

carious and the leadership he can provide is dubious, so he might not be able to do anything with material given to him. Takuto Nakagawa is pushing for Seattle to remain in the UCAS, so he would be a good person to hand off information to. Both sides are eager to have information they can use, so they're not going to ask too many questions about where it comes from.

More information on what happens next is in the **Aftermath** section of **Picking Up the Pieces**.

PICKING UP THE PIECES

AFTERMATH

No immediate announcements about Seattle's independence are made in the wake of the summit, but certain paths may have been cleared. If the PCs try to act to favor independence, specific after-effects include:

- The calls for John Abernathy's resignation are redoubled after it is revealed that he had connections to Human Nation. He resigns in disgrace. The Salish-Shidhe citizens in Seattle are given a new representative, who plays a little more hardball than Abernathy. Tír Tairngire forces muster along the SSC/Tír border, but due to some revelations that Telestrian had a hand in the pollution of Tsimshian, the forces withdraw before any skirmish can break out.
- Horizon wins a contract to provide the city's Matrix services, focusing specifically on the Redmond Barrens. This means potentially thousands of new sources of human and metahuman data, especially the SINless. Horizon stock immediately jumps five percent.
- Renraku wins a contract to provide some of the city's services, though at an amount that is substantially less than they had originally hoped. They renew the contract to provide the city with GridGuide, and they lose their opportunity to establish a firmer foothold—for now. Nakagawa commits seppuku and is buried with honors among his ancestors.

- Dewei T'ao is lauded as a hero of the PPG after PPG members Aztechnology, Federated-Boeing, Gaeatronics, and Wuxing all win massive contracts to provide everything from city services to aircab services.
- Major Reed is instrumental in bringing Ares to Seattle in a big way and takes a position in the Ares field office in Seattle. The effects of having a war criminal in a position of power in a newly independent nation are yet to be seen.
- Carl Derrick is not re-elected. He ends up going back to DeeCee as a one-term representative. His dealings with prostitutes and novacoke force a very public and very messy divorce, and he seeks to rehabilitate his image and his life.
- Rumors circulate that Urubia has lost an egg. She is furious and kills a dozen gang members in Redmond in the resulting rage. She then pledges to find the parties responsible and to visit swift draconic justice upon them. The reparations she negotiates with Redmond include her paying part of the contract that Horizon is providing for the Redmond Barrens.

If the players decide to steer things to favor remaining with the UCAS, the city is sent into a scramble. The events that are about to unfold in the UCAS are not something Seattle can stop, but Seattle's path going forward becomes more uncertain. The following events happen to the members of the Summit:

- The Salish-Shidhe Council is made aware of John Abernathy's dealings with Human Nation. He's immediately forced to resign, but the deal is never made public. In return, Telestrian wins a new contract to support the cleanup efforts of the former Tsimshian region.
- Horizon makes off from the whole summit like a bandit, winning a massive contract to provide Matrix services to the Redmond Barrens. If this project works, it opens up thousands of new subscribers to Singularity, Horizon's Matrix Service Provider.
- Renraku cleans house as well, with the multibillion-dollar contract for the city's infrastructure and services being awarded solely to them. Nakagawa is hailed as a hero and given a new office a floor above the one he currently occupies.

- The PPG loses ground along the Pacific Northwest. With the influx of Japanese corps coming to the rescue of Seattle's government, several smaller PPG members debate leaving the PPG altogether. Dewey retires and goes on to live a happy life with his family in Hong Kong.
- Major Reed's war criminal record is exposed to the public, and she is immediately brought up on charges by the CAS government. Ares throws her under the bus and agrees to extradite her and her entire unit of Marines. They are all sentenced to life in prison for their involvement in the destruction of a tribe in the Carib League. She also brings down a two-star general and his staff, but they get lesser charges.
- Carl Derrick is disgraced as news of his extramarital affairs, his involvement in bunnaku parlors, and his addiction to novacoke all come to the fore. He's the laughingstock of DeeCee. His wife divorces him, and he ends up in a destructive shame-spiral from which he never recovers.
- Urubia discovers that one of her eggs is missing. She loses her temper, and accidentally engulfs a block of Redmond buildings in flame. She immediately offers reparations, which come with the assistance of Horizon, since they are rebuilding things in the Barrens anyway.

AWARDING MONEY

Per the terms arranged by Romeo for each of the scenes, the players are given the agreed upon monetary recompense at the conclusion of each job. If they acquired any additional paydata above and beyond the kind that Romeo was looking for, that paydata has a value defined in that scene. The runners may fence any goods or paydata that they acquired along the way.

AWARDING KARMA

Karma is sort of the universal currency for hard work, effort, and inspiration. At the end of an adventure, Karma is awarded to players based on their individual and team contributions. A player will earn some of the available Karma rewards, but not all of them. Additionally, recall that Karma can be lost by some particularly atrocious actions. Taking Karma away from a player should not be done lightly.

It is not recommended for a gamemaster to share what characters can earn Karma for, as they may wish to play the adventure again with different outcomes. Additionally, it prevents players or gamemaster from second-guessing their decisions, and decisions are the basis of a good roleplaying game.

TEAM KARMA

- Discovering a valuable secret about a summit attendee: 1 (can only be earned once per attendee)

SCENE 2

- Fought the Ancients when arriving in Puyallup: 1
- Peacefully dealt with the Ancients when arriving in Puyallup: 2

SCENE 3

- No alarms in the SSC Embassy: 1
- Avoided any fatalities in the SSC Embassy: 2

SCENE 4

- Framed Carl Derrick for murder: 1
- Framed Carl Derrick for another crime, not resulting in a fatality: 2

SCENE 6

- Cut through the wall without having to stop: 1
- Defeated the Petrophage: 1

SCENE 7

- No alarms in the Secretary of State's building: 1
- No fatalities in the Secretary of State's building: 1

INDIVIDUAL KARMA

- Survival award: 5
- Guts or bravery: 1
- Pushing the storyline along: 1
- Independent investigation efforts: 1

AWARDING CONTACTS

Many of the characters represented in *Free Seattle* can be reused in future Seattle campaigns. This means that if the characters have established a working relationship with them, they might be called upon as contacts in the future. Gamemasters are encouraged to use

and grant to the players any NPCs they see fit. Some possible contacts are listed below:

- Romeo Steele (Connection 5, Loyalty 1)
- Margaret Telestrian (Connection 6, Loyalty 1)
- Shan (Connection 3, Loyalty 1)
- Shun (Connection 3, Loyalty 1)
- Thomas Miranda (Connection 6, Loyalty 1)

BUILDING REPUTATION AND HEAT

Through the course of the mission, several things may contribute to building Reputation and Heat. The rules starting on p. 235, *SR6* cover the general acquisition of Reputation and Heat, all of which apply to this adventure. This section will cover specific things or events

that may generate Heat and/or Reputation for a runner.

SCENE 2

- Killed more than half of the Ancients: -1 Reputation, +1 Heat roll modifier

SCENE 3

- Killed guards at the SSC Embassy: +1 Heat roll modifier

SCENE 4

- Started a public fight in the bunraku parlor: +1 Heat roll modifier

SCENE 6

- Collected proof that they killed the Petrophage: +2 Reputation

SCENE 7

- Any fatalities in the Secretary of State's building: +3 Heat roll modifier



LEGWORK

Legwork is about searching for information about a person, place, or relationship. It can be done by calling contacts that might know the information you seek, performing extensive and deep Matrix searching, or some combination of the two. These charts help gamemasters determine the results of legwork efforts.

To determine what information a contact knows, roll the contact's Connection + Loyalty as a test. If a contact could reasonably be said to have a connection to the target information, the gamemaster should apply a +2 dice pool modifier to this test. The number of hits determines what information a contact knows. To determine what a contact is willing to tell the character, have the player roll Influence + Charisma, with the contact's Loyalty rating as a bonus to the dice pool. The number of hits determines how much information the contact is willing to share for free. If the contact knows

more than they are telling the character, the character can buy that information from the contact for 100 nuyen per level. Contacts cannot give the character more information than that contact knows.

Additionally, Matrix searches can turn up useful information. The Matrix Search action (see p. 183, SR6) allows characters to perform an Electronics + Intuition (variable, 10 minutes) Extended test to dig up information. Depending on how much time one is willing to invest and how much information is publicly available, a Matrix Search can be as useful as a contact. But because the information must be publicly available, the information is rarely more useful than a contact.

If a character gets hold of one of the valuable paydata logs about a character, treat it as if the whole table has been exposed to the character.

CHARLES 'CHUCK' BEALE

CONTACT MATRIX RESULTS

0	0	No useful information.
1	1	The Secretary of State for Seattle.
2	2	Left Horizon as a vice president for International Relations.
3	3	An integral figure in the peace talks between Aztlan and Amazonia, bringing both sides together at their worst.
4	4	Went to Dartmouth College, and graduated summa cum laude with a double major in psychology and political science.
5	5	His father was extremely abusive to his whole family. In the end, his father committed suicide.
6	–	Chuck is a social adept, but he did not learn about this until after his father's suicide.
7	–	Horizon identified Chuck as a social adept during testing in high school. They offered him a position within Horizon after his father's death.
8	–	Chuck was responsible for his father's death. The management at Horizon managed to convince him to stand up for himself and his mother, causing his magical powers to manifest in his father's death.
9	–	Convinced an Amazonian tribe to appear in a fictional video showing the "war crimes" of Aztlan. All of the tribe members were later killed.

GILROY 'ROMEO' STEELE

CONTACT MATRIX RESULTS

0	0	No useful information.
1	1	Born in Boston to human parents, moved to Seattle shortly before going to college at Stanford Law School.

2	2	Private practice lawyer who works on a variety of cases.
3	3	When he was a teenager, Humanis thugs burned down his parents' house. This forced the family to move to the Pacific Northwest.
4	4	Hosts an annual gala to raise funds for organizations like Mothers of Metahumans, Ork Rights Commission, and other pro-metahuman rights organizations.
5	5	Known to be someone that the elite can turn to when they want problems to disappear, or to be "fixed."
6	–	Works actively against policlubs like Humanis and uses them to drive charity functions for pro-metahuman charities.
7	–	His parents were members of Humanis but left the organization after having a dwarf child.
8	–	Some Humanis members say they are still in contact with Steele's parents, and that they keep connections with Humanis operatives despite dropping their membership.
9	–	Funded a Humanis operation that killed several orks, trolls, and dwarves. This was done in order to help spark the movement for Proposition 23.

MARGARET TELESTRIAN

CONTACT MATRIX RESULTS

0	0	No useful information.
1	1	Often talked about in the society pages of Seattle and Cara'sir screamsheets.
2	2	Hosts charity auctions and galas throughout the Pacific Northwest.
3	3	Has supported several Tsimshian cleanup efforts prior to their integration into the SSC.

4	4	Vocal opponent of the Salish-Shidhe Council, often suggesting that they cannot support Tsimshian correctly.
5	5	Was informally accused by the Salish-Shidhe Council of interfering with their tribal elections. Charges were never brought, but Margaret is under strict scrutiny by the SSC for her interactions with their tribal leaders.
6	-	Supports UCAS control over Seattle because the Tír Princes worry that an independent Seattle would become hostile to Tír Tairngire's interests.
7	-	Bribed (and is still bribing) tribal leaders of Tsimshian to allow Telestrien Industries to dump waste in Tsimshian.

JOHN ABERNATHY

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	Ambassador to Seattle from the Salish-Shidhe Council.
2	2	Member of the Salish tribe.
3	3	Has an office in the SSC embassy, located on Council Island.
4	4	Struggles to navigate the tricky intertribal relationships that exist in the SSC.
5	5	Has been previously criticized for being too nice to the Seattle governor's office.
6	-	Wants to try to find information that would undermine Governor Potter to use as leverage. He wants to be able to take a tougher approach to negotiations with Seattle.
7	-	The Salish-Shidhe Council wants to support a free Seattle because they see a weakened Seattle as a better ally in the event of

8	-	an economic war between the various powers of the Pacific Northwest.
		Financially supported Paladin Group LLC, which turned out to be a front for Human Nation. While he never intended to support a terrorist group, he has tried to hide his financial contributions in order to prevent people from getting the wrong impression.

MAJOR BRENDA REED

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	Formerly a CAS Marine, retired at the rank of Major.
2	2	Joined Ares Macrotechnology shortly after leaving the CAS Marine Corps.
3	3	Brought several of her former soldiers with her to be her personal staff.
4	4	Brought into Ares in part because of her connections with the CAS.
5	5	Scheduled to be formally charged by the CAS Marine Corps for war crimes that took place in the Carib League. Retired before charges were brought.
6	-	Brought in by Ares in part because she has dirt on CAS leadership and politicians.
7	-	Her squad was responsible for wiping out a village of Carib natives in order to make a base that would be used by the CAS Marines.
8	-	Ares wants a free Seattle because an independent Seattle is more dependent upon corporate interests, and Ares is well-positioned with Knight Errant already in the city.

CARL DERRICK

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	Inaugurated in 2079 to represent Virginia's 2 nd district (the area around Norfolk) to the UCAS House of Representatives.
2	2	Elected on a platform of reforming UCAS politics by getting money out of politics and returning power to people through more direct election.
3	3	Married in 2070 to Cindy Adams, and has three children: Jack, Finn, and Cathy.
4	4	Graduated from Princeton University in 2068 with a degree in Economics.
5	5	Rumored to have had an affair in 2076, but the rumors were never proven and did not derail his election.
6	–	Has had several extramarital affairs, and is also a known user of several drugs, such as novacoke.
7	–	UCAS wants to keep Seattle in place for several reasons, and they feel insulted that they have to make a case—Seattle should want to stay in the UCAS because it belongs there, simply put.
8	–	Slept with the Speaker of the House's daughter, which prompted the Speaker to send Derrick to some of the worst committees and has hindered Derrick's legislative work.
9	–	Because of Derrick's lack of progress in Congress, his re-election path is challenging. This has caused Derrick to slide further into debauchery, including the regular use of bunraku puppets.

SHUN

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1-5	1-5	There is no publicly known information available.
6	–	Shun was born in 2061, the Year of the Comet. He was born in Indonesia and was promptly acquired by the Sea Dragon.
7	–	Shun prefers to use weapons and technology to fight his opponents, and he tends to be hot-headed.

SHAN

CONTACT	MATRIX	RESULTS
	0	No useful information.
1-5	1-5	There is no publicly known information available.
6	–	Shan was born in 2061, the Year of the Comet. She was born in Indonesia and was promptly acquired by the Sea Dragon.
7	–	Shan has extensive magical abilities centered around the use of ice and water magic.

URUBIA

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	She's Seattle's very own adult western dragon, based out of Redmond.
2	2	Rumors suggest she's mated with Kalanyr, who recently lost his bid for Seattle governor.
3	3	Dual citizen of the UCAS and Salish-Shidhe Council.
4	4	Urubia owns the Fun House, a club in the heart of Redmond.
5	5	Currently in a feud with Sonya Scholl, the mayor of Redmond, over the future of the district.
6	6	Owns several properties in Redmond and throughout

the Seattle metroplex. Her property holding company is Crimson Wings, LLC.

7 7

Partial owner of several businesses focused on resource extraction, such as Olympic Logging, Olympic Woodcraft, and Olympic Nursery.

8+ 8+

There's more to know, but dragons keep their secrets very well.

SEA DRAGON

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	It's right there in the name—it's a dragon that likes to live in the sea.
2	2	The Sea Dragon does not tolerate metahumans. She eats them on a regular basis.
3	3	The Sea Dragon is rumored to fund eco-terrorist cells to remove metahumans from the oceans, and she has a particular hatred for Proteus AG.
4	4	Her eggs were switched out without her knowledge, but after Hestaby's exile, the eggs were returned to her.
5	5	One of her lairs is in Indonesia. This is her more public lair, and where meetings between her and other dragons tend to take place.
6	6	One of her lairs is off the western coast of Hawai'i. This is an undersea mountain and everything within 10,000 square kilometers. She uses this lair to store dragon eggs, and also to house a massive mining operation.
7	7	Her primary lair is in Cardigan Bay, guarded by merrow and water spirits.
8+	8+	There's more to know, but dragons keep their secrets very well.

TAKUTO NAKAGAWA

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	High-level executive for Renraku, based out of the Seattle office.
2	2	Born in Seattle to Renraku parents. Went to college at the University of Washington.
3	3	Married to Margaret Nichols, an elf from Seattle with ties to the Salish people.
4	4	Supported the Ork Underground becoming a district because it would provide Renraku an opportunity to open new markets.
5	5	Connected to the Shotozumi-gumi. His personal attorney is a Kaikei of the gumi and provides the gumi with legal support.
6	—	Renraku wants to keep Seattle in the UCAS because they've worked extremely hard to rebuild their image with the UCAS, and Seattle is their crown jewel. A multibillion-dollar city support contract is expected to go to Renraku, and they don't want to jeopardize these negotiations.
7	—	Funded an effort by a group of hackers to attack the Seattle government nodes, promoting Renraku's own security specialists in the eyes of the government.
8	—	At the time of the SCIRE Incident, Takuto was a programmer who worked on Deus. He was directly involved in torturing the AI and making it go insane.

DEWEI 'DEWEY' T'AO

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	A Chinese elf working for Wuxing as an executive in charge of logistics in the Pacific region.
2	2	Born in Hong Kong in 2057, married to Wei Yuan in 2070. The couple adopted two children, Tseng and Chiu.
3	3	Practicing <i>wujen</i> of the Wuxing tradition who lives life by the tenets of Taoism.
4	4	Sits on the board of directors of the Pacific Prosperity Group, acting as liaison between Wuxing and the PPG.
5	5	One of the founding executives of the Pacific Prosperity Group.
6	—	A complete control freak that practices mental manipulation magics in order to maintain control over a situation.
7	—	The PPG wants to “liberate” Seattle because it sees an opportunity to form close business ties to their coastal partners. Also because it would irritate the Japanacorps to no end, and the PPG likes to do anything it can to disrupt them.
8	—	Has practiced blood magic in the past, though he publicly decries it. It happened once when he was a child, before he was taught Wuxing and before he met his husband. If this was revealed, it would destroy his life and his career.

THOMAS MIRANDA

CONTACT	MATRIX	RESULTS
0	0	No useful information.
1	1	Executive with Horizon from Los Angeles, works in the Talent Acquisition division of Horizon Americas.
2	2	Latino ork from Los Angeles, very gregarious and kind to the underprivileged.
3	3	Born in the barrios of Los Angeles and still goes back to give his time and nuyen to the community in which he was raised.
4	4	Reports directly to Mira Castillo, the vice president in charge of Horizon Americas.
5	5	Formerly worked with Chuck Beale, and the two of them hated each other in the friendliest, politest way possible.
6	—	Knows Beale’s dirtiest secret and has indirectly leveraged it against him on a few occasions. No one in Miranda’s staff knows the secret.
7	—	Horizon has no interest in either independence or maintaining the status quo. Instead, they are just interested in learning which way the Summit will go, as far in advance as possible.
8	—	A Dawkins Group agent, specifically the handler for Corrine Potter. He’s using the summit as a cover to check in with her.



CAST OF SHADOWS

CHARLES 'CHUCK' BEALE

Formerly involved in the PR department for Horizon, Chuck Beale was a company man until recently. His first big break came with his team being chosen to work on the Ares PR campaign. He also successfully arbitrated the dispute between Amazonia and Aztlan. He's shown a willingness to work outside the lines in order to get a successful resolution. Corrine Potter knew him from her days in Horizon and tapped him to be her Secretary of State.

This summit might be the greatest test of his administrative and negotiating abilities. He's been advised to keep an open mind and listen to all participants. However, he's also not above hiring shadowrunners to follow up on leads, dig up dirt, and find out the truth behind each of their promises. His efforts will put his life in danger but also could help sway the future of Seattle.

- > This guy's a straight up Horizon shill. He was plucked directly from their executive pool, and he's as cold and conniving as they get. Still, he's young enough to still have some ideals left, so perhaps that can be used as leverage. It seems like he genuinely prefers non-violence, but that may only be because it helps the corporate ledger.
- > OrkCEO

B	A	R	S	W	L	I	C	EDG	ESS	M
3	2	2	3	4	6 (9)	3	6	3	5.3	5

DR	I/ID	AC	CM	MOVE
5	5/1	A1, I2	10	10/15/+1

Skills: Athletics 2, Con 7, Electronics 3, Influence 7 (8), Perception 4, Piloting 2

Adept Powers: Danger Sense, Enhanced Perception, Improved Ability (Influence) 4, Kinesics, Rapid Healing 2, Vocal Control

Augmentations: Datajack, cerebral booster 3

Gear: Actioneer Business Clothes (+2), commlink (Device Rating 5)

Weapons:

Unarmed [Unarmed, DV 2S, 5/--/--]

GILROY 'ROMEO' STEELE

Romeo was born into a family of shadowrunners from Seattle, who managed to get out of the business by leveraging blackmail on almost everyone in the city. He learned that the best way to deal with someone is to smile at them while twisting the knife. He's a dwarf with serious charm, knows a hell of a lot of powerful people in Seattle, and is one of the top fixers in the city.

- > I know Romeo well. Hell, everyone in Seattle seems to know Romeo at least in passing. He can move mountains with a smile. Be extremely wary of anyone who has that kind of influence.
- > Sounder

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2 (4)	3	4	2 (4)	5	6 (9)	3	4.1

DR	I/ID	AC	CM	MOVE
4	7 (9)/1	A1, I2	9	10/15/+1

Skills: Athletics 2, Con 6, Electronics 6, Firearms 4, Influence 6 (Negotiation +2), Perception 4, Piloting 3

Augmentations: Cerebral booster 2, datajack, mnemonic enhancer 3, reaction enhancers 2, tailored pheromones 3

Gear: Actioneer business clothes (+2), commlink (DR 6, 3/1)

Weapons:

Ares Viper Slivergun [Heavy pistol, DV 4P (fl), SA/BF, 12/8/6/--, 30 (c), w/ integral silencer]

MARGARET TELESTRIAN

The eldest daughter of one of the original Telestrians, Margaret was blessed with an unrivaled upbringing that allowed her to tour the world and learn from some of the world's brightest minds. She has a natural gift for manipulating others, and she can keep her cool better than the polar ice caps.

Margaret is beautiful, even by elven standards. She has the high cheekbones and pointed ears that most elves sport, and she intentionally cuts her hair short to emphasize these differences. She's an elf supremacist at heart, but she'd never actually deign to confirm or deny such an accusation.

- > Never call her Marge or Maggie. She'll have you eviscerated. She might look like the peak of grace and sophistication, but she's a scorpion. If you let her get inside your defenses, she'll pick you to pieces, and you'll thank her for the experience.
- > Kat o' Nine Tales

B	A	R	S	W	L	I	C	EDG	ESS
2	3	3	2	5	4	4	6 (8)	2	5.5

DR	I/ID	AC	CM	MOVE
4	7/1	A1, I2	9	10/15/+1

Skills: Con 4, Electronics 4, Influence 6, Perception 5, Piloting 2

Augmentations: Datajack, Tailored Pheromones 2

Gear: Actioneer business clothes (+2), commlink (DR 5, 3/0)

Weapons:

Unarmed [Unarmed, DV 1S, 5/--/--]

JOHN ABERNATHY

John Abernathy is a well-respected member of the Salish tribe, one of the larger tribes in the

Salish-Shidhe Council. Despite mostly cordial relations with Tír Tairngire, they often serve as a barrier between Seattle's and Tír Tairngire's political and economic conflicts.

Abernathy wears a business suit as a concession to how the modern world works, and moccasins as a concession to how he likes his feet to feel.

Abernathy maintains an office on Council Island, with his personal staff of three and his administration staff of about a dozen more workers. Most of them are volunteers from the SSC, and he uses these volunteers to help keep an ear to the street about what is going on within the Council and how it might affect these negotiations.

- > This guy reminds me of the old businessmen from the late days of Silicon Valley. He's a bright mind, wrapped in a cool and collected package, and he's what we would have called a benevolent capitalist. He honestly thinks that he's doing good, but he does it at the expense of those that he can't see from his ivory tower.
- > Bull

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	3	4	4	5	4	3	5.9
DR	I/ID	AC	CM	MOVE					
5	8/1	A1, I2	10	10/15/+1					

Skills: Athletics 2, Con 2, Electronics 4, Engineering 2, Influence 4, Outdoors 2, Perception 3, Piloting 2
Augmentations: Datajack
Gear: Actioneer business clothes (+2), commlink (DR 5, 3/0)
Weapons: Unarmed [Unarmed, DV 25, Attack Ratings 7/-/-/-/-]

MAJOR BRENDA REED

Major Reed is a small figure, and people often underestimate her strength. She's a middle-aged Asian human who served with the CAS Marine Corps for almost fifteen years. Her career in the Marines was peppered with rumors that she had committed war crimes, but nothing stuck. She ended up retiring from the Marine Corps in 2070 and started working for Ares Macrotechnology. She picked her personal staff from her former Marine unit.

Her face is severe and serious, which is accentuated by her hair being pulled into a bun, and she has the hard, flat muscle of athletes. She is an avid runner as well, and generally runs two kilometers every day, no matter what. Major Reed also has the distinction of having earned all the CAS Marines' close com-

bat badges, making her an exceptionally deadly foe in hand-to-hand combat.

- > Rumor has it that she retired just as the JAG for the Marine Corps had her dead to rights. Convenient that she retired rather than face her accusers.
- > Marcos

B	A	R	S	W	L	I	C	EDG	ESS
4	4 (6)	4 (5)	4 (6)	5	5	3	3	4	3.4
DR	I/ID	AC	CM	MOVE					
6	7 (8)/1 (2)	A1, I2 (A1, I4)	10	10/15/+1					

Skills: Athletics 4, Biotech 2, Close Combat 6, Electronics 3, Firearms 6, Influence 4 (Leadership +2), Outdoors 3, Perception 4, Piloting 2, Stealth 2
Augmentations: Datajack, muscle replacement 2, sleep regulator, wired reflexes 1
Gear: Actioneer business clothes (+2), commlink (DR 5, 3/0)
Weapons: Ares Predator VI [Heavy pistol, DV 3P, SA/BF, 10/10/8/-/-, 15 (c), w/ smartgun system]

CARL DERRICK

As the youngest member of the House of Representatives, Carl Derrick differentiated himself from the rest of his political opponents by expressing a knowledge of social media and public manipulation that the older generation just couldn't grasp. He quickly pointed out in his campaign that his opponents still thought about the Matrix in terms of megapulses of data, a laughable concept in 2080.

Of course, he didn't make many friends by pointing out that the rest of the House was so behind the times. He won his seat, but he got the unenviable job of trying to represent the UCAS in negotiations with Seattle. He's a hardline supporter of the UCAS and will not tolerate any unpatriotic talks of secession.

- > This poor sod only made it to Congress on the coattails of others in the Archconservative party. He doesn't care about Seattle, or what happens to it.
- > Kay St. Irregular
- > Then why is he in Seattle?
- > Chainmaker
- > Because he pissed off the wrong person. The UCAS Congress feels like this whole Seattle matter is something that shouldn't even be an issue. They sent a junior representative as an insult to Seattle, and as an insult to Derrick.
- > Kay St. Irregular

B	A	R	S	W	L	I	C	EDG	ESS
3	3	2	3	4	1 (4)	4	5	2	5.0

DR	I/ID	AC	CM	MOVE
5	6/1	A1, I2	10	10/15/+1

Skills: Athletics 3, Con 4, Electronics 5, Influence 4 (Leadership +2), Perception 3, Piloting 3

Augmentations: Cerebral booster 3, datajack, mnemonic enhancer 3

Gear: Actioneer business clothes (+2), commlink (DR 5, 3/0)

Weapons:

Unarmed [Unarmed, DV 2S, Attack Ratings 5/-/-/-/-]

SHAN

Not much is known about Shan. She's a drake, and she vaguely looks like an Asian ork, but with a wider jaw, no tusks, and a set of gills at the base of her neck. She's the representative for the Sea Dragon, and she often wears clothing with high necklines to conceal her gills when she's around others. She refers to the Sea Dragon as her "mistress," but based on her distinctively aquatic appearance, she might more accurately refer to the Sea Dragon as "mother."

Shan never travels anywhere without her brother Shun. Whereas he is more likely to get in the face of a threat and handle it head-on, Shan is more manipulative and calmer. She prefers to put events into motion that will result in her desired conclusion, rather than directly confronting the challenge in front of her. Perhaps because of this dispassionate and calculating nature, the Sea Dragon relies on Shan to negotiate for freedom for Seattle.

- > While Shun may be boisterous and energetic, Shan is cold and calculating. However, she's also the most likely to lend a hand and be beneficent. There's some weird yin/yang thing going on here.
- > Peregrine

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

DR	I/ID	AC	CM	MOVE
8	11/1	A1, I2	12	10/15/+1

Skills: Astral 6, Athletics 3, Close Combat 3, Conjuring 6, Influence 6 (Negotiation +2), Outdoors 5, Perception 4, Sorcery 6

Powers: Built Tough 1, Dual Natured, Elemental Attack (Cold), Hardened Armor 2, Hardened Mystic Armor 2, Low-light Vision, Underwater Adaptation

Gear: Actioneer business clothes (+2), commlink (DR 6, 3/1)

Weapons:

Fangs [Unarmed, DV2P, 9/-/-/-/-]

SHUN

Shun is the other drake at the summit, representing the Sea Dragon along with his sister,

Shan. Like his sister, Shun has a vaguely Asian ork appearance, but with a wider-set jaw and a pair of gills at the base of his neck, in addition to tusks. He also tends to favor clothing with high necklines to conceal his gills when around those they might upset.

That's where the similarities with his sister end. Whereas Shan would prefer to approach a problem indirectly, Shun hates to have to be surreptitious. He prefers to approach his challenges directly, defeating them in a straightforward way. He does not shy away from his drake nature, his relationship with the Sea Dragon, his "mistress," or a challenge.

- > Anyone else troubled by the fact that the Sea Dragon sent not one but *two* drakes to Seattle?
- > Respec

B	A	R	S	W	L	I	C	EDG	ESS	M
7	4	6	7	5	5	5	6	5	6	6

DR	I/ID	AC	CM	MOVE
10	11/1	A1, I2	13	10/15/+1

Skills: Astral 3, Athletics 6, Close Combat 6, Conjuring 2, Electronics 5, Firearms 6, Influence 2, Outdoors 6, Perception 6, Sorcery 2

Powers: Built Tough 1, Dual Natured, Elemental Attack (Fire), Hardened Armor 2, Hardened Mystic Armor 2, Low-light Vision, Underwater Adaptation

Gear: Armor jacket (+3), commlink (DR 6, 3/1)

Weapons:

Fangs [Unarmed, DV2P, 9/-/-/-/-]

URUBIA

With Hestaby being forced out of her enclave on Mt. Shasta, Urubia is now the most powerful dragon on the West Coast of North America. She wields her power from her seat in the Redmond Barrens and displays a bit of a mercurial nature. While she loves metahumans and encourages them to come see and talk with her, she's also quick to act in violence toward any threats (or perceived threats). If you find yourself involved with Urubia, stay on her good side.

She owns several properties in the Redmond Barrens and throughout Seattle. The center of her power is a building known as the Fun House, where she has been known to dance in her natural draconic form.

- > Anyone who isn't familiar with Urubia yet will be soon. She's an interesting ally for metahumanity, but often ends up at odds with the Man. She's pretty cool to hang out with, though.
- > Mika

B	A	R	S	W	L	I	C	EDG	ESS	M
20	7	8	40	8	8	8	8	9	10	16
DR		I/ID	AC	CM	MOVE					
30		16/2	A2, 12	19	10/20/+2					

Skills: Astral 9, Athletics 7 (Flying +2), Close combat 7, Conjuring 7, Influence 5, Perception 8, Sorcery 9

Spells: Whatever she needs at the time

Powers: Dragonspeech, Dual Natured, Elemental Attack (fire), Enhanced Senses (smell, low-light vision, thermographic vision, wide-band hearing), Hardened Armor 10, Hardened Mystic Armor 10, Natural Weapon, Sapience

Weapons:

Claws/bite [Unarmed, DV 20P, 48/-/-/-/-]

TAKUTO NAKAGAWA

Renraku has been through a rough couple of decades in Seattle. Under Brackhaven's rule, Renraku managed to repair their relations. But with Potter stepping in, that work could be undone. Nakagawa doesn't want to rock the boat and would prefer Seattle stay with the UCAS. He wants to ensure that these events never disrupt the work that Renraku is doing with the UCAS at large, and he's willing him to do whatever it takes to maintain the status quo.

A slight human of late middle age, Taku to Nakagawa is a lifelong company man with Renraku. Not surprisingly, he even has a human remains recycling plan with Renraku picked out for himself and his wife so that he can serve the company even after his passing. He spent decades working out of Japan before getting transferred to Seattle in late 2076. He's been chosen to represent Renraku at the summit, with his superiors believing that he can ensure Renraku's future in North America remains stable.

- > He's also been rumored to be Renraku's Seattle liaison with the Yakuza.
- > Khan-a-saur

B	A	R	S	W	L	I	C	EDG	ESS
2	3	3	2	5	5 (7)	4	4	2	5.5
DR		I/ID	AC	CM	MOVE				
4		7/1	A1, 12	9	10/15/+1				

Skills: Athletics 2, Con 3, Cracking 5, Electronics 7, Engineering 5, Influence 5 (Leadership +2), Perception 3, Piloting 4 (Ground craft +2)

Augmentations: Cerebral booster 2, datajack

Gear: Actioneer business clothes (+2), commlink (DR 6, 3/1)

Weapons:

Unarmed [Unarmed, DV 1S, Attack Ratings 5/-/-/-/-]

DEWEI 'DEWEY' T'AO

Dewey T'ao is sometimes referred to as "Doughy," but not to his face. A Chinese elf of indeterminate age, he's developing some wrinkles around his eyes and lips, leading many to believe that he's in his fifties. He's also a bit overweight and slightly shorter than the average elf. He's a happy, warm, and inviting elf who often takes on the appearance of someone's uncle or lifelong friend of the family. His greatest asset: listening. He will give you the floor and encourage you to talk about yourself until you are giving away secrets you never knew you had.

- > It's strange to me that no one seems to know much about Dewey. Other than that he works for Wuxing and that he's a *wujen* as well, there's almost no records of interactions with him. What gives?
- > Peregrine
- > It's because he's fond of wiping the minds of people he comes across. And if that won't do, he'll bribe them. Or kill them. He doesn't like to leave footprints in the sand.
- > Ma'fan

B	A	R	S	W	L	I	C	EDG	ESS	M
1	2	2	3	6	5	5	6	3	6	6
DR		I/ID	AC	CM	MOVE					
3		7/1	A1, 12	9	10/15/+1					

Skills: Astral 5, Con 2, Conjuring 6, Enchanting 4, Influence 6, Outdoors 1, Perception 4, Piloting 2, Sorcery 6 (Counterspelling +2)

Spells: Analyze Truth, Clairaudience, Clairvoyance, Control Actions, Control Thoughts, Mana Barrier, Mind Probe, Physical Barrier

Gear: Actioneer business clothes (+2), commlink (DR 5, 3/0)

Weapons:

Unarmed [Unarmed, DV 2S, Attack Ratings 5/-/-/-/-]

THOMAS MIRANDA

Hailing from Los Angeles, Thomas Miranda is a Latino ork with a rotund and robust build. Even by ork standards, he's really big. He's a full head taller than most orks, and towers over the smaller metatypes. He likes to talk about his time in the barrios of Los Angeles, and how Horizon gave him a new lease on life, taking him out of the barrio and into the boardroom. An affable and gregarious ork, he loves to hug and has a hearty laugh that is simultaneously irritating and infectious.

- > So we're all pretty sure that Horizon has a plant in the governor's chair, right? And if Horizon has the governor and the Secretary of State, why send a rep to the Summit?
- > SEAtac Sweetie

- > It's simple: the idea that Potter is a Dawkins Group agent is bull-drek. I haven't found a single substantiating piece of evidence to suggest that the rumors are true.
- > Snopes
- > No, it's not that simple. There are two reasons for all this effort. One: By inviting Horizon to the table, Horizon distances themselves from their Dawkins Group agent, supporting her cover. Two: If Seattle leaves, they have an agent in the president's chair, and if they stay, they can maintain the status quo. They win either way, because

that's how the megacorps operate.

> OrkCEO

B	A	R	S	W	L	I	C	EDG	ESS
4	2	2	5	4	5 (6)	5	5	4	5.4
DR	I/ID	AC	CM	MOVE					
6	7/1	A1, I2	10	10/15/+1					

Skills: Athletics 2, Con 3, Electronics 3, Firearms 3, Influence 7, Perception 3, Piloting 2
Augmentations: Cerebral booster 1, datajack, mnemonic enhancers 3
Gear: Actioneer business clothes (+2), commlink (Device Rating 7)
Weapons:
 Unarmed [Unarmed, DV 3S, 7/-/-/-]



POWER PLAY

The Seattle sprawl is an iconic part of the Sixth World, and it's about to take the next step in its evolution. Its mother country to the east, the UCAS, is flailing, and pressure is building for Seattle to make its own path and go independent. Lots of power players are trying to force the city's hand one way or another, and lots of money is flowing to the shadows to help or hinder those efforts.

There is a roster of luminaries descending on the city, and some people want them safe, and some people want them dead. Shadowrunners have lots of chances to make money, and also plenty of chances to get people gunning for them. They'll have to navigate the increasingly challenging conditions of the city, dealing with corrupt politicians, enraged gangers, conniving spies, and other runners bent on fouling up their business. All this might lead to a new era for Seattle—or at least, for whatever residents survive to see it.

Free Seattle is an adventure for *Shadowrun, Sixth World*, designed to immerse you in this edition and help you learn how the rules work.



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