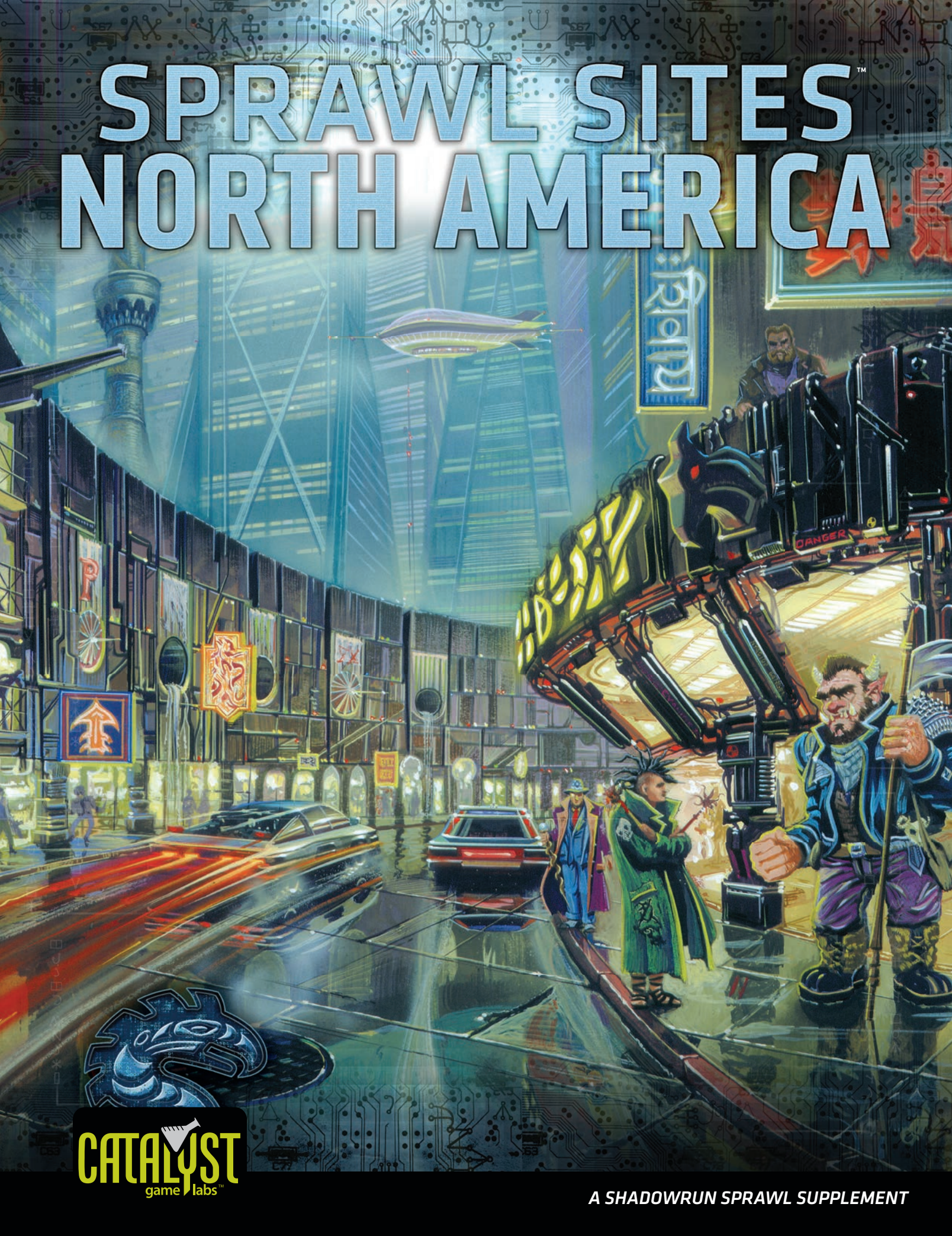
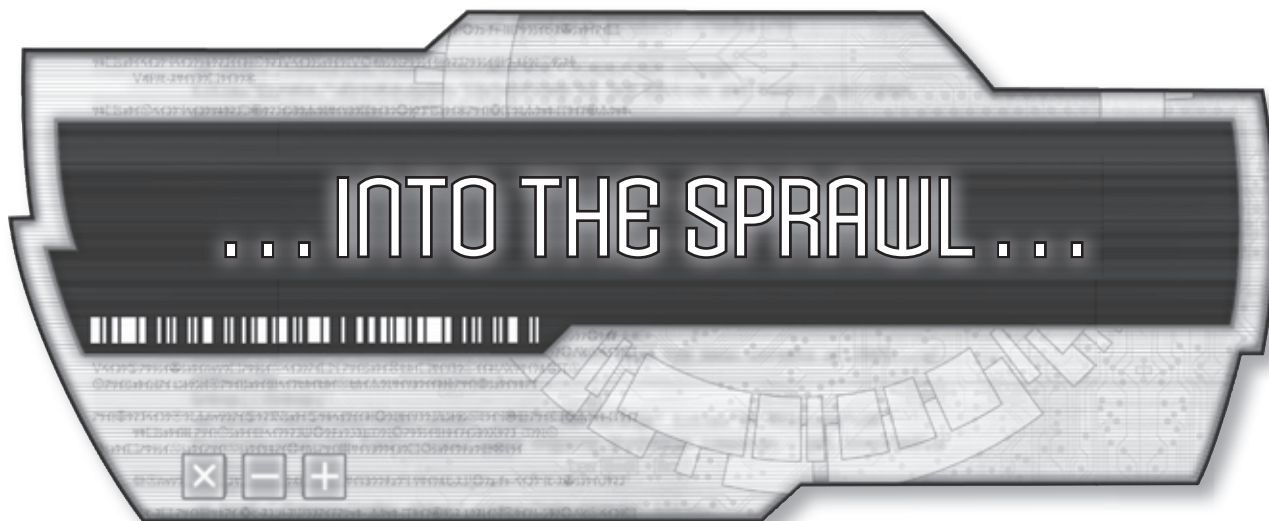


SPRAWL SITES NORTH AMERICA



CATALYST
game labs™

A SHADOWRUN SPRAWL SUPPLEMENT



The following section includes descriptions and plot seeds for eight distinct sprawl sites that may be used for a number of different scenarios. Maps for these locations are provided. These adventure seeds represent a variety of short adventures, adventure scenes, or adventure starting points utilizing these maps. The last seed in each section is titled *Frame Job*. This seed strings together scenes and adventures in each location into one longer campaign. The *Frame Job* scenes also focus heavily on utilizing NPCs and archetypes from the *Shadowrun*, *Twentieth Anniversary Edition* rulebook to simplify running this adventure. Additional information on *Frame Job* is located in the *Frame Job* sidebar.

Incoming Message

FRAME JOB

This adventure takes the characters through a series of connected events leading up to a terrorist attack. The runners' actions leave a group of innocent nobodies to take the blame. The adventure has a number of references to Seattle groups and locations but can be adapted easily to any campaign city. As this adventure deals with a "terrorist" attack, the plot gets darker near the end, so the money might need to get bigger as the jobs test the moral flexibility of the runners as they set up some unwitting patsies to take the fall for an anti-corporate bombing that targets a large number of civilians.

The adventure is spread around the different locations, listed alphabetically in this book. The order of the scenes in *Frame Job* does not follow this pattern, so a scene order list is below. The Gambling Den is not only the starting location but also where Mr. Johnson wants subsequent meetings held so runners return there often, possibly walking into other adventure seeds as they do.

- Gambling Den
- Barrens Blocks, Lone Star Station, Luxury Hotel, No-Tell Motel (any order)
- City Hall
- Trideo Studio
- Shopping Mall

BARREN BLOCKS

Every city has its barrens, blocks of rundown buildings that have been turned into squatter hovels, runner hideouts, drug houses, gang bases, and hundreds of other more questionable things. This little stretch has a smattering of everything. A warehouse holding a myriad of possibilities, a market that could sell anything from black-market missiles to expired Nuke-It Burgers, a circle of dumpsters that could be a lodge for an urban shaman or just a street-kid hangout, an old gas station that might be home to a makeshift market, a hidden entrance to an underground lab, or just a lot of fumes and garbage. This block has stories to tell.

STRUCTURE AND SECURITY

Ha and ha.

Market

Makeshift market structures are built from whatever was lying around at the time that was man-portable (Armor 3, Structure 3); most can barely stand up to a stiff breeze. Security in the market is based on what each individual can discuss and provide training for. Most of the merchants have commlinks (Device Rating 2) for transactions, but many simply work in certified cred or through barter.

Gas Station

This relic from an age where petro ran the world died long before the neighborhood surrounding it. The building has only stood this test of time because of its cinder-block construction and structural integrity (Armor 12, Structure 11). The internal walls separating the bathroom, back office, storage, maintenance, and cooler are all just as sound. The windows and door are long gone, replaced by whatever the current residents have handy to close the place up, usually wood (Armor 2, Structure 4), plastic sheets (Armor 0, Structure 1), or thin metal sheets (Armor 4, Structure 4). Security is bring/make your own, though the building is still pre-wired for a closed-circuit camera system. The pumps are long gone, and the tanks are dry.



Old Warehouse

This building has seen better days. The external walls are sturdy enough to keep out the elements (Armor 8, Structure 9). The building had four large bay doors (Armor 8, Structure 9) on the Findley Boulevard side (one is now gone, along with the structure around it) each with a standard door (Armor 6, Structure 6) next to it. There are also standard doors (Armor 6, Structure 6) on the Taylor Street and Scott Avenue sides as well. Inside the building is a raised office area with washrooms and a small security office below the structure. The security office and washrooms are constructed from cinder blocks (Armor 12, Strength 11) that provide the support for the office. There are no doors on the washrooms, but the security office has a reinforced door (Armor 8, Structure 9) with a key lock (Rating 2) and deadbolt (Rating 4). The upper office is made of framing and drywall (Armor 3, Structure 3) and consists of a central office with a cheap door (Armor 2, Structure 2), a manager's office with a similar door, and a break room open to the central office. The building still has all the wiring for cameras over the entrances and at each corner of the internal ceiling. There is no wiring for cameras in the offices. The cameras have long been broken or stolen but could be replaced.

Empty Lot

What can I say about an empty lot? Not much. Open to the public and the elements, it usually hosts gatherings of squatters around burning garbage drums, open-air brawls, or the occasional cock or dog-fighting match.

Dumpster Fort

A circle of garbage dumpsters could play host to many things. The dumpsters themselves are sturdy metal shells (Armor 8, Structure 10) with hard plastic covers (Armor 1, Structure 3). Security is bring-your-own (natch) and based on the current occupants. Ganger kids have no security, but occasionally the dumpster circle turns into the hangout for some urban shamans with spirit guards (Force 4 spirits of man, 3 services apiece)

Makeshift Shelters

Hovels are better than homelessness especially when you have the rats to keep you warm. These buildings are all thrown together from whatever was handy. They come in three varieties that would make the little piggies proud, wood (Armor 4, Structure 8), thin metal (Armor 6, Structure 8), and thick metal (Armor 8, Structure 8). Some of the locals may be armed or have cheap commlinks (Device Rating 1), but this place has no other security measures present other than a lack of anything valuable.

Scrap Metal Pile

One man's junk is also another man's junk. This pile of scrap metal may have some other valuable goodies and garbage that has been collected by the resident of the shack out front, but probably not. The shack is a metal shed (Armor 8, Structure 10) built from some of the best scrap in the pile, and it is remarkably sturdy due to the construction material. There is no real security except what the occupants provide for themselves.

Converted Storage Building

Previously used as public storage, this building can now serve other purposes. When originally constructed, the outer walls of this three-story structure were plasteel (Armor 8, Strength 12) and reinforced concrete (Armor 8, Structure 12). The building had a central elevator bank with six large service elevators, and stairwells at the corners. The front stairwells access the first and second floors but not the third. The storage cubicles are constructed with three security levels. Security level 1 storage boxes are made of wood (Armor 4, Structure 8) and locked with a key-based padlock (Rating 3). The entire locking hinge can be removed from the door with a Strength (1) Test. The doors are wired to a central control booth where a light goes on if the door is opened. Security level 2 boxes are more solidly constructed with a combination of wood and metal (Armor 6, Structure 10). The locks are of similar quality to those in level 1 (Rating 3) and also key based, but this one bolts into the metal doorframe and requires a Strength (4) Test to be overcome. These doors feature a wireless version of the level 1 system, and the hallway where they are located has a wireless camera (Device Rating 2). Security level 3 storage is all on the top floor. This level can only be accessed with the proper RFID passkey (Rating 3) and associated password (Rating 3) through the two stairwells at the rear corners of the building or the two central elevators. This floor has wired cameras at each intersection (Rating 3) attached to the central security system on the main floor. This building is pre-Crash, and all of the systems are old and rather simple. There are no nodes for the cameras or the wireless systems. Accessing these old systems will require some extra programming (Software + Logic (6) Extended Test) to create a specialized program to decipher the signal.

Junked Cars

Left to crumble in the elements, these cars have seen their last days on the open road. They are used as beds and short term housing for both two- and four-legged critters. Due to the rust, the vehicles don't have much structure left to them (Armor 3, Structure 3).

TYPICAL OCCUPANTS

Squatters, gangers, mobsters, fixers, and just about anyone else who can be out slumming could end up on this block. The rich and the powerful, of course, avoid such area like the plague they fear they would catch there.

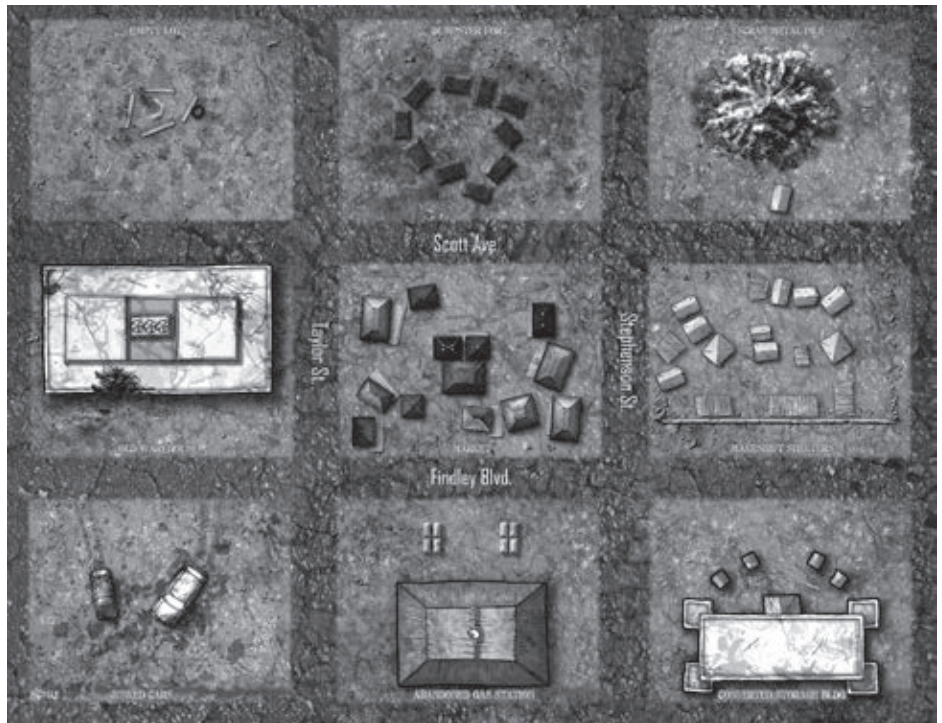
ADVENTURE SEEDS

- A loyal contact, a squatter named Squiggy, needs the runner's help after witnessing a murder. One of the runners gets a frantic call from a wounded Squiggy asking if they can pick him up and get him to a street doc. He has an eye-recording of some serious blackmail material to pay them with or he'll pay cash and forgo his normal Nuke-It burger payments for a few months, whichever one the runners prefer. Problem is he witnessed the murder and then got spotted. He fell and got a nasty chunk of rusty metal through his side, which is now infected. To make matters worse, the hitman who spotted him is now trying to clean up loose ends. Squiggy's infection is causing fits of delirium, and he doesn't quite know where he is. The team will need to search through a few blocks of



the barrens after narrowing down his commlink signal, since it loses power when they get close and is of no further use in tracking him.

- Squiggy recovers, and he's been keeping his eyes peeled for interesting tidbits of information in his neighborhood. He saw a pair of guys carry a large crate with military markings into the Converted Storage Building. They came back out without the crate and got gunned down in a drive-by before they got back to their car. That crate is now inside, with no one to ever come back for it. Squiggy calls the runners to contract a job for which he would like ten percent of the street value of whatever is in the crate. This could be as easy as breaking in and having some trouble locating the exact storage unit or as difficult as the crate having a tracker and some group on their way to pick it up at the same time as the runners. What's in the crate is up to the gamemaster.
- The runners are contacted by a street shaman who operates out of one of the makeshift shacks. He offers free services to the runners if they can help him take care of a little problem. It seems a free toxic spirit of earth has taken up residence in the scrap pile and does not appreciate any magical activity going on near his domain. He has claimed this area of the barrens as his own, and every time the shaman tries to cast a spell or summon a spirit, the spirit of earth attacks him. He needs the runners to hold off the spirit long enough for him complete a banishing ritual. The spirit can be whatever Force the gamemaster desires, with additional powers to fit its toxic nature and metallic home.
- Aurora Warrens, UCAS Sector, FRFZ (Denver): This little patch of blight is nine square blocks of fun and excitement in the Aurora Warrens. Centered on Hardy Market, named in honor of the first merchant to set up shop here (also the first to defend, be shot here, and die here depending on who you ask), Hardy Market and the surrounding few blocks has recently become the territory of the Alley Cats, a wizzer gang with some serious territoriality issues. The Alley Cats all take on names related to cats; the current leader is a dwarf named Tom. The runners enter this picture when they need to make a delivery and pickup at Hardy Market. The Alley Cats have been keeping a keen eye on the market to see what kind of squeeze money they can get. They see the runners' deal going down and decide to step in for a closer look by dropping a couple stunballs into the market and then rummaging through everyone's goods. After the team wakes up, the package is gone, and the recipient demands they get it back from the Alley Cats' main hangout, the Old Warehouse.



If the team is reluctant they can be missing a few key pieces of their gear that they may want to retrieve as well.

- The runners are contacted to head to the Makeshift Shelters and relieve a security detail until further notice. The team is contracted to protect Soda Seven, a rocker on her way to the top but currently in transition from one label to another. The security detail is battered and beaten and ready to leave when the runners arrive. They reveal very little about what kind of trouble they've seen, only that it was a tough extraction but the location is low-key enough to be safe. Problems arise when Seven makes a call using her technomancer abilities that she has kept quiet. The other team took away her cover commlink but was unaware of her abilities. She has called her boyfriend, Johnny Star, who is actually a loyal company plant pretending to be her boyfriend. Star has informed his bosses and they have sent another team of runners to get Seven back.
- The runners are contacted by a fixer or mafia contact for a quick job. Joey "the Hammer" Scarpone got pinched back in '64 right as the Crash was rocking the world. He ditched his car full of goodies in the barrens and then got picked up a few blocks away. The car was never recovered, and Joey got sent to the clink on unrelated charges. Now he's out and wants his goodies but knows the Feds are watching him like a hawk. He contacts the runners either directly or through a fixer to retrieve a car from the barrens. The car has been stripped of the wheels and most of the running parts, the windows are shattered, and the electronics have been thoroughly stripped. Joey's valuables are still present, though, sitting on the seats. The runners are not alone on this trail. Joey had plenty of rivals, and the team can run into interference from Feds, gangers, or other mafiosi.
- *Frame Job:* The Market sells a lot of things, and today they have brought in a few special packages for Mr. Johnson that the runners need to pick up. The runners are sent to the



market to talk to Elmo (please feel free to have him talk in a high pitched squeaky voice) and pick up four heavy boxes. Elmo has already been paid and won't say what's in the boxes. He hands them off to the runners and then starts to close up his booth while the runners take the boxes. All of this is smooth sailing until two packs of six Halloweeners (use Halloweeners Street Gang, p. 282, *SR4A*), each lead by two of their psychotic lieutenants (use Halloweener Lieutenant, p. 282, *SR4A*), and their hellhound pets (p. 300, *SR4A*) come out of the Old Warehouse and the Abandoned Gas Station. Both groups converge on the runners, sending the hellhounds in first to soften the targets and going absolutely berserk if any of the beasts gets injured or killed.

CITY HALL

City Hall, site of political backstabbing since its doors opened no matter what sprawl you're in. This municipal building has enough space for any medium-sized sprawl. Each of Seattle's districts would have an office about this size. The building contains everything needed to run a city into the ground while taking bribes, doing drugs, and bringing in joygirls. From back room political deals to off-the-books bodyguarding and assassinations, this building has tons of adventure options.

For richer locations (Bellevue, Downtown, Snohomish, etc.) everything in this building screams of government overspending. In poorer areas (Redmond, Puyallup, etc.) the overall look is there but usually very rundown, and anyone who looks closely can see the flaws in the marble and recognize the slightly cheaper construction used for everything.

STRUCTURE AND SECURITY

City Hall has a MAD and chemsniiffer (Rating 5) arch at the main entrance, and only law enforcement (federal and local) can carry weapons on the premises. Individuals who are detected carrying weapons are given an AR warning to return their weapons to their vehicle, assuming their ID has the proper permits. If no permit is detected, security detains the individual while contacting local authorities. All standard internal doors (the mayoral offices are different, as detailed below) look like wood but are actually reinforced (Armor 9, Structure 9) and equipped with a maglock system (Rating 4) wired into the security node.

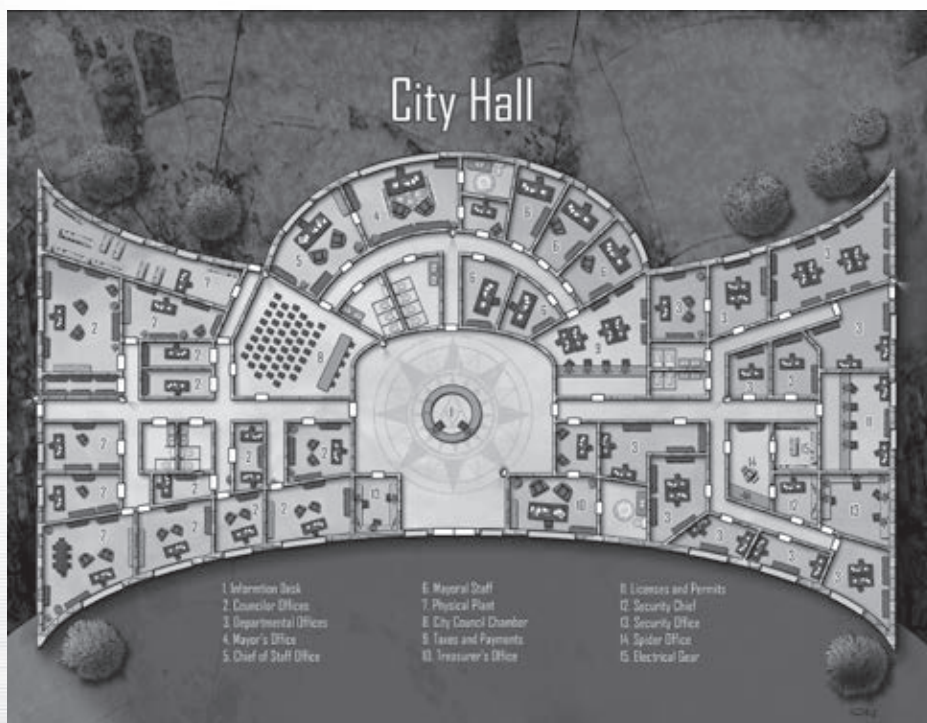
The external walls are thick ferrocete (Armor 16, Structure 13) with ballistic glass (Armor 8, Structure 9) for the windows. Internal walls are thinner but still dense structural materials (Armor 12, Structure 11). For poorer areas

the materials are slightly lower grade (Armor and Structure ratings should be reduced by two throughout the building) though their appearance is generally similar. Most of the time the only way this difference can be discovered is during another construction project within the facility or by getting access and analyzing the records of the construction companies that did the work (which could be run in and of itself).

The entire facility is outfitted with wired surveillance cameras (Device Rating 3) with low-light and thermographic vision systems. The cameras feed data to displays in the security offices and to the security spider. To increase security inside and outside the building, all of the interior walls are painted with WiFi inhibiting paint (Rating 3), and the building's node is protected by a biometric (fingerprint and voice) passkey (Rating 4). Also, the building's wireless public Matrix node is not connected to the building's security and administration nodes, both of which run in Hidden mode for increased security.

TYPICAL OCCUPANTS

The standard daytime security detail for City Hall consists of the Security chief (use Elite Private Security, p. 157, *Jet Set*), a security spider (use Professional Spider, p. 207, *Unwired*), seven security officers monitoring the cameras (use Corporate Security Unit, p. 281, *SR4A*), three security officers in the lobby, and four security officers on patrol. At night those numbers change to five officers monitoring the cameras, two security spiders, two officers seated in the lobby, and six officers on patrol. The building has numerous administrative staff present during the day. The various departments share twenty-eight regular staff (use Corporate Receptionist, p. 140, *Corporate Intrigue*). There are seven councilors (use Corporate Manager, p. 5, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, or adjust them individually) each with one personal assistant (use Corporate Secretary, p. 6, *Contacts, Adventures,*



Sprawl Sites, change all Corporate skills and specializations to Government). The maintenance staff is present between 7 a.m. and 6 p.m. and consists of the main building engineer (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, add Mechanical Engineering 3) and his two assistants (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, add Mechanical Engineering 1).

Overnight the numbers drop. There is no departmental staff, no councilors, and just one assistant engineer. Cleaning staff (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government) are also present overnight, unless the building uses cleaning drones (use Renraku Manservant-3, p. 121, *Arsenal*, add vacuum and cleaning modifications).

Mayoral staff members consist of the mayor, his chief of staff, an administrative assistant (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government and increase by 1), and five administrative aides (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government). Their hours vary; they are usually not there at night, but crazy things happen and the mayor's demands can be odd.

If the mayor is present, he has his staff and two bodyguards (use Bodyguard, p. 4, *Contacts, Adventures, Sprawl Sites*) with him, as well as one bodyguard in the lobby.

If the mayor is out of the office, only four of the administrative aides are present (one is "out sick").

If it is election season, the aide staff doubles as campaign staffers, and security increases by two additional guards stationed near mayoral office.

When the city council is in session the councilors, their personal assistants, and two administrative aides are also present. On any regular day one member of the council's staff is present from 8:30 a.m. to 5 p.m.; the others are out of the building, either with the councilor on "business" or actually working on other city business.

ADVENTURE SEEDS

- The city treasurer has been taking regular payments from Ares Macrotechnology in order to make sure the department keeps passing all the zoning clearances and land sales for smaller Ares subsidiaries and startups. Problem is, Ares is sick of paying a city for permission and wants to send a little message to the treasurer. They hire the runners to break into the treasurer's office after hours and leave a little present in his desk drawer—an Ares Arms Mk. 50 high-explosive grenade. The rest of the work will be done by a phone call the next day when an Ares representative calls the office and has the treasurer check his drawers. Message sent.
- The runners are contracted as bodyguards for a councilman in the Redmond District of Seattle. The first few days are pretty quiet, but on the fourth the councilman is strolling across the main foyer when he suddenly screams and points at a man standing at the information desk. He yells that the man is here to kill him and sends the runners after the man. The man is not really a man, but is instead the western dragon Kalanyr in a human disguise. Kalanyr is not a great dragon and doesn't have a metahuman form; instead he sustains a

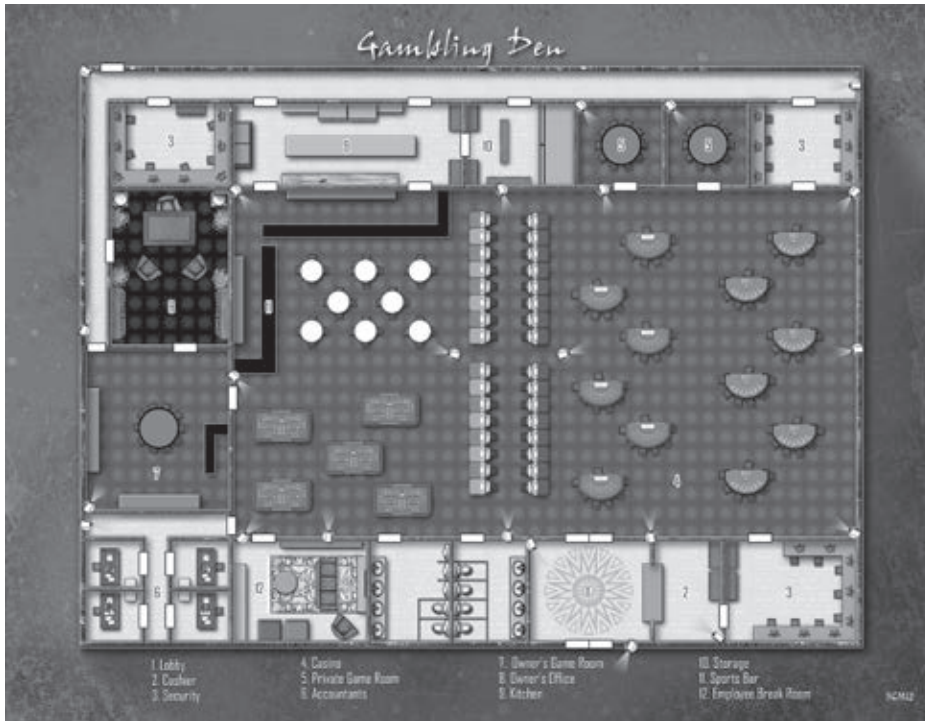
few spells that make the form possible, but if he is attacked he drops the spells and defends himself from the runners.

- Well kept even though much of the district is not, the Redmond Civil Center acts as the city offices for the district of Redmond. Located only a stone's throw from Bellevue in the Redmond area known as Touristville, this building is where the crazies work. Because anyone who gets into politics in Redmond is crazy (the building is often referred to as the Sanitarium by locals). Current District Mayor Sonja Scholl tries hard to create order from the chaos of her district with a "big government" mentality despite her small government budget. The problem is some folks aren't a big fan of her latest suitor and funding source, the western dragon Kalanyr. The runners are hired to infiltrate the offices of the mayor and send a clear message to any future mayors who might cavort with a dragon. They want Sonja dead in her office with a nice little message in blood on the wall about dealing with dragons, and the runners are just the folks to deliver it. Due to the budgetary restrictions of Redmond, their security systems are a little weaker (-1 to all device ratings) and there is a smaller guard staff on duty (twenty percent reduction in guard staff).
- Ares' hold on Detroit is unquestioned, but neo-anarchist movements are all about shaking up the big guys and trying to get the little guys to open their eyes. The runners are hired to make a special delivery to the city council, who are a bunch of Ares yes-men. Mr. Johnson wants the team to set up a series of pranks inside the chamber to go off and disturb the next city council meeting. To keep it non-violent Mr. Johnson supplies the team with time-tested pranks like glass-vial stink bombs, exploding confetti bags, and exploding invisible ink pens. The neo-a's will be protesting that day and hope it chase the council out of the building and into their waiting questions, tirades, and beratings.
- *Frame Job*: Mr. Johnson needs a government employee to wrap up in his little plot. He wants the runners to kidnap one of the regular employees who works on corporate licensing. It doesn't matter which one, but the team is on a short clock and needs to grab someone from city hall so they can be sure he works in that division all the time. The runners need to go in and talk to someone to figure out who the regulars are in corporate licensing, since the hall moves people around all the time in the licensing office (mainly because bribes are better in certain areas and they need to keep all their people happy). Problems are abundant here because the hall is in the middle of election season and the place is hopping. The mayor and most of the council are in town and at work trying to drum up votes. That will make the job tougher, since the runners need to keep a low profile—ideally, no one will know the person was kidnapped.

GAMBLING DEN

Even though everyone knows the house always wins, gambling is still a popular way to give away money. Blackjack, slot machines, craps, and private games (usually poker) are all available here to deliver hours of gambling thrills and chills. Between bets or when waiting for a table to open up, gamblers can spend a little time in the sports bar and gamble on live games currently taking place around the world. From betting on the next pitch in





a baseball game to placing money on which urban brawler will go down next and even sweetening the payoff with bets on how it will happen, the gambling never stops.

STRUCTURE AND SECURITY

Gambling is—or at least is often thought of as—a rich man's game, and casinos generally work hard to look the part. That appearance, though, only needs to be skin deep. Keep the synthwood polished and the “gold” shining and no one is going to make a fuss. The outer walls of the building are standard construction materials covered in a thin veneer of class (Armor 12, Structure 11). Internal walls are slightly lighter standard construction material (Armor 8, Structure 9) but they are soundproofed (–4 Audio perception tests attempted through the walls) to help keep the noise inside.

Back in the day when there was actual cash on the premises, casinos were a popular spot to rob. With electronic currency as the modern standard the payoff just isn't there anymore, so most of the security at the casino is focused on different kinds of thieves. The cameras are high-end models (Device Rating 4) with low-light, thermographic, vision magnification, and vision enhancement (Rating 3) to keep an eye out for cheating.

Matrix security is run from a dedicated central security node with each game run on its own node with an IC program (Rating 4, loaded with Analyze 4, Blackout 4, and Browse 4) present to look out for intrusions and tampering.

Astral security to avoid unfair advantages like aura reading in poker is provided on a game-by-game basis. Usually an off-site, astrally projecting mage is present and manifests in the security office if they need to inform security of possible cheating or rules violations.

TYPICAL OCCUPANTS

During normal business hours (which are 24/7) the gambling den has a house manager (use Club Owner, p. 5,

Contacts, Adventures, Sprawl Sites, add Gambling Odds 4), security manager (use Beat Cop, p. 289, *SR4A*, increase Charisma to 4), two security spiders (use Security Consultant, p. 207, *Unwired*), four security guards (use Corporate Security Unit, p. 281, *SR4A*), twenty dealers/table managers (use Gambler, p. 6, *Contacts, Adventures, Sprawl Sites*), two bartenders (use Bartender, p. 289, *SR4A*), between six and twenty waitstaff/kitchen staff (use Bartender, p. 289, *SR4A*, reduce Charisma to 2) depending on how busy it is, and four accountants (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, add Accounting 4). The patrons present can vary greatly in number; there are usually at least twenty people playing some kind of game, but during peak times the place is packed with two hundred or more

gamblers filling every table or waiting for an opportunity to lose money to the house.

ADVENTURE SEEDS

- The runners are hired to act as security for a gambler in town for a once-in-a-lifetime chance to play at the Big Boys Table, a high stakes game of Texas hold'em that is THE game to be invited to. On the way the gambler takes an unlucky round from a go-ganger drive by, but before he dies he gives a case of chips and an invitation to the runners, making sure to emphasize the need to impersonate him. They get a chance to take a seat at the Big Boys Table. During the game one of the other players is accused of cheating and calls on their old friend to back them up. Problem is, they call on the runner who in truth is no one's old friend. The cheater has to know that and might be playing to get the runner in trouble, or he might be able to clear the runner's name, and then the two of them can team up and work together to work the table. But can you ever really trust a gambler?
- Nothing like a good old-fashioned smash up. The runners are hired to come into the gambling den, rough up the place and the customers, and leave a message that the Yakuza runs gambling in this part of town. Problem is, this place is run by the Yakuza. The team could just see their work done or could get wrapped up in a deeper plot to determine who hired them and why they wanted the runners to bust up the place. Other organized crime, corporate interests, or disgruntled employees could be behind the plot.
- The prize of a high-stakes poker tournament is a small black box that the runners are hired to protect while the game goes on. The gamblers have all brought their own personal protection, and each one of them thinks they're the toughest guy in the room. Lots of posturing goes on until someone makes a grab for the box. The whole place turns into a free-for-all, and the runners find themselves at the center of a massive shadowrunner battle royale where they are the only ones on the defensive.

- For the past four days straight, Sally “Lucky Strike” Filter has been winning, winning, and winning some more. No one is that lucky, and the runners are hired by the house to find out what makes Sally so lucky. The truth is she is a particularly skilled technomancer and is not working alone. She has another three members of her tribe helping her win while hiding as losers in the club. If the runners try to bust the group or Sally, they unleash a horde of sprites to wreak havoc on the gambling den, the runners’ gear, and anything else the mischievous techno-imps can get their little digital paws on.
- The sun never sets at the Silver Sun Saloon. Located in the former Ute, now PCC Sector of the Front Range Free Zone (Denver), this gambling den has been through some rough times. Originally it was one of the few successful businesses wholly owned by a Ute tribesman who wasn’t laundering money for the Chavez family. His name is Argon Brighthorse. When the nations merged, Brighthorse did the same thing as many of his fellow Utes by purchasing as many residential shares as possible. He leveraged himself so badly that he had to sell part of his casino to the PCC. The PCC gladly took a chunk of the operation, but after they grabbed their piece of the pie they never put any additional investment into the establishment. The place started to crumble as Brighthorse enjoyed his new PCC citizenship and lost much of his Ute zeal. The Silver Sun almost set in 2071, but the arrival of a new private (a.k.a. secret) investor willing to buy the whole operation outright saved the day. The new investor is none other than Henequen, the great feathered serpent ousted from Denver, now based in Cheyenne. His reasons for reinvesting in the FRFZ are his own, but he needs to tread lightly and continue business as usual to prevent Ghostwalker from putting the kibosh on his covert reinvestment activities. This gambling den becomes the target and focus of intrigue and espionage in the free city of Denver.
- *Frame Job:* This is the location where the team of runners is hired by and meets Mr. Johnson between operations. Mr. Johnson wants the team to come back and get new instructions and payments between each phase of the adventure. The meeting occurs in the back room where they usually play poker; instead if playing a game, Mr. Johnson is betting on the skill of the runners. The operation is actually a series of runs that Mr. Johnson is putting on the plate of one runner team. He doesn’t explain the why right off the bat (and never will) but the overall operation is a bombing and a frame job on some unwitting patsies. The jobs start with recovering a series of objects from locations around the city. Four packages, located at the following spots: the market in the barrens, the evidence room at a Lone Star precinct, a wall safe at a luxury hotel, and a vending machine at a no-tell motel. After they have the packages they need to bring them to Mr. Johnson and he hires them to kidnap a government official from city hall, then take him to the trideo studios for a recording. The final piece will be a strange pair of events where the runners need to record the shopping mall and then make special deliveries to the a store in it. The initial meeting here at the gambling den is interrupted by an unexpected visit from a group of Triad enforcers (use Triad Posse, p. 284, *SR4A*). This encounter could also lead to some side work for the runners. If they fight well the gambling den, the owners could ask them to help deal with the triad troubles. Payment amount and the names of the locations are left up to the gamemaster to fit into their campaign.

LONE STAR STATION

Common in any city where they hold security contracts, the standard Lone Star station has a distinct appearance that combines form with function and security. These stations are corporate designed and built so the land they sit on and the property around the building is extraterritorial. With the ever-changing field of security contracts some of these buildings have been sold to other security companies when they take over large city contracts. An excellent example is Seattle, where Knight Errant has gained the contract along with dozens of these Lone Star-designed precincts.

STRUCTURE AND SECURITY

Built to be used in the toughest neighborhoods, their ferrocrete walls are tough to crack (Armor 24, Structure 15) and the front door requires pneumatic hinges because it is so heavy (Armor 12, Structure 12). The other entrances are not as heavy but still solidly constructed (Armor 10, Structure 10) and secured by maglocks (Rating 4). The interior walls on the other hand are a lighter construction of wood and drywall (Armor 7, Structure 8) and were designed for versatility, with the exception of the captain’s office and the holding cells. This versatility has led other security companies to alter the design of the station interior to prevent disgruntled former employees from selling plans for the layout. Because the design is pre-Crash, all of the security features in the building are hardwired in the original construction. Remodeled buildings may have switched to a wireless system during reconstruction.

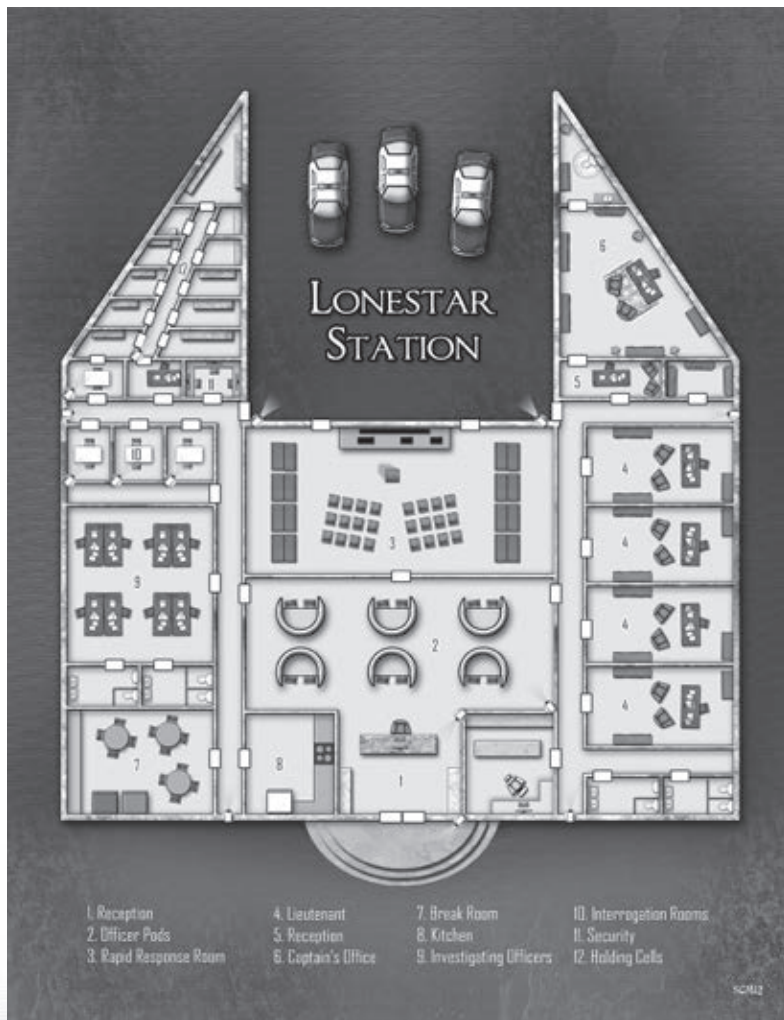
The captain’s office is constructed of heavy materials (Armor 12, Structure 11), giving it both durability and sound proofing. The door is also reinforced (Armor 10, Structure 10) and locked with a maglock (Device Rating 5).

The holding cells are bare cinder blocks (Armor 16, Structure 12) and solid metal doors (Armor 20, Structure 14). The doors all have hard wired maglocks (Rating 4) that are controlled from the security room.

All of the camera systems (Rating 3) in the building are wired to the security node but can be accessed with the right passkey by any officer in the precinct on their Lone Star issued commlinks. To insure signal limitation, the exterior of the building is painted with WiFi inhibiting paint (Rating 4).

TYPICAL OCCUPANTS

Cops and lots of them. During the day the precinct is staffed with one captain (use Police Chief, p. 143, *Runner’s Companion*), two lieutenants (use Lone Star Lieutenant, p. 282, *SR4A*), one desk sergeant (use Lone Star Police Squad Member, p. 282, *SR4A*), four investigating officers (use Lone Star Lieutenant, p. 282, *SR4A*), between six to twelve regular officers (use Beat Cop, p. 289, *SR4A*), one security spider (use Professional Spider, p. 207, *Unwired*), one evidence officer (use Beat Cop, p. 289, *SR4A*, increase Logic to 4), one holding officer (use Beat Cop, p. 289, *SR4A*, increase Charisma to 4 and Intimidation to 4), two security Officers (use Beat Cop, p. 289, *SR4A*, increase Strength to 4 and Unarmed Combat to 4 and add Subdual specialization), and the captain’s personal assistant (use Beat Cop, p. 289, *SR4A*, increase Charisma and Logic to 4, add Computer 2). There are



also usually a myriad of witnesses, detainees, and civilians present during the day.

After hours the staff drops to one desk sergeant, three lieutenants, four investigating officers, four to eight regular officers, one security officer, one holding officer, and one evidence officer. The number of witnesses, detainees, and civilians is usually half the number of those during the day, though many precincts have more detainees in their drunk tank.

Criminals in the holding cells are only there for a short stay; they can be anyone the gamemaster needs to fit the story and the neighborhood.

ADVENTURE SEEDS

- Holding cells and shadowrunners just don't mix. Your fixer needs a favor when another member of his stable of runners gets pinched on a run. The runner is new to the biz, and the fixer doesn't trust her to keep her mouth shut or not sell out to the Star. The job is a not-so-simple extraction from a Lone Star precinct holding cell. Once she's out, the runners get the second call from their fixer telling them it's too late—he's already busted. Do they take the newbie runner under their wing and teach her the ways of the street, or do they exact revenge for her transgressions?
- The runners are contacted by Mr. Johnson because his

employer needs a few files to disappear from a Lone Star precinct before they are backed up to the corporations database. This is a quick job since the backup occurs at 1 a.m. and the team gets the call at 8 p.m. Mr. Johnson needs the file deleted from their system and any hardcopy pages taken and destroyed. The file is an arrest and investigation report for a young woman with an Ares SIN. She was arrested for prostitution. If the runners look over the file they will see that the arrest is totally bogus, but if they look deeper they will see that the girl is the daughter of a Knight Errant executive looking to grab Lone Star contracts around town.

- The team wakes up in the holding cells after a particularly crazy night of post-run partying. Even the normally straitlaced team members are in the hoosegow sleeping it off after partying with a satyr shaman of Bacchus, the god of wine and revelry, and getting caught in the range of his mood manipulation spells. The runners have whatever they would be carrying when off duty, minus any obvious weapons. The cops just tossed all the partiers in a couple of Citymasters and then dumped them at the precinct. The holding cells are packed with over twenty individuals. The real fun starts when a dozen of those partiers wake up almost simultaneously and start attacking the other prisoners in the cells with them. The partiers are actually shedim (p. 154, *Street Magic*) who were attracted to the energy of the party. Now they are full of energy and ready to cause some carnage. As soon as the cells open the shedim turn on the cops. When the cops come in they consider everyone a threat including the runners. Fight or flight—which will it be?

- Seattle's switch to KE still has the security world buzzing about other potential major city losses and changeovers by the big boys. This is nothing special as KE and Lone Star just shift assets between companies and around the world, creating grudges everywhere they go. But this minor bit of chaos has some of the smaller fish in the security pond looking to grab a big contract; all they need is the right opportunity. Since that opportunity is not appearing on its own fast enough, they decide to force it to emerge. In a medium-sized city (100,000 population), the policing contract has gone back and forth between KE and Lone Star five times in the past ten years. Mr. Johnson contacts the team on behalf of a smaller security firm. The job is simple—steal some KE uniforms, storm the Lone Star precinct, and execute the station commander. They want all of it recorded, and at the end they want the runners to make a statement about how weak the Lone Star security is and that KE could keep this town controlled. The video is an obvious set up, but it should instill enough doubt that the smaller firms looking to grab the contract will get the city council's ear. Whichever firm can then fill the most pockets might be the next police force.
- Precinct 50 follows the standard design for Lone Star precincts all over the globe. Located in downtown Seattle, this



precinct wasn't turned over to Knight-Errant when the contract changed and instead became an area office for local Lone Star contracts. As property of Lone Star Security Services, the building has all the extraterritorial rights of its parent corporation. This station also has the dubious distinction of being the storage site for all of Lone Star Seattle's digital data backups. All the files from their stint as the Seattle police force are stored here on a mainframe. This fact is not public knowledge. LSSS also has copies of all of the data at their corporate headquarters but they left a backup source of the information close at hand in case they were to ever need it, or if they got the contract back, or if they somehow felt the need to cooperate with KE. Rumor has it this place has some files that KE might want to get a look at. The runners are hired to break in and gain access to the mainframe. There is too much data to download while they wait, so they need to set up a wireless connection so their clients can gain access to the files over a period of time and download the contents. While the hacker sets up the connection, the rest of the team may need to make a distraction somewhere else to keep the station personnel occupied. Most runners may suspect they are working for KE but in truth their ultimate client is Aegis Cognito, an information brokerage.

- *Frame Job*: The runners need to get a box marked "Alabaster Maiden: Case 9653-70v3-Riggs" from the evidence room at a local Lone Star Precinct. They are told not to break the evidence seal on the box and look inside even though Mr. Johnson expects them to be complete professionals. The evidence room is small and located next to the captain's reception area (unmarked room next to 5 on the map). Inside the box is an explosive device that has been deactivated by bomb disposal and is awaiting analysis from the lab. For standard officers in the precinct, use Lone Star Squad Member (p. 282, *SR4A*) and for the captain, investigating officers, and the desk sergeant, use Lone Star Lieutenant (p. 282, *SR4A*). It's bad enough for a group of shadowrunners to be breaking into a Lone Star precinct, so this scene doesn't require any added problems, though getting recognized by some street punk when they're in disguise could be troublesome.

LUXURY HOTEL

Designed with space and comfort in mind, this establishment has a variety of room options, all of which share the hotel's signature feature: an amazing view through floor-to-ceiling windows.

STRUCTURE AND SECURITY

Exterior glass (Armor 12, Structure 12) can vary its opacity for guest privacy or security and can display images either from a pre-programmed selection in the hotel's system or from a selection uploaded by the guests. The ends of the building that house the stairwells and vending machines as well as the external walls of the bathrooms and the interior walls are reinforced ferrocrete (Armor 24, Structure 15) and provide the primary support structure for the building. This limits the arrangement of the rooms to the initial design but means guests know exactly what to expect.

The room doors (Armor 8, Structure 9) are secured with wireless maglocks (Rating 4) connected into the hotel's security node. Stairwell doors (Armor 10, Structure 9) are also have maglocks (Rating 3) but automatically unlock in the case of a fire alarm.

All of the cameras (Rating 3) on the floor are wireless and connect directly to the hotel's security node. The security node acts as a choke point into the hotel's administration and guest regulation nodes. Security staff are issued hotel commlinks (Device Rating 4) that require a biometric passkey (Rating 4, voice and thumbprint) and can directly access the hotel's security feed and gain entry to all the rooms. Administrative, custodial, and housekeeping employees are all issued hotel commlinks (Rating 3) with no security feed access but they can access all the rooms using their biometric passkey (Rating 4, voice and thumbprint).

TYPICAL OCCUPANTS

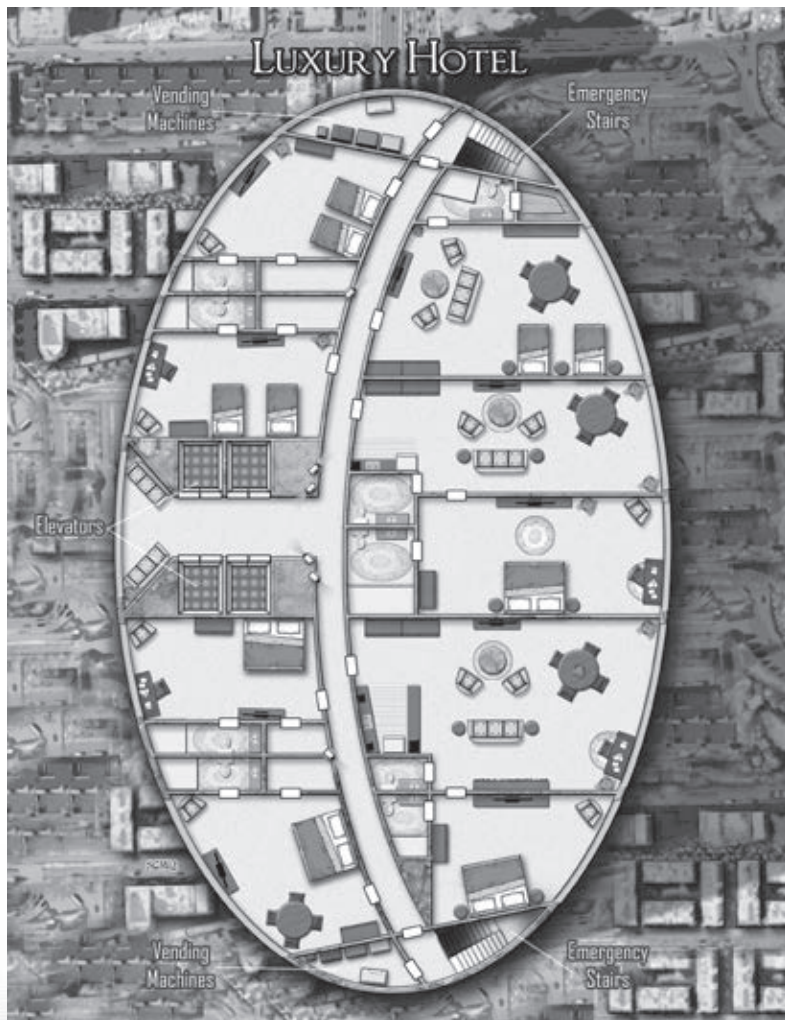
Anyone can be a guest on this floor. Hotel cleaning staff (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*) are usually finished cleaning the rooms by noon and only return to the floor to bring fresh linens and towels for special guest requests. Security staff (use Corporate Security, pg. 281, *SR4A*) do regular patrols of every floor. A single officer patrols the halls and greets guests. If trouble is spotted they contact the security office. If it's an irate or loud guest they attempt to defuse the situation while waiting for backup. If the situation looks dangerous they wait for backup to arrive before directly engaging.

Administrative (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*) and custodial staff (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, add Mechanical Engineering 2) could be on the floor speaking with guests, inspecting rooms, or doing repairs during the day. Repairs done at night are limited to emergencies and quiet jobs to avoid disturbing other guests.

Guests tend to be well-to-do corporate types, though the occasional touring musician or trideo star can add variety (and occasional room destruction) to the area.

ADVENTURE SEEDS

- Hilton Hotels Blackhawk Spire Hotel and Casino, known to most people simply as the Blackhawk, is 111 stories of black glass and chrome. This obsidian monolith stands out as the crowning glory of the Hilton corporation in Cheyenne, Sioux Nation. This is the spot to stay for corporate executives who are in town and looking to be at the center of the action. Located in the heart of Cheyenne, the Blackhawk has a casino on the first sub-level (Use Gambling Den, p. 6) and a restaurant, shops, and cafe on the ground floor (Use Elysium, p. 25, *Contacts, Adventures, Sprawl Sites*, for ground floor). The rooms are all nicely appointed with a fantastic view of downtown Cheyenne. The restaurant, also known as the Blackhawk, serves classic Americana but caters to the wealthier crowd with real meat options. Soy versions can be prepared and brought by room service but are not served in the restaurant itself. The trouble here comes in the form of a hostage situation and terrorist threat against the hotel. The runners are trapped on the inside with security looking to clear the building, but not before they conduct a thorough scan of every guest's ID and SIN. The runners need to figure out how to get out without getting caught in the security net;



alternately they could end the hostage situation so everyone can go home.

- The runners are hired to recover an extraction target that is currently being held in room 4703. Their fixer does the hiring and doesn't have any other information, but with a little bit of digging the runners can discover that the 47th floor of this particular hotel is booked year-round by the same client, Mitsuhama. This place is actually a Mitsuhama safe house where the extraction team dropped off the target. He is already in the hands of his new employer. In this scenario increase the ratings on the security features by 1 each and add a few extra Corporate Security Units (p. 281, *SR4A*).
- The runners are hired to make a pickup for a known fixer. Their fixer tells them he was doing some work at the hotel when the fire alarm went off. He had to leave, and on the way out he spotted some other runners watching the place. He knows the group, and he also knows they would like to see him harmed. He left something rather valuable in his safe in the room and needs the runners to recover it. Sounds like a piece of cake, but the other runners have gotten information on the room he was staying in and will be waiting for his return. Or in this case, waiting for the runners.
- The runners are hired by Mr. Johnson to do some wetwork. He wants the target's death to look like an accident or

suicide, just not murder. The target is a married Aztechnology middle manager who is sleeping around on his wife. In fact, any time he is at the hotel he is there with a mistress. The money behind Mr. Johnson is actually the wife's lover who wants the cheating husband out of the picture completely but doesn't want the wife to realize what her soon-to-be-former husband was up to.

- The runners are hired as extra security by a regular Johnson during a deal. The first set of runners Mr. Johnson hired are looking for the double-cross so hard they push to the point of making the Johnson suspicious, and he calls off the deal. The other team thinks that the runners are the Johnson's double-cross team and that Mr. Johnson is calling off the deal so he can get out and the runners can ambush the team. Suspicious natures and itchy trigger fingers make this scene either a mess or a long conversation on professional shadowrunning vs. what you see on the trid.

- *Frame Job:* The target package in the luxury Hotel is in the wall safe of one of the rooms. Other than overcoming the standard security of the hotel, the runners must also overcome the room's current guest, a Tir Ghost Combat Hacker (use Tir Ghost Lieutenant, p. 283, *SR4A*) working undercover in the city. He isn't working alone but the rest of the team is not in the same room. Depending on the timing of the break-in (and the whims of the gamemaster) the team can be in the room next door, on the next floor, or out in the city. Use the Tir Ghost (p. 283, *SR4A*) for the rest of the team. The object that was left in the safe is a thick manila envelope with a large red biohazard stamp on the front and back. The envelope has been wrapped in

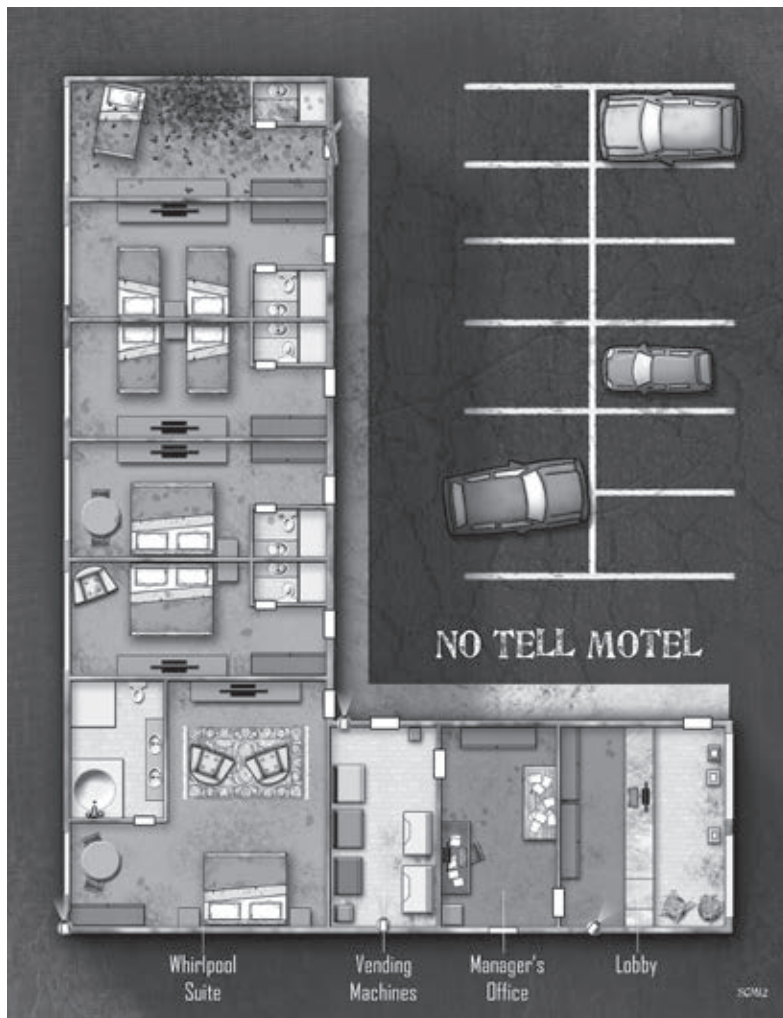
plastic, and anyone handling it can see a powdery substance has leaked out of the envelope and is moving around in the plastic. The stamp and plastic are red herrings to deter anyone else from opening or handling the envelope. It's contents are actually quite mundane and include an optical chip with schematics for a bomb, a book about structural engineering, and ten doses (little baggies) of novacoke, one of which has broken open.

NO TELL MOTEL

I can't tell you—can't you read the name? These rundown fleabag motels can be found in and around every sprawl in the world but are especially prevalent along the highways of the old United States. Most of these places offer short stays—usually four hours minimum, but some go by the hour—to accommodate their most common clientele: joygirls, joyboys, and truckers.

STRUCTURE AND SECURITY

These structures are rarely modern marvels of architecture and construction. The outer walls are sturdy enough to hold up the roof (Armor 10, Structure 8). The windows are standard glass



(Armor 1, Structure 1) and usually look pretty new (because they are replaced so frequently). The interior walls between the rooms are thin and poorly soundproofed (Armor 2, Structure 2). The interior walls of the office are more reinforced (Armor 7, Structure 7) as a relic of days gone by when cash was king and these places were robbed rather frequently. The room doors (Armor 2, Structure 2) still use keys in the locks (Rating 3) at most locations, though some use plastic electronic keycards (Rating 2). All of the locks and most of the devices on the premises are not wireless. The only exceptions are the microcameras often hidden in the rooms by the hotel operators for a cheap thrill or good blackmail dirt. The office doors are reinforced (Armor 6, Structure 6) and have standard locks (Rating 3) and deadbolts (Rating 4). Some lobbies are open, but in seedier neighborhoods (which is where you generally find these joints) the lobby counter has ballistic glass (Armor 8, Structure 9) with a small sliding drawer for key, cash, and credstick exchanges.

The motel's node is nothing special (Rating 3) and provides access to a number of pay trid channels (mostly porn). The microcameras are usually slaved to the personal commlink (Device Rating 4) of the manager or owner usually operating in Hidden mode while on premises. Most of these places have a scattergun (Defiance T-250, DV 9P(f), AP +5, SA, RC —, 5(m)) behind the counter to chase off troublemakers, though most of the staff is not trained in its proper use.

TYPICAL OCCUPANTS

You can find all walks of life in the no tell motel. Slumming Senators, hookers with a heart of gold, businessmen working on the cheap, runners on the lam, and so many more. The place is usually operated by a manager (use Slum Lord, p. 11, *Contacts, Adventures, Sprawl Sites*) on duty at all times and two cleaning staff (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, modify for ork metatype) constantly trying to keep the place ready for the next guest. Some locations use drones (use Renraku Manservant-3, p. 121, *Arsenal*, add vacuum and cleaning modifications) instead of living cleaning staff because they can run them 24 hours a day and they don't have to pay them during the downtime. The drones, however, are often targeted for theft by various neighborhood scrap merchants.

ADVENTURE SEEDS

- The motel's owner wants the runners to do something really simple for him, and in return he'll give them one hundred free nights at the motel. His building is part of the Sleep Eazy Motel chain, and the local kids like to break the lights on the "eep" portion of the sign. The owner wants the runners to wait in hiding and scare off the kids when they come to break the lights again. There's a small problem with this though—the kids aren't breaking the lights for fun, they're doing it for profit. The motel is being used as a drop point for a local smuggler who breaks the lights to signal his presence and that goods are ready for pickup or sale. The kids will break and reveal that they are being paid if the runners put a little scare into them, and then the owner will double the offer to the runners to have a conversation with the smuggler about using his motel to set up shop and not giving him a cut of the action. The smuggler is well established but really doesn't want to give up a cut to the owner. But he will offer the runners a healthy fee to dispose of the man and help him transfer ownership of the fleabag motel. Decisions, decisions.
- Runners are hired by an upstanding city official new to the shadowrunner-hiring game. He wants the runners to break into the motel and steal video footage that the motel owner recorded of him and one of his constituents in a rather compromising situation. The job is straightforward until the owner turns out to be connected to the Yakuza. Who do the runners want on their side, the government or the Yakuza?
- A bad night's sleep on an uncomfortable bed is interrupted by a knock on the door and the motel manager asking for access to the room with a Lone Star officer in tow. The officer starts to search the room and discovers a body, wrapped in plastic wrap under the mattress, half in the box spring underneath. Questions will be asked, arrest will be threatened, but in the end the officer gets a call from his boss, telling the officer to keep the scene secured until he arrives. This leaves the runners to wait uncomfortably for the boss' arrival. The

boss will give the runners two options. Work the case from the street side and help catch the killer, or get arrested and be brought in to have their fake SIN tested and see how many charges they can hit them with before the morning. The killer is actually the motel manager who brought the officer to the door. Awkward!

- No tell motels are just creepy. The runners are hired by a female contact to escort her to a meeting at the motel. The meeting can be for whatever the gamemaster desires as the trouble occurs when a group of drunken gangers show up thinking the woman is a joygirl and won't take no for an answer. The gangers are a bit more persistent than one would expect, and the runners discover why when the meet goes south and their employer has disappeared along with the man she was meeting. The hunt is on, after they get rid of the pesky gangers.
- It's another Sleep Eazy Motel, and once again the local kids think it's funny to break the lights on the "EEP." This particular dive is located on the western edge of the Noose inside what was once the Chicago Containment Zone and serves all kinds as long as the money's good and the trouble stays out of the office. The owner of the motel, Julio Vasquez, keeps the place running and patched up with a little extra help from Ares. He's had a problem with a resident who isn't paying his rent anymore and everyone he's sent to talk to the guest hasn't come back. This is Chicago, where you have to bring your own law enforcement to the table, so the manager now has to move from street punk gangers to shadowrunners to get the eviction to stick. He'd prefer they not trash the place, but the problem is bigger than Julio realizes. The guest is an ant shaman who is developing a colony beneath the motel. The colony actually connects to a lab on the next block owned by Universal Omnitech, and the colony is part of a research project backed by Ares. Oh what a tangled web.
- *Frame Job*: A package has been dumped in the back of the vending machines at the motel. It was an intentional drop so it's not just sitting on the ground behind the machine; it's actually inside. Problem is the drop was not secure, and a five-man security team (use Corporate Security Unit, p. 281, *SR4A*), lead by a CorpSec Lieutenant (p. 282, *SR4A*) in a GMC Bulldog Stepvan (pg. 351, *SR4A*) is waiting to recover the package. They are hoping to arrest whoever comes for it and get the name of the initial thief from their company. Extra trouble could come from the occupants of the rooms or an over-zealous kid at the desk who really wants to try out the Remington under the counter.

SHOPPING MALL

Everything the shopping sheep could need all in one place. The malls of the world aren't just for shopping. With restaurants, stores, and so much more they are hangouts for teenagers, peaceful places away from home for families, nice spots for a quick meeting or catching up with an old friend, wide expanses for gangers looking to terrorize consumer sheep with only mall rent-a-cops to stop them, and the perfect place to frame someone for a terrorist bombing.

These places range from brand-spanking new shopping meccas full of the latest in fashion and technology all the way to relics of days gone by barely holding on to the three or four stores that are still open while chasing out the squatters every night. Take the layout, place the stores you need and tell your tale of shopping bliss or Furby-hunting fury.

Incoming Message

Store names are often a bit risqué in nature. Here are a few possible names of stores, some that push the limits of decency, to use in any shopping mall around the world. Many of the stores are chains, others are boutiques unique to a specific location. For other stores, and some fashion lines and accessories available in the *Shadowrun* universe, check out the *In Their Face* chapter in *Attitude* (p. 150)

- A Passion for Fashion (clothes, shoes, purses)
- Under Where? (undergarments)
- Orgasmic Skin Care (skin care products)
- Gamer's Paradise (toys, games)
- Ancient Lore (books, spell formulae, foci)
- The Bare Minimum (clothing, skin care goods)
- Skimpy to Blimpy (revealing clothing and swimsuits)
- Schroth Art (art supplies and lessons)
- Rock Hard Glock (firearms, accessories, ammunition)
- Mine's Bigger (large and above clothing)
- Say it with a Thong (underwear)

STRUCTURE AND SECURITY

All of the department store walls and the mall's outer walls are standard construction materials (Armor 12, Structure 11) and plate-glass windows (Armor 6, Structure 8). The inner walls were designed to be a little more interchangeable (Armor 4, Structure 4) with the occasional steel support pillar behind the drywall ("You glitched? Bullet hits the wall and ricochets."). Stores with glass fronts use plate glass (Armor 6, Structure 8).

Each store is in charge of its own locking mechanisms and doors. Glass doors (Armor 5, Structure 6), wooden doors (Armor 4, Structure 4), metal gates (Armor 6, Structure 7), and the occasional metal door (Armor 8, Structure 8) are usually locked with a key (Rating 3), keypad (AR or standard) maglock (Rating 3), or a combination of both, though ratings will vary (from 2 to 6) depending on the value of the goods in the store.

Each store and restaurant will have their own node (ratings vary but usually match the locks) to spam the masses and ring up transactions and possibly to monitor and internal security system with cameras and RFID scanners to track tagged items. The mall itself has a directory node with up to the second sales and hours information for every store and restaurant in the mall and a security node to monitor the wireless cameras (Rating 3) located in the parking lot, over each entrance, and covering the storefronts throughout the mall all connected to the security office in the mall.

Each store and the security office for the mall is equipped with a Panic Button system to contact mall security and local law enforcement.

There are eight security Officers (use Corporate Security Unit, p. 281, *SR4A*) and a security manager (use Corporate Security Unit, p. 281, *SR4A*, add Leadership 2 and Etiquette 2) on duty during the day and four officers at night. During the day two officers and the manager are stationed in the security office and six officers are on patrol in the mall. At night the security office has two officers and the other two are out patrolling. The department stores often have their own security details that range from half the main mall's force up to one and a half times that level.

Stores that sell high-value items (jewelry, electronics, high-end clothing and shoes, etc.) often have one or two private security officers (use Bodyguard, p. 4, *Contacts, Adventures, Sprawl Sites*) on duty during store hours.

TYPICAL OCCUPANTS

Store clerks (Use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, modify knowledge skills as necessary) are present in most stores even if it's just to monitor the automated selling system. The number of store patrons present depends heavily on the time of day, day of the week, and time of year; increasing at night, on weekends, and during holidays. The number of store clerks also tends to vary at these times as well.

ADVENTURE SEEDS

- The runners are hired to cause disturbances in the mall that would create doubt about the security and safety of the mall. The intention is to get the mall to seem dangerous so shoppers will go elsewhere. This plot is being funded by either a consortium of store owners at this mall looking to create a strong bargaining point when renegotiating rent rates or by a rival mall looking to drive sales toward their mall. Either way it's an interesting cakewalk for a team of runners looking for something a little different.
- The runners are hired by a grassroots group looking to raise the moral bar for the youth of today. They have targeted the mall as the local site of teenage moral turpitude where store names and the morally objectionable clothing they sell are corrupting the youth. The runners are hired to shut down the nodes on a number of questionable stores while the protesters handle blocking the doors to halt patronage. The presence of so many protestors has mall security on alert and local authorities are in the vicinity to hassle careless runners.
- After being hired to protect the son of a Renraku executive, the team finds the kid missing from his room. They track

MALL OF THE WORLD



him to the local shopping mall where he is meeting with his girlfriend, an Evo exec's daughter, and planning to escape the world of corporate solitude and loneliness as they run off into the shadows together. More problems arise when they find the couple at the same time as the team sent to recover the girl, and the second team thinks they are trying to kidnap her.

- The hot new Fairlight Commlinks are coming into Everything Electronic, and Mr. Johnson needs the runners to switch out some chips. A local opinion shaper will be picking his new Fairlight up from this location, and the money behind Mr. Johnson wants the commlink to come up wanting in a number of areas. The break in can be obvious but the switch needs to be very discreet and thorough. The shop is receiving six Fairlight Excelsiors, and the chips need to be switched in all of them. Along with payment the runners are allowed to keep five of the six chips to do with as they please. As this is the newest thing, the chips provide a Response of 7 to any commlink they are installed on for two months before they are no longer SOTA.
- *Frame Job:* The runners are contracted for two jobs here. The first is pretty simple if a little strange. They are hired to record various customers and mall workers going about their work and shopping. The recordings need to be discreet. The second phase is also fairly easy as the runners need to put on certain clothing and deliver a series of packages and bags all over the mall. The outfits are mundane, everyday clothing or uniforms, and astute runners might notice (Memory (4) Test) that their outfits match those of people they recorded. The mall is currently abuzz with people. There is a protest going on against excessive corporate control of the mall while at the same time Lola Davies is signing autographs for throngs of her adoring fans. Extra security is on hand to hassle the runners and Lola has two special security personnel (use Street Samurai, p. 110, *SR4A*, and Weapon Specialist, p. 113, *SR4A*, pg. 113).

TRIDEO STUDIO

Everybody wants to be famous, and this is the place where dreams are made and sometimes come true. Three soundstages, reception, storage, control rooms, and security offices make this place a dichotomy of spartan simplicity creating worlds of complexity and beauty. Designed to favor function over form, this is the kind of studio where trid actors and actresses dread their jobs. No audience adoration, limited dressing facilities, and a lot of imaginary green screen work make the rich and famous appreciate shooting on location or in front of a studio audience.

STRUCTURE AND SECURITY

With function over form in mind, the outer walls are soundproofed ferrocete (Armor 16, Structure 12) while the inner walls are soundproofed plascrete (Armor 12, Structure 11). Outer doors are standard materials (Armor 4, Structure 4) with maglocks (Rating 4). Studio doors are soundproofed (Armor 4, Structure 4, -4 perception to hear through the door) with maglocks (Rating 3) that are only used when valuables are stored on set after hours. Storage room doors are slightly heavier (Armor 5, Structure 5) with maglocks (Rating 4) and are locked at all times. Security doors are reinforced (Armor 8, Structure 8) with biometric maglocks (Rating 4).

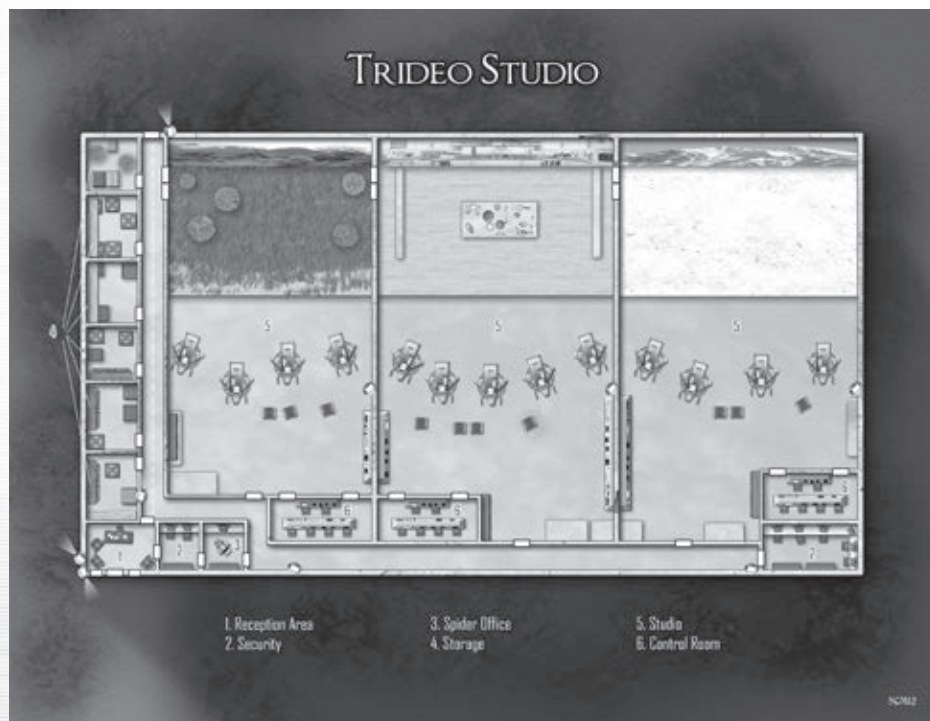
The wireless camera system feeds directly to the security node (Rating 5) that is wired to the studio's control rooms. The security spider (use Hacker, p. 105, *SR4A*) handles building security and controls security on the trideo recordings as well. A spider is on duty at all times. The security officer has three levels of protocols: No Recordings, Recordings, and High-Value Client Recordings. When there are no recordings, there is no one at the reception desk, the outer doors are locked, and there are two security officers (use Corporate Security Unit, p. 281, *SR4A*) on duty. Both are in the front security office. When there are recordings, the doors are locked, there is a security officer in reception, and there are four security officers split between the front and rear security offices. When high-value clients are recording, the front door is unlocked, the reception desk is manned by an above-average-looking professional (use Blogger, p. 289, *SR4A*, change Etiquette specialization to Media, increase charisma to 4), there are two personal protection specialists (use Red Samurai Detachment, p. 283, *SR4A*) in the front security office, four security officers and one personal protection specialist in the rear security office, and a second off-site spider in the system.

TYPICAL OCCUPANTS

Besides security and reception detailed above, the only other people regularly in the studio are the trideo techs (use Trid Pirate, p. 13, *Contacts, Adventures, Sprawl Sites*), set builders (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, add Construction 2, change Cleaning Supplies to Theatrical Productions) and the tridstars (use Stripper, p. 12, *Contacts, Adventures, Sprawl Sites*). When filming is going on, this place is constantly abuzz with activity. Between shoots the trideo studios are often used to build larger set pieces, and the cameras are moved back for safety. The set builders can be found in the studios. Most smaller set pieces are built in the storage rooms. The storage rooms are also rearranged on occasion to act as dressing rooms for the stars.

ADVENTURE SEEDS

- Brilliant Genesis Studio 111 is famous as the home of Connie Stalwart, soy-cooking guru. The team gets hired by a Horizon Mr. Johnson to steal her from her cooking show. The runners need to grab not only her but also her recipe files from the studios node and get the six hardcopy cookbooks in which she keeps all her best recipes. Connie is considered a high-value star, so this is definitely no cakewalk.
- Truman Technologies contracts the runners to break into rival Brilliant Genesis' studios and make sure some of their latest footage doesn't make it to the public. They need the runners to get all the copies of the footage, including the ones on the cameras that record backups of all the footage they take. The team needs to break in before the studio uploads the footage to the main corporate storage node. If the runners take a look at the footage, they realize it shows a well-known Truman star who was working with BG at the time.
- The runners are contacted by their fixer to have a meeting with a street artist who needs some help from folks of the



runners' caliber. The street artist, a sim-slinger, wants access to a trideo studio after hours. He has recently made some inquiries and found out that one of the sets in this particular studio would be great for his latest piece. He wants the runners to get him and three of his actors into the studio. He doesn't want the runners to kill any of the studio personnel, so he adds that as an addendum to the contract. He and his stars are also rigged for sim recordings and will be using their emotional tracks to overlay some other exciting footage from their recording. Problem is the runners might be uncomfortable being recorded during a job.

- The team's regular fixer gives the team a job that seems really simple at first. The runners need to halt all recordings going on at a Truman Technologies studio. The problem is Truman has increased security to the point where they have mages sustaining spells on and around the building, drones in the air, and more guards on duty. Whatever they are recording inside the building must be very important, and the runners are being paid to stop the show.
- *Frame Job:* After the runners have kidnapped the government official from city hall, they are instructed to bring him to a nearby trideo studio for a trid recording. Not only do they have to sneak an unwilling subject into the studio, but they also have additional security to deal with because a big-name star is recording in studio 3. The team is on a tight schedule from Mr. Johnson so they can't wait until the other session is done. Luckily they only need to record a short speech by the official about opposing corporate control and how the corporate masses will pay with their flocks. Mr. Johnson expects all evidence of this recording be erased before the runners leave the studio.

CREDITS

Writing: Scott Schletz

Cartography: Sean Macdonald

Editing: Jason M. Hardy, Matt Heerd

Layout & Design: Matt Heerd

Shadowrun Line Developer: Jason M. Hardy

Copyright © 2012 The Topps Company, Inc. All Rights Reserved. Shadowrun, Sprawl Sites: North America, and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 -91st Ave. NE, E502 • Lake Stevens, WA 98258.

Find us online:

info@shadowrun4.com

(Shadowrun questions)

<http://www.shadowrun4.com>

(official Shadowrun website)

<http://www.catalystgamelabs.com>

(Catalyst website)

<http://www.battlecorps.com/catalog>

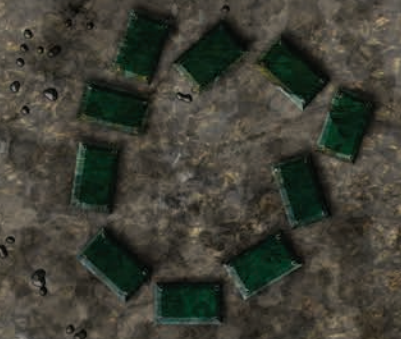
(Catalyst/Shadowrun orders)



SCRAP METAL PILE



DUMPSTER FORT



EMPTY LOT

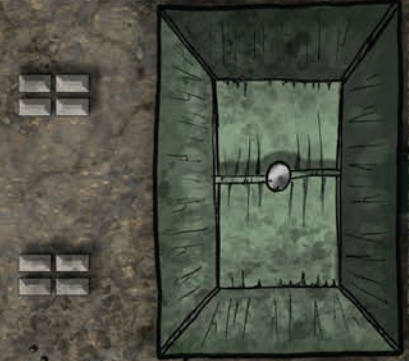


Scott Ave.



MARKET

Findley Blvd.



ABANDONED GAS STATION

Stephenson St.



MAKESHIFT SHELTERS

Taylor St.



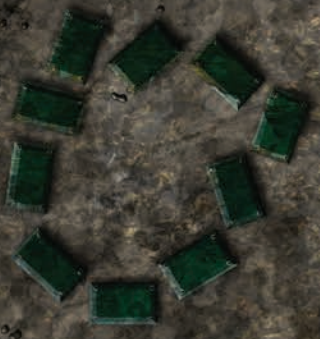
OLD WAREHOUSE



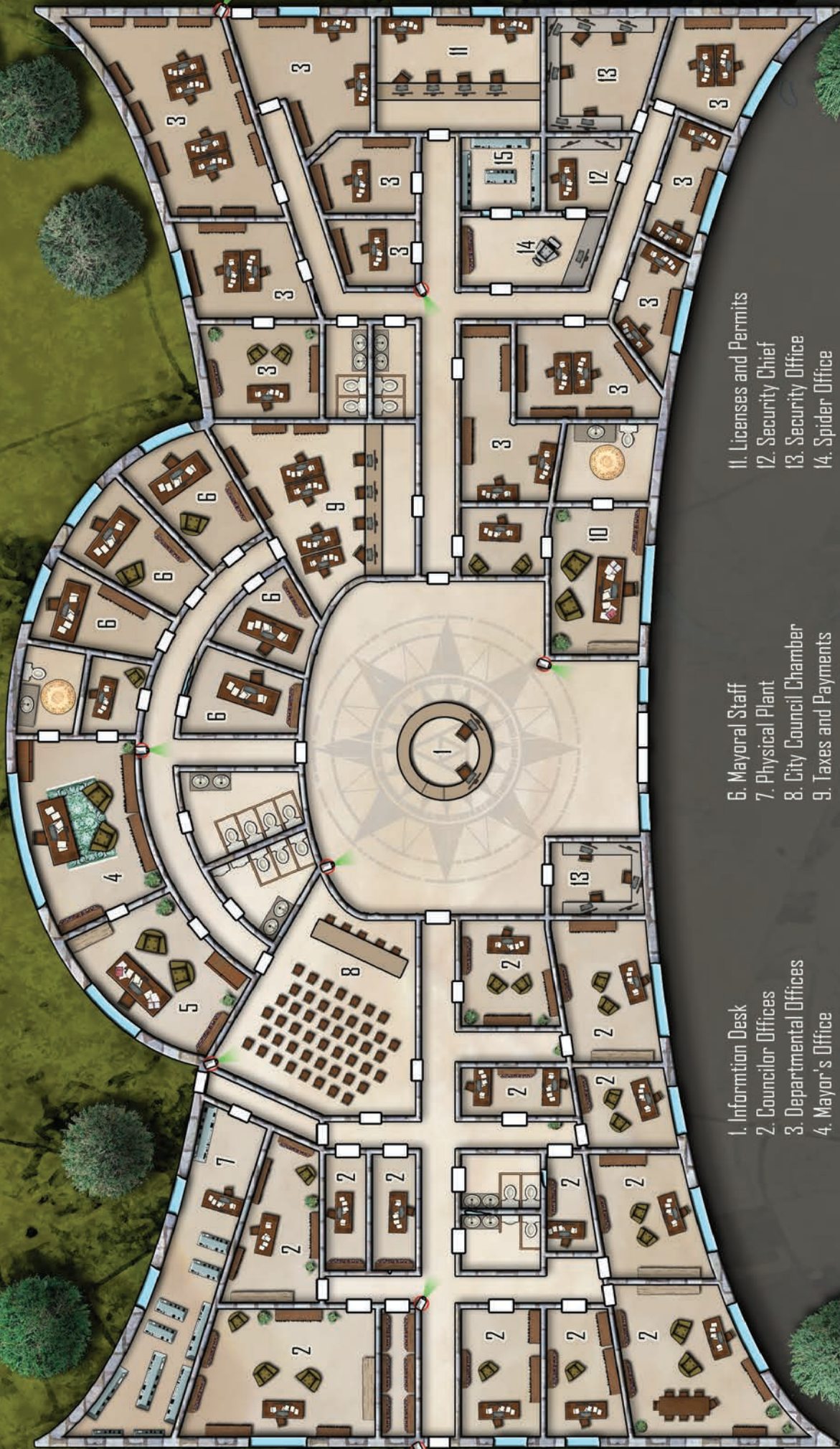
JUNKED CARS



CONVERTED STORAGE BLDG



City Hall



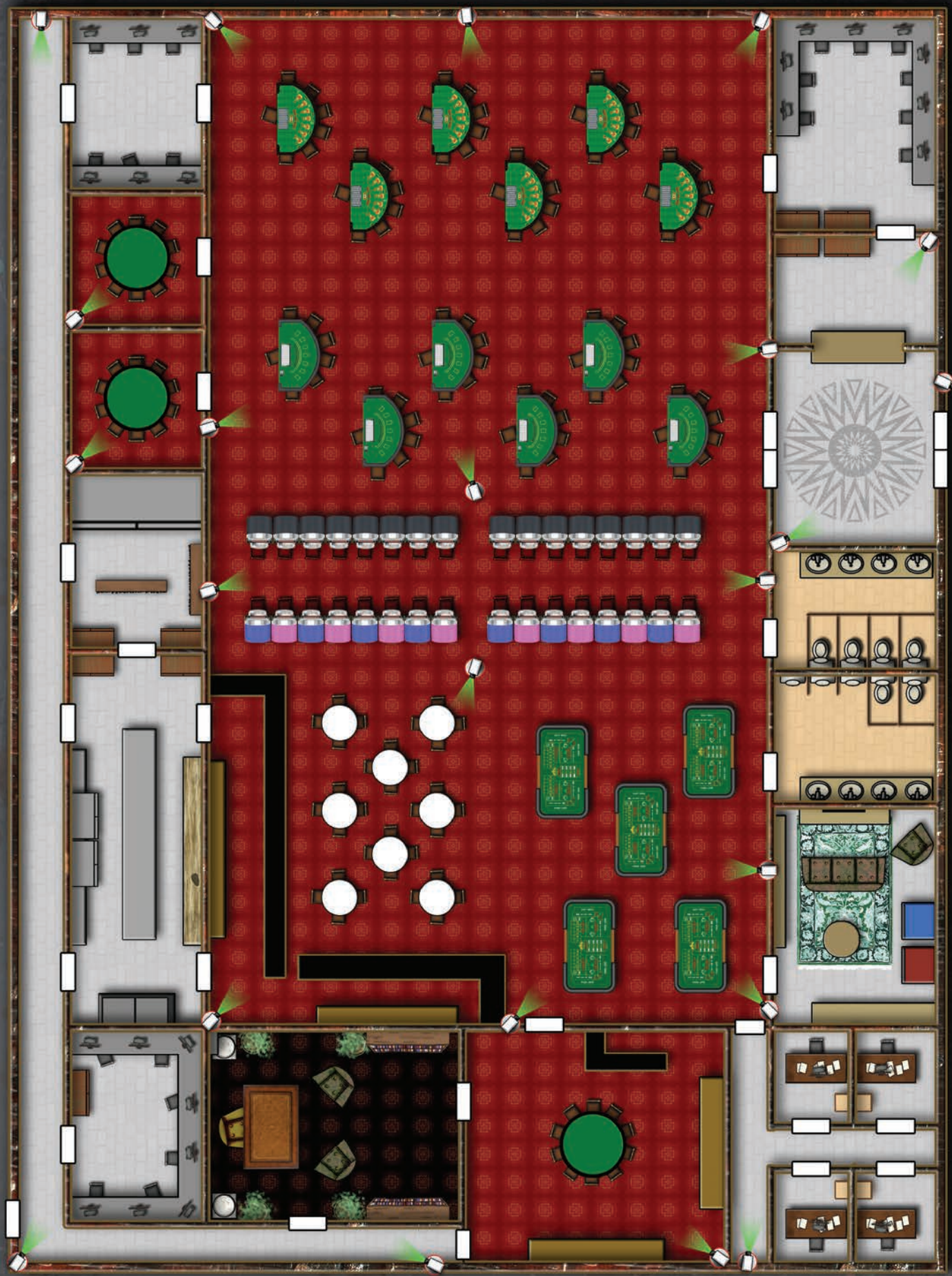
- 1. Information Desk
- 2. Councilor Offices
- 3. Departmental Offices
- 4. Mayor's Office
- 5. Chief of Staff Office
- 6. Mayoral Staff
- 7. Physical Plant
- 8. City Council Chamber
- 9. Taxes and Payments
- 10. Treasurer's Office
- 11. Licenses and Permits
- 12. Security Chief
- 13. Security Office
- 14. Spider Office
- 15. Electrical Gear



Gambling Den



- 1. Lobby
- 2. Cashier
- 3. Security
- 4. Casino
- 5. Private Game Room
- 6. Accountants
- 7. Owner's Game Room
- 8. Owner's Office
- 9. Kitchen
- 10. Storage
- 11. Sports Bar
- 12. Employee Break Room



LONESTAR STATION



- 1. Reception
- 2. Officer Pods
- 3. Rapid Response Room
- 4. Lieutenant
- 5. Reception
- 6. Captain's Office
- 7. Break Room
- 8. Kitchen
- 9. Investigating Officers
- 10. Interrogation Rooms
- 11. Security
- 12. Holding Cells



LUXURY HOTEL

Vending
Machines

Emergency
Stairs



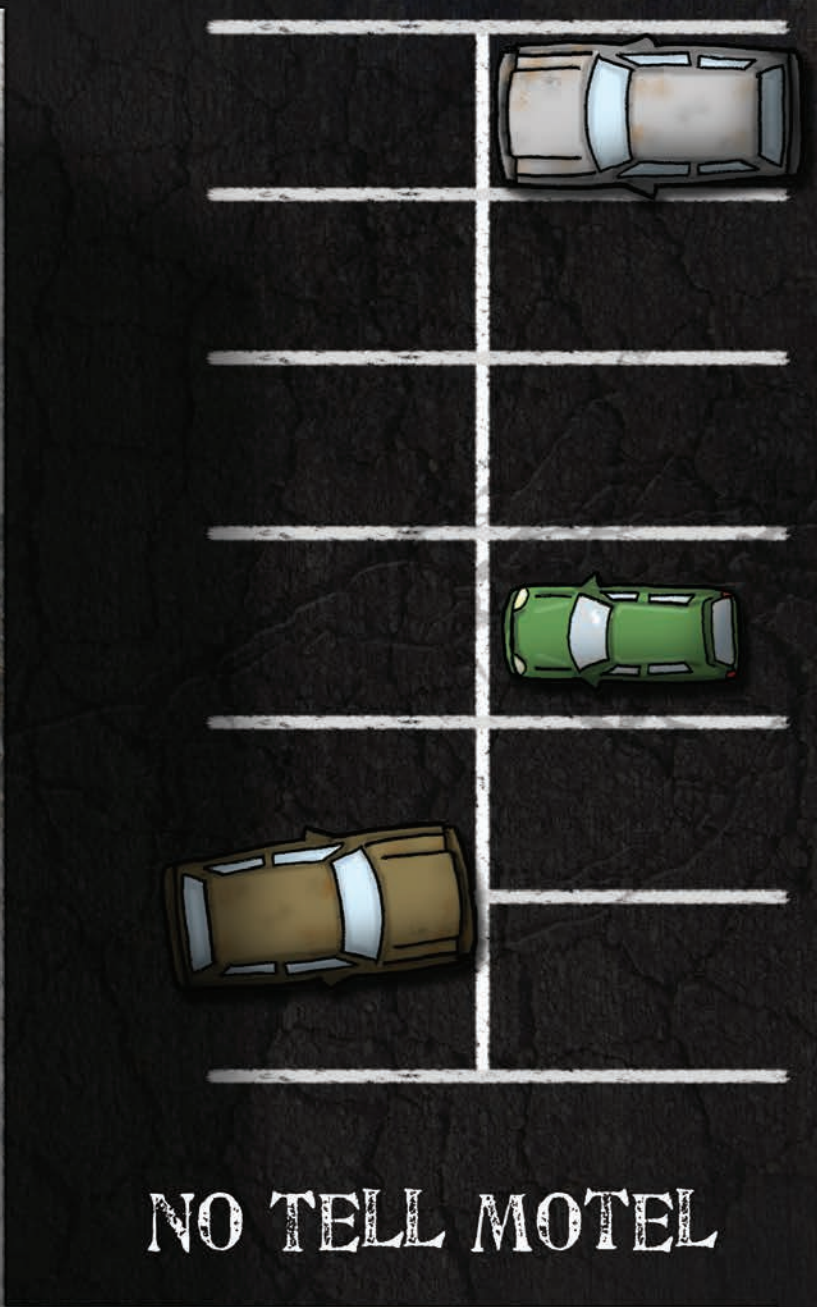
Elevators

SCM12

Vending
Machines

Emergency
Stairs





NO TELL MOTEL



Whirlpool Suite

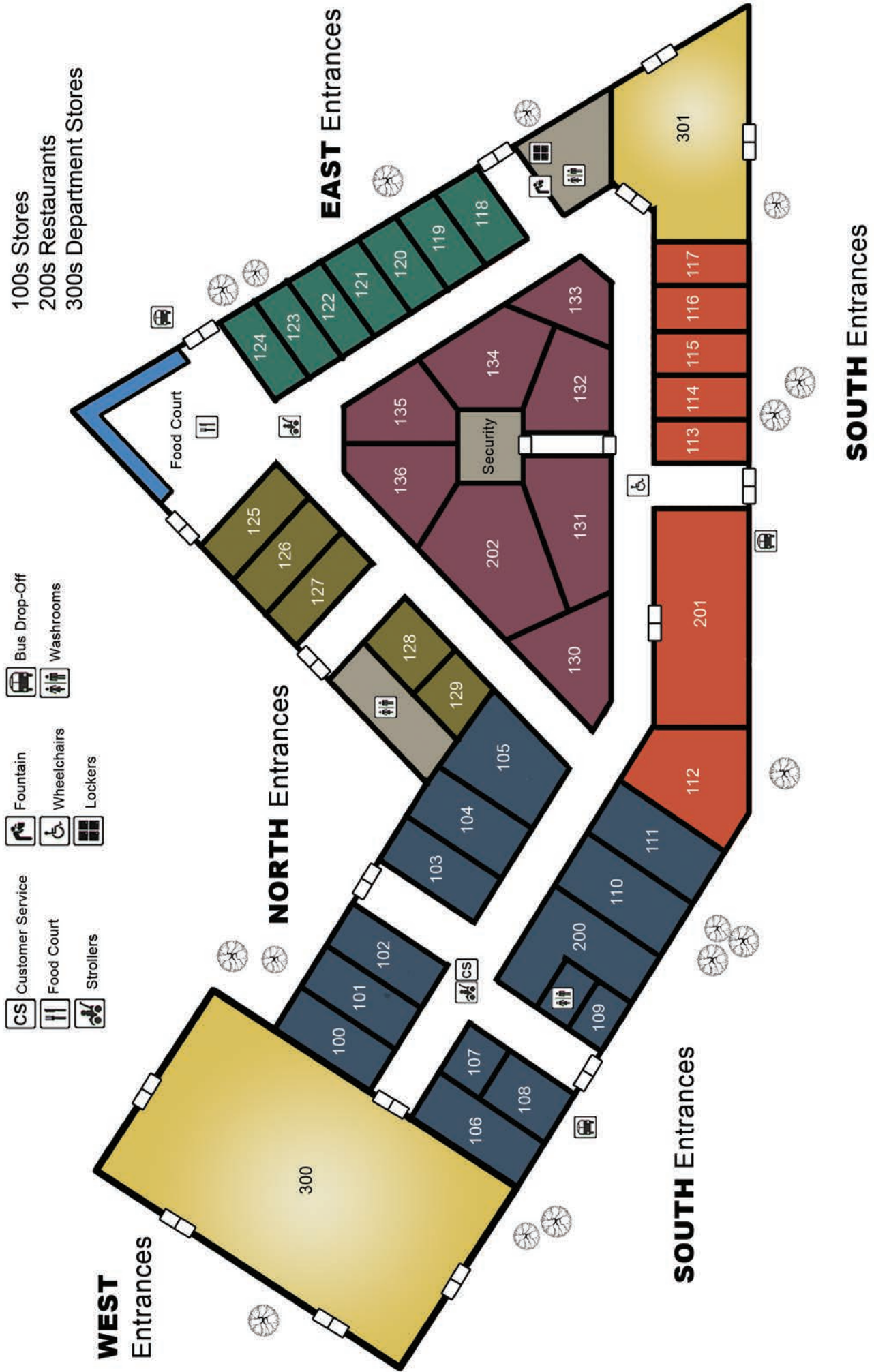
Vending Machines

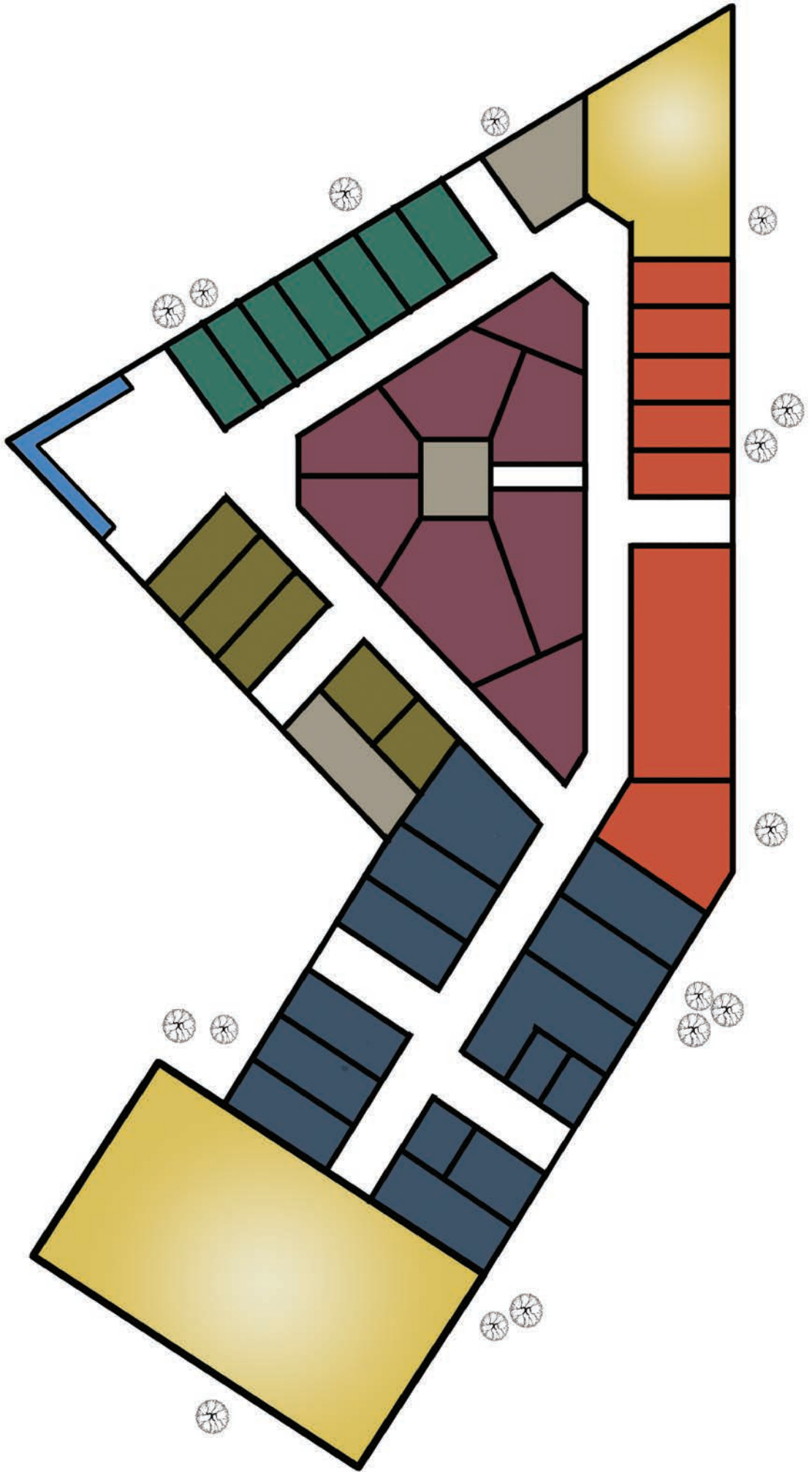
Manager's Office

Lobby



MALL OF THE WORLD





TRIDEO STUDIO



SCM12

5. Studio
6. Control Room

3. Spider Office
4. Storage

1. Reception Area
2. Security

