



# SHADOWRUN

## MISSIONS

# HIDING IN THE DARK

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## &gt;&gt; KSAF STREAMING NEWSFEED

@17:32:01/01-02-73

In the last year, crime in Seattle has **dropped 32%**, due in no small part to the vigorous efforts of the city's new law enforcement company, **Knight Errant**, who came in with something to prove last year after **Governor Brackhaven** dropped **Lone Star Securities**. However, it seems that the criminal element may be adjusting to the new cops on the block. Crime has been on a slow but steady rise in the downtown area for the last two months.

Led by the mysterious **Junior**, the Seattle Mafia has been pushing the Triad and Yakuza out of Downtown and crime across the board has been skyrocketing. Sources say that **Assistant District Attorney Dana Oaks** has made curtailing this rise in crime a priority for the **Knight Errant Special Crimes Task Force**.

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//archive/KnightErrant/Athack/Casefile: Clean Sweep

//Case File: KE-393-00273-A12

//Subject: JUNIOR

//Filed By: Detective Theodore Athack

//Date: 01.03.73

**Operation: Clean Sweep** continues to bear fruit. Knight Errant officers, in conjunction with licensed bounty hunters, were able to track down and capture the fugitive known as **Jack "Cap'n Jack" Turner**, a small time smuggler operating out of the **Ork Underground**. Once captured, Turner was quick to turn over any and all information he had. We've been able to cut off some of his suppliers from dealing to Seattle, but going up the food chain further has proven difficult.

Turner answered to an ork known as **"Junior"**. Junior is a mid-level enforcer for the Finnegan Mafia family. Junior has managed to keep his identity well hidden thus far. We've traced his activities throughout downtown, where he operates the local BTL and drug trade, and handles some of the dirtier aspects of enforcement. There are over a dozen deaths directly linked to Junior and his crew, and almost two dozen more that we suspect are on him. Rumor also has it that he deals guns to some of the local gangs, using them as disposable muscle as well.

Junior is rumored to occasionally work out of the **Gravity Bar** on Stewart St & 1st Ave, or **Murphy's Law** on Cedar St & Western Ave. We've tried staking both places out, and while we've gotten wind of Junior holding meetings at each, we've been unable to find concrete proof of who he is, nor were we able to track him entering or leaving. Magic involvement has not been ruled out.

I recommend we try to infiltrate Junior's operation with an undercover operative. I have several members of the SCTF that would be ideal candidates.

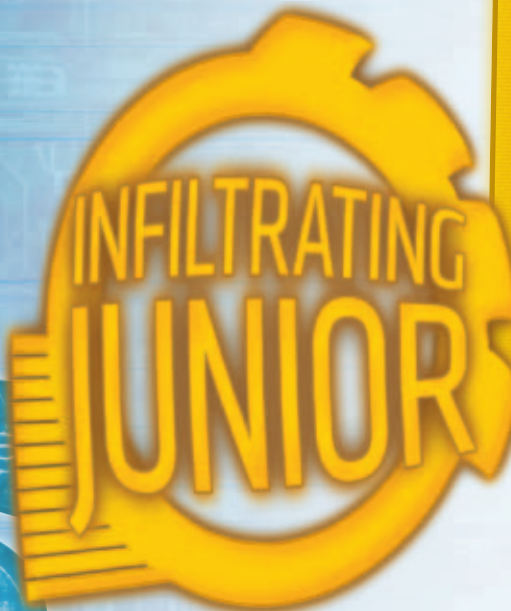
## NEWSNET SPECIAL BULLETIN!

Posted 11:10:41/01-17-73

**Knight Errant officer slain Downtown!**

Detective John Guilder, a member of Knight Errant's Special Crimes Task Force, was found dead yesterday in a back alley in downtown Seattle. He was shot in the head, execution style. Sources say that Detective Guilder was working undercover investigating local mob activity. He was a decorated officer who had been wounded twice in the line of duty.

He is survived by his wife Alexandra and his two children, Matthew and Joseph.



# INTRODUCTION

*SRM 04-01 Hiding in the Dark* is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at [shadowrun4.com/missions](http://shadowrun4.com/missions) and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

*SRM 04-01 Hiding in the Dark* is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

### Adventure Structure

*SRM 04-01 Hiding in the Dark* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

**Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

**Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

**Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

**Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

**Debugging** offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

## RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-01 Hiding in the Dark* (or any *Shadowrun Missions* adventure).

### Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

### Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

### Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

### Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

## GENERAL ADVENTURE RULES

*Shadowrun Missions* adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.



## MISSIONS FACTIONS

### BURIED UNDERGROUND PLOTLINE

**Ork Rights Committee:** This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle, by any means necessary.

**Seattle Government:** The city of Seattle is hurting for money, and sees the Underground as a huge expense that they can't afford, with little to no gain from its largely SINless population, and worries that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

**NewsNet:** Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

**KSAF:** KSAF built a reputation on reporting the news sometimes before anyone knew it was news. Those days are past, but with the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

Please keep in mind when preparing for the adventure that the PCs will not necessarily comprise a balanced party. It's very possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

### Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Mission Difficulty

GMs are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

### Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try to remain neutral, but often any decision they make will favor one Faction over another. These choices will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably, and is more inclined to deal with the runner. High enough Faction Rep will earn the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another runner can sell out to KSAF and still earn KSAF Faction Rep.

### A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

### Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, certain modules will request that you use the web reporting form available at [shadowrun4.com/missions](http://shadowrun4.com/missions) to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

# MISSION SYNOPSIS

Assistant Deputy Attorney Dana Oaks has been looking to make a name for herself and to stop organized crime in Seattle. She has been methodically working her way up the criminal ladder, starting with a few small time dealers and thugs and getting them to roll over onto their boss. After getting her hands on Captain Jack Turner in *SRM 04-00 Back in Business*, she's chosen her next target: a mid-level Finnegan Family enforcer known only as "Junior." Junior has been running sections of Downtown for the Family for the last six months and has been making quite the reputation for himself as a very smart, but very ruthless crime boss. He handles drugs, guns, gambling, and prostitution for part of northern downtown.

Junior is very secretive with his true identity, however, and so far Knight Errant has been unable to find out who he is. Several weeks earlier, Knight Errant sent in a couple of undercover operatives to try to infiltrate Junior's gang. One was found dead a week ago, executed, while the other hasn't checked in since then and is presumed dead. Dana Oaks wants to hire the runners to track down Junior and capture him. She's offering a sizable bounty on him.

Following up their leads, the runners find that Junior masks his identity, and that no one ever sees him entering or leaving the two bars he's known to frequent. Through legwork, digging and hacking, or sheer intimidation the runners can find out that both bars have entrances leading to the Ork Underground, and that both bars are co-owned by a businessman named Johnny Torinni.

When the runners enter the Underground and start asking around, they're invited to meet Johnny Torinni, who offers to help the runners out, if they'll do a little business for him. Torinni is a businessman who owns and operates numerous businesses in the Ork Underground, as well as a construction business Topside. He's very philanthropic, donating a lot of money to help improve the

Underground, and he's been a major supporter of the reconstruction efforts since the fire that destroyed a large portion of the Tourist Highway. The side jobs that Torinni asks the runners to do involve escorting a shipment of building supplies down to the Tourist Highway, distributing food to a group of ork squatters, and finally defending a group of small businesses in the Goblin Market from a group of Bot'Kham who have been extorting them.

Once the runners have done these missions, Torinni will admit to the runners that he is also Junior. He's been using his criminal activities to fund his businesses and philanthropy in the Underground. He doesn't believe that taking advantage of Topsiders is wrong, as they've done their best to keep his people and his "city" downtrodden for decades. He pleads his case, pointing out the good he does for the Ork Underground, and offers to pay the runners even more than they were getting from Oaks to leave him be.

This presents the runners with a choice. Do they do the job they were originally hired for, or do they renege and take Torinni's side? If they insist on taking him in, he'll go willingly as he doesn't want to risk a firefight in the Underground. Some of his employees are less forgiving, but the runners can talk them down (with Torinni's help). In either case, they're going to leave either Dana Oaks and the Seattle Faction unhappy, or they're going to make the O.R.C. unhappy. Tough choice on the runners' part.

**Gamemaster Note:** There are a lot of small steps in this adventure, and it is very easy for the runners to get bogged down in the scenes. Keep the adventure moving, and if you're on a time limit, watch the clock. The runners should reach the Ork Underground with at least an hour left.

# SCENE 1: MEET THE LAW

## SCAN THIS

The runners get a call from Tosh Athack requesting that they meet at a local coffee shop. Once there, he connects the runners to a virtual conference with Dana Oaks, who wants to offer the runners a chance at a “bounty” to bring in a local crime boss who has managed to keep his true identity a secret, and is only known as Junior.

**Gamemaster note:** If the runners have played *SRM 04-00 Back In Business* or *CMP 2010-02 Copycat Killer?*, they may have previously met Tosh Athack and ADA Dana Oaks. Adjust the text accordingly where necessary.

## TELL IT TO THEM STRAIGHT

Seattle. The Emerald Sprawl. It’s cold and wet, a light drizzle soaking the city to its bones. Even in augmented reality the glistening emerald green overlay of the city’s buildings seems to be soggy and miserable. It would be a great night to find a warm bar or club to relax at, or maybe just stay home and watch some trid. So of course, that’s when your commlinks beep.

You don’t recognize the number that pops up, but in your line of work that’s not unusual. Connecting the call, your vid screen shows the face of a brutish troll with massive steer-like horns looking at you.

“I got a job that might be up your alley,” the troll’s deep voice rumbles. “If you’re interested in hearing more, meet me at Reno’s on Battery and 4<sup>th</sup> in an hour.”

## When the players get to Reno’s

Approaching the faux-adobe style exterior of Reno’s you see three kids that look to be college students trying to look tough in their combat biker leathers and cute little racing crotch-rockets, all no doubt bought by their rich fathers trying to buy their love. They glare and posture for the sorority girls hanging on their arms.

Inside the bar the faux-Aztech style continues, though the decoration is also a shrine to all things Combat Biker. Autographed pictures line the walls, beaten and scuffed helmets are mounted with pride next

to photos of their owners, and along the back wall mounted on a raised platform is the Reno’s pride and joy, an actual bike once used by Reno Pyatt, owner of the bar and former member of the Seattle Timber Wolves. The dinner rush hasn’t started yet, so there’s only a handful of patrons sitting up at the bar. At a back booth, you can see the hulking troll you spoke with earlier.

## BEHIND THE SCENES

### Meeting Tosh and Dana Oaks

Detective Theodore “Tosh” Athack is a Knight Errant officer with Seattle’s Special Crimes Task Force, working with Assistant District Attorney Dana Oaks and focusing on gang activity and organized crime. Tosh is willing to kick in teeth and do whatever he needs to get the job done, but Dana Oaks wants to adhere as close as she can to the letter of the law. She’s on a crusade to clean up Seattle as best as she can, and she wants to make sure that the criminals she brings in cannot slip through any legal loopholes.

She also wants to avoid letting her crusade turn Seattle into either a warzone or a three-ring circus. She’s willing to bend the law a little bit, granting the runners temporary Bounty Hunter licenses for jobs she needs done that Knight Errant can’t accomplish on their own, but she fears if she just starts issuing open bounties on her targets that it will just cause additional problems and confusion. Posting bounties will simply tip off the criminals she’s going after, and having a horde of trigger-happy bounty hunters roaming the streets will just get innocent people hurt.

If the runners have Tosh or Oaks as contacts, or have met either during a previous Missions adventure, then the runners are getting hired because they’re a known quantity. Otherwise, Tosh will mention that he got their number from a fixer who recommended them as “dependable and discreet”.

### Arriving at the Meet

The fratboys outside of Reno’s are Combat Biker fans and posers. They’re a little bit drunk and showing off for their girlfriends. At the slightest sign of real trouble, they run off.

Tosh waves the runners over and has them join him. Tosh seems irritable as the runners approach, and he avoids small talk and jumps immediately into business. He invites the runners into to a virtual meeting through augmented reality with his boss, Assistant District Attorney Dana Oaks. Any runners without at least goggles or glasses capable of viewing AR are left out of the meeting, as Tosh simply assumes that every runner would have AR access.

When the runners don their goggles, they see the virtual representation of Dana Oaks standing next to Tosh. Her virtual avatar resembles the real Dana Oaks. Once all of the runners that can have joined the virtual meeting, Tosh nods to Dana Oaks’ avatar signaling her to begin the meeting. She looks around at each of the runners, sizing up their virtual selves. Ask the players to describe their AR avatars, if they have one. Dana Oaks is not that confident about her decision to work around established law enforcement, working with criminals to catch what she feels are worse criminals. If any of the runners have really

## RENO’S

### Battery Street & Fourth Avenue

This bar and grill features a variety of combat biker memorabilia and serves a mix of Sioux, Pueblo, and Aztec-Mex cuisine at reasonable prices. Owner Reno Pyatt is a former combat biker.

- He’s also a long-time fixer in the Seattle shadows, and has managed to remain so through a sharp ability to judge who has what it takes to do the job, and a willingness to walk away from runs—and runners—that don’t feel right to him. He’ll deal fairly with you, but he expects good work for his money, and the same loyalty in return.
- Pistons

outlandish avatars (or ones that simply reflect an outlandish meatbody look), she feels much less confident about this, though she will push on regardless.

“I dislike turning to those outside of the law” she says after a brief pause. “However, I find myself yet again needing the services of your kind. Crime in the Downtown district has risen considerably over the last six months. The so-called Tempo Wars that plagued our city shook up the crime syndicates, and a number of new players have risen into power. One of those has been brutally seizing as much power as possible. Prostitution rings and a massive increase in the number of drugs and dealers coming into Downtown are bad enough, but the violence between the various syndicates and gangs has skyrocketed in the last two months as a new player has attempted to wrest control from rivals. There have been at least twenty casualties so far, members of the Triad, the Yakuza, and the Scoulpa Rings. Unfortunately, this violence hasn’t been confined to the underworld. There have been more than double that number in innocent deaths.”

“Last month, two members of Detective Athack’s Special Crimes Task Force attempted to infiltrate the organization of a man known only as Junior. We found one of these men shot execution style two weeks later. The other has missed his last three scheduled check-ins, and we assume he’s dead as well. Whoever this man is, he’s smart and well connected. So we need to turn to someone outside the chain of command. Needless to say, none of us are happy about this move.”

For this job, Dana Oaks is issuing temporary Bounty Hunter Licenses to any runner that doesn’t have one. These expire at the end of one week. That is how long the runners have to find Junior, find proof of his identity, and bring him in alive. She is willing to offer a bounty on Junior equal to 7,000¥ per runner. She is willing to negotiate, and is willing to increase the bounty by 500¥ per net success on a negotiation test, to a max of 6 hits. However, she cautions the runners that there are to be no civilian casualties, and that she wants Junior alive for prosecution and to get information from. The bounty only pays half if he’s killed, and their bounty licenses will be cancelled immediately if they are responsible for injuring or killing any civilians. She logs off once negotiations have ended, leaving the runners to discuss things further with Tosh.

Tosh is angry about the situation. Junior has frustrated Knight Errant’s efforts to find out his identity, plus killed two of his best undercover agents. Unfortunately, he has very little information to go on, which is why he’s being forced to turn to the runners to stop the bloodshed.

He knows that Junior is reported to hang out in several bars, doing business there covertly. These bars have all been under constant surveillance, and while they suspect he was inside doing business, they’ve never been able to get eyes on him, or catch him entering or leaving the places of business. The only other solid fact they have is that Junior is not human. He’s a metahuman, and strongly suspected to be an ork.

Tosh can give the runners a list of several drug dens and unlicensed brothels that are reported to be run by Junior as a starting point.

## DEBUGGING

The only thing that can really go wrong here is if the runners respond to the fratboys with violence, and refuse to let them run off, or if they refuse to take the run. If they seriously injure or kill any of the fratboys, Knight Errant will be forced to respond, and Tosh will not deal with them. If they refuse the run itself, then the adventure is over.

If the runners push Tosh for the names of the bars under surveillance, he is reluctant to provide that information yet as he is worried that the runners may interfere with the surveillance operations already underway. He explains that he wants them to check out the addresses he’s provided because they are location that they weren’t able to check out yet and feels they provide the best leads. If there is no time limit on the game, the addresses KE have staked out are dead ends, but the runners can investigate anyway. The locations include Club Penumbra on 5<sup>th</sup> Avenue and Yesler Way, The Sports Bar on University Street and Terry Avenue, and You Should Not Eat So Much! on Pier 60.

### FRATBOY BIKERS (PROFESSIONAL RATING 0)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	3	5	3	3	3	2	3	6	8	1	5/9	10

**Dice Pools:** Athletics Group 6, Dodge 5, Intimidation 7, Pilot Groundcraft (Motorcycle) 9 (11), Unarmed Combat 6

**Gear:** Racing Bike Leather, Helmet, Commlink (DR 3), Suzuki Mirage racing bikes

# SCENE 2: MEET THE PRESS

## SCAN THIS

The runners get contacted by both Athena Tatopoulos and Joe Martin, members of Seattle’s press corps. They’re both looking for a scoop on what’s going on, and hoping the runners can provide them with one.

## TELL IT TO THEM STRAIGHT

Stepping out of Reno’s into the moist, cold Seattle air, you are considering your next move when a man stumbles out of Reno’s, bumping into you. He’s disheveled and smells like a distillery, but then his drunken face clears for a second and he winks at you with his piercing blue eyes.

“Excuse me, I just need a moment of your time.” He says in a rich, deep voice that belies his drunken appearance. “You probably recognize me. Joe Martin, NewsNET. I’ll be happy to sign autographs later if you like. For now, I have a business proposition for you.”

“Unless I was mistaken, and I rarely am, that was Detective Theodore “Tosh” Athack, head of the Knight Errant Special Crimes Task Force that you were meeting with.” Joe says with a gleaming million-dollar smile. “And according to my sources, you were probably also meeting with our newest and brightest D.A., Miss Dana Oaks. No, no, that’s ok, don’t bother denying it. Just hear me out.”

“I’m the face of news here in Seattle. My news reports are seen by over two million viewers locally, and by a hundred times that number across the globe. My job is to get the news to the people. I know Oaks has been recruiting deniable assets, as the corps like to call individuals in your line of work, to collect these so-called bounties she’s setting on members of the organized crime rings. I’ve been following this as close as I can, but since you seem to be on the inside now, I’d like to propose a partnership. I’m looking for confidential sources to provide me details of what’s going on. I’ll keep your names and faces out of it, but if you can provide me with as much information as possible, names, dates, locations, video, whatever you can, I can return the favor. I have a lot of contacts and keep my ear to the ground for juicy information. Or, maybe I can find other ways to repay you. Think it over. Here’s my number, call me if you want to do business.”

As Martin finishes his sales pitch, your commlink chirps, letting you know you have a message. You sure seem popular tonight.

## BEHIND THE SCENES

Any runner that is native to Seattle or has been living here for at least a short while will be familiar with Joe Martin, reporter for NewsNET. He’s charismatic and the face of the Network. He’s as slick and smooth as a Teflon-coated armor-piercing bullet. He is, however, sincere. He’s interested in getting an exclusive from the runners.

He makes the initial offer, hoping to get the information for free. He’s more than willing to exchange information with the runners, and he can be a good source for rumors and news reports. However, if the runners insist, he’s willing to offer up cash. He will offer the runners each a 1,000¥ retainer if they insist on a monetary reward. His offer however is a flat rate and non-negotiable. If runners push things he tells them that he’s a good friend to have, and a good source of information. If they scratch his back, he can scratch theirs down the line. He’s also

being honest in that he won’t reveal his sources, so the runners will be edited out of any video or audio footage they send him, and he’ll keep their names out of any other reports.

The comm message that the runners get is from Athena Tatopoulos. Her antique cartoon microphone icon appears on the message, speaking to the runners.

“Greetings. Right now, I’m sure that Joe Martin is giving you a pretty little speech about how he’s the number one news anchor, and how he’s the “face of the people” and all that. Blah blah blah. He’s a blowhard who’s only interested in increasing his ratings. His sales pitch is as fake as his tan.”

“However, he has one thing right. This business with A.D.A. Oaks is news. It’s nice to know that someone in the government is taking initiative. My offer is the same as Joe’s certainly was. 1,000¥ to act as a source and provide me with as much information as possible. In return, I’m a good friend to have, with eyes and ears everywhere.”

“Who am I? I’m sorry, where are my manners. My name is Athena. Athena Tatopoulos. I’m the Editor-in-Chief at KSAF. When you’re done with this business, if you decide to work with me, drop me a line. You can reach me at LTG (2176)-12689. And don’t worry, all information given to us is strictly confidential.”

Joe has an informant at the D.A.’s office who informed him of this meeting, which is how he knew to wait here and see who the runners were meeting with, and has informants working inside KSAF. Athena is an expert hacker, and keeps tabs on Knight Errant, the D.A.’s office, and Joe Martin as well. The two have been dueling over stories in Seattle for a while now, and keep a close eye on each other. If the runners contact either party, the other will know almost immediately.

## DEBUGGING

This scene simply sets up the secondary players in the **Buried Underground** plotline. The offer is to each individual runner, and they are each free to choose whichever contact they want to work with. However, they can only choose one at the end of the adventure, so it’s not possible to sell out to both.

Both are sincere and on the up and up, so the runners don’t have to worry about getting sold out by them.

# SCENE 3: INTO THE LION’S DEN

## SCAN THIS

Tosh has given the runners a list with five addresses on it, all in the northern part of the Downtown district. The first two locations the runners visit are dead ends. The third location that the runners visit yields results, and can point the runners at two bars that Junior uses as a base of operations in Downtown.

## TELL IT TO THEM STRAIGHT

**When the runners investigate location 1, read this:**

The first location is found in the basement of a small business named Mike’s Deli. The deli is a small one-man operation in a run-down section of Downtown. As you walk into the front door, an elf with long stringy hair is standing behind the counter slicing some ham

for a little old lady. Looking you over, he simply nods toward a door in the back of the deli.

The door leads to a basement level of the building, down a narrow, dimly lit flight of stairs. Reaching the bottom, the air is warm, humid, and carries on it the heavy scent of body sweat and the musk of sex, almost overpowering you. A narrow corridor is flanked by a number of open doorways on either side. The rooms all have simple sliding curtains rather than doors; several are closed, and you can hear the grunts and noises of sex coming from them. Others stand open, and dirty, grubby, unkempt girls in various states of undress sit on the beds in the tiny rooms, staring blankly and unblinking out the door. In front of each doorway, a small AR display lists a number of programmable personalities you can choose from for the girls, ranging from timid housewife to dominatrix.

At the end of the hall is a heavy wooden door.



### When the runners investigate location 2:

The second location is a battered, ancient apartment building that looks like it survived World War I, II, and III. None of the windows have any glass left in them, sections of the upper floors have fallen away, and the building looks like it should have been torn down long ago. Both physical and AR signs read “Keep out” and “Building condemned”. A few bleak, dirty faces peer out at you as you look the building over: the current residents of the building.

### When the runners investigate location 3:

The third location is a rundown brownstone apartment near the waterfront. A row of large motorcycles are parked off to one side, and two large trolls are sitting on the stoop watching traffic go by. Their leather jackets show the prominent elf head with a large railroad spike through it that is the logo of the Spikes, the troll go-gang.

## BEHIND THE SCENES

The runners have a list of five locations that Junior is suspected to have operations running out of, mainly suspected drug dens and brothels. The order the runners visit them in doesn't really matter, the runners won't see results until the third location. The purpose of visiting these locations is to see some of the negative effects that Junior is having on the community, and the criminal dealings he's involved with.

### Location 1:

The first location is a brothel, a low-rent bunraku parlor. Located in the basement of a deli, this parlor is little more than a long hallway with twenty tiny rooms off of it, barely big enough for a bed. The smell of sex and unwashed bodies is almost overwhelming. Several of the rooms are in use, but most have girls just sitting in them motionless, staring blankly into space waiting to be programmed. The girls might be pretty is they weren't so dirty and used looking.

There are little in the way of guards or protection for this operation. The main clientele for this fine establishment are poor chipheads and addicts, and the girls are rented out for 20¥ for 30 minutes, with a selection of 10 personalities you can choose from. AR feeds outside each room allow customers to select their preferred personality and pay for their time, all completely automated.

At the end of the hall is a large, heavy steel door. When the runners approach it, they can hear faint, muffled screams coming from the other side. This is the operating room, where girls brought in are implanted with the control shunts and chips that turn the girls into living dolls. It, and the entire bunraku operation, is run by a “Doctor” Christopher Tojiro, an underground street doc who started experimenting with cybertech after failing out of medical school.

Tojiro is in here currently with two thugs standing over a young girl no more than 12 or 13 years old. She's strapped to a table with her back cut open exposing her spinal cord as Tojiro is implanting some of his control chips into her. Neither he nor the thugs are prepared to deal with shadowrunners. The thugs mainly deal with unruly customers who beat up on the girls too much and grab new girls on occasion.

Tojiro will willingly tell the runners what he knows, which is very little, in exchange for letting him go. He will also crack fairly quickly if threatened with physical violence (or actually physically injured). He started his operation a year ago on his own, fascinated with some personality control technology he'd read about. The bunraku business was merely a means to finance his experiments. Then several months

ago he was approached by someone representing Junior, who offered to “invest” in his business in exchange for a cut. Tojiro was able to expand from two girls to twenty, so it was well worth the partnership. He's never met Junior though, only some mooks working for him who show up once a month to collect their share of the profits.

There is little the runners can do here beyond alerting Tosh and Knight Errant. The girl on the table, a runaway named Alice, is halfway through the implantation procedure, and will die unless Tojiro finishes quickly. He doesn't know of any way to undo the procedure safely, though trained cyber-doctors can reverse it.

### DR. CHRISTOPHER TOJIRO

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	5	3	2	5	4	6	5	4	6	7	1	0/0	10

**Dice Pools:** Chemistry 9, Computer 10, Cybertechnology (Headware) 11 (13), First Aid 10, Medicine (Implant Surgery) 11 (13), Software (Personality Chips) 10 (12)

**Gear:** Cybertech Surgery Shop, Commlink (DR 5)

### TOJIRO'S GUARDS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4 (6)	4	2	3	2	3	2	7 (9)	3	8/6	11

**Dice Pools:** Athletics Skill Group 6, Clubs 8, Dodge 6, Perception 6, Pistols 10, Unarmed Combat 4

**Augmentations:** Wired Reflexes 1, Dermal Plate 2

**Gear:** Armor vest, AR contacts (thermo, smartlink),

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -1AP, 0 RC, 15 (c)]

### Location 2:

The second location is a mostly abandoned BTL den. It's an abandoned apartment building whose ownership is in legal limbo thanks to the crash of '65. A large number of SINless squatters have taken up residence in it, and until recently it was used as a major BTL dealer hub. The dealers moved on several days ago though.

With a little persuasion and some nuyen (He wants 20¥, but will take 10¥), one of the squatters who goes by the colorful name of Drekhead tell the runners that there were a lot of chipheads who used to crash here, and there were a bunch of dealers that used to come by all the time. “I never touch that drek meself, y'know? Fries your brain, and lets Deus getcha!” About a week ago they all cleared out though after a couple of them got in a fight and shot one of the dealers. “Ghouls came and took the body. Space ghouls! But I found something, I did. It's a shiny, a very lucky shiny. I might sell it, but it won't be cheap!”

One of the Knight Errant SCTF officers tried going undercover with the local BTL dealers to try to get a lead on Junior. Drekhead witnessed his murder when the other dealers found out he was a cop. Tanamous came and claimed the body, but not before Drekhead searched the body. He found a commlink, which he sold for booze, but he still has Detective Steven Bigham's badge. Drekhead demands 1,000¥ for the badge, but if the runners refuse to pay that, he'll ask for 900, then 800, and eventually he'll sell it for as little as 50¥, but he won't go lower than that.



### Location 3:

The third location that the runners visit is an active drug den inside an old three story brownstone apartment (see Map #1: The Spikes' Brownstone) near the northern docks owned and operated by the Spikes, the largely troll go-gang. The place is run down, beat up, and exactly what you would expect from a dive operated by a bunch of rough and tumble trolls. All the windows on the first floor are boarded up, as are about one-third of the windows on the second and third floors. The rear door is boarded up and reinforced (Armor Rating 8, Structure Rating 9). Three Harley Scorpions and two vintage Honda Vikings are out front, all sized for Trolls. One of the Vikings has a sidecar attached.

Two Spikes lounge on the front steps leading into the Brownstone. They'll stop any runners approaching the building and ask their business. A Negotiate (2) Test and a "cover charge" of 50¥ each will get the runners inside to see "Little Bill," the Spikes' lieutenant running this drug den.

Inside on the first floor there are four trolls and a dwarf sprawled out on the couches smoking something pungent and aromatic. The dwarf is Little Bill. He eyes the runners warily as they enter, then asks "Whatchoo want? You don't look like our usual clientele". Little Bill is smart and crafty, and he'll avoid a fight if possible, and make a few bucks on the side. Unless the players are belligerent or pick a fight, Little Bill is cautious but will deal with them, for a little cash (1000¥, though he'll knock it down 100¥ per net success on a negotiate test, to a minimum of 500¥).

The Spikes were contacted by Junior about three months ago. They were offered a good deal: Junior supplies the drugs; the

Spikes sell them and get a generous cut. Usually one of Junior's men delivers the latest shipment to the brownstone, but Bill has made a pickup from Junior a couple of times. He's never seen him directly, but he's sure the man was there. The first time was at the Gravity Bar on Stewart and First Ave, the second was just down the street at Murphy's Law, at the corner of Cedar St. and Western Ave. Both times Junior stayed out of sight and dealt through one of his thugs, most of which were chromed up orks.

There is a sizable stash of drugs on the first floor, with more hidden on the second (Perception (4) to find the stash hidden in a concealed wall panel), including BTLs, Betameth, Bliss, Novacoke, Tempo, and even a little Kamikaze. In total there are about 5,000¥ worth of drugs on the property. On the second floor are two more trolls, a third is sleeping on the third floor, and a troll wolf shaman is meditating on the fourth. If any trouble starts, they will grab weapons and head down to help out.

### PUSHING THE ENVELOPE

While the Spikes are the key to finding Junior's personal hang-outs, they do not have to be the third location the runners visit. Gamemasters can bump them to the fourth or even fifth location on the list, letting the runners visit more locations like the others. One location might be a dive bar with an underground poker scene, while the other is another drug den that also sells weapons, guarded by more Spikes. Gamemasters can also have the Spikes be more aggressive and less willing to give up info on Junior, leading to more direct conflict.

## THE SPIKES

**Turf:** Tacoma, 1-5 south of Downtown

**Colors:** Brown and Gold

The second largest go-gang in Seattle, the Spikes fought an ongoing war with the Ancients for the top spot for years, so long that their tag was an elf's severed head with a spike through it. Their leader, a psychotic troll who called himself Lord Torgo, hated elves obsessively.

But times and things change; Torgo died in prison last year, and the Spikes have tired of endlessly losing to the Ancients. They haven't so much made peace as decided to focus on other things, including making some cred to take care of those fancy bikes and to party when they're not bashing heads in (although with the Spikes that's often the same thing). Where the Ancients are fiercely independent and arrogant as only elves can be, the Spikes are eager to work for any syndicate in Seattle that wants them and is willing to pay.

## DEBUGGING

This scene is mostly a chance for players to roleplay a little and chase down a lead. Gamemasters should not linger overly long on any one location. Murphy's Law is much closer than the Gravity Bar, so gamemasters should attempt to funnel players there first for **Scene 4: Murphy's Massacre** before moving on to **Scene 5: Defying Gravity** so that the runners can see the effect that Junior's gang war is having.

If the runners start a fight and kill Little Bill and his men before getting any information, they may end up a little stymied. Tosh can call the runners and ask them to come down to Murphy's Law for **Scene 4: Murphy's Massacre**, and give them the lead to check out the Gravity Bar there.

### LITTLE BILL

Little Bill is a crafty dwarf who has had to play dirty and mean to get ahead in a gang populated heavily by trolls. It also helps to know when to duck. If combat is initiated, Bill will dive for cover, actively dodging for his first two initiative passes and spending Edge to avoid damage when necessary, and then take his dose of Kamikaze before coming out guns blazing. If the fight is going very badly, he will throw his smoke grenades and flee.

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
6	4	5 (7)	6	5	4	4	6	1.75	5	9 (11)	1 (3)	10/8	11

**Dice Pools:** Athletics Skill Group 7, Blades (Cyber-Implant Blades) 9 (11), Dodge (Ranged Combat) 9 (11), Negotiation 8, Perception 8, Pistols (Semi-Automatics) 10 (12), Unarmed Combat 7

**Augmentations:** Dermal Plating 2, Wired Reflexes 2, hand razors, 2 smoke grenades

**Gear:** Armor jacket, AR contact lenses (w/ lowlight, smartlink, and vision enhancement 3), commlink (DR 5), Kamikaze (grants +1 Body, +1 Agility, +2 Strength, +1 Willpower, +1 Initiative Pass, High Pain Tolerance 3)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -5 AP, 0 RC, 15 (c), APDS rounds, 2 spare clips, skinlink], hand razors [Blade, 4P, 0 AP, 0 Reach]

### SPIKES (PROFESSIONAL RATING 3)

Each Spike has either a Defiance shotgun or a Colt Manhunter on them or within reach. If combat is initiated, they will all dive for cover and take their hit of Kamikaze as their first action. There are also numerous baseball bats and other objects that can be used as clubs.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
9	4	4	8	2	2	2	3	6	6	1	7/5	13

**Dice Pools:** Unarmed 9, Dodge 7, Clubs 7, Long Arms (Shotguns) 7 (9), Pistols 7, Throwing Weapons 5, Perception 4

**Gear:** Armor vest (with elf-head logo from the Spikes on the back), 1 dose of Kamikaze (grants +1 Body, +1 Agility, +2 Strength, +1 Willpower, +1 Initiative Pass, High Pain Tolerance 3), commlink (DR 3)

**Weapons:** Baseball bat [club, 5P, 2 reach, 0 AP], Defiance T-250 [shotgun, 7P, -1 AP, 0 RC, 5(m), laser site], Colt Manhunter [heavy pistol, 5P, -1 AP, 0 RC, 16 (c), laser sight, 1 extra clip]

### SPIKE WOLF SHAMAN

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
6	3	4 (5)	6	5	5	2	5	6	5	9 (10)	1 (2)	8/6	11

**Dice Pools:** Assensing 9, Conjuring 9, Dodge 7, Perception 8, Spellcasting (Combat Spells) 10 (12), Unarmed 7

**Gear:** Sustaining Focus 2 (silver wolf's head pendant, sustaining Increase Reflexes Force 2 with 2 hits), commlink (DR 3), armor jacket, 1 dose of Kamikaze (grants +1 Body, +1 Agility, +2 Strength, +1 Willpower, +1 Initiative Pass, High Pain Tolerance 3)

**Spells:** Armor, Fireball, Heal, Increase Reflexes, Lightning Bolt, Manaball, Stunball, Stunbolt, Trid Phantasm

### HONDA VIKING 2055

This over-sized motorcycle features a heavily reinforced frame and was marketed toward trolls during the 2050s and '60s.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	10/30	120	1	12	6	1

**Upgrades:** Obsolescence (This vehicle uses an older generation of software, rendering its Device Rating 1 lower than a similar modern item)

# SCENE 4: MURPHY'S MASSACRE

## SCAN THIS

The runners' next stop is a bar called Murphy's Law. However, someone beat them to it, and the place has become a battlefield. Bodies are strewn about, and Knight Errant has just arrived on the scene. The Yakuza aren't too happy with Junior taking over Downtown, and decided to retaliate.

## TELL IT TO THEM STRAIGHT

The usual light drizzle of rain is falling as you round the corner of Western Avenue, where you see a simple neon sign that reads "Murphy's Law." However, the light of the sign is drowned out by dozens of flashing red and blue lights. Half a dozen Knight Errant Patrol-1s are parked in front of the bar, and wounded bodies are being loaded into several DocWagon ambulances. Bodies lay strewn on the ground, and the front of the bar is riddled with bullet holes.

Towering over everyone is the imposing figure of Detective Tosh Athack as he shouts orders to the Knight Errant officers rushing around the scene. Yet again Downtown Seattle lives up to its nickname of "Downtown Militarized Zone."

## BEHIND THE SCENES

Junior has been making great inroads into the Downtown crime markets and he's been doing so mainly at the expense of the Yakuza. This has sparked something of a Syndicate War downtown, though until tonight it had been mostly skirmishes. The Shotozumi-Gumi got a tip that Murphy's Law was one of Junior's regular hangouts, and the yakuza moved in. Junior's men spotted a gun on one of the Yaks, panicked, and started shooting. This led to open warfare on the streets.

Tosh is just starting to put the pieces together from video surveillance (which he will let the runners look over) and eyewitness accounts from the few survivors of the massacre. He is furious over this, because not only are eight members of the Finnegan family and nine members of the Shotozumi-Gumi dead, but there were over two dozen casualties to bystanders, fifteen of those fatalities.

Tosh stomps over to a gurney and pulls back a sheet to reveal the face of a seven-year-old elf girl, the side of her face bloody and caved in. He points across the street to where a GMC Commodore crashed into the side of an office building. "She and her mother were coming home from a shopping trip. Mom took a stray bullet to the side of the head, and the girl hit the side of the car, obliterating her skull." He punches the side of an ambulance hard enough to leave a huge dent. One of the DocWagon paramedics almost says something, looks up at the troll, and thinks better of it.

The runners can attempt to interview the survivors, but none of the bar staff survived, and any surviving syndicate members took off before KE arrived on the scene. Other than details of the shootout, the runners won't be able to get any further information here. Tosh will reiterate the runners' mission once again, telling them that he wants Junior, badly.

Gamemasters should play up the violence and horror of the scene. Blood and bodies are everywhere, many of them innocent bystanders and patrons of Murphy's Law.

The bar itself is a simple Irish Pub. A long bar, a few booths, and a couple pool tables in the back. The basement has the cooler for beer, and several poker tables. There is a trap door hidden under one of the shelving units in the cooler (a Perception (5) Test is needed to find this, but only if the players are actively searching the basement) that leads into the Ork Underground, coming out near Pirates' Cove.

If runners attempt to scan the bar's Matrix node, they find that it's been wiped clean. Whether it was by the Yaks when they attacked, or by the owners of the bar making sure that any illegal dealings were erased, it's impossible to say.

## DEBUGGING

Not much can really go wrong in this scene, shy of the runners causing trouble and picking a fight with Knight Errant. There are over two dozen cops on the scene, with at least two forensic mages. DocWagon will have several armed guards with them as well. Runners starting a fight aren't likely to last long, and Tosh isn't in the mood to get them out of trouble here.

Should the runners find the trap door and decide to head into the Ork Underground instead of heading over to the Gravity Bar, let them stumble around for a short while. If they've been down here before, they aren't far from Pirates' Cove, the little smuggler dockside village in an underground grotto. If the runners start asking around about Junior, they'll eventually be approached by an ork who tells them "Mr. Torinni would like to speak with you. He has information that may help you find the man you're looking for." Go to **Scene 6: Meeting Mr. Torinni**.

## MURPHY'S LAW

### Cedar Street & Western Avenue

There are not many occasions when it is worth braving a seedy atmosphere just for the food, but Murphy's Law is one of them because they serve some of the best pizza in the metroplex. Still, with the dim, smoky haze, smell of stale beer, and run-down environment, take-out remains your best option.

- Unless, of course, you're looking to get in on one of the floating card games going on in Murphy's basement, which attract some pretty high-rollers.
- Traveler Jones

# SCENE 5: DEFYING GRAVITY

## SCAN THIS

The runners have spent a little time chasing down leads, and they're about to finally pan out. The Gravity Bar has an entrance into the Ork Underground, and with a little pressure or other forms of persuasion, the runners can find out that Junior uses that entrance on a regular basis to conduct business.

## TELL IT TO THEM STRAIGHT

The Gravity Bar on Stewart and First is an upscale martini bar popular with the younger crowd looking to hook up with a hot date. There's not much of a crowd tonight and no line to get in. A few people are standing around outside the bar, dressed in the latest casual date scene fashions, some watching to see who goes in and out, others just chatting and getting some fresh air. At the door a burly ork bouncer in a suit and mirrorshades only gives you a cursory scan before letting you pass.

Inside, the lighting is low and the sound of SynthJazz can be heard over the din of the patrons. The Gravity Bar is a bilevel bar, very well furnished in dark, rich wood and colors. A deep green carpet covers most of the floor, and a dark, mahogany bar runs the length of the west wall. Stairs lead up to a second level, a mezzanine with cozy couches and plush chairs in haphazard groups around small, low tables to allow for groups to relax and talk.

## BEHIND THE SCENES

The Gravity Bar is a higher class establishment that caters to the young and pretty looking for a date. In recent months it's also become a frequent spot for Johnny "Junior" Torinni to conduct business meetings. Owner Gary McCain is extremely unhappy over this turn of events, but he's not really in a position to do anything about it, and the money Junior slips his way to use the bar has been enough to keep his silence.

The bouncer outside has a Rating 3 handheld MAD scanner that he runs over the players. The Gravity Bar doesn't often attract trouble, and Junior's men and his "business partners" occasionally pack heat, so unless the runners are obnoxious, threatening, or packing obvious hardware or the scanner picks up some serious military grade weapons (such as grenades), he simply passes them through. Anything else and he refuses them entry, requiring them to stow it in their vehicle or somewhere else.

When the runners walk into the bar, most of the patrons pay them no mind, though if any are well dressed and good looking, some of the men and women here looking for a date may buy them a drink, send their PAN a message with their phone number, etc. Anyone who's scruffy, unkempt, or looks too "street" is ignored, though anyone really outlandish and outrageous looking may attract some attention just because they are unique looking. There are three bartenders, six waitresses, and around thirty patrons out for a good time, besides Junior's men.

A few people do pay close attention to the runners. By this point, word has come down that someone's looking for Junior with some basic descriptions of the runners. There is a group of four low-ranking

## THE GRAVITY BAR

### Stewart Street & First Avenue

This Manhattan-style singles bar is known for its stylish decor and somewhat expensive cocktails, and is a popular nightspot for locals and visitors alike. Try one of the bar's broad selection of specialty martinis.

- A transparent effort to recreate the New York martini bar in Seattle, this place is still popular with suits and straight-citizens looking to blow off some steam (and maybe find a new "friend" for the night). That makes it a suitable hunting ground for anyone looking to prey upon the aforementioned shaikujin.
- Khan-A-Saur
- There's an entrance to the Ork Underground in the building's basement. It was put in by a—now closed—illegal chop-shop next door, and it's now covered with a locked hatch, but Gary McCain, who manages the Gravity Bar, has a key, and so too might a few others. Plus who here hasn't had to bypass a lock or two to get where you need to go?
- Mika

family members sitting at a booth near the dance floor, and they discreetly watch the runners after they enter (Perception (4) to notice this). Two more of Junior's boys are sitting at one of the tables in the main floor of the bar, and four more are upstairs in the mezzanine area.

While the Gravity Bar itself has minimal security, there is a Knight Errant precinct just two blocks away with a two minute response time. However, Junior has beefed up security a little bit. Besides the mafia goons that parade in and out, there is also a Family mage on contract who keeps a pair of Force 5 spirits of man guarding the place.

There are several tacks that runners can take to get the information they need. At this point, it's likely that the runners have not connected Junior with the Ork Underground, and may not even know for sure that he's an ork. These two facts, and the entrance to the OU are the big clues that the runners can find here.

### 1. Hacking the Gravity Bar

The simplest would be to hack the Gravity Bar's matrix node. Gary McCain has been documenting everything going on with Junior so that if Knight Errant raids him or catches Junior, he can use that information to cut a deal and get out of any trouble he might end up in because the mobster has been using his bar to work out of. A hidden file documents the bribes and the threats that Junior has given McCain. There is also video footage that shows Junior coming up from the electrical room in the basement, and then going back in after his business is done. He's never seen actually leaving the building by any of the main entrances. Junior also has a Physical Masking spell in place, cast by the same mage that binds the spirits of man that guard the bar. He appears to be a Hispanic ork in the video files.

Legwork about the bar itself should turn up rumors of the Ork Underground entrance. The runners will need to "tip" (i.e., bribe) the

# THE GRAVITY BAR MATRIX NODE

**NODE: Location**

**Sculpting:** The sculpting of this node looks like a 1920s speakeasy during prohibition. The IC in the node all looks like a Keystone Cop, though not as bumbling or ineffectual.

**Authentication:**

Node 1: Passcode

**Privileges:** Admin

**Attributes:**

Node 1: Firewall 6, Response 5, Signal 4, System 5

**Spiders:** None

**IC:**

Node 1: Black Hammer Attack IC Rating 5

**Resident Programs:**

Node 1: Analyze, Browse, Edit (all at rating 5)

**ARC:**

Node 1: Scramble Attack IC

Node 1: Alert Knight Errant

bartender to let them use the basement entrance. It takes a Negotiate (2) Test to get the bartender to admit that it exists, at which point he'll tell the runners the standard fee is 100¥ per person to use it.

### 2. Ask the Bartender

Talking to the hired help can also work. Junior and his men are always polite and always tip well, but they also kind of scare the waitresses and bartenders a little. It's not talked about, but they all know that Junior and his boys are "mobsters," so the help does its best to give them top-flight service, and then stay out of the way. They will not make eye contact with or specifically point out any of Junior's men inside the bar when the runners talk to them, but if pressed or bribed, will make oblique references to them and how many there are.

The wait staff has only ever seen Junior when he was under the Physical Masking spell, so they will describe Junior as a large Hispanic ork who likes imported German beers. He doesn't say much, only comes up for short periods of time, conducts quiet meetings in the back booths or upstairs in the mezzanine, and then leaves again.

It will take substantial "tips" to get the bar's staff to open up, as they really do fear Junior's men. Each piece of information requires a different Negotiate Test (the various help will only talk to the runners for so long before they get nervous and "have to get back to work," so they can only get one thing from each one). If the runners do not have a face, or fail a negotiate test, they can "buy" additional hits for 100¥ each. They get the information in the following order:

- Negotiate (3) Test and 200¥ to get one of the staff to admit that there are Mafia members that frequent the bar.
- Negotiate (3) and 500¥ to admit that Junior frequents the bar.
- Negotiate (2) and 200¥ to admit that Junior doesn't use the main entrance, but instead uses the secret entrance to the OU.
- Negotiate (3) and 300¥ to allude to which of the patrons in the

bar are Junior's men (can get this at any point after the first Negotiate Test).

Once they have the information they need, they can "purchase" passage through the OU entrance for 100¥ per person. Junior's men have gotten suspicious by this point and have called in to their boss. Junior tells his men to stand down though, and to leave the runners be, that he'll handle things once they're in the Underground. Of course, if the runners attack the Mafia goons after that, they will defend themselves.

### 3. Ask the Mob

It's likely that the runners will end up finding out about Junior's Mafia thugs at some point. They might notice the goons watching them when they first enter, they may find out about them from the wait staff, or they may simply recognize them on a Knowledge Seattle Mafia (2) Test. As the runners are poking around, word comes down from Junior to let the runners pass. So if the runners decide to approach the mooks in the bar, they back down and even tell the runners that Junior is in the Ork Underground, though they don't mention the Underground entrance in the Gravity Bar.

The mooks will not make this easy though, as they threaten, posture, and try to intimidate the runners. Eventually, they tell the runners that Junior is waiting for them, that he knows they're coming, and that they're dead as soon as they step foot down there. They won't give the runners any more information than that, and indeed they don't know anything else. They don't go into the Underground with Junior.

If the runners become violent and attack them, the mooks will defend themselves (see **Pushing the Envelope**).

Unless they're particularly bloodthirsty, the runners should be able to get through this scene without combat, and gamemasters working under a time limit should do what they can to avoid putting the players into combat, to avoid the game running too long.

## PUSHING THE ENVELOPE

If the runners initiate combat, or you want to make life a little more difficult for the runners, the Mafia mooks do not hesitate to mix it up. They're not particularly fond of anyone nosing about their business. They'll unload everything they can, and they aren't afraid to put innocents in danger. Several may even grab hostages to use as shields, figuring that the runners are cops. The two Spirits of Man will join the fray, using a combination of Confusion and Fear on the runners. The bouncer out front will join the fray, and the bartender will hit the PANICBUTTON™, and Knight Errant will arrive two minutes after the combat starts.

## DEBUGGING

The biggest sticking point here is if the runners do not get the information they need somehow. If the runners cannot seem to figure out what they're doing, after 30 minutes one of the waitresses or bartenders could start dropping hints that they have information that the runners might be interested in, and will sell this info without the need for Negotiate tests.

If you're running short on time and the runners are spoiling for a fight, remind them that the place is filled with innocents, and that Dana Oaks wouldn't be happy if any of the patrons or staff were hurt in a firefight. If that still doesn't dissuade them, Tosh Athack and several Knight Errant officers can show up right before the fight starts, following up a lead he found at Murphy's Law. They will round up the Mafia boys for questioning in the shootout that happened at Murphy's, leaving the runners free to continue their search.

## MAFIA MOOKS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4	4	2	3	2	2	6	7	1	6/4	11

**Dice Pools:** Athletics Skill Group 7, Dodge 8, Perception 7, Pistols 9, Unarmed Combat 7

**Gear:** Armor vest, AR contacts (lowlight, vision enhancement 3, thermo, smartlink), Mafia-chic suit, commlink (DR 4)

**Weapons:** Baretta 200ST [Light Pistol, 65(e), -half impact AP, 0 RC, 20 (c), Stick-n-Shock rounds, 1 extra clip with ADPS rounds, smartlink, can burst fire as a complex action]



## SCENE 6: MEETING MR. TORINNI

### SCAN THIS

The runners make their way to the Underground, and after poking around for a short while they are approached by an invitation to meet Johnny Torinni, a local businessman who may be able to provide them with some information.

### TELL IT TO THEM STRAIGHT

#### After the runners have been in the Underground for an hour or so searching and asking around:

It's been an hour, and you know exactly as much as when you started asking around down here. In the Underground, you're strangers. Your inquiries have all been met with blank stares, indifferent shrugs, or even outright hostility. The Ork Underground is a huge, sprawling place filled with dozens of small communities all connected by a labyrinth of tunnels that even residents who've spent their entire lives living down here get lost in.

As you look around, considering where to go next and how to continue your search, a young ork street urchin runs up to you and tugs on your sleeve.

"Hey, you the guys asking around about Junior?" he asks. "Great! I've been looking all over for you! My name's Pip. Come with me.

Johnny Torinni wants to see you. He says he can help! Follow me over to the Gold Mine."

#### When the runners arrive at the Gold Mine:

The Gold Mine is located at the southwest side of the Tourist Highway, not too far from the Big Rhino's entrance. At first, it looks like a simple, natural cave entrance wedged in between a boutique shop and a booth selling "authentic" hand-crafted Cascade Ork souvenirs. The cave is dimly lit and an ancient looking, hand-lettered wooden sign that simply reads "Gold Mine" has been hung above the cave entrance. Several wooden crates and a couple scattered shovels and pickaxes add to the illusion that this is the entrance to an 18<sup>th</sup> century mine.

Pip waves to the bored looking bouncer outside the club and leads you inside the Gold Mine, and after a short, dark tunnel you emerge into a dim but high-tech and well furnished night club. A large bar dominates one end of the club, and a stage for exotic dancers dominates the other. Tables and booths are strategically placed throughout the club, and the low pulse of NeoClassic Rock pulses through the club as an attractive young ork writhes to the music on stage. You catch Pip sneaking peeks at the young woman as he leads you to a large curved couch at the back. An immaculately dressed male Italian ork with tanned olive skin sitting on the couch shoos away a pair of well-dressed young ork women as you approach.

"Welcome, welcome my friends. How do you like my club?"

## BEHIND THE SCENES

How the runners get to the Underground doesn't matter in the long run. They might stumble down here on their own, find the trap door at Murphy's Law in **Scene 4: Murphy's Massacre** and decide to come exploring, or follow the clues from the Gravity Bar in **Scene 5: Defying Gravity**, entering from the secret entrance located there. They might come in through the Big Rhino or Lordstrung's into the Tourist Highway, or possibly come in through another entrance they've learned about. Regardless, when they get down here, no one really knows anything about Junior. One or two of the residents or tourists may have heard about a mobster named Junior operating Topside, but down here none of the residents know anything.

Don't leave the runners twisting in the wind for too long, but let them follow their own investigation for a little bit. As always with the Ork Underground non-orks are viewed with great suspicion, and even orks when accompanied by other metahumans only slightly less so. A couple of residents may point the runners in the wrong direction to mess with them. Either way, their search will be somewhat fruitless. The runners may also be expecting an ambush, but that never happens. The worst that may happen is getting accosted by the Skraacha, the gang that serves as de facto protectors of the Ork Underground.

After a bit, read the **Tell It to Them Straight**. The boy is Pip the Ork, a young street boy who earns his living acting as a messenger and tour guide in the Ork Underground. Players may be acquainted with Pip from **SRM 04-00 Back in Business**, in which case he'll recognize any runners he interacted with. Check with the players to see how their encounter with Pip went, as his reaction to them will change depending on how they treated him.

Pip has been hired by Johnny Torinni to lead the runners to his club, the Gold Mine. Pip doesn't know anything about Junior, but he's open about Johnny, telling the runners that Torinni is "the richest guy in the Underground!" Johnny owns or is an investor in many of the businesses along the Tourist Highway and elsewhere in the Ork Underground. Pip runs errands for him sometimes, and he always tips very well.

Johnny Torinni truly loves the Ork Underground. He owns a number of businesses in the Underground, is a silent partner in many others, and donates a lot of time and money toward helping the Underground grow and flourish. Since the Great Fire that torched a large portion of the Underground several months ago he's been almost single-handedly financing the reconstruction efforts. His criminal enterprises as "Junior" are a way to generate additional cash flow, and it's no coincidence that Junior's activities stepped up right after the fire.

## TOURIST HIGHWAY FIRE

During the summer of '72, Alamos 20,000K attacked the Ork Underground, attempting to burn down the Tourist Highway. Dozens of fires were lit along the eastern half of the Highway, and due to a lack of fire prevention services, faulty fire safety equipment, and a severe lack of planning or preparation by the Ork Underground, the fire ran mostly unchecked through a large portion of the Highway. A group of shadowrunners who were in the Ork Underground on a job helped to fight the blaze, but even still several hundred people were killed, and hundreds more injured. Businesses were destroyed, and most of the Tourist Highway was shut down for a couple of months. With no funding or money, rebuilding has been very slow, and there are still many businesses that have not reopened yet.

Every day dozens of people visit the Memorial Wall, a small section of the Tourist Highway that is still soot-blackened and burned, where mourners have posted pictures and left tributes to their loved ones.

Torinni has been able to stay one step ahead of Knight Errant thus far, primarily because the Ork Underground is largely closed off to them. He's smart enough to realize though that eventually shadowrunners dedicated to ferreting out his identity will manage it. So he's decided his only course of action is to appeal to the runners' sense of decency, and when that doesn't work, try to bribe them. For now, he's going to play it coy, and ask the runners to do a couple of errands for him, and in return he'll reveal what he knows about "Junior." He expects all three to be done before he helps the runners. He'll send Pip along as an escort and to help them find their way around the Underground.

The first errand is a protection detail. Torinni owns a construction company called Topside Construction located in Snohomish and has been donating supplies for the Tourist Highway rebuilding effort. However, lately he's been having trouble getting supplies shipped down here, as gangs keep hitting his convoys. He wants the runners to escort the next shipment and make sure it arrives in one piece. This is the first task assigned, as Topside Construction has a truck waiting for a security escort.

Once that is done, he asks the runners to make a few deliveries for him to The Narrows, an undeveloped cave network populated primarily by the destitute and "homeless." His regular delivery guy is sick, so he'd like the runners to make the drop offs, delivering some food and medicine to some shelters he sponsors, making sure that they reach them in one piece. This is the second task, and he has the food prepared and the supplies gathered up while the runners are taking care of the construction materials.

Finally, some merchants in the Goblin Market have been having trouble with some of the Bot'Kham, who have been shaking them down for protection money. They collect at about the same time every day, and he wants the runners to go encourage them to leave the merchants alone. The runners need an escort to find the Market, as it's incredibly difficult to find unless you know the Underground really well. This is the final task, as the Bot'Kham don't usually make their rounds for several hours. Torinni suggests the runners talk to Andrea Romani, who runs a general goods shop, and Jaws, a gator shaman who sells fetishes and minor enchanting supplies. Johnny warns the runners though to be very careful of harming anyone other than the Bot'Kham. He's sending the runners down to protect the Underground residents who work and shop at the Goblin Market, not to place them in further danger.

The Underground can be a rough place, and Torinni likes to be prepared. The Gold Mine has exceptional security because of this. Six security guards are on duty at all times, as is a security mage. Tracked gun turrets are hidden in the walls, ready to be deployed by a security rigger, and if all else fails the entrance can be sealed and the place filled with Neurostun gas to sedate troublemakers.

## DEBUGGING

Johnny Torinni is a well-respected businessman in the Ork Underground. If the runners start any trouble, they have to contend with more than just Torinni's club security, as many of the locals will come to his defense. Johnny does not flinch in the face of threats or demands that he tell the runners what he knows, but simply waves off his security and states that he just wants to help the runners, but he needs to know he can work with them. He willingly points out his security measures, as well as notes that most of the residents would likely come to his aid.



## GOLD MINE SECURITY GUARDS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
7	4	4(6)	6	2	4	2	3	3	8(10)	3	8/6	12

**Dice Pools:** Perception 8, Pistols 11, Unarmed Combat 8

**Augmentations:** Wired Reflexes 2

**Gear:** Armor Jacket (8/6), AR goggles (w/ thermo and smartlink), Commlink (DR 4)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c), APDS ammo]

## SECURITY MAGE

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
6	4	4	5	5	4	5	6	3	6	6	8	1	11/9	11

**Dice Pools:** Assensing 9, Conjuring 11, Dodge 7, Perception 8, Spellcasting 11, Unarmed 7

**Gear:** Sustaining Focus 3 (sustaining Armor Force 3), commlink (DR 3)

**Spells:** Armor, Heal, Lightning Bolt, Manaball, Mob Mind, Stunbolt, Trid Phantasm

**Bound Spirits:** 1 guardian spirit (Force 5)

## GUARDIAN SPIRIT (FORCE 5)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
6	7	8	7	5	5	5	5	5	5	13	2	11

**Dice Pools:** Assensing 10, Astral Combat 10, Blades 12, Clubs 12, Counterspelling 10, Dodge 13, Exotic Ranged Weapons 12, Perception 10, Unarmed Combat 12

**Powers:** Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, (Optional Power: Concealment)

## SECURITY RIGGER

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Matrix IP	Arm	CM
3	2	4	2	3	4	4	3	3	5.0	8	1	3	8/6	10

**Skills:** Computer 8, Con 5, Cybercombat 9, Data Search 7, Electronic Warfare 8, Etiquette 6, Gunnery 8, Hacking 8, Hardware 8, Perception 8, Pilot Aircraft 8, Pilot Ground Craft 8, Software 7

**Cyberware:** Commlink, sim module, datajack, control rig

**Commlink:** System 4, Response 3, Firewall 4, Signal 4

**Programs:** Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4

## ARES SENTINEL "R" SERIES

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+0	5/10	40	4	2	6	4

**Upgrades:** Track Propulsion, Weapon Mount

**Programs:** Clearsight 3, Defense 4, Targeting 4,

**Weapons:** FN MAG-5 [Medium Machine Gun, 6P, -2 AP, 2 RC, 50 (box)]

# SCENE 7: ERRAND BOYS AND GIRLS

## SCAN THIS

The runners need to perform several small errands for Johnny Torinni, including safeguarding a shipment of building materials, delivering food and medicine to several homeless shelters, and confronting a group of Bot'Kham who have been shaking down businesses in the Goblin Market.

## TELL IT TO THEM STRAIGHT

Johnny Torinni has asked you to perform three tasks, all of which he insists should be simple. An escort, a delivery, and then finally a confrontation with a few street gangers. Nothing you can't handle, right?

### When the runners arrive Topside Construction:

On the edge of Downtown, near Snohomish, Topside Construction is a large, bustling construction company. Row after row of yellow-orange construction machinery is parked in a large lot to one side, and several warehouses hold materials awaiting shipment to various construction sites.

A disgruntled looking ork wearing a button-up denim shirt and a red hardhat watches you as you pull up, then approaches. "Yeah, what can I do for ya?"

### When the runners arrive at The Narrows:

The tunnels here are dirty, rough, and smell of sewage. The feeling of hopelessness is almost tangible, and everywhere you look you see small groups of orks huddled together, many around small campfires that tinge the air with a smoky haze. You've seen very few residents of the Underground that you would call well off, but the unfortunate souls dwelling here make even the poorest ork along the Tourist Highway seem wealthy. The homeless orks of The Narrows are underfed, many appearing malnourished, and more than a few look to be in need of medical treatment.

Pip greets a few of the unfortunate orks as he picks his way through the tunnels, finally leading the runners to a simple wooden door set into a tunnel wall. A cross has been carved into the rock above the door, and a simple sign reads "St. Mary's."

### When the runners arrive at the Goblin Market:

The tunnels of the Goblin Market are a hustle of activity as you enter. Tables, booths, and semi-permanent stalls are set up everywhere, and the assortment of goods on display seems almost entirely random. One vendor has a table filled with Predators, Brownings, and Colts, while the merchant next to him is selling potatoes and turnips. Bottled water, canned food, and batteries are a common commodity, all selling for outrageous prices.

Pip leads you to a large, L-shaped stall where a plump middle-aged ork woman is organizing a table filled with a variety of goods. Around her a half-dozen ork children swarm about, calling out to passersby to

come see her goods. Pip smiles and waves to the woman, running up to her. "Andrea! Whatcha got for me?" The woman smiles and hugs the ork boy, then hands him a bright red apple. She eyes you suspiciously as you approach her booth.

## BEHIND THE SCENES

The purpose for this scene is primarily to show some of Johnny Torinni's philanthropic endeavors. Torinni actually lied to the runners about the first two jobs, however. The construction equipment has not been getting hijacked, and there are no problems delivering the food and medicine to The Narrows. Torinni just wants the runners to see firsthand what he does for the community.

The final job has been a bit of a problem though. The Creepers and the Bot'Kham have been causing more and more problems in the Underground, and the Skraacha have been spread too thin to really deal with things. Torinni is hoping that if he sends down some big, bad, scary shadowrunners that it might scare off the Bot'Kham. He figures it's more likely that the runners will end up ventilating a few of the gangers, and while he'd like to avoid more ork deaths, in this instance he thinks it may be worthwhile, and it shows the runners that he's looking out for the "common ork."

### 1. Topside Construction Escort

Located at 20030 Forest Park Dr., near the border of Downtown and Snohomish, Topside Construction is a large construction company owned by Johnny Torinni. It's a legitimate business with no ties to the Finnegan Family or "Junior." The foreman, Jim "JJ" Johns is expecting the runners. He has a GMC Hauler loaded up and ready to go for them. If the runners do not have a rigger capable of driving the large machine, JJ will send driver along if the runners do not have a rigger. Otherwise he leaves delivery in the hands of the runners.

The delivery is being made to the docks just south of the ACHE, 698 Alaskan Way S. A warehouse there holds a concealed entrance to the Ork Underground where deliveries are made, and is guarded by a dozen heavily armed and armored Skraacha. The service tunnel entrance is big enough to drive a small truck into, though the Hauler is far too large. A number of ork dockworkers stand ready to unload the Hauler and load its cargo (pallets of wooden beams, concrete, plasticrete, metal beams, and other various basic building supplies) onto six smaller, older model trucks, three GAZ P-179's and three GMC Bulldog Step-vans, each with drivers. The ramp leads down into a network of tunnels that connects to various points along the Tourist Highway (and several that run deeper into the Ork Underground). The runners will not be allowed to drive their own vehicles down into the tunnels, if they brought any, but are promised that they will be well guarded.

The drivers lead the procession down into a smaller underground storage facility near the Lordstrung's entrance to the Ork Underground, where they proceed to unload the trucks and thank

the runners for their help. This storage area is the staging area for the reconstruction of the Tourist Highway. Numerous pictures line the walls showing the aftermath of the fire, and blueprints map out new construction areas.

The ork construction crew tells the runners to thank Mr. Torinni for them, before getting back to work.

## 2. Narrows Delivery

A number of pseudo homeless shelters and soup kitchens have been erected in the southern section of the Narrows run by the Ork Rights Committee, the Mothers of Metahumans, and other charitable organizations. Johnny Torinni funds and supplies a number of these as well, and he asks the runners to deliver supplies and food to one of them. In the astral, this area has a feeling of hopelessness and despair that has tinged astral space giving it a Background Count of 1.

Torinni supplies the runners with several bicycles with attached trailers loaded down with food and medical supplies. He warns the runners to watch out for the Bot'Kham and the Ghost Gator (laughing as he says the last one). The supplies are to be delivered to St. Mary's Shelter in The Narrows. Pip is familiar with the Narrows and can expertly navigate his way there without any problems.

St. Mary's is run by an elderly ork woman known as Grandma. The shelter itself is carved into the side of a cave wall with an open wooden door. It is one of the few buildings down here to have electricity. In smaller open caves and tunnels around the shelter dozens of obviously homeless orks are huddles around small fires or have makeshift shelters set up. Grandma is very grateful to the runners for delivering the supplies, and as the runners roll up on the bikes the nearby homeless flock to the shelter. Grandma cannot stop thanking the runners (and asking them to pass on her thanks to Torinni) and talking about what a "good boy" Johnny Torinni is and how grateful she is for his support. "These poor boys out here would probably all be dead if it wasn't for him."

## THE NARROWS

### North Beacon Hill, Ork Underground

Most that fled the Night of Rage were met by early residents of the Ork Underground who guided them to safety. Those that did not became hopelessly lost beneath Seattle. Dazed and starving, the survivors eventually stumbled into the natural tunnels under Beacon Hill. Rainer's eruption during the Great Ghost Dance spawned massive earthquakes that fractured the bedrock into a spider web of narrow passages, most no more than a few feet across.

The situation has improved only marginally since then. Residents of the Narrows represent a level of crushing poverty on par with the worst of the Barrens. There are no Skraacha patrols here and no gang lays claim to this area. Over the years the Narrows have spawned countless rumors of madness and horror, a reputation compounded by the rate of murders and suicides that occur there.

- I once had to lay low in the 'Rows for a week after a run went south. Place is a fraggin' nightmare, everybody and everything that lives down lives like an animal. I literally had a family of four come at me for my boots.
- Kat o' Nine Tails
- Steer clear of where The Narrows meet the northern tunnels of the Ork Underground. The Astral is severely twisted in that area and I wouldn't want to find out what's causing it.
- Axis Mundi

## 3. Goblin Market Defense

For the final errand, the runners need to head to the Goblin Market. The Market moves around the OU on a regular basis, but it's currently located just a few blocks north of the Tourist Highway, underneath Virginia Street. The Market is located in a series of rough, dug-out tunnels and caves underneath the sewers. Normally there would be a number of Skraacha on guard here, but as the runners enter the Market, they are strangely absent, a fact Pip will comment on.

Most of the shops are little more than fold-up tables or portable stalls set up in the tunnels, though a few of the more prominent merchants have taken over large sections of the caves as their own private stores. The goods for sale are a really strange mix. Tables selling black market guns stand next to fruit vendors. One of the booths doing brisk business seems to be dealing in common lithium batteries, simple signal boosters, and other things you might find at the local Radioactive Hut, all selling for at least twice their retail value. Common, everyday goods are sometimes very hard to come by down in the Ork Underground, and considering that much of the Underground population is SINless, walking into a Stuffer Shack to stock up simply isn't an option. The Goblin Market and others like it throughout the Underground are as close to a Stuffer Shack or Kong Wal-Mart as the residents are likely to get.

Runners looking to do a little black market shopping can find almost any weapon or piece of armor with an Availability of 8 or less available, though in limited quantities (gamemasters should use their own discretion, but generally no more than a couple of any single weapon; the lower the availability and price, the more the runners can find). Weapons and armor are available at base cost. Regular ammunition is plentiful and available at base cost as well, but specialty ammunition is more limited and costs twice the book rate.

Andrea Romani is a plump, matronly ork who runs a large general goods stand with her six children (ages 4 to 13). Her stand sells mostly

## THE GOBLIN MARKET

### Virginia Street and 7<sup>th</sup> Avenue, Ork Underground

The Goblin Market, the Ork Underground's true black market, has changed locations frequently over the years, always staying just ahead of the willingness of the police to launch an enforcement raid. The Goblin Market has two major purposes. First, it provides a relatively secure location for various groups, notably the Cascade Orks, to move smuggled goods. Secondly, it is the only place in the Underground that tolerates organized crime. The Yakuza, the Vory, and the Triads work through intermediaries here, selling vices which cannot be found elsewhere in the Underground. The residents living near the Goblin Market act as spotters, alerting merchants to the approach of any unwelcome visitors. If you are looking for guns, drugs, chips, or anything else illegal, the Goblin Market likely has it.

Merchants in the Goblin Market also do a brisk but quiet business selling genehacked fruits and vegetables. Farmers covertly sell their modded produce without having to worry about some corp suit looking into their licenses.

- Getting to the Goblin Market requires traveling through dense residential tunnels. These tunnels are heavily patrolled by Skraacha and local residents. Best keep to the "guests only" tunnels unless you're looking for a run in with the Skraacha.
- Traveler Jones
- Recently the Bot'Kham, on behalf of the Creepers, have been shaking down merchants in the Goblin Market. Why the Skraacha are allowing this is unclear, though it's likely the local chapter is getting a cut of the Bot'Kham's action.
- Bull



dry and canned goods, though she has a random selection of simple electronic gear, some clothing, and a decent selection of camping gear. She greets Pip with a friendly hug and gives him an apple, and he quickly tells her that Torinni sent the runners. She becomes much more serious, and tells the runners in a voice thick with cityspeak (language that is a mix of English, Spanish, and Japanese with a heavy dose of street slang thrown in) that for the last several weeks, the Bot'Kham have come in offering their “protection”, and demanding that she and the other merchants pay them 500¥ a week or “bad things happen”. At first, the merchants refused, expecting the Skraacha to step in and stop them, but that never happened. Instead a couple of merchants came in with broken bones (“Poor Andrews-san, he walk with a limp from now on”) and several found their stock vandalized or stolen. After that, the merchants all started paying, though most can barely afford it.

The Bot'Kham usually come in less than an hour after the runners arrive, and will actually show up 30 minutes after, so gamemasters

should keep track of how long the runners take to question the local merchants and make preparations. If the runners try to organize the merchants or order them around, such as getting them to clear out or close down, they're hesitant to listen until Pip explains that Torinni sent them. Once he does that, they're willing to work with the runners and do anything short of actually fighting themselves. They are all just simple shopkeepers. They insist the runners protect their shops and their goods though.

The Bot'Kham are mostly full of bluff and bluster. They're not expecting any resistance, so if directly confronted they'll freak out and fall back, but they know their reputation is on the line, so they're willing to fight back. They have no magical or Matrix support, being simple street toughs, but they will have the advantage of numbers (at least 2 more than the number of runners at the table).

When the Bot'Kham take 50 percent or greater casualties, they'll attempt to flee.

### BOT'KHAM (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	6/4	11

**Dice Pools:** Athletics Skill Group 6, Clubs 8, Dodge 6, Perception 6, Pistols 8, Unarmed Combat 4

**Gear:** Armor vest, nail bat, AR sunglasses (thermo, smartlink)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], nail bat [clubs, (Str/2+2)P, 0 AP, 1 Reach]

### PUSHING THE ENVELOPE

Someone tipped off the Halloweeners that someone was sending a large shipment of weapons through Seattle today in a GMC Hauler. While Torinni wasn't really expecting the construction truck to get attacked, the Halloweeners mistake it for the weapons truck. They cause an accident on the highway to stop the truck, and then ambush it with a large team of gangers, expecting military resistance. Led by a ghoulish mage named Cadaver, there are 5 heavily armed and armored gangers and a rigger with drone support in the form of 3 armed rotodrones. Cadaver will summon a Force 6 Air Spirit to use Accident on the lead truck as well, saving his bound spirit in case the fight goes

## HALLOWEENERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	2	3	2	2	6	6	1	8/6	11

**Dice Pools:** Automatics 8, Close Combat Group 7, Etiquette (Street) 5 (7), Intimidation 5, Perception 6, Pistols 8, Unarmed Combat 7

**Gear:** Orange and black armor jacket, AR goggles (lowlight, thermo, smartlink), commlink (DR 3), Suzuki Mirage bike

**Weapons:** AK-97 [Assault Rifle, 6P, -5 AP, 0 RC, 18 (c), ADPS rounds, 4 extra clips, smartlink]

## CADAVER

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
9	5	6	6	3	4	5	7	3	5.4	6	11	2	11/9	13

**Dice Pools:** Assensing 9, Conjuring (Spirits of Air) 11 (13), Dodge 7, Perception 8, Spellcasting 11, Unarmed 10

**Gear:** Armor jacket, Sustaining Focus 3 (sustaining Armor Force 3), commlink (DR 3), SPF 150 Sunblock

**Augmentations:** Cybereyes 3 (Lowlight, Thermo, Vision Enhancement 3, Smartlink)

**Powers:** Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws)

**Weaknesses:** Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)

**Spells:** Armor, Ball Lightning, Chaotic World, Lightning Bolt, Manaball, Stunbolt

**Bound Spirits:** 1 air spirit (Force 6)

**Weapons:** Claws [Natural Weapon, 4P, 0 AP, 0 Reach]

## AIR SPIRIT (FORCE 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
4	9	10	3	6	6	6	6	6	6	15	2	12

**Dice Pools:** Assensing 12, Astral Combat 12, Dodge 15, Exotic Ranged Weapons 15, Flight 15, Perception 12, Unarmed Combat 15

**Powers:** Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search (Optional Power: Concealment)

## HALLOWEENER RIGGER

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Matrix IP	Arm	CM
3	2	4	2	3	4	4	3	3	5.0	8	1	3	8/6	10

**Skills:** Computer 8, Con 5, Cybercombat 9, Data Search 7, Electronic Warfare 8, Etiquette 6, Gunnery 8, Hacking 8, Hardware 8, Perception 8, Pilot Aircraft 8, Pilot Ground Craft 8, Software 7

**Cyberware:** Commlink, sim module, datajack, control rig

**Commlink:** System 4, Response 3, Firewall 4, Signal 4

**Programs:** Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4

## MCT-NISSAN ROTO-DRONE

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+0	10/25	100	4	3	2	3

**Upgrades:** Weapon Mount

**Programs:** Clearsight 4, Defense 4, Targeting 4,

**Weapons:** AK-97 [Assault Rifle, 6P, -5 AP, 0 RC, 50 (box), ADPS rounds]

against him, in which case he will use its Concealment power while ordering his men to retreat.

## DEBUGGING

If the runners do not have Pip along with them, getting around and convincing the locals that they're there to help gets a lot harder. Getting directions from the locals requires an Etiquette (3) Test, with non-orks getting a -2 dice pool penalty, and will cost the runners 150¥. Even then, directions are sketchy and the caves and tunnels all look the same, and few are marked or named. Have the runners choose someone to be the one "reading" the directions they get. That player has to make Logic Tests as they pick their way through the maze of tunnels and sewer lines to avoid getting lost. The Narrows is 6 kilometers away through looping, winding tunnels and the lead player will need to make a Logic Test each kilometer to avoid getting lost. The Goblin Market requires only a single Logic Test. A glitch indicates that the runners get lost, and they will have to stop and get new directions from someone.

# SCENE 8: MEETING JUNIOR

## SCAN THIS

Having completed all of Johnny Torinni's errands, the runners return to find out what he knows about Junior only to find out that Torinni is Junior. Now it's time for the runners to make a decision.

## TELL IT TO THEM STRAIGHT

You head back to the Gold Mine, all of Johnny Torinni's strange errands complete. As you approach the front entrance to the club, you see that the lights outside are off, and a sign in AR says that the club is closed. The gate at the front of the tunnel is open though, so you head inside to look for Torinni.

Inside most of the lights are off, the music is silent, and the club is empty save for Johnny Torinni himself sitting at the same booth as before. He smiles at you as you approach.

"My friends, excellent job. You performed your errands perfectly." His smile fades slightly and he sighs. "Now it is time for me to hold up my end of the bargain. When I told you that I could help you find Junior, that was true. You see, I am Junior."

"Please, I understand you are eager to complete your contract. And if you insist, I will go with you willingly, but first, please hear me out." Junior stands and looks around the club, then looks out toward the front door and the Tourist Highway. "I am proud of my ork heritage, and proud of the Underground and what we have built here. We are castoff, forgotten by the Topsiders, ignored by the city. That racist pile of drek Governor would just as soon see us buried here in the Underground, for this to become our grave. We're an embarrassment to him and to the city."

"All I've wanted to do was help my people to flourish, to thrive. A few years ago, I wanted to start my own business, but I needed some money. I turned to the Finnegan family for help, started doing a few odd jobs for them. With the money I made, I bought this place, and turned it into a real tourist spot. Every day we get a hundred Topsiders coming in here to see my girls, drink my booze, and most importantly, spend their money. So I took that money, and started investing it here. I helped other businesses get started, both tourist traps here on the Highway as well as others such as Andrea's shop in the Goblin Market. I was also able to help out people like Grandma and her homeless shelter."

"Then last year tragedy struck. Alamos 20K struck. I'm sure it was under Brackhaven's orders. After all, if he could burn out the Underground's major source of income, we'd just dry up and die, yes? The damage to the Tourist Highway was terrible. The businesses lost, the deaths. The damage to the core tunnel structure cost several million nuyen to repair alone. I tried appealing to the city council, but I couldn't even get in to see them."

"So, as I did before, I turned to the Finnegans. They saw what I had done down here, knew I had a head for business, and offered me a rare opportunity. There was an opening in their downtown operation. The Yakuza had knocked off the boss who had been running things. I accepted. It was a chance to make some real money, money we sorely needed down here to rebuild. Within a month, I bought a construction company, and renamed it Topside Construction, to aid in that rebuilding effort."

"It was dirty business, but so what? It was humans, topsiders I was exploiting, using. No offense to you folks, but fair is fair, right? After

everything we've endured, starting with the Night of Rage, it was time we took something back. I'd willingly sacrifice a hundred topsiders if it meant saving even one of my people."

"I know that you're working for that District Attorney and her pet attack troll. And while I tried to keep my identity hidden, I knew it was just a matter of time until someone managed to figure it out. I was hoping I had more of it though. And hiring shadowrunners, that's awfully ballsy of her. Not the most legal thing to do, you know?"

"So I have a counteroffer for you. Shadowrunning's just another business, right? So I know you'll be reasonable. Tell her you failed. You couldn't find anything. You tracked down a bunch of leads, but they all turned up empty. That will buy me a little bit of time to get some more money out of the racket I'm in, before I kill off Junior. A few more gun deals, a few more drug runs. Squeeze the gambling and prostitution rings a bit more. That should be enough to help finish the building projects. It's not ideal, but it could work. For that, I'll match Oaks' offer, plus a little extra for your trouble."

"What do you say, guys? You've seen what I do, you've seen how much the Underground needs me. Help me finish my work?"

## BEHIND THE SCENES

Johnny "Junior" Torinni is being sincere here. He tries to play on the runners' sympathy, if they have any, stressing the work he's doing, the work he's done, and what he's shown the runners thus far. He's totally remorseless regarding his mob activities, though, and feels that Topsiders deserve anything they get.

He offers them each 1,000¥ plus the amount they negotiated with Dana Oaks (the Finnegans have a mole in the DA's office, so Torinni knows how much the Bounty she issued was worth). If they staunchly refuse, he'll offer an additional 1,000¥, but says he simply cannot afford to go any higher than that, as he's already paying out far more than he can afford.

If the runners still refuse, he offers up another counter proposal. He's willing to "die". He can provide the runners with a corpse, and will "kill" his Junior persona through mob channels, and provide the runners with other evidence that will prove that the provided corpse is Junior. He won't be able to pay the runners as much, as it means he immediately loses his Mafia income, but can pay the runners each 3,000¥ (non-negotiable, as this almost completely taps him out). The runners will earn this on top of half of the original bounty from Oaks for bringing back their bounty dead.

If the runners refuse either of his offers, he slumps in resignation. "Okay then. I'll go with you willingly. The alternative would be messy, and would probably get a lot of my people killed. I can't risk that. I surrender. But you're hurting a lot of innocent people. Think about that." Johnny gives up and goes with the runners willingly. If Pip is still with the runners, he's visibly upset, starts crying and runs out of the Gold Mine.

## PUSHING THE ENVELOPE

Alternatively, Torinni won't give up without a fight. The bar is still cleared out, but he has his security staff on hand (see **Scene 6: Meeting Mr. Torinni**). They will fight to the death to protect Johnny

Torinni. The runners will also have to get through a mob of very unhappy Underground residents that gather outside the Gold Mine during the fight.

## DEBUGGING

This scene is pretty straightforward. Roleplay it out, have fun, and

play to the runners. Johnny is a man of two very different natures, and the runners should see both of those and have to decide what to do. Do they see Johnny the Ork Underground benefactor, or Junior the ruthless Mob Boss? And if they don't care about that, they have to decide whether to honor their initial job or to take an additional payday. Or try to play both sides and stay neutral?

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# SCENE 9: AFTERMATH

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## SCAN THIS

The adventure has several possible outcomes, each of them quite different. Time to wrap it up and get paid, regardless of what the runners do.

## TELL IT TO THEM STRAIGHT

An ork mob boss who is also a great philanthropist. You've seen some of the worst in metahumanity, and some of the best, both embodied by the same individual. You had some hard choices to make, but you made them. Time to call your contacts and get paid, so you can put this behind you.

## BEHIND THE SCENES

There are numerous outcomes for this adventure, depending on what the runners decide to do.

### If the runners capture Torinni and turn him in:

Contacting Tosh, he arranges to meet them outside The Big Rhino to take Torinni into custody. He has a dozen Knight Errant officers with him, and they take him into custody very roughly. Tosh pushes him toward his squad car a little too roughly, causing Torinni to slam into the side of it face first, and you hear Tosh mutter something like "fraggin' cop killer" under his breath as he does so. After Torinni is taken away, he offers each of the runners a certified credstick with their agreed upon bounty amount, tells them they did a good job, and that it was good working with them.

If any of the players have MacCallister as a contact, he calls them afterward. He's disappointed in their decision, though he understands it. Losing Torinni is a real blow to the Underground, and the O.R.C. isn't too happy with their actions.

### If the runners let Torinni go:

Torinni is grateful for the runners' help, and pays them via electronic transfer. He also offers them the hospitality of his club any time they are down in the Ork Underground.

A.D.A. Dana Oaks is quite upset with the runners' failure. Regardless of what story they tell her, she cancels their Bounty Hunter licenses and refuses to pay them. "There's a monster out there causing death and misery to innocent people. Your failure means he gets to continue doing so."

If any of the runners have MacCallister as a contact, he calls them afterward. He's heard about what happened and is grateful for the runner's actions. He has some concerns about Torinni's actions as Junior, but feels that his generosity toward the residents of the Underground far outweighs his crimes. He tells the runners that the O.R.C. is also particularly pleased with them.

### If the runners present Dana Oaks with the fake Junior corpse:

Dana Oaks is not happy that Junior is dead. She needed him alive for questioning, and to try to link him to other mob bosses. Still, she's glad that "this scumbag is off the streets." Tosh hands over certified credsticks for half of the original bounty amount, and an ambulance hauls the body away.

Torinni appreciates the runners' aid as well, and pays them the 3,000¥ he agreed to via electronic transfer, once the body has been taken to the morgue and he sufficiently "kills" his Junior persona.

### If the runners kill Torinni:

Dana Oaks is not happy that Junior is dead. She needed him alive for questioning, and to try to link him to other mob bosses. Still, she's glad that "this scumbag is off the streets." Tosh hands over certified credsticks for half of the original bounty amount, and an ambulance hauls the body away.

If any of the players have MacCallister as a contact, he calls them afterward. He's disappointed in their actions. Losing Torinni is a real blow to the Underground, and the O.R.C. is very unhappy with Torinni's killing.

### Contacting the news agencies:

Each runner can, separately, contact one of the news agencies of their choice. So long as they're willing to give a complete report of what happened (or feeding them Torinni's fake information, if the runners decide to fake Junior's death), they gladly pay the runners their informant fee of 1,000¥.

Athena meets the runners virtually, once again appearing as her animated microphone icon. She is brief and to the point, and tells the runners that she'll make sure that this story gets out. "Everyone deserves to know the truth," she says.

Joe Martin meets any runners working with him in a deserted parking garage, very cloak and dagger style. He loves the story, and is very enthused about it. He says it'll make a juicy story, and is sure to bump his ratings.

## DEBUGGING

This is a simple payment and wrap-up scene. The only thing that can really go wrong is if the runners try to strong-arm one of their employers for more money. None of them will pay any additional nuyen, and if the runners get violent, GMs should play out the scene however they feel is appropriate.

# PICKING UP THE PIECES

## MONEY

- 7,000¥ per runner, plus 500¥ per hit on negotiation, with a max of 6 net hits from Dana Oaks to bring Torinni back alive. Only half that if Torinni is killed.
- 1,000¥ from either Joe Martin of Athena Tatopoulos (cannot collect both).
- 1,000¥ plus the original negotiated pay from Johnny Torinni, plus 1,000¥ additional if the runners play hardball, if they let him go (the runners will not be paid by Oaks).
- 3,000¥ from Johnny Torinni if they help fake his death (they will only get half the original negotiated fee).

## KARMA

- 1 – Tracking Junior to the Gravity Bar without help.
- 1 – Figuring out Junior is hiding in the Underground without help.
- 1 – Completing all three of Johnny Torinni's tasks.
- 1 – Turning Torinni over to Dana Oaks alive.
- 1 – Successfully faking Torinni's Death.
- 1 – Letting Torinni go.
- 1 – Surviving the adventure

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 8.

## FACTION REP

Depending on their actions in this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction, while other may earn positive.

### O.R.C.

- 1 Faction Reputation if the players capture or kill Johnny Torinni.
- +0 Faction Reputation if the players help fake Junior's death.
- +1 Faction Reputation if the players tell Dana Oaks that they couldn't find Torinni.

### Seattle Government

- +1 Faction Reputation if the players capture or kill Johnny Torinni.
- +0 Faction Reputation if the players help fake Junior's death.
- 1 Faction Reputation if the players tell Dana Oaks that they couldn't find Torinni.

### NewsNet

+1 Faction for each player who gives Joe Martin the exclusive.

-1 Faction for each player who gives Athena Tatopoulos the exclusive.

### KSAF

+1 Faction for each player who gives Athena Tatopoulos the exclusive.

-1 Faction for each player who gives Joe Martin the exclusive.

## REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*). Besides the scenario specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

+1 Street Cred for capturing Torinni.

+1 Street Cred for killing Torinni or faking his death.

+1 Street Cred for completing all of Torinni's tasks

+1 Notoriety for killing any innocents during the run.

+1 Public Awareness if a firefight breaks out at the Gravity Bar.

## CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the Contact Sheet included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

**A.D.A. Dana Oaks** – For capturing Torinni alive the runners gain Dana Oaks at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).

**Tosh** – For capturing or killing Torinni, gain Tosh at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

**Joe Martin** – If any runner gives Martin the exclusive scoop, that runner gains him at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

**Athena Tatopoulos** – If any runner gives Athena the exclusive scoop, that runner gains her at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).

**Pip** – If the runners treat Pip well, they gain him at Loyalty 1, or gain a +1 Loyalty if they already had him (to a max Loyalty of 4).



# LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 750¥.

A Data Search may also be utilized to gather information from the following charts. They may make an limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, *SR4A*).

## JUNIOR

**Contacts to Ask:** Mafia, Street, Police

CONTACTS	DATA SEARCH	INFORMATION
0	0	Who?
1	3	Sounds like an alias.
2	6	Some Mafia thug that's been making waves lately.
3	10	He's taken over a lot of the action downtown for the Mafia.
4	18	No one knows who he is or what he looks like, he guards his identity very closely.
6	—	Rumor has it he sometimes hangs out at Murphy's Law, the mob launders money through the joint.

## JOHNNY TORINNI

**Contacts to Ask:** Ork Underground Resident

CONTACTS	DATA SEARCH	INFORMATION
0	0	He the new host of Late Night Seattle?
1	3	I think he's an ork businessman.
2	6	He runs some businesses in the Underground.
3	10	He's one of the richest businessmen in the Underground.
4	18	He's a major supporter of the Ork Underground. Really popular down there. Does a lot for the community.
5	—	He's come into a lot of extra money lately, but he's just pouring it into the rebuilding effort.

## MURPHY'S LAW

**Contacts to Ask:** Criminal, Street

CONTACTS	DATA SEARCH	INFORMATION
0	0	Anything bad can and will happen.
1	3	It's a bar downtown.
2	6	It's on Cedar and Western. Irish pub. Watered down whiskey.
3	10	There's an underground high-stakes poker game that runs in the Law's basement.
4	18	The owner of the Law got in bed with the mob and is laundering money for them.
6	—	Rumor has it that some mafia boss named Junior has started hanging out there.

## GRAVITY BAR

**Contacts to Ask:** Contact Any

CONTACTS	DATA SEARCH	INFORMATION
0	0	What do they serve, gravity?
1	3	Upscale bar downtown.
2	6	It's a high-class singles bar on First and Stewart, if you're looking for a date.
3	10	There's an entrance into the Ork Underground in the basement. The owner will let you in, for a price.
4	18	The mob uses the place as a meeting point.

## CAST OF SHADOWS



## TOSH ATHACK

Tosh is a Knight Errant detective and works their Special Crimes Task Force. He's a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that his retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops 3 meters high, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
9	4	4(5)	9	3	4	2	3	3	3.6	9	2	8/6	13

**Active Skills:** Close Combat Group 3, Computer 2, Data Search 2, Dodge 3, Firearms Group 4, Intimidation 4, Perception 4, Pilot ground Craft 2

**Knowledge Skills:** Crime Syndicates 3, Knight Errant Politics 3, Police Forensics 2, Police Procedures 4, Seattle Area 4, Seattle Gangs 3, Street Rumors 3, Urban Brawl 3

**Augmentations:** Cybereyes 3 (Smartlink, Image Link, Flare Comp, Thermographic, Low-Light, Vision Enhancement 3), Wired Reflexes 1

**Gear:** Ares Predator IV, 2 extra clips of ammo, concealed holster, armor jacket, Commlink (DR 5)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)]



## A.D.A. DANA OAKS

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety".

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	4	2	5	6	5	6	4	5.9	10	1	0/0	10

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

**Knowledge Skills:** Corporate Procedures 4, Crime Syndicates (Seattle) 6 (8), Law (Seattle) 6 (8), Literature (19th Century) 3 (5), Politics (Seattle) 4 (6), Seattle Street Gangs 5

**Qualities:** Photographic Memory, Analytical Mind, Perceptive (rank 2)  
**Gear:** Fichetti Tiffani Self-Defender (navy blue), Commlink (Firewall 6, Response 5, Signal 4, System 6), Common Use Programs (All at Rating 4), Black IC (Rating 6)

**Weapons:** Fichetti Tiffani Self-Defender [Hold-Out Pistol, 4P, 0 AP, 0 RC, 4 (c)]



## ATHENA TATOPOULOS

Athena is a recluse who runs KSAF solely from the Matrix. She hasn't been publicly seen in over two years, and no one knows where her meat body is. She maintains a vast network of contacts and sources around the globe, and works hard to keep KSAF at the top of the news food chain.

She operates strictly out of the Matrix these days, so the only contact the runners have with her is through her icon: a cartoony, anthropomorphic 1950s style microphone with a beehive hairdo and a pair of pointed, 1950s cat's eye style glasses. Despite the somewhat silly design of her matrix icon, Athena is very businesslike. She's very motivated, and her personality and charisma comes through the matrix.

B	A	R	S	C	I	L	W	Edge	Ess	Init	IP	Arm	CM
NA*	NA*	NA*	NA*	5*	6*	5 (8)*	5*	4	3.27	21*	4*	0/0	12

\*Matrix Attributes

**Active Skills:** Cracking Group 6, Electronics Group 6, Etiquette 5, Leadership 5, Negotiation 5

**Knowledge Skills:** Corporate Procedures 6, Journalism 6, Matrix Rumors 5, Political Rumors 5, Politics 6, Street Rumors 6

**Augmentations:** Attention Coprocessor 3, Commlink, Data Filter, Datajack, Encephalon II, Math SPU, Hot Sim Module, Cerebral Booster 3, Mnemonic Enhancer 3, Reception Enhancer 3, Simsense Booster (All Cyber/Bio is Betaware)

**Gear:** Custom Implanted Commlink (Firewall 10, Response 8, Signal 8, System 9), all programs at rating 8, multiple layers of Black IC (Rating 10), Response 6, Hardening 6, Empathy Software 6



## JOE MARTIN

Joe Martin is the trid news anchor that every other anchor wishes they could look like. Blond hair, deep blue eyes, bodysculpted and tanned to perfection, with a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
4	4	4	4	7	5	4	4	4.5	5	9	1	10/4	10

**Active Skills:** Athletics Group 3, Con (Fast Talk) 5 (7), Etiquette 5, Intimidation (Interrogation) 5 (7), Leadership 5, Negotiation 5, Perception (Visual) 5 (7), Pistols 4, Stealth Group 4, Unarmed Combat 5

**Knowledge Skills:** Corporate Procedures 4, Corporate Rumors 4, Journalism (Muckraking) 4 (6), Political Rumors 4, Street Rumors 4

**Qualities:** First Impression, Exceptional Attribute (Charisma)

**Augmentations:** Minor Modification Biosculpting, Clean Metabolism, Dietware, Silky Skin, Enhanced Pheromone Receptors 3, Vocal Range Enhancer, Tailored Pheromones 3, Cybereyes 4 (Recording Unit, Flare Comp, Image Link, Low-Light, Smartlink, Thermo, Vision Enhancement 3, Vision Mag), Cyberears 4 (Audio Enhancement 3, Sound Damper, Recording Unit, Select Sound Filter 6, Sound Link, Spatial Recognizer)

**Gear:** Commlink (Firewall 6, Response 5, Signal 4, System 5), Form-Fitting Body Armor (Half-Body Suit), custom Italian Armored Suit (Long Jacket, Shirt, Trousers)



**PIP**

Pip's parents were chipheads who weren't able to deal with being poor and forgotten in the Underground. One day they jacked in, and never jacked back out, leaving Pip on his own. Despite his tender age of only 9, he's seen some of the worst metahumanity has to offer, and it hasn't crushed his spirits yet. He's got the enthusiasm of youth, and he's well-liked by many of the Underground's residents and is a common sight on the Tourist Highway where he offers his services up as a tour guide.

B	A	R	S	C	I	L	W	Ess	Edge	Init	IP	Arm	CM
3	2	3	2	5	4	2	3	6	5	7	1	0/0	10

**Active Skills:** Athletics Group 3, Con (Fast Talk) 2 (4), Etiquette (Street) 3 (5), Navigation (Ork Underground) 3 (5), Negotiation 3, Stealth Group 3, Throwing Weapons 3

**Knowledge Skills:** Combat Biker 2, Ork Underground 5, Urban Brawl 2, Urban Legends 4

**Qualities:** Home Ground (Ork Underground)



**JOHNNY "JUNIOR" TORINNI**

Johnny Torinni is a rare Ork underground success story. Born and raised in poverty, he was determined to make something of himself. He tried enrolling in classes at the local colleges, but was turned away due to his lack of SIN and what he perceived as racism toward someone from the Underground. He worked multiple part time jobs, saving his money and eventually buying a small bar along the Tourist Highway. Shrewd business practices made the bar a financial success, and Johnny soon invested in more and more businesses, becoming one of the wealthiest members of the Underground. Dedicated to helping the Underground become more prosperous, he poured his money into improving it, and even began making deals through contacts he made with the Finnegan crime family. When the Tourist Highway burned last year, he needed a lot more money to help rebuild it, so he became more and more involved in the Finnegan's Downtown enterprises, his same dedication and hard work quickly earning him a spot as a Lieutenant.

Torinni will do anything to protect the residents of the Underground, even if that means that Topsiders have to suffer. He is full of lingering prejudices and his own form of racism against non-orks and non-residents.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	3	4	4	5	4	5	5	6	8	1	5/3	11

**Active Skills:** Computer 3, Con 5, Dodge 3, Etiquette (Ork Underground) 4 (6), Intimidation 4, Leadership 5, Negotiation 5, Perception 4, Pistols 3, Unarmed Combat 4

**Knowledge Skills:** Business 5, Ork Underground Area 5, Seattle Area 3, Seattle Mafia 5, Seattle Yakuza 3, Seattle Triad 3

**Qualities:** First Impression

**Gear:** Synergistic Armored Suit (Jacket, Slacks, Shirt, 5/3), Commlink (DR 5, Empathy Software 5), AR Contacts (w/ Thermographic, Smartlink)

**Weapons:** Ares Light Fire 70 [Light Pistol, 6S(e), -half impact AP, 0 RC, 16(c), Stick-n-Shock rounds, 1 extra clip, smartlink]



The Gravity Bar

Closets

Main Floor

Entry

Freight Elevator

Bar Storage

Dance Area

Office

Stairs to Upper Level

Basement

Freight Elevator

Wine Racks

General Storage

Electrical

30 Meters

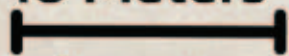
Hatch for Underground

# Goblin Market



Andrea Romani's shop

10 Meters



Support Column

Sump Pump

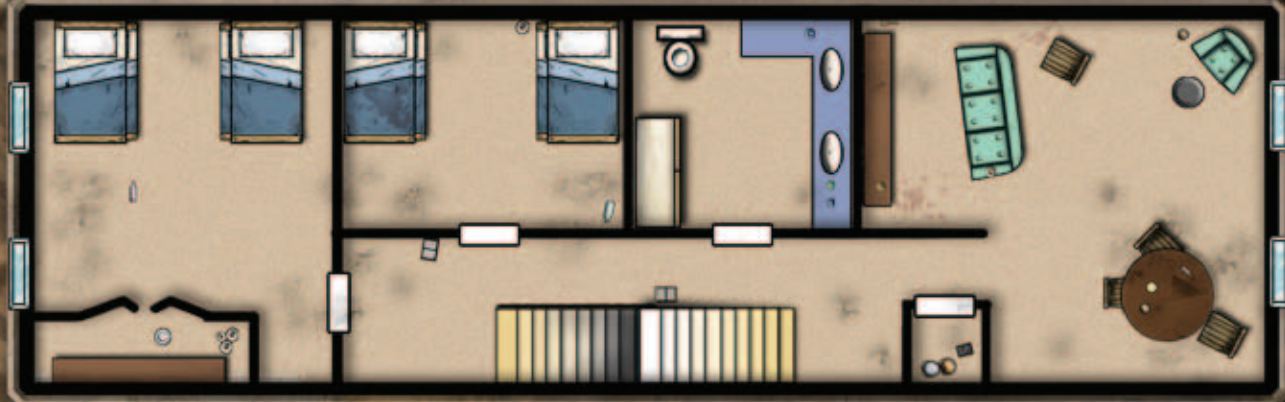
A B C D E F G H I J K

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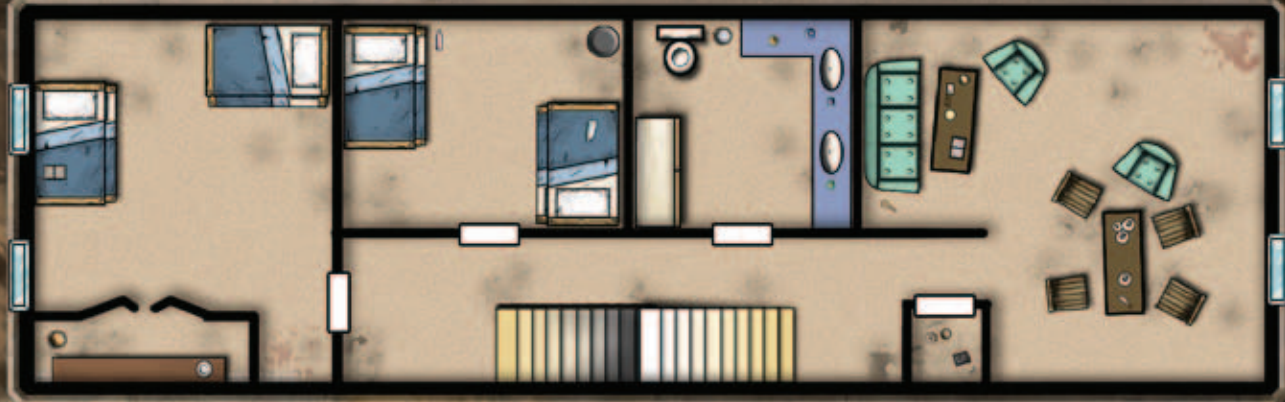
# SPIKES HIDEOUT



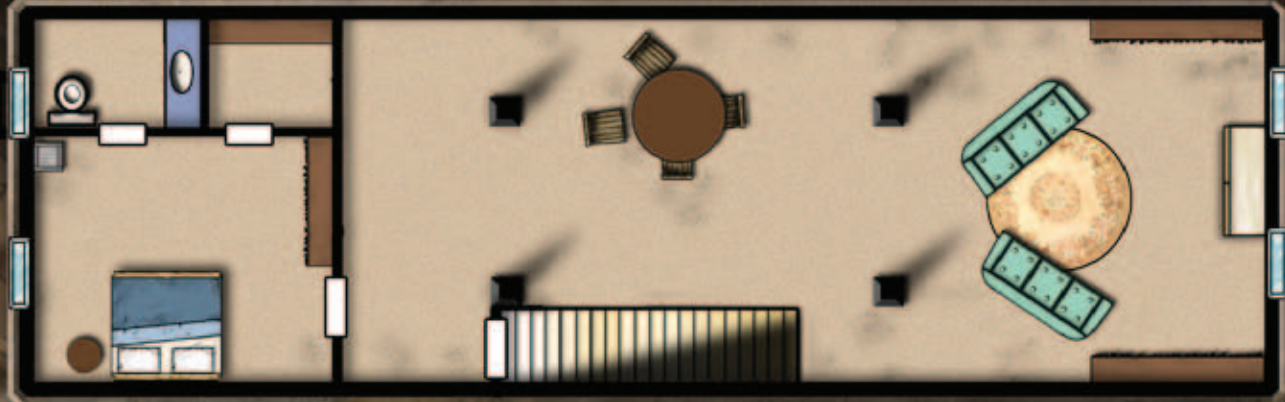
1st Floor



2nd Floor



3rd Floor



4th Floor

10 Meters



## ASSISTANT DISTRICT ATTORNEY DANA OAKS

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle’s history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant’s Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She’s been very vocal in her frustration with the Ork Underground and the fact that it’s a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to “plug a serious threat to Seattle’s public safety.”

### DANA OAKS

**Assistant District Attorney**

**Faction:** Seattle Government

**Female Human**

**Connection Rating:** 4

**Loyalty:**

**Key Active Skills:** Computer, Data Search, Etiquette (Law), Intimidation (Interrogation), Leadership, Negotiation (Sense Motive), Perception

**Knowledge Skills:** Corporate Procedures, Crime Syndicates, Law, Politics, Street Gangs

**Uses:** Jobs, Information, Law-related favors

**Places to Meet:** Virtually or through an Intermediate (Usually Tosh Athack)



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## TOSH ATHACK

Tosh is a Knight Errant detective and works their Special Crimes Task Force. He's a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that his retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops 3 meters high, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

## TOSH ATHACK

**Knight Errant Detective**

**Faction:** None

**Male Troll**

**Connection Rating:** 2

**Loyalty:**

**Key Active Skills:** Pistols, Long Arms, Unarmed Combat

**Knowledge Skills:** Police Procedures, Seattle Organized Crime, Seattle Street Gangs, Security Procedures,

**Uses:** Police Aid, Police Information, Street Rumors, Street Information

**Places to Meet:** Soybucks Coffee Shop, small local bars.



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### PIP

Pip's parents were chipheads who weren't able to deal with being poor and forgotten in the Underground. One day they jacked in, and never jacked back out, leaving Pip on his own. Despite his tender age of only 9, he's seen some of the worst metahumanity has to offer, and it hasn't crushed his spirits yet. He's got the enthusiasm of youth, and he's well-liked by many of the Underground's residents and is a common sight on the Tourist Highway where he offers his services up as a tour guide.

### PIP

**Ork Underground Street Boy**

**No Faction:** None

**Male Ork**

**Connection Rating:** 1

**Loyalty:**

**Key Active Skills:** Con (Fast Talk), Navigation, Negotiation

**Knowledge Skills:** Combat Biker, Ork Underground, Urban Brawl, Urban Legends

**Uses:** Rumors, Information, Tour Guide

**Places to Meet:** Ork Underground



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### JOE MARTIN

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### JOE MARTIN

**NewsNet Reporter**  
**Faction:** NewsNet  
**Male Human**  
**Connection Rating:** 3  
**Loyalty:**

**Key Active Skills:** Con (Fast Talk), Etiquette, Intimidation (Interrogation), Leadership, Negotiation, Stealth Group, Unarmed Combat

**Knowledge Skills:** Corporate Procedures, Corporate Rumors, Journalism (Muckraking), Political Rumors, Street Rumors

**Uses:** Rumors and Information

**Places to Meet:** Bars, Nightclubs, Restaurants



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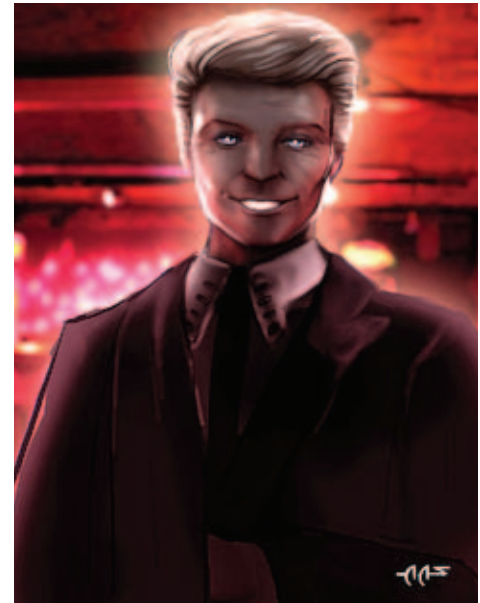
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**Faction:** NewsNet  
**Male Human**  
**Connection Rating:** 3  
**Loyalty:**

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## ATHENA TATOPOULOS

Athena joined famed news network KSAF shortly after it's offices were bombed in '67 as Chief Editor. Then she promptly went into hiding, and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.

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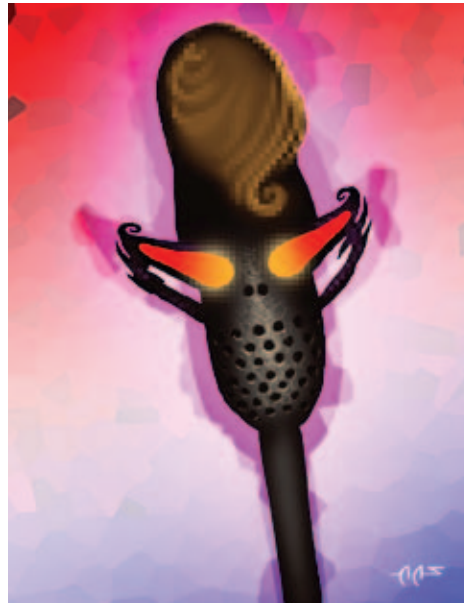
**KSAF Chief Editor**  
**Faction:** KSAF  
**Female Human**  
**Connection Rating:** 4  
**Loyalty:**

**Key Active Skills:** Electronics, Hacking, Negotiation

**Knowledge Skills:** Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

**Uses:** Rumors and Information

**Places to Meet:** Matrix



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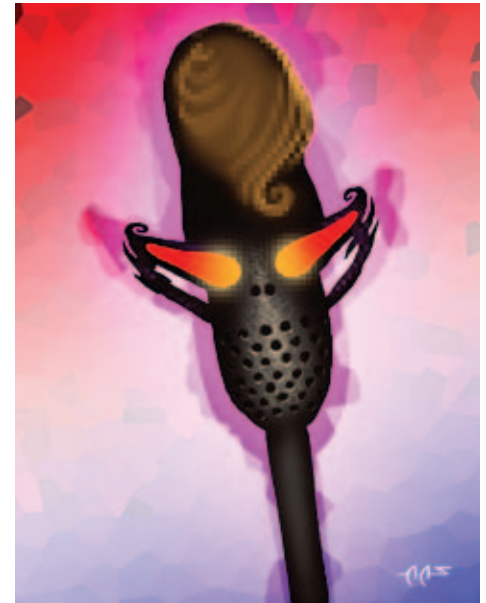
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**Faction:** KSAF  
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**Knowledge Skills:** Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

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**Uses:** Rumors and Information

**Places to Meet:** Matrix

PLAYER \_\_\_\_\_ DATE / /

CHARACTER \_\_\_\_\_ LOCATION \_\_\_\_\_

**PERSONAL INFO**

**SRM 04-01 HIDING IN THE DARK**

The runners are hired to find a ruthless mob boss named Junior. But, when they discover he's also a well-liked businessman in the Ork Underground, and that he's a major benefactor for the O.U., the runners have a choice to make.

- Captured Torinni for Dana Oaks
- Let Torinni Go
- Faked Torinni's Death
- Killed Torinni

**SYNOPSIS**

**MISSION RESULTS**

**Names**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Ork Rights Committee**

-5 -4 -3 -2 -1 0 1 2 3 4 5  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**Seattle Government**

-5 -4 -3 -2 -1 0 1 2 3 4 5  
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**KSAF**

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**NewsNet**

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**Character Improvement**

**Karma Cost**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TEAM MEMBERS**

**FACTIONS**

**ADVANCEMENT**

Previous Available \_\_\_\_\_

Earned \_\_\_\_\_

Spent \_\_\_\_\_

Remaining Available \_\_\_\_\_

New Career Total \_\_\_\_\_

Street Cred \_\_\_\_\_

Notoriety \_\_\_\_\_

Public Awareness \_\_\_\_\_

- A.D.A. Dana Oaks
- Tosh Athack
- Joe Martin
- Athena Tatopoulos
- Pip

**KARMA**

**REPUTATION**

Previous Available \_\_\_\_\_ ¥

Earned \_\_\_\_\_ ¥

Spent \_\_\_\_\_ ¥

Remaining \_\_\_\_\_ ¥

GM's Name \_\_\_\_\_

GM's Signature \_\_\_\_\_

**NUYEN**

**VALIDATION**

**CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES**

