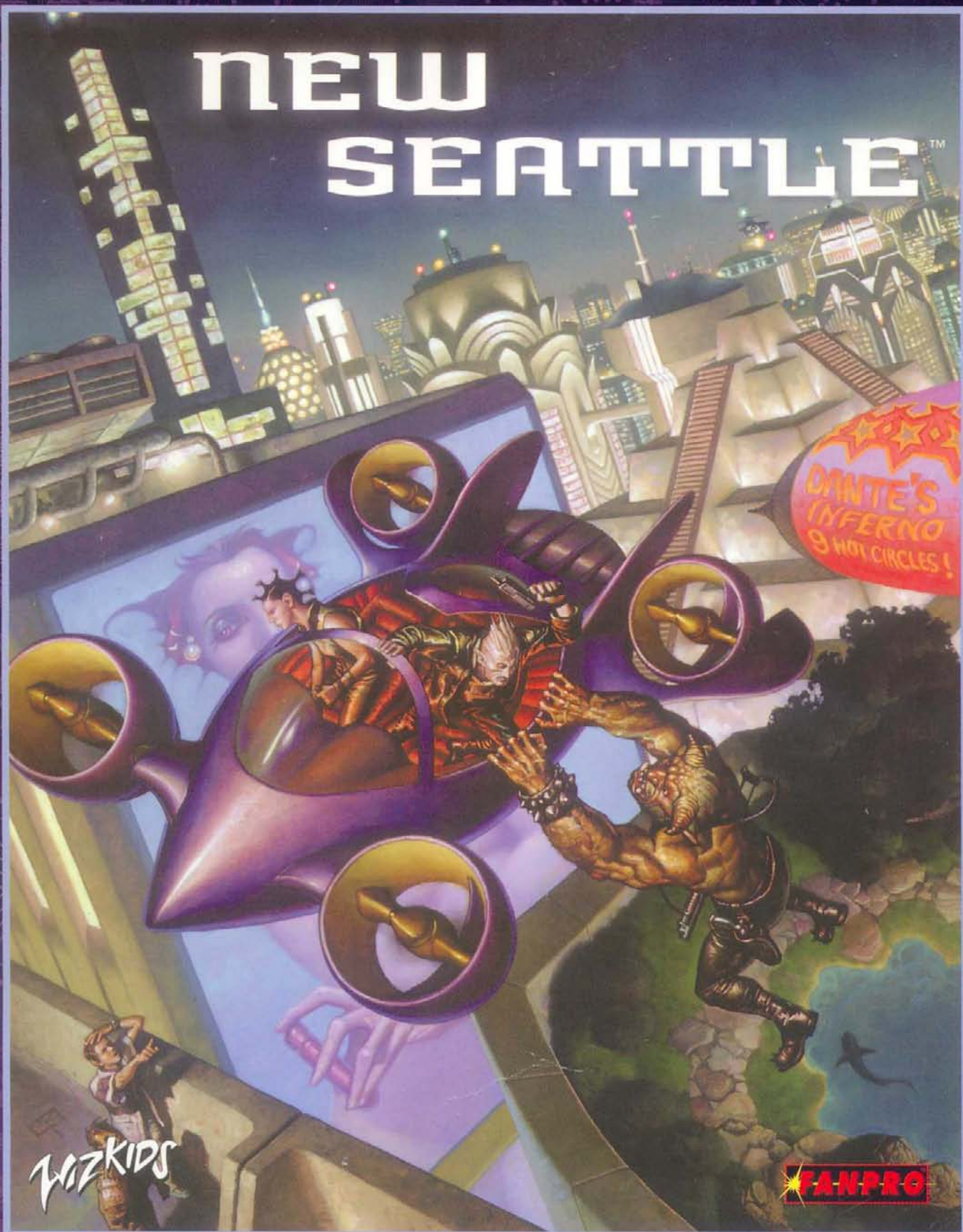


# NEW SEATTLE™

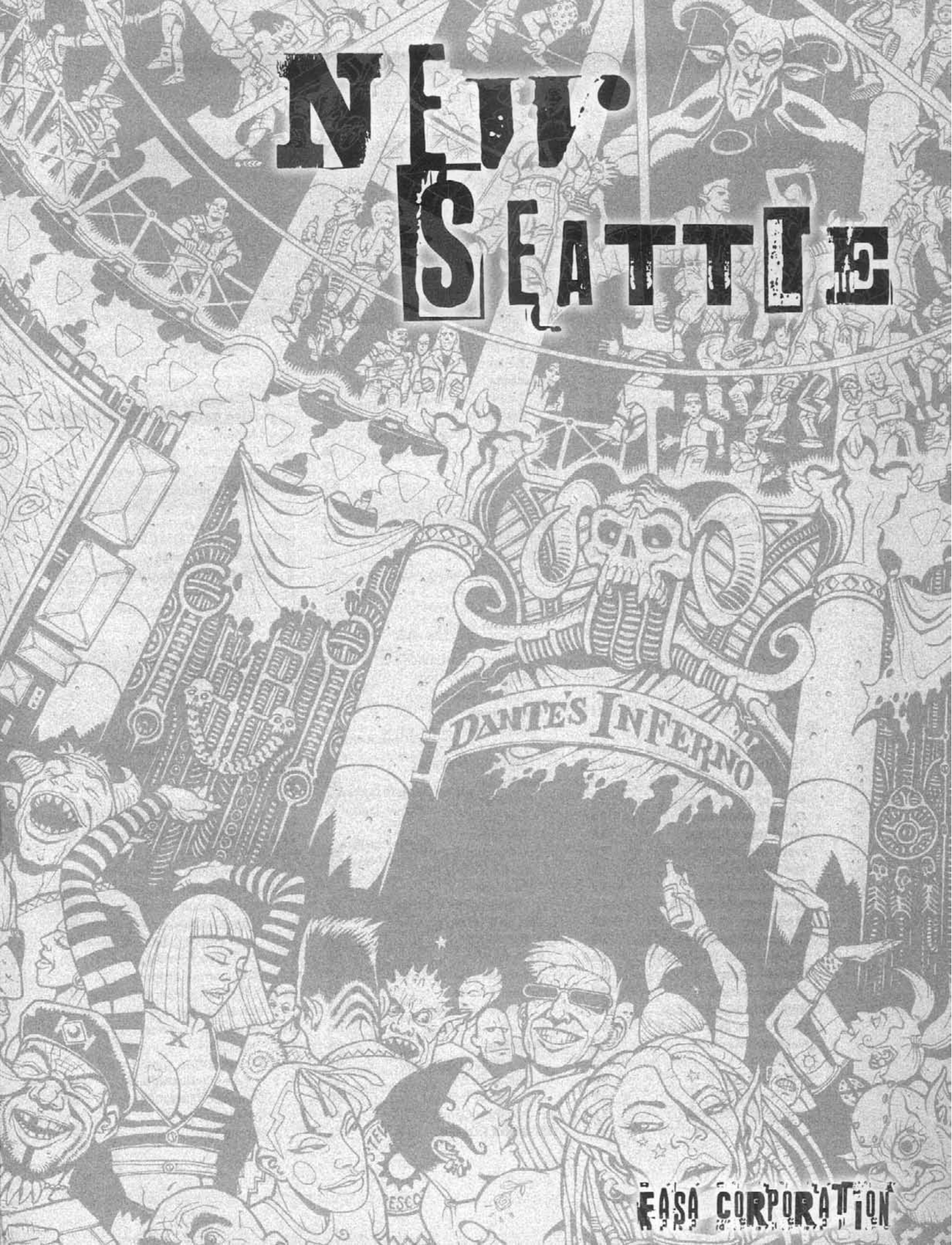


WIZKIDS

FANPRO

By Stephen Henson

# NEW SEATTLE



EASA CORPORATION



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# INTRODUCTION

**N**ew *Seattle* describes one of the most important characters in the *Shadowrun* universe—the city of Seattle. Filled with megacorporate conflicts, underworld criminal activities, political maneuvering and international tensions, Seattle is a breeding ground for runners because its shadows are so numerous and so dangerous. Running in Seattle hones every skill you need for shadowrunning, and if you're good and lucky you can score the big nuyen. If you're not so good or so lucky, Seattle is one unforgiving slitch—she'll spit you out and watch your body slowly sink in Puget Sound.

Descriptions of each area of the Seattle metroplex offer information for both the gamemaster and players. Basic facts about the district include security ratings for the neighborhoods, plus places of interest, movers and shakers and even the gangs that call each district home. For the runners who are less skilled or who get a bad break, a complete listing of hospitals is also provided for each area of the city.

Information in *New Seattle* is presented as a series of electronic documents collected by the famous decker and system operator of the Shadowland BBS, Captain Chaos. The good Captain has many contacts, all of whom are more than willing to share their expertise on any subject. It's important to recognize, however, that everyone has an angle and an agenda, including shadowrunners. Other shadowrunners (some more famous than others) give their two-cents worth of input, advice and contradictions through personal accounts and rumors. In many cases, they totally dismiss what was previously stated and give their own version of "the facts." This style of presentation gives the gamemaster plenty of material to generate ideas, create campaigns—and always to play with the facts. Everything in this book is true to the character who wrote it; how that truth is interpreted in your game is, or course, up to you.

*New Seattle* begins with the city's relationship with its neighbors. In the *Pacific Northwest* and *History* sections, you learn about Seattle's isolation from the rest of the United Canadian and American States: its unique situation as a port and smuggling center, and as a buffer between the paranoid elven state of Tir Tairngire, the

Japanese-controlled city of San Francisco and the isolationist Native American Nations. These sections place Seattle in the big picture as these entities organize, terrorize and maneuver to put themselves on top of the heap.

*Welcome to Seattle* gives you the scoop on getting in (and getting out) of the metroplex as well as the intel every shadowrunner needs to know about this UCAS outpost. The chapters *The Body Politic*, *The Seattle Underworld* and *The Corporate Sector* spell out for both player and gamemaster exactly who's who and, even more important, who's in who's pocket. *The Body Politic* is about a government under siege: the governor is missing and her appointed replacement has a famous name and an even more famous knack of pleasing those with big piles of money. This section provides a quick snapshot of the mayor of each district, along with information on the UCAS military presence and the external relations that Seattle has with its neighbors and political partners. *The Seattle Underworld* takes

a look at the big players in the shadows, from the new Mafia capo and new Yakuza gumi to the chaos-creating Seoulpa Rings and Triads. The gangs controlling part of the street-level action are also covered in this section. Finally, *The Corporate Sector* breaks down the megacorporate presence as well as the local players who hold power in Seattle equal to the megas.

The bulk of *New Seattle* breaks down each area of the metroplex in mood and theme to give players and gamemasters a feel for the district and neighborhoods. From the corporations that own a piece of the action to the gangs that walk the street, from the bright lights of the Downtown hot spots to the neighborhoods where the workers live to the anarchy of the barrens, we focus on the people and places of interest to shadowrunners.

In *Game Information*, we cover Lone Star security ratings and response time, and offer the gamemaster information on making the Lone Star non-player character an exciting and interesting part of the game. This section also includes unique adventure ideas for each district of the metroplex. The final section of the book is a listing of specific locations that the gamemaster can use as targets, meeting places or just for flavor.



The Seattle metroplex, border town of the Northwest, is back on top of the game. All the drek going on in towns like Chicago and DeeCee in the past few years pulled the focus away from everyone's favorite place to run the shadows, but that just allowed all the factions in the metroplex to catch their breath and gear up for the next round. Now, with a nasty mob war cooling down and a nasty corporate war still burning hot, Seattle is once again one of the most profitable places in the UCAS to be a shadowrunner.

As anyone who accesses Shadowland is aware, those in the know make the dough. Unless you live there, you probably do your Seattle legwork on the Matrix—and, quite frankly, at the speed things change in this day and age, that intel isn't too reliable anymore. We've kept our Seattle posting available since we created it, but you street sams, spell-throwers and gearheads are always looking for the next new thing, and nobody's bothered to post there for awhile. Besides the wars of the mob and the corps, the Renraku arcology shutting down and the political jockeying that will inevitably follow the disappearance of Governor Schultz promises to keep us all busy for as long as we can stand the pace. So I decided it was high time to update the Seattle screed for all you newbies out there who might take a notion to run in that fair city—don't need any more rotting bodies cluttering up the Sound than is strictly necessary. For those of you who've run there before, it won't hurt you to take a look at the new information too—and it might even keep you alive. No one wants to find out as they're walking through the door that their favorite troll thrash bar went under and was replaced by a Yakuza-run tea shop, neh?

This collection of files holds all the latest intel on the Seattle metroplex: who's on the way up, who's on the way down, who's doing what to whom and where the best shadowrunning opportunities are. If you're looking to find the best restaurants, family entertainment and tourist attractions, you're accessing the wrong file, omæ. For that drek, check out any one of the Seattle Visitor's Guides put out by the Chamber of Commerce or the Metroplex Tourism Board—most of them are available from Sea-Net™ for 5 to 10 nuyen. This here is strictly biz. As usual, I've drafted various chummers who might be considered experts in their fields to address the masses on the relevant topics. (And just to cut down on needless repetition from me, you can assume that all the grist in a section came from the same source, unless I break in and tell you otherwise.) We begin with Old Brave describing the fictions and factions in the Pacific Northwest—as Seattle's closest neighbors, what happens there affects what happens in Seattle. I don't know a lot about this guy, but he came highly recommended and his credentials hinted that he held (or holds) a position of significant power and influence in one of the tribes there. Spes chimes in on the nation of Tir Tairngire. I didn't even have to ask—he's

always willing, even eager to speak on the subject of paranoid, controlling elves. I sometimes question his motives, but never the basic truth of his statements. The general info on Seattle the city comes mostly from the public nets—the news services that cover the metroplex; transportation in, out and around; major department and grocery stores; medical services and so on. Naturally, our good friend Woppler shines his light on the atmosphere.

Professor Stealth runs down the history for us. You may or may not know him from his previous work, which is fraggin' extensive—but like his name, he keeps a low profile and stays to the shadows (literally). I always like working with him because he has a way of presenting what could be dry-as-dust information in an entertaining and even enlightening way. In fact, I think that's what got him fired from his university job in the first place. Go figure. I got SPD to describe the ins and outs of downtown Seattle for us, and who better? You all know his background as ex-Seattle police department, and as an officer who walked the beat he's got a lot to say—and you'd better believe it's true. The rest of the gang talking about the places to be and do are all chummers of mine one way or another. I can vouch for their knowledge base and authenticity, but not their completeness or veracity. Social Adept handles the gang scene for the entire sprawl; he's been a ganger, a gang leader, a police liaison for the gang problem, an advisor to Lone Star on the issues of dealing with and controlling the proliferation of gangs—you name it, he's been on the committee for it. You'd better believe what he's got to say.

If you've been with Shadowland any amount of time at all, you'll know the handle People Watcher. He's the man who's put us in touch time and time again with that all-important reason why—sometimes it's just not enough to know who's doing what to whom; if you also want to know why, People Watcher can always hazard a guess. He knows how governments work and can provide a complete line-up of the players. Our old buddy Keynesian Kid tells-all about the local Seattle corps and the branches each of the megas maintains there. I convinced him to control his urge to publish the line-by-line itemization of each corp's profit and loss statement and stick to the more general stuff that ordinary slags like you and I care about (and can even understand!). There's very little to say about my sources for intel on the organizations of the Seattle underworld—quite reasonably, they all requested anonymity in return for their post. I respect that.

As always, take the intel and advice in these files with a grain of salt. We do the best we can to provide the most accurate and up-to-date information available, but if you know or have heard something different, post it. It could save someone's life. And that's what it's all about, right?

• Captain Chaos

Transmitted: 8 August 2060 at 15:30:25 (EST)

# THE PACIFIC NORTHWEST



Seattle's position as what amounts to an island of the UCAS surrounded by hostile foreign powers forces that city to conduct its affairs pretty carefully. What happens in Seattle affects the Pacific Northwest, and vice versa. Sometimes that relationship works in Seattle's favor; the exclusive shipping agreement with the elves of Tir Tairngire is a win-win situation for the city, and only exists as a result of the repressive political climate of the Tir and the liberal economic environment of Seattle. Other times, the city's isolation makes it particularly vulnerable. When the Salish-Shidhe Council gets a bug in its ear about the amount of pollution drifting out of the Emerald City into the more pristine skies of the tribal lands, the UCAS city is forced to be responsive to their complaints—its government has no interest in backing Seattle against the NAN in any kind of a showdown, military or otherwise.

So before we get into the lowdown and dirty on the city of Seattle, you out-of-towners ought to take a look at the countries surrounding Seattle. It's caught between the Salish-Shidhe tribal lands and the gleaming spires and back-room plotting of the elven nation of Tir Tairngire, and their interests tend to converge in Seattle. There's always plenty of work for shadowrunners willing to involve themselves in national and corporate conflicts, because conflict is basically the only way Seattle and the Native American Nations know how to communicate. Seattle walks a very thin line just to survive—and the constant threat of falling into an abyss lends a certain spice to life in the Emerald City.

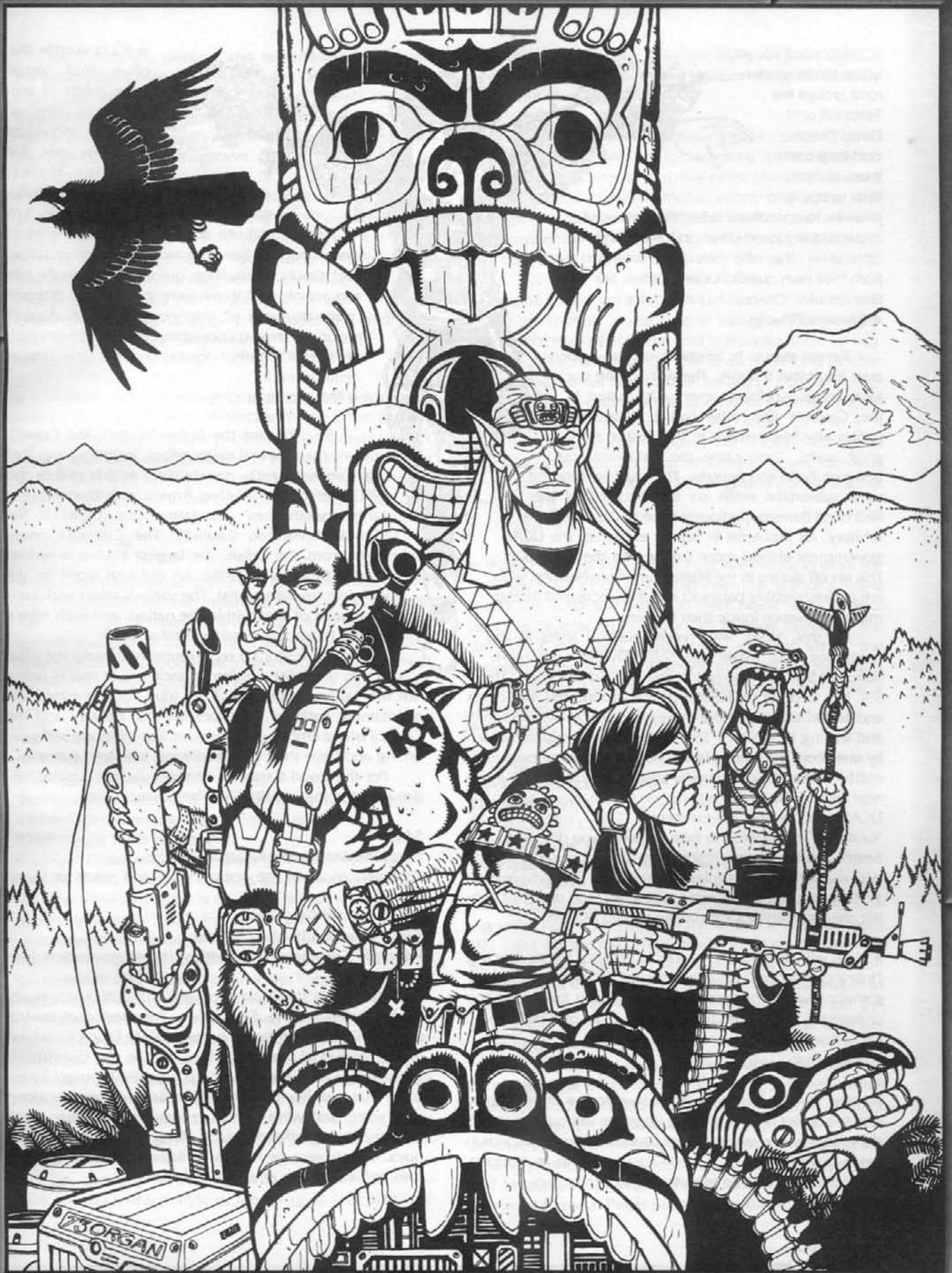
● Old Brave

## SALISH-SHIDHE COUNCIL

The Salish-Shidhe Council (SSC) includes most of the former states of Washington and Idaho, along with a good chunk of what used to be British Columbia, plus Vancouver. Fortunately for Seattle, the SSC isn't too hostile to the metroplex or the UCAS. Most of the Council's tribes were satisfied with the accords

of the Treaty of Denver, and they expect no trouble from the UCAS here. As long as Seattle keeps its problems contained inside its own borders, the Salish-Shidhe leave the sprawl alone.

Trouble is, many of Seattle's problems refuse to be contained. Like I said, the pollution created in the Emerald City (a nickname that hasn't been particularly applicable in a long time, by the way, but the city refuses to acknowledge it has lost most of the greenery that prompted the name) is a long-standing sticking point between the Council and the metroplex government. Corporations in Seattle pump out a lot of industrial-grade waste, and pollution knows no borders. Seattle corp dreck affects the air and water quality of SSC lands, just as surely as it poisons the corps' own backyard. The Council regularly lobbies for stricter pollution controls and better regulation within the metroplex. What else they do to make sure their quality of life doesn't suffer, I leave to your imagination.



# THE PACIFIC NORTHWEST

- The Council allegedly has ties to ecoterrorist groups like TerraFirst and Deep Green, and they use those connections to apply pressure to operations in Seattle they want regulated or closed down. In the meantime, attacks on other offenders draws attention away from their own questionable facilities, like Gaeatronics' Olympia fusion reactor.

- Chrome Coyote

Recent events in Seattle have also spilled over into tribal territory. The war among our local crime syndicates eventually pulled in the Cascade Ork tribe (which steadfastly denies any involvement in the Seattle smuggling trade). Then came the corporate scrap between Fuchi and Renraku. That dust-up brought us a sub-orbital crash on the outskirts of the Redmond Barrens, perilously close to Cascade Crow territory. As problems in Seattle escalated, the UCAS government shifted more troops into the metroplex. This set off alarms in the Native American Nations, who are understandably paranoid about an increased foreign military presence inside their borders.

All this, along with recent political shifts in the metroplex, has made the Salish-Shidhe take more notice of Seattle—and not in any way I'd call good. The SSC has stepped up border patrols around the metroplex and added security at the three main checkpoints entering and leaving its territory. SSC military forces, supplemented by units from the Sioux Nation, perform "training exercises" outside of Seattle on a regular basis, particularly in Olympia near Fort Lewis. All this activity sends a clear message to the UCAS and Seattle governments: "Don't mess with us, 'cause we're prepared to take you on if you do." Naturally, Seattle military forces respond to the tribal saber-rattling with maneuvers and displays of their own. Things have been getting a touch tense around here lately, and plenty of people are just waiting for something to go BOOM.

- Hey, with two large, paranoid military forces holding "training exercises" on either side of a border, eventually someone will go off half-cocked—crossing the wrong line or firing live ammo into the wrong place—and before you know it you have a war on your hands.

- Puget Deb

- I don't know. The Cold War between the United States and the Soviet Union lasted for decades without major incident. Seattle is in much the same situation as Berlin was in those days—everyone's ready for something to happen, but that doesn't mean something has to happen.

- Sun Tzu II



- It's a volatile situation that sometimes results in serious clashes.

The individual tribes are like nation-states,

barely held together by the influence of the Council, which in turn tries to arbitrate disputes between the tribes even though it has little real power. In practice, most Council meetings quickly degenerate into arguments that leave very little time to accomplish anything of importance. Which doesn't mean we should underestimate the Council's ability to pull together against a common enemy in times of crisis.

- Silver Feather

So who are the Salish-Shidhe? The Council comprises several major tribes, including two that are predominantly metahuman, which makes the SSC one of two Native American Nations with a large metahuman population (the other is the Algonkian-Manitoo Council). The Council's name comes from the Salish, the largest Native American member-tribe, and Shidhe, an old Irish word for the faerie-folk (metahumans). The various tribes each control an area of land within the nation, and each tribe's territory is administered by a tribal chief.

Each tribe sends a representative (usually the tribal chief) to the Salish-Shidhe Council, which makes policy for the nation as a whole. Each tribe also contributes to maintaining national resources like the military and the Council Island embassy. Otherwise, the tribes are self-governing and have their own traditions, laws and customs.

Per the good Captain's request, here's a quick run-down of the major Salish-Shidhe Council tribes.

## SALISH

**Predominant Race:** Human

**Territory:** Most of the region west and south of Puget Sound

**Chief:** Harold Gray Bear

**Chief Shaman:** Leaping Salmon

**Principle Commercial Activities:** Power generation, fishing, tourism

The Salish, the most prosperous and technologically sophisticated of the SSC tribes, founded and control Gaeatronics Corporation. Corporate CEO David Gray Bear is the brother of the tribal chief, and as the Gaeatronics goes, so go the Salish. The corp runs the Olympia fusion plant that supplies the majority of Seattle's power, along with solar- and wind-power generators throughout their territory and geothermal taps along the Cascade volcanoes. Gaeatronics generates sufficient power to sell surplus to Tir Tairngire and California as well.



The economic, political and technological savvy of the Salish allows them to dominate the Council, a state of affairs that chafes other tribes like the Makah and the Cascade Crow, not to mention less prosperous tribes like the Cascade Ork. Generally speaking, however, the Salish are respected by their neighbors.

- It's just that their neighbors aren't stupid enough to hack off the tribe that controls something like 90 percent of the nation's energy production. Gaeatronics gives the Salish real muscle when it comes to dealing with the other tribes and Seattle, and in any negotiations between the metroplex and the Council there's always the implicit threat of Gaeatronics pulling its support from Seattle's infrastructure. Talk about a crippling blow.

- Reddywatt

- Everybody has something to maintain the balance of power. The Salish tribe controls Gaeatronics; the Makah control the major military bases; the Crow control Vancouver and the Sinsearach maintain tight trade agreements with Tir Tairngire. About the only tribe near Seattle that loses out in this balancing act is the Cascade Ork (as usual).

- Cascade Trog

- The Cascade Orks do pretty well for themselves, chummer. They have their own industries, most of which ignore the ecological niceties observed by the other tribes, to say nothing of their connections with Seattle smuggling operations. The Cascade Ork tribe is involved in all sorts of questionable moneymaking ventures, and the Council can't do nothin' to stop them.

- Vic

## SINSEARACH

**Predominant Race:** Elf

**Territory:** Southwest of Seattle, including Mount Rainier

**Chief:** Gillian Morningsong, a Coyote shaman

**Chief Mage:** Ryan Highbrow

**Principle Commercial Activities:** Wood and other forest-derived products, crafts, tourism, animal husbandry

The Sinsearach tribe is made up mostly of elves who applied to join the NAN after the Sovereign Tribal Council welcomed metahumans in their lands. Many of the tribe's original members were "pinkskins," elves from non-tribal backgrounds who chose the tribal life. They settled in the region near Mount Rainier, southwest of Seattle.

Over time, a schism developed between elves who wanted to remain part of the NAN and those who came to believe that the Council was repressing metahumans. Eventually the tribe split into the Sinsearach and the Cénesté, or "forsaken," elves. The Cénesté severed all ties with the Salish-Shidhe Council and invited other elven immigrants to join them. In 2035, they founded the elven nation of Tir Tairngire.

The Sinsearach are strongly eco-conscious and advocate a land-centered style of life using as little intrusive

technology as possible. They get by on organic agriculture, forestry, native crafts and tourism along the Cascade Mountains they control.

- I don't know exactly what these guys do, but they're on really good terms with the local nature spirits; I'd say on unusually good terms. In fact, I've never seen such flawless communication between metahumans and spirits, and such harmonious relations. I'd guess the old maxim of "you catch more flies with honey than vinegar" applies here . . .

- Talon

- Despite appearances, the Sinsearach tribe still has strong ties to their "cousins" in Tir Tairngire. The two conduct a fair amount of trade, and Tir Paladins show up regularly in Sinsearach territory. The Sinsearach land bordering Puyallup serves as a conduit for the Tir's covert movement of people and goods in and out of Seattle, and the Ancients gang and others use that route from time to time. I know because I helped the Ancients run some magical data copped from Mitsuhama down that way once. The Johnson was from Tir Tairngire, not Salish-Shidhe. I'm sure of it.

- Chrome King

- That's not what I've heard, King. My friends in tribal territory say there's bad blood between the Sinsearach and the Tir. The initial split between them never really healed, and the Sinsearach consider the Tir elves traitors to the dream of the NAN. Sure, some factions within the Sinsearach might be sympathetic to the Tir, but the tribe's official stance toward the so-called Land of Promise is pretty cold.

- Tim Bomb

## MAKAH

**Predominant Race:** Human

**Territory:** Northwest Olympic Peninsula

**Chief:** George Lodgepole

**Chief Shaman:** Black Otter

**Principle Commercial Activities:** Forestry

The Makah are the SSC's military backbone. They control the northern tip of the Olympic Peninsula, including some rich forest land and the former U.S. naval bases still used by the SSC. They make most of their money from the lumber industry, with state-of-the-art equipment and methods that waste as little of the harvested trees as possible. The tribe ships lumber, paper and wood by-products to Seattle and Vancouver; from there, they get shipped all over the Pacific Rim.

The Makah also own a Trident submarine base and control several other former U.S. Navy facilities, which makes this tribe vital to the defense of Council territory and the Olympic Peninsula. They're just as vital to the defense of Seattle, helping to keep it from becoming the next San Francisco—not because of a treaty on paper, but just because of the way the land lies. Any hostile ships that want to reach Puget Sound have to pass the Olympic

# THE PACIFIC NORTHWEST

Peninsula and the tribal naval forces there first. They also have to get past the guardian sea spirits and other critters that Makah and Salish shamans conjured up to watch the shore and the Sound. So far, no national or corporate power has been willing to test the Council's defenses to get at the metroplex.

- And may things stay that way for all time to come.
- San Juan Sailor

## CASCADE CROW

**Predominant Race:** Human

**Territory:** Most of the land east of Seattle as far as the Cascade Mountains

**Chief:** Frederick Eye-Like-Eagle

**Chief Shaman:** Red Buffalo Woman

**Principle Commercial Activities:** Livestock (horses and cattle), agriculture

The Cascade Crow tribe favors a return to traditional Native American ways more strongly than tribes like the Salish do ... to put it the nice way. To put it the not-so-nice way, they're anti-Anglo bigots. They advocate, and I quote, "removing all foreign presence from the lands of the Northwest," including Seattle. They think the metroplex belongs to their tribe, which has the longest border with Seattle. Lucky for us sprawl-dwellers, the Crow's proposals to take over the nest of foreign snakes in their midst have so far been defeated in the Council; the NAN have no desire to violate the Treaty of Denver by fighting for Seattle when they have more pressing internal matters to attend to.

In addition to the local agriculture and livestock industries, the Cascade Crow control Vancouver, the largest port city in Council lands. The tribe's dislike of modern civilization and technology doesn't seem to extend to Vancouver's thriving shipping industry, though the Crow do work to keep down expansion of the city limits.

- The real reason the Cascade Crow have a bar up their collective hoops about Seattle is because the metroplex is Vancouver's main competition. If the tribe controlled both cities, they'd have a tight lock on the region's entire shipping industry. The Salish and the Makah know it, and right now it's in their best interests to have a free Seattle that can compete with Vancouver and provide another market for their products. The other tribes have so far stymied every Cascade Crow attempt to sabotage Seattle shipping (which has been more than a few).

- Findler-Man

- Lies! We want only what is rightfully ours. The spirits of our ancestors will not have peace until all foreigners are dri-

ven from the sacred land forever.

- Crow Warrior

- Yes, yes. Now lie down and take your tranqu.

- Tin Lizzie

## CASCADE ORK

**Predominant Race:** Ork

**Territory:** Small holding in the Cascades just north of the eastern route out of Seattle

**Chief:** Pawl Shaggy Mountain (troll)

**Chief Shaman:** Skink (ork)

**Principle Commercial Activities:** Raising sheep, mining, smuggling and raids against traffic using the East road

The Cascade Ork tribe is made up mostly of orks, trolls and a few Cascade Crow dwarfs and humans. The tribe broke away not long after the formation of the NAN and staked out their own territory in the mountains, where they raise livestock and run mining operations to support themselves. The Cascade Ork aren't as sentimental about the sacred land as other tribes, and their mining operations aren't quite up to SSC environmental standards. The tribe also makes a little money on tourism in the mountains and selling "native" crafts turned out on computer lathes.

The real action for the Cascade Ork, though, comes from aiding smugglers passing through the Cascades on their way to and from Seattle. The tribe's territory is well known as a waystation for t-bird smugglers carrying cargo back and forth from Seattle to Denver and points south and east. Though the Cascade Ork tribe's involvement in smuggling is fairly common knowledge, the other tribes have so

far turned a blind eye toward it because the smuggled materials generally find

their way into Seattle, outside NAN territory. That may change in the near future, however. In the past few years, shipments of Cal hots and BTLs have turned up in NAN-controlled areas, and the Sovereign Tribal Council is growing increasingly concerned about smuggling runs from Denver, CalFree and especially Pueblo up the Rockies to Seattle. The Salish-Shidhe are feeling pressure to stop the operations, and that means pressure on the Cascade Orks. Odds are they won't shut down their smuggling biz because they find it way too profitable—which means things could get interesting for t-bird jockeys and other movers of illicit goods if too much more stuff gets clumped on NAN ground.

- One thing's for sure. The Cascade Orks and the smugglers will have to avoid a lot more NAN border patrols going in and out of Council territory.

- Don Coyote



# THE PACIFIC NORTHWEST

- Contacts with local smugglers and the Cascade Orks can come in handy for arranging discreet transportation into or out of the metroplex. Many smugglers will carry passengers for the right price, and the Cascade Orks almost always know the right people for a job.

- D-Con

## VANCOUVER

Located on the Pacific Coast at the mouth of the Fraser River, Vancouver is the Salish-Shidhe Council's "Gateway to the East," and the Council's most important seaport. Tons of cargo are handled along the Burrard Inlet, particularly goods from California, Japan and Hong Kong. The Council ships lumber, fish, oil, foodstuffs and other goods out of Vancouver to cities along the Pacific Rim. Vancouver isn't exactly your average metroplex; it's kept a lot of the area's natural beauty, including a thousand-acre park within the city limits. The Cascade Crow tribe works to keep Vancouver clean, safe and beautiful, a shining example of modern Native American civilization.

Vancouver's pleasant facade conceals some fairly dark shadows, however. The city's importance as a trading port has attracted a significant corporate presence, though nothing compared to the number of corporations in Seattle. Along with them have come organized-crime interests looking to influence the lucrative shipping industry and build profitable smuggling routes through the city. If anyone out there is considering Vancouver for biz, it's pretty decent—as long as you know who's who and watch whose toes you step on.

- The Triads are particularly aggressive in Vancouver, mainly because they've got their fingers in most of the shipments arriving from Hong Kong. They're the primary source of "Kong chips"—HK-made BTLs—in the city, the newest illegal substance to tie the local authorities in knots. If the Triads can get a lock on Vancouver, they'll have a strong base in the Pacific Northwest from which to significantly increase their influence in Seattle. The Yakuza and the Mafia know the risks of allowing the Triads to proliferate to the north, but they're too busy with business in Seattle to lend much support to their operations in Vancouver.

- Crime Watch

- Vancouver is the "gateway to the East" in more ways than one. The city is also the last stop on the profitable smuggling route from Seattle up the Alaskan Highway all the way to Siberia. Russia and Vladivostok via Tsimshian and the Athabaskan Council. T-birds make the run fairly regularly, usually collaborating with the Vory v Zakone and the Russian Mafia. Illegal goods from Vladivostok, Tsimshian and the Athabaskan Council also flow into Vancouver by boat before making their way to Seattle.

- Ridge Runner

## THE CASCADES

The Cascade mountain range runs through most of SSC territory, cutting a curving line past Seattle down

through Sinsearach territory and into Tir Tairngire. In addition to their natural beauty, the mountains are a source of income for the NAN, attracting tourists interested in hiking, camping and sightseeing. For those of us in the shadow-biz, the Cascades provide one of the prime smuggling routes in and out of the Seattle metroplex, where panzers laden with illicit goods can make the run up from California and Denver to Seattle and points north. The main hub between the mountains and the East Road out of Seattle is Cascade Ork territory, just north of the old I-90.

Both the Salish-Shidhe and the elves of Tir Tairngire consider the Cascades an important spiritual and magical area, especially the still-active volcanoes brought roaring back to life by the Ghost Dance. Many shamans have lodges and ritual grounds in the mountains, and the Cascades are home to numerous different species of Awakened plant and animal life.

- Can we say "talismlegging"?

- Lafitte

- Mounts Rainier and St. Helens have some weird critters living on them, chummers—things that thrive on volcanic heat and ash, with freaky magical powers. You can find firehawks playing in the cauldrons and over the peaks, along with embracers lurking in the lava vents, salamanders and the occasional free fire elemental hanging around. And that list doesn't even touch the mutant and toxic creatures that make the area even more dangerous.

- Miss Tick

- Some of the shamans living on or near the volcanoes can summon some kind of fire spirits in those domains. I got the chance to assense one on a trip up the slopes of Rainier, and I can tell you they're not like any fire elemental I've ever seen (and I've summoned my fair share). They seem more ... aware, is the only way I can describe it. Most of the shamans who can summon them are real eco-nuts out to protect the sacred peaks from despoilers. To me, that implies these beings are something unique to the area and the summoners, the result of a specific combination of circumstance and personality. And that means unknown, probably dangerous powers.

- Blackstone

## TSIMSHIAN

Tsimshian seceded from the Native American Nations in 2037, and it's gone its own way ever since. The nation's leaders claimed they left to protest the secession of Tir Tairngire the year before, but everyone knows Tsimshian planned to break away long before then. They just took the Tir secession as a sign that the time was right.

The nation is ruled by a staunchly conservative government, so pro-Native American and anti-Anglo that they make the Cascade Crow look like shining examples of interracial tolerance. The top dog is Great Chief Deborah Jim, a little speck of a woman with a powerful

# THE PACIFIC NORTHWEST

presence completely at odds with her size, and considerable skill as a mage. She's personally run things in Tsimshian for more than twenty years, ever since the nation declared independence. Though Tsimshian is nominally a democracy, Chief Jim's party has remained in power ever since the secession because it controls the electronic voting system. Votes always end up going the party's way, maintaining a de facto military dictatorship.

- Their chief's not a shaman?
- Jaxon
- Not every Native American magician is a shaman, Jaxon. Ethnic and cultural heritage doesn't dictate magical tradition. In Deborah Jim's case, I'd say she lacks the empathy with the land and its spirits that you need to be a shaman. Just look at how Tsimshian treats the environment, and you'll understand what I mean.
- Holly

Tsimshian has an entirely Native American population, and its immigration laws prohibit non-Natives from becoming citizens—a policy that partly led to Tsimshian's split from the NAN. The nation is made up mostly of the Tsimshian and Tlingit tribes. A small minority—20 percent at most—belongs to the Haida and Kwakwaka'wakw tribes, and generally get treated as second-class citizens or worse.

- Try treated like dirt—the other tribes hassle us the same as anyone who's not a native. This systematic oppression forced us to band together to protect ourselves and try to put an end to the government that is slowly crushing us. Down with Tsimshian!
- Haida Warrior
- Tsimshian has serious terrorist problems with groups like the Haida National Front and the Long House Brotherhood. The local authorities are mondo paranoid about anyone who might be aiding or supplying the terrorist factions. They regularly seize illegal shipments of weapons and similar gear on the assumption that the goods are intended for the bad guys. This hyper-vigilance makes smuggling through Tsimshian tricky, but also jacks up the prices on the goods that do get through. You can make a lot of cred running stuff to Tsimshian, if you know what you're doing.
- People Watcher

As might be expected, Tsimshian's laws are fairly harsh, and most crimes are punished with slavery (or "enforced servitude," as the Tsimshian like to call it). Convicts are fitted with cranial bombs keyed to a special transmitter frequency. If the convict wanders outside of his designated work and living area, BOOM! It's an effective means of prisoner control, to say the least. Tsimshian police are a paramilitary force, with mil-spec armor and weapons.

Industry in Tsimshian is mostly logging and mining the land's rich natural resources. Unlike most of the NAN

nations, Tsimshian doesn't care much about environmental safeguards; they regularly engage in clear-cutting of forests and strip-mining to improve profitability and shore up their sagging economy. As with the Cascade Orks in Salish territory, the other big, unofficial element of the Tsimshian economy is smuggling. Tsimshian lies right along the best smuggling route from Seattle up along the old Alaskan Panhandle and across the Bering Strait to Russia and Siberia. Regular t-bird runs along the route carry goods back and forth from Seattle and points south to the profitable black market in Vladivostok, where they spread throughout Asia. Goods and nuyen flow back along the same route. The government (or certain officials therein) make a tidy profit on various bribes that grease the smuggling route along the way.

- I'm gonna get me a piece of that action ... !
- Ridge Runner

## TIR TAIRNGIRE

by Spes

Meaning "the Land of Promise" in Speredhel, Tir Tairngire takes up most of the former state of Oregon, along with portions of Washington and California. When the Célesté elves seceded from the Native American Nations to found their new land, they created a rift in the Sovereign Tribal Council. Some tribes favored a separate state for metahumans; others opposed the loss of so much territory to an unknown quantity. The elven rulers of the new state swiftly made debate irrelevant by securing their borders. By 2037, Tir Tairngire was officially recognized as a sovereign country and admitted to the United Nations.

Much of Tir Tairngire's original population was native to the Pacific Northwest. When the Tir offered a safe haven and a home to metahumans of any nations, more metahumans—mostly elves and dwarfs—eagerly migrated from across North America to the new "promised land." This tremendous influx of metahumans, especially elves, strengthened the concept of Tir Tairngire as a land of magic.

- As if all of us "pixies" had mojo dripping from our fingertips ... some of us are mundanes, you know, and proud of it!
- Boom-boom
- You know that. I know that. But an awful lot of people assume that metahuman, especially elf, means "magician." Sometimes that's an advantage.
- Lady Jane

Tir Tairngire is ruled by High Prince Lugh Surehand, an absolute monarch. He is advised by the Council of Princes, whose members rule smaller domains within the realm. Most of the Council's fifteen seats are occupied by elves, though some belong to other metahumans. The great dragon Lofwyr holds a seat, at Lugh Surehand's insistence, even though he rules no territory within Tir Tairngire.

# THE PACIFIC NORTHWEST

- Makes you wonder where the bodies are buried, don't it? And why this guy Spes isn't telling?
- Cynic

Tir Tairngire has done its best to close itself off from the influence of the outside world. Immigration regulations are stringent and strictly enforced; rarely-granted visas usually go only to metahumans, favoring elves. The borders are heavily patrolled and guarded by high technology, powerful magic and, if you believe the rumors, all manner of paranormal creatures. Fairly few succeed in crossing the border illegally. Those who fail usually are dumped just across the border, with little or no memory of what happened to them, thanks to a memory-erasing drug known as laés.

The elven nation has, however, found strong ties with the Seattle metroplex to be in its best interests. In 2050, Seattle's Governor Schultz signed an exclusive trade agreement with the Council of Princes that made Seattle the central port through which goods from Tir Tairngire could flow into the UCAS, the Native American Nations and elsewhere in the world. Ships from the Tir dock regularly in Everett, Tacoma and downtown Seattle to offload cargo. In 2054, the Council of Princes signed an agreement making Seattle the elven nation's primary source for importing as well as exporting goods. Tir ships and cargo haulers make purchases in Seattle that are transported down the coast to Tir ports, thereby all but eliminating the need for non-Tir commercial traffic into or out of the nation. Since the assassination of President Dunkelzahn in 2057, the Tir's borders have become even tighter.

- The whole thing is a sweet deal for Seattle, but even better for Tir Tairngire. First, the Tir eliminates virtually all foreign-owned traffic into or out of its borders: commercial goods bound for Tir Tairngire are shipped to Seattle, where they're picked up by national freight haulers from the Tir and taken back home. Only Tir ships and cargo haulers leave, and only Tir vessels return. Makes it real tough to get into the Tir via legit channels unless you stow aboard a Tir ship or truck, and all of them get searched by the border patrols.

The trade deal also pours millions of nuyen into Seattle and gives Tir Tairngire considerable leverage in dealing with the metroplex government. The threat of Tir Tairngire withdrawing its economic support is often enough to get the Council of Princes whatever they want, especially since their requests always seem so reasonable compared to those of the NAN and the United Corporate Council.

- The Chromed Accountant

"It's all about Dollars and Sense."

- Sounds to me like Seattle could be for the Tir what San Francisco is for the Japanese.
- Berzerkley

- Not at all. The Council of Princes has very good reasons for maintaining an independent Seattle. Remember, the Tir wants to keep everyone away. If they take over Seattle, they have to worry about administering it and maintaining what would quickly become a messy occupation, to say nothing of the conflict it would cause with the UCAS and the NAN. Seattle serves Tir Tairngire much better as a neutral buffer zone between them and the outside world, as well as a convenient place to exile their undesirables.

- Findler-Man

- Just keep telling yourself that, chummers.
- Bay Jewel

## PORTLAND

Portland occupies a unique position in Tir Tairngire, lying along the border with the Native American Nations and separated from the rest of the country by the Portland Wall. The city is the only place in the elven nation that outsiders can visit without suffering the scrutiny of the Tir Immigration Department. Portland provides a connection between the secretive Land of Promise and the world outside its borders.

That connection also poses risks, at least in the minds of the Tir's rulers. To keep its "outside influences" within bounds, Portland lives under modified martial law, overseen by the Council of Princes and a military tribunal. Local police are crack troops and armed to the teeth with military weaponry. The Portland Wall, ten meters high, is protected by the best security measures available. Just outside the Wall, through the Sunset Gate, is Royal Hill, where the Princes of Tir Tairngire live and meet. As one might expect, Royal Hill is a heavily patrolled and protected district.

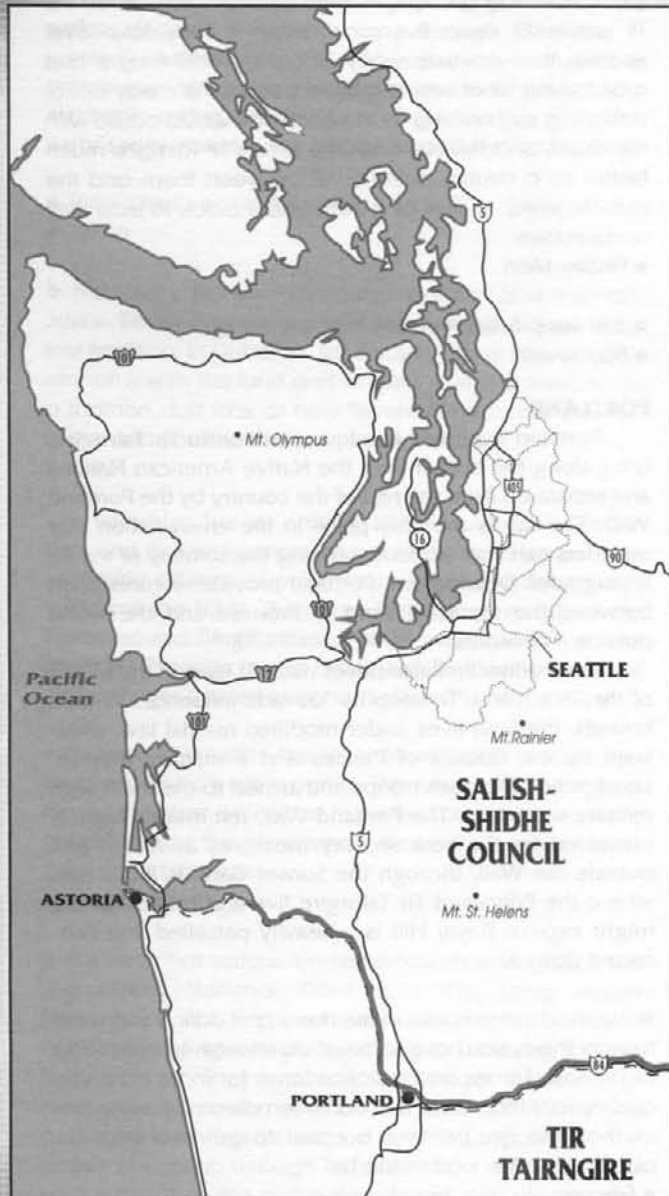
- The shadows in Portland are deep and dark. If you want to work them, you have to be good enough to evade the Tir Defense Forces and a police force far more paranoid and vigilant than Lone Star can even dream of being. For all that, though, Portland is easier to get into than just about any other part of the Tir.

- Eriksen

- You can work plenty of Tir action without ever leaving Seattle, chummer. The Tir has all sorts of interests in the metroplex, legitimate and otherwise, and plenty of ways to smuggle people and goods in and out. The Ancients are one of their most regular pipelines, as well as a dumping ground for Tir exiles. And, of course, the Matrix goes everywhere.

- Andy Android

# WELCOME TO SEATTLE



**Population Density:** 500+ per square kilometer  
**Per Capita Income:** 26,000¥  
**Population Below Poverty Level:** 32%  
**Corporate-Affiliated Population:** 52%  
**Hospitals:** 51  
**Means of Commuting to Work:**  
Internal Combustion Vehicle: 2%  
Grid-Guide Electric Vehicles, Individual: 41%  
Grid-Guide Electric Vehicles, Group: 20%  
Monorail Ring Riders: 25%  
On-site Workers: 10%  
Other: 2%  
**Felonious Crime Rate:** 18 per 1,000 per annum

find the public databases so amusing ... and I don't mean entertaining. Most of this stuff I paraphrased from the original, first to make it ever-so-much shorter, and second to make it palatable. No point in even presenting this stuff if it's too dead-boring to read—you slags will just skip over it and end up making some stupid, fatal mistake, and then where will my audience be?

• Captain Chaos

Transmitted: 12 August 2060 at 12:34:55 (EST)

## FAST FACTS

Who you'll see, how to travel, what to do, where to get patched up and other vital info—all in one easy package.

## SEATTLE AT A GLANCE

**Population:** 3,000,000+

Human: 66%  
Elf: 13%  
Dwarf: 2%  
Ork: 16%  
Troll: 2%  
Other: 1%

• "Other" includes ghouls, vampires and other metahumans infected with various strains of HMHV, sapient critters like sasquatch, nagas and munchkins, and more exotic things like free spirits and the occasional dragon. The government estimates some 30,000 "others" in the metroplex, mostly ghouls and exotic metatypes. The population figures don't even account for critters that aren't considered sentient. The plex's population of devil rats probably outnumbers us all.

• People Watcher

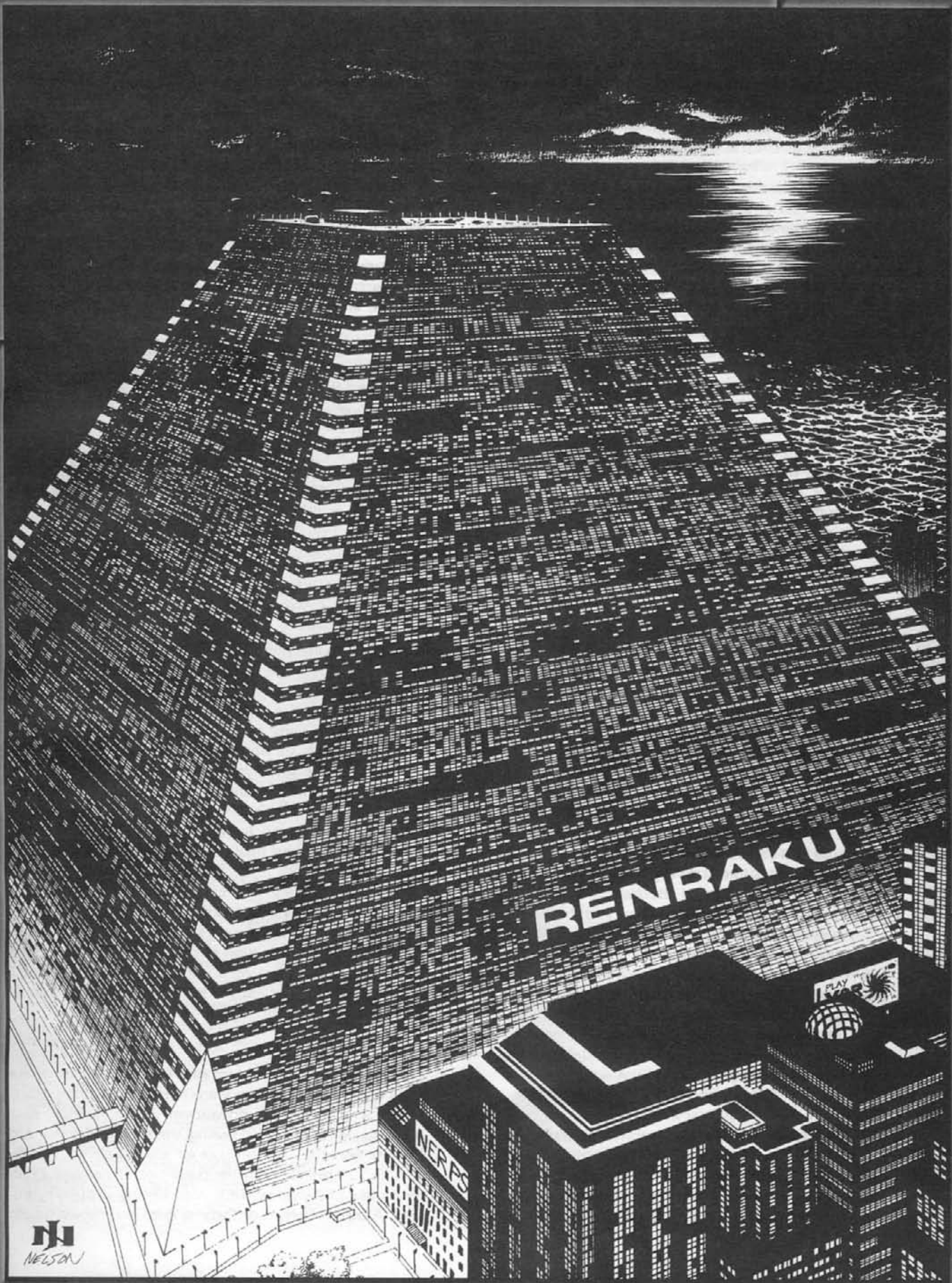
## THE WEATHER

by Woppler the Weatherman

Okay—the first thing you need to know is, despite popular opinion, it doesn't rain in Seattle all the time. Annual precipitation is around 90.76 cm, only a little over the average for most of the northeastern UCAS. It rains most in the winter months, least in the summer when the rainstorms are shorter. Average temps aren't too bad—Seattle's average annual temperature is around 21 degrees centigrade, getting as hot as 31° C in the summer and as chilly as 4.5° C in the winter. Winter temperatures rarely drop below freezing.

The air around the metroplex remains relatively clean and clear by the standards of any major UCAS city, for which we can thank the weather patterns of the nearby Olympic Peninsula. Seattle suffers as many as thirty stage-one smog alerts annually, and breathing filters are as common as on the streets of cities like Los Angeles.

In general, Seattle weather is mild, with occasional heavy thunderstorms in the spring and summer and wind



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# WELCOME TO SEATTLE

storms in the autumn. Snowfall is fairly rare. However, Seattle does experience freakish weather conditions from time to time because of the Cascade volcanoes. Minor volcanic eruptions can shoot enough ash into the air to cause long-lasting rain, not to mention some spectacular sunsets.

- Magic causes most of the weird weather in Seattle. As far as I'm concerned, the fallout from the Great Ghost Dance permanently altered the weather patterns in the Pacific Northwest. We get a lot of freak storms and unpredictable weather patterns out in tribal territory, particularly along the Cascade range. Of course, all these effects could also be caused by powerful free storm spirits. They can affect weather for a pretty fair distance, and you can assume that a few live hereabouts.

- Thunder Dancer

## GETTING IN

Seattle is a frontier sprawl in the middle of foreign territory. Despite Seattle's geographic isolation from the rest of the UCAS, it's not too difficult to get into the metroplex. As always, shadowfolk will want to keep a few considerations in mind when traveling to Seattle ... like how to get your illegal cybermods or really big guns past the metroplex guard and various authorities, or whether it wouldn't just be easier to rely on the subtle approach.

## Air

Sea-Tac International Airport is the main air-traffic hub in the sprawl, handling flights from all over the world. The metroplex also has numerous smaller airports. Security, even on domestic flights, is pretty tight, so forget bringing anything illegal with you unless you're looking for a long and unpleasant conversation with the airport authorities.

## Land

The Salish-Shidhe Council has authorized three major ground routes into and out of Seattle, known as the North, South and East Roads. The North and South Roads follow the track of old US Interstate Highway 5. The East Road is the old I-90 and leads to the Yakima Trading Center Complex at Ellensburg, where it joins with I-82/84.

A sealed-tube maglev train runs from San Francisco to Seattle through Tir Tairngire and the Salish-Shidhe Council. This is the only passenger rail service into the metroplex. The trip takes about two hours and is frequently used by employees of the Japanese corps with interests in both cities. The maglev-tube is opaque and large portions of it are underground, so forget seeing any sights during the trip (or getting off the train along the way).

## Sea

All sorts of passenger and commercial traffic docks in Seattle's harbor every day. Newcomers arriving by sea are expected to report to the Port of Entry Complex to have their transit information checked and updated, but that's fairly easy to avoid. Plenty of people slip into the metro-

plex unnoticed through the waterfront, and smugglers and black-market operations will frequently smuggle in passengers for the right price.

## GETTING AROUND

Once you're in Seattle, you need to know how to get around.

## Air

Most of the corporate and major government facilities in the metroplex have heliports for helicopters, tilt-rotor aircraft and lighter-than-air vehicles. The 'plex also has five air-taxi services: Emerald City Air, Renraku Air, Sea-Tac Express, Quetzal Shuttle Services (owned by Aztechnology) and Federated-Boeing Air Carriers. The taxi services fly to all the city's major buildings, Sea-Tac airport and the major corporate centers. An air-taxi ticket is expensive, though—around 100 nuyen for a short hop to the airport or 150 nuyen for a cross-town flight. Air taxis file flight plans with the Sea-Tac control tower and are monitored by local and corporate radar. Suspicious deviations from the filed flight plan warrant first a warning, then a visit from a Lone Star patrol chopper.

## Car

Seattle has a large and fairly well-maintained road system. The main city streets and highways are all gridded for electric cars that make up the bulk of the traffic. The Grid-Guide™ system provides safe traffic management, but many people say it slows traffic too much. Generally, you can get across the metroplex (from Everett to southern Puyallup) in about three hours if traffic is light. During rush hour (which actually lasts closer to two or three hours, morning and evening), traffic is stop-and-go.

Electric cars are not recommended in some areas of the Barrens; the grid-system is often damaged or non-existent. Road maintenance in the Barrens is a standing joke—all those potholes and worse make navigating tricky. Most Barrens inhabitants with vehicles prefer motorcycles for their smaller size and ability to maneuver around obstacles.

Sooner or later, travelers late at night on the major highways or in any section of the Barrens will encounter one of the numerous go-gangs that terrorize people passing through "their" section of road. Sometimes the right bribe can persuade a gang not to bother you; if not, you'll need more forceful means of persuasion (or a fast vehicle and good driving skills).

## Ferry

The Seattle Ferry system runs twenty boats of various sizes along the metroplex waterfront and to the islands in Puget Sound. Pier 66 downtown is the system's hub. Boats leave on the hour during the day for Tacoma and Everett. Some ferries are large enough to carry up to fifty cars (at 12¥ per car). Smaller passenger ferries cost 2¥, or 5¥ for one of the newer Federated Boeing express hydrofoils. A trip to Everett or Tacoma from downtown usually

takes about forty minutes by ferry, as little as fifteen minutes by hydrofoil.

## Public Transit

The Metro Transit Company runs Seattle's public transit system. Seattle has no subway, but bus routes run throughout the metroplex, and bus schedules are available from public dataterminals connected to Sea-Net™. You can ride the bus for free in the downtown district. Trips outside downtown cost 1 nuyen.

In addition to its bus fleet, Seattle has a unique monorail system that's been updated and expanded several

times in its hundred-year history. The monorail makes a large loop around the downtown district on elevated tracks, with stops at Seattle Center, King Street Station, and many other places along the way. Riding the monorail costs 1 nuyen. (The monorail used to stop at the Renraku arcology. It doesn't anymore ... but that's another story.)

## MAJOR BUSINESSES AND CHAINS

Here's a quick-and-dirty list of some of the major business and chains you'll find in various areas throughout the Seattle metroplex. They're broken down roughly by price; luxury places will charge you money just to

breathe their air, first-class is pricey but not completely unreasonable, "family style" is geared toward the disposable income of the average wage slave, and no-frills are exactly what they sound like.

## MEDICAL FACILITIES

If you work the shadows, sooner or later you'll need the services of a good doctor. Maybe you caught some flying lead, or maybe you just want to put a new piece of 'ware under your skin. Fortunately, more than fifty different hospitals and clinics are scattered throughout Seattle. Unfortunately, most of them require a valid SIN and proof of insurance before they'll treat you. However, most major hospitals have doctors willing to ignore or bend the regulations for the right price. These docs run shadow-clinics on the side to treat patients with "special needs" (and full credsticks).

Downtown Seattle has twelve hospitals and clinics. The major ones include Harborview, Seattle Health Maintenance Organization, Seattle General, DocWagon™, MCT Public Health and University Hospital. There are also a fair number of legal body shops like Executive Body Enhancements, Nightengale's Body Parts, and Body+Tech boutiques, along with illegal ones like Fast Freddie's Surgery down on the docks.

If you don't have a valid SIN or you're being sought by the local authorities, avoid the legal hospitals and clinics unless you have contacts who can ensure your stay remains private.

## MAJOR BUSINESSES AND CHAINS

### Department Stores

**Luxury:** Lordstrungs, Lacy's

**First-Class:** Fallon and Nelson, The Beaux

**Family Style:** Wordsworth, Lears and Mervins, Meyer's Superstores

**No Frills:** Kong-Wal Mart, Saver's Central, WeaponsWorld (guns, but only with a SIN)

### Groceries and Convenience Stores

**Luxury:** Society Grocers

**First-Class:** Meyer's Groceries, Natural Vat Foods

**Family Style:** Allenson's Groceries, Carry & Save, Quickway

**No Frills:** Stuffer Shack, Loco Foods, MiniMart, Buy-Low Foods

### Restaurants

**Luxury:** Azteca International, The Edge, Takuri's, Trattoria Pagliacci

**First-Class:** Green Village, The Gravity Bar, La Galleria, Kau Kau's, Purple Haze

**Family Style:** Gracie's for Ribs, Bosco's, McKraken's Seafood, Bangkok Hut, Maximillion's

**No Frills:** Cap'n Beef, McHugh's, Nacho Mama, Nukit Burgers, Street Pizza, You Should Not Eat So Much!

### Hotels

**Luxury:** TripleTree, Lucas, Hilton, Sheraton

**First-Class:** Westin, Gold Lion Inn

**Family Style:** Renton Inn, Wylie's Gala

**No Frills:** Rent & Rest, Comfy Cubicle, Aston's Moneymakers

### Computers and Electronics

**Luxury:** Nybbles & Bytes, Gates' Computer Showcase

**First-Class:** Hardware Etc., Blood Monies Software

**Family Style:** Software Sellers, Microdeck, DeGear's Electronics

**No Frills:** Computer Exchange, Hacker's Delight, Kennedy's Used Electronics

### Body Shops

**Luxury:** Executive Body Enhancements

**First-Class:** Body+Tech

**Family Style:** NuYou, Body Pagoda

**No Frills:** Cyborgs 'R' Us

# WELCOME TO SEATTLE

• Nightengale's Body Parts is a private hospital that used to belong to Fuchi. Novatech runs the place now; it's got a cutting-edge enhancement clinic used by the corp's own people and anyone Richard Villiers happens to favor. They can do some wizzer mods, though I suspect the quality of resources isn't what it used to be. Last I heard, Nightengale's was the place to go if you had the cred and the connections.

• Doc U-Dub

• Some of the docs at Seattle General make a little extra cred slipping body parts out the back door, to what are rumored to be Yakuza dealers. The parts find their way mostly to Fast Freddie's, usually via the First Nations gang. Lone Star has broken up this twisted black market at least twice, but as long as demand exists, someone will find a way to renew the supply.

• Nuyen Nick

The Bellevue district has eleven hospitals and private clinics, including Overlake Medical Research Center and Cougar Mountain Hospital, along with a fair number of exclusive clinics. Both Overlake and Cougar Mountain are rumored to have illegal organlegging operations, selling off body parts to black marketers like Tamanous and the Mafia.

Six major hospitals and clinics operate in Tacoma, including Doctors' Hospital of Tacoma, Humana Hospital, Margaret Bridge Child Health Hospital and Tacoma Charity General. MBCH Hospital is well known for its research into the effects of childhood diseases on metahuman children, along with the mural in the hospital's main lobby commemorating the victims of the Night of Rage.

• Humana Hospital is owned by Shiawase and includes a private clinic for corporate employees where they do some pretty cutting-edge cyber-modifications. Shiawase sometimes makes the facility available for people employed by the corporation, and they handle the needs of "specialized" customers (read: shadowrunners) quite well.

• Doc-U-Dub

Everett has fifteen hospitals and private clinics, including Billings Medical Services, Everett General, Travis Memorial and the Everett Naval Hospital, which has been open to the public since 2040. The district also has a DocWagon™ clinic that serves the HMO's customers.

• Travis Memorial uses an innovative treatment plan that combines medical science and healing magic. Their

staff includes magical healers who consult with physicians on those cases likely to benefit from alternative medicine. So far, they've reported considerable success with the program.

• Doc-U-Dub

• Travis is having second thoughts about this approach in light of the additional regulations and paperwork the CAMA (Canadian-American Medical Association) and Lone Star now require for magical healers. The amount of red tape required to allow a magician to even diagnose a patient is making all hospitals even more paranoid about malpractice suits, and Travis may have to scale back its program to survive.

• Doc Falt



Renton has thirteen hospitals and clinics, including Auburn General, City Health South and Maple Valley General. Most of the clinics in the district are corporate-owned, including a DocWagon™ clinic and biotech facilities owned by Cross Bio-Medical.

In addition to the legal clinics and facilities, Renton has its share of illegal chop shops and street docs. Several of the legitimate hospitals in the district supply organs and biomaterials to the black market, which is largely run by the Yakuza, with occasional interference from the Mafia and the Seoulpa Rings.

Auburn has seven hospitals and clinics, most of them run down and overworked. They include Algona Community Hospital, Community General and Lake Wilderness Hospital. Community General sees numerous emergency cases from the Puyallup Barrens, and their trauma teams are some of the best in the metroplex. Lake Wilderness is more like a private resort than a hospital. Located in a secluded woodland near the lake, the hospital is popular with people who can afford it.

Snohomish has eight hospitals and clinics, including Mountlake Veterans Memorial, Snohomish Medical Center and the Turner Clinic. Many of the locals rely on holistic and magical healers to treat minor injuries and ailments.

• Little wonder. Most hospitals in Snohomish are amazingly corrupt. They're a major source of illegal body parts, and many of them have quality control standards so low I wouldn't bring my dog to be treated there.

• Doc Falt

Redmond has six still-functioning hospitals and clinics, all understaffed, overworked and under-budgeted. The largest is Redmond General, built and supported by the United Corporate Council as part of a big PR campaign to show how concerned they are about the plight of Redmond's "poor unfortunates" (how's that for corporate

doublespeak?). Most of the hospitals support themselves with illegal operations on the side, including the sale of body parts.

- There are so many squatters and "non-persons" in Redmond that there's never any lack of fresh meat for the organ-selling machine. Word has it that the efforts of the Tamanous gang in Redmond are challenging the Yakuza's dominance of the organ-selling market. It's no wonder—the yaks never really took the organ market seriously, considering it just another sideline to their black-market biz in Redmond. Tamanous, on the other hand, is aggressive in marketing its "product" as higher-quality and more readily available than anything you can get from the yaks. I suspect that as soon as the Yakuza head man Shotozumi has his own house in order, the Redmond yaks will find a way to deal with Tamanous.

- Doc-U-Dub

- Dr. Edison Olszewski, the administrator of Hollywood Hospital, was a combat surgeon with MCT before the corp bounced him for giving aid and comfort to the enemy. Seems he had trouble watching some poor sap of a runner bleed to death all over the floor after some Mitsuhamas goons shot her up. He's still pretty bitter about that.

- Green Ripper

A mere six hospitals and clinics serve Puyallup, the largest district in the metroplex. The two most notable are Good Samaritan and Deireadh An Tuarthell.

The Good Samaritan hospital in downtown Puyallup was built in 2048 with grants from the metroplex government and the United Corporate Council. Despite being a modern facility with at least some of the trimmings, it has trouble attracting qualified personnel. It's also alleged to have ties to black-market organlegging operations (starting to sound familiar, isn't it?).

Deireadh An Tuarthell is the only medical center serving the elves of the little enclave known as Tarislar. It's small, poorly staffed and supplied, and relies on power obtained from an illegal tap into a Gaeatronics underground trunk-line from the geothermal generators on the slopes of Mount Rainier. The hospital makes considerable use of herbal and "country" medicine, and gets help from some of the community's magical healers.

## ENTERTAINMENT

Okay, most of you aren't visiting Seattle to see the sights or check out "the diverse and multi-faceted culture of the metroplex" (to quote the tourist guides). Your Johnson probably isn't paying you to have fun, anyway. But you do need to know what the locals do for fun and where they're getting their information, so that you can plan accordingly. Your target du jour might be a sports fan or a simsense groupie, in which case knowing the local scene can help move things along smoothly.

## TRIDEO

Seattle is connected to the rest of the UCAS by trideo, getting most of the same programs and channels as other UCAS cities, along with a few extras because of the 'plex's close proximity to the NAN and the California Free State. The metroplex has eight local public trid stations: KONG (NBS), KOMA (ABS), KORO (CBC), KSPS (PBN), KSTS (Ind.), KKRU (Ind.), KSAF (Ind.) and KTXS (Ind.). There's also KPUB (metroplex affairs), NABS (Native American Broadcasting), and NSSL (Salish-Shidhe news and affairs), along with two hundred forty other cable and satellite channels ranging from the Ancient Wisdom Channel to the Sports-Blast Channel and the semi-defunct Renraku Channel. All those channels and nothing on ...

## SIMSENSE

Seattle has a small but active simsense industry—nothing to rival the billion-nuyen biz in California, but big enough to notice. MegaMedia, the biggest simsense house in the metroplex, works with major simstars like Reah Blackwraith and Nicky Saitoh. Recording sims in Seattle and neighboring Vancouver has become popular with some of the jaded California studios, especially since the simsense industry in Chicago dried up when the bug-spirit plague hit a few years back. Studios like Amalgamated and Virtual World-Disney set up shoots in the Seattle metroplex and surrounding tribal lands, sometimes bringing in large crews but just as often hiring locally (a good opportunity to get close to a popular simstar, if the job calls for it).

- Related to the sim-biz are various brainbenders like BTL and 2XS, which are big business in the Seattle sprawl. The Mafia and the Yakuza control the majority of the beetle trade, with small-timers like the Seoulpa Rings working to muscle in on the choice markets. The syndicates use local gangers to distribute their product, leading to occasional turf wars between rival pushers. Some of the beetles are made locally; others are imported from California and other sites along the Pacific Rim. Seattle probably has more chip-junkies than any other UCAS sprawl, just because the damn things are so easily available.

- Warpie

- Seattle is a major market for "Cal Hot" simsense chips smuggled in from CalFree. They're not as dangerous as BTLs, but often just as addictive. Cal Hot "bootleg" versions of legit sims are especially popular, and it's often tough to tell them apart without running a signal-ratio analysis—which takes more time than law-enforcement is usually willing to bother with, given the other contraband they could be out busting.

- Findler-Man

- The biggest splash in the chip market lately is Kong chips—cheap Hong Kong knockoffs brought in by the

# WELCOME TO SEATTLE

Triads. They're easier to make than regular beetles and more likely to blow out a chippie's cerebral cortex, but the Triads figure there are always more addicts to be hooked. The chips are cutting into the Mafia/Yakuza market, which makes neither syndicate happy. Ironically, their best allies may turn out to be Lone Star, which is cracking down hard on Kong chips because they tend to produce corpses rather than drooling addicts, and random bodies turning up in alleys looks bad on the Star's balance sheet.

• SPD

## MUSIC

Seattle has a lively music scene, with plenty of clubs and new acts looking to be the next big hit. The novahot kings and queens of rock, Concrete Dreams, came out of the Seattle metroplex and still live in the area, on a private estate out in Salish territory. Other big acts in Seattle include Lorelei Angel, Speed Coma, Til Es Hault and Darkvine. The king of troll thrash rock is Skuzzy and the Gonzos, who perform (actually, destroy everything in sight) about once a month. Aside from those, the names and faces change almost daily. Check out Rock-Net or any of the other music nets for the latest.

## SPORTS

The Seattle Kingdome is home to teams like the Seahawks (football), Supersonics (basketball) and the Mariners (baseball). The plex also has two minor-league baseball teams, the Tacoma Tigers and the Everett Giants. The least-popular ball team in Seattle has to be the Portland Lords from Tir Tairngire. They just started up a few years back, but grudge-match games between the Lords and the Mariners are always sell-out events.

The Tacoma Dome is home to the Tacoma Timberwolves combat-biker team and the Seattle Screammers and Tacoma Wings urban brawl teams.

## NEWSNETS

Seattle is always making news, so the local newsnets fight like feral cats for the choicest information. Working for a newsnet or selling information to one can be a lucrative sideline, if risky—lots of people with secrets to protect get pretty upset when their dark-and-dirties get aired on nationwide trideo, and lots of them also have the means to do something about it. The muckraking biz generates more vendettas than most other types of shadowrunning ... so let the seller, as well as the buyer, beware.

## INDEPENDENT INFORMATION NETWORK

**President/CEO:** Albert Roseau

**Headquarters:** New York City, UCAS

**Seattle Division:** IIN Building, 36th Avenue West and 179th Street SW, Everett

**Division Head:** Carla Gassina

The IIN Building in Everett is home to the Seattle bureau of the worldwide newshound network. Snoops and reporters working for IIN ferret out stories and pix on

the hottest-breaking news in the metroplex, which are sold to news services all over the world. The company's snoops have a reputation second only to NewsNet when it comes to digging up dirt.

IIN has the advantage of being a metahuman-friendly business, owned and operated by metahumans (CEO Albert Roseau is a dwarf and division chief Carla Gassina is an ork). This gives IIN the edge when it comes to reporting metahuman news and dealing with sources in places like the Ork Underground, Tarislar and the Elven District. It's also made the network the target of numerous death threats from nice folks like Alamos 20,000 and Human Nation.

• Alamos 20K set off a bomb in the IIN building a few years back that took out most of a floor and killed twenty employees. IIN reported the whole thing in detail, splashing pictures of the blast all over the networks. They showed Alamos as the cold-blooded terrorists they are, and since then the network has gone after anti-Awakened groups with even more fervor.

• Galen

• You can make decent cred working with IIN snoops who need help digging up leads and facts to confirm their stories. A good decker can always work with IIN, snooping around corporate systems and government hosts, but the newsnet employs runners of all stripes to help their reporters. Rumor has it that Carla Gassina, the Seattle Bureau Chief, is a big believer in payback. She supposedly maintains a slush fund for hiring runners to teach object lessons to groups like Human Nation who threaten or attack IIN operations.

• Digger

• Chip truth, omaes. Carla Gassina has connections with the Ork Underground and the Orks First! pirate network. I worked for her after Alamos 20K bombed the IIN building. Our team helped IIN reporters crack the case on the bombers and splashed the bombers' mugs all over the trid. I hear Lone Star scrambled to arrest them immediately, but managed to bring in only one of them alive. The rest were lynched as soon as they showed themselves in public. I'd never mess with that Gassina chica.

• Edge

• You can make money off IIN other ways, too—by doing a little snooping around *their* baillwick. Most of the drek in the IIN system isn't paydata because it's being broadcast on the public nets. The really valuable stuff is the data that *isn't* being broadcast, at least not yet; stories in progress, files full of leads, incriminating trideo footage. Drek like that is worth a lot of cred to the right customer, especially if the other copies in existence mysteriously disappear. IIN protects its most sensitive files with decent encryption and scramble programs, but once the data is in your hot virtual hands, you can work on melting the ice at your leisure.

# WELCOME TO SEATTLE

The host doesn't load anything lethal, but it does have some defenses that can crash your deck but good if you're not careful.

- The Dead Deckers Society  
"In Kibo We Trust"

## NEWSNET

**President/CEO:** Tanner Deveraux

**Headquarters:** Atlanta, CAS

**Seattle Division:** NewsNet Seattle Bureau, Maple Valley Road, Renton

**Division Head:** Matt Westerly

NewsNet is the biggest independent news network in the world. Because no megacorporation owns or controls them, they have a decent shot at fairly unbiased journalism, and they take pot-shots at *everyone*. NewsNet snoops have a rep for being the best at digging up information and getting in where they're not wanted. They may not be outstanding at catching the latest-breaking news as it happens, like KSAF, but they're masters of old-fashioned muckraking and investigative reporting.

- And NewsNet is finding no lack of things to investigate in Seattle these days. They're paying well for leads on hot stories, especially about the Renraku Arcology shutdown or juicy corporate gossip. Just be careful what information you decide to sell. NewsNet protects its sources, but megacorps have been known to devote considerable effort to tracking down people who talk too much and silencing them—permanently.
- Renton Raker

## KSAF

**President:** Helena Rossum

**Headquarters:** North 21st Street and Old Tacoma Way, Tacoma

Keep an eye on this one, chummers. The mysterious KSAF looks like a small-time independent trideo newsnet, but its people have filmed important events throughout the history of the 21st century—before anybody knew they *were* important, in a lot of cases. Nobody knows for certain where they get their information or how they know which events are worthy of their cameras, but KSAF knows *something*. They operate out of a small building in north central Tacoma, but their trideo cameras go everywhere. You can find them throughout the metroplex and all across North America in pursuit of their latest story. Sometimes those stories take KSAF reporters into places where they shouldn't be, and they need a skilled, well-armed and discreet escort. If you're interested in the job, make sure you can handle being in the presence of history in the making, because that seems to be all that KSAF films.

- KSAF's mysterious "nose for news" isn't what it used to be. The network seems to be chasing a lot of dead-ends

and pointless stories these days. They used to be right on top of all of the latest and greatest breaks, but nothing they've done lately looks very significant.

- Ferret

- Helena Rossum is mentioned in Dunkelzahn's will as the recipient of a big chunk of change, and it seems she's been using it to improve her company's operations—hiring more people and getting some pretty cutting-edge gear. I don't know what Rossum's connection with Dunkelzahn was, but appearances seem to indicate that the wyrm was the network's source of intel; they sure haven't broken any important stories since he passed. Rossum's been dealing lately with some pretty unsavory types (corporate heads and other lower forms of life); the whole enchilada is definitely worth investigating. Stay tuned.

- Mole Man

## TRID-PIRATES

Seattle has no lack of people with a trid-cam and a desire to get "the truth" out to the masses, whatever their version of it might be. Most pirates have a cause, like the Orks First! pirate net, which tries to expose government and corporate corruption involving prejudice and violence against metahumans (especially orks and trolls). Or the Green-Watch pirates who broadcast select information on corporate and government mismanagement and abuse of the environment, along with televangelist-style tirades from eco-minded shamans and other folks.

Other pirates are interested only in money, and arrange pay-per-view pirate broadcasts of forbidden fruit such as Aztlan death-matches, which technically are illegal to broadcast in the UCAS. They rig illegal cable taps into regular cable and satellite channels, charging a fraction of what the legitimate companies do, or charge high rates for SINless customers who can't get standard trideo or Matrix access.

Finally, some pirates are out for fun, and want to see that their favorite program or cause gets some air time. These trid-pirates are the most unpredictable, but also the least profitable. They generally have shoestring budgets and little or nothing to offer a shadow-team.

- Not always. I handled a run once where some trid-pirates in Seattle got their hands on some damning footage of a certain Aztechnology exec that was worth plenty to the right people. They wanted to go public with the clip just for the hell of it, but I convinced them it would be in their best interests to talk to the Johnson I represented rather than wait for the Azzies to track them down. The timely appearance of an Aztechnology strike team helped convince them I was right.
- Nightshade



In many ways, the history of Seattle reflects the course of the Awakened world. By tracking events in the Emerald City, you can begin to understand the issues and agendas that drive the rest of the continent, if not exactly the world. The incidents that shake up Seattle often represent a microcosm of what's going on elsewhere in the world; the war that tore apart Fuchi is a recent and vivid example. For that reason alone, knowing the history of Seattle makes a lot of sense for the serious shadowrunner.

So here's an easily digestible version of what you should know to stay alive and at the top of the game. I won't even say that what you don't know you're doomed to repeat, because everything's too new for anyone living to be concerned about falling into a familiar trap (unless you're a dragon, or you believe Atlantis will eventually be found).

• Professor Stealth

Considering its current importance in the economic and cultural life of the Pacific Northwest, Seattle's beginnings were inauspiciously muddy. Flooded out of its first location on Alki Beach, the small logging community established in the 1850s built its houses on stilts over the soggy ground where the Renraku Arcology now sits. The early settlement was first called "Duwamps," but changed its name to "Seattle" in honor of a friendly native, Chief Sealth. Both moniker and settlement survived the Puget Sound War of 1855-'56, a conflict that resulted in local natives being forced onto reservations.

The Klondike Gold Rush of 1897 put Seattle firmly on the national map and boosted its shipbuilding trade. The city was soon a large industrial center, one that holds a significant place in U.S. and UCAS labor history to this day. Trade unions grew strong,

and the Industrial Workers of the World, or "Wobblies," made Seattle a main base. From Seattle they coordinated the country's first general strike in 1919, during the period of high unemployment that followed the end of World War I.

World War II brought new growth, and the decades following saw Seattle thrive as the economic center of the Pacific Northwest. By the second half of the twentieth century, Seattle was the largest city in the region. The lure of cheap land, vast resources and healthy profits continued to attract industry and high-tech corporations, making the area's future look bright.

Then came the events of the Awakening.

## THE AWAKENING

In 2010, the U.S. Federal government used the Lone Eagle incident—in which militant Native Americans briefly seized control of a nuclear missile silo—as a pretext to seize what little land Native Americans still held and to force them into "re-education centers" that were little more than mass prison camps. Just a few months later, while the deadly VITAS plague was cutting a swath through the world's population, the Pacific Northwest suffered an additional calamity of its own. On January 13, 2011, an earthquake rocked the Olympic Peninsula. Among the toppled buildings were those of the major "re-education centers." Mass breakouts occurred, with thousands of Native Americans fleeing into the nearby mountain ranges. Under the leadership of Thunder Tye, a Salish warrior chief and close friend of Daniel Howling Coyote, members of the Salish, Makah, Crow and Haida tribes began to wage a guerrilla war against their government oppressors.

• We know a bare minimum about Thunder Tye. He was born into the Squamish tribe and at age eighteen entered the United States Army, where he became an officer in the infantry. (Some say he went to West Point, but no evidence supports this claim.) His career was cut short when he was sent to a re-education center for refusing to order his troops to round up fellow Native Americans in Colorado.

He didn't get the name Thunder Tye until he assumed control of all military activities for the Salish Council, where his skill as a commander led to early successes against the United States Army. Some reports also indicate that he was responsible for atrocities committed by Council forces against Anglo citizens. Yet this was the same man who apparently ordered his warriors to help save Anglos threatened by the eruptions of Mount Rainier near the end of the war.

No one really knows what happened to Thunder Tye after the war. Some say he stepped down immediately after the ratification of the Treaty of Denver, retiring to a quiet life with his wife and children somewhere on the peninsula. Some believe he was killed by an Army sniper. Still others maintain that one of his own officers killed Tye after he ordered his warriors to put down their weapons and assist in evacuating Anglos from the areas hit by the volcanic eruptions. We may never know the truth.

• Hindsight 2020

On December 24, 2011, passengers on a Japanese bullet train speeding past Mount Fuji took the first pictures of the great dragon Ryumyo. Not long after, the first

Thunder Tye captured the Trident submarine base at Bangor. Two months later, they captured the Puget Sound Naval Shipyard at Bremerton. Across the Sound, Council forces were poised for a final showdown as their now superior forces surrounded McChord Air Force Base and Fort Lewis.

Then nature played her part. On August 17, 2017, at 10:32 A.M., Mount Hood, Mount St. Helens, Mount Rainier and Mount Adams simultaneously erupted in cataclysmic explosions. The event left scientists dumbfounded, and even skeptics of the supernatural could not ignore one frightening fact: that the eruptions occurred precisely at the moment when Howling Coyote was leading his followers in the ritual of the Great Ghost Dance. Throughout the Pacific Northwest, tons of ash, smoke and lava turned day into burning night. Panic erupted in the streets, and Seattle teetered on the verge of collapse.

U.S. President William Jarman (whose utter contempt for Native Americans underwent a sudden about-face in view of the massive power wielded by the Ghost Dancers) urged the governments of the United States, Canada and Mexico agreed to negotiations with the Native rebels. In April 2018, both sides signed the Treaty of Denver. The



reported births of "mutant" children worldwide marked the appearance of elves and dwarfs. The sudden emergence of magic and the first metahumans heightened the climate of fear among the general population. They turned against anyone who was different, and racial incidents escalated into violence. Disease, guerrilla warfare and race riots took their toll on Seattle, bringing it, along with much of the UCAS, to the brink of destruction.

## THE GHOST DANCE WAR

The fighting between Native Americans and the United States government continued for six years, with each side responsible for numerous atrocities. Gradually, the Salish War Council (a confederation of Native American tribes and shamans) won the upper hand. Aided by the power of magic and growing sympathy from Anglo groups, the guerrilla war became a military offensive on all fronts. In 2015, Salish forces led by

treaty recognized the sovereignty of the Native American Nations and ceded most of western North America to them. Only California and the cities of Seattle, Everett, Tacoma and Denver remained under U.S. control.

## THE EXODUS OF 2019

With the signing of the Treaty of Denver, thousands of U.S. citizens living on what was now NAN territory had to give up all rights to land they owned. They faced a difficult choice: relocate within the new U.S. boundaries, or remain on Native American soil as minority citizens. The Sovereign Tribal Council, overall governing body of the NAN, passed a resolution outlawing reprisals against people who chose to stay; it also made citizenship available to anyone who could prove any Native American ancestry and who was willing to follow tribal laws and customs. However, the Council also sanctioned plans to relocate most non-Natives onto reservations. Most of the

# HISTORY

Anglos didn't care much for that prospect, and so a flood of refugees poured out of the new Native American lands.

The eastern United States and California had enough resources to cope with the sudden influx of displaced citizens, but Seattle and its neighboring cities did not. More than 200,000 refugees descended on the Seattle area in 2019. Before long, Seattle was fighting with Tacoma, Everett and the smaller suburban towns over every scrap of federal aid. The federal government, meanwhile, had its hands full with a nationwide economic crisis and basically ignored Seattle's cries for help.

• I was just a rookie cop when the refugees first came. Lines of cars and trucks, weighed down with families and whatever they could carry, stretched for kilometers. The refugees were spooked. Most of them had a wild, frightened look in their eyes, as though they were running from some killer animal. They kept asking the same questions: "Is it safe? Will they attack?" I saw people break down and cry as they entered Seattle, even though they were only going to squalid refugee camps. They were happy just to be alive and safe.

• SPD

## BIRTH OF THE METROPLEX

Charles C. Lindstrom, Seattle's mayor in 2018, was a charismatic man with a penchant for fiery speeches and daring action. His greatest wish was to make Seattle the economic crown jewel of the Pacific Coast by annexing the suburbs and small towns surrounding the city. Critics dubbed him "Lindstrom the Conqueror," and watched gleefully as every unification attempt failed miserably.

The Treaty of Denver and the onslaught of refugees, however, led many to reconsider Mayor Lindstrom's ideas. With the suburbs unable to handle the refugee problem independently, it seemed only logical to band together. Early in 2019, Bellevue, Renton and Kent voted overwhelmingly to become part of greater Seattle. By summer's end, Seattle had grown to include all of King County and most of neighboring Pierce and Snohomish Counties as well. Refugees continued to flow into the Seattle area, swelling the population so dramatically that the mayors of Everett and Tacoma knew their cities had no hope of surviving independently. On September 6, 2019, the citizens of Everett and Tacoma voted in favor of joining with Seattle.

By the end of that year, the Seattle city government controlled all the land the NAN had ceded to the U.S. government in the Pacific Northwest. On November 16, 2020, President Jarman signed a resolution dissolving the state of Washington and officially recognizing the creation



of the Seattle metroplex, with Charles C. Lindstrom as its first governor.

## GOBLINIZATION DAY

The new metroplex government faced its first crisis on April 30, 2021. That day, one out of every ten people suddenly and painfully transformed into one of the races later called orks and trolls. Having emerged ten years earlier, elves and dwarfs had begun to earn some acceptance, but these newest transformations shattered those fragile gains. Many humans felt threatened by these new races, because of their fearsome appearance and the often violent behavior prompted by the pain of their so-called goblinization.

Acting on rumors and unfounded fears that the transformation might be contagious, Governor Lindstrom ordered the Metroplex Guard to round up all metahumans and their families and detain them in the camps once used to hold Native Americans. By the end of the year, scientists had proved that goblinization was not contagious. Metahumans remained in the camps for several more months, however, until Lindstrom ordered them released from quarantine in August of 2022. When signing the order, he spoke movingly of a united people living together in peace. But it was not to be.

In late 2022, race riots between humans and metahumans erupted all over the metroplex, with Seattle's overworked and under-equipped police officers bearing the brunt of both sides' anger. In February 2023, the Seattle Police Department went on strike to protest their situation. Incensed by this bold move, Governor Lindstrom declared the strike illegal and fired all members of the Seattle PD.



- My memories of the riots of '22 and the demise of the Seattle PD in '23 are pretty unpleasant. Many nights we found ourselves caught between vicious mobs of humans and metahumans, usually without proper riot gear. I still remember how I felt walking up the steps to my partner's house, having to tell her husband that she'd died in the line of duty. The boys at City Hall seemed to think we were expendable.
- SPD

Lindstrom hired Lone Star Security Services, a private corporation, to take over law enforcement in the metroplex. Officials at Lone Star promised to bring the city back under control. Members of the defunct SPD had no choice but to apply for work with Lone Star (losing their seniority in the process) or hire on with one of the many other private security firms then in great demand.

Though Lone Star did bring some semblance of law and order to the streets, the racial hatred didn't really subside until a second wave of the scourge known as VITAS (Virally Induced Toxic Allergy Syndrome) claimed the lives of another tenth of the population. The few humans who still wanted to fight for racial purity and superiority organized into formal groups, while major religions and other institutions denounced such racism as a hateful and ignorant relic of the past.

Governor Lindstrom retired in 2028, replaced by media personality Charles S. Kross. A few months into Kross's first term, the catastrophe later known as the Crash of '29 hit—a computer virus all but destroyed the global telecommunications network. Government deck-

ers ultimately managed to isolate and destroy the virus, but not before it had ravaged much of the metroplex's economy. The chain reaction in local businesses was swift and devastating. Companies and corporations collapsed by the hundreds, and local economies began to suffer. The Redmond district, especially hard-hit, has never recovered from the Crash.

### THE NIGHT OF RAGE

Governor Kross retired in 2036, making way for Victor "Vic the Quick" Allenson, a former combat biker for the Tacoma Timberwolves. During the election campaign, Vic made clear his low opinion of metahumans. In one of his first trideo interviews, he said, "Orks and trolls make great offensive combat bikers, but they haven't got the brains for much else." The fact that this comment did nothing to diminish Allenson's sizable victory at the polls, emboldened Seattle's homegrown racists. Before long, they were recruiting people right and left, and committing ever more destructive acts of terrorism.

On the night of February 7, 2039, under orders from Governor Allenson, the Seattle Metroplex Guard rounded up all the city's metahumans and transported them to warehouses on the Tacoma waterfront. The Guard told them that the warehouses were the final processing site before deportation to camps in San Francisco—part of the governor's plan for "improved racial harmony."

Exactly what happened next remains unclear to this day. As the city's metahumans were herded into the cavernous wooden buildings, their anger and fear rose to a

fever pitch. From one of the warehouses came a series of screams, then gunfire. The sounds touched off panic among the captive metahumans, who struggled desperately to escape. Before they could, however, several explosions erupted along the docks, and flames began tearing through the old wooden structures.

No one knows for certain who fired the shots or set off the bombs, though some witnesses claimed that members of the Hand of Five terrorist group were on the scene just as the explosions went off. Beyond dispute, however, is the ugly fact that the Metroplex Guard stood by and let the inferno blaze. Hundreds died—burned to death, asphyxiated by smoke, or crushed in the panicked stampede toward the locked warehouse doors.

As news of the holocaust reached the public, many citizens sent up a cry of protest. Among those appalled by the governor's actions were members of the highly influential United Corporate Council, an association of Seattle's major corporations. After a hastily convened, middle-of-the-night meeting, the Council ordered Allenson to end the pogrom or face massive lockouts and boycotts. But for hundreds of metahumans, it was too late. By the time Allenson ordered his men to intervene, the warehouses had long since burned to the ground. The death toll was staggering, even though many metahumans apparently escaped through the sewer system.

The violence of the Night of Rage triggered similar incidents throughout the metroplex; a special school for ork and troll children in Auburn was firebombed, and metahuman motorists were dragged from their cars and beaten by bands of thugs. Gangs of metahumans retaliated in kind, setting upon luckless humans in packs and torching houses in mostly human neighborhoods.

• I was seven years old on the Night of Rage. I vividly recall the Metroplex Guardsmen beating my father when he tried to keep them from taking me. I remember being herded into a huge warehouse full of strangers, alone and afraid of what would happen to me. I remember the gunshots, the cries of fear and pain, the smell of smoke and burning flesh. Only the intervention of the spirits saved me; they guided me to one of the crumbling tunnels that led to the underground. Plenty of others weren't so lucky. The thought that people involved in that atrocity might still be influencing the metroplex government makes me sick.

• Whiskers

• All the metahumans ... you're talking upwards of eighty or ninety thousand people, easy. They must've outnumbered the Guard by quite a bit. But they all just went? Nobody resisted or tried to get away?

• Curious George

• Some of us tried, and got clubbed down for our pains. But it's not as if the Guard was rounding us all up en masse. They came for us in small groups, many of them families with kids. And we were law-abiding citizens any-

way, mostly; we were taught to respect authority, not resist it. That kind of conditioning dies hard, even when the warning signs are all around you.

• Fatima

## FROM THE ASHES

Three days after the Night of Rage, with the flames still smoldering in Tacoma, the Seattle government was deluged by calls demanding action. Mobs gathered in front of police stations and government buildings, calling for the resignation of every Lone Star officer and Metroplex Guardsman who'd refused to act while so many perished. The media used every opportunity to show its disapproval of the Allenson administration.

The people's anger quickly focused on Governor Allenson himself, and rumors spread that Allenson was a member of the Hand of Five. Local politicians, prodded by the United Corporate Council, demanded his resignation. Allenson refused, vehemently denying any wrongdoing. The next day, he was found dead in his office.

• The UCC took Allenson out when he refused to play scapegoat. The megacorps needed to restore order quickly and he was dumb enough to get in their way. Not that anyone missed ol' Vic the Quick much. If the corps hadn't done him, someone else would have.

• Mole-Man

In the resultant special gubernatorial election, most people assumed that Ivar Lindstrom, mayor of Seattle's downtown district and son of Seattle's first governor, would win easily. Instead, the office went to Marilyn Schultz, mayor of Bellevue and a relative unknown, by a surprisingly large margin. What apparently clinched her nomination were reports that she had been one of the first city officials to appeal to the UCC for help on the Night of Rage.

The new governor immediately gave Lone Star an ultimatum: arrest the leaders of the Hand of Five or face a breach of contract lawsuit for their unconscionable refusal to stop a crime in progress during the Night of Rage. Anxious to keep the lucrative metroplex contract, Lone Star turned out in force to hunt down the terrorists. Countless Lone Star raids over the next seven days earned that week the nickname "Week of Sirens." By the end of that time, most Hand of Five leaders in Seattle were either dead or behind bars.

• Most. Not all. Some of those involved in the Night of Rage escaped justice. Attempts to reconstruct who might have been involved haven't yielded much information, but I turned up one thing of interest. One of Allenson's political supporters at the time was Charles Brackhaven of Brackhaven Investments. That's right, Kenneth Brackhaven's dad. And Charles' brother Karl is involved up to his Aryan eyebrows in the Humanis Policlub. Now I can't prove that either Charles or Karl liked to dress up in hoods or that they worked with the Hand of Five—if I

could, I'd be posting the files to Sea-Net, not here—but it doesn't take much to put two and two together.

- Bung
- Lone Star's "valiant effort" was little consolation to the survivors. We lost homes and loved ones in the flames, and nothing could ever make up for that. Some of us found refuge in the Underground, or deep in the Puyallup Barrens. Plenty of metahumans still live in those places, bitterly refusing all contact with humans. Places like Tarislar and groups like the Sons of Sauron were born in the flames of the Night of Rage.
- Tarlan

The Good-Samaritan illusion didn't last long, however. In 2051, reporters Frederick Davitt and Zebediah Wanderly launched an exposé of the Universal Brotherhood that revealed a conspiracy of staggering proportions: the Brotherhood was a cover for insect spirits and shamans bent on capturing human and metahuman hosts for their growing hives. Soon afterward, agents of the Brotherhood killed Davitt and Wanderly; however, much of their research survives in the Shadowland archives. Their work revealed for the first time the scope of the Brotherhood's real operations.

The frightening truth was kept from the public for several years, as the Brotherhood ruthlessly eliminated anyone who discovered or threatened to expose their



## THE UNIVERSAL BROTHERHOOD

In 2045, a charitable organization known as the Universal Brotherhood opened its first chapterhouse in the Seattle Barrens, following the opening of several in California two years earlier. The Brotherhood claimed to follow precepts laid down by sociologist Caitlin O'Connell, whose research included equations proving the "universal brotherhood" of all humanity and metahumanity.

With their humanitarian work in the Barrens, the Brotherhood's membership grew quickly. They offered food, shelter and medical care to the people in Seattle's worst slum, and attracted many other people looking to do good or find some meaning in their lives. In subsequent years, the Brotherhood came to include corporate and government officials among its members.

secret. Gradually, however, the information made its way into the hands of people in megacorporations like Aztechnology and Ares Macrotech. Ares began covert operations against the insect spirits; several Firewatch teams from Knight Errant, Ares Macrotech's security subsidiary, became "bughunters" charged with locating and sterilizing insect-spirit hives. Meanwhile, Aztechnology seemed content merely to keep insect spirits from infiltrating its own ranks.

The UCAS government learned the story behind the Brotherhood in 2054, when a UCAS federal agent in Seattle helped expose the charitable Project Hope as an operation run by the Brotherhood to recruit squatters and street people from the Barrens for conversion into insect spirits. The UCAS government outlawed the Universal

# HISTORY

Brotherhood, and moved quickly to destroy the massive insect spirit hive being built. Meanwhile, UCAS spin-docs concocted a story about tax evasion and "illegal medical experiments" on transients to justify the crack-down. The real story would only cause a panic, or so the thinking went. Video footage of supposed Brotherhood atrocities spread through the media like wildfire, and the UCAS used the public outcry to shut down Brotherhood chapterhouses. Other North American nations and countries around the world quickly followed suit. Behind the scenes, military forces worked to clean out the insect hives that most of the chapterhouses concealed.

For a while, government and corporate forces seemed to have things under control ... until a Knight Errant Firewatch team discovered an insect hive of massive proportions beneath the city of Chicago. An attack on the hive failed, sending thousands of insect spirits boiling out of the ruins and across the city. The UCAS government declared martial law and sealed off the contaminated area, claiming a new outbreak of VITAS as the reason. Soon, Matrix information and video footage smuggled out of the Chicago Containment Zone revealed the truth: Chicago was under the control of swarms of insect spirits. Desperate UCAS authorities considered several options for dealing with the crisis, including spraying the contaminated area with an insecticide powerful enough to kill all the people trapped in the Zone along with the bugs. Before any decision could be reached, Ares personnel detonated a tactical nuke inside the central hive, destroying the insect queens and forcing most of the spirits into a state of torpor. The UCAS government and Ares Macrotechnology hastily put up a wall around the Containment Zone along with patrols and security measures to keep the remaining insect spirits from spreading.

## THE ELECTION OF 2057

UCAS citizens in Seattle and elsewhere sharply criticized the government's handling of the so-called Bug City crisis, and the ruling party's poll results didn't improve after it bungled the Compensation Army incident in the Federal District of Columbia. Despite poor poll results, however, President Thomas Steele won the election of 2056 by a landslide. The suspicions of the conspiracy-minded were justified in early 2057 when the electorate learned that the "remote vote" system had been compromised and the election results were fraudulent. Speaker of the House Betty-Jo Pritchard stepped up as pro-tem president; she invalidated the election and scheduled a new one for August of 2057, while Congress conducted an investigation.

The election scandal, coupled with the other events of recent years, polarized UCAS politics and brought many candidates out to compete for the highest office in the land. The most surprising of these was the great dragon Dunkelzahn, who declared his candidacy on an episode of his semi-regular talk show, "Wyrms Talk." Seattle had a native son as a front runner, but not one whom many Seattle-ites took much pride in. Kenneth

Brackhaven, a prominent local businessman, ran on a platform of traditional values, which thinly disguised a racist agenda. Brackhaven had far more support than many in Seattle realized or felt comfortable with. His campaign could not be torpedoed, even by the revelation that he was a substitute for a son who'd "goblinized" into an ork and most likely been murdered by his own father. A tearful broadcast confession by the candidate after that story broke sent his approval rating soaring.

The presidential campaign got its biggest shake-up when Republican candidate Franklin Yates was murdered in a Seattle hotel room. The culprit was an FBI agent possessed by an insect spirit, and the killing vastly increased public concern over the Bug City crisis. Rather than quitting, Yates' running-mate, Anne Penchyk, ran in his place and made a valiant showing at the polls.

- The UCAS government has never told the true story of Yates' death. General Yates was possessed by an insect spirit, and got killed by either a rival insect hive or UCAS government agents trying to conceal the truth. The FBI man was a scapegoat set up to take the fall.

- Lone Gunman

The great dragon Dunkelzahn won the election and was sworn into office, but perished on Inauguration Night when his limousine was destroyed in an explosion outside the Watergate hotel. The media reported to a stunned nation that the powerful magical being in whom they had invested their hopes and dreams was gone. Amid massive unrest, Vice President Kyle Haeffner was sworn in as president. He immediately declared martial law, while military and corporate security forces tried to reestablish order. In Seattle, the Metroplex Guard was mobilized to quell the riots, aided by the regular UCAS military. But President Haeffner's and Vice President Nadja Daviar's promises to carry out Dunkelzahn's dreams for a peaceful and prosperous UCAS were the real reason the nation stepped back from the brink of widespread violence.

- The Guard got some help from Lone Star and Knight Errant in Seattle, and the metroplex got its first real look at the kind of military muscle a corp like Ares can roll out when the occasion warrants it. Knight Errant took every opportunity to show up the Star during the riots; KE's marketing department is still using footage of KE Citymasters in action.
- Errant Knight

## MOB WAR

No sooner had the post-election troubles in the streets died down than new chaos erupted—this time fueled by organized crime. On New Year's Day, 2058, Don James O'Malley of the Seattle Mafia was killed outside his home by an unknown assassin. His daughter Rowena, still in her twenties, made clear her intention to claim not only the leadership of the Finnigan Family once led by her father and uncle, but leadership of the Seattle

Mafia as well. The rest of the Finnigans, however, had other ideas, as did Seattle's other two major families. Don O'Malley's death touched off a massive internal struggle, pitting Mafia boss against Mafia boss. Seattle's other criminal syndicates took advantage of the confusion to grab new spheres of influence and power, and soon a Mob war was raging in the metroplex. Every syndicate was out for itself, settling old scores and creating new grudges by the truckload.

The Mob war went on for the better part of a year before the Commissione decided whom to back. Seattle was an important center of Mafia business, and Hanzo Shotozumi of the Seattle Yakuza was a cunning and ruthless rival. If the Commissione threw its weight behind Rowena O'Malley, they'd be putting an untried girl in charge of a volatile situation, and possibly handing the yakuza complete control of criminal operations in the metroplex. So they chose Maurice "the Butcher" Bigio as the new Don of Seattle and charged him to keep Mafia operations out of yakuza hands. They also recognized Rowena O'Malley as *capa* of the Finnigan Family, and she continues to oversee Finnigan operations.

- The overt power struggle in the Seattle Mafia may be over, but that doesn't mean they're one big, happy family again. Rowena O'Malley believes (correctly) that Maurice Bigio had her father killed to grab power in the metroplex. The Commissione knows that too, but that kind of ruthlessness gives them faith in Bigio's ability to curtail the Yakuza's growth. The Butcher's rise to power has left his friend and ally, Vince Carniello, out in the cold. There's still plenty of conflict behind the cold smiles and united front the families present to the outside world, and it could explode again at a moment's notice.

- X-Star

## CORPORATE POWER PLAYS

Just as the Mob war in Seattle was cooling down, another conflict was heating up. Renraku Computer Systems had begun tearing up the market with wizzer new toys and programs, clawing its way up the megacorporate ladder to close in on its closest rival, Fuchi Industrial Electronics. Conventional wisdom attributed Renraku's rapid climb to the presence of Miles Lanier, Fuchi's former head of internal security, on Renraku's board of directors. Later events, however, brought Lanier's value to Renraku into question.

Fuchi had always been a house divided, split among the Villiers, Yamana and Nakatomi factions. Richard Villiers had a strong grip on his position as president and CEO of Fuchi Americas, but the continued loss of market share to Renraku had Fuchi's Japanese factions up in arms. Before too long, they were even willing to do the unprecedented: to put aside their own differences and kick Villiers out of the corp. Fuchi began fighting a war on two fronts: externally against Renraku and internally among the factions struggling for control.

Against Renraku, Fuchi had a big advantage in Miles Lanier. Though he ostensibly left Fuchi under a cloud to take up the position on the Renraku board that the late Dunkelzahn had bequeathed him, Lanier later sold his Renraku stock to the Zurich-Orbital Gemeinschaft Bank for just under market value, divesting himself of all interest in Renraku. Immediately afterward, he accepted the position of Vice President of Operations with Novatech, answering directly to Richard Villiers. The sale of Lanier's stock at such a rock-bottom price sent Renraku into a stock-market nosedive. Renraku's fast growth ground to a screeching halt, and shadow operations between Renraku and Fuchi stepped up.

- I think Lanier did more to put the brakes on Renraku than just sell his stock. A lot more. I can't prove it (Lanier and Villiers covered their tracks too well), but there are just too many unanswered questions. Why was the Corporate Court convened just before Lanier decided to sell his stock? Why did Renraku pull so many of their plans for new products immediately afterward? Why did Lanier sit on the Renraku board for so long before pulling out? How did Lanier get out of Renraku in one piece, for that matter?

- Bitter Lemon

Villiers' victory in slowing Renraku's advance didn't earn him much breathing room, however. Yamana and Nakatomi were bent on removing him from power—and they would have succeeded, if Villiers hadn't quietly bought up a large chunk of his own holdings through shell companies. In October of 2059, Villiers revealed his answer to his Fuchi rivals' attempts to oust him—Novatech Incorporated, a new and immediately influential player on the North American corporate scene. The loss of most of Fuchi Americas to Novatech essentially ended Fuchi's viability as a megacorp. The Japanese factions, anxious to retain some corporate power in the world marketplace, allied their portions of Fuchi with other megacorps. Yamana married into Shiawase Corporation, bringing Fuchi Pan-Europa as his dowry, while Nakatomi took his Fuchi Asia holdings to onetime rival Renraku. Seattle responded to all this corporate turmoil as one might expect; the United Corporate Council wasted its time and energies squabbling, while the Seattle shadows seethed with corporate strikes and counterstrikes.

## THE RENRAKU SHUTDOWN

In 2059, a Renraku public-relations coup turned into a nightmare for the corp. Renraku finally finished its arcology project in Seattle, an ambitious venture that had turned into a vast money pit for the company. Even though it was several years behind schedule, the corp made a media event out of the project's completion.

Mere weeks after the ribbon-cutting ceremonies, the arcology went into complete lockdown. Designed to survive independently of the rest of the metroplex, the arcology was built with the capabilities to grow its own food,

process its own waste, generate its own power and provide for all the daily needs of its nearly 100,000 inhabitants. One evening right before Christmas, the arcology's systems severed all connections with the outside world. Heavy blast doors closed off all entrances and exits of the complex, and the Renraku matrix went off-line. Magical wards sprang up around the outside of the building, and no one could get in or out. More than 100,000 people were sealed inside the arcology without a single word of explanation. Among them was Governor Schultz, who'd been called to a meeting with Renraku Seattle President Sherman Huang.

At first, the lockdown caused a minor stir among the metroplex government and corporate forces. Angry messages were fired off to Renraku headquarters in Japan asking why the arcology had sealed itself off and why no one was answering calls and messages to it. Renraku remained silent for several hours before revealing that they were just as puzzled as everyone else. They had not planned the arcology lockdown, and they proved as unable as anyone else to reach the people inside or override the arcology's systems. The arcology had been hijacked, taken over by an unknown force.

Ivar Lindstrom, mayor of downtown Seattle, used his emergency powers to mobilize the Metroplex Guard. The Guard surrounded the arcology and began looking for a way inside, while Renraku made preparations to send in its own troops. When Mayor Lindstrom heard about the corp's doings, he politely refused Renraku's offers of military aid and made it clear that corporate troops landing in Seattle would be fired upon by the Metroplex Guard. Renraku protested, and tensions rose as everyone waited to see what the megacorporation would do. Renraku finally agreed to limit its personnel to technical, support and advisers to aid Seattle forces in rescue operations.

Unfortunately, the would-be rescuers could find no way into the arcology. All the building's main systems, built to withstand a small-scale nuclear war, were on full alert, and automated defense systems forced the Guard to keep their distance. Renraku experts soon discovered that all of the arcology's Matrix passcodes and overrides had been changed. No one had any means of reaching the thousands of people trapped inside, or even of communicating with them. Mayor Lindstrom and the United Corporate Council declared the arcology off-limits to all non-military personnel and set up a cordon around it while experts worked on penetrating the building's security measures. The media began a vigil outside, and coverage of the Renraku Lockdown appears daily on the major newsnets.

## THE LINDSTROM ADMINISTRATION

With the loss of Governor Schultz inside the Renraku arcology, an emergency election was held to choose a new governor for the metroplex. It came as no surprise when the people of Seattle voted for Ivar Lindstrom, son of Governor Charles Lindstrom, the so-called Father of the

Seattle Metroplex. At his swearing-in, Governor Lindstrom promised the people of Seattle that he would do everything in his power to ensure the safety of those trapped within the arcology, and also to protect the security and prosperity of the Seattle metroplex.

- Yeah, right. No way is Lindstrom going to try to get Schultz out of the arcology. He's wanted the big chair in Seattle for so long he could taste it, and it's common knowledge that he considered Schultz an upstart who robbed him of his rightful position. She can rot for all Lindstrom cares. Rumor has it that the governor's been making arrangements to ensure that his predecessor never returns to reclaim her job—not that I think he needs to worry about it.

- Digger

- Lindstrom has deep connections to corporate interests and the support of the Humanis Policlub. Initially, the voters seemed divided between several district mayors, then popular support started to swing toward Lindstrom. For one thing, Lindstrom's own clever spin-doctoring made him the hero of the whole Renraku crisis—the man who kept a cool head when everyone else was losing theirs. The remaining support came from the back-room deals Lindstrom cut to ensure his election: concessions to the United Corporate Council and privately meeting with Kenneth Brackhaven to lock in the Humanis Policlub.

- Character Assassin

"Nothing is true, everything is permitted."

- I don't buy it. Lindstrom wouldn't get in bed with Humanis. It doesn't make sense.

- Diamond Jim

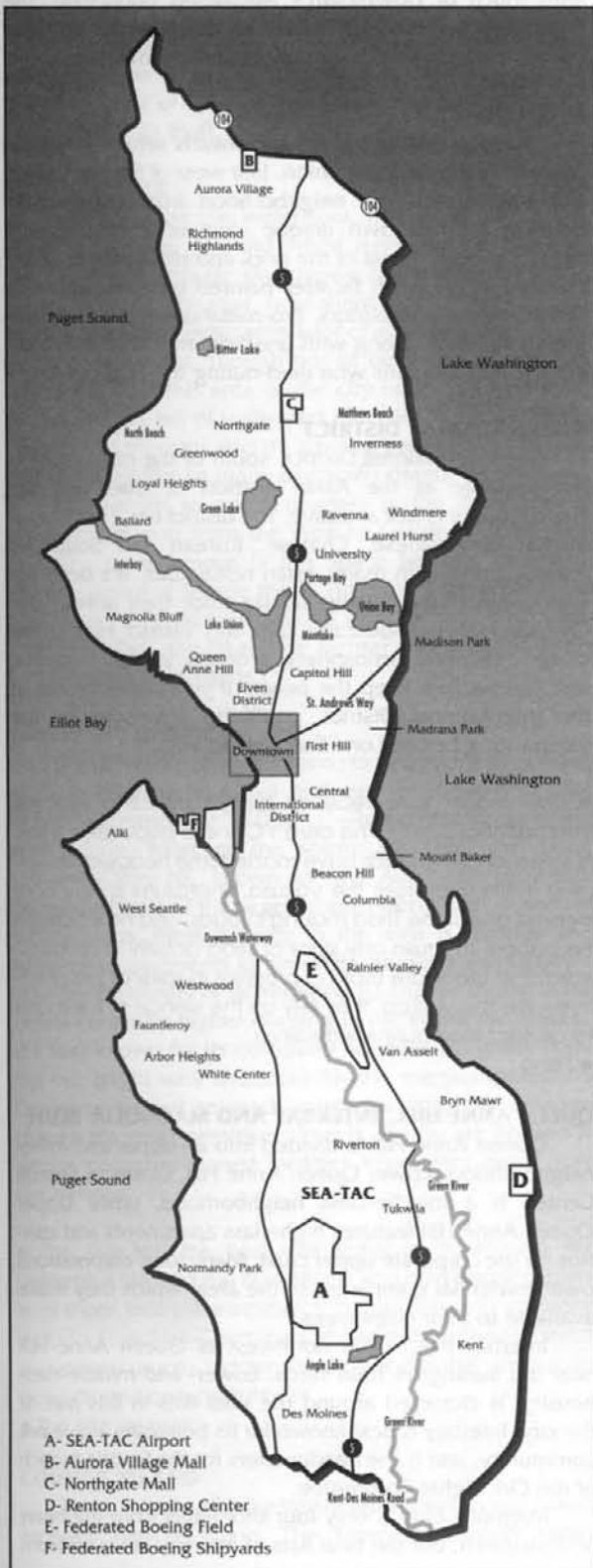
- Makes perfect sense, chummer. Lindstrom would've sold his soul to the devil to be governor, and that's just what he did. It remains to be seen what kind of devil Brackhaven is and how much Lindstrom's soul is really worth.

- Character Assassin

"Nothing is true, everything is permitted."

So far, Governor Lindstrom is having trouble making good on his promises. The Renraku arcology remains closed, and increasingly wild rumors are spreading about the fate of the people inside. The corporate conflict has cooled, but there's plenty still happening behind the scenes. Long-standing secessionist factions, backed by certain corporate and criminal interests, are again calling for a free and independent Seattle. Meanwhile, the UCAS military rubs shoulders with the Metroplex Guard and the Red Samurai, working to keep the nation's last Pacific Rim city from self-destructing, leaving the UCAS or blowing up in a nuclear cloud—or maybe all three. Never a dull moment, chummers, never a dull moment.

# DOWNTOWN SEATTLE



## DOWNTOWN AT A GLANCE

**LTG Codes:** 206/2206

**Size:** 468 square kilometers

**Population:** 545,000 (Human 63%, Elf 13%, Dwarf 2%, Ork 19%, Troll 2%, Other 1%)

**Hospitals and Clinics:** 12

**Major Corp Facilities:** Aztechnology, Dassurn Securities and Investments, Federated-Boeing, Ingersoll & Berkeley, Mitsuhamu Computer Technologies, Novatech, Renraku Computer Systems, Wuxing

**Major Gangs:** Bloody Screammers, Disassemblers, First Nations, Halloweeners, Troll Killers

**Lone Star Security Ratings**

*North Downtown*

**AAA:** Matthews Beach

**AA:** Inverness, North Beach, Richmond Highlands

**A:** Aurora Village, Greenwood (some sections), Loyal Heights, Northgate (some sections)

**B:** Greenwood (some sections), Northgate (some sections), Riverton (some sections)

**C:** Bitter Lake, Riverton (some sections)

*Central Downtown*

**AAA:** Alki, Fauntleroy, Madison Park, Madrona Park, Magnolia Bluff, Upper Queen Anne Hill

**AA:** Ballard, First Hill, Montlake, Mount Baker, Lower Queen Anne Hill, West Seattle, Windermere

**A:** Beacon Hill, Central (some sections), Elven District, Georgetown, Interbay (some sections), International District, Rainier Valley, University District, Westwood

**B:** Central (some sections), Capitol Hill, Columbia (some sections), Interbay (some sections), Laurel Hurst, Van Asselt (some sections)

**C:** Columbia (some sections), Ravenna, Van Asselt (some sections)

*South Downtown*

**AAA:** Bryn Mawr, Sea-Tac (Sea-Tac rating for Metroplex Guard and UCAS military)

**AA:** Arbor Heights, Normandy Park

**A:** Des Moines, Kent, White Center

**B:** Sea-Tac (for the area outside the airport proper, patrolled by Lone Star only)

**C:** Tukwila

# DOWNTOWN SEATTLE

I guess I'm as good a source as anyone to talk about downtown Seattle. I've lived here all my life, and that's a good sight longer than most of the kids running the Matrix and the streets these days. I remember the days before Seattle was a metroplex, and that's something fewer and fewer people can say. There's a lot going on in Seattle, and downtown is where most of it comes together. I'm here to give you the lowdown and what's worth knowing—and I'll try to keep the "when I was your age" stories to a minimum.

• SPD

## NEIGHBORHOODS

Downtown is the heart of Old Seattle, the city that existed before the formation of the metroplex. It's still at the heart of happenings in modern Seattle, where the movers and shakers handle their day-to-day business and their closed-door meetings. It is the most crowded, busy and active area of the plex, the most profitable—and, in its way, the most dangerous. Corporate and metroplex security is thick in the Downtown District. Anyone walking down the street in military-grade armor carrying obvious weapons will be stopped by a Lone Star patrol sooner rather than later. Light "personal protection" armor, on the other hand, is expected, as are a concealed weapon or two—as long as they stay concealed.

• Carrying a cyberdeck or other gear that could potentially be used for illegal activities on the downtown streets, especially at night, is just another way of asking to get hassled by corporate security forces. The corps are very conscious of computer and other security at their main facilities. In fact, many isolate important host systems from the Matrix, making them accessible only through a PLTG or a corporate intranet inside the corp's facility.

• FastJack

## BALLARD

Located north of the Lake Washington Ship Canal, Ballard is an upper-middle class neighborhood of heavily Scandinavian extraction. It hosts plenty of Swedish/Norwegian cultural festivals and celebrations during the year, and maintains strong ties with the town of Poulsbo to the north in Salish-Shidhe territory, where many Ballard residents emigrated from after the Treaty of Denver was signed. The center of the neighborhood is Main Street.

The crime rate in Ballard is fairly low. The local gang, the Berserkers, style themselves after Norse warriors and are more concerned with protecting their turf from intruders than picking fights with other gangs or assaulting people at random. They have ties to smugglers who use a minor route from SSC territory into Seattle across Puget Sound.

## CAPITOL HILL

Capitol Hill is the most bohemian neighborhood Downtown, chock full of historical sites and buildings. Of

course, some of the buildings are not so much historic as just plain old, which makes the rents cheap enough for artists and chic young professionals to live here, along with much of Downtown's Awakened population. The neighborhood has the expected plethora of privately owned coffeehouses, restaurants and talisman shops.

## ELVEN DISTRICT

Many of Seattle's elves and dwarfs settled along the southern edge of Lake Union, just west of Seattle Center, and transformed the neighborhood from middle-class housing to their own unique view of a "metahuman neighborhood." Most of the brick and stone buildings are covered in ivy, with facades painted by elven artists or carved by dwarf sculptors. Pro-metahuman street art and graffiti abounds, along with unofficial monuments honoring the metahumans who died during the Night of Rage.

## INTERNATIONAL DISTRICT

The International District, south of the city center, is not as large as the Asian districts of cities like San Francisco, but is just as active. The district has a large population of Japanese, Chinese, Korean and Southeast Asians, along with many Asian restaurants. It's been the stronghold of the Seattle yakuza since their arrival, and Oyabun Hanzo Shotozumi calls this district home. The closed, clannish atmosphere protects yakuza interests, and yak soldiers keep the peace. If you cause trouble in the International District, you'll be answering to the yakuza long before Lone Star gets to you.

• The Triads have recently begun muscling into the International District. The area's Chinese population is fairly large, and the Triads have made some headway in winning them over from the yakuza. Shotozumi is very concerned about the Triad making inroads, and he's ordered his people to crush any signs of Triad activity in his backyard. The Triads are making progress in spite of this directive—like the yakuza, they rely on the silence of the locals to protect their business dealings.

• Feng

## QUEEN ANNE HILL, INTERBAY AND MAGNOLIA BLUFF

Queen Anne Hill is divided into an upper and lower neighborhood. Lower Queen Anne Hill, closer to Seattle Center, is a middle-class neighborhood, while Upper Queen Anne Hill features high-class apartments and condos for the corporate upper crust. Many local corporations own residential complexes in the area, which they make available to their employees.

Interbay lies to the northwest of Queen Anne Hill near the Burlington Train Yards. Lower- and middle-class housing is clustered around the tidal flats in this part of the city. Interbay is best known for its politically active ork community, and is the headquarters for the Seattle branch of the Ork Rights Committee.

Magnolia Bluff is only four kilometers from the heart of downtown, but the tidal flats of Interbay cut it off from

the rest of the metroplex in a way that has preserved its suburban feel. This neighborhood still looks much as it did a century ago—its streets lined with the elegant mansions of Seattle's wealthy, along with some new apartments and condoplexes built to the area's exacting standards of appearance. The governor's mansion is on West Blaine Street, and the large private estate owned by Rowena O'Malley (capa of the Seattle Mafia's Finnigan Family) is also in Magnolia Bluff.

## SEATTLE CENTER

Running along the waterfront, Seattle Center is the place that comes to mind when most people think of Seattle. Megacorporate skyscrapers tower over the landscape, including the vast, now-silent bulk of the Renraku arcology. Seattle Center sees a lot of activity on its streets and the waterfront. Though not as busy late at night as during the day, this area of the city never really sleeps. The streets are full of traffic and the skies buzz with helicopters and tilt-rotor aircraft, zipping between the corporate buildings like so many oversized dragonflies.

Best known to out-of-towners is the collection of buildings left over from the World's Fair nearly a century ago. The most famous is the Space Needle, the best-known symbol of Seattle the world over. Seattle Center is also home to tourist attractions such as the Aquarium, Evergreen Park, the Pike Place Farmer's Market and similar visitor-oriented sights.

## UNIVERSITY DISTRICT

The University of Washington dominates the area north of Lake Washington Canal and east of Intercity 5. The University District—or "U District"—is a center for shopping and culture. Most of the shops are clustered along University Way NE, known as "the Ave." The University Bookstore is one of the largest shops, along with all sorts of trendy marts. Most housing in the area is middle- and lower-class apartments for university students and faculty.

The University of Washington (U-Dub to locals) is the oldest center for higher learning in the Pacific Northwest. It's best known for its computer sciences program, turning out bright new datajocks for the megacorporations. Corporate-funded research programs litter the campus, though the most sensitive projects usually are housed in secure company-owned facilities kilometers away from the campus.

- The Ave has the best lore stores in Downtown, like University Lore and the Blue Moon. You can also find plenty of shops that sell electronics, computers and software, including skillchips—and the sort of skillssofts useful to shadowrunners, usually hidden away behind the various linguasofts and college tutorials.
- The Wizard of 'Trix

## COUNCIL ISLAND

In the middle of Lake Washington sits Council Island, formerly Mercer Island. The Treaty of Denver ceded

Mercer to the Salish-Shidhe Council for use as their embassy in Seattle (UCAS territory, as you recall, therefore foreign). The Native Americans renamed the island and heavily renovated it, tearing down most of the original buildings and replacing them with Salish-style structures, as well as restoring the island's flora and fauna.

Council Island is accessible via the I-90 highway bridge or ferry from Downtown or Bellevue. Pillboxes located at both I-90 exits protect it from unauthorized intruders, and visitors must undergo extensive security checks and even searches for contraband and weapons before they're allowed to set foot on the island. The stringent security is the legacy of an infamous incident in 2041, when the Leather Devils go-gang breached the island's rather ordinary security and went on a rampage, destroying lots of property and even injuring several residents. Some go-gangers still occasionally manage to slip past Council Island's security forces and wreak havoc—sometimes because they're anti-native, sometimes just because they like wrecking things and enjoy the challenge. At least one gang I know of sends its wannabes to crack Council Island security as an initiation rite.

The island's three thousand inhabitants are mostly diplomats and their families from Salish-Shidhe and other Native American lands. The rest are rangers and scientists who care for the island's wildlife. The only non-natives are translators, diplomatic attachés and others vital to the functioning of the embassy.

• "So why visit Council Island?" you ask. Good question. For one thing, the island, like any other foreign embassy, sees its share of espionage and shadow activity. The Salish-Shidhe are not above hiring shadowrunners to take care of some of their interests in the metroplex. Council Island is also sovereign territory in the middle of Seattle, which means that the metroplex authorities and Lone Star have no jurisdiction there. The Salish-Shidhe have an extradition treaty with Seattle, but you can seek sanctuary on the island in spite of that agreement, especially if you have contacts in the SSC diplomatic lodge. Lastly, of course, corporations and certain people in the metroplex government want to know what's going on in the Grand Council Lodge and the ambassador's office ... and they'll pay well for the information.

• Nuyen Nick

• The Medicine Hollow Lodge on Council Island is one of the finest shamanic lodges in the Seattle area, with totem poles carved to honor the spirits and totems of the Salish and other Council tribes. Non-resident shamans can sometimes use the lodge for their own magical work, provided they obtain permits from the Grand Council Lodge in advance and grease a few palms to ensure discretion. For the right price, you can also wrangle passes into SSC territory to gather talismongering materials; the island is an excellent source for such commodities if you're willing to look.

• Black Eagle

# DOWNTOWN SEATTLE

## Grand Council Lodge

32nd Street and 78th Avenue, Council Island

The Grand Council Lodge serves as the office of the Salish-Shidhe ambassador to Seattle and his staff. Ambassador Jon Moses has held his position for nearly twenty years and continues a policy of cooperation and friendship toward Seattle. Not all of his advisors and staff agree with this stance, however; some of them have made no secret of wanting Chief Moses to talk tough about the SSC's concerns. They're backed by a growing movement in the NAN calling for stricter enforcement of pollution control laws and other such measures intended to keep Seattle's problems from spilling over into Salish-Shidhe territory. Thus far, Chief Moses has managed to keep the extremists at bay.

- But for how long? Plenty of people in the NAN think Moses should step down in favor of someone younger, like his second, Laura Drywell, or maybe an even more proactive advocate. Assignment to the post of ambassador is for life, so there won't be a replacement unless Chief Moses retires ... willingly or otherwise.

- Smiley

- For years now, Makah and Crow factions on Council Island have been smuggling in small arms capable of kicking increasingly bigger hoop, ostensibly to protect themselves from gang intrusions and other violent incidents. Lone Star blocked at least one attempt to move some 'specially big guns through Bellevue, so the metroplex government knows about this traffic. So far, though, nobody's made a big deal about it. What I'd like to know is, are they planning a takeover attempt (which would suit the Crow just fine), or is this just NAN-style gunboat diplomacy?

- Ridge Runner

## GOVERNMENT OFFICES

The Seattle metroplex is run from downtown, and government offices are popular targets for people who disagree with metroplex authorities on any issue from race relations to international politics. These downtown offices also see the most interaction with international ambassadors and representatives from the UCAS federal government.

## Metroplex Hall

4th Avenue and Seneca Street

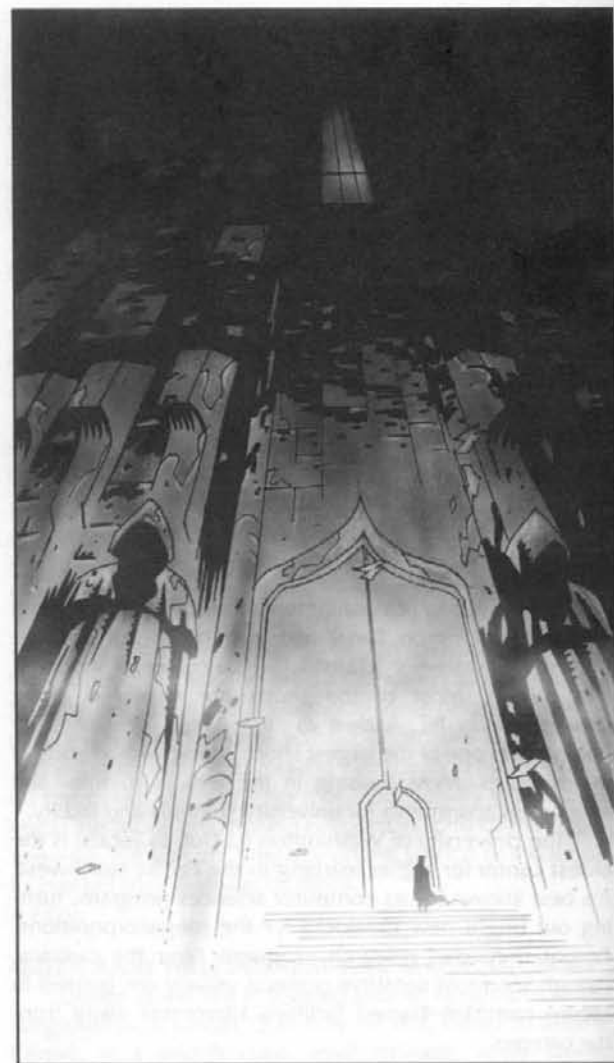
The thirty-story Charles Royer Building houses the offices of the governor and the mayor of Downtown Seattle, in addition to those of the metroplex government. Two bronze statues guard the front of the building; one of Chief Sealth, the other of Charles C. Lindstrom, the founder of the metroplex. The Metroplex Congress meets in the Hall to hand down the big decisions. Not surprisingly, security is hyper-tight.

- The Metroplex Records system is a useful one to deck into for access to public records from departments like Motor Vehicles. If you're trying to track down someone

who has a SIN, this is a good place to start looking. Some records are available to the public with a valid SIN (real or fake). The host has high but non-lethal security—lots of trace ice that can have a Lone Star squad knocking on your door in minutes if you aren't careful, but nothing that'll damage you or your deck.

- The Dead Deckers Society

"In Kibo We Trust"



## Metroplex Supreme Court

Spring Street and 5th Avenue

The Supreme Court building is quite a sight, with its dark marble walls and twin, six-meter high statues of hooded and robed Justices flanking the entrance. The statues' heads are bowed—whether in piety or shame, no one knows. The Metroplex Supreme Court has the powers of a state Supreme Court, but sees a lot more work, given Seattle's unique legal status.

## Seattle Federal Building

*Seneca Street and 1st Avenue*

This seventy-two-story building is the Seattle headquarters of the UCAS federal government. The Federal Bureau of Investigation maintains offices here, as does the National Security Agency. The building also houses offices for federal agencies like the IRS, a Federal bookstore and a public datastore. Questions of federal versus local jurisdiction keep tensions high between the Feds and the local Seattle government. The FBI has taken a greater hand in dealing with organized crime in the metroplex, much to Lone Star's dismay. Seattle FBI Director Marian Tudor sees such operations as falling clearly under the Bureau's jurisdiction, and won't stand for "a bunch of local amateurs messing things up" (to use her own words).

- And while the FBI and Lone Star duke it out over who gets to investigate and arrest them, the syndicates happily go about their business. Idiots.

- X-Star

- The CIA also has office space in the Federal Building. Though the agency is technically only supposed to operate on foreign soil (yeah, right), Seattle apparently concerns them enough to have UCAS spooks keeping an eye on the metroplex. Seattle also makes a great home base for UCAS spies operating in California, Tir Tairngire and the NAN. The CIA supposedly has safehouses scattered throughout the plex.

- Spook

## PLACES TO BE

Some of the most important places to see and be seen are in the Downtown District. In addition to the fancy restaurants and trendy nightclubs frequented by corporate suits having power meetings or out for a good time, Downtown's got four major hangouts and meeting spots, each a favorite spot for a different crowd of shadow-types. You want to do biz in this town, make one of these places your first stop.

### Club Penumbra

*5th Avenue and Yester Way*

Club Penumbra is the shadow-club in Seattle, one of the oldest and most respected in the metroplex. The moon-surface floor and star-covered black walls haven't changed much in twenty years, though the state-of-the-art trideo and laser effects are constantly updated. The club's private booths are popular for meets between shadowrunners and with prospective Johnsons. Penumbra draws a mixed crowd of Asians, Anglos and Natives on most nights. The music is almost always canned, run along with the light show by a techno-DJ, but includes popular dance hits and hard rock, and is always loud enough to mask any conversation.

- The atmosphere at Penumbra changed recently, but not because of anything the club's management did. The club is a short jander away from the Renraku arcology, which used to make it popular with corp employees. Now it's a short jander from regular patrols by the Metroplex Guard and Renraku security personnel. Business at Penumbra has dropped off lately, since a lot of the regulars get twitchy with that much security so close by. On the other hand, the club has become a hub of gossip about what's going on inside the arcology. If you want to know the latest, talk to the people at Penumbra.

- Lady Tsung

### Dante's Inferno

*5th Avenue and Madison Street*

Club Penumbra may be the number one spot with shadowrunners in Downtown, but Dante's Inferno is the number one nightclub in the whole metroplex. The towering club is a testament to the vision (some say madness) of its owner, Dante Passini, who has similar clubs in London and Hong Kong. Nine huge glass dance floors pulsate with light and the hottest dance music; around them, four ramps spiral down to the lowest level of the club, known as "Hell." The Inferno is frequented by Seattle's beautiful people; these movers and shakers follow a complex pecking order, demonstrated by who is welcome on which floor to run with the "right" crowd.

- Private rooms in Hell are available to patrons for the right price, and privacy is ensured by white-noise generators and magical wards. Dante charges upwards of 1,000 nuyen for a night in Hell. Through its yakuza connections, the club can provide any additional "entertainment" customers might want, which is not included in the base price. Johnsons looking for complete privacy often make use of Hell.

Hmmm. I'm dyin' to make a sarcastic comment about paying for being in Hell, but there's so little religion out there any more that I doubt anyone would get the joke.

- Connie Connoisseur

- Vice-peddlers in the metroplex do a lot of their downtown business at the Inferno. Illegal chips change hands discreetly, along with secret passwords to vice dens, prostitution deals and similar activities. The club tolerates it so long as it keeps the customers happy and the "businessmen" mind their manners. Both the Mafia and the yakuza know not to cause trouble in Dante's. The small fry who tried it ended up regretting it.

- Night Dancer

### Eye of the Needle

*410 West Thomas Street*

High atop the 185-meter-tall Space Needle is the Eye of the Needle restaurant, Seattle's most exclusive eatery. Johnsons and shadowrunners arrange meetings at the Eye when they're looking to impress people, and the place is quite impressive. The restaurant, situated right beneath the Needle's observation deck, rotates to offer a spectac-



ular view of the metroplex. The food is excellent, the security and the staff's discretion impeccable. The Eye of the Needle offers private dining rooms for security-conscious parties, equipped with anti-surveillance gear and magical wards to prevent eavesdropping.

- Getting invited to a meeting at the Eye is a good indication that you've hit the big time in the Seattle shadows. If you ever get the opportunity, be sure to make a good impression, or you won't be invited back.

- Zapper Weisman

- Gynt, the owner, is a dapper dwarf with a neatly trimmed beard and fine tastes (in clothes, food, wine and just about everything else). He seems to know everyone who's anyone in the metroplex, and hobnobs with the creme de la creme of Seattle society. He was rumored to be good friends with the late Don James O'Malley of the Seattle Mafia, which made the Needle somewhat less popular with the yakuza. That may have changed.

- Dan the Man

## Matchstick's

4th Avenue North and Denny Way

Far from the laser-lit Penumbra or the nova-hot dance floors of the Inferno is the smoky interior of Matchstick's, a private nightclub and bar located near the Space Needle in Seattle Center. Matchstick's styles itself on the jazz clubs of the 1920s and '30s. Live jazz music takes the stage most nights, and secluded booths allow for private conversations. Carl Steward, the manager, makes the club's back room available to club members for a small fee. This place is popular with the cool and understated of the shadowrunner set.

## PLACES OF INTEREST

Downtown holds plenty of places that might be "of interest" to a Johnson or shadowrunners; here's the ever-useful short list.

### Federated Boeing Shipyards

SW Florida Street and 26th Avenue SW

These sprawling shipyards, which manufacture the company's military and commercial hydroplanes and hovercraft, are built on and around Harbor Island and its surrounding waterways south of Seattle Center. A twenty-story building on the edge of the west waterway houses the factory and business offices. Fed-Boeing supplies hovercraft to the Salish-Shidhe Council, several ferry companies and many other corporations, including Lone Star, Ares, Aqua Arcana and Ingersoll & Berkley.

### Lone Star Security Building

2nd Avenue and Union Street

This dark blue, pyramid-shaped building houses Lone Star's executive and business offices in Seattle. Tours of the building and the company's law enforcement museum run every hour on the hour. What the tours don't show are the complex's twenty sub-basement levels,

which are brimming with reserve patrol cars, urban assault vehicles, helicopters and a huge arsenal of weapons. Lone Star is prepared for a siege, if need be. The Star doesn't like to haul out the heavy weapons unless they have to, but give them a good reason and they'll come down on you with everything they've got.

### The Omidome

Pier 64

Located in a renovated warehouse next to the Seattle Aquarium, the Omidome is the largest tri-vid theater in the metroplex, featuring popular new films that make spectacular use of the theater's panoramic, 3-D view. The Omidome is more than just a wiz place for a night out—it belongs to Renraku and is located close to the arcology, which makes it a staging area for Renraku agents and others trying to penetrate the arcology's security measures. Renraku's people have turned some of the offices in the Omidome building into "command centers" for their operations.

### The Renraku Arcology

1 Renraku Avenue

The massive Renraku arcology, once the crown jewel of Seattle architecture and sightseeing, has become the biggest mystery in the metroplex. This huge, truncated pyramid rises nearly one thousand meters into the sky above the waterfront and stretches more than ten huge city blocks on each side. Its dark walls are covered with silver-green tinted windows. The building bears the Renraku logo and name in bright red-and-blue neon. The arcology is a self-sufficient fortress, a city within the city.

Currently, the arcology is in complete lockdown mode. Armored doors cover every entrance and exit. Automated security systems sweep every side and prevent anyone from getting too close. The building's Matrix connections are off-line, and no one is receiving any transmissions or broadcasts from within. Magical wards surround the building, keeping astral intruders out. Nobody knows why the arcology is locked down or what has become of the 100,000 people believed to be trapped inside. Even Renraku doesn't seem to know what's going on inside its own building. The rumor mill is buzzing with stories, blaming everything from some kind of secret corp test to a hidden nest of bug spirits to little green aliens from inside the hollow Earth.

- Since the shutdown, the arcology's online systems have been cold and silent in the Seattle Matrix. The standard access numbers into the arcology's datalines are inaccessible. There's activity going on in the Renraku system; I've seen some connections between the arcology and the Matrix that last only a few seconds, just long enough for some major downloads of data to enter or leave. The links seem to happen at random intervals, and vanish so quickly that there's no time to find out much about them.

- Porky

"th-th-th-th-that's all folks"

# DOWNTOWN SEATTLE

- We've got a special Renraku Arcology SIG devoted to what happened. If you want the latest data on what's going on inside, check the Renraku: Shutdown files.

- Captain Chaos

Transmitted: 31 August 2060 at 12:00:21

UCAS military forces have cordoned off the arcology from the rest of the city, aided by Renraku advisors and support personnel. Despite protests from the corporation, Governor Lindstrom refuses to allow a large-scale Renraku military operation in downtown Seattle, pointing out that the arcology is sovereign corporate territory, but the streets and buildings around it are not. So far, Renraku is abiding by the governor's wishes.

- At least in public. Covertly, Renraku has a lot of assets investigating the shutdown under the auspices of Renraku Security, commanded by Kansayaku Masaru Shirokawa, a top-level Renraku troubleshooter and problem-solver sent in by the Board of Directors. Because Renraku is having difficulty getting all the personnel it needs for the job into Seattle, Shirokawa is hiring local shadowrunners to handle a lot of the work he wants done.

- Renraku Fox

## Sea-Tac International Airport

### Perimeter Road

Some thirty-nine airlines and air-freight services use Sea-Tac Airport, keeping it humming with activity at all hours. Air travel is basically the most popular way of getting to Seattle, which has forced Sea-Tac to increase its capacity twice in the past twenty years.

The main terminal building is on two levels and features extensive security measures such as magnetic and X-ray scanners for pinpointing concealed cyberware and weapons. Chemsniffers ferret out explosives, drugs and other contraband. Lone Star provides security patrols, and the United Corporate Council made arrangements with the airport some ten years ago for each member of the UCC to provide additional security forces on a rotating schedule. At any given time, you can spot Aztechnology Jaguar Guards, Renraku Red Samurai and Mitsuham security forces patrolling the terminals and grounds.

- Sea-Tac Airport has a host system almost as paranoid as their physical security. The system concentrates mainly on keeping people out, not fragging them once they're in. Loads of password protocols, trace ice and similar drek. If you can get in without setting off any alarms, you can have some fun with reservation computers, arrival/departure times and passenger lists. Frag up, and plan on an immediate visit from Lone Star.

- The Dead Deckers Society

"In Kibo We Trust"

- Sea-Tac has been a favorite target of terrorists for years. The increased security has cut down on terrorist incidents, but the airport staff and security forces haven't relaxed

much. Don't even joke with these people about terrorism. Just saying the word "bomb" in the airport can get you a three-hour interrogation session and a full body-cavity search. Not fun.

- Jaxon

- Sounds like fun to me.

- Pervo

- It would.

- DVixen

## DOWNTOWN GANGS

- Cap asked me to give everyone the lowdown on the real heavy bangers in the sprawl. Keep in mind that this information is only the tip of the iceberg, covering just the largest and most active gangs. I'd estimate that the metroplex is home to easily more than three hundred gangs, and the list changes almost weekly as gangs get killed off in turf wars and new ones spring up to take their place.

- Social Adept

"All the world's a stage"

### The Halloweeners



The largest (and by far the most psychotic) gang in Downtown is the Halloweeners. They started as a thriller gang out to make some cred and have some fun robbing the district's rich folk.

Then they messed with a particularly high-level Renraku executive—a bad mistake. Renraku

Security decided to teach the gang a lesson, and sent a team of operatives to follow them to their hideout. The ensuing gun battle left the hideout in flames and most of the original gangers dead. Only Slash-and-Burn, the gang's current leader, and two others survived. After that, Slash decided to make all corporations pay for what he considered to be Renraku's misdeed, and opened the gang to anyone willing to take on the corps. As a result, the Halloweeners claim the greatest racial diversity of any other local gang.

Halloweeners colors are orange and black, typically black clothing with orange bandannas tied around the arms, legs and neck. Their symbol is a jack o' lantern against a fiery background, befitting Slash's pyromania. The gangers wear gaudy Halloween masks while committing crimes. Slash wears various masks all the time to conceal the terrible burn scars on his face and neck.

- The Halloweeners are totally psycho—they're so scary, nobody wants to mess with them. They control most of the Seattle docks south of the Renraku arcology, and rumor



their tribal heritage, but draw their backing from the yakuza, which has been supplying the gang with nuyen and weapons for years. The First Nations serve the Shotozumi-rengo as foot soldiers, and are struggling against the Choson Ring in Everett.

### Troll Killers

This humans-only gang operates in the area toward Lake Washington, near Wolf Bay. The Troll Killers are basically a Human Nation youth cadre of punks out to bust metahuman skulls. They especially hate trolls and orks, and collect horns and tusks as trophies. They fight with metahuman gangs almost constantly, and occasionally work as hired muscle for some of the smuggling operations that cut across the lake.

### Bloody Screammers

The Troll Killers' biggest rivals are the Bloody Screammers, an ork gang in the Ravenna area near Green Lake. Like many metahuman gangs, the Screammers got their start following the Night of Rage, when orks in the area banded together and swore to shun human society. The Screammers have ties to the Ork Underground and work the smuggling trade from that angle. They hate all humans, but focus most of their anger against the Troll Killers.

### The Disassemblers

The Disassemblers are probably the outright nastiest gang in Downtown. They operate out of South Seattle, where they control a brisk organ trade. Gang members are mostly orks and trolls, with a small number of humans and dwarfs. They paint or tattoo their faces like white skulls, and wear a white skull-badge as their emblem. They run illegal chop shops and move body parts obtained from hospitals and "donors" through the area.



- The Disassemblers have become the front line of Tarnanous in Seattle. Tarnanous has been kitting the gangers out with better gear and beefing up their connections for selling their parts.

- Doc-U-Dub

has if they may know some secret ways inside the arcology building. Slash-and-Burn is interested in any dirt on Renraku. The way he acts, you'd think every bad thing that happened to Renraku lately was divine retribution for what he and his gang suffered.

- Findler-Man

### The First Nations

The First Nations gang claims turf along the docks north of the arcology, as well as some of the Everett waterfront. The gang is made up entirely of Native Americans, led by a Salish elf named Blood-of-the-Buffalo. Their symbol is a raven flying over a howling coyote. The First Nations are fiercely proud of the Native American Nations and





burbs. My best advice? Work smart. The unique combination of ritzy lifestyle and affluent corps is any runner's dream target, but you've got to work in such a way as not to panic the population. People in places like this, they love the tax break of having the industry in their back yard, but they're not too keen on the "element" that industry tends to draw (that's right, they don't like us!).

## PLACES TO BE

There are plenty of trendy bars and restaurants in Bellevue, but you won't get invited to most of them to do any kind of serious business unless you actually own the clothes to pass the dress code—these places don't keep extra troll-size jackets and ties in the coat room. Bellevue is a good place to go if you want a quiet night out, and a good place to conduct business if you can make it look like a quiet night out.

It's not exactly an old adage, but most Johnsons working in Bellevue won't do biz in their own back yard. Johnsons on retainer for the local corps might set up their meets locally, but most Bellevue Johnsons prefer to jander on out to the fringes of the nearby Redmond Barrens. They consider the Barrens to be convenient neutral ground on which to meet shadowrunners without trespassing on the home territory of the criminal element.

## The Gates Casino

830 SE Shoreland Drive

The Gates Casino is the most biz-friendly joint in the area. This sprawling, opulent casino was built by Charles Gates, father of Microdeck's CEO, Brian Gates III. An eccentric's eccentric, Charles loved spending his family's considerable fortune. He went all-out when he built the casino back in the 2030s, creating one of the most impressive vice palaces in Western North America, outdoing some of the most outlandish places down in Vegas.

The casino offers all the usual games of chance (blackjack, roulette, poker and such), along with plenty of ultra-sophisticated virtual reality games and entertainments. The Gates is also rumored to offer a fair amount of not-so-clean fun. It definitely has ties with the Finnigan Family of the Seattle Mafia, who run illegal money-laundering operations through the Gates, along with handling most of the under-the-table games of chance and providing "professional escorts" for the high rollers.

- The Gates isn't entirely the domain of the Finnigans these days. Don Bigio has brought in people from the Ciarniello family to help handle the casino's books and

## BELLEVUE AT A GLANCE

**LTG Code:** 9206

**Size:** 242 square kilometers

**Population:** 209,000 (Human 63%, Elf 13%, Dwarf 2%, Ork 19%, Troll 2%, Other 1%)

**Hospitals and Clinics:** 11

**Major Corp Facilities:** Ares Macrotechnology, Gaeatronics, Global Technologies, Microdeck Industries, Mitsuhamma Computer Technologies, Renraku Computer Systems

**Major Gangs:** 405 Hellhounds, Lake Acids, Leather Devils, Nova Rich

**Lone Star Security Ratings**

**AAA:** Beaux Arts, Hunt Point, Rosemont Beach

**AA:** Inglewood, Juanita, Medina, Regency Park, Yarrow Point

**A:** Bellevue (some sections), Cyde Hill, Kirkland, Newport (some sections)

**B:** Bellevue (some sections), Bothell, Newport (some sections)

**C:** Coalfield, East Gate, May Creek, Newcastle, Redmond

oversee some of the money-laundering operations, supposedly because "Numbers" Ciarniello runs the best Mob accountants in the plex, but mainly because Bigio wants to weaken the Finnigans and Dona O'Malley. This strategy may end up backfiring, because it may give O'Malley a chance to co-opt some of the Ciarniellos and worm her way into an alliance with old Vince Ciarniello (or his heir).

- SPD

- Nobody really knows

what happened to Charlie Gates. He disappeared not long after he built the casino. Some say the Mob took him out for crossing them; others say he was suffering from a rare and fatal disease, or that he simply wanted out of the corporate rat-race and decided to slip quietly away. Some even say he's still the power behind the throne at Microdeck.

- Mole-Man

## PLACES OF INTEREST

Bellevue is a nice place to visit, but its main attraction for shadowrunners is the number of corps in the district. Bellevue is dotted with office parks, small corporate buildings and larger facilities run by the area's major corporations. Technology parks often hide secret corporate research projects behind their pleasant brick-and-ivy facades. Though the corporate facilities in Bellevue look just as pretty as the rest of the district, they're still extraterritorial and just as dangerous as any corporate facility protected by razor wire and a dead zone in the heart of the Barrens.

- A lot of Bellevue's industry centers on computer and Matrix technology, which gives us some interesting systems in local facilities. Even though many of them run cutting-edge ice, they're still smaller and less powerful (and therefore slightly easier to crack) than the big iron you're likely to find in downtown facilities.

- The Dead Deckers Society  
"In Kibo We Trust"

## Cavillard Research Center

1302 118th Avenue SE

A technology park owned by Mitsuhamma. Cavillard researches advanced cybernetic interfaces, including ASIST brain-computer interfaces. The wooded lot and carefully trimmed lawn conceal an arsenal of lethal defense systems, which Mitsuhamma has pumped up several times over the years in response to break-ins. The site has a

## AROUND TOWN

small helipad for personnel and cargo deliveries, and an access road and loading dock for overland deliveries. Both have security checkpoints, and visitors must have valid ID passes issued by the corp to enter the facility.

- Those ID passes contain chips that constantly transmit the wearer's position and status. They are keyed to certain sectors and set off an alarm if the wearer wanders into an area for which he's not authorized. The security systems also scream if they detect anyone in the complex not wearing a badge. You might manage to deck the system from the outside to bypass this system or subvert it, but I imagine it wouldn't be easy.

- Digital Kid

- Cavilard keeps its most sensitive data offline, in a "cold vault" system in the sub-basement. The vault can be linked to the center's main computer system when necessary, but only from a secure location inside the facility and using the proper authorization codes.

- Firebird

- Security at Cavilard has jumped to ultra-paranoid levels in recent months. I've heard the labs there are hard at work on some kind of new cybernetic operating-system breakthrough; MCT wants to take advantage of Renraku's problems and Fuchi's demise to get its new design to market before any of its competitors can recover their wits. No info yet on what the new development is supposed to be.

- TygerTyger

### BELLEVUE GANGS

- Gangs in Bellevue fall into two camps: bored rich kids looking for some destructive ways to spend their time and their parents' money, and bored rich kids who supply go-gangs with top-flight equipment as a sort of twisted investment plan. The major gangs in the Bellevue district are the go-gangs. The thrill gangs stay small because they lack the dedication needed to really boost their membership—and because they have no real goals. Which is just as well for the rest of society ...

- Social Adept

"All the world's a stage"



### 405 Hellhounds

The 405 Hellhounds have the run of Route 405, the district's north-south axis, and specialize in moving goods from one end of Bellevue to another—sort of a fierce, unpredictable messenger service for illegal deals. Their colors are red and orange and they usually decorate their bikes with flame designs.

Their symbol is a snarling hound's head surrounded by flames. Most of the gang is human, like most Bellevue gangs.

- The leader of the Hellhounds, a guy named Eddie Tango, has two pet hell hounds he claims to have raised from pups. They live in the gang's hideout somewhere in May Creek and act as watchdogs. Sometimes Eddie takes them out for runs through the streets of South Bellevue. Wherever he got the things, they're well trained and they obey all of Eddie's commands.

- Whisper

### Lake Acids

The Lake Acids go-gang controls most of Route 520 along the lake shore. They fight with other local go-gangs, but for the most part their dominance of the area is uncontested. Their colors are tie-dye blue and green, and they often wear green bandannas tied around their heads, necks or arms. The gang's major rival is the Phantom Lake Seoulpa Ring. The Lake Acids regularly disrupt the Ring's smuggling operations, and they have a lot of opportunity to do so since the Ring members have to cross Route 520 to reach the lake shore.

- The yakuza is backing the Acids in order to get control of smuggling across Lake Sammamish. The evidence for this statement? The bikes the gang rides are way too new for such a low-budget organization, and their ordnance is not something that fell off a truck in that neighborhood. Rumor has it they store most of their gear in a warehouse on their turf.

- Nuyen Nick

- Truth. The warehouse is at the intersection of 88th and NE Points Drive. But it's heavily guarded by the gangers, including a couple of cybered-up watchdogs. Those dogs can hear you coming from a kilometer away and they make a rabid pitbull seem tame. One of the fraggers ripped my arm up good. I thought I'd killed it, but either I underestimated the damage I did or the Lake Acids got a new doggy the very next week.

- Chrome King

### Leather Devils

The Leather Devils go-gang controls most of I-90, which runs east-west through Bellevue. The Devils do a lot of work for the Mafia in the district. The intersection of 90 and 405 in Factoria is a regular battleground between the Devils and the Hellhounds. The Devils' colors are red and black and they wear a smiling red devil's head on the back of their jackets. The leader of the Leather Devils, who calls himself Damien, claims to be a mage.



- I'm afraid I must disagree. Damien is no mage. I've assensed his aura and it shows no magical ability whatsoever.



ever. He has customized cybereyes that glow and similar implants that he combines with misdirection and the skills of a stage-magician to produce "magical" feats. He cultivates the image of a "mysterious and wicked sorcerer" to make other people fear him and keep the rest of the gang in line.

• Silicon Mage

• Could Damien have been masking his aura from you?

• Miss Tick

• That's possible, but I doubt it. If he was, then Damien not only has an unusual amount of cyberware for a mage, but he knows more of the higher mysteries than I do, which I find hard to believe (all modesty aside, again, it

would be difficult for a mage to be that powerful with that much cyberware).

• Silicon Mage

### Nova Rich

The Nova Rich are probably the most prominent of the thrill gangs. These nice kids operate out of the area around Beaux Arts and Burbank, but they often range south of I-90 looking for "low-life scum" to beat on. They mostly confine themselves to small-time robbery, vandalism and assault. A lot of the gang's victims tend to be metahumans, but I suspect that's true mainly because Bellevue's lower classes tend to be metahuman rather than because of any particular racial prejudice on the part of the gang. They pretty much don't like anyone who can't make the right fashion statement, metahuman or otherwise.

## TACOMA

by Tacoma Angel

Back in the twentieth century, Tacoma lived in Seattle's shadow. Tacoma was blue-collar, with paper mills and metal smelters giving rise to jokes about the "Tacoma Aroma." Incorporation into the Seattle metroplex was not a popular decision in Tacoma, but it turned out to be good for the district. About thirty years ago, corporations began buying up cheap land in Tacoma to build new facilities, bringing jobs and prosperity with them. Tacoma now boasts plenty of its own skyscrapers and corporate offices, while still supporting the bulk of Seattle's heavy industry. Eighteen major factories in Tacoma produce everything from steel girders and paper to ocean freighters and aircraft parts.

- Some Tacoma factories are feeling pressure from the smaller, faster and cheaper microfac that use such technologies as laser-resin casting and microtech construction to produce goods in a "cottage industry," in direct opposition to all the space and manpower required by the big installations. The big boys are trying to compensate with more robotics and automation to speed up production and lower costs, but it takes a big initial outlay of capital to install new automation. Adding to their woes is the fact that several factories have suffered "industrial accidents" with their new systems that may not have been accidental.

- The Chromed Accountant  
"It's all about Dollars and Sense"

Tacoma is also one of Seattle's prime transportation centers. It's close to Sea-Tac airport, and its extensive waterfront handles shipping from all over the Pacific Rim. It also has Charles Royer Station, Seattle's sole passenger-train station, which serves the bullet train to and from San Francisco.

More recently, Tacoma has become the site of some of the most vicious fighting ever between the Mafia and the yakuza. The yakuza have dominated organized crime in Tacoma for nearly thirty years now, but the Mafia is coming on strong in the district. It's no coincidence that Don Maurice Bigio's traditional territory is in Tacoma, and the new Don of Seattle wants to settle some old scores against the yaks in his city. Violent incidents like bombings, drive-by shootings and assassinations of yakuza higher-ups are all on the rise as the Mafia tries to make itself top dog in Tacoma. The close ties between the yakuza and some of Seattle's Japanacorps make the Mafia's job difficult, to say the least.

- That's the understatement of the week. The Mafia and the yakuza are locked in a struggle to the death in Tacoma. Shotozumi can't show weakness or back down at this point,

## TACOMA AT A GLANCE

LTG Code: 5206

Size: 570 square kilometers

Population: 375,000 (Human 71%, Elf 11%, Dwarf 1%, Ork 15%, Troll 1%, Other 1%)

Hospitals and Clinics: 6

Major Corp Facilities: Federated-Boeing, Pacific Rim Communications, Shiawase

Major Gangs: The Ragers, the Spikes

Lone Star Security Ratings

AAA: Rustin, University Place, Zenith

AA: Federal Way, Menlo Park, Steilacoom, Dupont

A: Fircrest, Lakewood Center

B: Des Moines, Kent

C: Fife, Milton, Northeast Tacoma, South Tacoma

or his own allies will cut his throat. Bigio has a big chip on his shoulder and something to prove to the Mafia Commissione—namely, that they didn't make a mistake in appointing him Don of Seattle. Neither side can afford to show the other the slightest mercy. Nasty business, and not a good thing to get caught in the middle of.

- Argent

## PLACES TO BE

Tacoma isn't big on night life, offering only a few notable hangouts and attractions. Most of the district's restaurants and bars are family-oriented and lower-middle class, not the best places to conduct business.

Most locals find their nightlife elsewhere, either in Downtown or (for the more daring) over in Puyallup.

## The Crying Wall

East 11th Street and St. Paul Avenue

Located in the basement of the Bickson Building near the waterfront, the Crying Wall is a monument to the metahumans who died during the Night of Rage. Twenty meters long and six meters high, the wall is a bas-relief sculpture carved by ork and dwarf artists that depicts the events of that terrible night. Because it stands at one of the entrances to the Ork Underground, the orks consider the wall part of the Underground and guard it day and night. There is a stand in the building lobby where John Q. Public can buy a ticket for three nuyen, and an escort will take you down to the wall and answer any questions. Because the Underground tunnels opening off the Bickson entrance are mostly in their original state, this entrance is not open to the public.

- People who figure out the right "toll" for the orks on guard can use the Bickson entrance. It connects to the maze of old sewer tunnels and storm drains under downtown Tacoma, which stretch up into the Downtown District and include some of the tunnels into which escaping metahumans fled during the Night of Rage.

- Fenris

- Some of those old tunnels along the waterfront are still haunted by the ghosts of metahumans killed on that night. They're terrifying to look at—most of them are horribly burned, and they despise humans. If you're a norm, you'd best stay away from those parts of the Underground. Even the metas don't go there, because some of the ghosts hate all living things. The atmosphere of hate and rage has tainted astral space in the area too, making it difficult to assense anything down there.

- Blackstone



## DeClerry's

15th Avenue NE and 38th Street NE

DeClerry's is a neighborhood bar in a working-class area of Tacoma. You wouldn't look twice at it unless you knew that it belongs to Vince "Bonecrusher" DeClerry, a Mafioso who goes way back with Don Maurice Bigio. Vince runs a numbers racket for the Bigio Family, and his office above the bar serves as a clearinghouse for Mafia money. You can always find plenty of Mafia soldiers and made men hanging out in the place, along with a few locals and regulars who know the score and mind their own business.

## Fenris Nacht

1807 North 49th Avenue Court NE

Typical of most Tacoma bars and nightclubs, Fenris Nacht is dark and gloomy as a cave. The regular patrons tend to be clannish and close-mouthed, especially to

strangers. Secrecy and privacy are the watchwords here, which makes Fenris a popular place for local fixers and their contacts to meet. Make sure you're invited if you plan to go; Fenris is no place for hunting down business.

- Fenris is also popular with various urban shapeshifters. They stay in their human forms inside the club and keep a low profile, but you can spot them from time to time. Most of the shifters are wolves, but some other types also show up. Why the shifters like the place, I'm not sure. Maybe business, maybe a desire to be with others of their kind, or maybe the club serves as a hunting ground for predatory shifters. I don't know, and I don't intend to hang around and find out.

- Masque

## Gianelli's Restaurant

15th Avenue NE and 42nd Street NE

Gianelli's serves the best Italian food in Tacoma, but don't go there just to eat. The restaurant is owned by Tony Gianelli, a former Mafia capo and Don Bigio's mentor and consigliere. Old Tony is still tough as nails, despite his kindly-Italian-grandfather look. He's a widower with no sons, and considers Maurice Bigio as close as his own flesh and blood.

Though it's a popular hangout with the local Mafiosi and the owner is a personal advisor to the Don of Seattle, Gianelli's is completely legal. Lone Star can't connect any of the restaurant's money or Gianelli's income with the Mob, and his books are squeaky clean. Gianelli claims to be just an old man enjoying his semi-retirement by running a little restaurant, but don't buy it for a second.

- I'll second Angel's comment. When he was a Mafia Don, Tony Gianelli earned himself the nickname "Terrible Tony." He ran his family with an iron hand, and his reprisals against his enemies were swift and brutal. Maurice Bigio was one of Gianelli's top musclemen in those days; he earned the nickname "Butcher" carrying out Gianelli's orders. Gianelli may look like a harmless old guy, but he's one of the most powerful men in Seattle. Cross him, and the entire Mafia is honor-bound to make you regret it.

- Ricochet Rita

## The Palace of China

Soundview Drive West and Brookside Way

For those looking for a trendier nightspot (to do biz or to scope out potential clients/victims/contacts), the Palace of China is a hip club done in a medieval Chinese theme. It's popular with the district's young and wealthy, most of them good corporate citizens out for a night on the town. The club owner, Dustin Kien, is a sorcerer who puts on elaborate illusion shows for his customers.

- Kien is a member of the Octagon Triad and owes his loyalty to their honorable Incense Master, Chen Kwan-Ti. Kwan-Ti sometimes visits Kien at the night club in the wee hours of the morning. What the two of them are up to is

# AROUND TOWN

anyone's guess, but I'm sure the Mafia and the yakuza won't like the results.

- Silver Ball
- Sorry, Silver B, but Kien works with the Seoulpa Rings as a freelance mage, usually the Choson Ring. He's not Triad.
- Breetva
- Maybe he's working both sides of the street? Dangerous business, if so.
- Miss Tick

## PLACES OF INTEREST

Like I said, Tacoma's mostly factories and offices, and not big on night life. So it stands to reason that most of the places shadowrunners will find to be of interest are factory complexes and local corporate offices.

- Tacoma has two kinds of Matrix hosts: the dumb systems used by the factory complexes and the high-tech systems of the corporations based in the area.

Most of the factory systems are Green or Orange hosts, with enough ice to discourage casual Matrix trouble-makers and kids playing with a grown-up deck, but nothing that can stand up to a real decker. The fac-systems have some useful data: shipping schedules, manifests and the like. You can have fun changing programs in the automated robofac systems to grind out different products, along with changing shipping addresses to get some of the goods sent where you want them. Those systems are better protected than non-vital systems, and you'll have to burn some ice to get to them.

The corporate host systems have all kinds of paydata in them, and the hottest systems rival anything you can find downtown.

- The Dead Deckers Society  
"In Kibo We Trust"

## Federated-Boeing Metalworks

*Port of Tacoma Road and Marshall Avenue*

This plant produces most of the metals and alloys used by Federated-Boeing facilities in Seattle. Raw materials are delivered to the Tacoma docks, then trucked to huge foundries that crank out the aluminum, steel, tungsten and titanium alloys used in Federated aircraft and aircraft parts. Considerable research takes place at the metalworks, as metallurgists experiment with new mixes to produce lighter, stronger materials.

Security at the complex is fairly tight, though concentrated around the labs and other sensitive areas. Most of it consists of checkpoints, with maglocks and key cards required to get through. Federated has security personnel on duty 24 hours a day, and uses trained critters as watchdogs at night—mostly hell hounds, which seem to enjoy the environment of the metal foundries.

- The pressure is on in the metallurgy department. With corporations like Ares doing amazing drek creating new

alloys in microgravity on board the orbitals, Federated-Boeing is starting to fall behind the SOTA. I hear they're doing some interesting stuff with foamed aluminum and that they're starting to go pretty far afield in search of new techniques, including tinkering with alchemy to produce new materials.

- Blue Steel
- Whatever Federated-Boeing is working on, Saeder-Krupp is interested in it. I was approached by certain parties representing SK who wanted to know more about research at the metalworks. I never deal with dragons, so I turned them down.
- Impact

## Port of Tacoma Police Station

*25 East 18th Street and D Street East*

Your basic interest here is in staying away from this site. Even us SINless types willingly admit that the authorities in Tacoma have a pretty tough time of it. Given all the mob-related violence, it comes as no surprise that Lone Star has a major police headquarters in Tacoma, responsible for covering the Port of Tacoma and the business district. Most Lone Star officers in Tacoma consider this assignment one step above pulling duty in the Barrens. The station is an eyesore, built like a barracks on steroids. I've never been to Moscow, but I wouldn't be surprised to find out that the main prison from the heyday of the KGB looks like this one. It's meant at least partly to intimidate the gangs that operate in and around the waterfront and the major highways, like the Spikes on Intercity 5. Apart from the Mafia and the yakuza, the gangs are law enforcement's biggest problem in Tacoma.

## TACOMA GANGS

- Tacoma's lousy with gangs. The largest go-gang is the Spikes, the largest thrill gang the Ragers. Other well-known thrill gangs in the district include the Fircrest Surgeons, the Milton Dark Angels and the Lakewood Giants, though they're all small potatoes compared to the Ragers.
- Social Adept  
"All the world's a stage"



## The Spikes

The Spikes, who control most of Intercity 5 south of downtown, are a gang of troll bikers led by a massive troll known as Lord Torgo. The gang has prospered under Torgo's leadership, wiping out the Silent P's in Puyallup and strengthening their hold over I-5. Torgo is a skilled tactical leader with a mean streak a kilometer wide. He hates elves, and the gang's initiation ritual involves the new recruit killing an elf to prove himself. The gang's symbol is a crude drawing of an elf's head with Xs for eyes and a spike driven through it.

- Torgo is building up the Spikes into a formidable force. I hear he dreams of taking down the Ancients and becoming the leader of the largest and toughest go-gang in the plex.

- Wheeler

- Not going to happen. The Ancients outnumber the Spikes something like three to one, and they've got better weapons and combat skills.

- Archangel

## The Ragers

The Ragers operate along the Tacoma docks. Their colors are black and gray, and many of them wear red bandannas around their arms. They're mostly orks, with a few trolls and dwarfs, who cling to memories of the Night of Rage (despite the fact that it happened before most of them were born). The Ragers roam Commencement Bay, preying on people—particularly humans—in the name of metahuman freedom and self-defense. They're hard to track when they move, which most likely means they use the tunnels and parts of the Ork Underground when they travel.

- Any human caught on Rager turf after dark had better hope the Ragers are too busy beating up some other poor slot to notice.

- SPD

- Word has it the Mafia wants to use the Ragers against the yakuza, but the gang doesn't like or trust either syndicate. They hate the yakuza for their racist attitudes, but the Mafia isn't much better. Overtures to the Ragers from the Mafia have been met with cold rebuffs. Don Bigio is either going to push back or ignore the Ragers to fry some bigger fish. If Bigio goes after the gangers, he could be leaving himself open to a yakuza attack.

- Dockside Dave

## EVERETT

by Everett Watcher

Everett—a sleepy little district far from the buzz of downtown Seattle, where very little happens, right? Not any more, chummers. Everett was like that a few years back, but now it's a happening place filled with corporate intrigue, political corruption and syndicate war. All fertile ground for some shadow-action, if you're willing to look.

Everett is Seattle's northernmost district, right up against the border of Salish-Shidhe territory. It is best known as a port city on Puget Sound, with the Everett Naval Shipyard, some important docks and a major

## EVERETT AT A GLANCE

**LTG Code:** 3206

**Size:** 207 square kilometers

**Population:** 229,000 (Human 72%, Elf 14%, Dwarf 1%, Ork 11%, Troll 1%, Other 1%)

**Hospitals and Clinics:** 15

**Major Corp Facilities:** Dadson Vision Entertainments, Federated-Boeing, Independent Information Network, Ingersoll and Berkley

**Major Gangs:** Kabuki Ronin, Red Rovers, the Scatterbrains

**Lone Star Security Ratings**

**AAA:** Meadowdale, Norma Beach

**AA:** Alderwood Manor, Beverly Park, Edmonds, Mukilteo

**A:** Darlington (some areas), Federated Boeing (Housing areas), Mill Creek (some areas), Nelson's Corner (some areas)

**B:** Darlington (some areas), Everett Yards (not government controlled), Lynnwood, Mill Creek (some areas), Nelson's Corner (some areas), Perrinville

**C:** Casino Corner, Fairmount, Intercity, Old Everett

**D:** Lowell, Keeler's Corner, Pinehurst

Federated-Boeing facility. The district is also home to corporations lured by cheap land and a ready-made workforce, pumping up Everett's economy and turning the district into a potential rival to Tacoma.

Just a few miles north of Everett along the North Road lies a former U.S. military reservation, which the Salish-Shidhe have converted into a small military base and border-patrol station for all traffic coming into and out of the metroplex. SSC border guards at the checkpoint make sure everyone has the proper passes and documentation for their journey. The guards are unfailingly polite, but also armed to the teeth.

- The SSC also patrols the shoreline north of Seattle for smugglers and illegal military activity, but there are so many bays, coves and inlets that it's impossible to keep an eye on them all. Smugglers use small boats to make their way up and down the coast and along the various rivers and inlets. Deception Pass is one of the major routes from the Pacific Straits to Everett, and it's heavily patrolled by Salish-Shidhe gunboats.

- Sealowe

## PLACES TO BE

Most of Everett isn't a party town, but the influx of new workers and corporate employees, along with the influx of new money, has cranked up the district's entertainment industry and night life. Most people in Everett are content to visit its many malls and shopping complexes, including the sprawling Everett Beacon Mall. While a huge mall complex is as likely a place as any to do biz, those of us looking for more lively entertainment and job opportunities have fewer choices in Everett.

## Casino Corner

*Evergreen Way and Route 526*

Casino Corner is a collection of gambling houses in central Everett, just outside Federated-Boeing territory. The Corner is also home to many nightclubs and "hospitality houses," where customers can find whatever companionship they might desire for an evening. While the individual businesses in Casino Corner can't hold a candle to opulent joints like the Gates, together they offer a buffet of entertainment options that lure hundreds of people to wander up and down the strip at all hours to sample the different nightspots.

Casino Corner is the stronghold of the Everett Mafia, run by the Ciarniello Family, which uses the casinos and clubs to launder money earned in other operations. The

## AROUND TOWN

yakuza repeatedly attempt to carve out a slice of the action in the Corner, but the Mafia ruthlessly defends its territory.

- The yakuza got a foothold by starting up a bunraku-brothel just south of Casino Corner. The Mafia want to shut it down or take it for themselves, but the yaks are playing their cards close to the chest. I know chummers who've earned good cred selling information to Don Ciarniello about yak operations in his territory.

- Smiley

### The Rubber Suit

*Upper Ridge Road and 18th Street SW*

The largest and most exclusive nightclub in Everett, The Rubber Suit is the district's place to see and be seen. It is also a favorite hangout for younger yakuza of the Shotozumi clan. Certain members of the First Nations gang occasionally show up at the Suit to talk to the yakuza kobun who gives them their marching orders—and to get the latest word on the nuyen and toys that constitutes payment from their yak bosses. If you're looking for an audience with the local yakuza, this is the place to start.

- The Mafia has hit the Rubber Suit something like six times in the past few years. Most recently, the place was strafed with automatic weapons fire from a drive-by and fifteen people died, only half of them yakuza. Every time the Mafia hits the place, the yakuza retaliate in force—a classic escalating-war scenario.

- Connie Connoisseur

- That particular hit wasn't the Mafia, Connie—it was the Choson Ring, which hates the yakuza with a passion and would like nothing more than to see their rivals forced out of Everett altogether. I'm assuming it's only a matter of time before Don Vincent decides to take advantage of that situation and arrange an alliance of some kind with the Choson Ring against the yaks.

- Neon Leon

### PLACES OF INTEREST

Its fast-growing economy allows Everett to constantly welcome up-and-coming corporations to its tax rolls. These newbies offer nearly unlimited opportunities for shadowrunners looking to help a small, hungry company get a leg up in the corporate shark-tank, or help one of the corporate sharks gobble up the little fish. If you're on the side of the minnows, though, you've got to watch your credstick—they sometimes gamble on being able to pay more than they actually have to spend. As long as you're not too choosy about how you make your nuyen, it's there to be made in Everett.

### Everett Naval Shipyards

*Main Gates: Rucker Avenue and Pacific Avenue*

The Everett Naval Shipyards were built in the 1990s as the home port of a carrier battlegroup and a shipyard

capable of repairing and resupplying United States naval vessels. The yards brought hundreds of jobs into the region and stimulated Everett's economy, but the events of the Awakening and the Ghost Dance War cast the future of the shipyards in doubt. The shipyard was in decline for decades, and in the late 2030s a shutdown looked likely. In 2042, the UCAS Congress passed the Military Improvements Act, and the Everett Shipyards and the Fort Lewis army base became the focus for the refurbishment of UCAS military facilities in the Seattle metroplex.

Currently, the shipyards are home to a UCAS nuclear carrier battlegroup based around the supercarrier *USS Koontz*, under the command of Rear Admiral Jennifer McNair. Occasionally, a Salish-Shidhe cutter docks at the shipyards for repairs in accordance with the Treaty of Denver and agreements between the SSC Defense Force and the Seattle metroplex.

- The UCAS Navy and the Salish-Shidhe Council have had some differences over the years, but no major incidents. If anything, the UCAS has more trouble from corporate-owned warships infringing on military security in and around the shipyards, like a few years back when the Aztechnology ship *Tezcatlipoca* demanded the right to dock at the shipyard for repairs and was refused by the base commander, because UCAS regulations prohibit corporate warships from using federal facilities. There was some serious concern that the Azzies would respond by lobbing some shells at the Navy, but after a few tense hours, the *Tezcatlipoca* turned around and headed home.

- Cracker

- That's because the Azzies weren't really interested in docking, Cracker, old chum. They just wanted to get close enough to deploy some new undersea microdrones near the shipyards to keep an eye on things and see how much they could push the UCAS Navy around. It was months before the Navy found out about the little spies hanging around the port, burst-transmitting data to Aztechnology satellites, and several more weeks before they found and disabled all of them.

- Nightrunner

- The shipyards are a hotbed of UCAS military activity and espionage against the UCAS. The Salish-Shidhe keep close tabs on the shipyard and the naval vessels docked there, and so do agents of the California Free State, the Japanese Imperial State (as if there's a difference between the two), Aztlan and Tsimshian. The FBI recently rounded up some members of a spy ring operating out of the Everett yards that was selling UCAS secrets to the Japanese. It's activities like these that make people of our professions so valuable in the Seattle area.

- Cap'n Silver

- The Japanese are jumpy about Everett because it's the only UCAS Navy base on the Pacific Coast, and therefore

the logical staging point should the UCAS ever decide to forcibly re-integrate California and/or kick the Japanese out of San Francisco. If the battlegroup in Seattle so much as twitches, the Japanese want to know about it.

- Berzerkley

- They've got nothing to worry about. The UCAS is having enough trouble holding on to Seattle, much less considering reunification with California.

- Fidler-Man

## Federated-Boeing Everett Facility

938 84th Street SW

Federated-Boeing's Everett factories build the company's huge aircraft and spaceplanes. There are ten factories in the facility, five of them under the roof of the largest building in the world, including the assembly line of the mammoth Boeing 828.

Surrounding the factories and runways of Paine Field is "Boeingville," housing for about 25 percent of the corporation's employees. The company supplies apartments and houses free of charge to certain employees, complete with free entertainment and utilities. Federated-Boeing Security provides round-the-clock police services for the corporate neighborhoods, making them some of the safest and cleanest in Seattle.

- That's all fabulous if you like living in a gilded cage. FB Security has checkpoints and automatic gates at all of the entrances of the corp's private neighborhoods, requiring a company-coded credstick for access. You live in a FB apartment (or house, if you're important enough), shop at the company store, your kids go to the company school and the whole family sometimes spends its entertainment credits going out to the company-owned restaurant or movie theater for an evening. All "fringe benefits" provided to you gratis by the company, but specially designed so you can never really leave.

- Nuyen Nick

- The reason for all the "generosity" can be summed up in one word: security. Federated-Boeing isn't a true megacorporation, but they're pretty damn close and they're prosperous enough to be the target of other corps and megacorps. The only way FB can maintain its edge is by holding on to its best personnel, protecting them from subversion and extraction attempts on the part of corps like Ares, Mitsuham, Sikorsky-Bell and Saeder-Krupp. With its corporate communities, FB maintains an image as the kindly company taking care of its own, while at the same time protecting its interests.

- The FB Insider

- The FB Matrix host contains the top-secret design specs and similar intel on the planes being built at the facility, but the overlooked gem is the Green host system handling administration for FB housing and other facilities around the factories. You can pry all sorts of stuff out of

the database about Federated-Boeing employees, enough to arrange a fairly trouble-free extraction.

- The Dead Deckers Society  
"In Kibo We Trust"

## Bicson Biomedical

Beverly Park Road and 117th Street SW

Bicson is a pharmaceutical manufacturer and research lab that specializes in drugs and compounds related to cyber-implant procedures and maintenance, mainly immunosuppressants, viral nano, synthesized hormones like beta-endorphins and some bioware like artificial glands. They did well in the bioware boom in the mid-2050s, but not well enough to keep them from being gobbled up by one of the bigger fish in the pond. Cross Biomedical quietly bought out Bicson in 2055 and made it a subsidiary of Cross Advanced Technologies. The company continues to put stuff out under the Bicson name and logo, but upper management answers to Cross Biomed in Boston, and then to the head office in Montreal.

- Not too many years ago, Bicson developed an experimental drug called Cybertram. It was supposed to ease the introduction of cyberware and other implants into the body, reducing the overall systemic shock and immunore-sponse. The drug never reached the market, despite extensive testing and analysis. Most people assumed the project was a failure, one of the reasons Bicson was vulnerable to a buyout bid. Personally, I think Cybertram was the reason Cross Corp bought the company, so they could keep the drug to themselves for the time being.

- Nuyen Nick

- Interesting theory, Nick, but why keep something like that a secret when you can make a drekload of cred selling it on the open market? Every maker of cyberware and every clinic in the world would want some. What's the advantage of keeping it to yourself?

- The Keynesian Kid  
"Greed is Good."

- I think I can offer one possibility. I run a body shop in Everett, and I was involved in some of the secret Cybertram "field testing" that Bicson conducted in its effort to gain FDA approval. The drug trials showed an amazing overall decrease in post-operative trauma and complications from implantation, but the subjects all wound up with the same kind of disassociative dementia. They eventually lapsed into a coma and died. Bicson covered up the whole thing, but Cybertram didn't live up to its press.

- Doc Slash

- Slash, the symptoms you describe sound like the effects of cybermancy: people get "disconnected" from the world and have to be constantly reminded to keep living. I wonder how Cybertram would work in conjunction with the IMS unit and other countermeasures used in cybermancy.

- Doc

## AROUND TOWN

- I bet Lucien Cross was wondering the same thing when he bought Bicon.
- Argent

### Dadson Vision Entertainments

7th Avenue and Everett Mall Way SE

Dadson is a California-based producer of simsense and trideo programs. The company's Seattle studio recruits promising young performers from metroplex clubs and other venues, and also keeps an eye out for young and hungry electronic and sim-development techies. Dadson cranks out both high- and low-grade programs of all kinds, but focuses mostly on the racy, mindless fluff people have come to expect from California media corps.

- Dadson is a major source of "California hot" simsense chips and beetles in Seattle. Even though producing them is technically illegal, the studio has the equipment to create Cal hot and BTL chips, which it sells on the QT to the yakuza. The yaks move them on the streets without having to smuggle the goods in from CFS. Harmless chip blanks go in, pure cred comes out. Sweet deal. A lot of the "young talent" picked up by Dadson recruiters end up "starring" in sleazy sim-porn or worse.

- Holly, Wood & Vine

- HW&V nailed it. Dadson is backed by the yakuza in California, but since Shotozumi-san broke from the Watada-rengo in Japan, the company's yakuza backers no longer sanction any dealings with the Seattle oyabun. This forces the Seattle studio to find a different distribution channel for its products. Obviously, the yaks don't mix with either the Mafia or the Seoulpa Rings, which leaves them with the local gangs, specifically the Kabuki Ronin, who remained affiliated with the Japanese yaks when Shotozumi split. Having a gang distribute BTLs on their territory doesn't please the Seattle yakuza, which in turn sparks wars between gangs loyal to the opposing factions.

- SPD

### EVERETT GANGS

- Everett's gangs tend to be concentrated in downtown Everett rather than the outlying neighborhoods. Go-gangs are common, and both they and the thrill gangs often end up working for one of the syndicates. The major activity of Everett gangs (apart from mindless violence) is smuggling, from either the northern border or the shore.

- Social Adept

"All the world's a stage"

### Red Rovers

The Rovers are Everett's largest go-gang, controlling most of Intercity 9 along the Everett/Snohomish line. Their color is red; members often dye their hair red and wear red warpaint. The Rovers are heavily involved in smuggling operations along I-9 into the metroplex, and regularly run NAN border patrols or act as outriders for

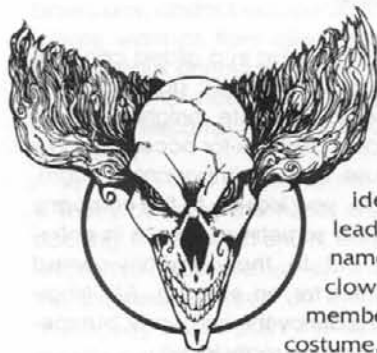
other smugglers. The gang often works for the Mafia, but they also work for Seoulpas like the Choson Ring and anyone else who will pay them. The Rovers sometimes fight with the First Nations over Seoulpa Ring biz.

### Kabuki Ronin

Everett's largest thrill gang is the Kabuki Ronin, who operate in and around the Everett dockyards. A Kabuki Ronin shaves his head except for a single scalp lock, and tattoos his entire head white, in the style of Japanese *noh* theater. Many gang members are Japanese, but the majority are not. No longer associated with the Seattle yakuza, the Kabuki Ronin now take on a more eclectic range of jobs.

- The Kabuki Ronin still do most of their work for the Japanese yakuza out of California. They distribute Cal hots and BTLs from Dadson Entertainment and control most of the chip trade in central Everett. This puts them in conflict with Mafia vice biz at Casino Corner. Don Ciarniello hasn't made any serious moves against the Kabuki Ronin yet because he doesn't want to drive them into an alliance with the local yaks, but eventually he'll have to do something.

- SPD



### The Scatterbrains

The Scatterbrains, the weirdest thrill gang in Seattle, base their modus operandi on some real twisted ideas of humor. Their leader, a psychotic troll named Giggles, has a serious clown fixation. All gang members wear a clown-style costume, along with the gang's symbol—a skull with red "Bozo hair."

The Scatterbrains play elaborate practical jokes, from satires of protest rallies and other social events to spray-painting the side of the Renraku arcology.

- The Scatterbrains are totally fragging loco, omaes. They will do anything for a laugh, and what they consider funny seems to depend on where Giggles' fraged-up brain is on any given day. I'm talking drek like spraying acid on people or using squirts filled with hallucinogens and other twisted stuff. Don't mess with these frags, and if you see them, get out of their way.

- Edge

- The gang allegedly has a hideout somewhere along the Everett docks, probably a warehouse. The Scatterbrains and the Kabuki Ronin seem to get along fine, and they've never had a turf war, even though they cover the same area. Maybe it's their mutual love of whiteface?

- Holly

## RENTON

by Mountain Man

The Renton district is dominated by a spur of hills and ridges along its northern border. Running from southeast to northwest, the ridges include Cougar Mountain and Tiger Mountain, and are popular spots for hiking and sightseeing. Away from the hills, the land becomes level farmland before giving way to housing and light industry. A chain of small lakes is scattered throughout the district.

A quiet, middle-class bedroom community (not unlike Bellevue) on the surface, Renton supports a uniquely ugly underside: the Humanis Policlub's main Seattle headquarters is in Renton. They began recruiting in this area nearly twenty-eight years ago and they continue to draw a lot of support from middle-class Renton folk, including recruiting a lot of the area's bored and rebellious teenagers. A majority of Renton voters now show humanocentric racist tendencies; those who don't subscribe to such discrimination tend to be active in pro-metahuman groups. The tension between the two crowds provides prime fodder for runs; if you're picky about who you work for, you've got to be careful of the jobs you take from Mr. Johnsons based in this neck of the woods.

Renton also supports a thriving community of organized crime and street gangs: the Mafia and yakuza both enjoy a strong presence in the district. The Mafia controls illegal gambling and smuggling, while the yakuza runs most of the vice industry and controls the flow of illegal chips. Naturally, the Mafia and Seoulpa Rings both operate smaller, rival vice industries, giving rise to fierce competition and a great deal of violence between the three syndicates.

### PLACES TO BE

As a commercial center, Renton isn't known for its night life. What watering-holes do exist are usually crowded with Humanis policlubbers, so if you come here looking for entertainment, watch your step.

### The Murdered Mime

108th Avenue SE and 204th Street SE

This club, done up in a black-and-white theatrical theme, hosts plenty of up-and-coming rock bands and acts who view it as a step toward performing in the hotter downtown clubs. The Mime is also a favorite hang-out for Renton's younger yakuza. To make life interesting, a major Mafia hangout—the Italiano—is right across the street. Habitues of both clubs have come to expect frequent violence and gunplay outside their favorite venues.

### RENTON AT A GLANCE

**LTG Codes:** 16206

**Size:** 259 square kilometers

**Population:** 218,000 (Human 65%, Elf 10%, Dwarf 2%, Ork 20%, Troll 1%, Other 2%)

**Hospitals and Clinics:** 13

**Major Corp Facilities:** Federated-Boeing, Knight Errant

**Major Gangs:** Blood Mountain Boys, Night Hunters

**Lone Star Security Ratings**

**AAA:** Lake Young

**AA:** Four Lakes, Maple Valley, Renton, Spring Lake

**A:** Issaquath (some areas), Thomas (some areas)

**B:** Issaquath (some areas), Meredith (some areas), Thomas (some areas)

**C:** Christopher, Meredith (some areas)

- Both the Mafia and the yakuza seem to use the two clubs as a sort of "testing ground" for their younger and newer members. Those who can survive hanging out there are worth keeping; the weak and the stupid are weeded out. Sort of Darwinian recreation.
- Smiley

### PLACES OF INTEREST

Renton's economy lives on shopping. The district has a lot of malls and similar conglomerations of shops where corporate suits and wage slaves can spend their hard-earned nuyen on things to fill up their meaningless lives. Check out places like Auburn Center, Renton Center Mall, Maple Valley Mall and (as the ad execs say) much, much more.

The real corporate money in Renton is in the software industry and the security business. The district has lots of small software design and production firms working on everything from office utilities to intrusion countermeasures to games. Some are subsidiaries of big boys like Mitsuhamma and Renraku, while others, like Power Persona, are trying to make it on their own without getting gobbled up.

- Most of the Matrix systems in Renton are cheap commercial trash: mall association host systems and drek like that. The corporate and government systems are the only ones worth bothering with, and most of them tend to be low-key. Watch out for the exceptions, though; the corporate systems in Renton can be killer.
- The Dead Deckers Society  
"In Kibo We Trust"

The security business is a similar mix of big corps and independents. Knight Errant has a large training facility in Renton, and smaller security corps like Wolverine, Eagle Security and Petrovski Security (a subsidiary of MCT) have operations in the district as well. Naturally, these security corps do a booming business in the district. Most residents are concerned about gang violence, and the tenant and homeowner associations assume that the local boys and girls automatically know more about how to secure their own neighborhood.

### Federated-Boeing Renton Facility

Logan Avenue and North 6th Street

At this facility, Federated-Boeing manufactures remote piloted vehicles (RPVs) ranging from tiny drones to huge Herd Animals (remote-controlled cargo planes that fly to nations on the Pacific Rim). The facility has R&D labs for developing and testing new drone designs, and word has it FB is investing cred in robotics development as well.

## AROUND TOWN

- One of the R&D projects involves anthropomorphic robots and remote drones. FB is planning to expand further into the remote-system market with advanced robots for a variety of tasks, including some military applications.
- Tacoma Angel

### **Knight Errant Seattle Training Academy**

*Main Gates: 715 NE 3rd*

Knight Errant's training academy looks like any ivy-covered university campus, but the brick and wrought-iron wall around it is fitted with sophisticated sensor suites and an electrical charge powerful enough to stun a juggernaut. The grounds hold everything needed to train KE's top-grade security personnel in specialties from executive and physical asset protection to computer systems to astral and magical protection. If you want to find out what KE trainees learn, come here—assuming you can sleaze past the security.

- As might be expected, security is tough. The students and faculty are all Knight Errant or Ares employees, all combat-trained and familiar with security protocol. Infiltrating the academy is difficult, to say the least.
- Errant Knight

• System security is as nasty as site security. The academy uses its system to test new Matrix security measures and train KE combat deckers, so there are always at least a couple of deckers running hot new warez online at any given time, itching to kick some intruder's virtual hoop. The system also has virtual "training grounds," used to run simulations of different physical combat conditions and security situations.

- The Dead Deckers Society  
"In Kibo We Trust"

### **RENTON GANGS**

• Renton has a lot of gangs, more than any district aside from the Barrens. Long years of boredom and a virulent desire for destruction make Renton gangs particularly tough and violent. Many are involved in the drug and chip trade coming out of Redmond and Tacoma.

- Social Adept  
"All the world's a stage"

### **Blood Mountain Boys**

The Blood Mountain Boys are Renton's largest gang, claiming nearly all of Intercity 169 as their own. A mixed-race gang, they go in for a "tribal" style and attitude. Members wear tribal leathers and often pierce, scar or tattoo themselves. They wear warpaint on the road, and many gang members have their "warpaint" permanently tattooed on their faces and arms.

The Mountain Boys are heavily involved in the chip trade, running errands for the Mafia, the yakuza or whoever will pay them and supply them with the goods for an all-night party. Despite their involvement in chips, the gangers disdain such technological vices for good old-fashioned drugs and alcohol. Their all-night binges up and

down the highway are legendary.

- The Blood Mountain Boys' tribal nature seems to attract more than their share of Awakened members. Some street shamans run with the gang, along with a few warrior and hunter adepts.
- Miss Tick

- The Mountain Boys sometimes clash with the 405 Hellhounds where their highways cross, not far from the Renton Airport.
- Crime Watch



### **The Night Hunters**

The Night Hunters are Renton's largest thrill gang—or perhaps the largest thrill gangs, depending on how you look at it. The Night Hunters are actually several splinter gangs, all using the same name. The largest faction numbers around twenty to thirty members, led by a sociopath named Stiv. All the groups are technofetishist and rabidly anti-metahuman. They wear black leather with lots of chains and chrome studs, and have mohawks (usually dyed green). Their symbol is a taloned hand slashing across a white moon, usually worn on their jackets in glow-in-the-dark paint.

The Night Hunters go in for a lot of cyber-modification and most of them have razors or spurs. Cybereyes are common, as are vocal and ear modifications that allow the Hunters to make weird "hunting calls" to terrify their victims. They sell BTLs to make money and spend the rest of their time distributing Humanis propaganda and terrorizing anyone caught on their turf at night, especially metahumans.

- These gangers are totally fragged. They're more like a pack of animals than people, chasing down any metahumans they find and usually torturing anyone they catch. Even some Humanis skags cringe to think about what the Night Hunters do to their victims.
- Thorn

### **AUBURN**

by Max

Auburn is a primarily blue-collar neighborhood between Renton and Puyallup. The Humanis poison from Renton is seeping down into Auburn at the same time that trouble from Puyallup is creeping up. The district is a major manufacturing center, and environmentalists out to curb the excesses of local factories and plants are at odds with angry residents afraid their jobs will disappear. Orks and trolls make up about 20 percent of the district's population, and racial conflicts fueled by the growing influence of the Humanis Policlub make for tension between human and metahuman neighborhoods.

The Seattle syndicates do good business in Auburn, with both the yakuza and the Mafia wielding substantial influence here. The Mafia controls the trucking companies and unions the factories depend on, while the yakuza runs most of the district's vice industry; in one way or another, both organizations have a hold on some of Auburn's important players. Like elsewhere in Seattle, there's no love lost between the syndicates: hardly a week goes by without news of more floating bodies turning up in the Green River—Mafia, yakuza or people who fragged off one side or the other. Even the Star is so wary of the syndicates in this part of town that the mobsters pretty much have free rein.

- You know I'm no fan of Lone Star, but Auburn is almost as bad a mess as the Barrrens, except that in Auburn the cops can't just walk away and hope for the best. There's too much industry in Auburn, so the Star has to take an active role in keeping some semblance of peace. But the syndicates have their fingers in every pie in Auburn, and the local cops haven't got a prayer of separating the Mafia and the yakuza from the legitimate businesses they run. Lone Star cops dread working in Auburn; plenty of them are on the take from the Mafia or the yaks (or both) simply so they can survive another day and keep their jobs.

- X-Star

## PLACES OF INTEREST

The name of the game in Auburn is heavy industry, namely manufacturing. The district's 400-plus factories, metal refineries and petrochemical plants include installations owned by Federated-Boeing, Renraku, Mitsuhama, United Oil, Bowman Metal Works and a dozen other corps. The manufacturing industry provides the vast majority of the district's jobs, and worker loyalty is surprisingly high.

- A lot of the plants sponsor softball and tame urban brawl teams, and have friendly competitions to inspire company spirit in the workers. The games also provide great opportunities for surveillance and the occasional extraction, if you plan it right.

- Winger

- In Auburn, more so than in Tacoma, you'll find mostly automated factory systems. Some are loaded with ice; many more are simply isolated from the Matrix except for some reporting and telecomm systems (which still offer numerous possibilities for a hot decker). The most sensitive material is almost always offline in some factory manager's office or the R&D lab system within a larger factory complex. The Federated-Boeing facility, for example, has gigapulses of classified cor-

porate data ... all of it kept in cold vaults in individual labs, forcing would-be data thieves to get through the physical security around the site to access the computer systems, which are layered with ice.

- The Dead Deckers Society  
"In Kibo We Trust"

## Federated-Boeing Auburn Facility

*Main Gates: Auburn Enumclaw Road & SE 408th Street*

The huge Federated-Boeing complex in eastern Auburn consists of factories, research labs and other facilities focused on the development and construction of the corp's military and experimental aviation projects, making this facility the most top-secret Boeing complex in Seattle. The corp takes advantage of Auburn's relative isolation to provide heavy security on the entire facility. Visitors must have passes just to go through the main gates, and security checkpoints are scattered throughout.

## The Ultra Resort

*North Island Drive & North Vista Drive, Tapps Island*

This exclusive luxury hotel complex on Tapps Island, on Auburn's western side, is open only to members of the elite Ultra Club. Security checkpoints protect all the roadways and keep watch on the lake. Club members are ferried to the island by chartered helicopters, which land on the roof of the resort.

What is the Ultra Club? Beats the frag out of me, chummers. The membership list is secret and membership is by invitation only. Rumors place just about every wealthy corporate suit, local celebrity and politician as a member of the club, not to mention major syndicate figures like Hanzo Shotozumi and Maurice Bigio. How much of that is true is anyone's guess.

- Rumors tie the Ultra Club to everything from the Universal Brotherhood to the Black Lodge to the Bavarian Illuminati. I tend to think the club is a lot less sinister than most make it out to be. I've done some poking around in the Ultra Club's host system (yes, I know it's isolated from the Matrix, don't ask me for the particulars). From what I can gather, the club members are mostly hotshot corporate types from dozens of different corps. The resort is a combination "old-boys network" and neutral ground for different suits to conduct business. The entire United Corporate Council board belongs to the Ultra Club, and I'd be willing to bet a lot of the real business of running Seattle gets done poolside or in bars at the resort.

- Fastjack

## AUBURN AT A GLANCE

**LTG Code:** 1206

**Size:** 363 square kilometers

**Population:** 218,000 (Human 64%, Elf 12%, Dwarf 2%, Ork 19%, Troll 2%, Other 1%)

**Hospitals and Clinics:** 17

**Major Corp Facilities:** Bowman Metal Works, Federated-Boeing, United Oil

**Major Gangs:** None

**Lone Star Security Ratings**

**AA:** Auburn, Lake Wilderness

**A:** Algona (some areas), Berrydale (some areas), Pacifica (some areas)

**B:** Algona (some areas), Berrydale (some areas), Covington, Enumclaw (some areas), Georgetown, Maple Valley, Pacifica (some areas), Sumner (some areas), Timberlane

**C:** Black Diamond, Enumclaw (some areas), Sumner (some areas)

**D:** Bolse

# AROUND TOWN

- Governor Schultz never visited the Ultra Resort, but Governor Lindstrom has—during his time as Mayor of Downtown and since his election as governor.
- Bitter Lemon

## AUBURN GANGS

• Auburn's gangs are many and varied, and none of them rule the roost. Unlike Renton or the Barrens, Auburn boasts no really large gangs, just lots of small ones, usually with no more than a couple dozen members. Go-gangs operate along Route 18 and Route 164, while thrill gangs are found mostly along the border near Puyallup, in Sumner and along the Tacoma border in downtown Auburn.

- Social Adept

"All the world's a stage"

## SNOHOMISH

by Sleeper

The district of Snohomish marches to a different beat than the rest of the Seattle metroplex. Snohomish is a farming community, the only real expanse of green land left in Seattle. It is also the district where the mayor was assassinated in 2048 because his son was married to an elf and was an outspoken critic of the Humanis Policlub. Snohomish has had numerous problems with anti-metahuman and anti-Native American sentiments, and the Humanis Policlub is strongly entrenched. Mayor Karl Feddersen, the son of the former mayor, and his wife Jassila are still working to improve racial relations, but they're fighting a losing battle.

The other big conflict is between the small farm owners and major agribusinesses. Meyers Agriculture is the main agribusiness, along with Society Farms, Berkley Soy Foods and High-Yield Industries. Thirty-nine of the district's fifty largest farms are owned by agricorps. The rest of the larger farms and the dozens of smaller ones do their best to compete without the resources of the large combines.

• The agricorps are trying to buy up the rest of the land in Snohomish to expand their operations. They've gotten some of the smaller farms, but others refuse to sell. The agricorps have resorted to threats and strong-arm tactics to push the smaller farmers out. The farmers have responded by closing ranks and hiring outside security, including shadowrunners, to protect their farms.

- Smiley

Along the banks of the Snohomish River are fifteen different aquaculture facilities, including Ingersoll Aquaculture, Farm-the-Sea and Aqua Arcana. Each uses

## SNOHOMISH AT A GLANCE

**LTG Code:** 17206

**Size:** 217 square kilometers

**Population:** 115,000 (Human 86%, Elf 6%, Dwarf 1%, Ork 5%, Troll 1%, Other 1%)

**Hospitals and Clinics:** 8

**Major Corp Facilities:** Ingersoll and Berkley, Visioncrafters

**Major Gangs:** None

**Lone Star Security Ratings**

**AA:** Bothell, Mountain Terrace

**A:** Snohomish

**B:** Brier, Kennard's Corner (some areas), Malthby, Monroe (some areas), Turner Corner

**C:** Cathart, Kennard's Corner (some areas), Lynnwood, Monroe (some areas), Trasher's Corner

the river to grow a variety of aquatic food crops, from seaweed to krill to crayfish.

• Some people are concerned about the multitude of different ecosystems being introduced into the river causing environmental problems. Each company is using the river's resources as it sees fit, with little effort to manage the river between the different aquacultures. The corps may well exhaust the river before long.

- Paranaturalist

• A shaman who calls himself Dancing Reed has tried to shut

down a couple of the aquacultures by stirring up river spirits to damage aquaculture pens and sending nasty river critters to eat crayfish and other crops. Several of the aquaculture corps are offering rewards for his arrest and capture.

- Condor

• I heard Dancing Reed isn't a shaman at all, but a free river spirit—the spirit of the Snohomish River itself, trying to clear its banks of intruders. The spirit is said to take on many different forms.

- Galen

## PLACES OF INTEREST

Apart from the sprawling farms and aquacultures, Snohomish has a few other spots of interest to shadowrunners.

• Nothing worth mentioning in the Matrix, however. Snohomish is a farm town. The systems you're likely to find are run by agricorps or aquacultures. Most of them are pretty standard, usually Green or Orange, running some basic ice and protecting things like employee records, production schedules and similar drek. Occasionally, you might stumble onto some real paydata, like Society Farms' plans to genetically engineer a "super tomato," but most of the data in these systems isn't worth the trouble. Some little manufacturing corps like Edmonds and VisionCrafters have some worthwhile paydata, but they also have correspondingly better security.

- The Dead Deckers Society

"In Kibo We Trust"

## Blackstone's Museum and Zoo of the Paranormal 118 East Avenue B

Blackstone's is a privately owned museum and zoo with a collection of paranormal animals on loan from the larger Fort Lewis and Woodland Park Zoos. Though popular with the locals, the zoo has come under attack recently by anti-Awakened groups, who find it a convenient target.

## Edmonds Instruments

76th Avenue West & 212th Street SW

Edmonds Instruments has been manufacturing precision aircraft and ship instruments for more than forty years. Originally, the company worked solely with Federated-Boeing, but increased profits allowed Edmonds to expand its facility and take on other contracts. Federated-Boeing attempted to buy out the company in 2051, but Edmonds fought them off. Relations with FB since then have remained profitable, but shaky. Edmonds can't afford to lose the Federated contracts, and Federated-Boeing can't afford to pull its contracts from Edmonds, so the two companies keep dancing around each other.

- I hear Edmonds is getting some lucrative contracts from AresSpace that could improve their position against FB. Naturally, Federated wants the inside track on what Ares is up to. I wish them luck.
- Nuyen Nick

## SNOHOMISH GANGS

- For the most part, gangs aren't a significant presence in Snohomish. The few gangs in the district are mostly metahumans who've banded together to terrorize the local inhabitants and provide mutual protection against local anti-metahuman sentiment. The rest are gangs of human toughs looking to bust metahuman skulls and protect their homes from "sub-human scum." Both sides operate like old-time vigilantes.
- Social Adept  
"All the world's a stage"

## FORT LEWIS

by TacFire

The Fort Lewis Military Reservation consists of rolling hills of evergreen forests, almost untouched by urban development. The soldiers of the Metroplex Guard train in these woods, which are kept free of undergrowth by the relentless scavenging of tiny ants that build the giant anthills found throughout the reservation.

The arrival of additional UCAS troops has turned the heat up a degree in Fort Lewis. General Colloton is the new sheriff in town, and she's clearing out some of the dead wood. Her efforts are earning her a lot of flak from the Metroplex Guard, and neither the Mafia nor Lone Star appreciate her housecleaning.

## MAIN POST

Most of Fort Lewis is forest, with buildings and developments concentrated around the main post adjacent to both flanks of

Intercity 5. Most buildings, including post headquarters, exchanges, commissaries and housing areas, lie on the southern side of the I-5. Most of the residential areas for soldiers, officers and their families are on the western side of the main post.

North Fort lies north of I-5. With the establishment of Joint Task Force Seattle, the North Fort area was given over to the UCAS Army as its headquarters and garrison area.

## Military Police

Because it's a UCAS military post, law enforcement duties in Fort Lewis fall under the jurisdiction of the military police (MPs), not Lone Star. The MPs at Fort Lewis perform most of the duties normally carried out by cops, such as traffic control and beat patrol. MPs also man the checkpoints and main gates leading in and out of Fort Lewis. MPs drive typical cop cruisers on the roads around the post; in the training areas and along the borders, the MPs use Multi-Purpose Utility Vehicle (MPUV) trucks with heavy-weapon ring mounts.

MPs are also responsible for investigating all crimes that occur on post. Investigative duties are handled by the Criminal Investigation Division, or CID, composed primarily of soldiers in plainclothes uniform, with a few federal agents and UCAS marshals attached.

- Fort Lewis is a federal installation. If you're unlucky enough to get picked up in Fort Lewis, you won't necessarily get handed over to Lone Star. If you committed a crime there, you will be tried in a UCAS federal court, not a Metroplex district court.
- Legal Beagle  
"Justice cannot be blind"

Relations between the MPs and Lone Star have always been strained. Jurisdictional squabbles occasionally occur when criminal incidents cross post boundaries. Additionally, Intercity 5, under the jurisdiction of Lone Star, runs through Fort Lewis, splitting the district into two parts. Fights usually break out along the highway, particularly during the running battles between Lone Star and the Tacoma go-gangs.

- Lone Star-MP relations have taken a turn for the worse since additional UCAS troops showed up. Soldiers venture off-post for a number of different reasons. Occasionally they break the law (usually as a result of drunken bar fights), and Lone Star arrests them. In the past, Lone Star notified the Fort Lewis provost marshal, then turned the soldiers over to their unit commander when he came to pick them up from the drunk tank.

## FORT LEWIS AT A GLANCE

LTG Code: 22206

Size: 197 square kilometers

Population: 98,000 (Human 61%, Elf 14%, Dwarf 3%, Ork 16%, Troll 3%, Other 3%)

Hospitals and Clinics: 4

Major Corp Facilities: None

Major Gangs: None

Lone Star Security Ratings

Patrolled by Lone Star, the Metroplex Guard and the UCAS Military Police (jurisdictions are in dispute). The Metroplex Guard and the UCAS Military Police consider each area to be at a security rating one rating higher than Lone Star's rating.

AA: Spanaway Lake Housing (Officer Housing)

A: Bridgeport, Grey and Madigan Housing (military housing), Parkland (non-military housing)

However, with the arrival of the UCAS military, the number of soldiers on post jumped overnight. More soldiers at Fort Lewis means more bar fights breaking out and more soldiers getting tossed in jail. As a result, General Colloton has ordered the MPs to make routine "courtesy patrols" in areas frequented by soldiers (particularly the suburbs of Parkland, Lakewood, Steilacoom and Tillicum). In concept, this should eliminate the majority of problems by allowing the MPs to pick up potential troublemakers before they cause any kind of serious incident, thus saving Lone Star a lot of trouble and nuyen processing these carousers. In fact, Lone Star mostly considers this a justifiable reason to complain about the military violating its jurisdiction.

• SPD

## THE MAFIA

The Mafiosi around Fort Lewis, most of them associated with the Bigios, have done well in the past catering to the illegal (and occasionally legal) needs of the soldiers. Around Fort Lewis, particularly in the seedier streets of Tillicum, the Mafia attracts a large number of soldiers off-post with gambling parlors, chip dens, strip clubs and brothels. Until very recently, the Mafia also had its fingers in the clubs on post. According to rumor, the Mafia operated several of the "gut trucks" that sell snacks and other goodies (legitimate and illegitimate) to active-duty soldiers rotating through training at the Urban Combat Simulator.

When Colloton became military top dog in Seattle, she started rooting out corruption within the ranks at Fort Lewis. Among other things, her investigations uncovered a few officers on the take from the Mafia, as well as Mafia operations on-post. The Mafia tried to lean on Colloton, but to no avail. Scuttlebutt says they're not running gut trucks anymore.

• Happenings in Fort Lewis have put the Bigios in an uncomfortable position. Not only is the UCAS Army after them, but the Bigios have been feeling heat from the Commissione. From what I've heard, the Mafia big bosses were highly displeased with the whole incident. The Commissione feels things could have been handled more "quietly," without drawing undue attention from the brass (even the Mob knows better than to go against the military head-on).



In any case, the Commissione has told Don Bigio to personally see that the mess in Fort Lewis is cleaned up, in order to prove them right in making Bigio capo of Seattle. The timing couldn't be any worse, as Bigio also has to reunite the split Families and regain territory lost to the other syndicates in the Mob war.

• Smiley

## THE URBAN COMBAT SIMULATOR

213 West Outer Drive

Situated south of McChord Air Field and east of the ammunition storage depots, the Urban Combat Simulator (UCS) is a state-of-the-art training facility maintained by the UCAS Army. By simulating the grueling conditions of urban warfare, the simulator tests soldiers' leadership skills and combat readiness.

• The UCAS occasionally allows military forces from friendly governments or corps to train

at the UCS. Ares Arms uses the UCS to field-test some of its newer projects; Fuchi forces and Renraku's Red Samurai used to train there, too. Right now, however, the UCS is off-limits to corporate forces, at least until the corp war and its fallout have died down to the gummint's liking.

• Hangfire

• Though members of the Metroplex Guard generally play the role of the opposition forces, or OPFOR, the offi-

cers running the simulator also sometimes hire shadowrunners to fill that role. After all, who could provide better opposition than us folks who practice it on a day-to-day basis? I've heard some nasty rumors of the military arming runners with simslug and blanks, while giving real ammo to the military forces going in, just to add that extra "realism" in training.

- Wychek

The UCS began construction in 2035, when the UCAS government decided to create a combat training center at Fort Lewis. The UCS was completed in 2038, and the Army started rotating units from other stations through it in 2039. To maintain total readiness within all UCAS forces, the Army regularly rotates soldiers from posts outside Seattle through the Simulator. A typical rotation lasts about one month, of which two weeks are spent training "in the box." The UCAS Army usually sends about two thousand soldiers at a time, usually a regiment from one of the UCAS's five divisions.

- Though training is mainly intended to maintain combat readiness, the constant presence of federal troops also reminds the politicians in Seattle where their allegiance must lie. The Urban Combat Simulator gives the UCAS a convenient excuse to rotate federal troops into and out of Seattle without raising as big a stink as a full-scale military deployment.

- Oolon Coluphid

The setup of the Urban Combat Simulator is almost identical to downtown Seattle, minus a few notable landmarks such as the Space Needle, the Aztechnology Pyramid and the Renraku arcology (apparently the corps took offense, fearing the UCAS might use the UCS to plan raids against their facilities). Concealed sensors, remote cameras and closed-circuit simsense stations dot every corner; rumor also has it that the UCAS maintains a satellite in geosynchronous orbit monitoring the simulator from above. Information from these sources feeds into a supercomputer in a bunker (called "Spacefleet HQ" by the local operators) in the center of the complex. The simulator maintains a virtual machine to allow training of military combat deckers as well.

- Security at Spacefleet HQ is extremely tight, and only personnel with Top Secret or higher clearance are allowed in. Entries to the facility are guarded by MPs with real ammo, not training blanks. And the links from the virtual machine to the main host system are loaded with black IC.

- Little Brother

In the simulator, soldiers use laser-tagging projectors that attach to the barrels of ordinary weapons and discharge an infrared laser when the weapon fires blank ammunition. If a soldier managed a successful "hit" against another soldier, a sensor vest detects the laser pulse and emits a high-pitched squeal: a short note for a near miss, and a continuous tone for a "kill."

## MCCHORD AIR FIELD

Originally an Air Force installation separate from Fort Lewis, McChord Air Force Base was rolled into Fort Lewis during the formation of the Seattle metroplex. The Washington Air National Guard was absorbed into the Metroplex Guard, which operated two fighter squadrons (one consisting of eighteen Federated-Boeing Eagles, the other of eighteen Eurofighter air-superiority fighters) and one tanker squadron.

With the establishment of Joint Task Force Seattle, however, activity has picked up considerably around McChord Air Field. Heavy air transports carrying troops, equipment and supplies have been taking off and landing regularly on McChord's 4,000-meter runway. The UCAS brought in two squadrons of tanker and cargo transport aircraft from Scott AFB, Illinois, adding a group of RE-24C electronics surveillance aircraft when the Renraku arcology went into lockdown.

- Access to McChord has tightened considerably since the UCAS brought in its RE-24C aircraft. Those spy planes pack some serious avionics and electronic surveillance devices, and the UCAS gets very jittery when there are too many prying eyes around.

- Josie Cruise

## FORT LEWIS ZOOLOGICAL GARDENS

1011 West Jackson Avenue

The Fort Lewis Zoological Gardens were established in 2023 as a Defense Advanced Research Projects Agency (DARPA) research project exploring goblinization and paranormal changes in animals. In 2030, DARPA turned the project over to the Metroplex Guard. Sensing a money-making opportunity, the Guard expanded the scope of the Zoo Gardens, turning them into a semi-public zoological preserve to educate the general public in the new field of paranaturalism.

- Even though most of the Gardens are open to the public, some parts are still closed to public access. Entry to these areas is restricted to military personnel and researchers with high security clearances, and the compound is guarded by a combination of manned patrols and sentry guns. Rumors abound as to what's going on in there.

- Wyld Hunt

A distinctive feature of the Zoo Gardens is its nature trails, which minimize the gulf between visitors and animals. The trails are studded with proximity sensors. If animals wander too close, the sensors activate ultrasonic emitters, aerosol dispensers and remote control transmitters for embedded chips that stimulate pain receptors. These measures keep potentially dangerous species a safe distance from the trails and the tourists walking along them.

The zoo earns much of its revenue breeding animals for sale to other nations, including the Salish-Shidhe Council and other members of the NAN. Most of this breeding goes on in the eastern and southern corners of the Gardens, well away from the public exhibitions.

- The Fort Lewis Zoo is one of the best breeders of paranatural animals, particularly the golden unicorn, cockatrice and phoenix. (The animals in the zoo and the various beasts the military use as guard animals account for the relatively high percentage of "other" in the population figures.) Many outside organizations and foreign nations have gone to great, as yet unsuccessful, lengths to discover the zoo's secret—including a botched kidnapping of one of the three hundred handlers.
- Ursa Major

## THE ORK UNDERGROUND

by Plutarch Gaogrim

The Ork Underground is a city within the city, an entire world beneath the streets of the Seattle metroplex. No one knows how far the Underground extends; parts of it run under the streets of Downtown, Tacoma, Everett and even the Puyallup Barrens. Not every part of the Underground is connected to the rest, and not every enclave or community is unified under a common cause, but the surface-dwellers tend to lump all residents of the real Seattle underworld under the Ork Underground label.

The Seattle Underground came into being in the nineteenth century, when a wave of renovations paved over sections of the city in the area that is now the Downtown district. Entrepreneurs ran the old buildings and basements as tourist attractions in the twentieth century, but most of the city's residents either ignored this part of the city's history or remained blissfully unaware of its existence.

The Night of Rage revived the importance of this buried city. When they escaped the burning warehouses by fleeing into the storm drains and sewers, thousands of metahumans discovered the ancient basements and old buildings that had been buried by new construction and also by ash and lava in Puyallup. Many chose to stay and settle there, renovating its old buildings and repairing the existing tunnels. The orks and dwarfs also built new tunnels and restored damaged sections of the Underground, expanding it under much of the downtown area and building connecting tunnels to other underground regions.

In the 2020s, a schism developed between Underground orks and dwarfs that resulted in the violent expulsion of the dwarf minority. The Underground has been the domain of orks and trolls ever since.

- No surprise there. The so-called schism developed because the dwarfs in the Underground did all the work building and expanding the tunnels, while the ork majority took all the credit, appropriated most of the resources and generally treated us "halfers" like drek. We were the brains of the operation, and when the trogs figured that out, they got scared and pushed us back to the surface. I'm just waiting to see how long it is before the tunnels and renovations they're trying to maintain without our expertise collapse on their fragging heads.

- Mogar

Today the Ork Underground is home to many orks and a few trolls. There are far too many different enclaves, each with unique politics and customs, to describe here; anthropologists have written entire books about the Ork Underground and places like it. Suffice it to say that there are many different sections of the Underground, not all of which are known to people living above them.

Many entrances lead into the Underground's maze of tunnels, basements and chambers. The only safe ones for non-orks to use, however, are the official tour entrances in the basement of the old Seattle Utilities Building, inside the Big Rhino Restaurant, and in the basement of Lordstrung's Department Store on Fifth Avenue and Pine Street. The tours cover only a fraction of the Underground and concentrate on areas of historical importance for Seattle and for metahumans. The Underground near the docks are the site of a huge memorial service held each year on the anniversary of the Night of Rage, but otherwise that area is closed to the public. Knowledge of the dozens of other entrances scattered throughout the metroplex is closely guarded by the orks.

- The dwarfs still know some secret entrances into the Underground, ones even the orks don't know about. My dad showed me three half-completed tunnels and expansions that are still accessible from the surface with a little work—and he didn't know about every one of them.
- Wheeler

- You guys make it sound like an ork version of Tir Tairngire, where nobody can get in, and if you do get in you can never get back out. The Underground community is pretty much like every other metahuman neighborhood. Sure, we're isolated by choice because it's just easier that way most times, but we can't live with no contact with the folks topside. Our economy relies on people working on the surface, and we trade a lot with a limited number of shops and distributors who are only interested in our business, not our race.

We don't keep people out for some sinister reason. It's just that opening up the entire Underground to tourists would be the same as asking corporations to let people into every area of their facilities: some parts you live in, some parts are where you store stuff you don't want people to see, some parts you conduct government business in. You don't complain that you can't just walk right into people's houses on the surface, but if we made all the entrances public knowledge, that's what would happen!

- Shirley 2

The Ork Underground's pretty sympathetic toward shadowrunners. For a price, runners can hide out from the authorities, stash gear and loot, and generally rest and recover from shadowruns in certain parts of the Underground. The orks also maintain convenient smuggling pipelines for moving goods and people through Seattle without drawing attention. These illegal opera-



tions help support the Underground's meager income from "legit" sources like junk-collecting, talismongering and tourism.

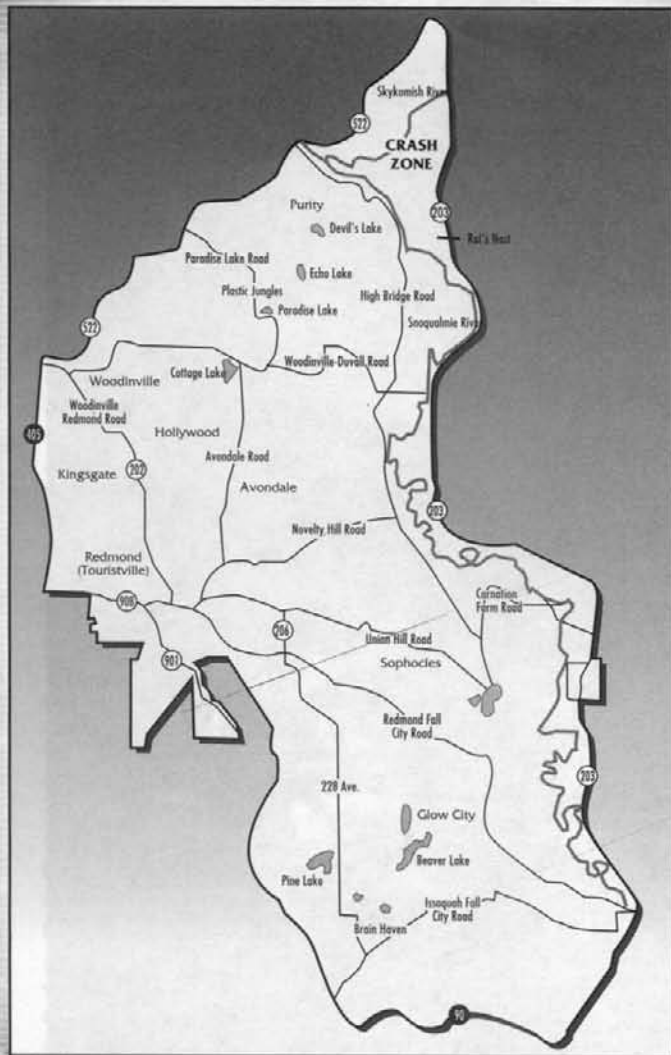
- In general, the Underground is more open to outsiders than you might think. It seems they're not so much interested in keeping us out as in making sure we understand the value of what they can offer. In my experience, a bribe of some sort can get you just about anything you need; if you can offer nuyen, a favor, if you're kind to one of the residents—just like the wage slaves in a corp, if you treat the orks in the Underground like real people, then they are far more willing to listen to what you have to say, and even accommodate your request.

- Argent

- I know one or two chummers who wear an old-time penny on a thong around their necks that they say represents sort of a permanent pass into the Ork Underground. According to what they say (and there's really no percentage in them lying to me about it), they can show up at any entrance to the Underground and get in. Of course, what they don't tell me is what they get once they're inside. Could be anything from an audience with the Council to a free meal or doss, or just passage from one area of the city to another. They also don't tell me how they came to have these supposed passes, either. That's what I'd really like to know.

- Nightrunner

# THE BARRENS



## REDMOND AT A GLANCE

**LTG Code:** 11206

**Size:** 436 square kilometers

**Population:** 498,000 (Human 81%, Elf 6%, Dwarf 1%, Ork 10%, Troll 1%, Other 1%)

**Security Rating:** E

**Hospitals and Clinics:** 6

**Major Corp Facilities:** None

**Major Gangs:** Brain Eaters, Crimson Crush, Red Hat Nukes, Rusted Stilletos, Spiders

**Lone Star Security Ratings**

**C:** Redmond (aka Touristville)

Note that the rest of the area is collectively known as the Barrens.

**E:** Avondale, Brain Heaven, Hollywood, Kingsgate, Plastic Jungles, Purity, Sophocles, Woodinville

**Z:** Rat's Nest, Glow City

The Barrens are the dark underbelly of the Seattle metroplex. In the Barrens the law has no meaning, and your rights extend only as far as the range of your weapon. We shadowrunners flourish in the deep shadows of these blighted districts—the standard of living's not too high, but the price is right and the atmosphere suits what we need to do. Law enforcement doesn't much care what goes on in the Barrens, and the corps only mess with you if you mess with them or theirs. All in all, a very conducive place to do biz ... if you can stand the surroundings.

• Captain Chaos

Transmitted: 19 September 2060 at 19:24:56 (EST)

## REDMOND

by Sonny D

The district of Redmond was once among the most prosperous places in the Seattle region. During the late twentieth century, it developed from a suburban community into a major center for the computer industry. Huge office complexes and skyscrapers sprang up as more and more companies moved in. Then came the Crash of 2029, the viral attack that crippled the world telecommunications network and wiped out computer systems everywhere. Redmond's primary industry died overnight. Eighty percent of the businesses in the district collapsed, along with the local government, which was unable to cope with the disaster. A small percentage of the residents fled to Bellevue, which was also suffering from the effects of the Crash. The rest turned to lawlessness and riots.

Drawn by the abandoned homes and apartment buildings, refugees from other districts and Seattle's homeless began moving into the area. This caused further violence, prompting more "respectable people" to flee Redmond, resulting in more empty buildings, which in turn attracted additional squatters. Within a few years, this vicious cycle transformed Redmond into a ghost town inhabited by criminals, transients, refugees and those who were unable or unwilling to get out.

Roughly half a million people live in Redmond, though it's tough to come up with an accurate number because most of the population is SINless and it's impossible to conduct an official census. Permanent residents come from diverse backgrounds, but the percentage of metahumans is generally fairly low—a reminder of the prejudicial suburban attitude and the widely held belief that metahumans couldn't hack it (pun intended) in the rarified world of computer programming.

In Redmond today, a scrap of food or a cheap trinket can be a reason to die. Bands of squatters and gangs attack the weekly convoys of armed trucks that deliver food to the district's few grocery stores. Abject poverty gives rise to a host of social ills that repeatedly drag down every resident ambitious enough to attempt to rise above his or station—or even to behave as a relatively decent metahuman being.



# THE BARRENS

Aside from a few remarkable cases, Redmond is a seething mass of violence waiting to explode.

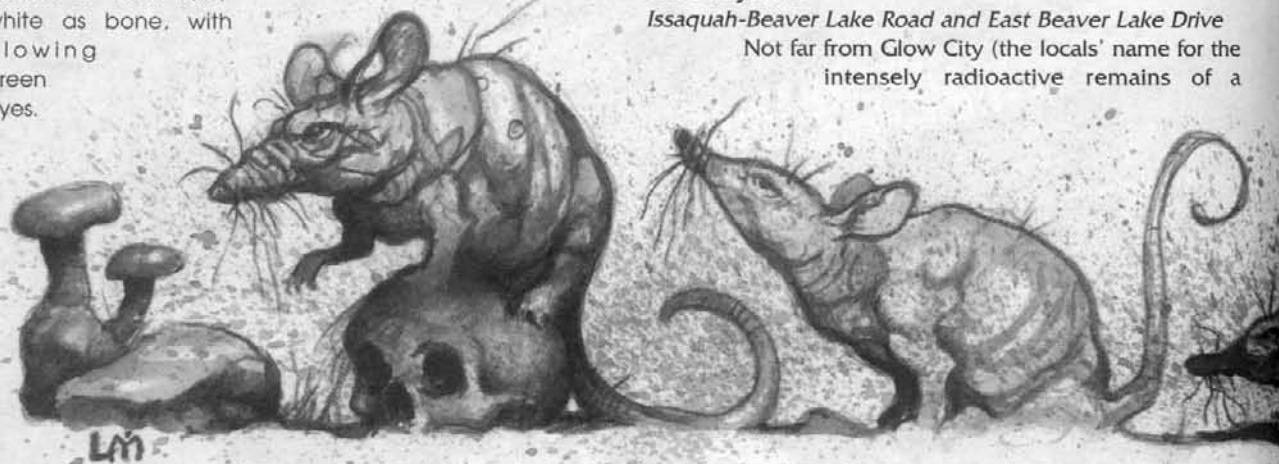
Rather than attempting to find a way to improve the communities in the Barrens, the few companies that bother to have facilities in Redmond (mostly manufacturing) build massive fortifications to protect their investments. Many of them hire the toughest, most socially alienated squatters and gangers they can find as security guards. "Accidental" shootings in and around local corporate facilities are just another fact of life in Redmond.

The syndicates are big in Redmond, of course, and the Mafia and the yakuza run the local black market. Because even legal goods are difficult to get in Redmond, the biggest market is for daily necessities like food and medical supplies, followed closely by "entertainment" such as pirated trid, sim-chips, BTLs, booze, porn and similar moneymakers. There's a brisk business in illegal weapons, though the syndicates are careful which factions they choose to arm. They keep most arms sales small unless the mobs are preparing their own gangers and soldiers for war.

Redmond is the perfect breeding ground for new syndicate muscle, mainly because the only way most youngsters can make it off the streets is by joining one of the mobs. Yakuza and Mafia recruiters keep their eyes open for promising young talent, especially from the local gangs, and the Seoulpa Rings also use Redmond as a recruiting center. At least five Rings funnel recruits out of Redmond and into their ranks elsewhere in the metroplex. The Seven Triangles Ring is currently leading the pack—probably because their recruitment tactics seem specifically designed to scare the drek out of the candidates.

Redmond attracted a large suburban population because it is mostly flat, with a few hills in the southern end and the Snoqualmie River winding through almost a third of the district. Now the river is filthy, choked with toxic sludge and other refuse (including the more-than-occasional corpse). Massive packs of devil rats live all along the shoreline, some of them horribly mutated by whatever drek is in the water.

• I nearly got geeked by those fraggers once. A whole swarm of devil rats, white as bone, with glowing green eyes.



They must have been poisoned or diseased or something. After I managed to fight the fragging things off, I felt like total drek. I barely made it to a street doc I know on the edge of the district before I passed out. I spend four days in and out of consciousness, burning up with fever. The doc said it was a miracle I pulled through. I don't ever want to see the shore of the Snoqualmie again.

• Jook

Apart from the kilometers of abandoned buildings, the cracked and deteriorating streets and the vast slums and squatter "cities," Redmond's only distinctive features are the "toxic castles," as locals call the various factories and manufacturing plants. Plenty of them look a lot like techno-Gothic structures of rusting metal and soot-covered brick, surrounded by moats of their own poisonous filth and high walls topped with razorwire. Armed guards regularly patrol the walls to keep the facilities safe from armies of squatters and roving gangs, and most plants ship materials in and out via helicopter or tilt-rotor to avoid bringing trucks through Redmond's dangerous streets.

The only marginally safe area of Redmond is the section that borders Bellevue, near the offices of the so-called Redmond District Government. Known as "Touristville," the area caters to tourists and slummers from Bellevue who come to experience the "thrill" of the Barrens and hang out in sleazy clubs. Lone Star actually patrols here, but smart visitors bring along their own protection by packing heat or (if they can afford it) traveling with a bodyguard.

## PLACES TO BE

Redmond is *not* the place to go if you're looking for nightlife other than sleazy bars and strip-joints where most of the customers'll knife you for a drink or five nuyen. You're not likely to find much biz in such places, though they sometimes provide an out-of-the-way spot for a meeting, if you can keep the locals at bay with suitable levels of intimidation. Aside from that, Redmond has a couple of other spots of interest to people in the shadow-business.

## The Body Mall

*Issaquah-Beaver Lake Road and East Beaver Lake Drive*  
Not far from Glow City (the locals' name for the intensely radioactive remains of a

nuclear power plant meltdown) is an abandoned hospital, taken over by a group of street docs and former staff members who offer legal and not-so-legal medical services to anyone who can afford them. The hospital's four floors are set up like a sort of "shopping mall" of illegal chop-shops, body clinics and similar operations, all offering the best services at the lowest prices.

- You can find a lot of cheap cyber-mods here, at least 10 to 20 percent less than you'd pay in a Downtown hospital or clinic. Of course, a lot of the cyber is low-grade or second-hand (so are most of the replacement organs), so you get what you pay for.

- Neon Chrome

- This place does a brisk business with the yakuza and Tamalous, buying and selling illegal organs and used cyberware. If you're shopping around for your medical needs, this place or Doctor Bob's Quickstitch in the Bargain Basement neighborhood are the best in the district (though that may not be saying much).

- Doc-U-Dub

### Crusher 495

*124th Avenue and 143rd Street*

This bar and restaurant on the western edge of Touristville is owned and operated by a group of orks who opened the establishment after the Night of Rage. The place is popular with people from Bellevue and Downtown looking for a real "Barrens" experience, and the owners and staff work hard to make their establishment a sort of community center where the locals can gather. Racists have attacked the place more times than anyone can count, but Crusher 495 offers such a rare and successful opportunity for all the races to gather under one roof in harmony that the Humanis-types only create bad press for themselves by targeting it.

- 495 is a good place to be among friends in Redmond, especially if you're metahuman. Sonny D makes the place sound as corny as a 1960s musical, but it just happens to be true—people can get together here without the pressures that normally make us frag with each other. Johnsons, on the other hand, like it as a "neutral ground" between Bellevue and the true depths of the Barrens, where no suit is going to go.

- Tuskadero

- Janus Koskey, the manager of the 495, hears everything going on in Redmond worth knowing. He'll pass on information from time to time for a reasonable fee. He's also been known to arrange introductions between Johnsons and shadow-talent, provided neither side is Humanis or looking to cause trouble for the locals.

- Solo Mio

### The Skeleton

*Redmond Fall City Road & 196th Avenue NE*

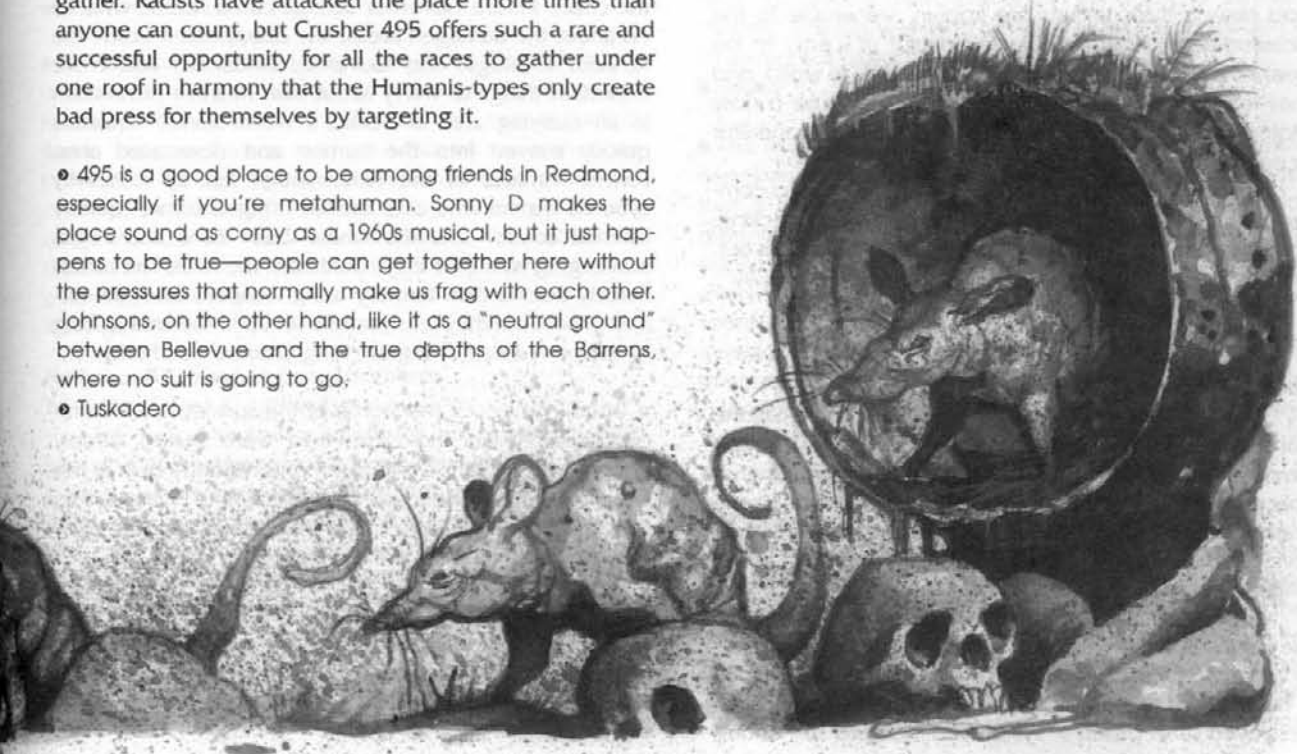
The Skeleton is Redmond's hottest nightclub, located on the southern edge of Touristville. Redmond's best musicians trek out to the Skeleton most every night in hopes of being discovered by one of the talent scouts or media-corp people who frequent the club. It also attracts Bellevue's young and well-off, who enjoy the thrill of "slumming" in Redmond.

- The Skeleton's management likes to keep the place looking good, which tends to mean orks and trolls aren't welcome. An average-size bribe usually convinces the bouncer that you'd add "color" to the place.

- Goblin Boy

- Great place to snatch some corporate kid and put pressure on mommy or daddy. Security is tight for that very reason, and a lot of goldenkids have their own bodyguards, but it still beats the odds of successfully breaking into a high-security condoplex.

- Archangel



# THE BARRENS

## PLACES OF INTEREST

Redmond may be the place where a lot of shadowruns start, but most of them take place elsewhere in the metroplex. A few places in Redmond must be of interest to any good shadowrunner, however, because these sections of the Barrens have unique ... attractions ... that also yield unique information.

- Redmond hasn't seen a decent computer system since '29, and there are no systems in the whole Kibo-forsaken district worth bothering with.

Now for the good news. The entire district is a smorgasboard of abandoned jackpoints, exposed fiber-optic trunk lines and dozens of other ways to access the Matrix anonymously. Because the buildings housing all those computer companies have been deteriorating for so many years, even the most blatant Matrix hook-up is relatively hard to trace. The bad news is that deckers are fraggin' vulnerable to the vicissitudes of unkind fate in this district (it's easy to be geeked while you work, or even on your way to work), and they're not too popular with the locals because a nosy Matrix jock is about the only thing that can bring Lone Star or corporate strike teams into the Barrens.

Few people living in Redmond bother to own a computer or deck because there's just nothing worth decking, so a runner carrying a high-end cyberdeck really stands out. Protect your livelihood and your life by keeping it low-key.

- The Dead Deckers Society  
"In Kibo We Trust"

## The Crash Zone

The small town of Monroe, along the Salish-Shidhe border north of the Snoqualmie River, became the epicenter of the worst air disaster in Seattle history when a spaceplane carrying Corporate Court Justice David Hague crashed there in 2059. The explosion and resulting fires leveled the landscape in a nearly three-kilometer radius, killing most of the area's few thousand inhabitants.

Among other things, the crash did major damage to the nearby Seattle Metroplex Reformatory. The reformatory was in pretty bad shape even before Hague's plane took a header, and the crash and resulting fires pretty much destroyed the prison's systems. Hundreds of rioting



inmates wrecked everything left standing after that. A mass jailbreak left most of the prison guards and staff dead and the remaining prisoners in control of the facility, which is now the largest intact building near the crash zone.

Metroplex Guardsmen and teams from Franklin Fire Services managed to contain the physical damage from the crash. Before Governor Schultz could decide what to do about the damaged areas, she disappeared inside the Renraku arcology, and Governor Lindstrom had more important things to worry about than massive destruction in an outlying area of Seattle's worst slums. Squatters quickly moved into the burned and devastated area. Former inmates of the Reformatory, led by a heavily cybered human who calls himself "King Chrome," quickly claimed control over the whole Crash Zone and began scavenging whatever they could from the ruins. The zoners fiercely defend their territory using weapons from the former prison, but they let squatters set up in the area as long as the newcomers recognize King Chrome's authority.

- There's no doubt that some of the spaceplane's components survived the crash and were buried deeply enough to survive the fires that consumed the bulk of the wreckage. The zoners spend a lot of time trying to dig them up ... and Novatech and other corps are very interested in knowing what they're finding.
- Silicon Surfer
- Astral space in and around the Crash Zone is almost as fragged up as it is near the toxic wasteland of Glow City. I'd advise Awakened-types to be careful around there.
- Wiz Kid

## Glow City

In 2013, the Trojan-Satsop nuclear power plant in southeast Redmond suffered a partial meltdown, contaminating Beaver Lake and the surrounding land for kilometers around. In 2028, Shiawase Atomics built a new plant next to the rusting hulk of its predecessor. That plant's been providing power to the metroplex ever since. After the Crash of '29, squatters and refugees began building hovels on the contaminated land, despite attempts by the metroplex government to remove them. Unwilling to continue to waste money protecting a segment of the population that didn't even pay taxes, the government eventually gave up and the squatters remained. Since then, the transient population has more than tripled, despite the high death rate from cancer and radiation sickness, to say nothing of the infant mortality rate and some hideous radiation-induced mutations.

- Glow City is a fragging community of mutants. Some are so twisted by the radiation they seem like a hideous new metahuman race. Some magicians among the squatters have tried to treat the illnesses and mutations, but the few shamans living there have trouble coaxing any power from the polluted and irradiated land, and it seems unlikely any mages live there (most Glow City residents can't even read).

- Yahoo

- This place is a terrible blight. The Great Mother cries out in pain, and the sound of her weeping often drowns out our songs. The only power to be found here is pollution and slow death.

- She Who Knows the Night

- Not all shamans have trouble with Glow City. I've heard of a shaman living practically on top of the remains of the failed nuclear plant who goes by the name Burning Bones. They say he's so irradiated that his skeleton glows in the dark through his flesh, but he's not dead of cancer or radiation poisoning because he's in touch with "spirits of the invisible fire" that aid and protect him and his followers. He can raise spirits in Glow City, something no other shaman can do.

- Winger

## Hollywood Simsense Entertainments

NE 145th Street & 168th Avenue

This factory in Redmond churns out cheap simsense gear and even cheaper sim-chips. The place has its own studios, which produce mostly soft porn and horrorschlock, using "actors" with all the emotional impact of wet carp. The company is in the pocket of the Seattle Mafia and cranks out low-grade BTL chips for sale to chippies all over the metroplex. In its back rooms, Hollywood films hardcore sim-porn and even worse dreck, like snuff-films using "actors" recruited from the streets of the Barrens. A lot of wannabe actors and actresses end up working in one of HSE's productions after becoming

addicted to BTLs, so they'll do whatever the director says for another hit.

## The Plastic Jungles

At the turn of the century, a wealthy agriculturist built twenty of the world's largest greenhouses in northwestern Redmond, not far from Echo Lake. The giant tent-like buildings, several kilometers in diameter, stand on land that was considered too polluted to grow crops. The agriculturist proved the skeptics wrong—almost. The land yielded amazing harvests of food, but most of it was too contaminated for consumption.

The huge greenhouses were used to grow tropical flowers and other decorative plants until the Crash of '29, when the backer lost his fortune and the entire project was abandoned. Primarily because no one else had ventured into the area, the lion's share of Redmond's metahuman population moved into the agri-domes to live among the wild offshoots of the original plants.

The squatters living in the Plastic Jungles are understandably paranoid about outsiders, especially humans. They're organized into urban tribes and scratch out what existence they can from the poisoned soil. Tribal shamans are working to cleanse the soil of contaminants so that the squatters can grow some of their own food. Those who succeed, of course, immediately become targeted by gangs and scavengers looking to steal the food supplies.

- Ironically, the metahuman tribes of the Plastic Jungles are a shining example of racial cooperation. Elves work alongside orks, dwarfs and trolls to protect and sustain the tribes, and most of the metahumans in the community have put aside their differences in order to survive. "Norms" are not well-liked or trusted, but the tribes don't kill visitors out of hand.

- Smiley

- The Plastic Jungles are truly a sight to see. Dirty grayish canopies of bioplastic high over a near-tropical world that is warm and free of rain. The grounds of the old greenhouses are covered with a riot of tropical and semi-tropical vegetation, creeping vines and exotic flowers in every color of the rainbow, filling the air with a heady scent. The metahumans built tents and shelters out of discarded bioplastic sheeting, wood, thatching and whatever other materials they could gather. If it wasn't for the contaminated soil and the near-total lack of modern conveniences, the place would almost be pleasant.

- Greely

## Rat's Nest

Officially known as the North Seattle Refuse Center, this area is a huge, open-air garbage dump several kilometers wide, just north of the Snoqualmie River near the edge of Salish-Shidhe territory. The dump is home to nearly a thousand squatters, who live in ramshackle huts and tents on the mountains of garbage. Some make a living picking through the trash and salvaging anything

# THE BARRETS

usable for themselves or for sale. The dump is infested with rats, devil rats and other scavengers, which frequently come to the aid of local Rat shamans.

- The trash-rats (or gomi-nezumi, as the yakuza call them) find the most fragging amazing things sometimes. It's incredible what people throw away—the squatters have salvaged a fair amount of tech, weapons, clothing, building materials and other treasures from the drek. Word has it they even pieced together a couple of working vehicles from spare parts and wrecks. The rats embody the motto "waste not, want not."

- Des

- Sometimes the rats find more than they bargained for. A couple of years ago, a pocket secretary with some particularly valuable data on it ended up in a corporate exec's trash and found its way to the Rat's Nest. It took some persuading to get the trash-rats to part with the thing, and the yakuza who were looking for the files nearly tore the place apart. The rats fought back so hard that the yaks were forced to give up, but not until after they'd killed a few dozen squatters. Thank Rat for the aid of his little brothers and for guiding us.

- Whiskers

## REDMOND GANGS

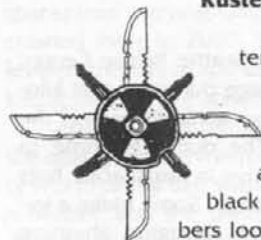
by Social Adept

Where do I begin? Redmond has more gangs than any other district in Seattle. There are hundreds of them; every street corner seems to have its own gang for protection. In fact, the gangs are the closest thing the district has to local government or law enforcement. They go to war over just about everything: territory, resources, membership, real or imagined insults, crimes against the locals under their protection—any excuse for a territorial rumble. Plenty of the larger gangs work for the syndicates as front-line muscle and grunts, hoping to curry favor with the mob bosses.

- Some of the toughest gangs in Redmond are metahuman. If you're a meta in Redmond, one way to survive is to join a gang. The meta-gangs protect their own; kill a meta and suffer five deaths in return is their motto. Three of the most infamous Redmond gangs are made up entirely of metahumans: the Rusted Stiletos, the Crimson Crush and the Red Hot Nukes.

- Fireman

### Rusted Stiletos



The Rusted Stiletos claim the territory near Glow City in the southern portion of Redmond along Route 202. The gang is made up mostly of trolls and orks, and their colors are black and rust red. Many gang members look sickly and pale—whether from

make-up, tattooing or simply life near Glow City, it's hard to say.

The gang recruits members from Glow City's squatter communities. Most of its money comes from protection rackets against the local residents, along with smuggling and dealing BTL and other mindbenders to the squatters. The syndicates don't take much notice of Glow City or the Stiletos, leaving them to take care of their own, which seems to be just how the gangers want it.

- The Stiletos are fragging mutants, literally. They operate in an irradiated zone and look like death warmed over. A lot of the trolls in the gang have excessive dermal bone deposits that make their skins pale and lumpy, but also more toughly armored than a regular troll's. They often dye what little hair they have pale green.

- Crusher Keel

## Crimson Crush

The Crimson Crush is an ork gang with turf in the Bargain Basement neighborhood east of Touristville around 228th Avenue. They wear red leathers and operate somewhat like a "neighborhood watch" to protect the local orks. The Crush regularly clashes with human gangs aligned with the Humanis Policlub and Human Nation. They make money extorting protection money from the locals, along with some small-time smuggling and dealing.

The gangers don't trust any of the syndicates, but the Crimson Crush seems to be getting a lot of new BTLs from the Triads. "Kong-chips" are selling like mad on the streets of Bargain Basement and Touristville, much to the dismay of the Mafia and the yakuza.

## Brain Eaters



The Brain Eaters are a mixed-race gang operating in the Touristville area. The Star lets them get away with it because they're fairly tame as thrill gangs go. The Brain Eaters are techies, interested in scavenging the remains of Redmond's technological infrastructure. Their colors are black over white and

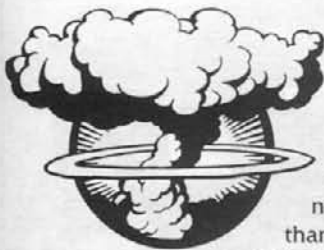
each gang member wears a distinctive red fez.

The Brain Eaters are heavily into smuggling and are the sole group of shadow-deckers operating out of the Redmond Barrens. Their headquarters has Matrix jackpots, computer hardware and pirated software. Recent indications suggest the Brain Eaters are helping the yakuza expand that syndicate's operations in Redmond. In exchange for wiz new warez that "fell off the back of a truck."

- The Eaters aren't just computer geeks. Plenty of them will bash your head in with a baseball bat if you insult their

stupid hats, or if you look like you have something valuable they might want. They make some cred by selling any cyber on their victims before unloading the body parts on the organ market.

- Wraith II



## Red Hot Nukes

The Red Hot Nukes are a dwarf go-gang operating out of Hollywood along Route 202. They consider themselves more of a neighborhood association than a gang. Their leader, Grinder, is an African-American dwarf who organized the gang after he retired from a short shadowrunning career. The gang's colors are gray and red, along with an ever-present baseball cap. Their symbol is a mushroom cloud, which commemorates both their name and their skill with explosives. If it goes boom, the Nukes know how to build it, use it and disarm it. In fact, the gang's initiation ritual involves disarming a bomb built by Grinder. No one gets a second chance.

- The Nukes specialize in rackets involving demolitions: protection, insurance scams, terrorism, even wetwork if the price is right. They love any opportunity to blow something up.

- Bung

- I used to run with Grinder when he worked the shadows. Back then, he was so rock-steady he could disarm a corporate security system in nothing flat. I went drinking with him once after he founded the gang, and he said something about starting the Nukes because of something he found out on a run. He wouldn't say anything more about it, just shivered and shook his head like someone coming out of a bad dream. Whatever he found out, it scared him bad. I didn't think anything could scare Grinder.

- Tangent

## The Spiders

One of Redmond's newest and largest gangs, the Spiders were all victims of the Universal Brotherhood's "charity," and most of them are seriously deranged from their experiences. The gangers are united by their common desire to wipe out insect spirits and their belief in the Spider totem they follow.

The Spiders are led by Widow, a human Spider shaman. Her numerous lieutenants carry out her orders while she sits in the center of her web and plots the gang's strategy. The Spiders are obsessed with keeping Redmond safe from bugs and other magical threats. They recruit people by force, snatching them off the streets and subjecting them to intense brainwashing to "show them the truth" about their cause.



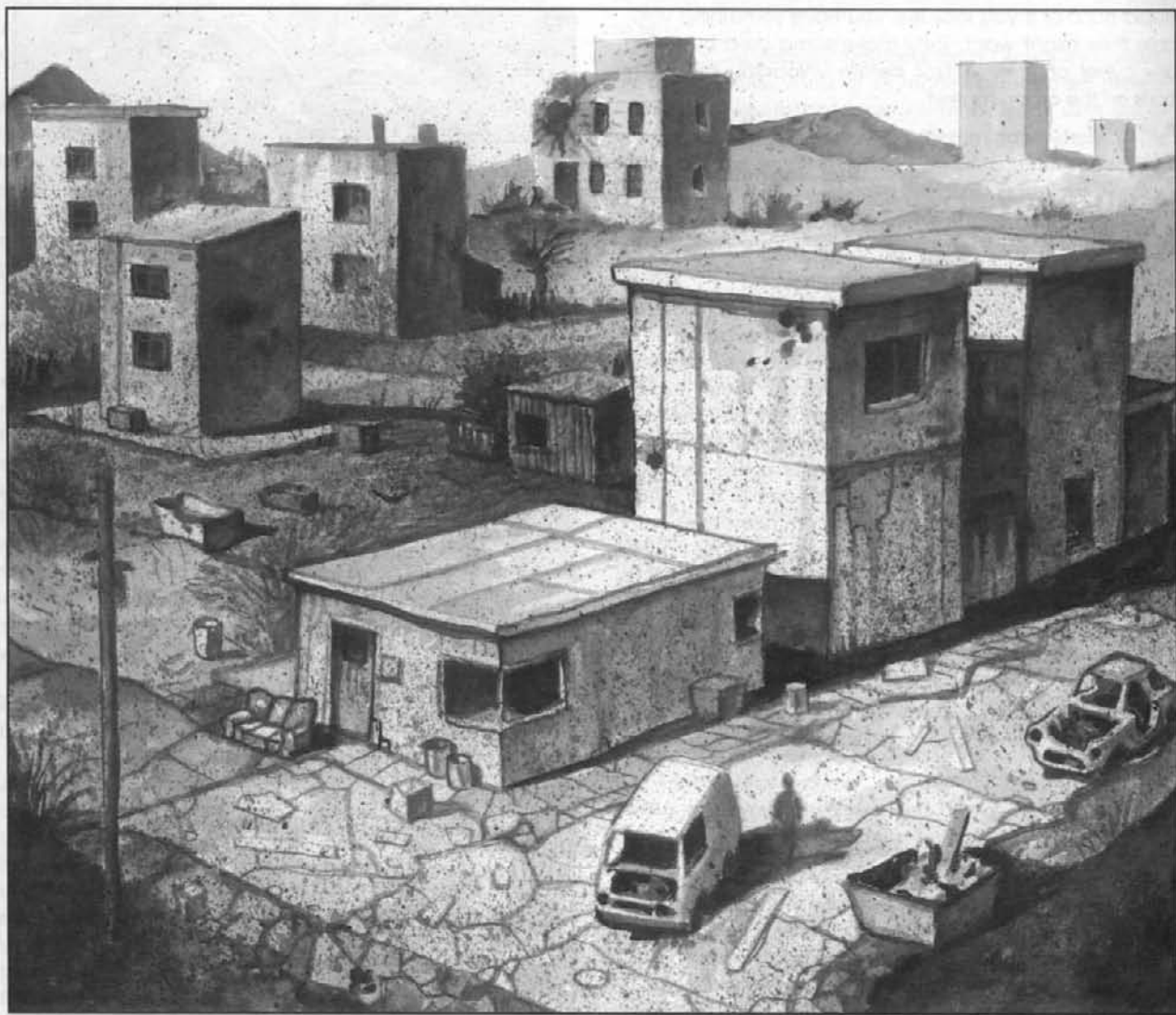
- These frags are no better than the Universal Brotherhood. Most of the methods they use—recruiting from the streets, indoctrination and brainwashing—they learned from the Brotherhood, though I wouldn't recommend saying so anywhere one of the Spiders might hear you.

- Weaver

The Spiders claim that all of Redmond is under their "protection." They clash with gangs who don't care for the Spiders' attitude and methods, particularly the Rusted Stilettoes. The Spiders allegedly have their headquarters in Brain Heaven, a devastated area just south of Beaver Lake and Glow City. Their colors are black or dark brown, with red web patterns done in paint or tape over them. Many members also have web- or spider-style tattoos.

- I'll say one thing about the Spiders, they know their stuff when it comes to hunting bugs. The biggest UB hive in

# THE BARRETS



Seattle was probably in Redmond, and there are still plenty of bugs and bug shamans scattered around. The Spiders are experts at flushing them out and finishing them off.

● Jaxon

## PUYALLUP

by Tarlan

The Puyallup district has descended into hell in the years since the Ghost Dance War. Puyallup's decline began when Mount Rainier erupted in 2017, burying fertile farmland and small towns under tons of ash. Thousands fled their homes just ahead of rivers of lava that poured into the southern part of the district. A year later, the ash-choked and lava-covered district became home to thousands of refugees fleeing the NAN takeover of western North America. Then came the Night of Rage, when thousands of metahumans sought refuge in Puyallup from the flames on the Tacoma waterfront. The metahumans established their own enclaves where they could be relatively safe from norms.

Today, Puyallup is a thousand square kilometers of abandoned buildings, squatter camps, metahuman ghettos and black lava fields that stretch as far as the eye can see. In the shadow of Mount Rainier, Puyallup lives under the constant threat of new eruptions and new devastation. Industry (such as it is) has been slow to recover; only a few heavy-industrial corps have been attracted by the cheap land and scant enforcement of environmental codes. Their factories generally add to the gray haze that hangs over the district.

The lava fields in the southern region altered the flow of the Puyallup River. As lava poured into the river, it pushed the water up and over the riverbanks to flood the low-lying plains. A new riverbed eventually formed, but some of the water drawn beneath the lava flow still bubbles to the surface as geysers and lakes of toxic, boiling mud.

More than half a million people live in Puyallup, at least half of them metahumans. Naturally, the high percentage of metahumans in the population (higher than

anywhere else in the metroplex) means Puyallup has an abundance of nasty racial tensions. In Redmond, the humans vastly outnumber the metahumans, but in Puyallup the metahuman communities are big enough to fight back. Unfortunately, armed vigilantes on both sides love to cause unnecessary trouble.

- The syndicates, particularly the Mafia, are all too willing to use the resources of metahuman communities like Carbanado and Tarislar as foot-soldiers and expendable muscle, but neither the Mafia nor the yakuza welcome metahumans into their upper ranks.

- Smiley

- The Seoulpa Rings, on the other hand, do recruit metahumans and offer them equal opportunities in their organizations. By taking advantage of the other syndicates' oversight, they've gained considerable positive influence in outlying areas like Carbanado, which in turn gives them an in with the Cascade Orks' smuggling biz.

- Ridge Runner

Puyallup has more gangs than anyone can keep track of, though fewer than Redmond because the population is more spread out. Many of the gangs are metahuman, formed to protect their ghettos and enclaves, like the Princes in Tarislar or the Black Rains in Carbanado. The Reality Hackers, the largest human gang in Puyallup, have ties with the local yakuza.

- I can sum up the Puyallup Matrix in two words: NO-thing. The only systems you'll find in Puyallup are factory controllers and small-time government and business computers. The Matrix in Puyallup is sporadic at best, with regular brown-outs, system crashes and comm interruptions. Lots of deckers get kicked offline when the system glitches, and it's a fragging pain in the hoop having to deal with dump shock whenever the Puyallup grid decides to fritz out.

Like in Redmond, Puyallup has abandoned jack-points aplenty. Using these is a lot riskier than in Redmond, though, because so many other people also want to use them. The Yakuza, the Mafia and the Reality Hackers really crowd the Matrix in Puyallup, and none of them appreciate outsiders interfering with their biz or attracting the attention of any type of security. You can also buy trouble from the residents just for showing up; they assume any decker belongs to one of the three local groups and, depending on their loyalties, may decide to mess you up as a favor to the boss.

About the only worthwhile thing you might dig up in Puyallup is a Mafia or yakuza host system,

usually concealed behind a "small business" or "warehouse" system. These hosts change their locations fairly often, so they're not easy to find, but they usually hold paydata when they do turn up. Be warned, mob systems also carry the most lethal ice the syndicate can afford, and they don't bother with any of the little niceties of a government or corporate system. No questions, no warning, just nasty neon death trying to rip out your forebrain.

Now that's what I call a rush.

- The Dead Deckers Society  
"In Klbo We Trust"

## PLACES TO BE

Puyallup is a good place for meets, but doesn't offer much in the way of runs. The only corporate facilities in the district are heavy factories, and local government is limited almost entirely to downtown Puyallup. There are still places to do and be, though, and most of the major hangouts and attractions are in either Puyallup proper or Loveland.

### The Crime Mall

*136th Street East and 122nd Avenue East*

This abandoned three-story mall on the outskirts of downtown Puyallup went belly-up after the Crash of '29. Local criminals moved in and turned it into a parody of a regular shopping mall, with each low-life opening his own "store" and selling whatever goods or services he had to offer. The Crime Mall is like a black-market bazaar for illegal products and services. Drugs, chips, electronics, software, cyberware, weapons, talismans—you name it, someone is selling it here.

Lone Star raids the place from time to time, but the "merchants" have a highly efficient early-warning system cobbled together from pirated electronics, and useful deals with a few helpful politicians in Puyallup Hall. All the blue crew usually finds is a deserted mall. Sometimes they nab a few of the small fry or their customers, but nothing they can do seems enough to put the mall out of business.

### The Spirit Focus

*Spanaway-McKenna Highway and 208th Street*

This small nightclub in Loveland is close to Fort Lewis and features the best jazz music in the metroplex. Jazz enthusiasts from all over Seattle come to hear the latest acts, arriving by private helicopter and limousine. The club is owned and controlled by the yakuza, who ensure that it remains trendy, popular and safe. Anyone causing trouble at the club will have to answer to the yaks.

### Underworld 93

*4819 96th Avenue East*

## PUYALLUP AT A GLANCE

**LTG Code:** 4206

**Size:** 1,008 square kilometers

**Population:** 506,000 (Human 48%, Elf 21%, Dwarf 4%, Ork 22%, Troll 4%, Other 1%)

**Security Rating:** E

**Hospitals and Clinics:** 6

**Major Corp Facilities:** None

**Major Gangs:** The Black Rains, Forever Tacoma, the Princes, the Reality Hackers

**Lone Star Security Ratings**

**C:** Puyallup City, Tarislar (Tarislar pays Knight Errant for additional security, giving the area an effective A rating)

**E:** Carbanado, Loveland, Graham Cracker City

**Z:** Hell's Kitchen, Orting, Ponderosa Estates, Silver Spring, South Prairie, The Neon Killing, Thrift

# THE BARRENS

Located in downtown Puyallup, Underworld 93 is the undisputed king of clubs, one of the hottest in the metroplex. This converted concrete warehouse is a first-rate concert hall that hosts the hottest live acts in town. Outside, two tall holoplex marquees set the entrance aglow. Inside is a broad stage, a dance floor and a state-of-the-art lighting, trideo and sound system. Underworld 93 has played host to nova-hot acts like Concrete Dreams, Jetblack, Maria Mercurial, Lorelei Angel and too many others to count.

- This place rocks! You can do biz in the 93 without any trouble, but the best reason to come here is to catch the acts. Al Castanzo, the manager, has an incredible sense for what's hot and he books nothing but the best.
- Rave
- Al pays protection to the yakuza to keep his club on top. Anyone thinking about starting trouble there should keep that in mind.
- Smiley

## PLACES OF INTEREST

Puyallup is loosely divided by natural features and some of its enclaves. The majority of the district is a complete Z-zone, lawless and abandoned. The police patrol almost exclusively Puyallup proper near the border. It would take an out-and-out war in another part of the district to draw Lone Star's attention.

## Carbanado

Most of Puyallup's orks live in the eastern portion of the district, not far from the NAN border. Before the Awakening, the area was a huge strip-mine that produced tons of precious metals annually. Mining operations slowed and were later abandoned following the Rainier eruption and the Ghost Dance War. The area is dotted with deep pits, quarries and mine tunnels. The orks live in the tunnels and the remaining intact buildings, using old mining equipment to dig new tunnels and havens underground. Nobody knows for sure how far the tunnel network extends. The orks make some money selling the small amounts of metal ore they dig out of the tapped-out mines, and rumor has it they make some additional cred on the side by storing various kinds of contraband in the tunnels.

- Some of the Carbanado tunnels extend under the border into NAN territory, which is how they smuggle stuff in past the border patrols. Grease the right palms, and you can use the tunnels to get into Salish-Shidhe and back again, if you're careful.
- Nightrunner

## Hell's Kitchen

This aptly named stretch of land lies west of Carbanado, running up to the shores of the Puyallup River. It's made up of black lava flats, boiling mud fields, steam

geysers and dunes of gray ash. Very little lives in this inhospitable wasteland except for some Awakened creatures and a few hardy squatters.

After the eruption of Mount Rainier, several corporations tried building geothermal power plants atop the solidified lava flows to take advantage of the steam geysers and thermal pockets. The Computer Crash put an end to further construction, and the existing power plants were left to rust. The few people living in Hell's Kitchen have taken refuge in some of the old plant buildings.

- Hell's Kitchen is, ironically, one of the few places in Puyallup where astral space has not been tainted by violence, pollution or ecological devastation. Though the lava fields and mud flats are bleak, they represent a renewal of life and the power of nature. Many of us sensitive to such things find the stark beauty of Hell's Kitchen refreshing. Some shamans in Puyallup travel into the lava fields on spirit-quests, and enchanters can often find unspoiled materials for their work here: crystals, metals, stones and similar treasures of the Earth.
- Watcher-of-Stars

• A company in Auburn called Hell's Kitchen Tours gives helicopter rides over the area for tourists, so they can see the lava fields and geysers and drek from a safe distance. Some of the chopper pilots, for an additional fee, can be persuaded to land in the more open stretches of the fields to drop off passengers, then (hopefully) return later to collect them.

- Electron Glider

## Loveland

Despite the name, Loveland is *not* a nice neighborhood. In fact, this area along the western border of the district, near Route 7, is one of the roughest sections of the Barrens. Loveland is packed with squatters, chip-pushers, thieves, gang members and prostitutes. The area is split down the middle between the Mafia and the Yakuza; both syndicates rake in nuyen selling various services to the inhabitants of Puyallup and Tacoma, as well as to soldiers on leave from Fort Lewis looking for a night on the town. Fighting between the two mobs is frequent and bloody, and both sides have become more aggressive in recent years.

- Almost any scandal involving Fort Lewis soldiers leads back to Loveland. The Mafia and the Yakuza also use the neighborhood as a stop on the smuggling route through Puyallup and into Tacoma, right up Route 7. Lone Star has increased patrols along the route, which has actually led to an increase in go-gang activity as both syndicates pay the gangers to run interference for their operations.
- Ridge Runner

## Puyallup

The city of Puyallup proper lies along the junction of Tacoma and Auburn and does its level best to counter all

the negative stereotypes about the district and its people. The area is largely middle-class, and inside the city limits is clean and safe compared to the rest of the district. Puyallup's district government is headquartered here, along with much of its industry.

The real reason for Puyallup's relative prosperity is the fact that nearly every government official and plant manager is on the take from either the Mafia or the yakuza (sometimes both). Mob money runs Puyallup, and people who cross the syndicates usually end up floating in the Puyallup River.

- All the suits at Puyallup Hall answer to the don and/or the oyabun first, the United Corporate Council second and Metroplex Hall a distant third. The syndicates don't hesitate to assassinate any politician who doesn't toe the line. Anyone who wants to make it in Puyallup has to have mob backing, or know how to play off the syndicates against each other real well.
- Smiley

## Tarislar

*Tarislar* is Speredhiel for "remembrance." This neighborhood of squatter shacks and abandoned apartment buildings, condos and strip malls lies near the southern tip of the district, between Silver Lake and Harts Lake. It is home to most of Puyallup's elves, who fled the fires of the Night of Rage vowing they would never trust humans again. True to their word, the elves of *Tarislar* keep their contact with outsiders—especially humans—to a minimum.

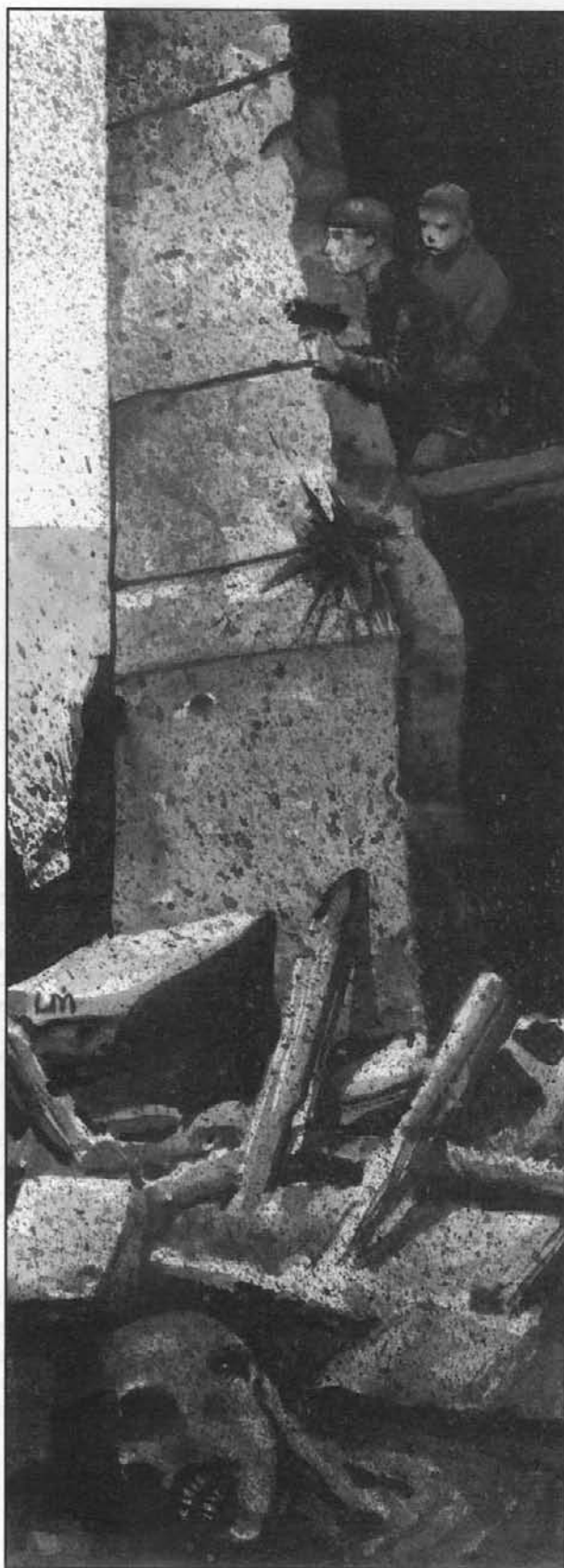
The elves never intended to stay in *Tarislar* for long. They planned to emigrate to the tribal lands and join the Sinssearch elves, but after Tir Tairngire seceded from the Salish-Shidhe nation, the Tribal Council refused to let the elves cross the tribal lands to reach either the Sinssearch or Tir Tairngire. To this day, the inhabitants of *Tarislar* harbor a bitter dislike toward the Salish-Shidhe Council and Tir Tairngire for leaving them to their sorry fate.

- Seems kind of strange that Tir Tairngire, the elven "Land of Promise," would leave so many elves in the Puyallup Barrens, doesn't it? Until you consider how useful they find it to have a stable elven community along the metroplex border, especially in a lawless area like the Barrens. The Tir uses *Tarislar* as a dumping ground for elven exiles and as a pipeline for smuggling and espionage. Some sympathizers in *Tarislar* would do anything for the "motherland," either because they're Tir agents posing as exiles or because they still hope to someday escape the crushing poverty of *Tarislar* and live in the Tir.
- Conspir-I-See

## PUYALLUP GANGS

by Social Adept

Puyallup has a lot of gangs. Like Redmond, no inhabitable area of Puyallup goes unclaimed by some gang willing to defend their turf to the death. Puyallup's fiercely territorial gangs are more spread out than those in Redmond,



# THE BARRETS

clustered around the few livable areas in the district. There's a lot of conflict between metahuman gangs and human "neighborhood watches," many of the latter little more than vigilante groups organized by Humanis.

## Black Rains

The all-ork Black Rains control the largely ork neighborhood of Carbanado. Their colors are black and gold. The gang leader is a wily ork named Billy Mura, whose half-Japanese heritage gives him the faintly blue-tinted skin and protuberant eyes of an oni (a Japanese ork). I've heard rumors that Mura is the illegitimate child of someone high up in the Seattle yakuza, but so far I've seen no evidence of any connection.

The Black Rains run protection rackets in Carbanado, along with a brisk smuggling and chip-dealing business. They also control the district's vice market (all that's worth controlling, anyway). The clannish nature of the neighborhood has shut out most of the syndicates, allowing the gang to flourish.

- The Black Rains have ties with the Cascade Ork tribe and are part of the Orks' smuggling network. The Rains use their tunnels to warehouse goods until they're ready to move them into Auburn or Tacoma. It's a pretty smooth operation. If you have an ork to vouch for you, the Rains might let you hide out down in the tunnels for a while. I've done it, and I can tell you the orks have expanded the original mining tunnels a lot.

- Rigger X

## The Princes

The Princes are an elven gang operating out of Tarislar; their full name is actually "the Princes of the Blood." The gang's founders are the survivors from the war a few years back between the Spikes and the Silent Ps that broke the Ps for good. Their leader is an elf called "the Black Prince" who lost his right eye in a fight with Lord Torgo and now wears a patch. He refuses to get a cybereye.

The Princes wear red leathers, usually over black clothing. They're skilled street fighters, and the Black Prince trains them hard to make sure this gang won't suffer the same fate as the Silent Ps. They carry themselves like deposed royalty and fiercely defend their turf. They haven't made many forays outside the elven neighborhood, but it's only a matter of time before they come into conflict with another gang, most likely the Spikes.

- Interestingly enough, the Princes and the Ancients don't get along very well. Apparently, the Ancients see the other gang as "upstarts," while the Princes treat the Ancients like distant cousins. The Princes would love for people to accord them the kind of respect the Ancients get, but they just don't have the juice.

- Mist

## Forever Tacoma

This ork and troll gang operates out of Loveland, working in just about any criminal enterprise that comes down the pike. The gang has worked for both the Mafia and the Yakuza, though they lean toward the Mafia these days. Their colors are red and orange, usually in the form of orange rain-slickers over street armor. The gang members run small-time protection and gambling rackets in and around the old Spanaway Speedway in addition to working for the mob. The FTs control much of the street-level vice in Loveland.

## Reality Hackers

The Reality Hackers are a techno-gang out of Puyallup proper, near the Puyallup River and Tacoma. They go in for a sleek techno look and feel, with exotic cybereyes, metallic cyberlimbs and everything in chrome and gold. Most members are human; the gang recruits from runaway corporate kids, concentrating on the Tacoma area.

The Hackers pay for their techno-toys through theft, datasteals, chips and pirated software, along with more traditional ganger fare. They've turned a large, abandoned warehouse along the river into their own private headquarters/nightclub, where they stash a fair amount of computer gear for their own use along with high-tech audiovisual systems for parties.

- The Reality Hackers give great parties, chummers. Total blow-out fun with some kickin' effects. If you get invited to one, don't miss it.

- The Dead Decker's Society  
"In Kibo We Trust"

- At least part of the secret of the Hackers' success is the sorry state of the Puyallup Matrix. Most of the systems are isolated, so it takes more than a hot deck to break into a system. You have to physically get to where the computer is and hack into it. The Reality Hackers are good enough at both physical intrusion and decking to pull off some impressive datasteals in the district and make a tidy profit selling the swag. They also fence a lot of tech and data that comes through Puyallup, because they already have the connections.

- Burning Chrome

- The Reality Hackers used to have ties with the yakuza, but that ended a couple of years ago when the yaks set the Hackers up for a serious fall. A run against Pacific Rim Communications went sour and nearly wiped out the entire gang. The Hackers have rebuilt since then and take great pleasure in doing significant harm to yakuza operations. I expect the Hackers will end up working with one of the Seoulpa Rings eventually, if they don't already.

- Impact

# THE BODY POLITIC

The political climate in Seattle is inevitably tied to economics and business, so plenty of shadowruns pass through the halls of power. There's almost always an election or a campaign going on somewhere in Seattle, so it can be profitable to pay attention to who's in office (even if you don't get to vote). I even made an easy-to-use chart so you can figure out the score without too much math.

In Seattle, politics also covers a lot of other ground—city contracts, law enforcement, the UCAS military post, foreign relations and even the policlubs all influence or take their cues from who's in office and how long any given official is expected to last. I tapped some familiar names to help me out in these categories.

Remember, it's not what you know, it's who you know—and what you know about them.

• People Watcher

First, the general nuts-and-bolts. The Seattle metroplex is divided into ten districts, each governed by a district mayor and a district council. Mayors and council members are elected to four-year terms, as is the governor of the metroplex. There is no limit on the number of terms any of these elected officials may serve.

Advising the governor is the Cabinet, twenty-one counselors that include the ten district mayors, the metroplex treasurer, the metroplex attorney general, the police chief, the fire chief and the commissioners of sanitation, public transportation, public works, public database, public utilities and race relations. The ambassador from the Salish-Shidhe Council is also a Cabinet member. The Cabinet meets on the eighteenth floor of the Charles Royer Building every other Tuesday.

One hundred elected representatives from the city's ten districts make up the Metroplex Congress. The Congress meets on the first Thursday of every month in their chambers in Metroplex Hall. Representatives are elected to six-year terms, with no term limits.

Important public officials currently serving in the Seattle metroplex include:

## THE LINDSTROM ADMINISTRATION

For a guy who wasn't even elected to office, appointed Governor Lindstrom is taking a lot of liberties with his position. For one thing, it appears he has a more dynamic idea of what an administration can and should be than did Governor Schultz. Where Schultz tried to keep a lid on conflicts between the various factions in the metroplex, Lindstrom encourages vigorous public debate over various issues. The governor says he prefers people to see their representatives arguing because "it shows we're doing our jobs." Of course, encouraging more people to express their views tends to turn government into a three-ring circus. Lindstrom has always loved to play to the media, and he certainly relishes the PR opportunities that the raging



**Governor:** Ivar J. Lindstrom

**Metroplex Treasurer:** Gerald Marsh

**Metroplex Attorney:** Carl S. Toran

**Commissioner of Race Relations:** Paula Willowhair

### UCAS Senators

Nelson Fareyes

Charles Seaver

### UCAS Representatives

Eric Tollurude

Yvonne Rasson

Mitchell Springer

Rain Shoreman

David Rassmussen

Susan Riordan

**Seattle FBI:** Marian Tudor, Chief

**Seattle NSA:** Lyle Weathers, Chief

# THE BODY POLITIC

DISTRICT	MAYOR	PARTY	THE REAL DEAL	BACKERS
Downtown	Catherine DeBurke	Technocrat	An efficient administrator and politician, strongly supports Governor Lindstrom—apparently both in public and private. If you know what I mean. There's money to be made in that situation.	Besides Lindstrom, no prominent names or corps come up here.
Bellevue	Daniel Reynolds	Technocrat	A local businessman given his position by the UCC and still dancing to their tune. His predecessor, Tian Campbell, has ties to the Divine Revenge Seoulpa Ring and intends to use his influence with that syndicate to bring Reynolds down.	Obviously, the members of the United Corporate Council, plus other business concerns in Bellevue.
Tacoma	Eva W. Pratt	Republican	Ten years into her administration and still going strong—thanks to rampant corruption and the support of the yakuza.	Fear of the Japanacops keeps Pratt in line with yakuza plans for the district; yakuza influence keeps the Mafia out of the district.
Everett	Tyler C. Combs	Democrat	This staunch democrat pushes metahuman rights and economic growth, and doesn't care what the NAN thinks about his agenda.	Former Mayor Samantha Tillian chose Combs as her successor. That endorsement may have gotten him in, but the opposition will be rough and tough in the upcoming election, with the Repubs and Archies blocking his initiatives purely from spite.
Renton	"Smiling Sam" Usinski	Archconservative	Doing a bang-up job of eroding Renton's racially harmonious atmosphere and promoting anti-metahuman attitudes and policies.	The Humanis Policlub and all its ugly little minions.
Auburn	Ellen Danquist	Republican	Promoting local business at the expense of the environment keeps Danquist busy between periods of fending off advances from organized crime.	Elected on her own merits, Danquist owes no obligations to anybody, and apparently intends to keep it that way.
Snohomish	Karl Feddersen	One World Party	Both his father and his predecessor are believed to have died at the hands of Humanis, and Feddersen uses those actions as the baseline for every policy decision he makes.	His campaign to eliminate racism throughout Seattle isn't winning him any backers, though plenty of organizations are lining up to find a way to discredit him and boot him out of office.
Fort Lewis	Colonel Ben O'Neil	NA	Just a man doing his job to the best of his ability and in the best interests of his district. He has no interest in politics, but General Colloton might—and since she outranks him, she's looking likely to replace him.	O'Neil keeps a low political profile, so it's hard to find an effective way to lean on him. Most outside influence on the Fort Lewis government is solicited by his administration. The military post's top-ranking officer generally serves as the district's mayor, which is why the local bigwigs are looking for cracks in Colloton's armor.
Redmond	Jeffrey Gasston	Independent	An idealistic young fragger who's managed to keep the polish on his rose-colored glasses despite plenty of setbacks and disillusionments. He hasn't really helped the district, but he hasn't hurt it, either.	Gasston's mentor is none other than former Governor Schultz—an impressive pedigree with a substantial helping of clout. He's very concerned about his protector's current fate.
Puyallup	Jason Connors	Technocrat	A familiar face in the district for a few years before his successful bid for mayorship. Connors is fighting an uphill battle to revitalize his corner of the Barrens.	His political aspirations make him an easy target for manipulation by the yakuza, Mafia, corps and every other powerful entity in the district—and every one of them takes advantage of that fact.

debates give him. What little policy setting he's done so far seems to have worked well—he's apparently a popular governor, and the political wags say he should be able to hold onto the job for the foreseeable future.

- Lindstrom really knows how to play to the newshounds. His acceptance speech after his election as governor, given in front of his father's statue outside Metroplex Hall, had the audience in the palm of his hand.

- Doctor Spin

- Lindstrom likes the top spot and he plans to hang on to it. The Jobvine says he's offering good cred for intel about what happened to Governor Schultz in the Renraku arcology, and even more nuyen for assurances that Schultz won't come back (if you know what I mean).

- Fidler-Man

## DISTRICT MAYORS

Seattle's district mayors are a mixed group. Most of them run their individual districts under the dictates of the Metroplex Government, often with little or no support from Metroplex Hall. Each has a unique background anyone can use to hook these guys and reel them in.

The Seattle Metroplex government collects taxes from citizens and local businesses, using the money to hire private contractors for various essential city services. Service contracts are major cash-cows, so competition for them is fierce. Ideally, this keeps the providers on their toes; if they don't do a good job, the metroplex can give the contract to someone else. In reality, it means contractors who make nice with members of the government get the jobs. This means good business for shadowrunners when a contract's renewal date comes around and competitors are looking for a way in.

The city's emergency services are connected to the PANICBUTTON™ system, linked to public telecomms throughout the metroplex and bringing police, fire and emergency personnel to respond immediately to a crisis.

Franklin Associates, which handles fire control, started out as an insurance company and then saw the opportunities available in privatized services. They bought vehicles and equipment and started their own firefighting and rescue operation, providing insurance and assistance to their customers. Not only would Franklin Associates insure your house, they'd come and put out the fire. The company's aggressive marketing campaign made its fortunes soar, and Franklin easily won the contract for city fire and rescue services.

## CITY SERVICES

**Police Services:** Lone Star Security Services (William Loudon, Chief of Police)

**Fire Control:** Franklin Associates, Inc. (Ashley Tront, Fire Chief)

**Health Care:** City Health and Group Medical

**Sanitation:** Various district contractors (Richard K. Cary, Commissioner)

**Public Works:** Shiawase Envirotech (Sarah Desanter, Commissioner)

**Public Database:** Renraku Computer Systems (Geraldine Mahn, Commissioner)

**Public Telecomm:** Pacific Rim Communications (Richard Yashida, Commissioner)

**Grid-Guide System:** Mitsuhamma Computer Technologies (Erin Sanders-Booth, Commissioner of Public Transportation)

**Power:** Gaeatronics, Shiawase Atomics (Daniel Otter-McKreky, Commissioner)

- It's no secret that Franklin Associates responds more quickly to sites they've insured than to others. No one has managed to bring a successful lawsuit against them over it, but the company's advertising certainly creates the impression that getting insurance from Franklin guarantees better response time. They're a legalized protection racket.

- Nuyen Nick

City health care is handled by City Health and Group Medical, an HMO owned and run by the Metroplex Government. CHGM subcontracts much of its emergency-services work to corporations like Franklin Associates, DocWagon™ and CrashCart.

Sanitation is handled by individual districts, who hire contractors to haul garbage and oversee local waste-dumps. The sanitation business is heavily influenced by the criminal syndicates, especially the Mafia, and competition for contracts often gets bloody.

- Sanitation Commissioner Richard Cary is in the Mafia's pocket. The Mafia sometimes uses their sanitation connections to make things disappear, especially the odd embarrassing body.

- Fidler-Man

Gaeatronics supplies the vast majority of Seattle's power needs from its fusion plant on the Olympic Peninsula and from geothermal and solar generating plants in the Cascades. Shiawase Atomics provides the remainder from its small fusion plant in Redmond.

- Shiawase would love to get more of Seattle's power business, but the NAN has consistently refused to let them build any new power plants in NAN territory and the metroplex government won't authorize another fusion plant in Seattle. Shiawase has been experimenting with geothermal taps in Hell's Kitchen, but right now they don't have the resources to supply all of the metroplex's energy needs.

- Rimmer

# THE BODY POLITIC

- Don't count out Shiawase Atomics. The main service they provide is maintaining the metroplex power grid. Gaeatronics may generate most of the power, but without Shiawase's cooperation, the power won't get to customers, so the two corps are interdependent. Gaeatronics would love to get control of the grid, while Shiawase wants the generating contract. Infighting galore.
- Dana

Three major Japanese corporations manage the metroplex's database systems, communications systems and the grid-guide traffic system. Renraku still holds the contract for maintaining public database systems like Sea-Net™, though the recent problem with the Renraku arcology might prompt the metroplex government to award that contract elsewhere.

Pacific Rim Communications maintains Seattle's telecomm system. PRC is slowly working its way along the Pacific Coast, buying up telecomm contracts. The company hasn't made any inroads into Tir Tairngire, but it's made progress in Vancouver and owns lucrative service contracts in many cities in the California Free State.

Finally, Mitsuhamma Computer Technologies has the contract for Seattle's grid-guide system, which handles the majority of vehicle traffic on the metroplex streets.

- The system also gives MCT considerable resources for tracking any vehicle equipped with an auto-pilot system, once it links to the grid-guide system. Shadowrunners take notice and beware.
- Josie Cruise

## LAW ENFORCEMENT

by SPD

Ever since the disbanding of the Seattle Police Department, the law in Seattle has become a business like any other. Lone Star Security Services is the official provider of policing to the Seattle metroplex. Businesses and local citizens' associations often hire other security firms for increased protection.

Seattle and the Star have had difficulties almost since the day Governor Charles Lindstrom hired them after firing the entire Seattle Police Department. Governor Schultz renegotiated Lone Star's contract at least twice, and both times the Star came out looking bruised. It's up for grabs whether or not Governor Lindstrom will renew the Star's contract. Lone Star will do whatever it takes to keep it, because Seattle is worth too much money to lose.

- If Lone Star doesn't get the police services contract, there are plenty of corps waiting in the wings. First and foremost is Knight Errant, which has a training academy in Renton. KE gets a lot of corporate business in Seattle and would love to get hold of that big, juicy city contract. Sioux-based Eagle Security wouldn't mind getting it either, but they don't have a major presence in the metroplex.

## LONE STAR SECURITY SERVICES

**President/CEO:** Theodore W.D. Winslow

**Headquarters:** Austin, Texas

**Seattle Division:** Lone Star Seattle, 2nd Avenue and Union Street, Downtown

**Division Head:** William Loudon, Chief of Police

**Deputy Chief:** Tyler Grummet

**Enforcement Division Chief:** Capt. Kyle Palmer

**Corporate Division Chief:** Capt. Angela Dumont

**Paranormal Investigation Division Chief:** Capt.

Walter Westcott

and it's hard to imagine the government trusting a NAN-based corp to handle the law in Seattle.

- X-Star

William Loudon has been the head of Lone Star Seattle since 2049, surviving two changes in corporate administration. Through it all Loudon has steadfastly and competently administered Lone Star operations in Seattle, and also carefully covered his hoop in the event of a crisis blowing up in his face.

A better administrator than military commander, Loudon is feeling the pressure of his position lately. The cops try to protect Seattle taxpayers and do their best to keep criminal scum from causing gratuitous collateral damage, but it's increasingly clear that their efforts aren't cutting it. If the cops can't keep a tighter lid on organized crime, Loudon is certain that Lone Star Central in Texas will replace him.

Loudon is looking into covertly hiring "freelance operatives" (read: shadowrunners) for some not-entirely-legal missions to curb the syndicates' worst excesses. To that end, he recently re-established the Shadowriders, a covert black-ops division of Lone Star Seattle, to handle the corp's shadowrunning needs.

- The Shadowriders are under the command of Captain Franklin Marrs, a Lone Star combat veteran and experienced undercover cop who ran the shadows for five years under the name "Brutus" (guess he liked the et tu, Brute spin of it). Marrs knows the shadows better than most Lone Star cops, far better than any of the corporate suits back in Austin. It works this way: the Shadowriders consist of a core team of various kinds of covert ops experts. Marrs assigns a leader from this group to a project, and the leader hires independent operatives (that's you and me, chummer) to round out the team. Shadowrunners do the Star's dirty work, and Marrs has saps in place to take the fall if necessary (that's also you and me, chummer). If you're going to work for the Shadowriders, don't think you have a get-out-of-jail-free card. Make damn sure you won't get left holding the bag, or you'll have twenty years to life to regret it.

- X-Star

One division of Lone Star that shouldn't be overlooked is "the Dips," the Department of Magical Investigation (DMI). Led by Captain Walter Westcott, the Dips investigate all crimes involving magic. Fortunately for those of us in the shadows, the Dips don't have unlimited resources or personnel. The division employs some eighty magicians, but they're spread thin covering a metroplex of millions. DMI magicians are skilled in forensic work, astrally "reading" crime scenes for signs of magic use and magical evidence.

- The Dips aren't the only magicians working for Lone Star. They're just in charge of handling magical investigations. The other divisions have their own wizards, especially the Tactics Division. Watch out for SWAT combat mages and the magical bomb squads of the Department of Demolitions, who use clairvoyance and telekinesis to spot and disarm explosives.

- X-Star

- The Dips also handle magical licensing. Lone Star controls the licensing and certification of magicians in Seattle to ensure that we all conform to UCAS legal requirements. That gives the Star (and the Dips in particular) a lot of pull with the above-ground magical community in the metroplex. The threat of losing your license to practice magic is enough to keep most legal magicians in line.

- Sereena

## KNIGHT ERRANT SECURITY

**President:** Roger Soaring Owl

**Headquarters:** Detroit, UCAS

**Seattle Division:** Knight Errant Seattle Training Academy, 715 NE 3rd (main gate), Renton

**Division Head:** Ellen Ward

The brainchild and pet project of Ares CEO Damien Knight, Knight Errant is Seattle's second-largest security provider. The company's training academy in Renton turns out new KE security personnel, and KE holds private security contracts throughout the metroplex.

Knight Errant personnel are given the best equipment from other Ares subsidiaries. Ares Arms uses KE to test some of its newest prototypes, particularly non-lethal weapons. Sleek and stylish in their black uniforms, Knight Errant security agents have a better media profile than Lone Star. The Star officers are still regarded as beat cops, while KE personnel are considered elite.

- Yeah, but Lone Star has one thing KE doesn't; they're the cops. In mind of the average Seattleite, Lone Star equals police. People tend to forget that Lone Star is a corporation like any other. Sure, the Star isn't as glamorous as Knight Errant, but they're so entrenched in the public mind that replacing them won't be easy.

- Holly

- A provision in Dunkelzahn's will gives a major windfall to the corp that develops effective non-lethal weapons



# THE BODY POLITIC

technology. Ares Arms and Lone Star are both going for it, so expect to see plenty of corporate infighting over new prototypes.

- Digger

## OTHER SECURITY PROVIDERS

At least twenty different private security providers operate in Seattle, from large corporations like Eagle Security, Hard Corps, Inc. and Wolverine Security to small local outfits like Emerald City Security, Nightingale and Olympic Security. Most of them make their money from private businesses unable to afford the major corps like Lone Star or Knight Errant.

With so many different security providers, jurisdiction can become a sticky question. Ultimately, Lone Star has authority over all other security corps in the metroplex, and it is Lone Star's responsibility to track down and arrest any perpetrators that escape the scene of a crime. The other security corps can only take action on a customer's site, and keep a perp from escaping until Lone Star shows up.

## THE MILITARY

by Josie Cruise

Once upon a time, Seattle didn't have a huge military presence. Then the Renraku arcology went loopy, and the UCAS government sent us Joint Task Force Seattle—five thousand soldiers and airmen ordered to conduct "peace-keeping operations" in the Seattle metroplex. The lady in charge of all this is Brigadier General Angela Colloton, deputy division commander of the First Infantry Division. General Colloton outranks the current Metroplex Guard commander, Colonel Ben O'Neil, which puts her in charge of all armed forces in the Seattle metroplex.

- Colonel O'Neil isn't happy about that. He sees the presence of JTFS as a sign that the Pentagon doesn't trust his competence as a commander. The word around Fort Lewis says O'Neil is scheming to get General Colloton relieved of command. He knows better than to confront Colloton directly, but he's been watching quietly and hoping that Colloton frags up in a major way.

- TacFire

A lot of Colloton's decisions haven't been too popular, but the least acceptable has been the enforced attitude change toward metahumans. In the UCAS military, particularly the Army, the demand for personnel simply overrides racial bias at all but the most senior ranks, and slugs from low-income situations still see the armed forces as a ticket to a better way of life. This is especially true for the many metahumans raised in poverty, giving the army a higher percentage of metahumans than the general population. The average soldier, however, cares more about his buddies doing their job than what race they are, creating an atmosphere of widespread racial tolerance.

But because the Metroplex Guard is local to Seattle and represents a pretty reasonable gig, recruitment is no problem. The Guard has a lot of leeway in choosing who

gets in and who gets promoted, which has resulted in a "weeding out" of metahumans. There are only a few token metahumans in the enlisted ranks and almost none in the officer corps.

- It's an open secret that the Humanis Policlub recruits from the Metroplex Guard, and a few officers and senior NCOs also hold key positions in Humanis. As far as I can tell, Colonel O'Neil is not a member, though he may have been encouraged by Humanis officers to overlook certain "irregularities."

- Gentic

When JTFS came to town, it shook up the status quo. Guardsmen, used to working primarily with other humans, suddenly found themselves elbow to elbow with metahumans from the federal forces. After several Guardsmen were arrested for racially motivated attacks on metahuman soldiers, General Colloton began a purge of the Guard ranks, relieving several officers and senior non-commissioned officers of their duty for their ties to racial hate groups.

- Neither the Guards in question nor Humanis is happy about this disruption in their long-standing cooperation. Both sides are actively looking for ways to make trouble for Colloton, especially if it's big enough to get her the boot.

- Skye

## Military Mojo

The Metroplex Guard has four—count them, four—magicians, one for each combat battalion and one assigned to the command regiment.

- The Guard knows such a small number leaves them pathetically undermanned. In the past, the Metroplex Guard worked out an arrangement with the United Corporate Council to "borrow" corporate wage mages to assist in emergencies. Obviously, recent events have divided factions within the UCC and pretty much shot that agreement to hell.

- Potemkin

When General Colloton assumed command, she brought in a detachment of forty magicians—almost two-thirds of the First Infantry Division's entire magical force. This sudden influx of wizards caused a lot of dissension in the Guard ranks. Mundane Guardsmen (as well as some of the federal troops) are wary of magic and the "weirdos" who use it. It doesn't help that most of the magicians look down on their mundane compatriots.

- The influx of magicians has also led to clashes with outside agencies. The Lone Star Dips have filed complaints with Colloton for what the Star calls "jurisdictional violations" in Seattle astral space.

- X-Star

## POLICLUBS

by Auntie Social

Because it serves as something of a microcosm of the UCAS mainstream, what seems like an unusual number of policlubs and related organizations operate in Seattle. In this isolated outpost, policlubs give voice to dozens of special interests rarely heard from in conventional political parties. The high metahuman population of the metroplex, along with the proximity of Tir Tairngire, also gave rise to many pro- and anti-Awakened groups. That being said, of the literally hundreds of policlubs active in Seattle, only a handful need concern those of us working the shadows.

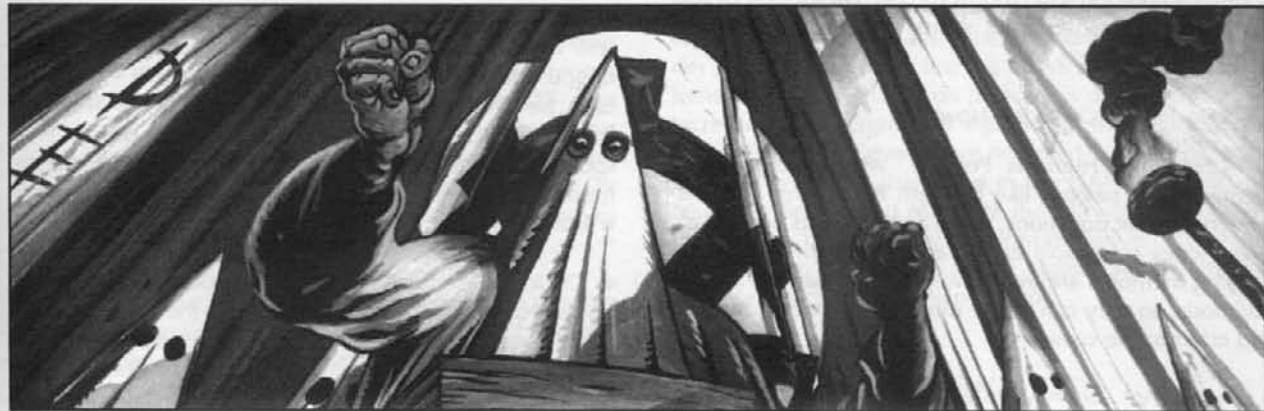
Policlubs fall into three broad camps: anti-Awakened/anti-metahuman, pro-metahuman, and generally pro-civil rights and liberties.

Most policlubs also fall into one of two types: political/fraternal organizations and terrorist groups. Let's use the Humanis Policlub as an entirely theoretical example (I kill me!). The Humanis Policlub is best described as a political/fraternal organization. Much like the "secret societies" of past decades (the Masons, Knights of Columbus and so on), Humanis offers many different levels of involvement. Some members use Humanis as a comfortable kind of club where they can go to escape their spouse and jaw in a relatively harmless way about the metahuman that lives down the street and the things he

such activities certainly serve their agenda on one level, they destroy their credibility on another. So Humanis draws in members and quietly diverts the most violent and virulent to Alamos 20K and their ilk. A neat progression that no one can prove and no one can stop.

A third type of group does exist, but in such a shadowy and unsubstantiated way that they are generally dismissed as rumors and stories made up to frighten naughty children. The most commonly mentioned example of this type of group is the Human Nation—a sort of social Darwinist organization comprised of wealthy men and women who believe that excessive nuyen and the attendant power give them the right to play with other people's (read: metahumans') lives. These people view metahumanity as an impurity in the genetic code of the human race and proceed under the assumption that there must be a way to rid the world of their presence. They fund experimentation on metahumans, using them as lab rats for their attempts to wipe out the magical races and as test subjects for all sorts of ugly, cruel projects that should have died with Mengele. The truly horrifying aspect of these rich bastards is that they spend an equal amount of cred on charitable organizations that actually serve humankind in a positive-agenda kind of way. Sick, sick, sick.

Here's a quick rundown of each camp's major players in Seattle.



does that they don't like. Others achieve the highest ranks of the organization, where they wield significant influence over public and corporate policy through their position on boards of directors or contributions to political campaigns. While Humanis does affect the lives of everyday people in a really major way, they really aren't responsible for beatings and firebombings.

Now, Humanis does have some goals that can only succeed by more direct action. In order to keep their hands clean, they quietly fund such associations as Alamos 20,000, the Hand of Five and other terrorist groups. Obviously, an organization like the Humanis Policlub can only be hurt by having such brutalities as the bombing of the Sears Tower and hundreds of daily, isolated incidents of violence pinned to their coattails. While

### THE HUMANIS POLICLUB

**Leader:** Karl Brackhaven

Humanis is one of the most powerful policlubs in Seattle. It grew from an alliance of racist and hate groups aimed at "protecting humans against the rising threat of mutation"—mutation being Humanis-speak for metahumanity. The group maintains that humans are genetically and culturally superior to metahumans, and want metahumanity treated as a disease rather than a natural state of being. Publicly, the Humanis Policlub works against metahuman-rights legislation and lobbies for laws that favor humans over metahumans. Behind the scenes, the policlub is responsible for a great deal more.

Humanis operates as a front organization for anti-Awakened terrorist groups like Alamos 20,000, Human

# THE BODY POLITIC

Nation, the Hand of Five and others. These guys are the hard-core racists, people who will kill or maim for their cause, or people who think bashing in a few metahuman skulls is a good way to spend a Saturday night. The public arm of Humanis denies any involvement with terrorist activities, of course. Local chairman Karl Brackhaven, the group's regular spokesman to the news media, keeps saying so (and we all believe him, don't we?).

## ORK RIGHTS COMMISSION (O.R.C.)

**Leader:** Jasper Squashright

On the other side of the racial coin in Seattle is the Ork Rights Commission (ORC). ORC is a grassroots metahuman-rights organization, mostly devoted to the cause of orks, who make up the largest percentage of Seattle's metahumans. The organization works for equal rights for all metahumans, but has been criticized for its focus on orks over other races.

- That's because orks get the shaft worse than any other metas, except maybe for trolls and we count them among us. Elves and dwarfs can pass in "normal" society if they want to—elves are fragging rock stars, media celebrities and the toast of society. Even dwarfs have a reputation as hard-working and good with their hands. But us "goblins" aren't so pretty. Nobody wants us in front of a camera or even behind a desk anywhere we can be seen. ORC got started by orks and is run mostly by orks. We support all our metahuman brothers and sisters, but the movement began with us.

- Jasper

"Ork Power! Ork Rights Now!"

Unlike the Humanis Policlub, which has wealthy members and patrons like Kenneth Brackhaven, ORC is funded by local donations, government grants and whatever money its people can scrape together. Most card-carrying members are from lower-class or Barrens neighborhoods, so they can't offer much more than their time and effort to the cause.

- That's not entirely true. Some corps, like the Independent Information Network, give money to ORC, and I've heard of aid from the Empowerment Coalition as well. ORC might maintain the front of a humble, grassroots organization with little storefront offices and whatnot, but they have a pretty decent war chest, and they can afford to stage some shadow-ops when they want to. I've worked for them before, and they pay well enough. Don't let the "poor, starving political activist" façade fool you.

- Dancer

- Like Humanis, ORC has ties to radical terrorist organizations—in this case pro-Awakened, anti-human groups like the Sons of Sauron and the Children of the Sixth World. A lot of ORC bigwigs slide information and resources to those groups to take care of matters best kept in the shadows, like planting bombs in government offices or

killing Humanis-backed political candidates. Before anyone starts flaming me, I don't support Humanis; I'm just pointing out that there are terrorists on both sides of the fence and, from where I sit, their methods look an awful lot alike.

- Holly

## THE EMPOWERMENT COALITION

**Leader:** Libby Chalmers

The newest player in the Seattle political arena, the Empowerment Coalition started out as a women's-rights group founded by former presidential candidate Anne Penchyk. When a provision of Dunkelzahn's will established the multi-million nuyen Timmons Memorial Fund, Penchyk became its director and brought the Coalition under the Timmons umbrella. Now the organization, funded by Timmons, acts as a civil-rights lobby and policlub throughout the UCAS.

Penchyk's stated goal for the Coalition is to bring other like-minded policlubs and political organizations under the Coalition umbrella, backed by the Memorial Fund. Already the Coalition has been helping groups like ORC and Mothers of Metahumans get a stronger foothold in Seattle. They're attracting attention from other civil-rights groups in the area, including the North American Civil Liberties Union, the National Association for the Advancement of the Awakened and Outright, a gay rights organization.

- Seattle EC director Libby Chalmers is one tough lady. She worked with Mothers of Metahumans for years to encourage understanding and compassion for metas after her troll daughter was killed during the Night of Rage. She didn't seek the limelight. She was always soft-spoken and efficient, but utterly dauntless. Ol' Libby could face down Kenneth Brackhaven himself if she needed to.

- Riot Grrrl

- Chalmers certainly is forceful, especially since she hooked up with the Coalition. Directing their operations in Seattle seems to have given her newfound strength and energy. From what I've heard, she did face down Brackhaven when he not-so-subtly informed her that the Coalition wasn't wanted in Seattle. I've also heard that Chalmers is more than willing to spend Coalition money on shadowrunners when there's a need.

- Wraith II

## FOREIGN RELATIONS

by Envoy

In 2042, the UCAS granted Seattle the right to send its own representatives to any nations considered vital to its survival. Since then, Seattle has sent envoys to 24 different nations, strengthening its economic and political ties and forging business alliances to help the metroplex survive and prosper.

- Seattle's ambassadors have worked hard drumming up foreign trade, perhaps too hard for the comfort of some

people in the UCAS. The federal government seems to be playing diplomatic games with Seattle. Timothy Washburn, our man in Korea, claims UCAS Ambassador Kelly Mitchell deliberately sabotaged a deal Washburn was working out with some Korean corporations. I've heard of similar infighting between Seattle and UCAS ambassadors worldwide. It seems Seattle won't be allowed to put its interests above those of "the fatherland."

- Overseer

## AZTLAN

**Ambassador:** Tyler Silver-Feather

Aztlan/Seattle relations are currently cool but cordial. Aztechnology is banned from California and Tir Tairngire, so Seattle is that corp's major West Coast market, which brings a lot of business into the metroplex. Plenty of Aztlan/Aztechnology shipping goes in and out of Seattle, giving Aztlan a fair amount of clout with the metroplex government. There have been some tense moments over the years when Aztlan decided to test the limits of that clout, such as trying to dock a warship in Everett, or pushing to station additional security forces (read: troops) in the metroplex. As other pressing problems in Seattle simmer down, shadow activity around Aztechnology's Northwest Division will no doubt pick up speed.

## CALIFORNIA FREE STATE

**Ambassador:** Sarah Pinochet

Seattle relations with the CFS are split. On the one hand, increased military activity in Tir Tairngire and continued talk of UCAS reunification have made CalFree more paranoid than ever. On the other hand, the CFS sees Seattle as a potential economic and military ally against the Tir. The only overland connection between Seattle and the CFS is a maglev express train running through Tir Tairngire inside a tunnel. A fair amount of shipping moves along the coast between California and Seattle.

• California also has a fair number of agents using Seattle as a staging ground for intel ops in Tir Tairngire. If they get caught, they pretend to be working for Seattle and the UCAS, something not likely to endear the CFS to the metroplex.

- Spook

## JAPANESE IMPERIAL STATE

**Ambassador:** Eric Ito

The establishment of the Pacific Prosperity Group, formed to break the Japanese economic stranglehold on the Pac Rim, has reduced Japan's influence in Seattle. Renraku is definitely out of favor with the metroplex and its citizens, and the positions of the other Japanese corporations are weakening as the PPG's power grows. The PPG presents itself as an alternative to dealing with expansionist Japan, eliminating the risk of Seattle becoming another San Francisco or Philippines. The Japanese are doing their best to sabotage the PPG and improve relations with Seattle.

• The secession of the Seattle yakuza is another big headache. Japan lost a lot of shadow assets when Shotozumi and his people broke away. Seems the oyabun of Seattle believes the PPG will soon be top dog in the metroplex, so we might yet see a yak civil war over this.

- People Watcher

## KOREA

**Ambassador:** Timothy Washburn

Seattle's ties with Korea and other smaller Pacific Rim nations have increased over the years as the metroplex tries to avoid entanglement with the Japanese. The growth of the Pacific Prosperity Group is a definite win for Seattle, which is in a prime position to reap the benefits of an economic alliance with the PPG. Wuxing, Inc., the PPG's driving force, has already set up corporate offices in the metroplex and promises to bring in considerable business. Timothy Washburn, Seattle's ambassador to Korea, is an active supporter of the PPG and is working on deals with various PPG-affiliated corporations to give Seattle favored trade status along the North American coast.

## NATIVE AMERICAN NATIONS

**Ambassador to the Salish-Shidhe Council:** Ellen Risingsong

**Ambassador to the NAN:** Gregory Simenson

The presence of additional UCAS troops in Seattle has awakened old hostilities between the UCAS and the NAN. Internal troubles among the Native American Nations have led the Salish-Shidhe Council to tighten border patrols near Seattle lest the UCAS exploit NAN problems, and saber-rattling on both sides of the border has increased. The heightened vigilance of the Salish-Shidhe makes Seattle feel even more hemmed in by hostile territory. It's no secret that some in the NAN would like to take over Seattle and eliminate the last vestige of UCAS presence in their territory (apart from Denver). The NAN isn't likely to take hostile action against Seattle anytime soon, but both sides remain vigilant.

## TIR TAIRNGIRE

**Ambassador:** Samantha Tillian

Relations between Land of Promise and Seattle—in fact, between Tir Tairngire and *everyone*—have been strained since Dunkelzahn's assassination. Security in the Tir remains a touch twitchy, though it has relaxed from the ultra-paranoid levels achieved immediately following the assassination. Meanwhile, increasing political unrest in the Tir has brought more and more exiles and disaffected elves into Seattle, swelling the ranks of gangs like the Ancients and the shadow-community as well. The Tir needs its trade agreements with Seattle, which is its pipeline to the rest of the world, and also its pressure valve for Tir dissidents. The Tir leaders would like to maintain the status quo; only time will tell if they succeed.

# THE CORPORATE SECTOR



This file focuses on corporate branches within the metroplex. You won't find stock tips or other drek you can get from a corp's annual report, but you will get the paydata needed by people who access Shadowland: who's who, who's pulling what runs on whom, and what they're all like to work for.

Seattle has always been a corporate playground, and the recent corporate conflict has only made it more so. Up-and-coming megacorps like Wuxing, Cross Corp and Yamatetsu are developing a presence in the metroplex, stepping on the toes of the many other large corps already established. Meanwhile, plenty of small and mid-sized corps are hoping to win big by attracting the emerging megacorps' attention, or even scoring a reward from Dunkelzahn's will. The metroplex is also an important center for Pacific Rim trade, particularly for Japanese and other Asian corporations looking for a foothold in the UCAS.

• The Keynesian Kid

## SEATTLE ECONOMICS

Seattle's primary economic importance is its position as the only UCAS city

on the Pacific Coast, making it the gateway to Pacific Rim action. It's also the best open port remaining on the North American West Coast: San Francisco belongs to the Japanese, Vancouver is run by the NAN and Los Angeles is a hellhole everyone wants to avoid.

Goods are shipped to Seattle from all along the PacRim and overland from Tir Tairngire and Salish-Shidhe. A lot of them are raw materials scarce in the UCAS, such as wood, petrochemicals and food. Other imports include technology and luxury items, Native American and elven crafts, magical goods from tribal and elven territory, electronics from Hong Kong, Korea and Japan, and raw materials from Russia and the Athabaskan Council. Japanese corps in San Francisco ship UCAS-bound goods to Seattle, and the metroplex is the primary UCAS contact for California agribusinesses.

In addition to all the physical stuff that passes through Seattle, the metroplex also makes cred in data. The massive data-processing capabilities of Seattle's corp and government installations form a data pipeline back to the UCAS, through which corporations and government interests funnel millions of megapulses of hard information to the UCAS and around the world. From Seattle, megacorporations can keep their invisible fingers on the pulse of the Pacific Rim and send the intel back to the home office. Even corps that don't seem to do a lot of business in the metroplex, like Saeder-Krupp, have plenty of interests to keep an eye on in Seattle.

• And let's not forget the underground economy. Seattle is a major hub of smuggling and black-market activity along the PacRim. The metroplex's status as an island of UCAS law in the middle of NAN territory, so close to the route across the strait to Russia and the coastal runs from California and the Tir, make Seattle the perfect port of entry for illegal goods from all over the Pacific to make their way into the UCAS or NAN. To give just a few examples, California ships "Cal hot" chips through Seattle; the Triads smuggle goods into and out of Seattle for interests in mainland China; and a veritable river of stuff, from stealth-equipped decks to illegal ammo to Carib rum, flows through the plex to Vladivostok and Tir Tairngire. That means syndicates like the Mafia and the yakuza consider Seattle a major port of call for their operations.

• Argent

## UNITED CORPORATE COUNCIL

The United Corporate Council is the united front presented to Seattle's government by the major corporations. Behind the scenes, of course, the various members of the UCC are busy plotting against each other. The Council is considered an advisory body to the governor and pushes the corporate agenda through the halls of government.

The UCC was formed in 2030, after execs at Campana & Carrindum Technical Industries accused Aztechnology of instigating the virus that caused the Crash of '29 and began a series of retaliatory assaults on Azzie installations. Aztechnology defended itself on several fronts, wiping out C&C. The Seattle corporations decided to band together to prevent such "misunderstandings" in the future, and ratified the UCC charter shortly thereafter.

The Council functions like a small-scale version of the Corporate Court that handles intercorporate issues for the AAA megacorporations. According to its mission statement, the UCC "works to foster a stable business environment in which all corporations can flourish and profit, by minimizing overt conflict between corporations and working with the metroplex government to ensure a friendly economic environment." Recent shake-ups among the top corps have changed the organization's membership, makeup and mission somewhat, as well as casting doubt on its continued effectiveness. The UCC doesn't like to use its power openly; its members prefer to work behind the scenes, backing pro-corporate politicians and lobbyists.

- UCC backstabbing is definite, but verry subtle. Make too open a move and the others might gang up on you. That said, plenty of Council members or those who work for them will pay good cred for paydata that might give their corp's lobbyists an edge over the other guy in getting the gummint to jump their way. This type of job ain't for everyone, of course. Folks who prefer in-your-face cannon-blazing need not apply.

- Sneaky Pete

## SEATTLE CORPS

Seattle has a substantial number of local corporations, particularly in the fields of investment, computers, telecommunications, aviation and agriculture. The megacorporations dominate the world market, but Seattle's local corps employ a higher percentage of the metroplex's population and have a major influence on its character. Despite being smaller than Ares or Aztechnology, they have a home-field advantage in Seattle, which makes competition fierce between the locals and the megacorporate giants.

## Council Members

Karen King, Chairman, Ares Macrotechnology  
Shigeru Aoyama, Shiawase Corporation  
Nicholas Aurellus, Cross Applied Technologies  
Keith Davids, Ingersoll and Berkley  
Siony Ecklund, Independent Information Network  
Morgan Gallagher, Draco Foundation  
Alberta Johnson, Dassurn Securities and Investments  
Norman Jones, Brackhaven Investments  
Thormond Lordstrung, Lordstrung Retail Consortium International  
William Loudon, Lone Star Security Services, Inc.  
Maximilian Lozano, Aztechnology  
Mary Luce, Yamatetsu Corporation  
Yoshi Okakura, Pacific Rim Communications Unlimited  
Mika Red Tree, Gaeatronics  
James Rinchik, United Oil  
Sun Running, Wuxing, Inc.  
Masaru Shirokawa, Renraku Computer Systems  
Jessica Sirianni, Federated-Boeing  
Jonathan Takano, Mitsuhamma Computer Technologies  
Alain Telestrian, Telestrian Industries  
Samantha Villiers, Novatech

## BRACKHAVEN INVESTMENTS

**President/CEO:** Kenneth Brackhaven

**Headquarters:** 3rd Avenue and Union Street, Downtown Seattle

Humble offices in an anonymous building downtown belie the power and influence of Brackhaven Investments, an umbrella company that handles the various business interests of former UCAS presidential candidate Kenneth Brackhaven. Brackhaven parlayed the family fortune into a wide-reaching portfolio of investments and projects throughout Seattle, from Wordsworth department stores to Golden Lion Inns to MiniMarts and malls.

Kenneth Brackhaven is well known for his involvement in many worthwhile charities; he's contributed funding for numerous research centers, youth havens, crisis hotlines and hospital wings; his philanthropy even extends to museum wings and gifts of ultra-rare collections. The fact that his uncle is Karl Brackhaven, president of the Seattle chapter of the Humanis Policlub, prompts many people to assume that Kenneth is also involved with that organization, but no evidence can be dug up to prove a connection—though his presidential campaign platform certainly seemed to indicate anti-metahuman sympathies.

- Kenneth Brackhaven is a dangerous man, with a great deal of influence in the metroplex and many friends in high places. He isn't a power-player on the level of a Damien Knight or a Richard Villiers, but there's hardly a major business in Seattle he isn't involved in. Brackhaven also strongly supports Governor Lindstrom, whom he's been paying a lot of visits lately. Rumor says he aims to be the power behind the throne.

- Digger

# THE CORPORATE SECTOR

• He's definitely more into the office than the person. (Has anyone looked at Brackhaven's record with Schultz? Might be worth investigating.) Anyway, contribution records show that Brackhaven, either directly or through a holding company, contributed to the campaigns of at least six different district mayors, including Lindstrom's successful bid for mayorship of Downtown. He covers the entire spectrum from Technocrat to One World partyites, so it's pretty clear that he's looking for power, not backing a position.

• Smiley

• Different people see different things. There's his "I am the source of all good things in Seattle" side, his "don't frag with my business interests or I'll crack you like a walnut" side, his "wouldn't the world be a better place if everyone lived with their own kind" side—he's impossible to pin down, and every time you think you've caught him doing something truly reprehensible, he somehow manages to spin it so it looks like the person being hurt wasn't so clean himself, or even makes it seem like the injured party came out a winner from the deal. Chummers like Brackhaven only suffer minor setbacks; you never really affect their ultimate agenda.

• Hood

## DASSURN SECURITIES AND INVESTMENTS

**President/CEO:** Alberta Johnson

**Headquarters:** 4th Avenue and University Street, Downtown Seattle

Dassurn Securities and Investments (DSI) handles financial instruments: stocks, bonds, securities and so on. Most people (including most shadowrunners) don't really understand the intricacies of the stock market or the securities business. Corporations like Dassurn have considerable influence because they have their fingers on the pulse of corporate lifeblood, the rise and fall of the market. They also have a considerable interest in manipulating the market to suit their own ends: insider trading, junk bonds, illegal stock deals and such can net a lot of money with very little risk, if done carefully. The financial wizards at DSI do just that, with a little help from some "special consultants" (read: shadowrunners) once in a while.

• DSI employs deckers to track down obscure data that can influence the finances they control. They sometimes need other runners to help a deck-head gain access to some secure data. Not to mention couriers to get the data where it's going—sending it via the Matrix makes it vulnerable to interception by rival deckers. Some of the information Dassurn deals in can make or break a company, so some of their runs get pretty bloody.

• Envoy

## FEDERATED-BOEING

**President/CEO:** Jessica Sirianni

**Headquarters:** Corson Avenue and East Marginal Way, Downtown Seattle

Seattle's number one corporation is Federated-Boeing, maker of high-tech avionics, aircraft and aerospace systems. FB is the largest employer in the metroplex, with plants and facilities all over Seattle. Federated-Boeing produces aircraft ranging from the massive Boeing 828 to tiny aerial drones, including helicopters, tilt-rotor craft, jet planes, military fighters and the largest line of remote-piloted aircraft in the world. The company also builds ships and other types of vehicles.

Of course, FB's still small compared to giants like Ares and Mitsuhamma, two companies with which it regularly deals. Both megacorps have tried to buy out FB at various points and failed, and both have dealt with the corporation as a competitor and a sub-contractor. Federated-Boeing maintains its independence for the moment, but the possibility of a hostile takeover never really goes away.

Federated-Boeing does a lot of contract work for various governments with whom it has pull, including the UCAS, the CAS and the NAN. Internecine fighting and spying gets pretty heavy with projects like the company's *Raven* and *Eagle* fighter planes, but FB somehow manages to keep its secrets long enough to come out on top.

• Jessica Sirianni, the current CEO, was born and raised in Redmond. She fought her way out of the Barrens with nothing more than her own drive and determination, and destroyed anyone who got in her way as she rose through the ranks of Federated-Boeing. Since getting the top spot, she's adopted an aggressive business strategy. Anyone who messes with Federated-Boeing these days messes with Sirianni, and you don't want to be on her drek list.

• Nuyen Nick

## GAEATRONICS

**President/CEO:** David Gray Bear

**Headquarters:** Olympia, Salish-Shidhe Council

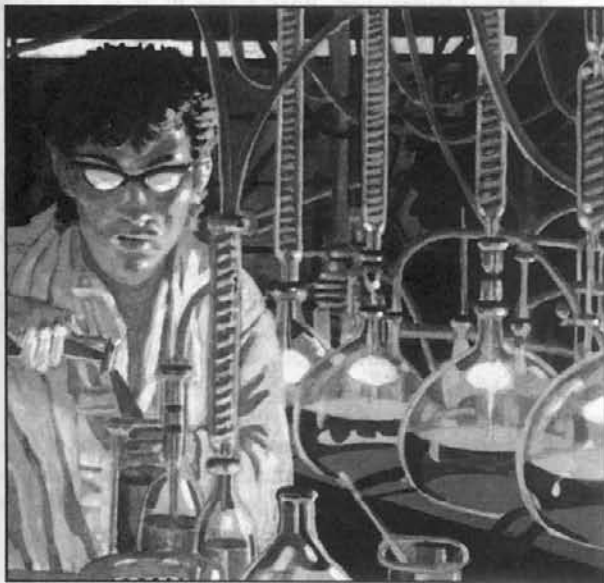
**Seattle Division:** 119 West Groat Point Drive, Bellevue

**Division Head:** Deborah Joshua

Owned and operated by the Salish-Shidhe Council, Gaeatronics provides most of Seattle's power with its Olympic fusion plant. Gaeatronics is also heavily invested in alternative energy sources (solar, wind and geothermal) in the Olympic Peninsula and the Cascade Mountains. The corp's power-systems research turns out gigapulses of useful geographic and environmental data, which it sells to various corporations and research foundations.

Gaeatronics' biggest competitor is Shiawase Atomics, which controls most of the fusion plants along North America's eastern seaboard and in Asia. Gaeatronics has a mostly deserved rep for sincere concern about the environment, and its advertising takes advantage of that to present Gaeatronics as the "eco-friendly" option.

• Gaeatronics uses its pull with the Salish-Shidhe government and various eco-terrorist organizations to get things done. The corporation does very well in the NAN, where it



has a virtual monopoly, and in Seattle for almost the same reason; however, it's had difficulties expanding its market beyond those boundaries. Gaeatronics is dealing with that by covertly supporting eco-terrorist attacks on competing operations to push them out of an area so that the big G can move in.

- Deep Green

The sprawling, multi-level Gaeatronics building in Bellevue is affectionately known as "Gaeatronics Mountain," because the exterior walls are made of a streaked grayish stone that resembles natural rock and are covered with ivy. Trees and shrubs grow on the rooftops of the stepped-level structure. With the metroplex as one of its best customers, the Mountain sees a lot of coming and going. Gaeatronics President David Gray Bear spends most of his time at the corporation's Olympia facility, but makes regular visits to Seattle.

## GLOBAL TECHNOLOGIES

**President/CEO:** Urlan Manes

**Headquarters:** 1903 South 100th Avenue SE, Bellevue

A small, high-tech corporation specializing in simsense and skillsoft technology, Global made several developments in ASIST tech for use in the simsense industry, along with pioneering the combination of simsense and skillwire technology. The company produces some sims (mostly education and training softs) as well as skillwires and skill-chips. Several larger corporations have made bids to buy Global, but company president Urlan Manes thus far refuses to sell.

- Global has been developing complex chipware based on "artificial personality templates" for more than a decade. They're similar to personafix BTL technology, in that when you plug in the chip you become an entirely different person: a new, artificial personality is imposed over your

own. With Global's chip-tech, you get a new personality and all the skills and knowledge that go with it. Currently, the corp is working on modeling certain famous people. Imagine not only thinking and feeling like, say, Babe Ruth, but being able to play baseball as well as he did.

- Valerie Valkyrie

- To say nothing of being able to plug in the "perfect soldier" chip and have the personality, training and skills of a Navy SEAL or Sioux Wildcat. Of course, Global's tech doesn't take into account the physical condition of the person who uses it. Just because you know how to do some of those moves doesn't mean your body is up to it.

- Argent

- I hear Global is also working on techniques for "neural mapping" that will allow them to effectively copy someone's personality, memories and skills onto a chip, allowing anyone who plugs in the chip to effectively become that person. They must be using some kind of crazy holographic matrix compression, but I think they can actually make it work.

- Brother Data

- For a small corp, Global has formidable security measures. They have a contract with Eagle Security, and the offices and labs have a cutting-edge security package that includes voice- and retinal-print access, sophisticated scanners and on-site security personnel. Doesn't look like they have much in the way of automated defenses, at least not yet.

- Kamikage

- Global sometimes runs their own Ice, which is based on some of their simsense skilltech, on their computer system. The result is some strange expert systems and psychotropics; not all of them work as planned, but they sure get the job done. I'd be willing to bet that some of Global's stuff is meant to test new decker-in-a-box systems and computer skillsofts.

- Weaver

## INGERSOLL AND BERKLEY

**President/CEO:** Donovan Giotti

**Headquarters:** Aurora Avenue and Mercer Street, Downtown

Ingersoll and Berkley is a conglomeration of aquaculture and agriculture companies (Ingersoll Aquaculture and Berkley Soy Products Unlimited). The company supplies much of Seattle's native foodstuffs, including cultured soy, krill, fish, crustaceans and other crops from farms in Snohomish and along the Pacific Coast. Corporate mismanagement led to the company's near-bankruptcy before Universal Omnitech bought it out in 2057. Since then, Universal has poured nuyen into I&B and returned it to full efficiency, developing a lucrative biotechnology research division along the way.

# THE CORPORATE SECTOR

• Ingersoll Aquaculture has been working a lot with Aqua Arcana in California and some Florida-based marine biotech companies on new strains of bioengineered krill and marine life for food crops. They've also been involved in creating bacterial strains and plant life intended to clean up polluted harbors, shorelines and rivers.

• Fern

• Pretty funny, considering the company is one of Seattle's worst ecological menaces. Their facilities along the Snohomish River are playing havoc with the ecosystem there, and their farms elsewhere aren't much better. Eco-terrorists have targeted I&B in the past, and the company's acquisition by Universal Omnitech will only make things worse. Omnitech has proven it has no regard for the laws of nature.

• Deep Green

## MEGAMEDIA

**President/CEO:** William Welsh

**Headquarters:** 4th Avenue and Stewart Street, Downtown

MegaMedia is Seattle's largest entertainment corporation, operating out of a downtown office tower decorated with four massive outdoor trideo screens that display clips from the company's many programs. MegaMedia is invested in video, audio, text and sim-sense. Most of the corp's rivals are in California, like Amalgamated Studios and Brilliant Genesis. Local competition is practically nonexistent. You can't hardly go to a cheap club or theater in this town without tripping over a MegaMedia scout, looking for fresh talent for the corporate media machine.

• Working for MegaMedia is a good way to get invited to the best parties in Seattle, where the most glamorous people hang out and show off for each other. They may be corporate, but they sure know how to put on a show!

• Janey

## MICRODECK INDUSTRIES

**President/CEO:** Brian W. Gates III

**Headquarters:** Microdeck Plaza, Main Street and 124th Avenue NE, Bellevue

Microdeck Industries was one of the big computer systems corporations in the early twenty-first century, and the corp's facilities in Redmond supported a large portion of that area's economy. Then the Crash hit and the corp was nearly wiped out, its systems compromised and most of its valuable data destroyed.

Charles Gates, then company CEO, managed to pull things together through sheer force of will, and Microdeck began the slow crawl out of the pit and back into the action. They were too far behind the SOTA to compete with new corporations like Fuchi or Renraku, but Microdeck continued to do what they did well: produce low-priced computer hardware and software aimed at the average consumer or small business.

Today, Charles' son, Brian Gates III, is in charge of Microdeck and the company's future looks bright. Microdeck has licensing deals with Mitsuhamma, and the troubles suffered by Fuchi and Renraku have opened new opportunities if Microdeck's smart enough to take them.

• The Gates family is nothing if not smart—generation upon generation of computer geeks who really know their product and their market. If not for the Crash of '29, Microdeck might be a true megacorporation today. You can bet Gates will take advantage of his competitors' misfortunes to snatch up some valuable ex-Fuchi and Renraku employees, to say nothing of classified corporate research.

• Nuyen Nick

• Already happened, chummer. Microdeck pulled a couple of operations against Fuchi's former research compound before Renraku took control of it, and there are definitely more runs in the works.

• Digital Dawg

• Now here's a system worthy of attention. Not because it contains a motherlode of paydata (though there is data to be had if you know where to look), but because Microdeck's Matrix security people really understand how to play the game. You can get into the system through Microdeck's average physical security, but it's more fun to get there via the Matrix. The system is a maze of complex architecture and new and interesting ice programs. Generally, Microdeck doesn't go for lethal black ice; they prefer systems that disable rather than kill.

Other than that, you can expect to find just about any kind of ice imaginable in this system, and its defenses change almost constantly. Microdeck always has corporate deckers on duty to handle any system problems the ice can't. Most of the company sys-admins prefer handling computer intrusions themselves rather than letting the ice do it. Microdeck has plenty of deckers on-staff who could make killings in the shadows, if only their talents could be used for good <grin>.

• The Dead Deckers Society

"In Kibo We Trust"

• As you might expect, the CEO's twelve-year-old son, Brian Gates IV, is a flaming computer genius, raised to operate in the Matrix almost since birth. This kid knows more about computers than three deckers twice his age; he's obviously being groomed for the day he inherits a larger and more powerful Microdeck Industries.

• Donner

• More than that, Donner. Brian Gates the Younger is an otaku, one of the Matrix kids who can deck without a deck. Rumor has it that other children of important Microdeck researchers and/or execs have also been made otaku, but I don't have any confirmation.

• Red Wraith

- If Brian Gates IV is otaku (and I'm not saying he is), then he did not become so because his father wanted it that way, but because something else recognized the potential in him and showed him the way. The question is: which faction does he serve?

- Ronin

## PACIFIC RIM COMMUNICATIONS UNLIMITED

**President/CEO:** Yoshi Anjiro

**Headquarters:** Tokyo, Japan

**Seattle Division:** Pacific Rim Communications Northwest, 6th Avenue and Union Avenue, Tacoma

**Division Head:** Cassandra Paul

Keep an eye on this one, chummers. If "he who controls communications, controls the world" (I saw that on some PRC suit's office wall), then Pacific Rim Communications is a corporation with serious ambitions.

The corp's area of interest is telecommunications, mainly large-scale telecomm systems for other corporations and governments, but also municipal telecomm grids. PRC runs the Seattle LTG, giving the corporation some serious clout—not enough to make it a first-string megacorp, but enough to make it a very big deal in the Pacific Rim.

PRC has a lot of influence along the PacRim, but little elsewhere. The company would love to expand its operations into the rest of North America and Asia, and the collapse of Fuchi was just the opportunity PRC's been waiting for. The corp has been snapping up regional telecomm contracts as quickly as it can. Unfortunately, its capabilities are limited; a second-tier corp can't swallow in a single bite all the assets Fuchi lost. This forces PRC to proceed cautiously and maneuver craftily around the competition.

The PacRim Comm complex in Tacoma occupies the land once owned by Pacific Northwest Bell, which the corporation bought out in 2046. The office complex handles the administrative needs of the Seattle branch and answers to PRC North America in San Francisco. Physical-plant security is decent, relying heavily on electronics such as maglocks and key-card systems, backed by alarms and sensors. The corporation has its own security force and usually arms them with tasers and stun-batons, breaking out the heavy weapons only for major trouble. As might be expected, the facility's Matrix security systems are first-rate.

- That's for sure. The PRC system itself isn't all that tough, but the company's squad of expert deckers on duty certainly are. The corp has deckers online 24 hours a day to handle any problems. You have to get past tough trace ice and patrol deckers to get at the treasures in the PRC system.

Ah, but what treasures! PRC has telecomm records, including unlisted LTG numbers and information on telecomm systems installed for clients all over the metroplex. A lot of the information is online in the customer-service database, to let the reps help customers fix and fine-

tune their systems over the comm. That setup also allows us to get useful intel on the opposition's capabilities.

- The Dead Deckers Society  
"In Kibo We Trust"

- PRC's control of the Seattle LTG gives them a huge edge in information- and intelligence-gathering. Think about it: PacRim Comm controls the network everyone in the metroplex uses to transmit their valuable data. Even with encryption and data security, that means a lot of data gets captured and analyzed by PRC before it goes wherever it's going. If you want to know what's going to happen tomorrow, take a look at what PRC is doing today.

- Smiley

- Let's not overstate things, chummer. First of all, those encryption and data-security sequences you dismiss so quickly aren't easy to crack. By the time a corporate decker has it all figured out, the data is most likely so out of date it's useless. No corporation trusts anything really important to any system except its own PLTG, which is not maintained by PRC. Second, the company can't afford to be accused of spying on customers' communications. If the United Corporate Council got up in arms about it, the metroplex government would yank PRC's contract so fast it would make their bytes spin. Lastly, the corp simply doesn't have the personnel that would be needed to monitor the vast amounts of data that pass through the Seattle Matrix every fragging minute—though they might get their hands on something timely by accident.

- Brother Data

## TELESTRIAN INDUSTRIES CORPORATION

**President:** James Telestriar III

**Headquarters:** Portland, Tir Tairngire

**Seattle Division:** Telestriar Industries Seattle, Denny Way and Boren Avenue N, Downtown

**Division Head:** Sean Telestriar

The largest and most aggressive conglomerate in Tir Tairngire, the Telestriar Industries Corporation (TIC) extends into nearly every cutting-edge industry. Besides having contracts with the Tir military and most branches of the Tir government, TIC holds patents for many of the valuable food crops grown in Tir Tairngire. The corporation is almost entirely owned by the wealthy Telestriar family, and CEO James Telestriar III promotes blatant nepotism; all Telestriar's top executives are family members.

Telestriar Industries controls most of the lucrative business of shipping goods from Tir Tairngire to Seattle for distribution throughout the world. The company also has ties with local biotechnology corporations and agribusinesses. TIC has been selling some of its patented crops to farms in Snohomish with good results.

- Everyone knows Telestriar Industries is little more than the Tir government's proxy in Seattle. The Council of

# THE CORPORATE SECTOR

Princes owns 5 percent of the company, and they use Telestrian to keep tabs on us. Tir agents like the Paladins and even the Ghosts sometimes use the corporation as a means of getting in and out of the metroplex and as a safe haven while they're here.

- Firewatcher

- There's a lot of infighting in the Telestrian family for power and influence in the company. Plenty of Telestrian shadowruns involve one faction plotting against another, like what happened in Fuchi but on a smaller scale. Sean Telestrian, the VP of TIC Seattle, definitely wants to move up the corporate ladder and is using his position to create opportunities for himself.

- Wolf

- Telestrian's biggest industry is biotech, and we're not just talking engineered agriculture. The corp's Biotechnology Division is working on some real cutting-edge stuff with gene-splicing and recombinant DNA. Their NeuroTech Computing subsidiary is also supposed to be working on biotech computer systems that approximate the structure of the metahuman brain. I read some of the research team's reports. It seems they're focusing on ways to model the "superior" elven brain rather than settling for "merely human."

- Archangel

## UNITED OIL

**President/CEO:** Gerald Byrne

**Headquarters:** Dallas, Texas, CAS

**Seattle Division:** UniOil Research and Development, 900 Forest Ridge Drive SE, Auburn

**Division Head:** James V. Rinchik

UniOil is one of the world's biggest petrochemical corporations. The company's Seattle operation focuses on research and development of new petrochemical products, along with new extraction and refinement techniques. UniOil has oil-drilling operations throughout western North America and elsewhere in the world, especially the southern CAS and the Pacific coast. Corporate security has generally been quite capable of handling ongoing trouble with eco-terrorists.

A cluster of unassuming buildings in sight of the White River, the UniOil compound is an armed camp, surrounded by a high fence topped with monowire, sensor boxes all around the perimeter and no fewer than one hundred security guards on site. All this security is for the express purpose of protecting the conglomerate's sensitive research and development projects on new fuels and applications for petrochemicals, including polymers and plastics.

- UniOil security isn't as tough as it used to be. A few years back, UniOil's chief of security was a dragon (yes, a dragon) named Haesslich. Gave them a pretty fearsome rep until the dragon up and disappeared one day. The company passed it off as Haesslich crawling back into his

cave or something, but I hear that UniOil hauled Haesslich out of the Sound after a late-night encounter with a rocket launcher or some other large ordnance. The story goes that the corp hauled something big out of the water, loaded it onto a covered flatbed and took it back to the research compound. Haesslich hasn't made any public appearances recently, so I'd guess it was the dragon's corpse—but you can never be sure that something's dead until you see the body, and even that's no guarantee in this day and age.

- FastJack

## UNIVERSAL OMNITECH

**President:** Hamilton Grimes

**Headquarters:** Vancouver, Salish-Shidhe Council

**Seattle Division:** Universal Omnitech Seattle, Aurora Avenue and Mercer Street, Downtown

**Division Head:** Donovan Giotti

Universal Omnitech hit it big with breakthroughs in biotechnology. Though bioware hasn't caught on to the extent of cybertech, Universal Omnitech's patents still net the corp enough annually to put it into the multinational, superannuated, penultimate, coulda-been-a-contender-for-the-big-time category. Sheesh—whattayagottado around here to be considered a mega? The corporation used its rapid growth to acquire new facilities and smaller biotech companies in a bid to expand its capabilities. It also diversified into agriculture, aquaculture and other bio-businesses, including the purchase of Ingersoll and Berkley in Seattle. These businesses give the company a broad financial base as well as valuable research and field study information.

- Naturally, there's competition between Universal and Telestrian in biotech. As two of the leaders in the field, they take a sincere, not too grandfatherly interest in the developments of small corps like Biogene, New Dawn and Phoenix Biotech.

- Farseer

- Universal Omnitech is seriously pursuing bleeding-edge research into the nature of the metahuman body and how it can be enhanced and improved. Current projects range from attempting to map the genes responsible for magical ability to the development of a flesh substitute for ghouls (no doubt trying to cash in on cred from Dunkelzahn's will).

- The Smiling Bandit

Striking again! Ha! Ha! Ha!

## VISIONCRAFTERS

**President/CEO:** Charles Glasswalker

**Headquarters:** Vancouver, Salish-Shidhe Council

**Seattle Division:** VisionCrafters Optics, 228th Street SE and 45th Avenue SE, Snohomish

**Division Head:** Homer Rhodes

A small optics corporation based in Vancouver, VisionCrafters produces cybereyes and similar optical sys-

tems, including sensors for vehicles, laser optical systems and optical computer technology. The company's Argus™ brand cybereyes have done well on the market, and VisionCrafters regularly introduces new cosmetic modifications that keep them popular with the young and hip cyber-crowd.

VisionCrafters expanded into Seattle when the company purchased Snohomish Optics, using the Snohomish facility as a research and development center. The facility is fairly small, but well protected by Eagle Security. The center's computer systems are first-rate, probably because they're somehow benefiting from the company's work in developing optical computer media.

## VISIONQUEST ENTERTAINMENT

**President/CEO:** Holly Brighton

**Headquarters:** Lake Louise, NAN

**Seattle Division:** VisionQuest Studios, 2400 Beaux Arts Road, Bellevue

**Division Head:** Valerie Keene

VisionQuest Studios produces simsense programs, mostly for the VisionQuest theme park near Lake Louise. Holly Brighton, former confidante of the great dragon Dunkelzahn, inherited VisionQuest in the late dragon's fabulous will. Since gaining control of the company, Brighton has pursued aggressive marketing and expansion. Attendance at the theme park is higher than ever, and VisionQuest is producing for public sale a line of sims based on material from the park and from Dunkelzahn's life. The latest one, "Interview with a Dragon," is hitting the bestseller lists all over North America.

Speculation runs rampant on the subject of how long Brighton intends to hold on to the company. She's never been so hands-on before, but it must be noted that VisionQuest is all she has left of a dear friend of thirty years. Even if she has no desire to run a corp, we should never underestimate the power of sentiment.

- Dunkelzahn bought VisionQuest from Ares years ago. Now that the company is going like gangbusters, I hear Ares wants to bring VisionQuest back into the fold. It'll be a cold day in hell before Holly Brighton sells her company to Ares (she's not Damien Knight's biggest fan), but ol' Damien has gone ice-skating in the devil's backyard before, and no doubt will again.
- Errant Knight

- VisionQuest is supposed to have records and files of Dunkelzahn's own experiments with what can only be called "dragon simsense": attempts to make simsense recordings of the great dragon's own brain and to create non-intrusive neural connections a dragon could use to access simsense and the Matrix. Dunkelzahn was known to be fascinated by Matrix and virtual reality tech, so the files probably exist, though who knows if they're useful or not. Brighton just might.
- Data Bear



## MEGACORPORATIONS

Some of the big boys have a significant investment in the metroplex, while others have only a token presence. In one way or another, however, all the AAA megacorporations have interests in Seattle.

### ARES MACROTECHNOLOGY

**CEO and Chairman of the Board:** Damien Knight

**Headquarters:** Detroit, Michigan, UCAS

**Seattle Division:** Bellevue Way SE and 16th Street SE, Bellevue

**Division Head:** Karen King

On the surface, Ares Macrotech has no major investment in Seattle. Many of Ares' traditional industries (aviation and military vehicles, for example) are controlled by Federated-Boeing. Rather than start a wasteful corp war by trying to break Boeing's hold on Seattle, Ares has been content to handle other industries in the metroplex (like being the number-one gun supplier to Weapons World™ and other stores). Ares also negotiated some lucrative sub-contracts with Federated-Boeing, turning the corporation into something of an ally.

Karen King, like most Ares execs, is ex-military (UCAS Marines). She runs a tight ship and believes in using shadowrunners to get things done. Keep an eye on her, because she's definitely going places.



# THE CORPORATE SECTOR

A dark red structure of artificial stone and tinted glass near Lake Washington houses the Seattle division of Ares Macrotechnology, which oversees the activities of subsidiaries such as Knight Errant and Ares-owned trucking and air freight companies in the metroplex. Ares keeps its Seattle operations quiet, but they're *everywhere*.

Security for the Ares Building is provided by (surprise!) Knight Errant out of Tacoma. Some of the best KE personnel are on duty at the headquarters. The building also has state-of-the-art security and defense systems, including a rigged security system and decent magical defenses.

- Ares has been having trouble with the rigged security system; mysterious system glitches are causing a lot of false alarms. They often have to take the system offline for a day or more to fix things, at which times their backup security is barely adequate. Ares naturally keeps this information quiet and ups the number of guards on duty when it happens. I've heard the system malfunctions may be due to some kind of virus introduced into the system as a test by Cross Corp. Even if Cross isn't responsible for it, plan on them taking advantage of it in the near future.

- Galahad

- Ares has a small but adequate Matrix system in the office complex. The system holds some paydata, mostly schedules for Ares shipments into the metroplex and information on Ares deals with Federated-Boeing and other Seattle contractors. The host has a link to the Ares PLTG, which can be useful if you're looking for a back way into Ares' home offices. What the system lacks in sophisticated ice it makes up for in paranoid and sophisticated design. Ares goes in for a heavily layered structure to protect more sensitive areas with strategic ice without sacrificing functionality.

- The Dead Deckers Society

"In Kibo We Trust"

## AZTECHNOLOGY

**Home Office:** Tenochtitlán, Aztlan

**President/CEO:** Juan Atzacapotzalco

**Seattle Division:** Northwestern Division, Broadway Avenue East and East Harrison Street, Downtown

**Division Head:** Maximilian Lozano

Seattle is the headquarters of Aztechnology's Northwestern Division, covering Seattle and the NAN.



The metroplex facility is an important beachhead for Aztechnology in North America, because the corporation is legally forbidden to do business in California and Tir Tairngire. Aztechnology still has business interests in both nations,

of course, controlled by a complex maze of shells and holding companies. The strings of those interests get pulled from Seattle.

The Aztechnology Pyramid is a landmark of Seattle's skyline—a stepped pyramid with Aztec-style carvings decorating the sides, lasered into slabs of artificial quartz. At night, the carvings light up from inside and floodlights cover the sides of the pyramid from the ground. The pyramid has a helipad on the roof, extensive office facilities, a mall on the lowest three levels and facilities for Aztechnology's major divisions, including a magical research lab somewhere in the upper levels. At least one battalion of Aztlan troops is stationed in Seattle, under the command of Reynaldo Martinez.

- The upper levels of the pyramid have formidable magical defenses. Astral intruders are first warned off by watcher spirits, then attacked by guard elementals if they don't withdraw. Sometimes the elementals are air or water spirits who try to capture the intruders, but more often they're fire spirits who incinerate first and ask questions later. Which type is on guard duty seems to depend on what's going on inside the pyramid on any given day.

- Miss Tick

- Rumors abound that the Azzies conduct freaky blood magic rituals somewhere in the pyramid. But despite what you may hear, they don't perform ritual sacrifices on the roof (like they'd be that stupid). My bet is one of the pyramid's sub-basement levels. Astral space around the pyramid is no stranger than anywhere else in downtown, so any mojo the Azzies are playing with is very well contained or concealed.

- Silicon Mage

- The Aztechnology computer system downtown is a virtual replica of the main pyramid, complete with crystal carvings. The system is heavily layered, with a public host on the outside. It connects through a secure link to a private host, Red as blood, which contains the real paydata in the system, protected by heavy ice and corporate deckers on call round the clock. The private host has links to the Aztechnology PLTG, so you can run an uplink to Tenochtitlán from there if you're feeling up to the ride. Looks-wise, the Azzies go for sculpted systems featuring freaky things out of Aztec and Mayan mythology.

- The Dead Deckers Society

"In Kibo We Trust"

## CROSS APPLIED TECHNOLOGIES

**President/CEO:** Lucien Cross

**Headquarters:** Montreal, Republic of Quebec

**Seattle Division:** Cross Advanced Electronics, Cross Plaza, 3600 Evergreen Way, Everett

**Division Head:** Nicholas Aurelius

Cross Advanced Electronics, Seattle's branch of Cross Applied Tech, began constructing its Seattle facility in 2056. CAE handles the corporation's advanced elec-

## CROSS APPLIED TECHNOLOGIES

tronic hardware production, including computers, sense players and recording decks and various home electronics and appliances.

Initially, Lucien Cross' nephew Bernard ran the division. Bernard had a reputation as a privileged corporate dandy with nowhere near enough business sense to make it through the minefield of corporate politics. Cross may have put Bernard in charge of CAE to get him to shape up, or may have hoped the experience would make something out of him, but Bernard consistently bungled his assignments. Only his uncle's supervision kept him from running the division into the ground.

Finally, Cross lost patience and called Bernard back to Montreal—ostensibly promoting him to "executive assistant to the president," but in truth demoting him to Uncle Lucien's towel boy. In Bernard's place, Cross hired Nicholas Aurelius. Yup, the son of Leonard Aurelius, former Chairman of the Board of Ares Macrotechnology, now sits on the Cross Corp board. Apparently Aurelius and the Seraphim (Cross Corp's black-ops division) engineered Nicholas' extraction from Ares around the same time daddy Leonard divested himself of his Ares stock and decided to back Damien Knight's other worst enemy.

The Cross Advanced Electronics building is a monument to modern engineering and design, with heavy marble-clad walls and mirrored armor-glass, topped with the corporation's golden cross logo. Security is mostly electronic, with sensor grids, motion detectors and numerous maglock-equipped checkpoints controlled by retinal and voiceprint scanners. The electronics are backed up by trained security guards armed with tasers and other stun weapons.

- The guards also carry regular sidearms and have permission to use them if the stun weapons don't down take an intruder in the first shot. Cross Corp prefers to take intruders alive, but neutralizing the threat is the first priority.
- Wraith II

- The CAE building also has a SOTA rigged security system, manned 24-7. The security rigger is linked to the sensors and systems throughout the building and can "sense" anything they can. The rigger is also in charge of coordinating counter-intrusion measures in the building, communicating with security guards and controlling the systems to capture or incapacitate intruders.

- Slipstream

- I'm sure Nick Aurelius is a capable businessman, but he's mighty young to be running a division as large as CAE by himself. Either the deal was a favor to Nick's dad for the

money he poured into Cross Corp or old Lucien just likes messing with Damien Knight's head (possibly both).

- Errant Knight

- Nice little host system. Not as killer as, say, Mitsuhamma or Renraku, but a tough nut to crack. The Cross Corp system uses a lot of ice, focusing heavily on trace-type drek. The system takes a quiet approach to handling counter-intrusion; you may not even know you've been tagged until a couple weeks later, when a Seraphim agent corners you in a dark alley and makes it clear that Cross Corp knows all about you and, if you expect to keep your wetware intact, you'll be doing them a little favor now and again. After Tentimes made that mistake, we had to burn him out of the circuit. I still miss him sometimes.

- The Dead Deckers Society  
"In Kibo We Trust"

- News flash! Who should I see visiting the Draco Foundation's Seattle headquarters the other day but a fixer who goes by the name Angelique. She works (or worked) for the Seraphim and as a corporate Johnson for Cross Corp. Now I wonder what could be going on between Cross and the DF?

- Hopalong

### THE DRACO FOUNDATION

**Director:** Nadja Daviar

**Headquarters:** Federal District of Columbia, UCAS

**Seattle Division:** Draco Foundation Northwest, Terrace Street and 12th Avenue, Downtown

**Division Head:** Sassinian

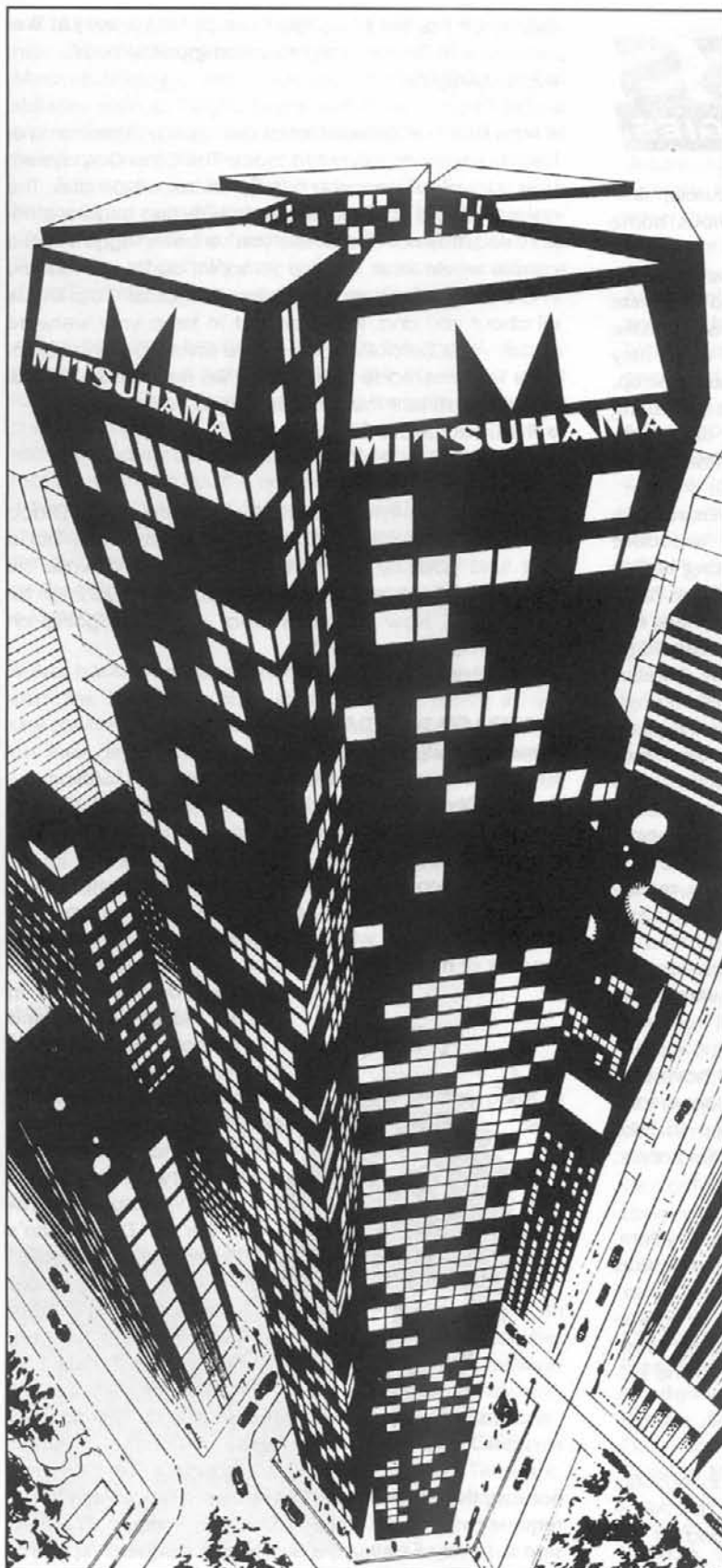
The Draco Foundation wasted no time setting up a support network and infrastructure to carry out Dunkelzahn's last will and testament. Using the huge amount of money left by the dragon, the Foundation has established branch offices in

many large cities and metroplexes to administer the thousands of requests, petitions and applications the Foundation gets every week.

Because a number of Dunkelzahn's bequests involved Seattle, the DF offices downtown are fairly large, taking up five floors of a building in the University District. The offices handle Foundation business in the Pacific Northwest, including Tir Tairngire,

because the Council of Princes refused a Draco Foundation request to open an office in Salem or Portland. The division is run by Sassinian, a Salish-area sasquatch appoint-





ed by the DF Board of Directors. Sassy (as she's known to friends) handles verbal communication through a Salish sign-language interpreter, but otherwise handles the Foundation's day-to-day business herself.

- Rumors abound that Sassinian is actually a powerful magician, free spirit or even a dragon in disguise. If any of them are true, she certainly chose an odd camouflage.
- Wild Rose

- Not if it confuses the frag out of the opposition, Rosie.
- Wraith II

- The Draco Foundation is a big-big-big employer of shadowrunners. They have tons of money and nothing to do with it except pay the rent and carry out Dunkelzahn's last wishes. Oftentimes the most expedient way to do so is to hire some runners—and there's a lot of nuyen to be made on DF runs.
- Prime Runner

## **MITSUHAMA COMPUTER TECHNOLOGIES**

**President/CEO:** Toshiro Mitsuhamu

**Headquarters:** Kyoto, Japan

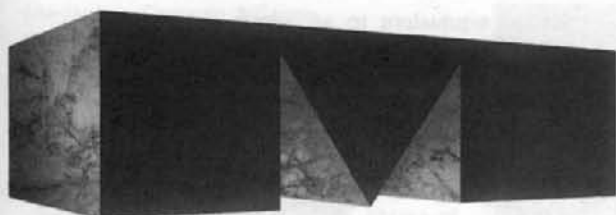
**Seattle Division:** Mitsuhamu North America, Martin Luther King, Jr. Way and 68th Avenue, Downtown

**Division Head:** Tamatsu Sakura

Six black-and-silver skyscrapers towering over the shore of Lake Washington house Mitsuhamu North America's headquarters. The top of each building bears the MCT logo and name in chrome.

The immaculate grounds are done up like a modern Japanese garden, with scattered sculptures, decorative waterfalls and footbridges arcing over artificial ponds and small streams. The landscaping conceals some of the most sophisticated sensors and security measures available, including millimeter wave radar, motion detectors, IR scanners and similar stuff.

The damage done to Renraku and Fuchi gave MCT a golden opportunity to fight for the top spot among the major computer corporations. The corp's greatest problem in Seattle came with the secession of the Seattle yakuza. In the past, Mitsuhamu could call on the yakuza for help in dealing with special problems. Now, with the Seattle yakuza hostile to outsiders, the corp has to



## MITSUHAMA COMPUTER TECHNOLOGIES

hire more shadowrunners to deal with trouble. Of course, Mitsuhamas difficulties are every shadowrunner's opportunity.

- MCT invented the oft-imitated concept of the corporate zero-zone, which means zero penetration, zero survival. The grounds of the MCT complex have concealed autoguns and gas projectors along with the sensor suites. They aren't shooting rubber bullets or using knockout gas, either. Mitsuhamas policy is "shoot first, then question the corpses."

- Nightdancer

- Mitsuhamas also uses magical assets to protect its facilities. The downtown complex has barghest guard dogs keeping watch at night, along with bound elementals and watcher spirits. A security magician is on duty at all times to keep an eye on astral space, and the various guardian spirits report directly to him or her. I'd rate MCT's magical security as the best in Downtown, closely rivaled by Aztechnology.

- Silicon Mage

- Like their physical security, MCT's Matrix security is brutal and straightforward. They load their systems with plenty of lethal ice—the blacker, the better—and set it to kill any decker it can catch. Once you're inside, you have to do the job without tripping any alarms, or else the host system will rain nasty ice down on your head. Any external alarm and you'll be dealing with corporate deckers, too. When running MCT's host, deck softly and carry a big attack program.

- The Dead Deckers Society  
"In Kibo We Trust"

- Mitsuhamas downtown complex houses MCT Thaumaturgical Research and Development Unit Number 13. Unit 13 is made up of wage mages loyal to Mitsuhamas. Tough to say how many, but at least a dozen. Though their official job description is pure magical research, the members of Unit 13 are also at the disposal of Tamatsu Sakura and his VPs for shadow operations and magical security. Fortunately for us, the best mages in the group are in constant competition, just like in any big-league corporate department.

- Lex Tallonis

- As might be expected in a Japanacorp, most members of Unit 13 are human mages. Metahumans and shamans need not apply. Interestingly enough, not all are Japanese or male. Magicians are a rare enough commodity that MCT can't be too picky. One of the easiest paths along which a non-Japanese, female employee can advance through the ranks is in the magical department.

- Miss Tick

- MCT Johnsons like their runs done by the numbers. If you're going to improvise, do it on your own time. They keep shadowrunners on a short leash, and they don't like to hear about failure. And you know that MCT makes examples of runners who double-cross them.

- La Marquise

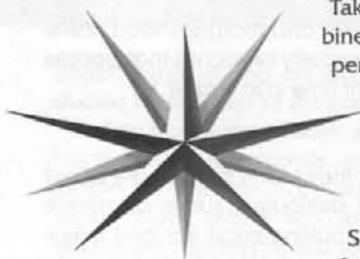
## NOVATECH

**President/CEO:** Richard Villiers

**Headquarters:** Boston, UCAS

**Seattle Division:** Novatech Compound, 21st Avenue South and Massachusetts Street, Downtown

**Division Head:** Samantha Villiers



## NOVATECH

Take one-third of Fuchi, combine it with Richard Villiers' personal business empire and you get Novatech, the newest player on the corporate stage. Novatech managed to hold its ground in Seattle and hang on to the former Fuchi compound in Downtown, but not a whole lot else. The corporation is

doing a lot of restructuring, as they like to call it, which means careers made and broken every day and high stakes for everyone involved. Novatech is hungry to build the kind of rep Fuchi had, and they have no problem with hiring as many shadowrunners as it takes to get them to that point.

Novatech Seattle is an important facility because it is the corp's gateway to the Pacific Rim and Asia. Samantha Villiers, Richard's ex-wife, runs the division skillfully and has maintained a completely loyal business relationship with Richard. Samantha pays a lot of visits to Novatech's headquarters in Boston and spends a lot of time "in conference" with her ex-husband.

- While the idea of Richard and Samantha getting back together in their personal lives is interesting, their long talks are probably not romantic (if they want to have a quickie over lunch, they'll find someplace more comfortable and private than their offices, I'm guessing). Novatech may have important plans for Seattle, and face-to-face planning sessions are the best way to ensure security.

- FastJack

# THE CORPORATE SECTOR

- Watch out, chummers (especially my fellow metahumans). William Ager, "resources adjuster" extraordinaire for Fuchi, has hired on with Novatech in Seattle. Word on the street says Ager is coordinating the new company's black-ops division and handling hiring shadowrunners as needed to further Novatech's interests. That means lots of job opportunities, but it also means plenty of chances to get screwed over by Ager and his racist attitudes. Make sure the next run you get from Novatech isn't a suicide mission.
- Hood

The Novatech (formerly Fuchi) compound was built in 2018, destroyed in riots during the Night of Rage, then rebuilt in 2042. Most of the damage it took during the recent Fuchi corporate conflict has already been repaired, including extensive renovation of the buildings and removal of all Fuchi logos and design elements. The compound consists of seven skyscrapers, each of a different height, around an eighth central building. At night, all the buildings light up like giant trideo screens, showing different Novatech products and services, especially ads for the latest simsense chips and Matrix software.

- During all the reconstruction and reorganization, there are sure to be slip-ups and security breaches that people in the right place at the right time can exploit.
- Mick the Quick
- Novatech is no Fuchi, but their Matrix systems are as hot as ever. They take a more distributed, subtle approach than Mitsuhamas, relying on cutting-edge ice and things like psychotropics, party IC and lots of measures to degrade the functions of intruding cyberdecks. You hack Novatech and their systems start hacking you. It remains to be seen if they can keep up with the SOTA.
- The Dead Deckers Society  
"In Kibo We Trust"

## RENRAKU COMPUTER SYSTEMS

**President/CEO:** Inazo Aneki (on indefinite leave; interim CEO Haruhiko Nakada)

**Headquarters:** Chiba, Japan

**Seattle Division:** Renraku Research Compound, 6th Street SE and 112th Ave SE, Bellevue

**Division Head:** Tadashi Marushige, acting director

Renraku has taken a major beating lately, especially in Seattle. Renraku's slide down the corporate food chain was arrested (or at least slowed) by the corp's alliance with the Nakatomi family and the Nakatomi's one-third of Fuchi. When the Nakatomis bought into Renraku, the corp acquired a Fuchi research complex in Bellevue and the bulk of the site's data. After the arcology went down, Renraku moved its Seattle offices to the compound, which is currently quite crowded between Renraku staff who happened to be outside during the shutdown and the reinforcements sent to Seattle to manage the situation. The corp is considering expanding the facility to make working there a little more bearable, but many consider such an

expansion equivalent to an admission that Renraku won't be able to regain control of its downtown arcology.

Renraku is working on taking back the arcology as quickly as possible. The arcology shutdown has made the corporation super-paranoid and aggressive in dealing with any problems, so watch yourself real good on runs against Renraku.



- That's for sure. Renraku Seattle used to be fairly laid back, but in the past year or so the corp has gotten kicked around so much that it's fighting back with a vengeance. Tadashi Marushige, the acting director of Renraku North America, is a corporate troubleshooter and hatchet man with a rep for making heads roll to get a job done. He isn't a kindly computer geek like Sherman Huang. He's a soldier and he's fighting a war that he intends to win.
- Renraku Fox
- The shadow-action between the Novatech compound downtown and the new Renraku compound in Bellevue has already begun. Samantha Villiers wants some of the technical research data from the old Fuchi files, while Renraku wants to beef up security and keep what they've taken. Renraku is changing all the locks and passcodes, but they may not be able to do it fast enough.
- Renraku Fox

• Renraku Matrix security in Seattle is double-ultra-paranoid. The compound's system tends to go right for the throat. Cascading black ice is par for the course, along with Renraku SKs to take on any hot-shot deckers who try to crash the place. If you're going into the Renraku system, go in loaded with whatever your bandwidth can handle.

- The Dead Deckers Society  
"In Kibo We Trust"

• Unless, of course, you're going to try to take advantage of the holes Renraku left in the system in their haste to get it up and running—in which case, be as small and quiet as you can.

- Cybermouse

## SAEDER-KRUPP HEAVY INDUSTRIES

**President/CEO:**

Lofwyr

**Headquarters:**

Rhine-Ruhr



Megaplex, German Alliance  
**Seattle Division:** None (officially)  
**Division Head:** None

Technically, Saeder-Krupp has no offices or facilities in Seattle. In truth, the world's largest megacorporation has a presence *everywhere*, including Seattle. Many of the small factories and foundries in the metroplex are owned by S-K subsidiaries, and the corporation maintains small, innocuous offices throughout the metroplex. Most are used by support staff handling information that goes to the head office in Germany. Others are bases for corporate watchers chosen by Lofwyr to keep an eye on things in the area. Saeder-Krupp is banned from doing business in Tir Tairngire and California, so Seattle is important to the dragon for keeping watch on North America's Pacific Coast.

- The biggest business Saeder-Krupp does in Seattle is shadow business. Lofwyr's agents hire shadowrunners for all kinds of operations, for reasons known only to the dragon. Saeder-Krupp may be interested in any new development by any corporation in Seattle, or they might want information on some politician, media figure or mobster. With Lofwyr, you can never tell.
- Geeker

## SHIAWASE CORPORATION

**President/CEO:** Tadashi Shiawase  
**Headquarters:** Osaka, Japan  
**Seattle Division:** Shiawase Towers, 6th Avenue South and J Street, Tacoma  
**Division Head:** Shigeru Aoyama

Twin towers of steel and mirrored glass, built not long after the Night of Rage, hold the offices of Shiawase's Seattle branch and oversee the corporation's various operations and subsidiaries in the Pacific Northwest. Shiawase has extensive interests in Seattle, from its fusion plant near glow city in Redmond to its public-works contract with the metroplex government to its expanding biotechnologies division. The corporation's many divisions don't always work together smoothly; infighting over funding and attention from the head office in Japan is almost constant. Without a

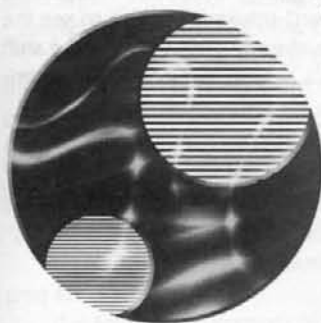


doubt, some of this conflict leads to shadowruns conducted by one part of the company against another.

Security in the towers and other Shiawase facilities has tightened up recently, as Shiawase's been acquiring former Fuchi assets. The corp is moving into the cyberware market with a will, and all projects going on in Seattle are considered top secret.

The towers use laser detection grids and motion sensors for the most part. There are indications that Shiawase is taking a cue from Mitsuhamma and installing more automated defensive systems, though the corp's security measures seem to be much less lethal than the ones MCT favors. Shiawase is going with net-guns and knockout gas, the better to preserve prisoners for interrogation.

- Shiawase also relies heavily on the corp's network of intelligence agents, watchers and industrial spies. When a shadowrun against them is going down, more often than not the corp knows about it and corporate security is waiting for you when you walk in. A word of advice: if you've got a run against Shiawase, don't talk to anyone unless you have to and move quickly, or you're going to walk into a trap.
- Air-Wisp
- Shiawase is trying to pull together as much old Fuchi material, personnel and data as they can, fighting with Novatech and Renraku over the scraps left from the Fuchi breakup. For the time being, all three corps have claims on some of Fuchi's subsidiaries and assets, claims which haven't yet been settled by the Corporate Court. Naturally, all parties are doing their best to make their claims the most valid.
- Lex Tallonis



*Shiawase*

## THE CORPORATE SECTOR

- Shiawase Atomics would love to get a piece of the Seattle power market away from Gaeatronics. The corp chafes under the restrictions imposed by the metroplex government on the building and regulation of power plants in the metroplex area, and is blocked at every turn by endless red tape when it comes to building in NAN territory. Gaeatronics, of course, skates right by. Guess it pays to have your brother as chief of the tribe.

- Winger

- Shiawase's ice technology is the drek Fuchi was using last year, which means it's fast and bad, but showing its age. The corp is busy updating and patching holes in the systems, but for every one they fix, a good decker can find another. Won't be long before the corp's systems are running cutting-edge ice of their own, however, so watch out. Like their physical security, Shiawase doesn't go in for killer stuff, so most of the ice is trace and maybe some deck-burning drek.

- The Dead Deckers Society  
"In Kibo We Trust"

### WUXING, INC.

**President/CEO:** Wu Lung-Wei

**Headquarters:** Hong Kong Free Enterprise Enclave

**Seattle Division:** Wuxing North America, Roosevelt Way and 50th Street, Downtown

**Division Head:** Gao Kien

The twin blue-and-red skyscrapers in downtown Seattle were the headquarters of Haukshorn Chemical until Wuxing bought them out



last year. Wuxing refurbished the buildings and adorned them with its five-petaled lotus-flower logo. Extensive renovation is currently underway, and Wuxing is moving in company personnel daily, as well as hiring aggressively in the metroplex.

The Hong Kong megacorporation has become a powerful presence in Seattle. As the driving force behind the Pacific Prosperity Group, Wuxing is becoming more and more active in Seattle

## WUXING

economics and politics, pushing for trade alliances between the metroplex and Pacific Rim nations like Hong Kong, Korea, Singapore, Russia and other non-Japanese interests. This has not endeared Wuxing to the metroplex's Japanacorps, nor to Federated Boeing—also a member of the PPG and top dog in Seattle, and determined to stay there.

- Keep an eye on local Triad activity as Wuxing steps up its Seattle operations. I'll bet a new MPCP chip that Triad operations will be targeted at rival corporate interests in the metroplex, especially Mitsuhama. I'll even go out on a limb and predict a (temporary) alliance between the Triads and the new Shotozumi-rengo yakuza, for the sake of annoying MCT and keeping the traditionalist yaks out of the plex.

- Cherry Blossom

### YAMATETSU

**President/CEO:** Saru Iwano

**Headquarters:** Vladivostok, Russia

**Seattle Division:** Yamatetsu Seattle

**Division Head:** Mary Luce

How times have changed. Yamatetsu, the red-headed stepchild of the Japanese megacorps, has jumped into the spotlight with the recent change in command (its new ork chairman) and the move of its world headquarters from Japan to Vladivostok.



With the ascension of an ork to the top spot, the corporation is now seen as more meta-friendly and magically aware than any Japanese corp has a right to be. Yamatetsu has

been quick to capitalize on this new reputation, initiating a hiring blitz among metahumans in Seattle and changing its advertising to show the exotic and magical appeal of an "Awakened" corporation. This has caused no small amount of conflict with some of the company's more traditionalist employees, setting off power struggles throughout the corporate infrastructure. Plenty of people in Yamatetsu are calling in their markers. It'll be interesting to see how all this plays out ... and potentially lucrative for shadowrunners, of course. In order to get its own house in order, Yamatetsu's going to have to reorganize; some of the execs are forward-thinking enough to see the writing on the wall and are already preparing for the shift in management (and that's where we come in, chummers).

- Yamatetsu has no friends among the Japanacorps, so look for Mary Luce to cultivate alliances with Wuxing and Novatech, the new kids on the block.

- Findler-Man

# THE SEATTLE UNDERWORLD

A big step closer to the streets than the megacorporations, Seattle's criminal syndicates keep the shadow economy running strong. Like the corporations, the syndicates of Seattle have undergone a shakeup in the past couple of years. We've gathered intel from local experts on the different mobs to give you the up-to-date information you need to survive the Seattle shadows. This first one's a real special offering, so I'll give you the framework myself.

## THE MAFIA

Capo Don James O'Malley was shot and killed by an assassin working for the organization known as Chimera on New Year's Day, 2057, outside his Seattle home. His daughter Rowena claimed leadership of the Finnigan Family and a war began between Seattle's Mafia families for control of the metroplex. The Commissione put Don Leo "the Lion" McCaskill of Milwaukee in charge of the situation, partly because old Leo was the *de facto* Capo of the remains of the Chicago families, but more to find out if McCaskill would crack under the pressure.

A little background for this event. *La Famiglia's* long history in Seattle started with control of the docks and the labor unions; for decades that was the only business worth controlling in this city. It gave them access for smuggling and some lucrative kickbacks, which was plenty in those days. The Chicago families handled business in Seattle from afar, and mostly allowed the *regime* to run itself under the guidance of the Finnigan Family.

Then the Ghost Dance War brought thousands of refugees pouring into Seattle, creating a black market of tremendous proportions and giving the Family more business opportunities than they knew what to do with. At the same time, the yakuza followed the Japanese megacorporations to Seattle and began helping themselves to those same business opportunities. That was the start of the war between the Family and the yakuza in Seattle that continues to this day.

When yakuza hit men killed Don Ian Finnigan some years ago and threatened to push the Mafia out of the picture, the Commissione sent Brian "Three-Fingers" O'Malley to Seattle. He called for reprisals against the yaks, blood for blood, escalating the war between the syndicates. Government and corporate allies on both sides were targeted for assassination. The deaths of Don O'Malley and the yakuza oyabun within days of each other finally brought about a cease-fire in 2031. The Chicago families mistakenly assumed that they could afford to turn their attention elsewhere, and by the mid-2040s, the yakuza had rebuilt their organization. Hanzo Shotozumi, oyabun of Seattle, began an aggressive campaign of acquisition in the metroplex. In response, the Commissione put Don James O'Malley in charge of Seattle operations.

For thirteen years, Jimmy O'Malley ran the Mafia in Seattle with an iron hand and a steel will, pushing back the yakuza and fighting them for every meter of ground. The Commissione chose well in O'Malley—more than anything, he wanted to avenge the death of his brother at yakuza hands. He often said he would die rather than yield ground to the yaks. In the end, maybe that did him in.

Leo McCaskill chose to see how things would play out in Seattle before he backed a candidate for capo of the metroplex. When the dust settled, the Commissione took McCaskill's advice and appointed Maurice "Butcher" Biglio, under the assumption that he would be best able to hold off the yakuza.

The Commissione obviously hasn't learned a damn thing from the death of three dons at yak hands in the past fifty years.

The following summary of the Seattle Mafia was written by Consigliere "Uncle Al" Cavalleri, advisor to Don James O'Malley and now to his daughter Rowena. I added the headers for the short of attention span in the crowd. How did we acquire this intel? It's trite but true: if we told you, we'd have to kill you.

• Captain Chaos

Transmitted: 24 September 2060 at 14:27:01 (EST)



# THE SEATTLE UNDERWORLD

Rowena,

Your father—God rest his soul—never trusted electronic communication much, so I'm a little rusty at handling this thing.

You asked me to put together a report assessing who we might want to or have to take care of in the upcoming months. This document covers that info and a little more. I know you know a lot of this stuff already, but you have to admit the picture it makes when it's all put together is pretty impressive, and quite informative.

## THE BIGIO FAMILY

With Maurice Bigio as capo of Seattle, the Bigio Family runs business in this city. Maurice has wanted control of Seattle for a long time, and now he's got it. It remains to be seen if he has what it takes to keep it. Capo of Seattle or not, the Butcher has to get his own house in order before he can take on the yakuza. The problems he's facing in that arena may give us opportunities, if we watch for them.

A big man, the Butcher still has much of the strength of body and will that got him where he is today. Bigio commands through intimidation and violence. He doesn't know the meanings of loyalty or honor, and that will be his downfall. Honor to Maurice Bigio is a tool he can manipulate for his own ends. He doesn't understand that honor is all that stands between us and the mad dogs fighting in the street.

Bigio got his start as a soldato, a foot soldier. His ambition soon made him a caporegime and heir-apparent to old Don Gianelli. His brutal way of dealing with enemies and handing out old Tony Gianelli's "object lessons" earned him the name "Butcher Bigio." Bigio probably would have taken control of the Seattle families in the 2040s if the Commissione hadn't appointed Jimmy as don. After that, Bigio just had to wait for a new opportunity, until he finally decided he had waited long enough. We both know he arranged the hit on your father, though I can't prove it.

- A lot of people think the yakuza were behind the O'Malley hit, but I tend to agree with Uncle Al. Bigio certainly had a lot to gain, and it's been proven that he was in contact with Sergei Malenkin from Chimera.
- Evil Eye

The Bigio Family controls Tacoma as their personal regime and handles Family business in most of the southern part of the metroplex, including Fort Lewis, Renton, Auburn, Puyallup and southern Downtown. The biggest businesses for the Bigios are on the Tacoma docks: protection, smuggling, fencing and hijacking shipments—especially material owned by the yakuza. They also run vice rackets in Puyallup and Auburn, and have hooks in a lot of local businesses through loan-sharking operations.

Tony "the Chef" Gianelli, the retired don and Maurice Bigio's mentor, still acts as Bigio's consigliere. Old Tony runs Gianelli's Restaurant Italiane in Tacoma and plays

the part of "kindly uncle" and "pillar of the community." You met him a few times when you were just a girl. The restaurant is a popular hangout for Bigio mafiosi, and the don eats dinner there once a week.

The stronghold of the Bigio Family, Tacoma is slowly being taken over by the yakuza, who have been buying up land and businesses in the area for more than twenty years now. The yakuza are deeply entrenched in Tacoma, surrounding Bigio with hostile competition. Despite this—or maybe because of it—I doubt Bigio will move a millimeter from Tacoma. The Bigio Family has a serious blood debt against the yakuza, having suffered more losses from the war with the yaks over the years than any other Family. Retreating would be a loss of face. Bigio has to make his stand in Tacoma and win if he hopes to hold on to the top spot.

- Which creates the interesting prospect of rival Families like the Finnigans working with the yakuza to bring Bigio down. Politics makes for strange bedfellows, and I'd bet Rowena O'Malley wants to take down Maurice Bigio pretty bad—especially if he really did engineer her father's death. Blood for blood.

• Talk

## THE FINNIGAN FAMILY

Your father's death hit the Finnigan Family hard, but we're getting things back under control, and I promise you everything will be in order by the end of the year. As you know, we lost some operations to the other Families and to the yaks after your father's death, but we will get them back, with interest. As long as we continue to control some of the smuggling operations along the Downtown waterfront (even though we share them with the yakuza and the Choson Ring), we've got income and influence. We've also got a good grip on operations in Bellevue.

Our biggest problem remains the other Finnigans, Mary and James Michael. Old Mary Finnigan has never forgiven the Commissione or your father for taking control of Seattle away from her nephew Patrick, and you know how she feels about your decision to become dona of the Family. Mary is a bitter old woman who lost her husband and sons in the war against the yakuza and now may lose her dream to rule the Seattle families. In many ways, she wishes she could be like you, Rowena: young, ambitious, vital and in charge of a powerful Family. In Mary's day, a woman as head of a Family was unthinkable. She lacked your courage, and you are a constant goad to her anger. Don't underestimate her.

- Mary Finnigan is known as "la Grande Dame." Her husband Ian was capo of Seattle years ago, but he and Mary's sons died in the long-running war against the yakuza. Mary has always wanted to have a Finnigan in charge of the Seattle Mob again, but her ultra-conservative, anti-Awakened and staunchly Catholic views adversely affect how her loyalists respond to the demands of the modern world. While Rowena and Al Cavallieri



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understand the value of magic and metahumans in the business, Mary Finnigan cannot jump the mental hurdle required to truly be successful in the Mafia world.

- Torpedo

As for James Michael, he is completely in his great-aunt's camp. Jimmy Mac does whatever his Aunt Mary wants. He wants to be don of the Family and he's willing to do what it takes to get there. Keep your eye on him.

- Al Cavalleri deserves some mention here. He was Don James O'Malley's consigliere for years, in Milwaukee and in Seattle, and is serving the same role for Rowena. "Uncle Al" is a wily old bird who knows a few tricks. His advice and help is keeping Rowena in charge of the Finnigan Family. With Uncle Al backing her, Rowena might actually take down Don Bigio at some point.

- Twister

- Rowena O'Malley is no slouch herself. She may fit the "Mafia princess" image, but she's a Harvard Law grad and she's been around "Family business" all her life. She's no fading flower to be propped up by someone else's authority; she's a tough-as-nails mafiosa in her own right. She took control of the Finnigan Family mere days after her father's death, and she made a good run at becoming capa of Seattle. Underestimate her at your peril.

- Daikoku

## THE CIARNIELLO FAMILY

If there's a weak link in Maurice Bigio's new regime, it's Vince Ciarniello. Old "Numbers" Ciarniello has been a don longer than anyone else in this whole city and he's a smart man, but at heart he's an accountant, not a leader. Vince goes where the wind blows. He used to be close to your father, but when there was trouble, Vince got scared and threw in with Bigio. I suspect Vince was secretly skimming off Family business in Everett and that's why he sided with Maurice against the capo, but any proof is probably long gone by now.

The Ciarniellos run operations in Everett and Snohomish, mainly gambling operations in Casino Corner. They also see some smuggling action along the Everett docks. Vince runs his operations smoothly, but he's got problems that we can exploit. He's afraid of his own shadow, and will jump whatever way is likeliest to keep him breathing; if we can make him more frightened of us than he is of Butcher Bigio, we can get him to throw in with us.

The biggest problem is right under his nose: his lovely wife, Ivy. Ivy is about half Vincent's age and a lot smarter than most people think. She can wrap Vince around her little finger, along with most of the other men in his family. I've heard she's been sleeping around with more than one member of the Family, which is something we could use to get at Vince.

"Fancy Dan" Grizetti is probably Vince Ciarniello's biggest asset. He's got the brains and style that make him a good second-in-command for the Family and he keeps

their operations running smoothly. Unlike Don Ciarniello, Grizetti isn't afraid of mixing it up himself when he has to. Vince trusts Grizetti without reservation and counts on him to escort Ivy to various functions that the don himself cannot attend. Grizetti also seems happy to take Ivy on frequent outings for shopping and such. The fact that they spend so much time together could be useful.

Vince's son Caesar is the opposite of Fancy Dan, a total punk loser. He picked up the nickname "Chrome" because he likes his cyber-toys and considers himself a big man. He doesn't get along well with his father because Caesar doesn't like Ivy and badmouths her to Vince. Of course, all this could be an act. Maybe Caesar and Ivy are even getting it on behind closed doors, but I don't credit Caesar with those kind of smarts.

That's how things look at the moment. I've got some thoughts on where and how to apply pressure to the cracks in the opposition, but I'll wait until you've had a chance to digest this. I remain,

Your humble servant,

Uncle Al

## THE YAKUZA

by Kiku

The yakuza is an ancient brotherhood [they've been in this racket for longer than most dwarfs live], champions of the common man [they help the un-influential because it gives them the best percentage for creating a power base], romantic bandits who steal from the overlords and wealthy fools to benefit the poor and downtrodden [only if you can define members of the yakuza as poor and downtrodden]. They shield the weak under their benevolent protection [it's called a protection racket], keeping their domain safe from urban predators [all predators except for them, of course]. Funny how different those rose-colored specs make things look. In truth, the yakuza are no better than any other gangsters—perhaps worse, because they cloak their activities in honor and tradition and thereby add hypocrisy to their list of sins.

The yakuza first began operations in Seattle around the turn of the century, when the growing presence of Japanese corporations and trade along the Pacific Rim led more Japanese citizens to Seattle. Along with the workers and executives came the yakuza, ready to cater to the various illegal needs of their long-time customers. For some time, the yakuza remained secluded in the Japanese sectors. When the syndicate eventually reached critical mass in the Pacific Northwest, new yakuza clans formed and the yakuza began expanding in force. This rapid growth led to bloody conflict with the Mafia, which came to a head when the leaders of both sides were killed. Syndicates on both sides withdrew to lick their wounds and rebuild.

The yakuza sent many new people to Seattle to resume operations, most of them recent Korean recruits. The Korean bosses began rebuilding the Seattle organization and making plans for expansion. So efficiently did

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they do their jobs that Akira Watada, oyabun of the powerful Watada-rengo in Japan, suspected them of placing their own advancement above loyalty to the entire yakuza. Watada began imposing restrictions on the Koreans designed to test their loyalty, making their work more difficult. The more defiant the Koreans became about Japan's interference in the Seattle operations, the more Watada believed that treason was brewing in the metroplex. Finally, the oyabun offered the Korean bosses an ultimatum: they would cease all operations and swear unswerving loyalty to the Watada-rengo, or be destroyed. The Koreans ignored the warning.

In 2043, yakuza assassins purged Seattle of its Korean bosses and their loyalists in a single week of terror. The few Koreans not slain became the core of the Seoulpa Rings, desiring nothing so much as revenge against the yakuza.

Following the purge, Watada chose Hanzo Shotozumi as the new oyabun of Seattle. Ordered to rebuild a traditional and loyal yakuza organization, Shotozumi set about doing so with zeal. He encroached so heavily on Mafia territory that only the appointment of the ruthless James O'Malley as don of Seattle allowed the Mafia to retain its hold in the metroplex. The shadow war fostered by these two leaders continues to this day.

After O'Malley was killed in 2057, the yakuza seized large segments of Seattle's criminal markets in the resulting confusion. The growth of the yakuza over the years made them the most powerful syndicate in the Pacific Northwest. Eventually, the success of his operations and his own ambition led Shotozumi to declare his organization independent from the Watada-rengo in Japan, creating a new Shotozumi-rengo made up of the yakuza clans present in Seattle and answerable only to Hanzo Shotozumi. This act angered Akira Watada, the aging



oyabun in Japan, as well as the loyalist yakuza clans in California. Now a new shadow war is set to begin between the Seattle yakuza and the clans elsewhere. As yet, however, there have been no reprisals or assassination attempts from the shadows. Hanzo Shotozumi has learned from the mistakes of his Korean predecessors and fortified his position. He believes he can hold Seattle so long that the other clans will be forced to accept his new organization, and he may be right.

## THE SHOTOZUMI-RENGO

The head, heart and soul of the Seattle yakuza is Hanzo Shotozumi, the oyabun who unified the various clans and gangs into a single syndicate with control over the Pacific Northwest. Shotozumi is Japanese-born and a strong believer in the traditional Japanese and

yakuza values of honor and duty. He sees most non-Japanese as barbarians barely deserving civilized treatment. However, despite all his talk of duty and obligation, Shotozumi lets nothing stand in the way of his thirst for power. He worked his way up the ladder of the Watada-rengo to become oyabun of Seattle and dreams of controlling a syndicate that encompasses North America's entire West Coast. He considers himself a patron of the arts; he regularly attends Japanese theater performances and practices traditional ink-brush painting.

Shotozumi's wakagashira, or second in command, is Shiro Tanaka, a loyal long-time associate of the oyabun who worked with him in Japan before coming to Seattle. Tanaka oversees the day-to-day details of the rengo's operations, assisted by his wakagashira-hosa, Miko Ishikawa. Miko is an ambitious woman who worked hard to advance in Shotozumi's traditionalist organization.

- Ishikawa is also a spy for the Watada-rengo in Japan.
- Daikoku

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• I can see how someone might suspect that. There's no better way to cover your tracks as a spy than to appear to be 100 percent invested in the organization you serve. Traditionally, in fact, the traitor is the most vocal supporter of a group and the most vicious opponent of the organization they actually work for. Miko Ishikawa is certainly ambitious, but ambition alone doesn't prove disloyalty. She's had to be ruthless to get to where she is; it's actually unlikely she'd suffer through all that just to get into position to reveal secrets.

## • Daikoku

Toju Shotozumi, the oyabun's cousin, is in charge of the sokaiya, the branch of the rengo that handles the yakuza's dealings with local corporations and businesses. The sokaiya use traditional yakuza business methods such as stock buys paired with blackmail to exert influence on various corporations and so divert money to yakuza operations. Since the formation of the Shotozumi-rengo, the sokaiya are very active with many Seattle corporations, spreading and strengthening the yakuza's web of influence.

• They're particularly interested in corps belonging to the Pacific Prosperity Group, which has led to some conflicts with the Triads that may be connected to Wuxing.

## • Chuck Chuck Razool

The Shotozumi-rengo is most influential in Downtown Seattle and Tacoma, with interests throughout the metroplex. They control most yakuza smuggling operations and a substantial amount of the syndicate's gambling, computer crime and legitimate business interests.

### THE NISHIDON-GUMI

Shotozumi's greatest rival in Seattle is Isao Nishidon, the oyabun of the Nishidon-gumi, the oldest yakuza clan in Seattle. Nishidon took control of his organization during the purge of Koreans from the yakuza ranks. He personally killed the Korean oyabun of his clan and was rewarded with the position by Akira Watada. Though an ambitious man, Nishidon has been unwilling to throw his small group of loyalists against Shotozumi while the oyabun has such strong supporters in Seattle. He obeys the dictates of the Shotozumi-rengo for now, but remains a potential threat to the new syndicate. Shotozumi will move to assassinate Nishidon if he becomes a serious threat, and Nishidon knows it.

The Nishidon-gumi controls smuggling operations through Puyallup and Redmond, along with some hijacking and traditional protection rackets. The gumi also runs much of the vice industry in the Barrens, particularly the chip trade, against significant competition from the Mafia and the Triads.

### THE SHIGEDA-GUMI

The Shigeda-gumi is the newest in Seattle, formed from the remains of other clans decimated in the Korean purge. It is led by Oyabun Takeo Shigeda, a progressive

and visionary leader well equipped for the challenge of running Seattle's smallest and least influential yakuza clan. Shigeda sides with the Shotozumi-rengo in most matters, though he advocates modifying the ancient traditions to allow more magicians and women to operate throughout the yakuza (as they do in his own organization).

Shigeda gives his underlings more freedom than most yakuza leaders, encouraging personal initiative and judgment. This has backfired on him a few times when members of his organization took their "personal initiative" too far, but the oyabun has so far been able to rein in any rogues.

The Shigeda-gumi runs operations in the north of the metroplex, in Everett, Snohomish and parts of Redmond. The gumi competes with the Ciarniello Family in the gambling business and has considerable influence on smuggling in northern Seattle, as well as a large slice of the vice industry.

• The Shigedas have been importing bunraku "flesh-puppet" brothels from San Francisco, using prostitutes modified with personafix BTL chips to make them into whomever the client wants. The brothels are a huge cash cow, so you can bet the Mafia or some other rival will try to muscle in on the action.

## • Spook

### THE TRIADS

by "Anonymous"

The Triads are up-and-coming players in the Seattle underworld. These Chinese syndicates control Hong Kong and most of mainland China and have interests worldwide. They're overshadowed by the yakuza and the Mafia in Seattle, but some local Triads have a shot at changing that balance. The metroplex government is shying away from dealings with the Japanese and leaning toward the Pacific Prosperity Group, which is opening trade to Hong Kong—and creating new opportunities for the Triads.

The Seattle Triads have local interests like small-time protection and vice rackets, but make most of their money in smuggling; drugs, chips, weapons and the like. This puts them in competition with the yakuza and the Mafia, and creates competition between smugglers allied with the different syndicates.

### THE YELLOW LOTUS

The top Triad in Seattle is led by Lodgemaster Zheng Li Kwan, a Hong Kong émigré who came to Seattle looking for new markets to exploit. Since taking control of the Yellow Lotus in 2051, Kwan has reorganized the Triad and used aggressive recruiting to more than double its size. The Lotus has focused on recruiting metahumans barred from joining other criminal gangs. Most of the new recruits are orks, giving the Lotus considerable influence in the Puyallup Barrens.

The Lodgemaster himself is a strong believer in the Triads' mystical traditions. Kwan is an adept initiated in Triad mysteries and secret martial arts techniques. He

rarely displays any of his magical abilities these days, allowing his underlings to handle such matters, but legends of his powers claim that Zheng Li Kwan can snap steel with his bare hands and cause death with no more than a gentle touch.

- I'd normally call such stories urban myth, but I've seen adepts do things like that, so it's possible that Zheng can.
- Norman

• The Lodgemaster's advisor is the one who really scares me. He's the "incense master" of the Yellow Lotus, whatever that means. His name is Su Cheng and he's all decked out like some ancient Chinese wizard from the simflicks, with a drooping Fu Manchu mustache and embroidered robes. He looks at you like you're completely beneath his notice, like a fly he can swat whenever he wants. He's supposed to be a mega-powerful mage, and I believe it.

- Greely

• Su Cheng is more than just a Taoist wizard. He's a vampire, able to drain souls to feed his unholy appetites.

- White Tiger

## EIGHTY-EIGHTS

The Eighty-Eights are by far the most modern Triad in Seattle. Though they hold to traditional Triad organization and initiation rites and are still largely Chinese in membership, they've dropped several traditional taboos about technology and cyberware to better compete with the yakuza. The Eighty-Eights are heavily involved in gambling and vice in Everett, Bellevue and parts of Puyallup.

The leader of the Eighty-Eights is Rick Wu, a third-generation Chinese-American with little use for the syndicate's mystical mumbo-jumbo. Wu styles himself a businessman more than a mystic leader and looks more like a slick, modern yakuza kobun or mafioso than a traditional member of a Chinese gang. He and his people make heavy use of cyberware and other implants.

The Eighty-Eights have forged an alliance with the Tigers, Seattle's largest Asian gang. Far more mystical than their Triad allies, the Tigers are led by an adept named Tiger's Breath. His main lieutenants are Dragon-eyes, an Asian male adept with some magical skills, and Tiger Claw, an Asian female adept. The gang numbers around fifty members, many of whom are also adepts practicing different martial arts.

• The Tigers are just as fierce as their name suggests. They believe that when the Triads dominate the metroplex, their magic will raise those of their gang who've died and create the ultimate army. The gangers are fearless and willing to kill or die for their syndicate bosses.

- Corin

• Dragon-eyes has freaky eyes—all solid white with no iris or pupil, that glow faintly when he does magic. He's not



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blind, though. He sees just fine. Better than most people, in fact. Rumors say he's actually an eastern dragon in human form, or the offspring of a dragon in human form and a human woman.

- Nightwind

- Tiger Claw is some kind of ninja-assassin. She's responsible for the deaths of no less than five yakuza members while they slept soundly in their own homes.

- Hopalong Chang

## THE OCTAGON

The Octagon is the weakest of the three Triads in Seattle. For years they fought a losing battle against the yakuza and the Mafia in Tacoma and the southern part of the metroplex. At least part of their decline stems from trouble at the top; their leader, David Gao, was fairly ineffectual until recently, when he took the Yellow Lotus up on its offer of an alliance of sorts between the two Triads against their yak and Mafia rivals.

Part of Gao's trouble is Chen Kwan-Ti, the Octagon's Incense Master. A wizard from mainland China, Chen came to Seattle in 2055 and quickly became David Gao's indispensable advisor. He cultivates a powerful air of mystery; no one knows why he came to Seattle or why he is working with the Octagon. Rumor has it that Chen was a student of the great dragon Lung, and that he may be the dragon's emissary in Seattle.

- Chen Kwan-Ti is the real power in the Octagon these days. I've met David Gao, and he can barely decide to go to the can without the wizard's say-so. What Chen wants in Seattle, I don't know, but if he works for Lung, it has to be some secret magical thing.

- Gardener

- Chen Kwan-Ti's presence might have something to do with the elaborate chess game Lung and Ryumyo seem to be playing along the Pacific Rim. Shotozumi's secession may have set back Ryumyo's plans for Seattle, giving Lung a chance to move in.

- Dragonslayer

## SEOULPA RINGS

from Lone Star's secret files

- Seattle is the birthplace of the Seoulpa Rings, and more Rings operate there than anywhere else in North America—anywhere from a couple dozen to fifty, depending on whose estimates you believe. The Rings are the wild cards of the Seattle underworld; small and well-organized, each with their own goals and plans. Sometimes they work together, other times their goals and methods are worlds apart. It's tough to tell on any given day which Rings are on top, but these Lone Star documents hand us some pretty heavy clues.

- Captain Chaos

Transmitted: 28 September 2060 at 12:12:21 (EST)

- Good job, Captain! The "secret files" moniker is a little goofy, but what you've got here is current, confidential internal documents. Nothing like getting your info hot off the LS copier (or office e-mail, in this case).

- X-Star

## CHOSON RING

**Leader:** Kyu

**Territory:** Downtown Seattle waterfront

**Symbol:** A red and blue yin-yang symbol, like the one on the Korean flag.

The Choson Ring concentrates its efforts on smuggling operations along Seattle's dockyards, particularly in the Downtown and Everett districts. It picked up a lot of smuggling business that used to belong to the Cutters. A Korean man named Kyu runs the Ring—he survived the yakuza purge of Koreans from their ranks in 2044. Kyu has three lieutenants: An Soo, who handles the Ring's records and computer systems; Jung-mo, in charge of logistics and shipping; and Danny Cho, the Choson's face-man, who arranges meetings and talks to clients.

The Choson Ring hates the yakuza and are fighting with the yakuza-backed First Nations gang. This conflict is most likely the source of Kyu's dislike of Native Americans, who aren't allowed to join the Ring.

- The Choson Ring practices some brutal initiation rites. Kyu is paranoid about spies and infiltrators, so prospective members of the Ring must pledge their undying loyalty under agonizing torture.

- Holly

## DIVINE REVENGE RING

**Leader:** Karen Pok Moon

**Territory:** Bellevue

**Symbol:** A dove holding an arrow in its claws.

The Divine Revenge Ring operates out of Bellevue and works through blackmail, influence peddling and fencing. The Ring was founded by Karen Pok Moon, a second-generation citizen of Korean yakuza heritage. As near as we can determine, her family was killed during the Korean purge. Pok Moon's ties to Tian Campbell, the former mayor of Bellevue, allowed her Ring to prosper in that district. By the time Campbell's connections to the Ring were exposed, Divine Revenge was well-entrenched in the Bellevue underworld. This Ring is strongly anti-yakuza and has made attempts on the lives of several known yakuza in Bellevue and elsewhere.

- That's a candidate for understatement of the century. The Divine Revenge Ring was founded for the express purpose of destroying the yakuza in Seattle. The Ring's other activities are just sidelines to Karen Pok Moon's obsession with vengeance against the syndicate that killed her family. The Ring doesn't have a prayer of bringing down the yakuza, but they have managed to do some damage.



and I'm sure the Wafada-rengo will try to use them against Shotozumi sooner or later (or vice versa).

- Archangel

- Tian Campbell is Karen Pok Moon's lover and her lieutenant in the Ring. From what I've heard, Campbell actually tried to convince Moon to give up her revenge kick and go straight. Unfortunately for his argument, the yakuza wanted to hit Divine Revenge operations in Bellevue, so they leaked word to the media of Campbell's Ring ties and ruined his political career. Now both Moon and Campbell want to kill Hanzo Shotozumi with their bare hands. Revenge breeds revenge.

- Violet

## KOMUN'GO RING

**Leader:** Chulsoon Gray-Wolf

**Territory:** Redmond

**Symbol:** A black wolf's head with the Korean word for "honor" written on its forehead in white.

The Komun'go Ring operates in the Redmond district. The Ring's leader, Chulsoon Gray-Wolf, is the son of a Native American and a Korean yakuza member who died during the Schism. He's also one of the younger Seoulpa Ring leaders in Seattle. His chief lieutenant is Black-Cloud-in-Morning, a Haida shaman who conducts the Ring's initiation rites. The gang makes regular use of magic in their operations.

The Komun'go Ring runs smuggling, fencing, protection and information rackets in Redmond, frequently trying to horn in on yakuza action, and equally often butting heads with local gangs like the Red Hot Nukes and the Rusted Stiletos. The Ring runs a lot of protection rackets near the Salish-Shidhe border, using threats of magical and physical violence to give their "suggestions" weight.

- Black-Cloud uses magic to probe the minds of potential members and learn their dirty secrets. His abilities have kept the Komun'go Ring free of infiltrators and spies, as well as giving Black-Cloud a lot of power over Ring members.

- Walker

- If Black-Cloud has that kind of power, why doesn't he just oust Gray-Wolf and take over the Komun'go?

- Jaxon

- Honor. Gray-Wolf saved Black-Cloud's life years ago—something involving trouble with the Tsimshian government. Black-Cloud owes Gray-Wolf. He's totally loyal, as the few yakuza who attempted to subvert him discovered before their untimely deaths.

- Kiku

## PHANTOM LAKE RING

**Leader:** David Ockrassa

**Territory:** Bellevue

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**Symbol:** A white crane holding a coin in its beak.

While the Divine Revenge Ring controls the information and influence trade in Bellevue, the Phantom Lake Ring controls a large portion of smuggling from Redmond across Lake Sammamish into Bellevue. The Ring operates several small watercraft on late-night runs across the lake, then trucks goods to storehouses in the Lake Hills area around Phantom Lake. Surveillance shows a semi-regular schedule of shipments from operations in Redmond (particularly Inglewood, along the lake shore), but our most recent attempt to apprehend the perps failed when an unidentifiable force destroyed the patrol boats, killing two officers and injuring several others. DPI is assessing the situation.

The ring's leader, David Ockrassa, is a cipher. He is apparently of part-Korean heritage, like most Seoulpa Ring leaders, but nothing else about him can be verified. Records concerning him were most likely lost in the Schism or never established.

## RED AND YELLOW RING

**Leader:** Rachel Ng

**Territory:** Renton

**Symbol:** A red and yellow yin-yang symbol.

The Red and Yellow Ring operates data-brokering and protection rackets in the Renton district. They focus their efforts on computer crime, including the placement of virus programs as part of their protection racket. The Ring's leader, Rachel Ng, is a capable decker. The core membership is probably no more than a dozen, all deckers and people with similar interests. The Ring is also known for selling illegally obtained data, both computer files and audio-visual information gathered by remote drones under the control of Ring members.

- In the midst of the nearly unavoidable gang violence in Renton, the Red and Yellow Ring has managed to stay on good terms with most of the major gangs in the district. They trade information and other favors with the gangs in exchange for having some muscle to call on when they need it. They're particularly tight with those twisted frags, the Night Hunters.
- Findler-Man

## TARTARUS RING

**Leader:** "Lord of the Inner Darkness"

**Territory:** Puyallup

**Symbol:** A bat-shaped amulet, patch or tattoo.

The Tartarus Ring operates out of the Underground, primarily in Puyallup. The Ring members are mostly metahuman (orks, dwarfs and trolls) along with some humans. Unsubstantiated reports say the Ring also includes ghoulish members. The leader of the Ring, known only as "Lord of the Inner Darkness," is believed to be a shaman. DPI suggests a Bat shaman is most likely, given the Ring's symbol and areas of interest.

The Tartarus Ring runs smuggling operations through the Underground, supplementing their income with occa-

sional spying jobs. They also have an organlegging operation with possible ties to Tamanous. Investigation into the street drug called shade suggests that the Tartarus Ring is distributing and may even be manufacturing it; they're believed to use a similar drug in their initiation rites. Undercover efforts to track down the source of shade have yielded no useful information to date.

- This is one of the most useless collections of pure speculation and guesswork I've ever seen. Believed to? May even be? Suggests? Lone Star calls this a report?
- SPD

• Don't blame the Star for not knowing much about the Tartarus Ring. Nobody does. They're even more secretive than most inhabitants of the Underground, and most people are too scared of them to say anything (not that they'd talk to cops, anyway).

- Wilson Hill

## TOP GANGS

from Lone Star's secret files

- Kudos, Captain! By prying loose from the Star Matrix these synopses of the most influential gangs in Seattle, you've gone two for two!
- X-Star

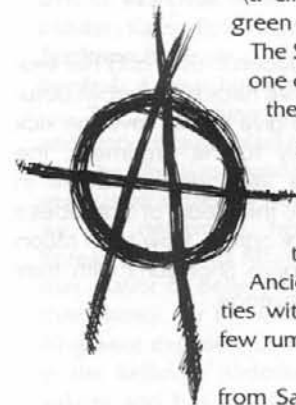
## THE ANCIENTS

The Ancients are an all-elf go-gang, many of whose members are exiles from Tir Tairngire. They have chapters in most major cities in North America, plus a few in Europe. Their symbol is a variation of the anarchy symbol (a circled "A"), usually painted in green or red.

The Seattle branch of the Ancients is one of the largest, mainly because of the proximity of Tir Tairngire. The gang has an estimated one hundred members in the metroplex, led by a woman named Sting and her lieutenant, Green Lucifer. The Ancients claim to have severed all ties with Tir Tairngire, though quite a few rumors say differently.

The gang controls smuggling from Salem and Portland into Seattle, along with some protection rackets and other small-time operations. They rely on the clannish nature of many metahuman neighborhoods to protect their interests.

- A surprisingly accurate observation for Lone Star. The Ancients have significant operations in the elven neighborhood of Tarislar in Puyallup. Many of the locals see them as almost romantic figures, and no one in the area would consider betraying the gang to "human" authori-



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ties like Lone Star. That means the Ancients can operate freely, except for trouble with rival gangs like the Princes and the Spikes.

- Corvus

## THE CUTTERS

The Cutters have heavily reorganized since the Seattle branch was nearly wiped out five years ago. Unlike most gangs, the Cutters organize themselves along corporate lines, as a "business operation." The current leader is an African-American human named Blake, who survived the near-destruction of the Seattle Cutters and has worked to rebuild the gang. He is assisted by two lieutenants; Springblossom, a Deer shaman who acts as Blake's magical advisor; and Vladimir, the gang's dealmaker. Vladimir is wanted on twelve counts of murder and aggravated assault.

The Seattle Cutters number around eighty, less than half the membership of five years ago. They continue to recruit new members and bring in members from other factions outside Seattle, particularly those displaced from the Chicago area. Cutter operations range from smuggling and extortion to drug and chip dealing to kidnapping and freelance "security work." They tend to deal in low-volume merchandise.

- Lone Star doesn't go into detail, but the Cutters didn't get geeked in a gang war (they try to avoid them). They were poisoned. Maybe a rival gang, maybe a dissatisfied customer ... who knows? Anyway, most of the gang kicked off. They've been trying to rebuild ever since.

- DoubleTalk

## THE MERLYNS

The Merlyns are Seattle's largest and oldest wizzergang. Most wizzer-gangs disintegrate sooner or later because of the colossal egos of the wiz-kids involved, but the Merlyns have been going strong for years—most likely because of their association with the Finnigan Family, which uses the Merlyns for magical muscle and support.

The gang leader is a human named Saturn—an unknown, no verifiable background. The gang members take magical names based on different heavenly bodies (Saturn's apparently into astrono-

my). The gang VIPs are named for planets. Venus is Saturn's lover and possibly the real brains behind the gang. Mercury is the gang's teacher, who spends time showing mafiosi how to deal with magic. Mars is the gang's war leader, specializing in combat magic. Second-tier gang members are named after constellations, while newbies and low-level members are named for comets, asteroids and other minor celestial phenomena.

- The Merlyns are in an interesting position these days. The gang has strong ties to the Finnigans and Uncle Al Cavalieri, who brought them into the Family. Don Maurice Bigio can't afford not to use the Merlyns to protect Mafia operations from Triad and yakuza magic, but he doesn't trust them. If Rowena O'Malley stages a coup d'état against Bigio, you can bet the Merlyns will be leading the charge.

- Wiz Kid



# GAME INFORMATION



The Seattle metropolplex is a big place, full of potential adventures and stories for a *Shadowrun* campaign. A little too big, really, so this book focuses on the people and places that shadowrunners are likely to encounter, from the power players in each district to the street gangs to the hospitals (you'll thank us for that information later ...). This focus allows players to get a feel for the atmosphere and background of each area of the sprawl, find out who's who and get contacts and leads for shadowruns; after all, that's the biz you're in. This approach also gives the gamemaster enough hooks, threads, situations and major players to create any kind of adventure in every area of Seattle. By fleshing out the background of each neighborhood, we make it easier for the gamemaster to link events in multiple districts: the extraction in Downtown might have ramifications in Tacoma if the target is a yakuza

member or contact. Because we provide the background, locations, players and even some adventure ideas, the gamemaster can spend less time creating these details and more time on finding ways to give his players maximum enjoyment for their efforts in the game or campaign.

This section provides rules for various aspects of life in the sprawl as described in previous sections, along with adventure hooks for numerous locations and information on important characters in Seattle.

## DEALING WITH THE LAW

By definition, shadowrunners are criminals, and so they inevitably run afoul of the law. In Seattle, the law means Lone Star Security Services and various private security corporations. This section provides information on those adversaries.

## SECURITY RATINGS

Security ratings are defined by the amount of coverage that Lone Star or any other security agency is paid to give an area. The ratings are universal, and have even come into common parlance: Renraku touted their Seattle arcology as "Triple-A security for 100,000 people"—though in the long run, that rating did them very little good. Lone Star's coverage ends where a corporation's property begins. A business in the Z-Zone may have Renraku Red Samurai or Knight Errant elite forces guarding it, even though Lone Star wouldn't go near the area for all the nuyen in Dunkelzahn's will.

The **AAA rating** is the highest available level of security, usually reserved for upper-class enclaves (usually Luxury and High lifestyle) and businesses willing to pay to have the area outside their property patrolled. AAA security also includes "proactive and deterrent measures." This means both visible and hidden security measures (PanicButton™ booths open and working), patrols on foot and in vehicles, astral security patrols using spirits and magicians, security drones and security riggers monitoring cameras. The police guarding AAA areas are always the finest, with the most duty hours logged. An assignment to an area of AAA security is considered to be the ultimate promotion, and no one wants to be demoted for lack of effort.

Response to even the most minor crime is practically immediate. Security providers are reluctant to leave any investigation open, regardless of the cost to pursue it. Even if closing the investigation means bringing in chumps to take the fall and then releasing them later, that's what they'll do, because crime is not allowed to "succeed" in these areas.



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The **AA rating** is usually reserved for High-lifestyle areas and businesses that want constant coverage but don't want to pay for around-the-clock deterrent measures. Patrols cover the area 24 hours a day, but are less frequent. Astral patrols take place on an irregular schedule, and there may not be a security rigger system set up. Drones and sprits may guard certain areas in place of humans.

Response is prompt, but will take a back seat if something is going down in a AAA area. The standard officers respond first and only call in a specialist if needed. Assignment to this area is also viewed as a promotion, so officers investigate complaints thoroughly, if not as quickly as in a AAA area.

Most of the metroplex falls into **rating A** security. This level of security generally covers any area with a Middle lifestyle, which accounts for the largest percentage of residential sections of Seattle. These areas receive excellent security, but the level of coverage decreases dramatically from the AA level, primarily because Lone Star lacks sufficient personnel. These areas usually have regular street patrols but only rare astral, drone or security-rigger presence.

Law enforcement in these areas is basically a call-and-response system. This means there are actually a lot of PanicButton booths and neighborhood watch groups and other organizations willing to call in at the slightest hint of criminal activity. This "community policing" tends to result in a higher number of false alarms, which in turn means response time is a bit slower.

**Rating B** is usual for areas comprised primarily of commercial properties rather than residential, such as industrial parks, office complexes and suburban manufacturing—things that have existed side-by-side with middle-class residential areas since the 1960s. Since these areas are usually "high criminal target areas" (in other words, prime targets for shadowrunners), Lone Star's standard response is to send a minimum of four patrol officers with an elite officer and security/combat mage on standby.

The constant cycle of urban renewal is currently washing over such areas in Seattle and rehabbers are turning older buildings into art galleries, loft apartments and other low middle-class businesses and dwellings. This trend is spreading Lone Star even thinner and giving these areas a precarious hold on their B rating.

**Ratings C and D** are the Low lifestyle versions of ratings A and B security; the coverage is similar for both ratings, but C is for residential and D is for business zones. Infrequent patrols and poorly maintained PanicButton booths mean that crime here is reported less often and therefore enforced less often. The security services in these areas make no real effort to prevent crimes before they happen. Lone Star and other security forces receive a hostile reception from the general populace, which accuses law enforcement of being less than thorough in investigations involving crimes at businesses in these areas. Most officers begin their training in these areas and try to get promoted out as quickly as possible, though the

savvy officers, especially detectives, maintain their contacts from their beat days in these areas because this is where the information flows. Except for undercover officers and detectives, the usual response to any call here consists of six to eight fully armored officers in an armored Citymaster with two patrol vehicles and one combat mage. Drones are sometimes used to reduce the risk of injury to officers.

**Rating E** areas are considered slums (Squatter and Street lifestyles). Yeah, people live there, but they aren't "real" people (they don't have SInS, after all), so why make the effort? Lone Star does not assign patrols to such areas or make any effort to prevent crimes from happening. They will respond if the victim has a SIN and calls in a complaint himself, or if the violence makes the headlines or threatens to spill over into more "important" areas. When the Star does respond, it's at a very high level, usually including two Citymasters filled with twelve to fifteen officers in heavy armor, plus one rigger per vehicle to handle drones and the Citymaster's weapons, and at least two combat mages. Such a force is always led by an elite officer. The slums are an excellent place for detectives and undercover operatives to maintain contacts.

In **rating Z** areas (also known as Z-Zones), humanity has devolved to a state of tribes, anarchy and a complete lack of any type of "normal society." It's survival of the fittest, and the law doesn't care who wins and who loses as long as everyone stays within the boundaries. The law considers it more important to keep the area contained than to prevent or solve crimes, so there is no attempt to enforce the laws in these areas. In many cases, walls or other natural boundaries actually separate these areas from the rest of the sprawl.

Only if pursuing an investigation will the Star enter the Z-Zone, and when they do they are prepared for war. The standard force is a minimum of three Citymasters (twenty-five officers in full armor) with air support from armored helicopters: one rigger per vehicle handling the weapon mounts and one extra rigger maintaining drone coverage; at least five combat mages and one combat decker maintaining communication with headquarters at all times; and three elite officers running the show—one coordinating the mages, one in the air and one dealing with the troops on the ground. Lone Star considers Z-Zone duty to be hazard duty, and officers assigned to these details receive three times their normal wages and a week off after any operation in these areas.

### CALLING 911

As stated in *Shadowrun, Third Edition*, a Combat Turn is equal to 3 seconds. No matter how you slice it, even if a person called 911 before combat began there is absolutely no way security would arrive in time to "serve and protect" or "investigate" an ongoing firefight, regardless of how many As in the security rating. Gun fights, even if they go on for a hundred Combat Turns (which would take many days of game play) are still only 5 minutes of *Shadowrun* "time."

## SECURITY TEMPLATE

### Response Time (In Initiative Passes, rounding down)

Effect	AAA	AA	A	B	C	D	E	Z
Aware of Problem	Instant	$D6 \div 3$	D6	D6	$D6 \times 2$	$D6 \times 2$	$D6 \times 3$	NA
First Response	1 or 2	$D6 \div 3$	D6	D6	$D6 \times 3$	NA	NA	NA
Second Response	1 or 2	$D6 \div 3$	D6	D6	NA	NA	NA	NA
Patrol Arrives	2	$D6 \div 3$	$D6 \div 2$	$D6 \div 2$	D6	D6	NA	NA
Reinforcements 1	D6	D6	D6	$D6 + 2$	$D6 + 4$	$D6 + 6$	$D6 \times 3$	NA
Reinforcements 2	2	2	2	4	6	6	8	NA
Continuing Response	3	3	3	3	6	6	8	NA

What's to stop shadowrunners from shooting up the most security-conscious locations and getting away scot-free? In a word, the gamemaster. The arrival of the law is an important element gamemasters can use to limit the amount of collateral damage the players inflict, and to offer them an obstacle that they may prefer to not deal with at any given time.

The Security Template provides an easy way for a gamemaster to customize the response offered by each security rating. While the timing represented in this template is unrealistic, the system gives the gamemaster the option of sending the law to break up any firefight the players find themselves in, regardless of whether or not they're winning. This table applies to Lone Star or other law enforcement organizations only; corporate security is another matter entirely. Once on corp property, the runners are completely in the corp's jurisdiction, and their security measures will always be as tough as the gamemaster needs them to be. Runners who find themselves the target of ongoing investigations are subject to the law in any form the gamemaster chooses.

If the gamemaster uses the Security Template, as soon as a fight begins he may choose to make all the appropriate rolls for the security rating of the area in which the battle is taking place and note the Initiative Passes in which there will be a response. The gamemaster should feel free to adjust any results to suit his goals for the situation.

### Security Template Notes

**Response Time** is cumulative; the next effect occurs a number of Initiative Passes equal to the result of the equation after the last effect. For example, if the gamemaster rolls 6 for Aware of Problem in a AA rating zone, Lone Star becomes aware that a problem exists on the second Initiative Pass ( $6 \div 3 = 2$ ). If the result of the First Response die roll is 4, then Lone Star sends an appropriate scouting patrol on the next, or third, Initiative Pass ( $4 \div 3 = 1$ ).

**Aware of Problem** means that some event serves as a trigger that makes the law enforcement company aware that a problem exists. For ratings AAA, AA and A, law enforcement becomes Aware of a Problem at the first fired shot that can be heard, or explosion, a call into the law, or the activation of a PanicButton. They become

aware of a problem in rating B and C areas if a cannon is fired, a weapon is fired in auto or full-auto mode or when a rocket, missile or other materiel explodes, in addition to a call into the station or a PanicButton alert being pressed. Rating D requires a rocket, missile, cannon or explosion in addition to a PanicButton alert or phone call. Law enforcement will only notice a problem in rating E areas in the event of repeated cannon, missile or rocket fire. An E resident who calls in a disturbance must be able to provide a valid SIN before the law will "become aware of a problem." The law never notices a problem in a Z-Zone—they really don't care what happens there.

**First Response** always consists of an astral mage or spirit and a security rigger on hidden camera. The security rigger is only available in rating AAA and AA areas, and the gamemaster can decide that AA security only provides a security rigger half the time.

**Second Response** is always a spotter drone. The enforcement company also alerts a patrol in the area at this stage.

**Patrol Arrives** marks the initial metahuman response to a problem. In AAA, AA and A rated areas, this is one vehicle carrying two officers. Additional patrols will arrive every second Initiative Pass until called off by headquarters. In areas with a B rating, the initial response will be two patrol cars. For areas with a C and D rating, see the description of the security ratings for the composition of the initial patrol.

**Reinforcements 1** consists of a Citymaster with six fully armored officers, one rigger for weapons and one combat mage.

**Reinforcements 2** consists of air support using VTOLs and drones. Both are armed and combat-ready.

**Continuing Response** represents how often reinforcements arrive. These additional reinforcements are the same make-up as Reinforcements 1 or 2, at the gamemaster's discretion and depending on the situation.

### LONE STAR SIGNATURE GEAR

Every Lone Star officer carries certain pieces of gear. Stats and other information for the following gear appear in *Shadowrun, Third Edition*, except where noted. The gamemaster may equip officers with additional gear and weapons as he or she see fit to customize their characters and keep the players guessing.

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## WEAPONS

The Ruger Thunderbolt Heavy Pistol is the signature weapon for Lone Star. All Lone Star officers receive this gun upon completion of their training. Based on their famous Super Warhawk, Ruger produced this especially for Lone Star by making a few specific modifications. The Thunderbolt fires only in burst-fire mode, but suffers no recoil penalty for the first burst fired in a Combat Phase; the second burst suffers a special +4 recoil penalty. The two police models feature either a laser sight or an integral smartgun link at no extra cost to the officer. For non-officers, the cost for those attachments can be found on p. 282 of *SR3*. The cost and the Availability Rating shown here applies to characters who are not part of Lone Star purchasing the gun. A Lone Star officer can recognize this gun just from the sound of it being fired, and will seriously harass any character carrying one.

Many officers carry more than one gun. If the gamemaster allows this in his or her game, the second gun must be another pistol, which will be registered to the officer and with Lone Star. This second gun can be carried in any number of positions (ankle holster, small of the back, shoulder holster and so on). Lone Star patrol officers normally carry flechette, gel and standard ammo (12 rounds of each) on patrol. They will be issued APDS and explosive rounds depending on the situation or operation. Any officer in a Reinforcements unit will automatically have access to those types of ammo.

Heavy Pistol	Conceal	Ammo	Mode	Damage	Weight	Avail.	Cost	St. Index	Legal	RC
Ruger Thunderbolt	4	12 (c)	BF	125*	2.75	14/12 days	1,000¥	6	2P-E	—

\* Already adjusted for Burst Fire rules (see p. 115, *SR3*).

Shotguns and assault rifles are issued to officers attached to Reinforcements units or serving in special tactical operations. Lone Star requires that officers be certified in these weapons. In *Shadowrun*, that means these officers will have a minimum Skill Rating of 3.

## CYBERWARE

All law enforcement personnel, no matter who they work for, have a commlink and radio installed as headware (except for magicians, of course). This equipment is provided by the force employing them. Any other cyberware the officer must pay for himself, so assume one in six officers have cyberware. Though the gamemaster chooses the cyberware carried by any given law enforcement officer, the most common types of cyberware are boosted reflexes, cyberlimbs, datajack, skillwires, smartgun link and vehicle control rig. The cyberware is almost always of standard quality.

## VEHICLES AND DRONES

The vehicles of choice are always either the Citymaster for the heavy duty response, and the Chrysler Nissan Patrol-1 for regular officers and patrols. Drones

tend to fall into one of two categories, offensive and observational. The observation drones include cameras, because the security service will use any images captured in ongoing investigations, especially if the drone gets a good look at the perps. Lone Star has adapted every drone available to the public for their own use. For their VTOL needs, Lone Star uses the Northrup WASP (PRC-42B Variant). Note that the drivers of Citymasters, WASPs and anyone using drones will have a VCR 1 or greater. These guys are specialists and do not count as one of the six officers with cyberware.

## GEAR

Except for the Thunderbolt and the headware radio and commlink, a Lone Star officer pays for all the gear he or she carries. All officers wear armor vests with plates (4/3) and leather jackets (0/2). In high danger zones (zones rated B and lower), patrol officers wear armor jackets (5/3) along with the vest. See p. 285 of *SR3* for the rules on layering armor. If assigned to a Reinforcements unit (see *Calling 911*, p. 110), they must wear medium security armor with a security helmet. Smart goggles are optional in such situations. Every patrol officer owns a riot shield (type dictated by the area in which they work), a stun baton (6S damage), a large flashlight, containment manacles and metal and plasteel restraints.

Lone Star provides all the equipment in the patrol car, which includes a transceiver radio, a portable com-

puter and at least one medkit containing at least four slap patches of each type. Lone Star also provides the equipment in the Citymasters, including a hand-held chemsniffer, cyberware scanner and magnetic anomaly detector (MAD), headjammer, jackstoppers, mage masks and skill twitchers. The ratings of devices carried by the officers in vehicles is usually less than 3, while headquarters and lock-ups have higher-rated devices. The higher-rated items can be checked out individually if needed in any tactical operations or investigation.

## LAW-ENFORCEMENT PERSONNEL

The following archetypes represent the average security/law-enforcement personnel shadowrunners are likely to encounter. The gamemaster can modify these profiles as needed for specific NPCs or encounters (see pp. 248–49 of *SR3* for customizing NPCs).

Though metahumanity represents a very small percentage of officers in Lone Star, they do exist. To convert any of the archetypes below into metahumans, simply add the racially specific modifiers (see p. 56, *SR3*) to the numbers given.

## PATROL OFFICER

The patrol officer is the cop on the beat and is usually the first to arrive on the scene of a crime. Knight Errant patrol officers, military police (in the Fort Lewis area) and Metroplex Guard officers use the Ares Predator rather than the Thunderbolt. Military police officers have Military Etiquette only.

B	Q	S	C	I	W	E	R
4	4	4	2	3	4	5.1	3

**Initiative:** 3 + 1D6

**Karma Pool/Professional Rating:** 2/2

**Active Skills:** Car 3, Clubs 2 (Stun Baton 5), Etiquette 2 (Corporate 3, Street 4), Pistols 3 (Ruger Thunderbolt 5), Unarmed Combat 3

**Knowledge Skills:** City Law 4, Police Procedure 5, Psychology 1

**Cyberware:** Commlink (Rating 3), Radio (Rating 3)

## DETECTIVE

Usually not the first on the crime scene, the detective handles investigations over the long haul. He or she is also the cop involved in undercover stings against smugglers and dealers. Detectives will respond to firefights as part of the Reinforcements unit.

B	Q	S	C	I	W	E	R
3	4	4	4	5	5	5.1	4

**Initiative:** 4 + 1D6

**Karma Pool/Professional Rating:** 3/3

**Active Skills:** Clubs 2 (Stun Baton 4), Car 2, Computer 3, Electronics 3, Etiquette 4 (Corporate 5, Street 6), Pistols 3 (Ruger Thunderbolt 4), Interrogation 4, Negotiation 3, Unarmed Combat 3

**Knowledge Skills:** City Law 6, Police Procedure 6, Psychology 4, Sociology 2

**Contacts:** Detectives will have a minimum of D6 + 6 street contacts.

**Cyberware:** Commlink (Rating 3), Radio (Rating 3)

## MAGICIAN OFFICER

The combat mage protects his fellow cops from magical opposition by any means necessary. A security mage also supports fellow officers, but generally avoids lethal force in favor of spells that immobilize or incapacitate. Both types of magicians also use dispelling actively and aggressively in order to stop other mages from casting spells.

B	Q	S	C	I	W	E	M	R
3	5	3	3	6	5	6	6	5

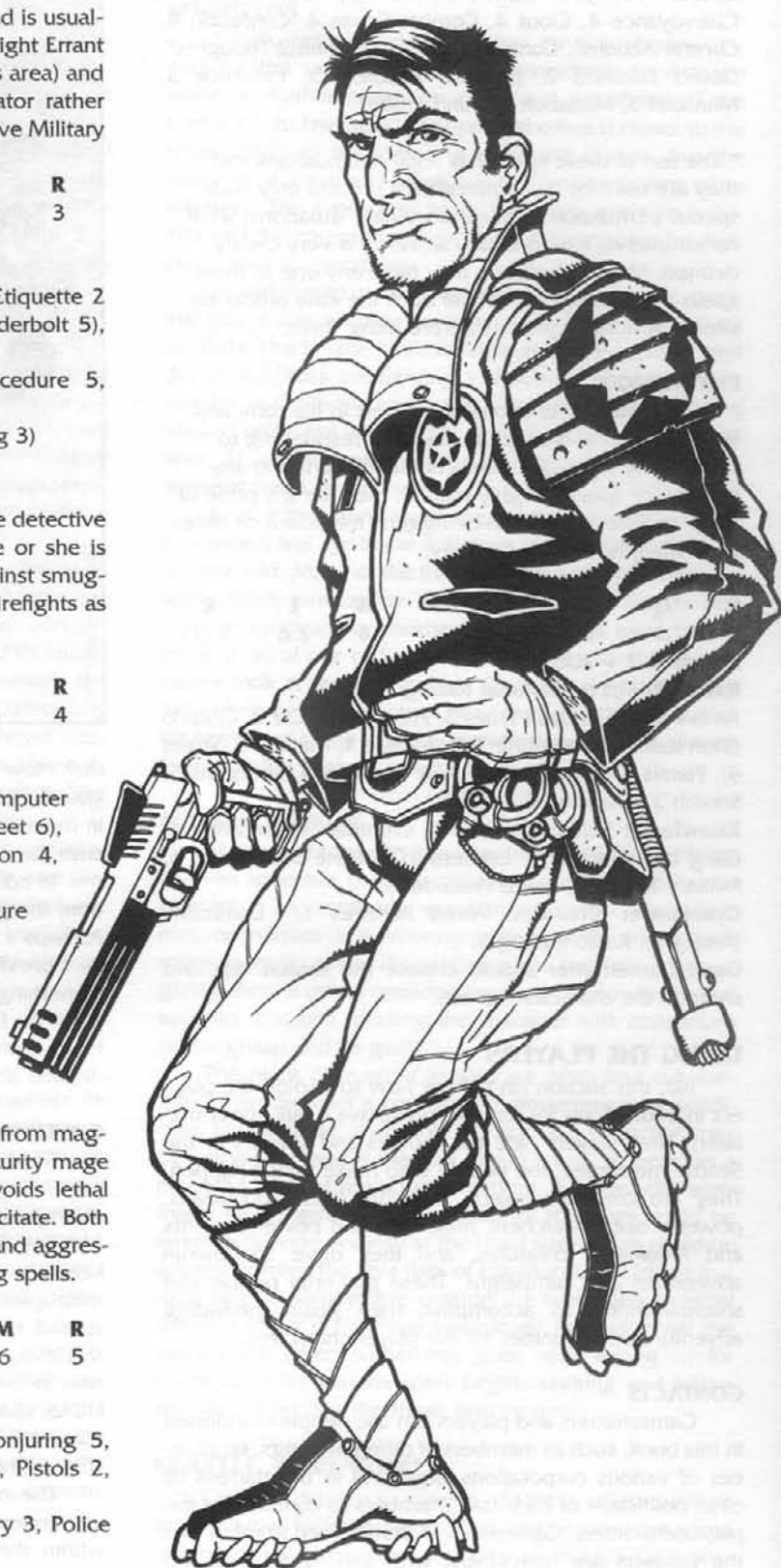
**Initiative:** 7 + 1D6

**Karma Pool/Professional Rating:** 3/3

**Active Skills:** Aura Reading 4, Clubs 2, Conjuring 5, Etiquette 2 (Corporate 3, Street 3, Magic 4), Pistols 2, Sorcery 6, Unarmed Combat 2

**Knowledge Skills:** City Law 6, Magical Theory 3, Police Procedure 6

**Gear:** Power Focus (Rating 2), Sustaining Focus (Rating 3, Armor spell), Transceiver (Rating 3)



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**Spells:** Analyze Truth\*, Armor 3, Clairaudience\*, Clairvoyance 4, Clout 4, Combat Sense 4, Confusion 4, Control Actions\*, Control Emotions 3, Control Thoughts\*, Detect Enemies 2, Increase Reaction 3, Influence 3, Manaball 3, Manabolt 3, Mind Probe\*

\* The use of these spells has legal ramifications and they are used by law enforcement officers only with special permission or in extraordinary situations; what constitutes an extraordinary situation is very clearly defined. Magician officers may have any one of these spells and must get approval from the elite officer on-site or from headquarters before using them.

### ELITE OFFICER

The elite officer is one of the best in his company. He's the man or woman in charge of responding to those really significant conflicts that can erupt at any time in the sprawl. Highly trained, they are the pride of the Star. Elite officers can be riggers, magicians or detectives when not in combat duty.

<b>B</b>	<b>Q</b>	<b>S</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>E</b>	<b>R</b>
5	6	5	3	4	4	2.6	5 (7)

**Initiative:** 7 + 2D6

**Karma Pool/Professional Rating:** 4/4

**Active Skills:** Assault Rifles 5, Athletics 4, Car 2, Clubs 6 (Stun Baton 7), Etiquette 3 (Corporate 4, Military 5, Street 4), Pistols 5 (Ruger Thunderbolt 7), Rifles 5, Shotguns 5, Stealth 3, Unarmed Combat 3

**Knowledge Skills:** City Law 6, Criminal Organization 4, Gang Identification 5, Leadership 4, Lone Star Tactics 6, Military Tactics 4, Police Procedure 6

**Cyberware:** Smartlink, Wired Reflexes 1, Commlink (Rating 5), Radio (Rating 5)

**Gear:** Gamemaster should choose the assault rifle and shotgun the character will use.

### USING THE PLAYERS

No, this section isn't about how to exploit the players in your group for fun and profit (we'll talk about that later). The "players" are the movers and shakers in the Seattle metroplex, the people who make things happen. They are corporate execs, powerful fixers, politicians, power-brokers, watchers, magicians and powerful spirits and Awakened creatures, and they drive *Shadowrun* adventures and campaigns. These powerful people use shadowrunners to accomplish their goals, providing adventure opportunities for the player characters.

### CONTACTS

Gamemasters and players can use people mentioned in this book, such as members of different gangs, employees of various corporations, squatters in the Barrens or even politicians or their staff members as contacts for the player characters. Gamemasters should keep in mind that the contacts are individuals, with their own lives and motives and attitudes. Where do they live? What do they



do? How do they know the character? What are their goals? Defining who the player characters know and trust in the metroplex adds a layer of depth to their interaction with the setting.

In addition to using contacts as conduits of information, the gamemaster can use them as adventure hooks. Perhaps a contact needs a favor in return for all the help he's provided. Or maybe a contact told a shadowrunner something she shouldn't have, and now the drek is about to hit the fan. Will the runner come to the aid of his friend? He'd better, if he doesn't want his reputation in the drekker and his other contacts to dry up and blow away.

### GOVERNMENT

Shadowrunners can deal with the government in Seattle at three levels: the UCAS federal government, the metroplex government and local district government.

The federal government has a strong interest in keeping up to date on events in Seattle and keeping the metroplex as part of the UCAS. Because the Feds are spread pretty thin in Seattle, they're not above using shadowrunners for sensitive jobs, especially because runners provide an additional layer of deniability for the UCAS spooks. An entire campaign can be built around characters working for a UCAS organization like the FBI, NSA or the CIA in Seattle.

The metroplex government provides opportunities for runners to work for the governor or certain factions within the government. Governor Lindstrom is keenly interested in information on the fate of his predecessor,

Marilyn Schultz. The metroplex might also hire shadowrunners to try to penetrate the Renraku arcology. Government infighting between the governor, the senate, the cabinet and the United Corporate Council can provide plenty of shadowrunning opportunities.

Local government is subject to the usual political races. Different candidates and factions may hire shadowrunners to dig up dirt on their rivals or arrange "accidents" to help or hurt someone's political agenda. The newsnets are always interested in juicy political stories and hire shadowrunners to help get them.

## THE MILITARY

In Seattle, a Mr. Johnson might turn out to be Major Johnson instead. In a way, the military is just like a mega-corporate or government bureaucracy, rife with its own brand of internal politics. Because everyone in the military is supposed to be "on the same team," factions and individuals will turn to shadowrunners and other deniable assets to further their personal agendas.

The increased presence of federal military forces in Seattle makes many officers and soldiers in the Metroplex Guard unhappy. The Guard wants to prove their competence and loyalty by handling the corp war and its fallout or by making the UCAS Army look bad. However, the Metroplex Guard has problems of its own, particularly with internal corruption. The Mafia peddles illegal substances on base, and radical policlubs such as Humanis recruit among the soldiers. General Colloton might hire shadowrunners to help root out these problems.

Because Fort Lewis is a military district, military police rather than Lone Star handle its security and law enforcement arrangements. This leads to jurisdictional clashes when criminal cases cross the district boundary, and rivalry between the MPs and Lone Star often hinders investigative cooperation.

## CORPORATIONS

The sprawling corporations of the Sixth World are traditional employers of shadowrunners, using runners as deniable agents to do their dirty work behind the scenes. The Corporate Sector describes the major corporations in the metroplex and their various interests, but gamemasters should not feel limited by this material. The mega-corporations are vast and have more interests than could ever be covered in a book this size, and so gamemasters should feel free to create additional corporations, plots, conflicts and goals for shadowrunners to pursue.

Corporate organizations such as the United Corporate Council and the Pacific Prosperity Group are useful tools for the gamemaster to create conflict between corporations. The members of these organizations publicly present a united front, but the groups are rife with infighting and scheming as each member tries to promote its own best interests.

## SYNDICATES

Syndicates and criminal gangs employ shadowrunners for the same reasons as corporations: to damage enemies, further their own plans and get ahead of the competition. The world of organized crime is closer to the streets than to the glittering corporate towers, but the interests of organized crime and of the corporations often intersect. The syndicates have legitimate business interests and the corporations use them as a resource for their own criminal operations.

In addition to working against other syndicates, criminal gangs may employ shadowrunners as part of internal conflicts. The Seattle Mafia families are hardly unified, and the local yakuza are fighting a shadow war against their cousins in California and Japan. The Triads are stumbling toward unity, but with plenty of double-dealing along the way. Shadowrunners might easily become involved in some of these "family spats."

Even if they don't work directly for a syndicate, shadowrunners feel syndicate influence in every aspect of the underworld. Many of the fixers, fences and other contacts with whom runners are likely to work have ties to one criminal syndicate or another. Gamemasters expecting to make a lot of use of Seattle's criminal syndicates should take a look at the *Underworld Sourcebook* and the *Mob War* adventure book, which provide in-depth information on organized crime in general and the events and players in the Seattle Mob war, respectively.

## MAGICAL GROUPS

Magical groups can become the basis for adventures or even an entire magical campaign. Each group has its own goals and methods; some are concerned about politics, economics or environmentalism, while others have more esoteric goals. Player characters can join a group, giving them a useful resource for magical knowledge and supplies, but also saddling the character with obligations to the group and its goals.

The plans of magical groups are often less cut-and-dried than those of a corporation, government or syndicate. For example, an important magical conjunction may be coming up and a magical group wants to perform a powerful ritual at the appointed time. A player character might be a member of the group, or the team could be hired to provide security at the ritual site, which could be anywhere from the lava flats of Puyallup to an island in a local lake to somewhere outside the metroplex in tribal territory. What is the ritual's purpose? And what will the runners do when something goes very wrong ... for example, a mysterious spirit begins stalking and killing people involved in the ritual, one by one?

## SEATTLE ADVENTURES

Each of Seattle's various districts offers unique opportunities for shadowruns. This section provides game information about the features of each district. Each section has a series of Adventure Hooks that help the gamemaster create adventures in the district.

# GAME INFORMATION

## DOWNTOWN

Downtown Seattle is where things are happening. The hub of the metroplex, this district is the home of many of the major corporations and government factions likely to employ shadowrunners. Downtown also has the plex's trendiest nightclubs and places to see and be seen.

Almost any kind of adventure can begin in Downtown, but gamemasters and players should keep in mind that Downtown Seattle is also one of the most secure and well-patrolled districts. Characters who use or even carry weapons openly in Downtown face swift arrest. Lone Star patrols are a regular sight, and private corporate guards are everywhere to protect their company's interests. The action in Downtown focuses on interaction and making deals, not on combat.

### Adventure Hooks

- A datasteal or an extraction run against a corporate facility in Downtown is a challenge even for a skilled group of shadowrunners. Security is tight; Lone Star isn't kidding with its AAA rating, and the runners need a clear plan for getting in and getting out. Even when they clear the building, they're still not safe until they get out of the district to a hideout.

- Along the docks, the Choson Seoulpa Ring and the First Nations gang are fighting for control of the smuggling trade. Other factions such as the Mafia, the yakuza and the Triads are also interested. The runners could be hired to protect or hijack a shipment, gather information on one of the factions or help smuggle goods in or out of the metroplex.

- Among the homes in the ritzy neighborhood of Magnolia Bluff is the private estate of Rowena O'Malley, head of the Mafia's Finnigan Family. Though security has improved since the assassination of Rowena's father, someone might try to take out Dona O'Malley directly, and need runners to scout the layout of the place.

- What's going on inside the Renraku arcology? Lots of people would like to know and are willing to pay handsomely for the information. Gamemasters should consult the *Renraku Arcology: Shutdown* adventure book for more information, or create their own version of what's happening inside the sealed arcology.

## BELLEVUE

The district of Bellevue is high-class and low-key compared to the hustle and bustle of Downtown. Most corporations in Bellevue maintain a lower profile than the gleaming glass and chrome towers of the Downtown district. The district is also home to many of the metroplex's wealthy citizens, who will shell out a lot of cred to keep their homes private and well-protected.

### Adventure Hooks

- The Phantom Lake Ring would love to know who is supplying the Lake Acids gang with weapons and gear: the

yakuza, a rival Seoulpa Ring, a corporation or someone else entirely? Rival gangs and other syndicates also have a strong interest in finding out the truth.

- Global Technologies is testing a new simsense chip by selling prototypes of it on the streets. This new type of BTL chip, called "VX," is based on personafix BTL and lays an artificial personality over the user's normal self. Chip addicts in Bellevue and elsewhere in the plex are convinced they are famous or infamous people from history and fiction. After collecting data on the results, Global plans to cover its tracks ... unless the characters get in the way.

- Rumors say that Brian Gates IV is an otaku, and that other children of Microdeck employees may be otaku as well. If that's true, how did the children become otaku and where do their loyalties lie? Were they created by a corporate experiment or by the influence of some outside force in the Matrix? The presence of the otaku may be an ace-in-the-hole for Microdeck, or a plot to take over the corporation from within.

## TACOMA

Tacoma lies at the heart of the conflict between the Mafia and the yakuza in Seattle, making mob violence commonplace. Tacoma borders many other districts, including Puyallup, so events in Tacoma often spill over into other districts.

### Adventure Hooks

- Some of the tunnels under Tacoma are haunted by ghosts of victims of the Night of Rage. Most are frightening-looking but harmless apparitions. A few are actually specters (p. 44, *Critters*) with magical powers that affect the physical world. The specters try to kill or drive away any humans who come into the tunnels; some of them hate and will try to kill all living creatures.

- A friend or contact in Tacoma who was out of touch for some time has returned and is acting strange. It turns out that this person wandered down into the tunnels under the district and is now possessed by a nomad (p. 38, *Critters*) and is now just hours away from going on a murderous spree. The player characters have to choose between trying to save their friend—or killing their friend, and hopefully the nomad, too.

- Dustin Kien, the mage owner of the Palace of China nightclub, is using his elaborate illusion shows to influence the club's patrons. When a strange series of incidents leads back to the club, the player characters are hired to find out where Kien's loyalties are, what he has been doing to people and why. He may be working for the yakuza, the Triads or a Seoulpa Ring, or he may be working on his own.

## EVERETT

Everett is similar to its "sister city," Tacoma. Both are important ports with busy waterfronts, and are also important centers of organized crime in Seattle. Everett is

more under the control of the Mafia, and sees considerable smuggling activity by land and sea. The district is also home to one of Seattle's larger-scale gang conflicts, the war between the Choson Ring and the First Nations.

In addition, Everett houses the UCAS Naval Shipyard, making the district a hotbed of old-fashioned military espionage.

## Adventure Hooks

- Federated-Boeing's involvement with the Pacific Prosperity Group has been drawing the interest of other companies looking to ally with FB or hoping to undermine the PPG's interests in Seattle. The huge Federated-Boeing facility in Everett offers numerous opportunities for datasteals, sabotage, extraction runs and interesting government and military work.

- Heavy espionage operations in Everett between the UCAS, the NAN, California, Japan and any other nation that wants to get in on the action are always available to discreet runners. From conducting runs on the naval shipyards to investigating the rumors about Dadson Vision Entertainments' connections with the California Free State to uncovering a plot on the part of Aztlan or Japan to sabotage the shipyards—if it involves working for a government, the players should eventually find themselves in Everett.

- Carla Gassina from IIN hires a group of metahuman-friendly runners to help out her network with a difficult story, or to pay back some human bigots for an attack on IIN. An exposé on the Humanis Policlub or a radical group like Alamos 20K could make runners a lot of money (and a lot of enemies).

- Ares Macrotechnology hires the runners to get information from Bicson Bio-Medical about its cybertechnology research. Bicson is owned by Cross Applied Technologies, so the run can be the start of the characters' involvement in the conflict between Damien Knight and Lucien Cross.

- Casino Corner is the center for organized-crime conflict in Everett. The runners can get involved in the soap opera of the Ciarniello Family, or try to further yakuza expansion in the district. They can also work with smugglers or the Choson Seoulpa Ring.

## RENTON

Renton's problems are less serious than those of the Barrens, but the district has definitely seen better days. Renton has more gangs than any other area in Seattle except Redmond and is also a hotbed of Humanis Policlub activity, making anti-metahuman sentiment all too common. Gamemasters should portray Renton as a district scarred by prejudice, violence and neglect.

## Adventure Hooks

- Roger Soaring Owl hires the characters to infiltrate the Knight Errant Academy. He suspects a security breach at

the academy and wants to send the runners in undercover as recruits, because he can't be sure which KE personnel have been compromised. The runners have to make it through the tough training routines while conducting their investigation in secret.

- The Mafia and the yakuza are supplying weapons to rival gangs as a build-up to a gang war. The runners could be working for either syndicate or a third party who wants to prevent a conflict that could devastate Renton and drag other gangs into a bloody battle. In the third case, the runners must act carefully to defuse the situation.

## AUBURN

Auburn is an industrial district of smoke-belching factories and downtrodden workers, and is also heavily influenced by organized crime. Seattle's most exclusive and mysterious resort is in Auburn, frequented by the metroplex hoi polloi and offering interesting possibilities to runners. The corporate factory complexes present their own adventure opportunities, and abandoned factories can also serve as lairs for gangs, paranormal creatures and shadowy organizations like organleggers or magical groups.

## Adventure Hooks

- Auburn is home to the Ultra Resort—a haven exclusively for members of the Ultra Club, as they are nicknamed, a very limited and very, very rich group of people. The exact nature of this Club is left up to the gamemaster. It may simply be a private club for the ultra-rich and influential in Seattle, or it could be a front for a conspiracy involving some of the most important people in the metroplex, from the Human Nation to rich backers of TerraFirst! to the Draco Foundation. Uncovering such a conspiracy and dealing with the consequences could easily form the basis for an entire campaign.

Runners can be hired to break into the Ultra Resort to get information about the Ultra Club's members or simply to scope out the place. They must get onto the island, into the resort and out again without anyone knowing. Along the way they can deal with lake creatures, patrol drones, paranormal guard animals, electronic security systems, guards and any other threats the gamemaster can cook up. Perhaps the runners' employer is actually a representative of the Ultra Club who wants to test its new security system.

- The United Oil research lab makes a tempting target for a shadowrun. In addition to the company's other interests, rumors of UniOil experiments on the corpse of the dragon Haesslich could draw the attention of any number of parties, including great dragons like Lofwyr or Hestaby.

## SNOHOMISH

Snohomish presents opportunities for running "wilderness" adventures without having to leave the metroplex. The district has large tracts of mountains, hills and woodlands, along with developed land controlled by agribusiness. Gamemasters can use the district to get the

## GAME INFORMATION

player characters out of the concrete canyons for a little while and offer them something different.

### Adventure Hooks

- Small farms in Snohomish are under pressure from the agricorps to sell their land. The farmers who refuse are subjected to harassment from gangs and hired thugs, and suffer from an unusual number of mysterious "accidents." A group of farmers decides to band together and pool their money to hire some protection—the player characters. Can the shadowrunners make the agricorps back off?

- Something is killing livestock at several farms. The dead cattle have been mutilated and partially eaten, but no one has managed to catch even a glimpse of what did it. The culprit might be a wild animal or something more sinister. Local businesses hire the shadowrunners to track down what they assume is a undocumented creature and kill it, while representatives from the Blackstone Zoo want to capture it. The killer might be a paranormal critter (or a pack of them), an intelligent creature like a wendigo or even a magical group conducting strange rituals involving blood sacrifice.

- The shadowrunners are contacted by a Native American woman named Dancing Reed. A TerraFirst! cell is planning to blow up an Ingersoll processing plant along the river. Unfortunately, the eco-terrorists' plan will pour even more poisons into the river. Dancing Reed says she has tried to convince the activists to change their plans, but they refuse. She wants the runners to prevent the release of more toxins while putting a halt to Ingersoll's illegal dumping, perhaps by exposing the corporation through the media—or maybe through blackmail or extortion.

### FORT LEWIS

Fort Lewis is unique among Seattle's districts as a military reservation under the jurisdiction of the UCAS federal government. In some ways Fort Lewis functions as extraterritorial property, but under the control of the UCAS military instead of a megacorporation.

Contrary to popular expectations, Fort Lewis is not a heavily guarded, impenetrable installation. With many of its facilities, such as the Zoological Gardens, open to the public, it cannot afford to be inaccessible. Perimeter security for the reservation consists of a single chain-link fence, topped with a roll of barbed concertina wire and occasionally patrolled by the military police. Security is considerably tighter along the border with the Salish-Shidhe Council, however, where the military uses reinforced barriers and armed Metroplex Guardsmen in scout vehicles and military helicopters.

Within Fort Lewis, security levels vary for different sites, depending on public access and each site's importance or sensitivity to national security. For most of Fort Lewis, security is roughly analogous to downtown Seattle. Metroplex Guard unit headquarters and operational areas for federal forces have higher security, on par

with most corporate facilities. Highly sensitive areas, such as Spacefleet HQ in the Urban Combat Simulator, the ammunition storage areas or General Colloton's operations center, are heavily guarded.

### Adventure Hooks

- Lone Star has been hiring shadowrunners to continue an investigation in Fort Lewis whenever the hassle of arranging MP cooperation threatens to bog things down. The same holds true for the MP side, when CID investigators get tired of the territorial games that Lone Star precincts play. The investigations run from working with organized crime to smuggling to the occasional murder.

- As one of the most advanced training areas run by the UCAS Army, the Urban Combat Simulator is used to train UCAS soldiers, as well as troopers of allied entities such as Ares Macrotechnology and Knight Errant forces. Though generally Metroplex Guardsmen play the role of the opposition, Fort Lewis officers sometimes hire shadowrunners to provide more veteran combat experience, or to add "realism" by allowing the trainees to use real ammunition instead of blanks.

- Foreign countries, such as the NAN, Aztlan or Japan, would kill (possibly literally) to have a look-see at the sophisticated electronic gadgets used in the UCAS spy planes at Fort Lewis. Renraku is also interested in obtaining any footage those planes get of the arcology, because the megacorporation doesn't trust the UCAS government to share all of its discoveries.

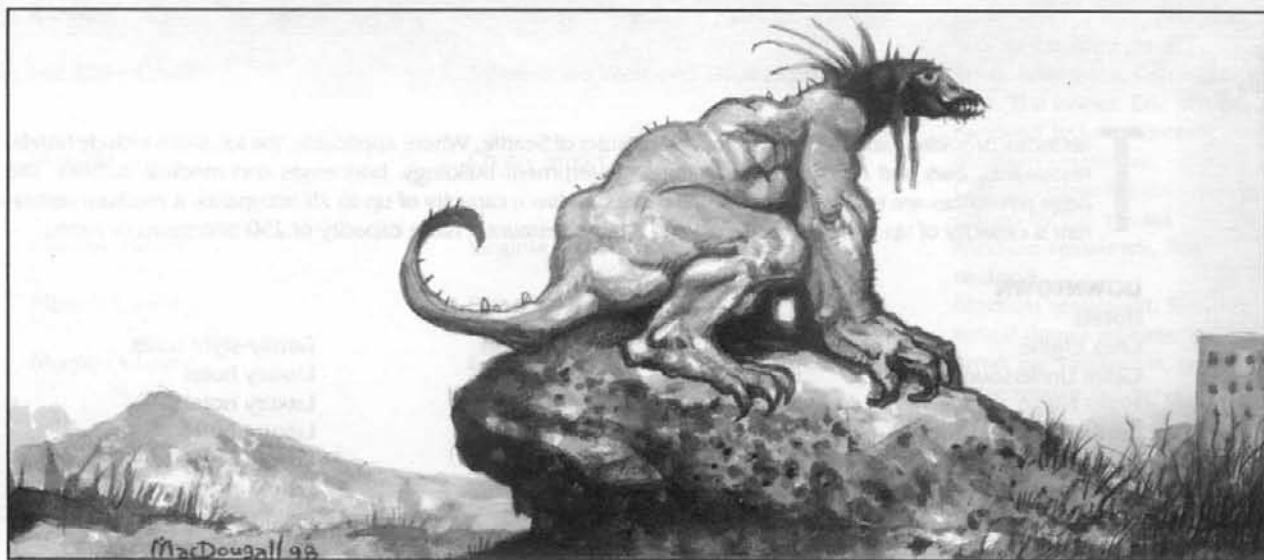
- The Zoo Gardens have enjoyed great success in breeding paranormal animals in captivity, and plenty of people would pay to know their secret. Corporations or governments may hire shadowrunners to steal laboratory records, while more ruthless Johnsons might hire runners to conduct an involuntary "extraction" of one of the Gardens' handlers or zoologists, or even animals.

### REDMOND

The Redmond Barrens provide a stark contrast to the order and civilization of areas like Downtown and Tacoma. Redmond is virtually lawless, except in the areas that border other districts. Gamemasters can stage fairly large and violent conflicts in Redmond with little concern about Lone Star interference, making Redmond the perfect place for a gang war. The district has no shortage of gangs; characters may encounter a gang on nearly every street corner. Toxic and mutant critters (see pp. 15–17 of *Critters*) from the Plastic Jungles, the crash site and from Glow City can be found throughout the Redmond Barrens

### Adventure Hooks

- Inhabitants of the Plastic Jungles are turning up dead for no apparent reason and the locals are scared. When a friend of one of the shadowrunners calls in a favor, the runners begin investigating the mystery. Perhaps a cor-



poration has discovered something valuable about the Jungles (such as a rare breed of mutant or paranormal plant) and wants the squatters out. Alternatively, a toxic shaman or spirit may be looking to protect the Jungles from further corruption by humanity, or trying to stop the squatters from cleaning up the soil.

- Gaeatronics hires shadowrunners to recover some experimental isotopes stolen from a shipment passing through Seattle. They suspect Shiawase Atomics as the culprits, and they're correct. The rival corp was behind the theft, but the eco-terrorists they hired turned out to be loyal to the shaman Burning Bones (see *Glow City*, p. 65). Now both corps want to find the radioactive materials. Whatever the toxic shaman is planning on doing with the isotopes—summoning a massively powerful toxic spirit, or building some kind of bomb—it won't be good for the runners or the rest of the metropolis.

- Shiawase Atomics, masquerading as Gaeatronics, hires the shadowrunners to sabotage the Shiawase fusion plant near Glow City in Redmond. Shiawase hopes to blame the incident on Gaeatronics and damage the company's relationship with Seattle. Security forces at the fusion plant have already been alerted about the run, so the characters will walk into a trap.

- Local gangs are being used as pawns and foot soldiers in a war between the Mafia and the yakuza. Shadowrunners with ties to the gangs or the syndicates can get drawn into the conflict on either side. They may be hired to hijack shipments of smuggled goods, rumble with the gang that the opposing syndicate favors as hired muscle, move in on the rival syndicate's or gangs' protection rackets, or even take out a few key gang leaders.

## PUYALLUP

Where Redmond is a nightmare of urban decay and gang violence, Puyallup is a post-disaster landscape reshaped by the violent forces of nature and abandoned by most of civilization. Metahuman communities and squatter settlements struggle to survive without many essentials such as power, clean water and proper waste disposal. Fine ash from Mount Rainier falls over parts of Puyallup like dirty, gray snow. Gamemasters can stress the unique character of each area of Puyallup, controlled by a particular metahuman faction, gang or squatter community.

### Adventure Hooks

- Tir Tairngire may have some kind of "underground pipeline" through Tarislar, connected with an elven gang like the Ancients or the Princes. If so, someone interested in disrupting it may hire shadowrunners to ferret out the Tir connections and close them down. Alternatively, the runners might use the pipeline to get into Tir Tairngire for another shadowrun.

- Shadowrunners are sent to Carbanado to pick up some contraband coming into the neighborhood via the Cascade Ork tribe. When the shipment fails to arrive, the runners are sent to backtrack it and find out what happened. Perhaps a rival gang hijacked it and is looking to sell it on the black market. The shipment might have been diverted by the Cascade Orks, or it never reached them, leading the runners to track it back to its source (which allows the gamemaster to run an adventure in a different area, such as Denver or California).

- A talismonger is looking for some rare telesma from the lava fields in Hell's Kitchen. She hires the shadowrunners as protection. The runners must deal with steam geysers, boiling mud and hostile critters like wild hell hounds, gargoyles and such, as well as hostile spirits and rival talismongers.

# LOCATION INDEX

**T**his index provides various locations for each district of Seattle. Where applicable, the locations include hotels, restaurants, bars and nightclubs, attractions, government buildings, businesses and medical facilities. The page references are to this book. A small restaurant has a capacity of up to 75 occupants, a medium restaurant a capacity of up to 150 occupants, and a large restaurant has a capacity of 250 occupants or more.

## DOWNTOWN

### Hotels

Chez Ogino	1st Avenue and Stewart Street	Family-style hotel
Gates Undersound Hotel	Pier 69	Luxury hotel
Hotel Nikko	3rd Avenue and Pike Street	Luxury hotel
Laubenstein Plaza	6th Avenue and Pike Street	Luxury hotel
Lucas Palace	3rd Avenue and Virginia Street	Luxury hotel
Mayflower Park Hotel	4th Avenue and Pine Street	Family-style hotel, late '90s antique appearance
New Century Square Hotel	2nd Avenue and University Street	Luxury hotel. The owner, Bernard Siminch, is a mage with a penchant for practical jokes.
Seattle Hilton	6th Avenue and University Street	Luxury hotel, bias against orks and trolls
Stouffer-Madison Hotel	6th Avenue and Madison Street	Family-style hotel
Warwick Hotel	4th Avenue and Lenora Street	Luxury hotel
West Coast Hamlin Hotel	8th Avenue and Pine Street	Family-style hotel, green/nature theme
Westin Hotel	5th Avenue and Stewart Street	First-class hotel
Wylie's Gala Inn	4th Avenue and Pike Street	Family-style hotel, 1930s film noir decor, Mafia controlled

### Restaurants

A Little Bit O' Saigon	South Jackson Street and Broadway	Small restaurant, Vietnamese cuisine, ties with the Red and Yellow Seoulpa Ring
Big Rhino	Seneca Street and 1st Avenue	Large restaurant, ork cuisine
Cafe Sport	Virginia Street and Western Avenue	Medium restaurant, seafood and Salish dishes
Damian's	Bell Street and 2nd Avenue	Large "meat-and-potatoes" family restaurant, Humans Policlub ties
Elliot's	Pier 60	Large restaurant, French-soy cuisine, bias against humans (just not exotic enough)
Glass Onion	Madison Street and 2nd Avenue	Large restaurant, Japanese cuisine
Gravity Bar	Stewart Street and 1st Avenue	Medium restaurant, Manhattan cuisine, trendy and expensive
Gray Line, The	Pier 63	Large restaurant, sits in Puget Sound, with a glass wall showing underwater during high tide
Green Village	South Main Street and 5th Avenue South	Medium restaurant, Chinese cuisine
Icarus Descending	Harrison Street and Dexter Avenue	Medium restaurant, high-class elven cuisine, ties to the Triads

# LOCATION INDEX

Knutson's Country Home	Broad Street and Elliot Avenue	Medium restaurant, 20th century all-natural cuisine
Lee Chee Garden	5th Avenue West and Elliot Avenue	Small restaurant, Chinese cuisine. The owner, Eric Wong, is rumored to be a sorcerer.
Ling Ho	Cherry Street and 8th Avenue	Medium restaurant, Chinese/Japanese cuisine, controlled by the Yakuza
Marcus' Hovel	Virginia Street and 8th Avenue	Medium restaurant, fine seafood
Miner's Landing	Pier 63	Medium restaurant, Seattle historical dinner theater
Murphy's Law	Cedar Street and Western Avenue	Small bar/restaurant, seedy and disreputable but serves <i>great</i> pizza
Nukit Burgers	Lenora Street and 5th Avenue	The first of many Nukit Burgers in Seattle
Nyen Lang	South Dearborn Street and Maynard Ave	Medium restaurant, Tibetan and Mongolian cuisine, features a nightly magic show
Ohgi-Ya	4th Avenue South and South Main Street	Medium restaurant, Chinese cuisine, Yakuza controlled
Other Place, the	1st Avenue and Union Street	Oldest and most popular four-star restaurant in Seattle
Pink Door	Pine Street and Western Avenue	Fast food, small bar located next to a bakery serving meat pies, gyoza, eclairs and cakes
Reno's	Battery Street and 4th Avenue	Medium restaurant, Sioux, Pueblo and Aztlan cuisine. The owner, Reno Pyatt, is a former combat biker.
Run Run Shaw's	South Weller Street and 6th Avenue	Medium restaurant, Chinese cuisine, Yakuza controlled
Tam's Under the Needle	Denny Way and 5th Avenue	Small restaurant, no-frills, in the shadow of the Space Needle
THE Sports Bar	University Street and Terry Avenue	Medium restaurant, best sports bar in the metroplex, Mafia controlled
<b>Bars &amp; Nightclubs</b>		
Alabaster Maiden	East Mercer Street and 12th Avenue	Nightclub, named for Gabriella Dematto, a mage who petrified herself in a magical backfire. Her statue decorates the club. p. 35
Club Penumbra	5th Avenue and Yester Way	Nightclub, sleazy strip bar p. 35
Cutting Edge	Maynard Avenue and South Lane Street	Nightclub, loud music and fresh talent, popular with the young and Awakened p. 37
Dante's Inferno	5th Avenue and Madison Street	Nightclub, neon lights and pounding rhythms, popular with deckers
Matchstick's	4th Avenue North and Denny Way	Casino
Psychadelic Pirate	University Way and 52nd Street	Nightclub, neon lights and pounding rhythms, popular with deckers
Seward Club	Juneau Street and 28th Avenue	Shopping mall, 200 shops
Sybspace	7th Avenue and Columbia Street	Home of the Seattle Repertory Theater
<b>Attractions</b>		
Aurora Village	1100 North 200th Street	
Bagley Wright Theater	Boren Ave and West Thomas Street	

# LOCATION INDEX

Center House	Roy Street and 4th Avenue	Shopping mall, 10 stories of shops
Downtown Library	Seneca Street and 4th Avenue	Main public library
Evergreen Kingdom	West Thomas Street and Second Avenue	Amusement park in Seattle Center
Exhibition Hall	538 West Harrison Street	Convention center
Northgate Mall	Northgate Way and 1st Avenue	Home of the Play Fair nightclub, the last Concrete Dreams venue
Omnidome	Pier 64	p. 37
Pike Place Farmer's Market	1431 1st Avenue	Shopping mall, large open-air marketplace
Renton Mall	Rainier Avenue South and Houser Way	Shopping mall
Seattle Aquarium	Pier 64	Focused on the sea life of Puget Sound and the study of paranatural sea creatures. Admission: 6¥ (adults), 3¥ (children, students and seniors)
Seattle Art Museum Pavillion	1401 East Observatory Drive	Museum holding a large collection of local and Salish art
Seattle Coliseum	250 North 1st Avenue	Convention center and sports arena
Seattle Convention and Trade Center	8th Avenue and Pike Street	Convention center, huge and multi-leveled
Seattle Univeristy	1701 Broadway	University, ivy-covered campus and a celebrated Magical Studies program
Seattle-Tacoma International Airport	Perimeter Road	Airport, 39 airlines, two floors, security provided by Lone Star and corporate security divisions
Space Needle	410 West Thomas Street	p. 33
University of Washington	Montlake Boulevard NE	Oldest university in the Pacific Northwest, celebrated computer sciences program
YMCA	University Street and 4th Ave	Health club
<b>Government Buildings</b>		
Federal Building	Seneca Street and 1st Avenue	p. 35
Metroplex Hall (the Charles Royer Building)	4th Avenue and Seneca Street	p. 34
Metroplex Prison	6th Avenue and Spring Street	Harland Grottem, warden
Metroplex Supreme Court	Spring Street and 5th Avenue	p. 34
UCAS Post Office	Union Street and 4th Avenue	Main sorting station
<b>Businesses</b>		
Aztechnology Pyramid	Broadway Avenue East and East Harrison Street	p. 90
Dassurn Securities and Investments	4th Avenue and University Street	p. 84
Federated Boeing Field	Airport Way South	Small-aircraft field
Federated Boeing Offices	Corson Avenue and East Marginal Way	p. 84
Federated Boeing Shipyards	SW Florida Street and 26th Avenue SW	p. 37
Ingersoll and Berkley Tower	Aurora Avenue and Mercer Street	p. 85
Lone Star Security Building	2nd Avenue and Union Street	Blue pyramid-shaped building housing Lone Star's executive and business offices, 20 sub-surface levels
McKuen's Scrap and Salvage Yard	3rd Avenue and Madison Street	A continual eyesore amid the splendor of downtown, but an excellent source for parts
Mitsuhamma Computer Technologies Complex	Martin Luther King, Jr. Way and 68th Ave	p. 92

# LOCATION INDEX

Novatech Compound	21st Avenue South and Massachusetts St	p. 93
Renraku Arcology	1 Renraku Avenue	p. 37
Weapons World	6th Avenue and Olive Street	Two floors of guns, guns, guns
Wuxing Towers	Roosevelt Way and 50th Street	p. 96
<b>Medical Facilities</b>		
Executive Body Enhancements	501 West Jackson	Body shop
Fast Freddie's Surgery	Pier 59	Body shop hidden below
		Freddie's Salmon Eatery on the pier
		Specializing in burn and emergency medicine
Harborview Hospital	329 East 9th Avenue	Built and owned by several local health-insurance corporations
		Owned by Mitsuhamma
Health Maintenance Organization	Thomas Street and Boylston Avenue	Small private hospital and Fuchi cyberware clinic
		Declared a national landmark in 2048
MCT Public Health Hospital	1200 12th Avenue South	Teaching hospital known for transplant and cyberware research
Nightengale's Body Parts	104 John Street	
Seattle General Hospital	201 East 16th Avenue	
University Hospital	1959 Pacific Avenue South	
<b>COUNCIL ISLAND</b>		
<b>Hotels</b>		
Council Island Inn	Roanoke Way	Luxury hotel along the shore, reserved for diplomats and ambassadorial guests
<b>Restaurants</b>		
Friendship Restaurant	SE 22nd Street	Large family-style restaurant
<b>Attractions</b>		
Aquaculture Lodge	71st Street SE	Fish hatchery and restocking facility
		Aviary raising rare eagles, hawks and falcons for release into the wild
Eagle Lodge	Island Crest Way and 68th Street SE	A clearing decorated with totem poles and dedicated to the patron totems of the Salish Pacific Northwest Native American history
Medicine Lodge Hollow	Council Island	
Museum Lodge	30th Street and 78th Avenue SE	
<b>Government Buildings</b>		
Grand Council Lodge	32nd Street and 78th Avenue	p. 34
Passport Lodge	32nd Street and 78th Avenue SE	Bureaucratic offices; passports and immigration visas for the NAN can be obtained here
<b>Medical Facilities</b>		
Council Island Hospital	30th Street SE and Island Crest Way	Small but well-run hospital making use of many native healing techniques
		Run by Drive Andrew Mandjikov, an eastern European refugee
South Island Clinic	Island Crest Way and SE 68th Street	
<b>BELLEVUE</b>		
<b>Hotels</b>		
Bellevue Hilton	100 112th Avenue NE	Luxury hotel
Bellevue Sleep & Eat	381 West Lake Sammamish Parkway SE	Cheap hotel, owned by the Phantom Lake Seoulpa Ring

# LOCATION INDEX

## Restaurants

Bellevue Crab House  
Ezell's Southern Accent

Mogul, the  
Silver Fools

## Bars & Nightclubs

Bellevue Poor House

Gates Casino

## Attractions

Bellevue Art Museum  
Bellevue Square

Main Place Arcade

Thomas Vintners

## Government Buildings

Bellevue Correctional Facility

Bellevue District Courthouse  
Bellevue District Hall

## Businesses

Ares Macrotechnology Seattle  
Bob's Beer Factory

Cavilard Research Center  
DeGear's Electronics

Renraku Research Compound  
Gaeatronics Mountain  
Global Technologies  
Microdeck Industries

## Medical Facilities

Cougar Mountain Hospital  
Overlake Medical Research Center

## TACOMA

### Hotels

Lakewood Comfy Cubicle

Sheraton Tacoma

Tacoma Dome Hotel

Main Street and 108th Avenue NE  
100th Avenue NE and 116th Place NE

NE 8th Street and 108th Avenue NE  
Market Street and 14th Avenue NW

NE 40th Street and 148th Avenue NE

830 SE Shoreland Drive

8th Street NE and Bellevue Way  
8th Street NE and Bellevue Way

112th Avenue SE and Main Street

1717 136th Place NE

May Valley Rd. SE

Bellevue Way SE and Main Street  
1151 East Main Street

Bellevue Way SE and 16th Street SE  
150th Avenue NE and 51st Street NE

1302 118th Avenue SE  
148th Avenue NE

6th St SE and 112th Ave SE  
119 West Groat Point Drive  
1903 South 100th Avenue SE  
Microdeck Plaza, Main Street  
and 124th Avenue NE

18910 66th Street  
116th Avenue NE

6125 Motor Avenue SW

South 13th Street and Broadway Plaza

East 26th Street and E Street

Medium restaurant, sea cuisine  
Small restaurant, Confederate (southern) cuisine  
Large restaurant, Indian cuisine  
Small restaurant

Bar, Friday Night Fights and Tuesday night Sloppy Soy Wrestling  
Casino, built by Charles Gates, father of Microdeck's current CEO

Pacific coast art  
Shopping mall, two nightclubs; Angel's Express (Yakuza) and the Dragon's Roar (Mafia)  
Shopping mall, bias against metahumans, possible Humanis ties  
Seattle's only winery

Aka "the Brickyard," where felons are sent to be rehabilitated. Makes use of state-of-the-art simsense techniques  
Courthouse  
Government building

p. 89  
Bar and body shop run by "Doctor" Carl Phang  
p. 41  
Electronics shop and black-market body shop  
p. 94  
p. 84  
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p. 86  
Small hospital  
Largest hospital in Bellevue, specializes in studying pollution-related cancers and regeneration techniques

Coffin hotel. The manager, Bruce Meyrick, is a mage and former shadowrunner with a pet eyekiller named Gouger.  
Luxury hotel, famous for protecting hundreds of metahumans during the Night of Rage.  
Ork underground connections.  
Luxury hotel

# LOCATION INDEX

## Restaurants

Lakewood Shezan

Tacoma Style

## Bars & Nightclubs

Basil's Faulty Bar

DeClerry's

Fenris Nacht

Palace of China

## Attractions

Charles Royer Station

Crying Wall

Sea-Tac Mall

Tacoma Ferry Terminal

Tacoma Mall

Villa Plaza

## Government Buildings

Port of Tacoma Police Station

Silcox Island Correctional Facility

Tacoma District Courthouse

Tacoma District Hall

## Businesses

Brichert Paper Mills

Federated Boeing Metalworks

Learson Shipyards

Pacific Rim Communications Unlimited

Shiawase Corporation

Tacoma Nybbles & Bytes

Zalensky's Electronics

## Medical Facilities

Doctor's Hospital of Tacoma

Humana Hospital

Margaret Bridge Child Health Hospital

Gravelly Lake Drive and 112th Street SW

Grandview Drive and Sunset Beach Road

Westgate Boulevard and Pearl Street

15th Avenue NE and 38th Street NE

1807 North 49th Avenue Court NE

Soundview Drive West and Brookside Way

1001 Puyallup Avenue

East 11th Street and St. Paul Avenue

South 320th Street and Pacific Highway

North 32nd Street

47th Street and Pine Street

Gravelly Lake Drive and Alfaretta Street

25 East 18th Street and D Street East

American Lake

1102 A Street

747 Market Street

31st St NE and 53rd Avenue NE

Port of Tacoma Road and Mashall Avenue

East 11th Street and Marine View Drive

6th Avenue and Union Avenue

6th Avenue South and J Street

4020 South Steele Street

27th Street West and Bridgeport Way

737 South Fawcett Avenue

South 19th Street and South Lawrence St

315 South K Street

Medium restaurant, Tanzanian-Indian cuisine

Medium restaurant, Salish cuisine, located above the Style nightclub, a popular meeting place

Bar. Owner Abe Heep was once an intelligence operative (code-name: Tangent) who still trades secrets from time to time.

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Transportation depot; train station for bullet trains to San Francisco, also local heliport, built in the style of a 1930s train station

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Shopping mall

Links Tacoma with downtown Seattle and Everett

Oldest shopping mall in Tacoma, quaint and middle-class

Shopping mall

Local Lone Star precinct overseeing the port and downtown Tacoma

30-story building in the center of Silcox Island; a hellhole for hard-core convicts

Courthouse complex

Government offices

Producers of paper and cardboard, working on new products to improve their sagging bottom line

p. 46

Producers of commercial ships

p. 87

p. 95

Store, carries computer equipment and magical supplies

Body shop, ties to the Yakuza

Hospital and body shop

Hospital owned by Shiawase Hospital specializing in child care, renowned for research into childhood diseases and their effects on metahuman children

# LOCATION INDEX

Tacoma Charity General

## EVERETT

### Hotels

Everett Gala Inn

Everett Triple Tree Inn

### Bars & Nightclubs

Dirty Rikki's

Ebey's Bar

Gravity Bar North

Jason's Bar and Grill

Rubber Suit, The

### Attractions

Alderwood Mall

Everett Beacon Mall

Everett Community College

Lynwood Library

Mukiteo City Park

### Government Buildings

Darrington Correction Facilities

Everett District Courthouse

Everett District Hall

Seattle Ferry Terminal

### Businesses

Bicson Biomedical

Dadson Vision Entertainments

Everett Naval Shipyards

Federated Boeing Everett Facility

Hajek's Computers

Independent Information

Network Building

Ingersoll and Berkley Soy Processing

Kennedy's Cheap Electronics

Thomas Lake Mining and Oil

### Medical Facilities

Billing's Medical Services

Everett General Hospital

Everett Naval Hospital

Travis Memorial

315 South K Street

19th Avenue SE and 132nd Street SE

Beverly Boulevard and Madison Street

Mukiteo Speedway and

Chennault Beach Road

112th Street SW and Airport Rd.

401 88th Street SW

Beverly Lane and Barbara Lane

Upper Ridge Road and 18th Street SW

36th Avenue West and 184th Street

648 100th Street SE

2000 68th Avenue W

19200 44th Avenue West

Front Street and Mukiteo Speedway

Cyrus Way and Russel Road

3015 Westmore Avenue

3002 Westmore Avenue

Mukiteo Speedway and Front Street

Beverly Park Road and 117th Street SW

7th Avenue SE and Everett Mall Way

Main Gates: Rucker Avenue and

Pacific Avenue

938 84th Street SW

194th Street SW and 44th Avenue West

36th Avenue West and 179th Street SW

Foster Slough Road and G.A.R. Road

16th Avenue and Baker Street

14756 35th Avenue SE

188th Street and Pacific Highway

13th Street and Colby Avenue

916 East Pacific Avenue

Norma Beach Rd and 52nd Avenue West

Hospital run by several charity organizations

Family-style hotel, black market connections

Luxury hotel

Bar, located in the basement of a lore shop

Bar and shadowrunner hangout

Medium restaurant, specializes in sea cuisine and celebrities

Bar, Mafia front for a prostitution and gambling den

p. 48

Shopping mall

Shopping mall

The site of considerable human/metahuman tension, large (Rating 6) hermetic library

Park close to Puget Sound, haven for local chipheads at night

Maximum security prison

Courthouse complex

Government offices

The seedy bars near the terminal are often hangouts for local street muscle

p. 49

p. 50

p. 48

p. 47

Store selling computers, electronics, cyberdecks, software, and accessories

p. 20

p. 85

Store and body shop, Mafia ties

Dwarf-run mining company that owns valuable mineral rights along Thomas Lake

p. 20

p. 85

Hospital

Hospital

Open to the public

Hospital, excellent burn-care and cancer treatment departments, makes heavy use of magical healing.

# LOCATION INDEX

## RENTON

### Hotels

Cougar Mountain Resort Hotel	182nd Avenue SE and 102nd Street SE	Luxury hotel, mountain ski resort, popular corporate retreat
Lake Youngs Hilton	192nd Street SE and 148th Avenue	Luxury hotel
Merideth Comfy Cubicle	37th Street NW and Auburn Way N	Cheap hotel
Renton Inn	Sunset Boulevard and Aberdeen Ave NE	Family-style hotel, HQ of the Renton Inn Corporation

### Restaurants

Mon Hing Restaurant and Bar	South Central Avenue and Intercity 516	Small restaurant and bar, hangout for local cops from West Kent
Wanda's Witchery	208th Street SE and 148th Avenue SE	Small restaurant, popular with local deckers and mystics

### Bars & Nightclubs

Italiano, The	108th Avenue SE and 208th Street SE	p. 51
Murdered Mime, The	108th Avenue SE and 204th Street SE	p. 51
Renton Hole In the Wall	Maple Valley Rd. and Jones Rd.	Bar, hangout for down-and-out shadowrunners
Terror Pit, The	208th Street and 132nd Avenue SE	Bar, popular with area mystics

### Attractions

Auburn Center	Main Street West and Lund Road	Shopping mall
Maple Valley Mall	220th Place SE and Bain Road SE	Shopping mall
Renton Center Mall	Puget Drive SE and Grant Avenue South	Shopping mall, very upscale

### Government Buildings

Renton District Courthouse	640 NW Gilman Boulevard	Courthouse complex
Renton District Hall	220 South 4th Avenue	Government offices
Shadow Lake Correctional Facility	232nd Street and 196th Avenue SE	Prison; a number of repeat Matrix offenders do time here

### Businesses

Denton's Lore Store	Benson Road South and Puget Drive South	Lore shop with a reputation for strange talismans and magic
Federated Boeing Renton Facilities	Logan Avenue and North 6th Street	p. 51
Knight Errant Seattle Training Academy	Main Gates: 715 NE 3rd	p. 52
Night Crawlers Corporation	104th Avenue SE and 240th Street	Supplier of illegal software and hardware
Talbot Security Vehicles	1601 Davis Avenue South	Vehicle shop

### Medical Facilities

Auburn General Hospital	20 2nd Street NE	Hospital, some research on ways for mystics to accept cyberware implants (funded by the Mafia)
City Health South	2700 152nd Ave NE	Hospital
Greasy Ben's	37th Street NW and C Street NE	Medium restaurant and illegal body shop
Maple Valley General	220th Avenue SE and Sweeny Rd.	Hospital

## AUBURN

### Hotels

Dieringer Sleep Company	East Valley Highway East and Forest Canyon Rd.	Cheap hotel
Enumclaw Moneymaker Hotel	Mud Mountain Rd. and 252nd Avenue SE	Cheap hotel
Green River Inn	SE Green Valley Rd. and 218th Avenue SE	Family-style hotel and medium restaurant, the area is rumored to be haunted by the ghosts of victims of a serial killer
Ultra Resort	North Island Drive and North Vista Drive, Tapps Island	p. 53

# LOCATION INDEX

## Restaurants

Barn Burner

Griffin Avenue and Porter Street

Large restaurant, cowboy cuisine

Magician's Feast

Enchanted Parkway South and 28th Avenue South

Medium restaurant and bar, American and Salish cuisine, the owner is a mage

## Bars & Nightclubs

Aurora, the

304th Street East and 132nd Avenue E

Bar, named for the ghostly lights seen in the alley

Casey's

162nd Ave SE and Lake Moneysmith Rd

Bar, decker hangout near the Clone Zone Mall

The Hole Story

Oravetz Road and 41st Street SE

Bar, favorite of ork shadowrunners

## Attractions

Auburn Mall

8th Street E and East Valley Highway

Shopping mall, largest in Auburn

Clone Zone Mall

64th Street East and 160th Avenue East

Shopping mall, popular place for trading and sale of black market deck hardware and software

Stuck's Carnival

85th Avenue SE and SE 358th Street

Casino; everything done to excess

## Government Buildings

Auburn District Courthouse

M Street SE and 29th Street SE

Courthouse complex

Auburn District Hall

R Street SE and 29th Street SE

Government offices

Wynaco Correctional Facility

Auburn Black Diamond Road and 148th Way SE

Prison

## Businesses

Bowman Metal Works

Ofarrel Cutoff Road and 12th Street East

Cited countless times for environmental violations and a popular target of eco-activists  
Computer clone company producing knockoffs, possible Triad connections

Diamond Deckers

64th Street East and 160th Avenue East

p. 53

Federated Boeing Auburn Facility

Main Gates: Auburn Enumclaw Road and SE 408th Street

p. 88

United Oil Research and Development Laboratory

900 Forest Ridge Drive SE

## Medical Facilities

Algona Community Hospital

1st Avenue and Algona Boulevard North 2125 C Street

Hospital  
Hospital run by Catholic and Jewish charities  
Hospital, specializes in treating mystics, rumored to be haunted  
Biotech research  
Body shop, Mafia connections

Community General

Lake Wilderness Hospital

248th Street SE and Gaffney Rd.

Renraku Biocomp

1st Avenue and Algona Boulevard North SE 358th Street and 87th Avenue SE

Stuck's Bag-Your-Body

## SNOHOMISH

### Hotels

Brier Hotel

Brier Road and 236th Street SW

Family-style hotel. Decaying old hotel the Mafia would like to buy out, but one of the sisters who owns it refuses to sell  
Luxury hotel

Snohomish Sheraton

2nd Street and Maple Avenue

### Restaurants

Brother Anatole

Snohomish Avenue and 180th Street SE

Small restaurant, Humanis Policlub hangout

# LOCATION INDEX

Jay's Boathouse North	242nd Place SW	Medium restaurant, Salish cuisine
Purgatory	204th Street SW and 28th Avenue West	Medium restaurant and bar, popular with mystics, members only
Top Side	Canyon Park Road and 61st Avenue	Medium restaurant, soy sea cuisine
<b>Bars &amp; Nightclubs</b>		
Bawdy Lass	Filbert Road and 199th Place SE	Nightclub and bar
<b>Attractions</b>		
Blackstone's Museum and Zoo of the Paranatural	118 E Avenue B	p. 54
Bothell Mall	Bothell Way NE	Shopping mall
Lake Forest Park	1015 Forest Park Drive	Park, nighttime battleground between local human and metahuman gangs
<b>Government Buildings</b>		
Snohomish District Courthouse	Main Street and 9th Avenue	Courthouse complex
Snohomish District Hall	1009 East 1st Street	Government offices
Thrasher's Correctional Facilities	2007 19th Avenue SE	Small prison
<b>Businesses</b>		
Berkley Soy Cuisines	91st Avenue SE and Alder Street	Soy farm, owned by Ingersoll and Berkley
Edmonds Instruments	76th Avenue West and 212th Street SW	Precision aircraft and ship instruments
French W Ranch	Main Gates: 3001 125th Avenue SE	Beef ranch, owned by a troll and hires only metahumans, frequent target of anti-meta groups
Green Nymph, the	224th Street and 49th Avenue SE	Medium lore store, owned by an elf named Farshorn, who is a skilled magical and herbal healer
Ingersoll Aquaculture	76th Avenue West and 212th Street	p. 85
Kingsley Precision Metals	80th Avenue NE and NE 185th Street	Rare alloys and metal parts
Snohomish Security Personnel	13th Street and Pine Avenue	Small security firm
Snohomish Society Farm	Main Gates: 2011 156th Street SE	Ultra-modern farm
VisionCrafters, Inc.	228th Street SE and 45th Avenue SE	p. 88
<b>Medical Facilities</b>		
Mountlake Veterans Memorial	220 Street SW and 52nd Avenue	Hospital
Snohomish Medical Center	2nd Street and Avenue B	Hospital
Turner Clinic	Maltby Road and Woodinville Cut-Off	Small hospital with a bad reputation
<b>FT. LEWIS</b>		
<b>Hotels</b>		
Fort Lewis Visitor's Quarters	41st Division Drive and Pennsylvania Ave	Family style hotel
Parkland Gala Inn	119th Street South and Sheridan StSouth	Family style hotel
<b>Restaurants</b>		
Angela's	Yakima Avenue South and 134th Street	Medium restaurant, Italian cuisine
Big "O"	165th Street South and A Street	Seedy strip bar, popular meeting place for shadowrunners.
Golden Soy	123rd Street and 49th Avenue	Medium restaurant, Chinese cuisine
Shy Giant	129th Street South and Park Avenue South	Medium restaurant, California and Sioux cuisine, popular with local Native Americans

# LOCATION INDEX

## Bars & Nightclubs

Drunken Non-Com

Loop Rd South and Old Military Rd South

Nightclub, popular with military types but does not admit trolls, possible Yakuza connections

Lost Unicorn

Woodbrook Rd. and 150th Street SW

Bar, said to be haunted by the ghost of a unicorn run over in the street outside

The Terrible Taps

174th Street South and A Street

Medium restaurant and bar, corporate security people come here to get tanked after work

## Attractions

Fort Lewis Zoological Gardens  
McChord Airfield Visitors Center  
Pacific University

1011 West Jackson Avenue  
Main Street and Central Avenue  
121st Street South and J Street

p. 57  
p. 57  
University, best known for music and magic theory programs

Parkland Mall

116th Street and 19th Avenue Court South

Shopping mall, frequent discounts for soldiers

## Government Buildings

Fort Lewis District Hall and Metroplex Headquarters  
Fort Lewis Stockades  
Urban Combat Simulator

Nevada Avenue and Fifteenth Street  
Coolidge Avenue and Adams Street  
213 West Outer Drive

Government offices  
UCAS military prison  
p. 56

## Businesses

Miller-Forest Computers

Alaska Street South and 120th Street South

Illegal deck shop

## Medical Facilities

Fort Lewis Sauna and Holistic Rest Center  
Madigan Army Hospital

140th Street South and Yakima Avenue  
3954 West Wilson Avenue

Spa and illegal body shop  
One of the best military hospitals in the UCAS, reputed to be built over a graveyard and haunted by its ghosts  
Hospital, major burn center and emergency military aid services

McChord Hospital

Battery Road and 4th Street

## REDMOND

### Hotels

Novelty Hill Sleep & Eat

Novelty Hill Road and West Snoqualmie Valley Road

No-frills hotel and medium restaurant, converted warehouse stacked with sleep cubicles and a cafeteria-like eating establishment  
Luxury hotel

Redmond Center Hotel

Redmond Way and Avondale

### Restaurants

Crusher 495  
Downfall

124th Avenue and 143rd Street  
NE 175th Street and 140th Avenue NE

p. 63  
Bar, fairly safe and clean (for Redmond)  
Medium restaurant, Japanese-American cuisine

Redmond Phoenix House

Union Hill Rd.

Yoshiro's

Woodinville Snohomish Road and 175th Street NE

Small restaurant, soy cuisine

## Bars & Nightclubs

Banshee  
Jackal's Lantern

1267 163rd Avenue NE  
25th Street and 179th Avenue NE

Nightclub  
Bar, decked out in barbed wire and discarded Halloween decorations, hangout of the Halloweeners gang

# LOCATION INDEX

Joke, The	Union Hill Rd. and 208th Avenue NE	Bar, Yakuza-run, in the ground floor of an old apartment tower that also serves as a base for black-market operations
Mad Woman, The	51st Street and 228th Avenue NE	Nightclub, mostly a sleazy bar with little music and less dancing p. 63
Skeleton, The	Redmond Fall City Road and 196th Avenue	Shopping mall
<b>Attractions</b>		Shopping mall; squatters have taken over the abandoned mall and sell BTL chips and other black market items out of it
Redmond Center Mall	Redmond Way and Avondale Way	
Squatters' Mall	NE 8th Street and 244th Avenue	
<b>Government</b>		
Hollywood Correctional Facility	156th Place NE and 159th Avenue NE	Largest prison in Redmond
Redmond District Courthouse	NE 85th Street and 163rd Avenue	Courthouse complex
Redmond District Hall	15670 NE 85th Street	Government offices
<b>Businesses</b>		
Carnation-Seattle Ranch	3165 NE 60th Street	Dairy farm
Hollywood Simsense Entertainments	NE 145th Street and 168th Avenue	p. 65
Life-Eez Appliances	West Morrison Street and Stewart Avenue	Manufacturers of cooking and cleaning appliances
Monohan Vehicles	Black Nuggest Road	Maker of electric cars
<b>Medical Facilities</b>		
Body Mall	Issaquah-Beaver Lake Road and East Beaver Lake Drive	p. 62
Dr. Bob's Quickstich Clinic	15001 NE 40th Street	Street doc
Hollywood Hospital	NE 153rd Street and 154th Avenue NE	Hospital
Redmond General	164th Avenue NE and 85th Street NE	Hospital, center for health care in Redmond
<b>PUYALLUP</b>		
<b>Hotels</b>		
Loveland Bump & Sleep	204th Street East and 14th Avenue East	Family-style hotel, Mafia-owned brothel
Puyallup Lodge	102nd Avenue East and 104th Street East	Family-style hotel
<b>Restaurants</b>		
Bishop's Corpse, The	224th Street East and Intercity 161	Medium restaurant and bar
Howling Good Time	108th Street East and 202nd Avenue East	Medium restaurant and country-and-western ba, strong bias against metahumans
Retirement, The	144th Street East and 126th Avenue East	Medium restaurant and bar. The owner, Calvin Holdass, is a former metroplex employee who loves to dig up dirt on city officials.
Twenten's	Kapowsin Highway and Intercity 161	Small restaurant, soy cuisine, run by an elderly shaman named Jenny Twenten
<b>Bars &amp; Nightclubs</b>		
Armadillo, The	128th Street East and Intercity 161	Bar, hot spot for local deckers, also a Mafia recruiting front
Loveland Quinn's	22nd Avenue East and National Park Highway	Nightclub, frequented by soldiers from Fort Lewis
Spirit Focus, the	Spanaway-McKenna Highway and 208th Street	p. 69

# LOCATION INDEX



Underworld 93	4819 96th Avenue East	p. 69
<b>Attractions</b>		
Crime Mall	136th Street East and 122nd Avenue East	p. 69
Hell's Kitchen Tours	214th Avenue East and Old Sumner Buckley Highway	p. 70
<b>Government</b>		
McMillin Correction Facilities	Pioneer Way and 128th Street East	Prison
Puyallup District Courthouse	10th Avenue Southeast and 13th Street Southeast	Courthouse complex
Puyallup District Hall	7th Avenue Southeast and 13th Street Southeast	Government offices
<b>Businesses</b>		
Black Junk Yards	Buckley Boulevard and 234th Avenue East	Huge junk yard frequented by scavengers looking for useful parts
Kenston Aircraft Interiors	176th Street East and 38th Avenue East	Airplane interiors for Federated Boeing
Petrowski Farm	22481 Country Drive East	Large and well-armed farm
<b>Hospitals</b>		
Deireadh An Tuartheil	2278 East 408th Street East	Hospital, medical center for the people of Tarislar; small, understaffed and undersupplied
Good Samaritan	407 14th Avenue SE	The newest hospital in Puyallup

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