




SHADOWRUN[®]

EMERALD CITY



CATALYST
game labs

SETTING BOOK



EMERALD CITY



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INTRODUCTION

You run in Seattle for the same reason a baseball player in the minor leagues busts their hoop to get a shot at the big show, or a boxer works their way up the ladder to get a title fight. If there's a top to any structure, there are some people who will do whatever they can to make it there. Seattle is the top of the shadowrunning world, so some runners are committed to working there as much as possible, if only to show that they can.

While its status as a capital of shadowrunning and a home to many rich and powerful people is unchanged, Seattle is nevertheless still evolving. Now free of the faltering nation of the UCAS, Seattle has the chance to plot its own future. It's supported by millions of people and billions of nuyen, which is enough to make it as powerful as many small nations. It's problem, though, is that it's surrounded by a few not-small nations who wouldn't mind adding Seattle's billions to their economies. The city will have a tricky waltz ahead of it, convincing multiple rivals that the city's independence is in everyone's best interest—even though many of its residents don't believe that for a minute.

The Weight of Freedom brings readers up to date on the current state of Seattle and how independence is weighing on it and shaping it. **Seattle Basics** then provides the essential information about the sprawl as a whole.

After that, Seattle's thirteen major districts are described in individual chapters. Those chapters contain an **Overview** to ground you in the basics of that area, a brief description of **The Vibe** of the district, followed by the **Extremely Local Forecast** to help readers understand where the district is headed. The **Hotspots** section covers key locations in each district everyone should know about, including places of particular interest to shadowrunners. The **Allies and Enemies** section details some of the powerful individuals and groups in each district, with some thoughts on how they might help or hinder work in the shadows. Finally, **Local Character** provides some qualities that people in the district might have, helping shape PCs and NPCs who might spring out of these areas.

Emerald City is a great guide to the sprawl on its own, and it also works with the *Shadowrun, Sixth World City Edition: Seattle* to use the city as a springboard for adventures and campaigns. Seattle has long had darker shadows, deeper pockets, and murkier secrets than any other place in the Sixth World, and none of that has changed. It's only intensified, as the powers of the city realize it can be tough to rally against a common enemy when just about everyone is against you. There's plenty of tension, but that also means intrigue and shadow work, particularly for runners who can rise to the top.

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---BIOMETRIC SCAN CONFIRMED
CONNECTED TO <ERROR: NODE UNKNOWN>
////////////////////////////////////

“Just because things may not be pretty does not make them any less real.”
— Professor T.R. Stealth
////////////////////////////////////

Welcome back to JackPoint, chummer; your last connection was severed **36 hours, 52 minutes, 43 seconds ago**

TODAY’S HEADS-UP

All roads seem to take us back to Seattle. Time to find out what’s up in the Queen City of the shadows.
—Glitch

////////////////////////////////////

INCOMING

>>> Crack the code, own the world. But do you really want it? [TAG: THE KÉCHIBI CODE]
>>> Shadowrunners literally come in all shapes and sizes. [TAG: SIXTH WORLD COMPANION]
>>> Two critical facts all runners should know: how to get in and how to get out. [TAG: SHADOW POINTS]
////////////////////////////////////

TOP NEWS ITEMS

>>> World futures markets agree that occasional trading freezes are better for their ongoing health and stability.
>>> Leaked audio of conversation between Saeder-Krupp executives refers to their “ongoing deal with the devil.”
>>> Perianwyr announces Dragonpalooza 2082 lineup.
////////////////////////////////////

JACKPOINT STATS

84 Users are active on the network.

LATEST NEWS

Brackhaven Investments insist leaked documents showing political donations to anti-meta organizations are forgeries.

PERSONAL ALERTS

>>> You have 5 new private messages.
>>> You have 8 new responses to your JackPoint posts.
>>> Taco Temple is running their three-burrito special again.
There are eleven Members online and in your area.

YOUR CURRENT REP SCORE: 801 (77% Positive)

CURRENT TIME: 1 March 2082, 1441 hrs
////////////////////////////////////



BUTTERFLY IN OZ

BY KEVIN R CZARNECKI

SENSITIVITY READ BY MAK MEURER

The floor was sticky, the lights were strobing, and Aponi had a headache. The kind that came from too much noise in too small a space, the noise that transcended sound and became painful sensation. Bugstomp was an acquired taste, as far as music went, and they had never acquired it. Sounded too much like a *KnightRaid IV* end boss mixed with a psychotic street festival for zonescavers, but Penumbra's special guest DJ was pounding it out like it was going out of style. If anyone felt like Aponi did, going out of style wouldn't happen soon enough. Make it Pariah Soul any day.

EB seemed to enjoy it. Unlike the rather suspect vintage schoolgirl apparel they'd seen her in before, today's outfit called upon the fetishistic finest of modern club sensibilities, with enough latex and fishnet to suggest a parody of the media's idea of a shadowrunner. They'd wondered if that would stand out, but here among the writhing socialites and glitchkids, they felt far more out of place in modest street clothes. EB was infinitely more in her element, scanning the crowd as though speaking with looks at the figures who glanced her way. *You're not worth my time. Hey, didn't expect to see you out*

tonight. You, you're coming home with me. Not a word, but everything said. They'd seen faces work their magic before, but the fact she was an actual summoner as well spoke to the expectations placed on shadow assets in Seattle.

Aponi had come a long, long way from Saskatoon, indeed.

Behind them, Mr. Johnson was nervously pulling at his tie, gesturing for attention in futility as they ignored him on purpose. It seemed disrespectful and counterintuitive, but EB promised it was how the dance was done in Seattle. One more difference from the Algonkian-Manitou Council lands. It seemed incredibly roundabout and wasteful, but then, what wasn't in this surviving vestige of the UCAS? After an internal count as their companion had instructed them, he turned to acknowledge the short Japanese corporate. If they'd felt somewhat out of place, this man might as well have been a troll at a Humanis rally. He stunk of middle management, apprehensive and sweating.

"Excuse me, are you, ah, Aponi?"

A single nod, inspiring a relieved slump of the shoulders. Mr. Johnson shouted just as the music rose to a brain-splitting trash drum crescendo, absorbing his words entirely before simply gesturing for them to follow. Around the thrashing dance floor to a mid-range booth, itself a VIP luxury, he guided them to sit. The leather felt new and soft, and as they allowed EB to take the middle position, she produced a small box, setting it at the center of the table and flicking the activator.



Immediately the noise of the club receded into a blissful low thump. They could have kissed her for that alone. Mr. Johnson seemed similarly relieved. That would be good, according to EB's coaching: something shared generated empathy, and empathy was a road to smoother negotiations.

"May, uh, may I get either of you something to drink?" EB, a model of the predator's easy smile, merely shook her head. Aponi folded their hands on the table, raising a single finger to agree. The Johnson smiled, dialing in an order. The drinks were there inside fifteen seconds, dispensed by a hoverdrone. Aponi dipped a single finger into the offered cocktail, activating a chemical analysis and RFID scan that came up negative. Good faith so far. They took a sip.

"Aponi, that's Algonquin, right?" He seemed to take in their makeup. "*Niizh Manidoowag?*" Aponi tried not to let surprise show. They'd hardly expected cultural awareness of the Manitou word for Two-Spirits from the likes of him, let alone its accurate recognition. Mr. Johnson smiled, a little more in his element. "I have the pleasure of working with several NAN contracts."

Mr. Johnson had grown more comfortable with this move, and Aponi worried that meant bargaining from a position of weakness. A glance at EB showed she was still pleased. She spoke in their mind through magic.

Don't worry, you're still on top. Finding balance makes sweeping it out from under them all the better.

That feels predatory, they thought back.

Negotiating with corporates means swimming with

sharks. Don't feel pity, just be better at it. You can spend some of your bonus on charities in Redmond after, if you need to justify it. But never forget these skrakks are the reason barrens exist in the first place. Her command of Or'zet, or at least its curse words, was impressive for a human.

"Now," the Johnson said, spreading his fingers on the table, "shall we discuss the job I have in mind?"

"Okay, kid. Simple smash and grab. I've got someone diverting the escort, so that truck is gonna come rumbling down this alley in a few minutes. We hit, we take, we ghost. Any questions?"

Aponi was slipping their mask over their head. "You're not going to wear a mask?"

"Nah. I pay premium for data sweeping."

"What about the driver and the guard?"

EB looked at them incredulously. "How are dead people going to identify me?" She said it like it was the most obvious thing in the world.

Aponi grimaced as EB looked at the alleyway again, twining fingers to summon an earth spirit to raise a barrier to stop the truck.

"And law enforcement?"

"Downtown, sure, but this is Tacoma, kid. We're three blocks from the warehouse district. It's a disgusting tangle of private security, Lone Star, and the syndicates. They'll all be looking at each other before

they look in our direction. We'll be gone before they show up."

"That seems like a pretty big assumption."

She grinned, eyes still closed as she worked the spell. "Well, I did call for some backup to distract the escort for this little shipment. That's gonna kick up a lot of dust, and that's where the APB will go. The truck will try to be as under the radar as it can be without its bodyguards. They'll be alert, but they'll be moving slow and sure to avoid attention. That's how we catch them."

Aponi nodded. "All right, then. And if things go wrong?"

"Then we run like hell and rendezvous back at Penumbra to grab a drink and try to forget the damage to our reputations for fucking up such a simple score."

They considered that. It had only been a week since they arrived, and these were the critical moments in a career. First impressions meant everything. No reason she should introduce them to her fixer if they screwed up now.

"Just one more thing, yeah?"

Aponi looked up. "Okay."

"If things get rough ... no judgement, yeah?"

"What do you mean?"

"I mean, drek happens in real life, and that's when you find out who people really are. I need to know you aren't going to go to pieces when that happens."

Aponi hesitated. "People say things like that when they've got something to hide."

EB scoffed. "Look, kid, there isn't a soul in Seattle without something to hide, and sure as shit no one gets into the shadows to be a professional mercenary terrorist unless there's something dark in them. You're telling me you're squeaky clean? Nothing fragged up happened in your past to turn you into a criminal-for-hire?"

Aponi turned to face her. "I came here because there is supposedly opportunity. A whole city, newly independent, filled with conflict. It's an ideal place to make a difference and make money at the same time. I'm not running from anything."

"Oh, sweet Ghost, I've got an idealist on my hands."

"Is that a crime?"

"No, armed robbery is a crime according to metropollex law, which is what we're doing in a minute. Robbing the Vory is a crime according to good sense. Running with an idealist is a crime against sanity."

"What is that supposed to mean?"

"It means, kid, that street heroes have a tendency to rack up more debt than profit. Not that it matters to them, because, on average, they're dead inside a year."

Aponi turned back to the alleyway, leaning out to check for their target from the alcove they were squeezed into. "There are many ways to die. A dead conscience may look like life, but one may as well be a walking ghost at that point."

EB regarded them coldly for a moment before it melted, a chuckle as she shook her head.

"Is something funny?"

She looked at them again. "You remind me of someone I like. He thinks he's dead inside, but you two have a lot in common."

"Is he a bio-sam, too?"

"No, he's like me."

"A mage?"

"Sure."

Aponi regarded her. "Why do you keep calling me kid? I must have a couple years on you."

She laughed. "I doubt it."

"Leonization?"

She pursed her lips as though tasting the truth, seeing how palatable it would be. Deciding on an interpretation, she responded, "In a way, yes."

The sound of a car turning into the alley stopped any elaboration, and Aponi held a microcam around the corner, cybereyes displaying the GMC Bulldog. The plates were hard to see in the glare, but every other detail fit, and the timing was dead on from what they could see. A single nod to EB, and she returned it. She curled her hands, speaking a language Aponi's translator identified as an archaic form of Old Scandinavian. They could see the spin of dust and gravel twisting around her fingers, and the alleyway rippled subtly.

The truck had room to spare in the alleyway, but they had positioned dumpsters, heavy with overflowing trash while the sanitation contracts of the city were renegotiated, to create a chokepoint. The Bulldog might be able to back out in a pinch, but there was only just enough room for it to slow down and pass through the gap between them to proceed, and EB's spirit would make that an impossibility.

The trap sprung in an instant, the pavement arching up as the urban earth spirit formed a crude version of a roadblock, the truck crunching upward as it carried the forward axel, spinning and useless, two feet into the air. The driver and passenger shouted in alarm, the passenger door slamming open on the opposite side from them as EB approached the driver side with brazen disregard for cover.

Aponi dashed to the rear of the truck, keeping low and out of sight. EB might be suicidally brave, but Aponi would make the most of it. She must know what she was doing. Magic, maybe? Distracting, regardless. They peeked their head around, only to pull back as the passenger sprayed a whole SMG clip in their direction. They looked back around the other side just in time to see the driver leap down, training his gun on her and shouting in Russian. Then, a new kind of thunder.

"EB!"

She was reeling from the blast, a point-blank shotgun to the gut. Aponi felt the adrenal compensators kick in by instinct, slowing time so that the flecks of blood launching from her back seemed to slow so much they could count them one by one. EB's face was more surprise than pain, and they watched as the pupils of her eyes seemed to expand in a thick, luminous bloodshot. Her mouth formed into a maw of mad joy, and her canines extended, her speed increasing for a moment so that even in this expansive second, she moved at a seemingly normal speed, biting into the Vory's neck with vicious abandon.

Aponi wanted to question this, the thing they had been trusting all night, but for now, they could hear another Thief in Law sliding a fresh magazine into their HK. They rose from cover behind the back of the GMC Bulldog and rushed around the corner, the beating bio-ware heart pushing them harder and faster than normal human limits. Their fist came down hard on the trigger arm, then the other into her jaw. Stunned, the Vory could do little but allow Aponi to grab her by the collar and slam her head into the truck's doorframe, leaving the thug to slump limply to the ground.

They paused, listening for any sign of additional resistance, but there was only the distant hum of traffic, the crash of waves from the docks, and the obscene sucking sound from the other side of the truck. A pair of moans brought Aponi's eyes up through the open cab of the Bulldog, but they flicked away at the sight of EB bent over her would-be killer, holding him limp by his jacket collar, his face a rictus of obscene pleasure, glass-eyed and beyond the horror of what was happening to him. They waited until the slump of the body to the duracrete pavement, looked again to see EB rising, whole and healthy under the tattered remains of her clubwear, licking crimson from her lips. She hoisted the thug's shotgun and unloaded it into his head. Aponi was grateful they didn't have the right angle to see that. EB tossed the gun aside and smiled at them.

"No judging, remember?"

Aponi flinched. "No judging."

"Good." She came around to their side of the van. "You didn't kill her."

"I prefer not to."

"I guess that's one way to do it. I mean, leaves witnesses, but you've got that smashing balaclava. And I guess whatever helps you sleep at night. But for what it's worth? She'd have killed you and forgotten by tomorrow evening's second shot of vodka."

"That's her wound to heal, not mine."

EB shrugged. "Whatever works for you, kid. Crack the back and let's get our package."

A mere thirty minutes later, they pulled up in front of a Chinatown temple. Fog had rolled in, cloaking the street even as it made beacons of paper lanterns casting red, orange and gold through the choking gloom. EB had put on a long, velvety coat, though Aponi couldn't imagine the undead felt any cold. Certainly they were feeling chilled enough.

Up the broad steps and through massive, ornate doors, the pair moved into a grand space, dark and smoky with incense. Aponi's keen senses dueled with paranoia at the way the haze seemed to dance, as though figures moved through it all-but-unseen. They started at EB nudging them, seeing Mr. Johnson was standing before them near the altar. He was smiling easily, his suit jacket replaced by motorcycle leathers that failed to hide the bulge of a weapon holstered beneath. His eyes were hidden by stylish imposter designer AR sunglasses.

"You have something for me, Butterfly?"

They scowled. "I prefer Aponi."

Mr. Johnson straightened up and bowed with a practiced, sincere contrition. "I apologize. That was presumptuous of me. Aponi." He turned to EB. "They've got backbone. I like it. How'd they do?"

EB shrugged. "Doesn't like killing, but there's usually work for those types. Fast, professional, not judgmental ..." She gave an amused, appraising look. "Reynard will like them for hoodish jobs. Me, yeah, I'd give them a gold star, sure. Got the job done."

"Didn't keep you in one piece, though."

"My fault, not the kid's. What came after was more important. I already said they're good for work, can we move things along? This thing's gotten drafty."

Mr. Johnson chuckled and turned back to Aponi, extending a hand. "The package?" Aponi reached into their satchel and turned the small case over. Mr. Johnson nodded in thanks, taking it to the rearmost pillar near a door leading further into the temple. Holding it out with a bow, a single, pale claw, nails many inches long, took it easily before melting into mist. Aponi turned to EB.

"So. Can we leave?"

"Haven't been paid yet." She reached into her coat and handed them their credsticks. Aponi looked at the money, back to EB in shock. "Wait, what the hell is going on?!"

EB and Mr. Johnson flanked them, leading them out of the temple and back to the street.

"All right, kid, you're new in town, and you wanted someone to show you the ropes. You know what you didn't do? Any research. I don't know how they do things in the AMC, but Seattle? She's a neutral city right now, full of borders and in flux. You wanna know how runners get by here in the '80s? You do your damn research."

"And you always look for every angle in the job," Mr. Johnson added.

"See," EB continued, "every action is like a stone in a pond. You toss it in, it makes ripples. This isn't action-reaction, this is dominoes played by a psychopath. The package you just delivered to the Triads belonged to the Vory, which is going to distract them and cast suspicion on the Yakuza, especially with a Japanese Johnson."

Johnson smiled as Aponi tried to keep up.

"So that's what research would have shown?"

"Sort of. You have to make a few educated guesses by learning who is who and who owes who, who wants what and from where, and who they have to take it from. And then there's the stuff that's so specific you'd have to be a mindreader or a really good decker to find out."

"Like what?"

"Like Slamm-0! owes Red one hundred nuyen because of your success, and Red paid a debt to Su Cheng by arranging the job, and owes one to me for making sure it got done. Hiroki, here, owed Reynard, and now he owes me one for scoping some fresh talent, namely you." She turned to Mr. Johnson. "How is Draht doing, by the way?"

"Much better. We're looking forward to a little alone time together when she heals up. Those shorted Shiawase stocks paid—"

Aponi had stopped in their tracks. The other two stopped a few steps later, looking back at them. "So, you're saying shadowrunners in Seattle try to work impossible webs of profit and favor with every job?"

EB and Johnson—Hiroki—looked at each other, then back to Aponi, laughing. EB had tears in her eyes as Hiroki responded.

"They do that everywhere!" he chuckled. "They just do it better in Seattle."



THE WEIGHT OF FREEDOM

POSTED BY: SLAMM-O!

Seattle. Rainy, volcanic, explosive. An island on the coast, and sometimes the center of the Sixth World. Nowhere else sets the standard for how the shadows work like the Emerald City. There's a little something for everyone, and ever since the Awakening, it's been a hotbed for every kind of conflict you can imagine short of full-fledged war, and even that's been on the horizon. It's smack-dab in the middle of everything, and even its country of origin effectively breaking up has only enhanced the intrigue surrounding the newly independent territory.

ANCIENT HISTORY

So, a very long time ago, Seattle was a logging town, then it got into shipbuilding and had a hand in the gold rush. Got a big boost after World War II with the introduction of Boeing aeronautics, so it became a big gateway and shipping center for the region, setting up training wheels for what it

would evolve into with the advent of the Awakening. Add in that it's been something of a hotspot for up-and-coming tech, such as the birthplace of Microdeck's original form, along with biotech advances and cultural trendsetter origins, and Seattle was a pretty happening place in the ol' US of A.

- It's genuinely amazing how you can pack so many years into a paragraph. I'm stunned and disappointed.
- Red
- Bite me—screw you.
- Slamm-O!

WEST COAST UCAS

Fast forward to the Sixth World. You've got the NAN reclaiming big chunks of North America. You've got wars brewing between nations old and new. You've got the Night of Rage, VITAS, the Crash Virus ... Seattle had to handle all of that

like any other city. Except worse. See, when the NAN retook their lands, the UCAS got to keep two West Coast positions: California (a pretty big get for them, considering all that juicy agriculture, shipping, media, tech, and population) and Seattle, now effectively a political island. You've got elves to the south, Cascades to the East, Native American Nations all around, and the newly reborn Empire of Japan breaking out the sabers across the Pacific. Next door wasn't so neighborly.

- › That which is built upon theft cannot be held forever.
- › Many-Names
- › Tell the corps that.
- › Nightfire
- › I think Fuchi got the message.
- › Chainmaker

Now, the pressure of representing the West was pretty split for Seattle ... for about a minute. California liked what they saw when the CAS decided the South would rise again (you can't tell, but I'm rolling my eyes here), and seeing as they had all that shipping, agriculture, media, tech, and population, they felt they had what it took to make a go of it on their own. The UCAS was leaning pretty heavily on them to keep things afloat, and they didn't feel like they were getting the credit they were due. They rattled some economic sabers and talked real big about what they deserved and how they weren't getting it from the UCAS, and started threatening to take their toys and walk away from the Union if they didn't get their way. What they didn't seem to realize was that agricultural tech had made all that open land a little less essential, or that tech booms were happening further and further away from the ol' Silicon Valley, or that they were surrounded by a lot of nations who had some pretty big dreams, like the Tír or Aztlan. The cost of keeping those borders safe was a lot more than they reckoned, and the UCAS was losing resources left and right holding on to what they had. Hemorrhaging from the loss of most of America and Canada, and then the CAS, keeping California was looking more and more like a pesky boondoggle. They were burning political capital, and the UCAS could see that holding California would cost more than it brought in.

So they made what would look like a pretty reckless political move by twentieth-century standards: they cut 'em loose. Well-wishes and respect and all that, but the UCAS treated California like a teenager who had to leave the house, and California wasn't set for that. What followed was a feeding frenzy at the north and south, one the UCAS was happy not to take part in.

- › It's amazing that even happened, unprecedented in modern political history, but it represented the smart move. It set a standard for ... let's call it bold moves in the global arena.
- › Kay St. Irregular
- › I think dragons and people turning into mythological creatures may have had a hand.
- › Lyrán

Now you may ask, "Slamm-0!, why are you talking so much about California in the Seattle upload?" My chummer, California had taken the pressure off of Seattle. Seattle was a boomtown, sure. Lots of folks displaced by the NAN retake didn't head east. Some didn't have the option, others wanted to hunker down where they were. It had industry, it was a major shipping and manufacturing location, but it was going to have its hands full assimilating its new population, all while acclimating itself to the sudden and terrifying changes the whole world was going through. It had its work cut out for it. Sharing the load of representing the western edge of the UCAS was going to be a bear enough. With California turned into a free state under siege, Seattle was the only UCAS presence on the West Coast.

This had more implications than you might think. First, because it was so isolated, and positioned as an essential port, its shipping and transport became much more essential. Ships and planes moved night and day. The earliest points saw SeaTac overflowing with flights. If it weren't for new Matrix technologies, it's likely there would have been a lot more mid-air collisions, considering the traffic patterns and a now-ash-clogged sky. The port was packed end-to-end. Plenty of those expats mentioned before were getting work helping with the mismanaged mess of imports and exports, immigration and emigration. Housing was expanding not only for all the people but also to store goods coming and going. And oh, how the syndicates loved that.

Seattle was the most fertile ground for criminal enterprise you can imagine. Just picture it: a city of borders. Denver might have been Treaty City, but Seattle? A chokepoint. Too many people needed it, and without enough manpower and resources to see it done right, who was to stop the syndicates from stepping in? A helping hand, a protective cudgel, so much shipping to skim, and so much smuggling to facilitate. The city was growing fast, but never fast enough to accommodate everyone, and fat as it got, its appetite would never cease. And where there is appetite, there will always be those who profit from it.

- › The syndicate wars in Seattle are like beach waves: sometimes the tide is up, sometimes it's down, but they never go away.
- › Winterhawk

Speaking of all those new borders, they added to the political importance of the area. The UCAS could focus a much larger protection force from military aggression, but any general knows soldiers don't usually make for good cops. The crunch hit the SPD so hard they went on strike, and the new governor wasn't having any of that. The need for law enforcement was at a never-before-seen high, and there was no worse time for the cops to ask for better conditions, no matter how little they deserved them. But the era of the megacorporation provided the answer: rent-a-cops. Lone Star Security, the Star everyone loves to hate, came in with their fancy jackets and Rugers. Sure, corruption and litigation were new headaches, but at least the streets were cleaner, well, cleaner. Yeah. In the absence of what they wanted, they got at least what they needed, or something close enough. And they needed it, because politics don't end at the chalk outline of fair justice and due process. No, Seattle was now a city of diplomacy as well.

- Smugglers have always loved the metroplex. Sweet market for pick-ups and drop-offs, and the Cascades were basically made for smugglers.
- Sounder

If the UCAS wanted to keep Seattle, and they really needed to, they had to make it as important as they could. They couldn't have kept the megas out if they had wanted to, and all that fresh capital was just what they needed. Next thing you know, Renraku is bulldozing a bunch of city blocks to build an arcology. New skyrakers are clawing the acid-rain heavens with neon, blazing the sky with logos like new gods. Corporate enclaves provide jobs and housing, and any public service that was overwhelming the government could just be leased out like the cops were. Never mind the Shiawase Decision, meaning all those juicy little cuts of territory were turning the city's property map into a Jackson Pollock Swiss cheese—it was taking pressure off the governor, and that was fine by them. Maybe cutting off a limb to save the body made sense back then. After all, arms were being replaced all the time.

While the megas may have been the new big kids on the block (and everyone could see that writing on the wall), governments still had some clout, and that's where Council Island came in. Effectively neutral territory for the ambassadors, delegates, representatives, and everyone else who treated Seattle as a good enough place to speak about treaties and agreements, official or otherwise, the Island elevated Seattle into a valued territory for all, a place where anyone could meet. If a mess was made, they could leave Seattle to clean it up. Mainly for the use of Salish, Cascades, Tír Tairngire, and the UCAS, other

nations would sometimes use it as their political playground, especially if Denver was too much trouble.

- This is one of the unspoken reasons Seattle has always been such a hot zone for runners. Government types are even more careful to maintain anonymity than megas, and they had plenty of high-class work for the top talent.
- Kay St. Irregular

Think the city didn't wear enough hats? Those megas that moved in loved the town, and I really mean *loved* it. A nexus for the world means it's the beating heart of tech and trend, and Seattle set the pulse. Bright minds and black souls were imported from all over the world to think tanks, labs, corporate boardrooms, and more. Factories and production right at the center of an important shipping lane meant less transport overhead. CEOs like Damien Knight and Richard Villiers may have called Detroit or Boston their homes, but they were making headline-level appearances in the Emerald City so often you'd swear they were just paying lip service to the home teams. Sim starlets were on the rise and celebrities made Seattle part of their circuit, assuming they didn't just base out of there in the first place.

You know what all of this adds up to? A runner's dream. Bureaucracy and borders, industry and rivalry, crime, and endless places to hide. Some of the stars of the shadows have worked their whole careers in Seattle without leaving the metroplex, and made good money doing it. If conflict breeds opportunity, then Seattle is a nest, and one you can pluck your nest eggs out of—assuming you survive long enough.

STUFF FROM YOUR LIFETIME

We're taking the broad view of a lifetime here—maybe it's only a single lifetime if you're an elf or can afford leónization. Or you're just really, really good at staying alive in a world determined to kill us. If so, good for you! So let's talk about a few more recent highlights in the illustrious history of our fair city.

GOBLINIZATION

(2021-2023)

Nobody handled it well. Seattle took its Native American internment camps and decided to keep on being assholes and put goblinized folks in. Not exactly a step up. From June 9, 2021, to August 12, 2022, orks and trolls were locked up like criminals. The next year, the Supreme Court granted equal rights to metahumans. As far as proud moments go, it doesn't rank among them. But hey, at least it wasn't Yomi Island, right?

- › Easy for a human to say.
- › Goat Foot

POLICE

(2023)

Did you know Governor Lindstrom took exactly one day to declare the SPD's strike illegal and replace them with Lone Star? Guess government works real fast when money is on the line.

- › And now they're back. Hooray.
- › Pistons

NIGHT OF RAGE

(2039)

February 7. Metahuman protestors take to the streets, trying to stand up for themselves against unequal treatment. The Humanis Policlub and other drek suckers were spoiling for the fight, and things got ugly. What's the Metroplex Guard do? Round up the protestors in Tacoma warehouses by the docks. For their own protection, right? So the human supremacists set fire to the detention centers, sparking outright riots. When word gets out, similar situations spark all over the world. Hundreds die here, thousands all told, particularly if you count the Sears Tower bombing in Chicago a day or two later. Now there's a monument in Tacoma. No one has forgotten. No one can. No one should.

UNIVERSAL BROTHERHOOD

(2051)

Frederick Davitt and Zebediah Wanderly, reporters working for NewsNet, along with gangers and runners, manage to uncover the truth about the dark secrets of the Universal Brotherhood. They paid for it with their lives. It's not the pebble that sets the avalanche of action against the UB, but history remembers it as the place where it all started.

- › It's still one of the most intense pieces of journalism out there. It's inspired a lot of modern muckrakers to seek the dark truth.
- › Sunshine
- › Sounds like a good way to get killed.
- › Rigger X
- › Some things are worth dying for.
- › Sunshine

MOB WAR

(2058)

The syndicates had been picking and chipping at each other for years before a Chimera sniper assassinated James O'Malley, Don of the Seattle

Mob. This sparked a very dangerous and profitable time for runners, as the Mafia and Yakuza started a war that leaked out of the shadows and into the streets. Rowena O'Malley managed to come out the other side on a path to become the new Boss of Bosses. In 2070, she made good on her potential.

ARCOLOGY SHUTDOWN

(2059-2061)

On December 19, 2059, the Renraku Arcology was sealed off from the inside, cutting off all contact with its inhabitants and the substantial late Christmas shopping rush. UCAS military cordoned off the area, and shadownets eventually got word from inside that an insane artificial intelligence had taken over the arcology and was experimenting on its populace in horrifying ways. According to the news, Renraku operatives and execs provided a solution, though the building was crawling with hostile drones for a long time, and survivors of the nightmare were left scarred, physically and mentally. By 2063, the arcology had been transferred to the control of the Metroplex Guard.

11 MINUTE MYSTERY

(2060)

March 19—the entire Seattle Matrix RTG was infected with an unknown virus. During that time, everyone jacked in experienced memory loss, delusions, psychotic breaks, or brain death. Eleven minutes later, the whole thing stopped without explanation.

- › One of the great mysteries of our time. I've seen some outlandish theories, even for me.
- › Plan 9
- › I doubt any of them could match the truth of it.
- › Shinda Kogo

MOUNT RAINIER

(2069)

The quakes that turned LA into an island and rocked the West Coast in general set one of our resident volcanos off, covering the region with ash for years to come. Honestly, I'm not sure it ever stopped, as cleanup efforts are still ongoing, and it's all mixed into the pollution, giving us a new lease on the acid rain that has become part of the Emerald City's charm.

- › Damn thing still coughs up the odd gout of poison. Whatever Daniel Howling Coyote unleashed back in the day, it's never let up.
- › Sounder

- > The river does not choose to surge.
- > Many-Names

PICKING UP TEMPO

(2071)

The tempo craze may seem like a memory, but it was big business in Seattle (and everywhere else) for a while, instigating gang wars over control of the creepy shit. It even led to Lone Star losing the contract of Seattle law enforcement for a few years to Knight Errant, leading our fair city to look like some retro neon-punk fantasy for a while.

- > The sooner tempo is forgotten, the better.
- > Haze
- > I wonder if your victims feel the same way.
- > Pistons
- > Don't forget, KE is still in town, they just work exclusive contracts and, naturally, at Ares locations. The only thing they lost is the citywide contract, and from all appearances, they don't miss it.
- > Kay St Irregular

STRANGE DAYS

"The price of freedom is eternal vigilance." Thomas Jefferson supposedly said that. Given the state of education in the world today, I genuinely doubt you know who that was, but the words ring true. They were first said about a land that had survived secession from an empire that wanted it back. Yet they still apply, even now when the old empire is dead and the liberated land never had any intention of revolution. Even the most moon-eyed Independence Party loyalists sit dizzy at recent developments, shocked into the realities such fantasies didn't account for.

- > It's still pretty funny to see them, though. They got just what they wanted, but, oh no, they aren't the pioneer kings of their dreams! It's like the losers who think they're going to be the kings of some zombie-ridden post-apocalyptic landscape.
- > Netcat
- > Doesn't everyone like to think they're special?
- > Red
- > You're not wrong, but it's usually the people daydreaming and bragging about it who have the least to offer when things get real.
- > Netcat
- > Good advice regarding potential running partners, too.
- > Prime Runner

So here we are. Seattle is still a metroplex, but not one with any nation to tie itself to. It's been a city-state for so long it knows how to survive in the literal sense, but this is the first time it has existed without the aegis of the UCAS (and its attendant military might) to protect it. Important from a political, trade, and industrial standpoint, the Emerald City would make a juicy gem for anyone who could seize it—and don't think a number of eyes aren't on the prize.

NEW GUARD, NEW MISSION

In order to keep that very thing from happening, the new Seattle Government knew they had to create a defense force and fast. So (for better or worse) the government decided to bring back an old Seattle Institution and gave them the near-Herculean task of defending their new nation. Thus, the new Metroplex Guard was born as an "elite unit" of the new Seattle Metroplex Armed Forces.

- > Never understood why they thought to bring the MG back. They were a laughingstock before, and that kind of reputation is hard to shake, even with a new unit. Not exactly something that inspires fear in those who want to attempt military shenanigans, even with the rest of the SMAF backing them up.
- > Cayman
- > The same reason that's been hampering militaries since time immemorial: politics. The original guard was full of Brackhaven cronies, and when they were disbanded, they went into politics or took government jobs (also a tradition). So when the issue of a new military came up, guess who pushed the hardest for it and won?
- > Hard Exit
- > Unfortunately, those same weekend-warriors who made up the old guard have forced their way into the new. Time will tell how this shakes out, but at least the overall armed forces have a competent commanding officer keeping an eye on this new guard.
- > Picador

Normally, creating a new military from the ground-up would be a colossal task, but Seattle had a few things going in their favor when it created the SMAF. First, when the UCAS gave the recall/evacuation order to all military personnel, approximately forty-five percent of them refused the order and chose to remain in Seattle for various reasons. There were grunts who didn't know any better, ranking NCOs who knew perfectly well what they were in for, and mid-level officers who got promoted. These individuals formed the foundation and command structure of Seattle's new military forces.

- › Isn't that like, treason or something?
- › Treadle

- › Sort of, I don't know. But the UCAS wasn't in a position to do much about it. To be fair, I can see why those who stayed made that decision. The UCAS was dealing with mysterious blackouts, a third of their fellow soldiers went missing, and the nation was being slapped around by the corps. Seattle was comparatively untouched and relatively safe. Besides, for the majority of those who stayed, their families were already in Seattle. Kind of a no-brainer, if you ask me.
- › Sounder

Second, while the UCAS was able to perform a successful evac of most of their people, large amounts of extremely valuable weapons, gear, and tech were forced to be abandoned. So take a wild guess what the new military is using.

But even with those factors going for them, Seattle was (and still is) dangerously short on personnel. So they went with a third advantage and did what the rest of the Sixth World does: They hired mercs to fill in the gaps. In fact, the demand was so high that the International Mercenary Association also moved in and set up a regional office in Fort Lewis.

- › Also worth noting: Several thousand UCAS troops stationed in Seattle ended up cashing out or not renewing their military contracts, which left them free to go mercenary and go back under new contracts facilitated by the IMA with some pretty nice signing bonuses, if the rumors are true.
- › Danger Sensei
- › In order to avoid any legal repercussions, at least in the short term, the IMA negotiated and facilitated similar deals for all former UCAS personnel. That means that the Seattle Metroplex Armed Forces is technically and legally SMAF Inc., under contract to the new Seattle government. How long this will remain the case is uncertain.
- › Picador

Currently, the Seattle Metroplex Armed Forces (SMAF) has two main branches. The Metroplex Army (which includes the "elite" Metroplex Guard) handles all ground and air operations, while the Naval Command handles all things maritime. Naval Command's main HQ is located in Everett, while Fort Lewis acts as Army HQ, with the joint operations command/training center coordinating all branches and units.

GOVERNMENT

To say the government of Seattle matters more than ever is an understatement. In a sad kind of way, they're the last bastion of leadership keeping the corps from carving up the city wholesale.

- › Depends who you're asking.
- › Kay St. Irregular

While the structure of the metroplex is almost inevitably going to experience significant changes to reflect its newly independent state, it's far more expedient to keep things as they are for the moment. That means the last governor elected, Corinne Potter, is still holding the reins of power in the Emerald City. Of course, it's not as simple as that. Potter ran on a Technocrat ticket, promising to eliminate politicos and bureaucracy in favor of high-observation automation and data collation, a step toward a supposedly automated city of efficiency that responds automatically to the needs of its citizens. In the roughly three years since she took office, the administration has made big moves toward hyper-surveillance, intrusive spyware, and endless questionnaires and surveys to feed the machine of progress. But outside of Downtown, there hasn't been much progress.

Part of the obstruction comes in the form of the United Corporate Council, the assembled advisory body of corporate bodies in Seattle who "serve" to coordinate with the Governor's office for the mutual prosperity of everyone. Which is a joke. You don't need a lot of imagination to see why they have so little interest in hypermonitoring facilities and an effective police state, especially as they have that market cornered in their own enclaves. In a sense, they're keeping their rival down, and while they have limited ability to stop it from happening in Downtown, they've kept it from creeping outward into other districts in any significant form, which has taken the teeth from Potter's promise. This means that a lot of the work she's done has effectively gone to pot (get it?), and it's going to have to be shelved until the city is sorted out, as there's simply bigger fish to fry.

- › Don't count on it. If anything, Potter is going to double down however she can. Her philosophy is all about control, and to her mind, that control is what's going to secure the city—and her hold over it.
- › Sunshine
- › What she wants may not factor in. Expenses just jumped, and the corps are the ones offering the most strength in alliance. The UCC is going to kill the bills as long as they're paying the other ones.
- › Kia

The rest of the government isn't exactly in a solid state. Potter's attempts to get rid of the politicos haven't been met particularly well by said politicians, who wield clout of their own and have actual relationships with other influencers. Who wants to deal with algorithms when you can bribe a councilman?

CULTURE

For most of Seattle's citizens, culture has become a touchstone of greater value than ever before. It has the advantage over more central UCAS cities and territories, experienced as it is with isolation. Sociological analysis suggests most of the population thought of themselves as independent before the UCAS breakup—they were Seattleites first and UCASians second. Still, the knowledge that they aren't just surrounded, but alone, has hit many hard, and one of the government priorities is the cementing of the metroplex's identity, following three points of focus.

First, sports and media. The first step, from the Potter Administration's thinking, is to provide a sense of calm and control, which has mouthpieces on talk shows at all hours and plenty of pundits to offer debate or articles. Entertainment has become a staple of distraction and normalcy, with loyalty to a team providing a kind of patriotism all its own.

- › I know Fred is going to be awfully concerned.
- › Red

- › You've got to be kidding me, Rick. Like the Blackhawks are in such good shape?
- › Slamm-O!

- › Damn near the only thing about Chicago that is.
- › Red

- › Children, please ...
- › Glitch

The greatest challenge is finding other teams to play, given that the UCAS league is now at least somewhat in turmoil under the present circumstances. The solution, so far, is a series of new contracts with corporate-sponsored teams that provide a nominal new elimination chain, with talks for more international leagues to take up positions to mix up the play and extend the season.

- › Like everything else, these are all capital for backroom deals, diplomacy, and of course, shadow ops. Every corp wants a piece of the show and its attendant income from merchandising, advertising, and all the other millions in incidentals. There are already jobs coming down for cracking contract protection, player intimidation, data runs ... oh, there's money to be made!
- › Fianchetto

- › Not just on the official side. The bookies are either on a rampage or going to ground with the interruption of business as usual, and bounties are stacking up. It's small-time stuff, generally speaking, but they need protection, evacuation, or collection, and they're paying a percentage on collection. Not the worst work.
- › Haze



Second, military. While a recruitment drive has proven to be a fair draw among refugees and other displaced, both for rank-and-file as well as technical specialists, the real aim is to inspire a sense of calm in the populace by way of a show of military force. While Potter hasn't reached the point of parades (what kind of message would *that* send?), a lot of work goes into showing off the unclassified assets for defense. The second, very unsubtle point is to project strength to potential allies and enemies, making it clear that Seattle can, and will, defend itself.

- It's an unrealistic scenario that anyone will attack Seattle with any intention of conquest. It's a city filled to the brim with corporate holdings and right up against relatively friendly nations. It would be a logistical nightmare. If Seattle is going to fall, it's going to be from within.
- Picador
- That's exactly how the powers that be like it. Seattle lives by capitalism, it'll die by capitalism.
- Chainmaker

Finally, industrial. Seattle has been a nexus of production for both physical and intellectual property for decades, and the one thing that hasn't slowed down is the machine that makes Seattle necessary to the power brokers of the world. The challenge Potter faces now is maintaining the balancing act between being a valuable partner or a valuable prize. If the metroplex can solidify its position as a place where different corps can profit by proximity (which shouldn't be too hard, as it's held that status for a long time), then it can maintain its independence. If it proves too lucrative for any one power, such as Shiawase, the Japanese Imperial State, the Salish-Shidhe Council, or any of a dozen other superpowers, then the Emerald City might find itself a puppet or protectorate, with no grand national armed forces to ride to the rescue.

- Don't forget that the international community is still trying to figure out how to handle the UCAS, or what's left of it, in terms of definition and rights. Potter has already dispatched new ambassadors (or claimed abandoned ones) in a number of other nations with the intention of presenting Seattle's legitimacy as a city-state or micronation or whatever they're calling themselves.
- Kay St. Irregular
- Diplomats mean spycraft, bodyguard gigs, and wetwork if you're up for it. I love this town.
- Prime Runner

DIPLOMACY UNDER FIRE

So what's a fresh nation to do when it finds itself newborn and naked? Take a look at its friends and enemies, and how those relationships

have changed. And remember: We're living in the age of the megacorp, which means Seattle isn't just a little city-state, but a collection of territories owned almost wholesale by other entities. Borders within borders make for mean friends and nasty rivals.

NATIONS

SALISH-SHIDHE COUNCIL

Seattle has always been fairly well-situated insofar as the SSC is concerned. Initially, it was only a mildly bitter concession of any land during the days of the NAN's rise, but Seattle provided an adequate compromise to the mass dislocation in the former United States and Canada, showing some largesse and going a long way toward establishing peace with the nascent UCAS. It paid in spades, as Seattle's position has made it a fantastic trade partner and a great place to get their own piece of multinational megacorporate money without dirtying their hands directly. They've already got Council Island. They hold the sea-trade corridor at Puget Sound and Juan de Fuca Strait, and while the Treaty of Denver guaranteed perpetual rights to use the shipping lanes, Seattle has to worry about the legitimacy of the treaty since the dissolution of the UCAS. You can bet the SSC is very aware of (and happy to have) that leverage. Pollution and smuggling aside, Seattle has been a boon to them just the way it is, and it's unlikely they'll seek to own it. Whether a mutual defense treaty and trade benefits look more like a protection racket or a neighborly alliance remains to be seen.

TÍR TAIRNGIRE

The elves to the south are an uncertain quantity. On the one hand, they've had to deal with the reshuffle of their own culture and government for a while, which means they may not be in any position to impose any significant influence on Seattle whether they want to or not. On the other, they've got more practice with their own disruptions, and they have solid connections to exceptionally powerful forces, in the form of both elite troops and potent magic. Corps of their own have a piece of the pie, so odds are that while the Tír will angle for its own advantage when it comes to trade and military alliance, their corps will make the big moves. They're elves. Why expect anything obvious when the patient and subtle is so much more likely? If you want to watch for anything, look for the gentle, vague, and ambiguous deals that seem like a good bargain for a scrambling Seattle today but could put the Tír ahead down the line. They've got time, and they know how to spend it wisely.

- It's not just elves, anymore. The new government has all sorts, up to and including dragons. Still, the point is well taken.
- Thorn

THE JAPANESE IMPERIAL STATE

The JIS has been striking at North American targets for a while, and if General Sato's invasion of San Francisco is any indication (rogue or not), they could do it again. While Emperor Yasuhito seems to be more interested in consolidating power and sweeping internal political and cultural reforms, it's not past the pale that taking Seattle as a "protectorate" might be seen as a power move by his people, and give him a number of juicy bones to fend off the likes of MCT and Renraku, who aren't exactly pleased about him lately. On the other hand, he's been setting up a "Peace and Prosperity" platform, one very much based on diplomacy and mutual benefit, particularly among other cultures and especially metatypes. While it's known that the Japanese Consulate has received quite a few more politicians and diplomats in the past couple of months, just what they are discussing or offering remains to be seen.

- You're forgetting: They don't need to invade. Empress Hitomi Shiawase gets along really well with her man, at least as far as policy goes, and her folks are buying up property in Seattle left and right, most notably the Arcology. All Japan has to do is play nice, be generous, and make themselves look like the best allies Seattle ever had. When Shiawase springs, they'll jump right into its jaws.
- Kay St Irregular
- And maybe *you* are forgetting: Hitomi doesn't get on with the family. The marriage was arranged, and while they seem to have ended up a good match, that doesn't mean she was happy about it. She sabotaged the deal for daddy's company to rebuild the Japanese Matrix after the second Crash, and that's crazy money and influence to be had. Worse, she supported Novatech, a gaijin outsider. Shiawase and the JIS may be bosom buddies by blood, but that's not the same as being real family, and nothing approaching trust.
- Shinda Kogo
- Or Buttercup is pulling the strings. Or maybe Hitomi's kids aren't the Emperor's. Or maybe she's still lusting after vampire women. Or a Yakuza power struggle. Or it's the Three Orchids. Or Ryumyo. Or or or. There's too much to cover here, and a whole lot of bulldrek to sort through, so how about we save it for the inevitable JIS upload before the conspiracy kooks come out to play?
- Snopes
- I won't lie: We legitimately thought you were talking dirty to us for a second.
- Plan 9

- It was a banshee, Snopes. Shinanai was, and perhaps is, a banshee.
- Red

CORPORATIONS

ARES MACROTECHNOLOGY

With the pullout of Ares from Detroit and relocation to Atlanta, Ares Prime has had their hands full. But whatever anyone tells you, corporations aren't people, and they have a nation's worth of individuals looking our way Seattle has been a sweet spot for Ares for a long time, and whatever happens in the old UCAS or CAS, Ares will likely endure here. It's nigh-self-sufficient, and their Knight Errant security doesn't have to hold the metroplex together, just hunker down in Ares Tower. VP Karen King has been running things here for decades and is a pillar of the city. She's parlaying that in the classic Ares "we're a community" spin that's been working for decades.



- Ares knows they aren't getting the city security contract back any time soon, and it looks like they're not eager for it. What they are eyeing is all that juicy military tech Seattle is now in possession of. Maybe they want some for themselves, but the real cash is in upkeep and updates. Seattle doesn't have the UCAS to service and stock their arsenal, and sooner or later, they're going to need big connections to keep it up to speed. King is laying the groundwork for very sweet payoffs down the line.
- Mr. Bonds
- King has been riding out Ares bulldrek for a long time. There's a reason Ares Seattle is fully stocked to go independent if the rest of the corp collapsed. To her, it's a castle, one she is willing to die defending.
- Nightfire

AZTECHNOLOGY

AZT is known for its stepped pyramid Downtown and its logo on more than half the food you can buy at a Stuffer Shack. They're an inherent part of Seattle life, and a favorite villain for many runners. But as far as Seattle goes, they're a necessary ally. While the SSC is closer, they don't have the same volume of consumable produce that AZT can ship. More than that, the SSC has enough leverage in negotiations with Seattle that diluting their influence to other sources helps keep the fragile new web of alliances and agreements balanced. For AZT's part, it's likely you can expect business as usual, just with higher volume and the occasional price gouge against a desperate client. Seattle is a



long way away from Aztlan, and holding it would be more trouble than it's worth ... for now.

- > I wouldn't count on that too much. The UCAS collapse has Aztlan wondering just how much they can get away with. The only thing keeping Seattle safe is the other corps who want it, and you can bet the government knows it.
- > Pyramid Watcher

HORIZON

The Mega with the Media isn't overtly planning any kind of takeover, at least as far as anyone can tell from the outside. They tend to operate in the realm of manipulating public perception and filling the needs of the hungry masses for entertainment. In this, they are making record profits. From news (what is told and how are very much up to the highest bidder) to myriad digital diversions, the people of Seattle are buying into their thinkpieces and subscription programs more than ever before, whether for information, opinions to adopt, or distractions from the whole world crashing down around them.



- > Horizon makes their invasions in the mind, not the matter. Their own proclaimed concepts of fairness in news are merely a pretense to sell every side of the story, then sell more airtime with arguments between them. Make no mistake: as far as major media is concerned, the Truth is for sale.
- > Sunshine
- > You talk like that's anything new. And may I remind you all, Governor Corrine Potter worked for Horizon before stepping in after Howard Cannon was "killed in a mugging"? Her Technocrat platform plays out like a Horizon corporate model. Even if she really were playing fair without a shadow backer (ha!), it's laying the groundwork for Horizon to do what it's always done, only a thousand times more effectively.
- > Doctor Spin
- > You sound like Plan 9.
- > Beaker
- > That's how the Dawkins Group plays. They're the Red Samurai of social hits, insidious and pernicious, and this is how they'll make their play. It's a shadow op right in front of our eyes.
- > Doctor Spin

MITSUHAMMA COMPUTER TECHNOLOGIES

MCT is in the luxurious position of profiting from conflict without having to defend their own properties when it comes to Seattle. If



Horizon is profiting from media, this mega is making money hand over fist with their entertainment division's output. While Shiawase makes massive inroads with the arcology and other political overtures, Mitsuhamma can work to undermine them in any of a million ways, from contract competition and legal bureaucratic stalling to outright physical sabotage. This lets them harass the reformer movement back in Japan on two fronts without straining their own resources in the slightest. Meanwhile, business marches on, with better bottom lines and no new drains. It's a good time to be holding MCT stock.

- > I'll put major nuyen their Yakuza connections are going to be working overtime with that sabotage, and the influx of cash into their coffers from Mitsuhamma shadow patrons will funnel into their wars with the Mob and others, especially for the docks.
- > Mihoshi Oni
- > In other words, business as usual, just more money?
- > Johnny No
- > In other words, more nuyen, full stop.
- > Prime Runner

RENRAKU COMPUTER SYSTEMS

Renraku has held an ugly reputation in Seattle ever since the arcology shutdown, and while even a mega can survive that, they aren't in a position to improve that image, try as they might. They sell quality product where and how they can and make good business of it, but as far as political or expansion hopes go, they haven't got many. Roots are hard for them to keep in the Emerald City. Instead, they are quietly lending support to their allies against the Japanese Imperial State and its reformer politics, meaning, much like MCT, they can strike against the opposing faction without putting their own holdings at risk. Seattle isn't a lost cause for them, but until the opportunity arises to look like heroes, their redemption is a long way off, and Japan holds far more potential in the meantime.



- > They may seek to make some of those opportunities for themselves. I've noted a few flashy sabotage gigs that were set up for Red Samurai to intercept the runners publicly, saving the day. A couple others had Renraku coming in to make a big show of helping clean up the rubble and rescue the wounded.
- > Sunshine
- > Pure controlled PR. If you can prove it, there'll be a significant payday for you, and no small target on your back.
- > Doctor Spin

- › What else is new?
- › Sunshine

SAEDER-KRUPP

S-K isn't a physical presence in Seattle so much as a shadow one. Ops fall into protecting shipments and intel gathering on rivals in the region, so while their products may flow through the ports, you're not going to find any towers or housing blocks. It's one of the few corps where you're more likely to see them as a runner than as a civilian.



- › Rumors say Lofwyr has been sniffing around the SSC for a clawhold, but so far, no dice. Goodness knows he's worn out his welcome in the Tír, and for whatever reason he largely steers clear of Seattle in everything but the shadows.
- › SeaTac Sweetie
- › Maybe Urubia has something to do with that?
- › Whippit
- › The Crimson Queen is too new to the scene for that. And anyway, if you feel like climbing to the top of the Funhouse towers and seeing if there's a room set aside for him, good luck to you.
- › Silk
- › Weren't they going to build their first structure in Seattle a few years back?
- › Pyramid Watcher
- › It was with experimental nanotech. It never panned out.
- › Renraku Fox

SHIAWASE

Where once Shiawase was steadily being forced out of Seattle, it finds itself profiting extensively by the massive shifts in priorities and policies. They've reclaimed their reactor near Glow City in Redmond, though it remains in technical traction as they attempt to update its hardware. That's just holding ground until they refit their newly acquired arcology downtown with three fusion reactors, which will provide so much power they'll be able to "cleanly" provide for Seattle, with a surplus to spare. Construction and consumer goods provision are at an all-time high, and the company is doing its best to be the bridge between Seattle and JIS diplomacy ... and charging as much of a toll at both ends as possible.



- › Don't count on them having too much luck, there. The Imperial Family knows how to play them, and while Shiawase has plenty of opportunity in front of them in Seattle, they'll be too busy watching for knives in the back wielded by in-house hands to effectively deal with exterior threats. Expect them to go big, but consider just how much shadow work will be available from inter-corporate skirmishes—up to and including Empress Hitomi, who I hear is exceptionally generous to her hires.
- › Shinda Kogo
- › Sure. If you can trust the Tanakas she uses.
- › Baka Dabora

WUXING

The Wuxing Tower on Franklin Way always seems to be under renovation, and the UCAS breakup seems to have resulted in gutting the damn thing. If this is a bluff to make them look weak, it's not working, as the company is acting on initiatives to turn Seattle into its primary North American port, negotiating some generous deals with the government to bring in necessary supplies from all over the world, maneuvering themselves into a profitable middleman position to collect a piece of everything every other corp wants to import. Additionally, they've doubled down on their eco-friendly magical security and goods, even working a co-operative deal with the otherwise non-competitive Eta Engineering, cozying up with SSC interests.



- › Wuxing doesn't just smell profit in helping Seattle expand its shipping base. They've been looking to undermine Portland for a while, and this is just the opportunity they've been hoping for.
- › Sounder
- › Considering Wuxing's interest in utilizing feng shui for prosperity and profit, the big national shifts mean someone is gonna get some great work geomantically re-aligning the place, while others are going to make bank trying to sabotage it.
- › Lyrann
- › You can expect them to be tapping their Triad connections pretty hard to help swing things their way. The Yellow Lotus is already ramping up operations around the Tacoma docks and scouting shadow talent to expand protection.
- › Red

THE DARK HORSES

LONE STAR SECURITY SERVICES

The Star is back, gentlepersons, and they're the smuggest they've ever been. The Metroplex Guard



may have reformatted, but the modern bluecoats have outright regressed. Freshly resupplied and still shiny, Lone Star officers are rapidly learning that not all is as they left it, and they are seen as anything but the returning heroes.

- LS and the SMAF are already butting heads, and there's plenty of work between the two trying to undermine each other. While the SMAF aren't supposed to handle police work, they aren't too keen on the firepower LS brings to bear and are adopting the mantle of being the police to the police. LS, meanwhile, doesn't like such a new entity pushing around their vets. It'll get ugly.
- DangerSensei
- I doubt it'll last. The SMAF are stepping on bureaucratic toes trying to control territory that will never be theirs. Give it a few months of shadow ops and lowered productivity, and the government will step in to remind everyone what their jobs are.
- Glasswalker

FEDERATED-BOEING

Seattle's own F-B remains the biggest employer in the metroplex, and it's been taking the transition to independence with aplomb. And why wouldn't they? Deep roots mean they've got the ear of the governor, and for all the big boys may swagger, this AA has enough clout in their own backyard to be able to influence the deals others get. Moreover, as the world's third largest aerospace corp, and Ares and S-K too busy with

their own bulldrek to make a real effort in Seattle, they've got the best shot at local gigs in air transport.

- Expect some shadow ops between Ares and F-B. King wants those local contracts, and she'll put up one hell of a fight to get them.
- Nightfire
- Given King's independent Ares Seattle focus, and F-B's Seattle ties, neither one is going to shit the bed they sleep in. It'll be quick, quiet, and extremely deniable.
- DangerSensei

GAEATRONICS

Gaeatronics has long been the clean option compared to Shiawase's lowest-bidder approach to nuclear energy, but with Shiawase's recent acquisition of the downtown arcology, that may change very quickly. A corp with extensive ties to the SSC, their presence in Seattle represents one of the longstanding commercial connections between the two nations, and losing the energy contracts for the metroplex will deal them a significant blow locally.

- I want to point out that Gaeatronics will be fine. They've got contracts across the world and they do more than just power and electricity. A diverse portfolio is how you get—and stay—big.
- Mr. Bonds

- That may be true, but money is money, and the Clean G likes nuyen like everyone else. But here's the kicker: Gaeatronics' political weight will have more worth than clean energy before long. Those links to the SSC are juicy proxy suck-up points for the corp that wants to expand into NAN markets, which is why a few corps are courting Gaeatronics with door prizes like private supply contracts. Make nice with them, and you might just get to sell your shit to the Salish.
- Hannibelle
- Gaeatronics is looking to expand their other interests to make up the losses, primarily with environmentally on-brand services like cleanup and scientific supply and expertise. There's some talk they're quietly courting Eta for team-ups, which might link them to Wuxing before long. Nothing like a little corporate incest to get the stock ticker flowing.
- Mr. Bonds

GLOBAL SANDSTORM

GS isn't a big player in the forefront of most minds when it comes to Seattle, but between the refugees and the enormous shifts across the UCAS, everyone needs money, and wouldn't you know it? Thanks to their merger with Spinrad, GS has money, and they'll totally lend it to you at a reasonable rate. It's a lender's market right now, and they're scooping up every marker they can. If they can work out enough debt, the least they can do is make a profit big enough to give Croesus a run for their metaphorical money. And then they'll put that money to work in the service of the parent corp's global mission.

- The thing about money lenders is that people love (and I do mean love) to rip them off. Obviously, GS has some of the tightest Matrix security you can imagine, but there's one hell of a freelance market in grabbing up their IOU records. You find a way to fuck with those, you're in one hell of a position to get a reward.
- Technical Pyro
- That's ... profoundly stupid. You realize they have backups on backups on backups? And freelance? What, you're going to do the job before anything is agreed, and then hope they'll pay you out of the kindness of their hearts?
- Pistons

SONY CORPORATION

Sony is one of those Japanese corps you see on the shelf, but they don't come up often in the news, shadows or otherwise. They're just really old, they make good gear, and they've stayed alive no matter what the Sixth World throws at them. So where does Seattle play a part? Well, my child, turns out they've been stocking an expansion warchest for a while, and now they've been buying up construc-

tion facilities, physical storefronts, empty lots and more all over the world, notably Seattle. It looks like Sony is planning to expand their physical presence in the metroplex in a big way. What that means for their nominal alliance with Mitsuhamma remains to be seen.

- I don't think Sony needs Seattle per se, but the way they moved so fast suggests it's a plan they've had in their pocket for a while. Looking closely, though, there are signs it may be a bit sooner than they initially planned, with rushed orders and some sloppy contract work.
- Icarus
- If I had to guess, they decided to strike while the iron was hot. No one saw the UCAS falling apart like this, and they're willing to sacrifice some schedule to make hay while the sun shines.
- Kia
- The locals aren't going to like a new competitor on the block, even the ones who like Japanese expansion. Keep your eyes open for structure hits and contract hacks.
- Bull

TELESTRIAN INDUSTRIES CORPORATION

Basically a rehash of the Tír above, Telestri-an makes beaucoup bucks with Tír government contracts and gene/neuro research. If the Tír were going to make a military move (unlikely), TIC would be the ones helping to outfit them. It's more likely they'll be using independent contractors and the odd loan of Ghosts to take advantage of the confusion and make some datasteals in Seattle holdings.

- If you're looking to make some cash on the side and think you can get away with it, Telestri-an data brokers and Mr. Johnsons are fairly likely to fork over top cred for any paydata you can skim. Just expect to haggle like a sonuvagun.
- Flower Crown

YAKASHIMA TECHNOLOGIES

As major backers of the anti-Imperialist faction in the JIS, Yakashima has no interest in seeing Shiawase expand its influence in Seattle (where they supply a considerable amount of coffee and other pharmaceuticals. Yes, I'm calling coffee medicine). As sea trade is a big draw for the city, their "letters of marque" are getting a big boost to encourage piracy hitting Seattle shipments once they hit open waters.

- If you're looking to make the most of that, there's security jobs for the ships, selling manifest and schedule data to the pirates, and for the truly daring, pirate hunting! Seriously, Seattle is offering top dollar and full salvage rights to any non-stolen

property for any pirate forces taken down. There's a burgeoning industry of freelancers getting their own ships and forming small hunter fleets.

- > Sounder
- > Which will probably become pirates in their own time later.
sniff Makes me proud.
- > Kane

BRACKHAVEN INVESTMENTS

BI looks really, really bad right now. The ocean of scandal that got uncorked, leading to Governor Kenneth's stepping down, has left a stink on the corp so bad its stocks are at an all-time low. They still get plenty of play with those who still have the misfortune of connection by contract (and human supremacy groups try to whatabout on their behalf all the time), but for those who are interested in maintaining good PR, the writing is on the wall, and the sinking ship only has rats left on board.

- > I wouldn't count them down and out by a long shot. They still have plenty of cash to draw on, and a cornered racist tends to become a violent one. Or more violent, as the case may be. They'll be pulling out the shadow ops like crazy, especially metahuman ones on doomsday patsy jobs to get as much negative meta press as possible, just so they can say, "Look! See! We were right!" Ugh.
- > Goat Foot
- > I dunno. Word is out, and good fixers have their eyes open. BI has made a lot of enemies, and they don't have the clout of AZT and the like. I'd say their days are numbered, at least in the public sector.
- > Zippy

MICRODECK INDUSTRIES

The little corp that could, Microdeck has been gearing up for something like this for a long time. Evidently their little "gatekeepers" have been working predictive models that foresaw the independence of Seattle, and their diversification of assets hasn't just been an economic model for survival, but a way to place themselves in an optimal position for growth. Their current focus, as far as the public is concerned, is real estate and hardware necessities for new start-ups, as they predict Seattle will become a free-market utopia, full of little guys looking to put down roots. Whether the Gates family is backing the right horse or it's just a smoke screen for deeper and darker ops and gambles remains to be seen.

- > They've been hiring an unusual number of runs that seem to involve Redmond and Urubia of late, though not always at the same time. The teams report a combination of scouting and

diplomacy runs, running from squatters and scavengers to gang leaders and the dragon herself. I'm happy to take my cut, and the danger seems reasonable to the pay, but has anyone got any ideas what they're up to?

- > Haze
- > Microdeck got its start in Redmond. It took the Crash to move them, and it damn near killed them. Maybe they buy into Scholl's urban renewal schtick?
- > Pistons
- > What, just now? Scholl has been on the scene too long for it to only just now be a good idea.
- > Borderline
- > Try again, folks. A little digging shows Microdeck subsidiaries and shells buying up defaulted and limbo property out there. And the twist? Some of it is partnered or leased with Crimson Wings. Keep an eye on Microdeck, because they're making deals with dragons.
- > Mr. Bonds
- > Microdeck and Sony are making plays for some of the same property. There's a tidy sum to be made if your fixers are on the ball, and both are known to pay premiums in gear instead of nuyen. It's easier for them to move on the books.
- > Pistons
- > And both make decent starters if you're going to turn them into something that really purrs.
- > Slamm-O!
- > Awww, he's talking like a dad!
- > Kat o' Nine Tales
- > Like Jack needs it ...
- > Netcat
- > WE AGREED HE'S LEARNING BOTH.
- > Slamm-O!

KSAF

In a time when the world is in the air and upside down, people want news more than ever. KSAF has been delivering in spades, always one step ahead of the competition and bringing decentralized reporting to the masses. President Helena Rossum has taken to the screeds once again, leading her guerrilla army of journalists in a 24/7 update stream on current events. From interviews to exposés, it's become more popular than ever before.

- > Rossum's security has only increased, bringing it from paranoid to politico level. You can bet some of the folks afraid of what she'll find would love a bullet in her brain, but she's paying top dollar for top talent.
- > Sunshine

- > Don't be surprised if you see more of those journalist shadow ops popping up in the stables of various fixers. While many KSAF correspondents love to hire runners for intel and datasteals, plenty more have decided it's easier to get the dirt running with the likes of us. Double-check new talent: at best, you get a decent investigator or decker who will split bonus proceeds and keep your ID confidential. At worst, your mug goes viral when they sell you out for a scoop.
- > Ethernaut
- > This doesn't just apply to KSAF. Shadow journalists are becoming a hot new vogue lately, and there's no telling if they're pulling for a corporate master or just freelance muckrakers.
- > Sunshine
- > Ironically, literally none of this is news.
- > Rigger-X

ETA ENGINEERING

Eta is the little waste management corp that has made good on opportunities as they crop up. Once famous for managing to turn the patchwork of contracts in Seattle into a single massive gig, their expansion efforts have paid off big time with Seattle's sudden independence. Their biofuel and recycling initiatives have picked up steam in a bid to make their city more independent of external needs, something the government is all too keen to pick up on.

- > They've been parlaying their political cred into protection from the Mob, who have been looking to undermine them for years. Lone Star is giving them extra protection, and they even get special attention from IA to make sure corruption doesn't lead to sabotage.
- > Star Loner

- > Earning that cred looks like a pretty big risk/reward expansion. They've been heavily expanding the Tacoma facilities and going on a hiring spree with a lot of displaced citizens, particularly from the Downtown arc. More than that, they've been adopting smaller companies and giving them greater initiative and dividends to handle the increased workload.
- > Mr. Bonds
- > They're also angling politically. They've been working for years on cleanup initiatives and pitching programs to detox the plex, and it looks like the SSC has picked up on it. CEO Hanan Zubayr-Chong has been taking meetings on Council Island, and hasn't been keeping it secret whatsoever. It's possible they may look to become a part of treaty discussions, which, considering the SSCs continuing complaints about Seattle runoff poisoning the border, puts Eta in a sweet position. Expect plenty of runs all around.
- > Kay St. Irregular

PANTHEON INDUSTRIES

This Detroit-based startup came out of nowhere just a few short years ago, and they've been making serious waves lately with their expanding catalogue of Matrix software products. Their first series of products, known as "Tac-Apps" and meant for military Matrix use, was light-years ahead of anything that heavy-hitters such as Renraku or MCT were putting out. To accompany their increasing success, Pantheon is rumored to be scouting out locations for new offices and research facilities in Seattle.

- > My my my, all this real estate racing is going to make someone a lot of money ...
- > Rainbow





SEATTLE BASICS

POSTED BY: PRIMESEATTLEITE

I'll say more about this later, but let's start with a simple fact: It is *not* always raining here!

Okay, with that out of my system, I can move on in an orderly fashion and give an '80s update to the city on the Sound. This intro is more of a travel brochure for the shadow inclined. I'll keep it as fresh and interesting as possible, but you'll get a few anecdotes along the way. First thing first, though: my street cred! Thirteen years a Fall City child, until my parents got a corp gig in Auburn, where I put in five more solar revolutions bouncing between corp life and my chums in the 'Lup. I managed a scholarship to U-Dub that I lost in a year because I couldn't leave those barrens roots to die. Got a gig as a courier for Hand-2-Hand and toured every corner of the 'plex for a dime, during which time I got back into U-Dub and picked up a degree in urban planning and development along with a sweet realty license. I know this city from every angle and I'm proud to be one hundred percent Seattleite.

- For those not in the Seattle know, "Hand-2-Hand" is a shadowrunner cover business operated by the O'Malley Family. You get cover for when you're in a questionable place, the family takes a little piece every time you use the cover service, and you get legit courier jobs every once in awhile for some extra spending cash.
- Fianchetto

Now that that's out of the way, let's take a look at some local highlights and lowlights. Just so you know what's coming up, I'll be talking transportation (in, out, and around), security (big picture, because it shifts neighborhood to neighborhood), demographics (because it's good to know the overall), and geology (weather and topography).

TRANSPORTATION

Let's talk about getting in.

First off, you could walk. The border checks on the major highways and some of the smaller routes

SEATTLE STATS

Population: 3,500,000+

Human: 60%
Elf: 13%
Dwarf: 3%
Ork: 21%
Troll: 2%
Other: 1%

Per Capita Income: 51,000¥

Corporate-Affiliated Population: 62%

Hospitals: 91

DocWagon Clinics: 25

Means of Commuting to Work:

Internal Combustion Vehicle: 2%
GridGuide Electric Vehicles, Individual: 22%
GridGuide Electric Vehicles, Group: 31%
Monorail Ring Riders: 36%

Education:

Less than 12 years: 38%
High School Equivalency: 36%
College Equivalency: 18%
Advanced Degrees and Certificates: 8%

all have walking access points, though they are rarely used. As for a pedestrian entry under the radar, there are plenty of paths through the local forests and over the mountains that will get you here. I'm not saying it's the best way, but it's valid in this Awakened era of spirit-assisted movement. It's also regularly used by smugglers with vehicles on both sides of the border. Especially those transporting live cargo that can be forced to move quickly with the spirit's assistance. It takes a skilled summoner, but smart summoners do the summoning work and then sell the spirits to the smugglers. Out in Redmond you can meet Manitou at Under Construction if you need a spirit-assisted speed crossing. He'll summon you up a spirit and instruct them on what path to take you on.

- Manitou is a solid connection, but make sure Smoke isn't around. He know's Manitou's gig and works as eyes and ears for the Salish Rangers. He's made plenty of extra nuyen ratting out runners on their way to cross the border.
- Mika

If you want to go with something personal and motorized, you can manage an overland route if you know the backroads that avoids the checkpoints, but all the major highways cross at checkpoints, and you're going to need paperwork. If you don't have those papers, talk to the Cascade Crow or Cascade Orks and get a guide to show you the way.

- They'll take you across those routes that are far enough from detection, usually based on your ride. They love electric rides,

since they can slink close by patrolled paths without getting heard or seen.

- Stone
- I snuck across once, and we were less than five meters from a patrol. We were on a lower path using modded Papooses while the Ranger patrol grumbled along on their Growlers. Couldn't hear or see us, and we paralleled them for more than four clicks.
- Mika

The Salish only authorize a few crossings via the major highways. The three major highway routes that cross the border are on the I-5 and I-90. The I-5 is used for north and south access, while the east route comes over the old I-90. They all have a virtual checkpoint five kilometers from the border, where identifications are scanned and are compared to thermals for a bodycount inside the vehicle. The thermals are also used to scan for signs of distress or illness. If there's a problem, you're flagged to pull off and present for inspection in person. The line for inspection usually only adds about ten minutes, but during high-traffic times (after sports games in Portland, for example) they can cost you an hour or two. Late night stops are usually even shorter, but all it takes is one dumbhoop runner crew to drek it all up. Important to note: This stop station is a full kilometer from the actual border. If you make a run for it, they have a full 1,000 meters to make your life miserable. Drones are always in the area, and they'll fall on you like a polar bear on a baby seal.

- Bribes are commonly accepted here, but be slick. Credsticks are key! Physical cash works, and if you have a regular connection, you can always exchange data or something you might have picked up for them across the border.
- Traveler Jones

Smaller crossings dot the border, but using them mixes danger and expense. If you have a connection, you may be able to pay your way past, but if you don't, you need a clean SIN and you can't have anything the Salish are going to want to keep out of Seattle, which as it turns out is just about everything. Not wanting to look as if they are lax and fueling any unrest in Seattle the Salish prefer to keep those border restrictions tight, and so do those on the Seattle side.

- The border crossings in Snohomish are particularly draconic. They refuse to let anything come across from the NAN. Only pure Seattle citizens (read humans) pass through with little trouble. Everyone else gets excessive scrutiny. There is no point coming through this route unless you have to.
- Mika
- If you want a reliable group to connect with for smuggling, the Ancients still have reliable runs up from Tír and through the

SSC. They keep that pipeline to the homeland flowing. The trip is usually direct, and they tend to not stop in the SSC, which helps keep the authorities off their back by taking goods from Tír Tairngire and running them straight to Seattle in a locked cargo hauler.

- Thorn
- If you aren't in good with the Ancients and you take them up on this, you can very well find yourself dumped somewhere you don't want to be. I know one Humanis loyalist who got his whole team stuck on the slow boat to Canton as the Ancients dumped him off on a cargo ship.
- Bull

Public transportation via bus or XGuide ride works as well, but they pre-scan ticket holders before the border checkpoint. It's also tougher to offer a bribe with a cab full of onlookers. If a bus gets routed off, someone is almost always going to get detained. Even if they need to find something minor, the border guards can't slow everyone down and then not give them a scapegoat. Bad for business.

- Smart teams often run most of the team over the border in plain clothes with decent IDs while one or two use a smuggler to haul all their kit over. The small smuggling op is less likely to get detected, and the norms on the bus are rarely ever checked.
- Traveler Jones

Last major land access is by rail. A high-speed rail runs from San Francisco to Seattle. It goes through Tír Tairngire but doesn't stop there. The whole ride is about two hours, and all the ident checks are done before departure. This was the only rail for the longest time, but as an expansion to connecting with the UCAS another high-speed rail was completed by Amtrak, via special extraterritorial megacorporate contracts. It runs from St. Louis to Seattle with no stops (though there was a planned stop in Denver before it turned into dragonland). Taking this train to Seattle takes twelve hours and leaves at 6 a.m. and 6 p.m. each day. It is a beautiful ride through the mountains and countryside. It's all pre-checked, and border security rarely stops the train unless they absolutely know someone got on who isn't supposed to be. Several smuggling outfits have taken to hacking trains to stop them and then sneaking some extra cargo on board, but it's a dangerous ploy, since as soon as the train system detects an unscheduled delay, they start extra monitoring and unscheduled stops get a dozen top-mounted drones deployed to scan for trouble. Usually the hackers hit the train in one of the dozen tunnels it passes through moving through the mountains.

- Wait ... since MCT owns California Rapid Transit, operators of the SanFran-Seattle line, as well as Amtrak, operators of the St.

Louis-Seattle line, they own both major rails in. Now we know who the biggest smugglers in Seattle are!

- Rigger X

The most well-known (and most heavily used) access to Seattle is by air through the Seattle-Tacoma International Airport and Semi-ballistic Launch Station, a.k.a. Sea-Tac. Flights from around the world come in, every one of them now considered an international flight. Seattle is still in the midst of trying to convert the airport to handle it, while maintaining the small section of low-security needed to handle local air traffic bouncing around the metroplex. Getting in safely is based partly on the security of the airport you leave and then having either a clean SIN or great connections when you get into Sea-Tac. Enough shady business goes on that it's expected you'll be able to pay a few bribes to persuade people to occasionally look the other way, but that's as far as it should go, as Sea-Tac will not tolerate violence on their grounds.

- That includes out on the runways and in the hangars. If you need to cause trouble on Sea-Tac dirt, have a suppressor and keep it focused and limited. Be smart, be safe.
- Mika

While Sea-Tac handles most of the major incoming traffic, several smaller airfields dot the metroplex. Most just handle small internal flights from small planes, VTOLs, and the like, but a few can handle a jumbo jet in a pinch. Namely, Federated-Boeing Airfield, just a smidge north of Sea-Tac, and Paine Field up in Everett. The UCAS ran a field in Ft. Lewis that was focused on VTOLs and STOLs, and it has a pair of runways that can be used to for rocket-assisted take-offs for larger aircraft but aren't long enough to land anything without a cable-assisted brake. And all that does is tear the wheels off a passenger jet.

- There are also private, corporate, and medical helipads all over the metroplex, not to mention shadow-landing spots dotting the barrens and several of the parks with large flat patches that aren't always easy to come by.
- Turbo Bunny

Access by sea is certainly the slowest route, and international entry is well controlled, with all traffic coming through the Port of Seattle. It is one of the most active on this coast and thus offers a lot of traffic to hide in if you've got good credentials. Upon docking, all passengers and workers looking to come into the city need to check in with the Port Authority. Smart smugglers pull off cargo out away from the port and take smaller craft into remote beach spots on the shore or private harbors and docks. Outremer used to get a decent amount of smuggling traffic, but new powers in town have

shifted a lot of that over to Everett and the south end of Tacoma, usually slipping along through the narrow waters between the Outremer islands and Salish shores.

- Plenty of those smuggled goods head over to land in the SSC and get hauled around and down to Puyallup, where it's a little easier to haul it across the border via land.
- Sounder

Now for getting out!

Rather than focus just on the reverse of the info above, I'd like to talk about the increasing struggles that are becoming part of getting out of Seattle. Becoming independent took a lot of travel options off the board in the early days. While corporations and nations decided whether or not to accept the sprawl's declaration of independence, travel from Seattle was restricted. Since that time, the only nation that still hassles everyday Seattleites about travel is the UCAS, and they do it mainly to be spiteful. Their new independence makes all that travel out international, which brings extra scrutiny. Getting out is not as easy as it used to be.

What this ends up looking like is extra ident checks at all the borders, land, sea, and air; extra scrutiny of SINs from Seattle citizens, while those with corp SINs still slide by easily; and longer lines at all egress points due to this extra scrutiny. The long and short comes down to Seattle SINs getting extra eyes on them and fakes being best kept within the metro instead of used to cross borders. If you want to border-hop legally, a corp SIN is the best, followed by national SINs from the NAN members, CAS, European, and Asian nations. A UCAS SIN sits at the bottom of the heap. UCAS SINs are checked thoroughly to make sure they're current and the residency isn't old and connected to Seattle. Early on after the changeover, this wasn't much of a hassle, as they let UCASians leave who didn't want to be part of the new nation, but now it's a matter of keeping better records, avoiding squatting rights claims, and catching dim runners who don't know how SIN scans work. (You'd be amazed at how many of them there are!)

On the dirt, things are just as strict going out as in, maybe even more so, as the ground borders need to be monitored extensively for smuggling. Smart smugglers avoid these hassles as much as possible, but larger operations, like the cartels and syndicates, move in so much product that they can't afford the cost of repeated small shipments or risk losing it to a rigger that flies a little too high, gets pinged by radar, and then catches a missile. Better to take the slow Bergen to Boise.

This level of tension looks to continue for a while, as both sides of the border are not keen on relaxing. Seattle doesn't want the SSC to think they are lackadaisical and just letting anything slip through. The SSC doesn't want Seattle to get any

more than it deserves and isn't a fan of letting anything that could strengthen their position slip by. They are also trying to look strong against overland smuggling to impress another neighbor, even though we all know "smugglers gonna smuggle."

- I can't wait for this to settle. It really is tough to run the border when both sides are on alert. They can't hold that level of vigilance all the time, but both sides have plenty of intel resources that can tell them when to boost security at certain spots.
- Rigger X
- The corps play in this as well. They watch for smugglers working with rivals and then leak it or sell it to the NAN or the 'plex. Sometimes a job goes sideways not because you didn't plan or cover your hoop, but because you can't hide from "Big Brother" all the time.
- Fianchetto

If you want to get out without filing papers or getting tracked, over water is the way to go. Far too many private craft head out for a day of sailing in the sound or out for a weekend in the Pacific to be tracked. XGuide (formerly HarborGuide) handles official commercial water traffic, but personal craft aren't required to join or work with the guidance network. That doesn't mean that if you lack a transponder you're invisible. The rest of the craft, especially those with radar, feed data back to the system. They may not have exact data on your craft but plenty of those ships have advanced sensor systems that gather up enough relative data to track you for awhile. As a bit of advice, head out when the sound and channels are spartan (11 p.m. – 3 a.m.) or when they are packed (9 a.m. – 12 p.m. and 3 p.m. – 8 p.m.). The rest of the time, traffic is intermittent enough that you can't hide in the crowd or avoid being detected by other vessels.

- If you're looking for the smoothest way out, hop on a sailboat, preferably one of those mass-produced cruiser types. On any given night, so many of them are out there that tracking one of them is nearly impossible.
- Rigger X
- Be careful of that advice. The sail shapes are used by the tracking software to identify specific craft, since not every one of those cruisers has the same sail packages.
- Sounder

Flying out is a mixed bag. If you've got a smuggler who knows the radar systems in the area and can fly low to avoid detection, you can make it that way. Otherwise, you'll need to fake a transponder to cover your hoop or fly legit with a decent fake SIN. You can add an extra layer of safety for yourself if you can find a contact with access to satellite-monitoring systems in the area. Those look-downs don't care how low you fly—once they get a

bead on you, they can bring in missiles, interceptor aircraft, and if rumors are true, hit you with a laser or microwave burst from space.

- › Flying in and out of here is so heavily monitored. The Salish kept the JTF in place because they knew they couldn't sneak out, even blending into air traffic. At least once a month, a small personal craft gets a visit from Salish air patrols when they accidentally slip over the border. A few even get shot down. Beware.
- › Mika

Let's talk about moving around in the sprawl. There are plenty of options for getting around Seattle even if you can't afford to own your own personal vehicle. Walking is not completely out of fashion in many areas, and Seattle has a great public transportation system alongside the XGuide-controlled transit options. Let's break it down.

We'll start with feet. Seattle has made sure to continue its pedestrian-friendly design, and while foot traffic is most common Downtown, sections of all the districts have areas that are pedestrian-focused. That said, it's important to keep the local topography in mind. I'll cover more on it later, but just remember when you're planning to walk to check out the ground situation. Seattle is a hilly place, and some of those hills are significant. That short jog to the meet or those last few blocks on foot, could be a grueling trek through the hills of the Emerald City.

- › It's not mentioned, but the hills are also important if you happen to ride a bicycle. I haven't seen a lot of runners go that route, but it's important to note in case you're on your leisure time and you

find yourself facing the repercussions of your shadow activities.

- › Turbo Bunny

If you have your own ground transport, like a car or motorcycle, the city is your oyster—as long as you don't mind being controlled by the various aspects of the XGuide system. Parking Downtown is at a premium, but you can always set your autopilot to use XGuide for parking or to just circle your destination and return when called. Around the rest of the Districts, the same tricks work as long as XGuide is up and running. The system gets a little glitchy in the rural spots and is complete trash in the heart of the barrens. Throughout the rest of the city, the XGuide system keeps traffic flowing smoothly ninety-five percent of the time. The last five percent comes during high-traffic events, but even then, the system will redirect portions of the traffic to approach the busy venue from different directions. The other hiccups to the system occur when those who decide not to use it end up messing up the rest of traffic. The most often perpetrators of that are motorcycle riders and, particularly, go-gangs.

On the roads, XGuide-controlled vehicles take up the bulk of the lanes, with manually controlled vehicles relegated to the edges. Every good rigger in the shadows knows that manual drive is not as limiting as the average citizen is taught. XGuide systems are designed to automatically avoid collisions and are constantly detecting other vehicles, even those not linked to the system. As long as the movements aren't too fast or erratic, XGuide vehicles will allow manual vehicles to move through their flow.

XGUIDE BASIC GROUND TRAVEL TIMES

	DOWNTOWN	OUTREMER	COUNCIL ISLAND	BELLEVUE	SNOHOMISH	REDMOND	RENTON	EVERETT	AUBURN	TACOMA	FORT LEWIS	PUYALLUP
DOWNTOWN	0	40 minutes	20 minutes	40 minutes	20 minutes	80 minutes	60 minutes	80 minutes	80 minutes	80 minutes	120 minutes	120 minutes
OUTREMER	40 minutes	0	60 minutes	80 minutes	60 minutes	120 minutes	100 minutes	120 minutes	120 minutes	120 minutes	160 minutes	160 minutes
COUNCIL ISLAND	20 minutes	60 minutes	0	20 minutes	40 minutes	40 minutes	40 minutes	60 minutes	60 minutes	60 minutes	120 minutes	120 minutes
BELLEVUE	40 minutes	80 minutes	20 minutes	0	20 minutes	40 minutes	20 minutes	40 minutes	50 minutes	60 minutes	100 minutes	100 minutes
SNOHOMISH	20 minutes	60 minutes	40 minutes	20 minutes	0	40 minutes	40 minutes	20 minutes	120 minutes	130 minutes	160 minutes	160 minutes
REDMOND	80 minutes	120 minutes	40 minutes	40 minutes	40 minutes	0	30 minutes	40 minutes	60 minutes	70 minutes	100 minutes	100 minutes
RENTON	60 minutes	100 minutes	40 minutes	20 minutes	40 minutes	30 minutes	0	60 minutes	30 minutes	30 minutes	70 minutes	70 minutes
EVERETT	80 minutes	120 minutes	60 minutes	40 minutes	20 minutes	40 minutes	60 minutes	0	120 minutes	140 minutes	180 minutes	180 minutes
AUBURN	80 minutes	120 minutes	60 minutes	50 minutes	120 minutes	60 minutes	30 minutes	120 minutes	0	20 minutes	60 minutes	40 minutes
TACOMA	80 minutes	120 minutes	60 minutes	60 minutes	130 minutes	70 minutes	30 minutes	140 minutes	20 minutes	0	40 minutes	40 minutes
FORT LEWIS	120 minutes	160 minutes	120 minutes	100 minutes	160 minutes	100 minutes	70 minutes	180 minutes	60 minutes	40 minutes	0	30 minutes
PUYALLUP	120 minutes	160 minutes	120 minutes	100 minutes	160 minutes	100 minutes	70 minutes	180 minutes	40 minutes	40 minutes	30 minutes	0

If you don't have your own wheels, you can always utilize the vast system of public transportation that goes all over the city, operated by the Metro Transit Company. Around the heart of Downtown and down to Sea-Tac, you can ride the aboveground monorail. It has major stops at King Street Station, Seattle Center, and the Shiawase Arcology, with lesser stops dotting the route of the loop. Seattle doesn't have a subway, but they have a bus system that covers the entire metropolis, including the barrens. The barrens buses are not, however, exactly the same as the Downtown models—they look more like armored transports, and to transfer to them at the edge of the barrens. Redmond has a station in Touristville, south near Issaquah, and north near Maltby. Those are the only stations available for transfers to head into Redmond or catch a transfer once you get out. Puyallup has Parkland, Summit, and Bonney Lake stations for transfers, depending on which way you're leaving the lava-flat slums.

If you need something a little more personal but not quite private, you can take advantage of the various cab services. Emerald City Cabs and Yellow Cabs operate throughout the sprawl, and you can always find a Jitnee ride share. The level of mental stability your driver possesses determines exactly where they'll drive you—well, that and the balance on your credstick. If you want a less personal system, hop in a GridCab. They're autopilot controlled and guided via GPS. They don't have any limits on where they'll take you, but prices for heading into the barrens are pretty steep. You can also get a limo service run to or from the airport, but I don't know many runners who ride in limos. Then again, this isn't always about what runners do, but instead knowing what a target may do.

For the last level of personal ground transport without owning a car yourself, you always have KeyCar. For those not familiar, it's a subscription service you pay for by the year, and then pay as you use it. The cars are registered and tracked, but at least you have a little more freedom in their use. Rates vary by the model of the car.

PUBLIC TRANSPORTATION PRICES

TYPE	COST
Bus	5¢
Cab	5¢ + 0.25¢/kilometer
GridCab/Jitnee	0.25¢/kilometer
Monorail	5¢
Limo	100¢
KeyCar	1,000¢/year base subscription + vehicle cost/1,000 per hour
Ferry	5¢
High Speed Ferry (1/2 the time)	10¢
Boat rental	200¢/hour
Air Taxi	10¢/kilometer

Getting around via the water isn't too tough, as there are plenty of waterways to use in the city. The most common way to cross the waters is one of the many ferries. The various ferries run out to all of the Outremer islands, including the artificial ones, and they also make runs from the different coastal districts. The hub of the system, operated by the Seattle Ferry System, is at Pier 66 in Downtown.

Those with a little more money can rent a private boat to move around, though these are usually just as monitored as the ferry. XGuide has HarborGuide under its net, and most boats, whether they have a tracking system or not on board, are monitored by the other boats. The advantage is that you can load items that aren't normally acceptable in public onto one of these private boats as long as you trust your captain.

Last on the list of likelihood is owning your own boat. They're expensive to buy and maintain, and usually they require quite a bit of regulation and registration. Shadow docks exist all over the sprawl, most of which will pull your craft out of the water to hide it in a warehouse when you aren't using it. Most boat owners use these docks a lot to make the most out of their investment.

Now we take to the air for the pathways of the wealthy. Regular, everyday Seattleites will likely never use an aircraft to travel within the sprawl, but as anyone who looks up at all hours of the day, someone is certainly doing so. These local aircraft are mostly utilized by corps and their executives to move valuable assets around the city. Most of the flights are VTOLs, but sometimes flights bounce between the smaller airports or hop down to Sea-Tac in order to catch a flight out of town. The major arcologies and hospitals all have helipads, and the rich and powerful can often go weeks or even months without ever needing to come down to street level with the rest of the plebeians.

Even though it is usually the rich using these aircraft, the regular folk can occasionally join the aristocracy for a brief moment as they splurge to get a beautiful view of the city from the sky. Five major services offer air-taxi options around the metroplex. Emerald City Air is run by the city government and offers some of the best rates. They usually fly government officials around, but some tourist flights occur. Renraku Air handles municipal overflow, Renraku corporate traffic, and the rare tourist expedition for Renraku citizens. Sea-Tac Express runs hops from dozens of sites all over the sprawl down to Sea-Tac. Quetzal Shuttle Services operates primarily for Aztechnology execs and citizens, but they also offer private tourist experiences that take off from the Aztechnology pyramid. Last, but not least, Federated-Boeing Air Carriers offers a mix of personnel and courier services, along with a tourist arm for visiting VIPs who have come to visit F-B's airport.



- Don't forget the LTAV traffic that floats over the city. Many of those tourist air services offer trips in these blimps for a larger number of guests.
- Sounder
- Why do we care about LTAV tourism?
- Gearz
- Because runners end up working in a lot of different environments, including extractions from an LTAV with a little base-jump out the cargo door!
- Kane

PRIVATE SECURITY

I don't have the space to mention every security corp in the city, but I can pretty much say, search the Matrix for "security corp," and all the ones you find will have a contract somewhere in Seattle. Many operate large contracts and utilize AROs and physical signs to warn visitors of local restrictions, but myriad smaller contracts are scattered all around the sprawl with just an ARO set in a geofence.

- The private sector runs the gamut. At the harshest end, you have corps like Wolverine and Hard Corps, while at the other end you have Minutemen and Petrovski. The low-brow boys will beat

you for looking at them sideways, while those top sec corps will let you spit in their face and then bury you in charges.

- Stone
- They'll take that spit and relay the details to the holding team. You'll still get a beatdown.
- Errant Knight

LAW ENFORCEMENT

The big boy in town is Lone Star—they are back in the saddle. They're in high gear, making themselves look good, and they're working smoothly with security providers and megacorps all around the sprawl. This isn't likely to keep up, but for the time being, Lone Star is making nice with everyone they can. Don't expect that niceness to carry over to runners, but their niceness with the corps means they need more shadow assets to clear out the bile they keep swallowing.

Seattle is developing and shifting over the various alphabet agencies that provide intelligence and various kinds of law enforcement, and they've already changed them several times in this first year of independence. You can completely expect their offices and efforts to be just as mercurial as their standings in Seattle. The disorganization of law enforcement means it's a good time to be a criminal.

- › I want to point out that the Seattle coastal patrol—I call them the “Sound-Pounders,” even though they have not locked in a name—is at the top of their game. They pulled in a ton of resources from the departing UCAS government, and they are making the best use of it. The good thing is, the water is a big place, so it’s easy to avoid detection.
- › Sounder

It’s important to remember the whole metro is covered by the PANICBUTTON™ system, which is linked to commlinks and public access points all over the metropolis. Slap that PANICBUTTON™ and just wait for the law dogs to come a howling. The response time is what you’d expect based on the neighborhood, and so is the actual response. It may take a hot minute for the Star to respond to a call in Redmond, but they come rolling in fourteen deep in a set of Goliaths.

REGIONAL GEOLOGY

The topography of Seattle is simple—hills, hills, everywhere. The Downtown area is generally hilly, with the classic seven hills of Seattle reference being slapped on the area. Of course, in the true fashion of legends, the specific seven hills are never defined, mainly because there are far more than seven hills in Seattle. Beyond Downtown, the hills rise towards the mountains, and direct routes to anywhere are extremely rare if you can’t fly. Megacorp construction has smoothed out some large swathes of land, but that doesn’t necessarily help the overall topography, as these swathes often create large drop-offs or force the creation of switchbacks.

- › East Coast and Midwest runners are often left confused when they suddenly can’t just navigate instinctively using the street grid.
- › Matt Wrath

The weather here isn’t rainy all the time, as I pointed out in my intro. It’s generally cloudy most of the year, with about two hundred days of clouds, another one hundred of partial clouds, and only sixty or so with abundant sun shine. The rain mythos comes from the general drizzle that falls on those cloudy days and leaves this place in a perpetual state of moistness, with only about a meter of water falling across the whole year—significantly less than falls in New York. Temperatures average 21 degrees Celsius in the region, but will get up over 30 degrees Celsius in the summer and down to about 4 degrees Celsius in the winter, though neither extreme holds for extended stints, thanks to the moderating effect of the Puget Sound and Lake Washington. It’s important to note that Redmond sits a bit up in elevation, and its temperatures aren’t quite as regulated by the waters. They regularly get snow and sit below freezing for a week or more at a time.

While not precipitation but still a part of the local weather, the southern portions of the metropolis get a significant amount of ashfall thanks to local eruptions. Air quality often sucks, and breathing masks are a common accessory and regularly get used as a fashion statement. Strong winds in spring and autumn tend to clear things up, and the consistent breeze created by local waters keep Downtown from getting ashy. Most areas south of Lake Union, however, get a covering on a consistent basis.



AUBURN

POSTED BY: LALO

If Downtown is the heart of Seattle, Auburn is the guts. The blue-collar district that gets the job done, day in and day out, providing the industrial strength that supports the rest of the sprawl. Over the past five years, however, the guts of Seattle are looking a little queasy and rife with division. Rich vs. poor, old vs. young, unions vs. scabs, polluters vs. environmentalists, Mafia vs. Yakuza ... and racism? Oh, buddy, yes. When your guts are acting up, you take some medicine, but when something's gone really, perpetually wrong? Well, you should probably see a doctor.

- › Sorry, all booked up.
- › Butch

Auburn's still got every bit of industrial potential it had before, but without the UCAS overhead, and with Seattle's laws still in flux, there's a whole lot of movement going on that wouldn't have hap-

pened before. This has left the whole area upset, and as everybody knows, when your guts are upset, the rest of the body is soon to follow.

- › And that's where Tacoma's smell comes from! ... wait. Am I late? DREK!
- › Slamm-O!

THE VIBE

Auburn is the very definition of working class. People there take pride in working hard and putting food on the table, providing for loved ones, and being part of a community; after all, getting the job done means everyone has to do their part. Free time is spent on classic working-class activities, like local sports teams, rather than a fancy life. There's plenty of consumption, of course, but those big trucks get used and abused. Homes have a huge trideo set for entertainment but not much trust in the Matrix, and the only name brands are

AUBURN

Size: Approximately 363 sq. km

Population: 224,000

Human: 61%

Dwarf: 2%

Elf: 6%

Ork: 28%

Troll: 2%

Other: <1%

Population Density: Approximately 602 per sq. km

Per Capita Income: 25,000¥

Below Poverty Level: 34%

Corporate Affiliated Population: 51%

Hospitals and Clinics: 7

Voting Precincts: 5

Education:

< 12 years: 30%

High School Equivalency: 39%

College Equivalency: 27%

Advanced Degrees and Certificates: 4%

Average Security Rating: Bronze

on sports jerseys, not sports shoes. Sunday's the only day that nobody works, and it's spent on neighborhood events, family gatherings, or even church. Yeah, religion in this day and age, who'd-a thunk it?

- ▶ Hunting's also a big deal here. Probably half of Seattle's hunting licenses are held by Auburn residents, and the eastern Kanaskat gate is the main throughpoint for hunters who have permission to enter Salish-Shidhe territory under strict quotas.
- ▶ Traveler Jones

The first thing you'll note when you enter Auburn is the Hum. It's like the Tacoma Aroma, only for the ears. It's a low-key rumble, the side effect of so much industrial machinery running 24/7. After a few days, you get used to it, but those first few days, sleeping's rough. The people tend to stay out of your business, but once you break in to a group, you're family. Stoic on the outside, gregarious on the inside. As long as you're in with them, they're some of the best people ever. If you're on the outside, well ... see below.

The people of Auburn are a proud lot. They'll respect anyone willing to work but they *despise* a "moocher" or anyone living on public assistance. At the same time, this is one of the largest districts for governmental aid for disability and food aid. If someone's humble and shamed by taking the help, it's tolerated, and the gentle lie that "they'll be back on their feet soon" is one that everyone will agree on even while helping them out "just until you're solid again." In contrast, someone who seems able-bodied but on aid, or who seems too happy about getting funds on the first of the month will be scorned. That the former tend to be human and

the latter metahuman is certainly just coincidence (spoiler alert: It's not a coincidence at all).

A possibly unexpected aspect of Auburn is environmentalism. The large number of hunters understand conservation and teach the kids to respect nature, which is a core part of the Young Pioneer Scouts that so many working-class kids join that it's a virtual rite of passage, but they also believe that those areas are to be used, not left alone. You'd think someone would have trouble believing that nature was God's gift while at the same time ripping through it on a snowmobile belching toxic fumes everywhere. Blast a deer with a high-powered rifle but charge down the street and tackle somebody kicking a dog. Agree that drinking water's important but scoff at water-quality warnings, saying that they've drunk from the Green River for forty years and it's never hurt them, so why get up in arms over it? From the outside, it seems impossible to hold so many opposing ideas in someone's mind, but the residents of Auburn manage it all the same.

Part of that working-class pride above is that they'll shrug, blame the weather, and ignore how their breathing worsens year after year due to toxic smoke belched out of factories until they die of cancer, with withered husks of lungs inside them. Oh, and Auburn is infamous for not wanting to get medical care. The belief is that they'll "get over it" and, anyway, they have a job to do, so they just have to tough it out. That the metahuman body is resilient and recovers from almost anything only encourages their hard-headed belief that they'll be fine. Auburn has Seattle's lowest rate of health insurance outside of the Barrens.

EXTREMELY LOCAL FORECAST

Traditionally, the northern sections that border Renton are where the wealthiest residents live, with the district getting poorer and poorer as you head south, with those on the Puyallup border being the worst-off in the entire district. There are pockets of exception here or there but, as a general rule, this holds true. Those who can see Renton try to live the high life that they see but can't quite afford, while those who can see Puyallup scramble so that they never fall into those depths. As long as they're ahead of Those People, it doesn't matter how far below the others they are.

The perception is that crime predominately happens in the southern parts of the district, and over three quarters of all arrests happen in that half of the district, but the focus on petty crime hides the rampant domestic abuse, white-collar crime, and organized-crime operations elsewhere.

The biggest issue in the region, however, is multi-pronged. The older residents worked hard

to send their kids off to get a good education so that they could get better jobs and not work themselves to death. When those kids come back with the education their parents paid for, they get rejected for having “forgot who they are” and “putting on airs,” or thinking that they’re “too good” to do the same jobs their parents do, despite those same parents sending them off to learn so that they didn’t have to do those jobs. Those kids use their education to get better jobs in different parts of the sprawl, or even join corporate zones, draining youth in the area and keeping the overall education level from going up. The parents, older and less able to handle the workload, can’t keep the factory running without fresh blood, so instead of their kids, they get new hires that, for the past few years, have been almost entirely orks who have been priced out of the Underground as it gentrifies. This, in turn, leads to aging humans complaining that the district “ain’t what it used to be” and they lay the blame on the rising ork minority, who expected to be welcomed as equals on the workforce but wind up being socially ostracized at company softball games, Sunday picnics, and so on. The Humanis Policlub, who have always had Auburn as an expansion target, have stepped in and made huge inroads in only a few short years. The more militant views are being held back for more socially acceptable ones, like students wearing “It’s OK to be Human” shirts at all the local schools. This has led to the orks finding community with those they knew underground, and with orks who are natives to the district, producing more meta-racial divides.

With Seattle’s breakaway from the UCAS, local factories are starting to flex some long-unused union-breaking muscles. Bowman Metal Works took one look at a union strike and didn’t blink ... but grinned. They fired every single worker, replacing them with orks freshly imported from the Underground. The union men turned into a mob, which was broken up by Lone Star officers hired by Bowman for this exact reason. Within forty-eight hours, not a single union worker was left at the plant, and while production has stuttered, the new hires are making a third of what the old workers did and don’t have benefits, so Bowman considers it a win.

- ▶ Let me tell you, watching a bunch of breeders getting their heads cracked by the Star while a bunch of tuskers sat around, eating sandwiches and enjoying the show? Never thought I’d see it in my lifetime.
- ▶ Sounder

Other companies have assured their workers that there won’t be changes, reckoning that Seattle will have labor laws akin to the UCAS, but it’s an open secret that all of them are preparing to move

depending on what comes together. This makes the workers nervous, but they put less blame on management than on those willing to work for cheap. That those hires happen to be orks is surely a coincidence.

- ▶ Yeah, yeah, breeders vs. tuskers, we all know this song and dance. Why doesn’t anybody ever talk about the elf drain? Over half of Auburn’s elf population has gone away in the past thirty years. What happened? Why did they bail? Where did they go? Why does no one ever talk about this? Am I alone in this?
- ▶ Deathbird

Traditionally, the Mafia and the Yakuza had a semi-truce in Auburn, due to being involved in different areas. The Mob controlled transportation, politics, construction, and other “virtues.” The Yakuza focused on prostitution, gambling, BTLS, and other “vices.” By not encroaching on each other’s toes, there were far fewer incidents between the two syndicates than elsewhere in Seattle. As the unions have crumbled, the Mafia’s lost a ton of influence; at the same time, the depression settling in to the older generation has led to an uptick in distracting vices. This has emboldened the Yakuza, who are now moving into Mafia-owned areas as the Mob retreats—they have taken complete control of Enumclaw at this point. The Ciarniello Family still controls Maple Valley, Covington, and Auburn proper, but they’re facing a similar demographic problem as the rest of the district, with young people not wanting to join while the senior operatives are, well, becoming ever more senior. The Yakuza have youth and vigor on their side, if not numbers ... yet.

HOTSPOTS

ALGONA COMMUNITY HOSPITAL

It got scooped up by Renraku twenty years ago but for some strange reason, Renraku never plastered their name all over the building. Gee, wonder why? That said, it’s a perfectly fine facility that was certified for alpha-grade bioware and organ replacement a few years ago.

- ▶ There’s never been accusation of overt racial bias here, but the prices put it out of reach for most orks and trolls in the district. Not long after the current chief of administration took over, however, people started saying that there was a high number of dwarfs added to staff, and many of them have been receiving medical care at the hospital.
- ▶ Sunshine
- ▶ Let me guess. New guy’s a dwarf?
- ▶ Mr. Bonds



- › The only time we're ever noticed it's to toss slander at us. Just can't win.
- › Lyrn

THE AURORA

Local talk is that the place gets its name for ghostly lights that sparkle in the night, seen through a large glass window behind the bar. This is true, but the lights aren't the aurora borealis, they're gas fumes from a nearby garbage dump being ignited by pollutants in the air. For obvious reasons, the owners just chalk it up to "magic" and ignore the rest.

Rundown even compared to other dive bars, the Aurora is infamous as the last stop for shadowrunners before they fall forever into the barrens and obscurity. Samurai whose wires are too slow, or whose cyber has left them a shaky mess, riggers who've lost their ride, deckers trying to scabble spare parts together, mages who had their minds shattered in the astral ... you can find them all here, trying to forget their pain in a cup of booze that manages to both taste rancid and be watered down at the same time. Those who still have a few nuyen to rub together can rent rooms from the two floors above the bar.

- › The current owner, Hun Skaar, keeps a small shrine to fallen runners on one wall. If you've not seen someone in a few months, it won't hurt to swing by and check the big board, just in case.
- › Turbo Bunny

- › Hun and his kids are all orks, but his wife's a human. She waits tables with his daughter while his two sons hammer it out in the kitchen. Sometimes literally—the two don't get along well and sometimes brawl until mom goes back to stop them.
- › Bull

BOWMAN METAL WORKS

Despite being a fraction of Federated Boeing's size, Bowman's produces more pollution than all of the larger corp's plants combined. It's the largest employer of tuskers in the region, providing high pay due to the risky working conditions. Turn-over's high, as even orks can only take so much toxicity before they have to step down, but the good pay means that openings are always filled. They've been hit with fines galore over the decades, but somehow, they power through and keep pumping the air full of smoke and the river full of runoff. Not sure how that works, but it keeps churning all the same.

- › Old boys network, along with strong Mob contacts. Sometimes workers fall into vats. Off hours. Where there aren't cameras. They always drop their nametags before taking the hot splash, tho. Funny, that.
- › 2XL
- › As bad as Auburn's astral is, it's at its lowest downriver (and downwind) of Bowman's. Lone Star's magicians practice against the toxic spirits that snarl through the astral here. Not the big ones, of course, just the freshly generated baby ones.
- › Ethernaut

COMMUNITY GENERAL

A charity hospital, run primarily by the Catholic Church with the help of a local Jewish rabbi, C-Gen is always short-staffed and low on supplies, but it keeps the doors open for the desperate. It remains the go-to for victims of crime along the southern border—usually gangers exchanging fire with their Puyallup mirrors, but sometimes mugging victims, assaulted prostitutes, and so on. While those are the more notable charges, most of the time is spent on basic work: broken arms, dizzy spells brought on by chemical exposure, food poisoning, and so on.

- › Everyone here is a champ. Long hours, short pay, working for the good of the community and to help the actual needy. They also don't talk to the police and have top-notch skills at dealing with gunshot wounds. When you pay for treatment, be sure to leave a big tip for charity. They need it, and it's worth it.
- › Beaker

ENUMCLAW MONEYMAKER HOTEL

A low-rent hotel known for cheap rates, it's an open secret that the Moneymaker offers hourly rates and is the last stop for prostitutes in the area. This is a gathering point for the burnouts and cast-offs that the Yakuza have no use for, and it's also where unaffiliated independent or semi-independent sex workers congregate. Since the local police are in the pockets of the Yakuza, it rarely gets raided, but it's where they know to go for missing persons a year after they've vanished. Well, if they're still alive.

- › Business picked up with the influx of former Undergrounders to Auburn. They have few contacts, low standards, and few other good outlays for their paychecks, so Moneymaker has been making bank. Of course, this is also where you get Humanis thugs getting riled up by seeing ork workers with human sex workers, so you get some brawls now and then. As you might expect, humans get sent home to cool off and sober up, while orks go to jail and pay fines.
- › Sounder

ENUMCLAW SECOND CHANCE

'BECAUSE EVERYONE DESERVES
A SECOND CHANCE.' - CLINIC MOTTO

ESC is a private health clinic focused entirely on bioware, with three operating rooms, two floors worth of recovery space and rehabilitation facilities, and a vault with a level of digital and magical security that's quite excessive for such a small place. That's because it's almost exclusively reserved for Seattle's assorted Yakuza. Enumclaw's the retirement district of choice for the local Yaks, but a lifetime of hard drinking, BTLs, combat drugs, and body mods results in a body that simply doesn't handle old age well. Second Chance is there to pull out the bad and replace it with the new, with joint replacement and liver transplants being the norm, with lung and throat replacement also common for the notorious chain-smoking criminals. Technically controlled by the Shigeda Gumi, the clinic offers services to any Yakuza member who wishes to use it, and those who visit operate under the protection of a guest. Assassination attempts and other such things are simply not allowed at this neutral space, and those who threaten to ruin that peace are quickly and violently removed. Visitors are tightly screened, but every boss, or former boss, who stays there will be visited often by any number of soldiers who want to pay their respects. As bosses from rival families sometimes recover here at the same time, peace negotiations during the truce of healing are common.

- › No matter how senior they are, the old men here hate taking it easy. The nurses are the primary target as the patients find a youthful vigor returning that they've not known in decades, but more athletic visitors will often find themselves challenged to strength contests or the like. Of course, the main activity is gambling—cards fly nonstop within those walls, and while most bets are for pocket-change amounts, sometimes the pot gets outrageous.
- › SeaTac Sweetie
- › If you have beef with someone in the Yakuza, finding a boss in the clinic can give you a chance to meet and make your case; they tend to be quite forgiving in there, with several thinking of it as a chance to get a clean slate before entering retirement.
- › Bull
- › It should go without saying, but do not bring weapons here.
- › Hard Exit
- › They do not do illegal implants here, to keep the hospital "clean."
- › Marionette

FEDERATED-BOEING AUBURN FACILITY

As the single largest employer in Auburn, where FB goes the district follows. They have a massive union base, but there's open fear that the facility could try to break them, driving a serious racial backlash against the district's orks. General harassment in the southern half of Auburn is climbing as trucks of Humanis thugs roll around, reminding the orks to mind their place and not try anything. Any pushback against these are, of course, seen as "violent thuggery" by the authorities, who send the humans home and round up the orks. Everyone knows how the lines are drawn, but so far, it's remained almost entirely non-violent.

FB used to do some research here, but that's since been moved off-site, with the Auburn facility now focused entirely on construction and engineering. Most of the facility handles standard work, but military contract work is reserved for Hangar #4, and being selected to work there is a high mark in someone's career.

- Work never stops here, running 24/7. This has led to more automation across the board, including drone-based security. Spiders run the show from central security, but the military wing has a crew unique to it who use a much higher grade of drone and who are authorized to shoot first, then shoot again, before asking questions.
- Stone

THE GREEN RIVER ARCOLOGY

Sometimes called the "Green Zone" by locals, the arcology's still years away from being finished. Construction has been plagued by industrial accidents and bad contracting, leading some to say that the entire project's a giant boondoggle. Still, if it's completed, it'll be a self-contained micro-city with clean water and air, two things in high demand and low supply in Auburn, so many investors still see it as a winning bet—for now.

- Rumor has it that the locals are trying to kill it, since they know it'll eradicate their businesses. The number of accidents might be spirit-related, but conjuring up spirits near the river is bound to call up something toxic eventually. Be careful out there.
- Elijah

HUMANIS POLICLUB: AUBURN CHAPTER HQ

Humanis set up their new HQ in Maple Valley in northern Auburn after having outgrown their old one over the past decade. The HQ always seems to have a police cruiser in sight of it, so the occasional attempt at vandalism gets the culprit caught, sometimes before a single window can be

broken. The area is upscale, featuring a small café, plenty of nice shops, the office of Dan Hausen (alderman for Maple Valley, Humanis member, and leading candidate for the next Auburn mayor), and a good, wholesome church. It's weird seeing smiling old ladies sitting around, enjoying tea, and knitting while dropping just terrible things about metahumans, but, well, that's just how the community rolls. Humans make up more than ninety percent of the local residents, with elves and dwarfs filling in most of the remainder, and they'll let anyone and everyone know that if it wasn't for Those People bringing crime with them from the Underground, they'd surely have a peaceful community again.

- More than one of us has an uncle who's a member of Humanis and makes a scene at family gatherings. Maple Valley's basically composed of all those uncles in a gestalt form. Oh, there's no violence, that's "beneath" them, but they'd love to have a "peaceful cleansing," where the metahumans just up and left the district. Were that to happen, they're sure that their kids and grandkids would then flock back to Auburn to take the jobs that are being "stolen" by "lazy orks" and they'd be able to rebuild a "proper" community.
- Slamm-O!
- Is that why Keith's not invited to your mother's holiday gatherings?!
- Netcat
- Matrix security at the HQ is not great, but they don't keep anything incriminating in the building. Magic's even thinner.
- Pistons

JOHN BUCK'S DEER AND DUCKS

A sleepy little eatery near the Seattle-Salish border, Bucks offers a wide array of "critters and varmints" for those looking for a taste of mother nature. Waterfowl and deer are, of course, the main attractions, but if it walks, wiggles, swims, or flies, they'll cook it up at Buck's. Since many of the hunters who cross into native territory are just trophy hunters, they drop their kills off at Buck's, but John keeps a few of his own hunters on staff to bring in fresh meat as well. Expensive, but where else can you get imported beaver burgers and wild turkey breasts?

- Buck doesn't have a problem with orks (the Cascade Orks bring him some extra supplies now and then), but he dislikes dwarfs and he hates, and I do mean *hates* elves. His son became an elf poser back in the mid '50s and wound up starving himself to death trying to get the right look. Buck's never forgiven them and doesn't like UGE kids of any kind in his place.
- Bull

PLEASANT HILLS

Located at the southern edge of Summer, the Pleasant Hills area is known by locals as “North Puyallup,” a series of government-subsidized housing for the poorest (and ork-iest) residents of the region. The Hills are alive with small gangs, rampant low-level crime, and a horde of people working hard just to get by. Sure, there’re plenty of BTL dens, liquor stores, and bodegas on every corner, but it also has the highest percentage of churches in the district, community outreach centers, and the local HQ for Mothers of Meta-humans (MOM) as well. Life here is rough, but not as rough as the trideo makes out. Pretty much anything that goes wrong in Auburn is blamed on the Hills, and in return Hillsfolk tend to have a big chip on their shoulder about where they’re from. While the area has a large ork population (fifty-four percent), humans are the second-largest, with elves and trolls making up around five percent in total. Weirdly, the area is nearly devoid of dwarfs.

SHIGEDA TOWER

A bold name for a five-story complex, the Shigeda Tower is the HQ for the Shigeda Gumi, the public office where you can visit to get legal advice, settle debts, take out loans, and more. The first floor is always filled with soldiers, while wannabes cluster outside hoping to get a glimpse of star thugs. There’s also a front desk, snack bar, and yes, gift shop. Loan officers and lawyers work on the second floor; the third is for modeling, photography, and magazine layout; while the fourth has a small recording studio for simsense recording, and, after hours, porn production. The fifth floor is reserved for Yakuza officers.

The rest of the block features a hostess bar, pachinko-centric arcade, pawn shop, general store, karaoke bar, and tattoo parlor, all of which are, of course, Yakuza rackets. Several food vendors and small-time sellers also operate in the region, all under the protection of the Shigeda.

- Every so often, to keep up the illusion, the tower will be raided by the police, where a handful of soldiers are marched out in handcuffs, and a few pistols and BTLs are rounded up. The police will smile for the media (who are always tipped off about the raid) while talking about the small handful of criminals who give the company a bad name. The Shigeda use this to clean house of troublemakers, but sometimes a hot young prospect will volunteer to get arrested, knowing that he’ll get a promotion once released from prison as long as he toes the line. The bosses also use the block as a general celebration center.
- SeaTac Sweetie

STUCK’S CARNIVAL

Ho boy. Okay, so, due to a legal loophole, Mitchell Stuck managed to create his own little six-block empire when Auburn merged with Seattle back in the ’30s and continues to rule over it today. He’s pushing ninety years old now. He lost his mind ten years ago and is being kept up by a wide array of chemicals, implants, and hope, because the loophole was closed and his heirs can’t claim the Carnival. As long as Mitchell is alive, so’s his empire, but as soon as he dies, the property reverts to Seattle who would very much like to clean it up.

The Carnival itself is the central building in the whole zone of chaos, a grand building of too-red red velvet, burgundy walls, and old-school sexism. It’s got a sort of Wild-West-meets-burlesque cabaret charm, but it’s also got a sleazy undercurrent all its own. The rest of the place is filled with otherwise-illegal activity, such as a black market that operates brazenly under the banner of “Stuck’s Swap Meet,” rampant prostitution, gambling, and more. Seattle’s law enforcement has no jurisdiction here, so while anything goes inside the Carnival, there are always cars stationed at the entrances and exits, so don’t take anything with you but memories.

- Technically, there are guards here, but Stuck’s legbreakers are there to keep the place from burning down, protect the patrons, and most of all, make sure the assorted barkers and sellers pay their taxes. Past that, they don’t care. Whatever two people want to do to one another, in private or in public? Not their problem. Oh, every now and then they might step in, sometimes to make sure things are consensual, sometimes to ensure that the proper fees are being paid—and you can, of course, go ahead and pay them on the spot if needed. After they get their credits, feel free to carry on.
- 2XL
- Lenny’s Loans will make sure you have money if needed. He’s one of the rare “functional” ghouls, and his favorite joke is that he doesn’t “charge and arm and a leg” ... that joke never gets old to him. I can also tell you that this promise doesn’t extend to late fees or attempts to skip out on your debt.
- Clockwork
- I trust him more than I trust you.
- Hannibelle

THE SUPERMALL

The second-largest mall in all of Seattle (and if current market trends continue, it’ll be the largest soon), the Supermall manages to thrive when one after another mall has shut down, replaced by the ease of Matrix shopping and drone delivery services. The Supermall had been in decline for years, catering to an increasingly poor client base, but the past decade has seen a small resurgence from

teenagers who have embraced the idea of a mall. They have reclaimed the area, bringing badly needed nuyen along with them. With over a hundred stores and six anchors (we miss you, Wordsworth!), there are plenty of entry-level jobs to go around for teens looking to generate a bit of income. There's a thriving skate subculture here (not allowed on mall grounds, but they've gravitated to the parking lot around the now-closed Wordsworth, and so far mall officials aren't stopping them). The skater presence has helped persuade the Diamond Deckers to set up shop here, bringing plenty of hackers with them. The Trideoplex remains popular for teen romance, while the large variety of stores on the upper floors sell everything from housewares to furniture to, I drek you not, sports trading cards and comic books.

- I feel a shopping trip coming on.
- Dr. Spin
- Weren't the Diamond Deckers going to be in the Green River Arcology?
- Pistons
- They are, but while it's being built, they run operations out of the Supermall. The good stuff they can't sell until they have extraterritorial protection, so the Supermall front is for legal goods.
- Slamm-O!

WHITE RIVER RESEARCH

Formerly United Oil Research and Development, this seven-story building's a bit of a mystery. Suits go in, suits go out, and work of some kind goes on in there, but no one really knows what form that work takes. Over a hundred security are crammed into this one facility, and the wards are airtight. Lots of people would pay good money to know more.

- How good? Drop me a private message.
- Bull

WUXING PARK

A new entry in Auburn, Wuxing opened a small park as a cultural outreach just east of Lake Wilderness. Designed to emulate a Chinese Scholar's Garden, the tall hedges and winding pathways make it seem far larger than it actually is, allowing many guests to stroll around and have private(ish) conversations while not being seen by others. The park itself is relaxing and quite lovely, featuring traditional Chinese architecture and natural splendor. Plenty of ducks, frogs, and fish are found in the park's winding waterways, while the small tea house, snack bar, and cultural center/gift shop give you somewhere to take shelter in case of bad weather.

- As you might guess, the place isn't popular with the Yakuza, but a combination of public protection from Wuxing and protection payments to the Mafia have so far kept the harmony from being disrupted.
- Glasswalker

WYNACO CORRECTIONAL FACILITIES

Bought out by Lone Star about two decades ago, Wynaco is a maximum-security prison, fairly run of the mill, aside from the experimental wing where they run, well, experiments. Lone Star's Grey Men have rewired dozens of ex-cons here, turning their brains sideways in new and inventive ways to turn them away from a life of crime and violence. But those who undergo the treatment never come out quite right. They shelved it around '68 to focus on a new program of time-lapse simsense recordings, where they can follow a prisoner living through forty years of prison time in a month. This work shows promise, but it undercuts the primary business of the facility.

The primary business, of course, is prison-for-profit, where the inmates (over half of whom are orks, because that's how law enforcement works) are used as slave labor, producing body armor and helmets for the Star, as well as badge cams (Lone Star's infamous "faulty badge cams" are always blamed on the prisoners here) and other electronics. They also mix chemicals (mostly house paint and the like) and build furniture. Local businesses have long lobbied for an end to this forced labor, as the prisoners aren't paid for their work, while business owners have to pay their workers' wages, creating an unfair competition that drives the locals out of business. Seattle has traditionally shrugged about this, as this labor is legal under the UCAS Constitution. With Seattle's new status, this might change.

- Lone Star's lobbyists at the Governor's table are paying close attention to these rumors. Lone Star could easily make the facility extraterritorial to keep the forced labor, but if Seattle bans the practice, there goes some market capital, and they'd rather not risk it.
- Baka Dabora
- Cheap labor is the not-so-secret desire of bosses and has been forever. Whatever floor the law offers, they'll sink to. Since labor laws are practically dictated by corp execs, they are usually not at all favorable to workers.
- OrkCEO
- Special final note—the **Green River**. The river is seventeen kinds of toxic, thanks mostly to the dumping of chemicals from the assorted industries along it, but there's also a history of serial

killings that have turned the astral even more hazardous. Toxic elementals spawn from it on the regular, usually on the smaller side, but there are a couple of toxic magicians (mostly shamans, some hermetic) who actively stoke the problems and try to conjure up even more powerful spirits. Rumor has it that a toxic great spirit was bound somewhere along the river's path, but the exact location has never been pinned down, if it's true. Needless to say, if you have to astrally project near the river, be on your guard.

► Ethernaut

ALLIES AND ENEMIES

ENEMIES

THE HUMANIS POLICLUB

If you think that they should be in the “Freemies” section, get out.

The Humanis Policlub in Auburn isn't as entrenched as they are in Renton, but they're a growing force that you should be aware of. There are essentially three layers to this onion: the outermost layer, the core, and the inner circle. The outermost layer is the large number of thought-aligned non-members that dot the landscape. These people (mostly humans but not entirely) are motivated by what they think of as normalcy, which the recent surge in orks has shaken. They all “have ork friends” and talk about how “he's one of the good ones,” but the constant barrage of misinformation and fear that the media dump on them has them willing to believe hateful things, like orks having litters or trolls being stupid. These folks work shoulder to shoulder with metahumans in the plant, or hire metas for menial tasks like lawn care or house repairs, but grumble about the number of orks dating humans, how they affect property values, and so on. Humanis courts these people, slowly bringing them into the fold.

The core are the actual Humanis members. They think of themselves as the good guys (they aren't), defending humanity from the predations of lustful orks preying on their children, railing against elves draining coffers dry via Social Security, and preaching that orks are lazy and simultaneously stealing human jobs. They can be violent when counter-protesting, but their real strength is in their entrenched social structures. Quite a few officers in Lone Star are also Humanis members, as are many members of school boards, zoning committees, and so on. They use these social controls to keep metas “under control” and allow for “normal people” to thrive.

Lastly is the inner circle, the ones who lead the charge. Thomas Hamilton's the head of the Auburn chapter, but his wife Karen is the one who has more passion for the cause. The inner circle

are highly placed in society, such as aldermen, bank loan officers, and so on. They've actively kept regressive policies, like tying education funding solely to property taxes, so the public schools in Pleasant Hills are starved for funds while those in Covington are well-funded, or ensuring that orks get worse interest rates, if they can get loans at all, restricting them to low-income housing. Judge George Jones has a particular bee in his bonnet about ork crime, pushing for maximum sentences for minor crimes and keeping Wynaco full of convicts. The district prison population has an ork majority, even though orks are only a quarter of the population.

► Don't do the crime if you can't do the time. Plenty of other ways out of poverty.

► OrkCEO

► That's the beauty of the personal responsibility crowd—it's always a value others need to adopt. Should Humanis leaders reveal themselves in public and be accountable for all of their actions? Should wage thieves have to pay back wages with interest? Should drug dealers in human neighborhoods get the same punishment as those in ork neighborhoods? Naw—when we talk about personal responsibility, we don't mean them.

► Sunshine

THE GANGS

In most of Seattle, there are big enough gangs to have a real organization, and the biggest sometimes hire shadowrunners. In Auburn, not so much. The gangs here are high in number and low in bodycount, with each one claiming a block or three with a dozen members and calling it a day. Turf wars are common; gangs briefly merge as areas are taken over, then later split into factions, only to war again. There are a dozen versions of the Skraacha alone (the Crimson Scorchers, the Scorched Tusks, the Blue Boys Skraacha, and so on) who war with one another as often as anyone else, and there's simply no one strong enough to organize things. The mob, and now the Yaks, are happy to feed drugs and chips into the area, however, and when one gang wants to go to war, they have ample sources for firepower as well.

The Auburn branch of the Ancients is small and has gotten smaller as the elven population has dwindled, but they still hold to their claim of owning all the roads in the district, riding where they will and doing what they want. This used to lead to regular rumbles in the south, but as the ork population has surged, the Ancients have quietly backed up, letting that scuffle handle itself. Beyond that, they don't really seem to *do* anything. No big robberies, no arson, no general chaos—they seem content to just exist as a brand name more than an organization. The only thing they've done this year

is harass the Humanis Policlub, but even that was halfhearted, like a weekend where they were bored and just decided to toss out some vandalism and call it a night. I'm not sure who's currently in the saddle over there, but they need to wake up.

The Blood Brothers are an odd lot in this day and age, an ethnic gang that allows any Black individual to join regardless of metatype, and keeps everyone else out. This gives them a unique reach across Auburn from north to south, crossing all boundaries while still being gated in a different way. Their old boss was a Voudoun, but she was replaced from underneath in a coup two years back. The new boss, Richard "Big Will" Wilson, is mundane and has a good head on his shoulders, and he has worked to maintain the gang's upscale reputation. He insists that his men wear suits at all times, keeping up with trends and often setting them, while the women get a bit more leeway as long as they stay properly formal. (Despite the name, the Blood Brothers are an equal-opportunity gang, with around fifteen percent of the gang being non-male.) They often hire out as bodyguards and escorts (rather than "escorts") due to being able to travel anywhere in the district due to their reach. They're easily the most organized gang in the area, but their size is capped due to their focus; if they recruited anyone, they'd probably rival the local Yakuza by now.

THE TOXICS

What they lack in numbers, they make up for in violence. Thanks to the Green River and Auburn's industrial runoff, there're plenty of areas where the land, water, or air is poisoned, and this brings out both types of toxics: those who want to see the problem get worse, who will summon up some nastiness and let it run wild, and those who believe that the polluters have to be stopped at any cost and who go overboard to try to fight back with full-blown eco-terrorism.

- > How can you label these as parts of the same category?!
- > Ecotope
- > On the positive side, the toxic background count in much of the district means that Auburn's never really had a problem with bug spirits. Ants, wasps, and all the rest just don't nest here.
- > SeaTac Sweetie
- > True! But there are also roach spirits ...
- > Glasswalker

Thanks to the Green River Slasher, there's also a bit of a local tradition for serial killers that pop up once a decade or so. I don't know if they're just copycats or if something in the air creates them, but Auburn's always had more than its fair share of 'em.

ALLIES

MOTHERS OF METAHUMANS

Good ol' MOM is in the house, fighting the good fight for equality. They generally lose, but even small steps are an improvement. They also keep one hand in the shadows (if you need to know who to contact, drop me a PM) to try to dig out corrupt politicians, put racist cops on notice, and provide aid to the local metahuman communities. They're chronically underfunded, so if you want to earn a bit of good karma in your life, you could do worse than to slide them some nuyen here and there.

- > While their ork outreach is the best-known part of MOM, often teaming up with ORC (Ork Rights Committee), they operate for all metahumanity, so there are elven outreach programs that try to keep teen elves from being exploited, groups that try to find homes large enough for trolls, and they're even considering an arm dedicated to ghoulish rights. That topic gets quite heated, though, so it's usually tabled for another day.
- > Sounder
- > And we all know how far away "another day" really is.
- > Hannibelle
- > Wait. They don't do anything for dwarfs?
- > Clockwork
- > They've made the offer, but dwarf communities prefer to handle things themselves, and they really don't want the attention. They give MOM support financially but never publicly, and they don't ask for anything in return beyond being left alone.
- > Sounder
- > Not entirely fair. There are plenty of dwarf lawyers who fight for the rights of other metas.
- > Lyrn

THE BLUE RIVER SOCIETY

This is a small group of environmental activists who want to clean up the local waterways. They're named after their slogan, "Let's turn the Green River blue," pushing for environmental regulations and taxation for corporations to pay for the clean-up. They don't want anything to do with any toxics, but that also cuts off some of the more passionate environmentalists who'd otherwise support their cause. Good kids, but they ain't gonna win.

FRENEMIES

Auburn's odd in that most everyone is neutral until you start making choices, but once you do, battle lines are drawn. As such, most groups here are "Frenemies," enemies that you might wind up working with, might not. It's hard to know where you'll wind up, so choose wisely.

THE MOB

The Ciarniello Family ain't what it used to be. Sitting on top of the family's local outfit is "Big Nick" Nicholas Silva—rough, rugged, and old. Big Nick celebrated his eightieth birthday a few weeks ago but refuses to let go. There are five true made men in the family, and not a one of them is under sixty, showcasing the mob's biggest weakness here: no new blood. The support network of "business associates" is absolutely massive, but they haven't brought anyone in for over a decade, and the younger crowd simply doesn't see the Mafia as a path with a future. As the unions crumble and youth flock to other areas to get jobs (and are replaced by orks who the racist Mafia doesn't like), they're stagnating, which has left the district open for Yakuza expansion. The Mafia still runs the show in the northern half of Auburn, and stays hand-in-hand with the district government, but their control's no longer absolute, and everyone knows it.

- The family's focus is traditional: construction, gambling, and protection rackets, with a subset of guns and drugs. They send supplies down to Pleasant Hills, watch the people down there whack one another, then send down more. The rule is to not drek in your own nest, but as the Yakuza started moving in, the income stream dried up, so they started selling more in the north but of a different quality. Up in Covington, it's mostly opiates, dealing to pain pill addicts who have prescriptions that they fill at several clinics where they don't look at paperwork very closely, or alcohol sales to take the edge off of a hard day's work. They draw a mental line between "guys who just need a way to get through the day" and "those disgusting druggies down south," but the exact contours of that line are idiosyncratic, to say the least.
- 2XL
- That's some good marketing!
- Lyran

THE SHIGEDA-GUMI

While headquartered in Enumclaw, the Shigeda-Gumi's reach covers almost all of Auburn. They mostly concern themselves with respectable business—making loans, handling litigation, and of course real estate, backed up with "Sintertainment," meaning hostess clubs, bars, prostitution, and gambling establishments. There's a small trade in drugs and BTLs, but it's mostly internal, keeping imported workers on a leash rather than selling to the general population. Shigeda-sama has no desire to see burned-out SINless people cluttering up his empire, so he keeps his organization away from what's traditionally a major source of profit. If you want to operate in Auburn, it's wise to get on the Shigeda-Gumi's good side, but there're those

who fight against them who make up in loyalty and passion what they lack in resources or power. Choose wisely.

THE ONI GUMI

As radical as the Shigeda are traditional, the Oni gumi operates out of Summer but extends tendrils into any metahuman community it can find. Toshiro Hideo runs this gang, and he's actively recruited orks like himself, creating himself a small empire that's related to, but not subservient to, the Shigeda. A "Neo-Yakuza" style, they don't give two shakes about honor, just money, and are deeply involved in the BTL and drug trade. The other Yaks in the area might hold their nose when they take their money, but they take it all the same as long as they only sell their 'wares in "untouchable" metahuman communities. Of course, there are tons of customers who drive in from other areas, get the goods, and drive home. Spreading the problem, but for now, it stays under control.

Hideo's big problem is that he has terribly low standards and recruits from metahuman gangs who tend to bring old rivalries with them, resulting in fights against gangs, or even his own people turning on one another since, again, ties run deep and, by choosing people who want to make money fast over any sort of honorable code, they just can't trust one another enough to be as organized as they need. (That most of his people have a drug or BTL problem doesn't help.) Can he turn things around and become a major player in the district? We'll have to watch and find out.

- Yeah, he's a problem, but he brings money into the community, he's a stabilizing force, and the areas he commands do have legitimate protection and a way out of poverty for the orks and trolls who sign up. I'm not saying he's a good guy, but I'm saying that you could do worse.
- Lyran
- For those curious, there aren't any actual oni in the gumi despite the name, but when they go to fight, they don the mask.
- Mihoshi Oni

THE CUTTER KAI

Barely a gang at all, the Cutter Kai were formed as a Shigeda spin-off because he wanted a reliable source for medical tech and he didn't know enough about the field to slot them into his own empire. By giving them their own territory operating out of the Shigeda Tower (of all things), they've been able to attract some talent from elsewhere in the city to form a tiny group that serves the medical needs of the district, with combat upgrades for the young soldiers and quality of life upgrades for the bosses, as well as bunraku mods for workers. The Cutter Kai is led by Dr. Donovan Shaw, an eighth-gener-

ation Seattle native with a mixed racial heritage but Japanese enough for what they needed. He currently has a whopping two other doctors in the kai, but income's high enough that he may be able to recruit more in time.

THE COPS

Lone Star has a lot of headaches in the area and would rather not add you to the list. They have the gang wars in the south, but in the north, where the moneymaking goes on, they hassle goblins and protect the humans. A few months ago, Kiki Southerland made the news for calling Lone Star in to deal with a bunch of orks who were cooking out at a park, getting them run off because she felt that they were threatening her, what with the barbecue and the flying disks and the *gasp* card games that were going on. Pushback from the ork community was fierce, and the Star's had their hands full with the media disaster ever since. "Kiki Calling" is now a trend, as humans try to get orks roused from all over the district, and things are getting increasingly heated.

Past that, the usual "agreement" between the Star and the shadows remains in place—stay quiet and color inside the lines, and they won't look for you too hard (and enough nuyen can make them blink at the right times). But if you start exploding buildings or having roving gun battles, they will come down on you like a ton of bricks. Stay on their good side, and the corp will even slide work your way.

- > Wait wait wait. The cops don't hire shadowrunners! That's insane!
- > Riot
- > Ah, kiddo, you still have a lot to learn. Remember, Lone Star ain't the cops—they're a corp selling police protection as a product. Like any corp, they need dirty deeds done off the books, and that's where we come in. In the Star's case, this often means runs against Ares, to get dirt on Knight Errant, but for those who are trusted enough, you can get datasteals, extractions, and more, just like any other Mr. Johnson would hand out. They need cutting-edge tech, just like everybody else.
- > Bull
- > Brace yourself for a bit of an urban legend. Over the past year, Auburn law enforcement has found ten "entropy circles," three-meter-diameter circles where the grass has died, small animals

and insects are dead, and a significant mana void has been left behind. Each of these spots is slowly recovering, but a year after the first was found, they're still not back to normal strength. That part? All true. The legend part comes from who's doing it. Anyone want a stab at this one?

- > Glasswalker
- > Obvious answer is obvious: toxics.
- > Lyrn
- > Nope! They'd leave a different background signature. They want corrupted magical sources, not dead zones.
- > Glaswalker
- > Not blood magicians, then. Some kind of bio-weapon?
- > Bull
- > Thought about that, but the circles are too perfectly formed. It'd have to be some kind of radiation device or a grenade maybe? But why test it out in the wild and why only under a full moon?
- > Glasswalker
- > Oh! Lunatics then.
- > Plan 9
- > Say what now?
- > Glasswalker
- > Lunatics. Moon cultists, or comet cultists most likely. They're tapping into lunar convergences to draw all the ambient magic into one point for a brief instant. Drains the area but gives them a brief surge of magic.
- > Plan 9
- > And they do this because ...?
- > Bull
- > The whole thing is a ritual that generates a random burst of SURGE in the focal target. I suspect that they're making certain it works, then they'll start selling it to other comet cults in order to bring SURGE back. Shame about the cost, though. There's no need to burn out the manasphere when you can just go by an Evo clinic and upgrade yourselves like I do.
- > Plan 9
- > Hold up. Is Planners right about something?
- > Elijah

LOCAL CHARACTER

HUNTING PERMIT

While a standard gun license gives you the right to be armed, a hunting permit allows you to bag game, transport in-season firearms (rifles, bows, or smoothbore guns) across the border, and make legal, if heavily inspected, crossings from Seattle to Salish territory and back. You must have a legal SIN, which is recorded each time you traverse, and making these legal crossings can sometimes result in long delays, but it's a boon to the economy of both nations, and a rare way for people to procure real meat.

- **Cost:** 5 Karma
- **Game Effect:** You can cross the Seattle-Salish border without needing additional clearances or procedures, and you can carry a hunting-appropriate long arm with you without attracting attention or questions. Any bags with a capacity of 40 liters or more will be searched.

UNION MAN

You're not just a supporter but a card-carrying member of a union. You're kept abreast of all the union news, are aware of what strikes are on, and can always rely on other union members to have your back when corporate overlords get greedy. You can't cross picket lines and you never, ever, support a scab.

- **Cost:** 8 Karma
- **Game Effect:** Gain +1 bonus Edge for any social interaction with a member of any union.

YOU GET USED TO IT

Auburn's full of toxins, from the air to the water to the dirt you played in as a kid. Not all the kids make it, but the ones who do grow up tough.

- **Cost:** 5 Karma
- **Game Effect:** Gain +1 Body for any Toxin Resistance test.



BELLEVUE

POSTED BY: GLAIVE

Ask anyone who hasn't been to Seattle where to go for the best time, and they'll say Downtown. Ask anyone in the know, and you'll get a very different answer. Bellevue is a strange dream that took a turn towards the psychedelic when a megalomaniac ran for office. He promised a utopia, free from the conflict and constraints of a singular corporate existence; a haven where the wealthy could live out their fantasies. When he won, he set out to fulfill those campaign promises. For the most part, he did.

Today the Belle serves as a sort of demilitarized zone for corporate conflict. Senior VPs who would otherwise be plotting to destroy each other's corporations send their kids to school together, without the limitations of a corp-specific education. Impromptu think tanks arise, built on a thread of common interest.

- ▶ Not all of the megas are happy with this arrangement. While on the one hand it feels like a solid opportunity to create

relationships with the future executives of the corp, it also exposes their people to a high degree of espionage. Little Timmy having a sleepover means that he's inside your VPs house, doing who knows what and bringing lord knows how much surveillance gear with him.

- ▶ /dev/grrl
- ▶ These are kids we are talking about, right?
- ▶ X-Prime

This place isn't for everyone. According to the local real estate guide, affordable housing starts just a shade under two million to own and 2k a month to rent. While there are areas like the Warehouse District and the Factoria micro-arcology that can be had for less, the who's who are living like kings, stretching their legs out and partying like there is no tomorrow. If you're looking for a playground for the rich and famous free from the constraints of a singular corporate existence, this is the place for you. Welcome to the Belle.

BELLEVUE

Size: 242 square kilometers

Population: 221,000

Human: 57%

Dwarf: 3%

Elf: 16%

Ork: 20%

Troll: 2%

Other: 2%

Population Density: 913 per square kilometer

Per Capita Income: 140,000¥

Corporate-Affiliated Population: 89%

Hospitals and Clinics: 2

Voting Precincts: 2

Education:

Less Than 12 Years: 9%

High School Equivalency: 30%

College Equivalency: 40%

Advanced Degrees and Certificates: 21%

Average Security Rating: Gold

All cards on the table: I'm a killer by trade. I like Bellevue because the people I deal with locally who know what I do don't hold it against me. Even the cops treat me with the respect given to any SIN-bearing citizen. Those are the local rules. On the surface, the Belle is vividly multi-racial and multi-cultural, with the guiding principles being wealth and uniqueness. If what you bring to the table is different enough, then you have a seat at the table. So long as you don't make a mess in Bellevue, things are fine. The flip side to that coin is, once you make a mess, you're on the list. Your connections dry up, and you find that getting served anywhere in town just got harder.

- I don't see the local cops accepting the fact that a paid assassin is walking around buying groceries and what not. That doesn't make any sense.
- Mihoshi Oni
- No, Glaive is right. I lived there a few decades before Blake took over. Even then, the residents were warming to an idea of a safe zone. You have to understand that people with that kind of money don't expect to be treated like everyone else, so the police learn very quickly to let things go unless it actually causes a problem. Some of my neighbors knew I was a shadowrunner and even found it cool. The dentist I lived next to used to invite me over to share stories, because he wanted to be able to say he was friends with a runner.
- Kai-lin
- The way I heard it, he was trying to shag your wife, mate.
- EnJee
- A decade's worth of gentrification predated this happy, loving attitude the folks of Bellevue project. In other words, if you didn't fit their schema to begin with, then you didn't get to buy in.
- Traveler Jones

With that in mind, Lone Star is the law here again. That change raised a lot of hackles. Ares was a longstanding member of the Bellevue community thanks to their large corporate footprint, and Knight Errant was responsible for most of the private security work. However, with the troubles at the top, Ares lost their hold here. Once all those KE cops were exposed for their role in the organlegging operation, KE was out entirely. Ares, too. Petrovksi and Centurion get a lot of work in the mini-arcos supplementing a Lone Star service that, for all intents and purposes, stops at the gate. Wolverine still pops up in spots such as hospitals. However, as part of the contract, all of these security services turn their suspects over to the Star.

- For a place that bills itself as a megacorporate DMZ, Centurion has its hands in a lot.
- Ma'Fan

THE VIBE

If you want to know how the Belle really works, you need to start with the story of Cougar Mountain. Back in the mid '50s, the Cougar Mountain Hospital found itself in the middle of a massive organlegging bust. Management changed hands, and the incident was covered up. Twenty-five years later, it happened again. The second purge was very public and targeted officials at every level of the operation, from over two dozen KE cops on the take to the Cougar Mountain COO herself. In the end, close to one hundred people were arrested in connection with the organlegging operation.

- And not a single one of those arrested were First Nations members, though everyone in the sprawl knows how deeply they were tied up in that mess.
- Mika
- Rumors persist that Blake ran for mayor in order to push out KE and install his own firm in their place. It took two terms for him to achieve that goal, and the only reason it finally happened was because of the fragility of Ares PR in the wake of a number of key incidents. While the mega was fighting bigger battles, Blake sliced off this piece of the pie.
- Kay St. Irregular

In the twenty-five years between the two busts, the only thing that changed in the operation was which organized crime syndicate had the largest share of the trade. Now Cougar Mountain is back at it again, and nobody cares. The second bust only happened because it created the conditions for the government to break the KE contract and let Lone Star back in. That's Bellevue in a nutshell. Everyone knows what you're doing, and they don't care until they need to.

- ▶ That hasn't gone unnoticed. Blake continues to face multiple challenges to the mayoral seat. The tension between him and the opposition parties only rose when Seattle became a free city. However, the Belle is successful, and as they say, "if it ain't broke ..."
- ▶ Kay St. Irregular

Per capita income has skyrocketed under Blake, climbing well into the six-figure range. While rumors persist that part of this growth is due to the elimination of lower income housing, part is also due to salaries here ranging higher than in other parts of Seattle for equivalent work.

- ▶ It also involves creative math. Factoria is built on disputed land, so when it suits them, Bellevue calls it theirs. When calculating PCI, it definitely belongs to the Duwamish tribe.
- ▶ Seattle Sue

Likewise, education is on the rise here. The government works to recruit top educators from around the world to teach K-12 as well as at the free Bellevue Community College and Centurion Institute for Scientific Advancement. The nine percent that represent the undereducated are the wageslaves who serve as the working class that keep everything running. Excellent contacts. Nicest people you'll ever meet. The thing their employers hate to recognize is they also have families and needs and personalities—everything that makes a person a person. Where the bourgeoisie give the Belle its luster, the proletariat are the unheard few that give the Belle its charm.

EXTREMELY LOCAL FORECAST

Bellevue has been a petri dish for testing various sociological and economic phenomena. With the arrival of the Blake administration, the region shifted from a Burgess land-use model, with the wealthiest on the fringes of the city and the core urban area home to the poorest people, to a Whitmore-Meiers schema of differentiated zoning, where areas are designed to cater to social philosophies. As a result, micro-arcologies sprouted up all across the district. Bellevue is built to allow you to live any sort of life you desire within the limits of what the government deems as acceptable. Anything goes, from the highly touted BDSM sex club Powerline to the numerous high-stakes casinos to a botanical garden retreat whose policies are just right of eco-first. Many call it the Shangri-la of the modern world, a place to escape corporate overreach. The definition fits—if you're willing to ignore the machinations that keep it all running.

- ▶ It is far from a place to escape the corporate world. All this means is that the megas who have a foothold in the space are required to rebrand themselves here. Heck, it's an opportunity to test brands and see what will work. Horizon makes a killing out here finding out what works and what doesn't.
- ▶ Sunshine

- ▶ MCT still has facilities here that are extraterritorial, but the company pretends these locations are separate—even local—entities. Cavilard is MCT. The BrainWave and Elk-Sledge corporate offices are MCT. MCT Public Health is the money behind Cougar Mountain Hospital. Petrovski Security is owned by MCT. However, none of them say MCT explicitly. That's how they play along with the idea that Bellevue is a DMZ.
- ▶ /dev/grrl

To really get it, you need to recognize that Bellevue is not one thing, but a collection of various scenes that, while overlapping, operate independently of one another. At the top, the government manages all of them expertly. However, all of them require work in the shadows to grease the gears.

CORP SCENE

Just because it's called a DMZ doesn't mean it is one. The game is just played by different rules. Corporations remain the largest employers in Bellevue. Mitsuhama, Gaeatronics, Microdeck, and Centurion are the big local players, employing more than half the population collectively. MCT runs the grid. Gaeatronics runs the power. Microdeck provides the end-user software, and Centurion deals in finance and human resources. Below that, Horizon has been making inroads under the guise of Lifeline and Columbia Industries. They are the main educational simsoft provider to the city, holding both the K-12 and community college district contracts. As you can guess, all of these corps relying on each other can get rather tense. Here, the tension balance is a good thing, like stretching the skin of a drum tight so that it makes a sound. Each corp knows that this only works so long as they all keep a steady beat on that tightly stretched surface. That in turn fuels a rich shadow economy for people like us to do what we do best. Datasteals and transport jobs are the noodles and water shadowrunning here, but there's a lot of space for white-hat work as well. The one job that you don't hear about too much is wetwork. Believe me, it happens, but murder for hire only works in Bellevue when it looks like the target died naturally, or by accident.

- ▶ The Hollywood Simsense Entertainment studio in Factoria is getting a lot of attention lately. I've personally run teams in and out of that place twice this year on sabotage jobs. I'd bet someone's gearing up for a corporate takeover.
- ▶ Pistons

GREEN SCENE

Green is the new black. Thanks to Gaeatronics, the policies here are becoming increasingly environmentally conscious. The corporation added their own representative in environmentalist Yahzi Ness as well as lobbying to bring in Nils Thomas to the mayor's advisory council. Since that time, Bellevue has shifted from an urbanization philosophy to a greenspace mindset. All new-build structures in Bellevue are required to meet the International Green Construction Code. In addition, ten percent of the space must be allocated to renewable plant life. As a result, it is common to see rooftop gardens and terrace outcroppings covered in greenery. Public policy and money are geared toward using geomancy to sculpt green areas throughout the city and in most of the micro-arcologies in order to bring existing spaces up to code. Not everyone wants to go green, but it's hard to publicly argue against doing what's good for the planet. Those who are fighting back are doing so under the cover of shadows.

- The green push is coming from a prominent member of the Cascade Orks named, believe it or not, Puck Morningsong, who has financed a major repopulation of the area by moving scores of his people into Bellevue throughout the Warehouse District.
- Khan-A-Saur
- Puck is a smuggler, plain and simple. Hell, he may even be an eco-terrorist. The Morningsong name is a joke he maintains in order to give himself credibility and an air of mystery. As far as I can tell, man's got no relation to Gillian Morningsong or the Sinsearach. How could he? He plays the part well, but look a little closer, and the makeup cracks.
- Snopes

HOUSING SCENE

There are three ways to live in the Belle: a micro-arcology, an unaffiliated apartment complex, or a large private estate. Micro-arcologies are members-only affairs reminiscent of homeowner associations, except these are generally walled or covered in a heavy biofiber to keep out all the wrong people. The right to build a micro-arcology is managed and taxed by the government in order to keep the number and style of them in compliance with the eco-friendly guidelines of city. Generally speaking, arco-living is considered a comfortable middle ground. The goal is to live on an estate property in one of the ultra-rich areas like Westlake-Sammamish or Lakemont. The housing scene can be broken down into three key areas: getting the right place to live, wooing or ridding yourself of neighbors, and gaining control over development rights. I don't crap where I eat, so I never take hit jobs locally. That being said, I've been

KEY BELLEVUE MICRO-ARCOLOGIES

Locally, we stretch the definition of micro-arcology to include any self-sustaining walled or domed community with a residency larger than 5,000. Roughly a fourth of Bellevue's residents live under these conditions. Here are the five most notable micro-arcologies in the district:

Beaux Arts
Evergreen Point
Sammamish Downs
Somerset-Eastgate
Factoria
Westlake

approached twenty times alone this year to take out someone's neighbor or a potentially competitive bidder on an upcoming home. The work is there for the taking.

- The other interesting thing about these neighborhoods is the schools. Getting into the right school district can be as important as knowing who your neighbors are. Often blackmail is involved in getting someone's kid on the list.
- Slamm-O!

SOCIAL SCENE

Nightlife in Bellevue functions a lot like gang life anywhere else. Celebrity tribes run through a circuit of specific clubs, never mixing with rival tribes save for special events such as fashion shows, galas, and even concerts. When the cliques clash, it can often cause problems that resonate for weeks. Because of this, personal security is the top job in the sector. The locals prefer security with flair. Better to have a dangerous-looking runner standing watch than a corporate security goon.

- Bellevue debutantes refer to the local club circuit as "the North Tour," conjuring up images of the jet-setting Grand Tour that their parents (and eventually they themselves) participate in during the course of the year. Being on that circuit brings hundreds of thousands of nuyen to clubs each season.
- Sunshine

Social positioning is the key here. It is no different than the corporate world, but these people are trying to get one up on their neighbor. Surveillance and B&E jobs are easy to find as a result, but be aware of the additional security.

- Organized crime dips their hands in the social scene as well. The Padulano crime family is especially big in the social circles. The local family boss, Callisto Padulano, was blessed with five girls, all of whom enjoy being debutantes in addition to future mob leaders. The youngest two, Adelaide and Grazia, cast a lifestyle feed with close to 75,000 followers.
- Kia

Work can come from club owners as well. With this much nuyen at stake, the clubs are fighting to downgrade one another and upgrade themselves to suit the needs of a particular set of celebs.

STREET SCENE

The central philosophy of the Belle is that poverty is easily disposed of, so long as you are willing to make the effort to do so. That mindset slams down like a security gate between the haves and have-nots. Your high-end Stuffer Shack owner is always pushing to own more, because it won't be enough until she has a seat at the table or even a leg up on the rich folk she admires from afar.

Remember, of course, that nuyen is not the only currency in Bellevue. The other is power. It drives conflict on the streets. Those who don't have it feel like they need to knock down those who do. Nowhere does that play out more than in Bellevue's shallow criminal underworld.

Every organized crime organization operates here on some level. The Yakuza maintain the smallest footprint, keeping their operations limited to the robust sex trade as well as operating a number of front businesses as money-laundering operations.

- The Yakuza money-laundering operations are actual laundries. They run a highly profitable chain of laundries throughout the sprawl called Spotless. The cleaners are just trendy enough to draw the eyes of locals who don't care too much about what they pay so long as the work is good. The laundries also double as safehouses for their sex-trafficking operations. The girls who get used up and pushed out of the business end up working in the dry cleaners. It's considered a step up toward freedom.
- Kai-lin

On the other end of the spectrum, the mob is anything but subtle. Until a few years ago, Bellevue was considered Ciarniello territory. The arrival of the Padulano family from Italy changed all that. The Padulanos were a small but wealthy white-collar crime family operating in the Ravenna Sprawl in the Italian Confederation until one day they pulled up stakes and moved to Bellevue.

- The Padulanos were pushed out of Ravenna by order of the Alta Commissione. It is unclear what arrangement led to them landing in Seattle, but that same arrangement stipulates that they cannot operate outside of Bellevue for a period of ten years. Of course, nobody told the Ciarniello's they had to leave either.
- Fianchetto

Wealth doesn't mean Bellevue is free of gangs. Quite the opposite. There's something about aristocracy that draws out the worst in people. Dozens of small thrill gangs pop up and disappear every year, limiting their actions to testosterone-driven street assaults and random acts of vandalism.

Even the local Star considers them more nuisance than threat. The First Nations have a legitimate foothold here as well, but the major street gang is the Nova Rich, a collection of corp youth either jumped up from the lesser street gangs or part of a tribe of lifelong thugs born and bred in the area. The Nova Rich operate out of the warehouse district, which is the last place in the Belle with less than a gold security rating.

- Humanis has used what they see as a declining human population to get their claws into the once-floundering Nova Rich. Lately, they've been targeting the growing tribal ork population with random acts of violence. The message is clear: Go back to where you came from. The First Nations, surprisingly, have been running patrols in ork-heavy areas looking to stomp out the violence against tribal orks before it starts.
- Bull

The story of the other two major gangs in the area is an interesting one. The 405 Hellhounds started as a go-gang looking for late-night thrills and picking off easy prey. Over the years, they grew into more, taking on protection and smuggling work up and down the 405 as far north as Everett. The Leather Devils, an exclusively gay go-ganger set, came together when the founder and his lover were bounced out of the Hellhounds. They remain a thrill gang with a special hatred for the Hellhounds that results in near-weekly clashes on the highways.

ON THE HORIZON

The future looks bright for Bellevue. Blake is locked in for another term, real estate prices keep climbing, and Azteca International just broke ground on a flagship restaurant to feature locally sourced meats and ingredients.

- As bright and sunny as he makes it seem, Glaive forgot to mention one huge problem. The dust hasn't settled. Once it does and people realize that there is no more room for expansion within the limits of Bellevue, be it physically or economically, they'll start grabbing for what already exists. We've already seen the churn in the body-shop business. Red Star cornered the market before Executive Body Enhancements had a chance to make a dent. Now Red Star gets all the press, and EBE wants what they have and is willing to do whatever it takes to get it. Glaive calls it tension balance, but it feels more like a powder keg to me. It won't be long before this whole experiment blows up. It's anyone's guess as to who is left standing in the rubble.
- Dr. Spin

HOTSPOTS

Bellevue is second only to downtown Seattle in terms of being the place to be. Luxury transport

WHERE TO EAT

My personal top ten includes a few places that are off the grid. Nuyen symbols indicate how pricy the spot is, and I've added notes on what you should know before you walk in.

NAME	FOOD	COST	NEED TO KNOW
Ezell's Southern Accent	CAS	¥¥	Discreetly prejudiced against metas
Bellevue Crab House	Seafood	¥¥¥	Frequent lunch location of business VIPs
Ascension	Japanese	¥¥¥¥	Top of a skyscraper views, world-class sushi
The Silver Fools	Vegetarian	¥¥	Best micro-brews in the sprawl
The Mogul	Indian	¥¥	Owner Chef Pahal hosts a weekly illusion show
Ivory Anchor	Seafood	¥¥¥¥	Hottest ticket in Bellevue with a year-long waiting list
Kobena	West African	¥¥	Rumored to be linked to Fanti smuggling rings
The Open Table	UCAS	¥¥	Vine-covered booth dividers make for a safe meet
Agostino's	Italian	¥¥¥	Frequented by the who's who of the mob
Big Belly Bistro	Lebanese	¥¥	Hosts illegal cuisine night for ¥¥¥¥
Bahn Mi	Vietnamese	¥¥	Featured stopover for the North Tour

service WP express operates a special A2B limo route between the airport and Bellevue, catering to the out-of-towners who want to take advantage of the scene. There are definitely places to be seen and others where you want to avoid notice. For the working class like myself, you also need to find somewhere to conduct your business.

WHERE TO SHOP

Shopping is a contact sport in the Belle. On the one hand, shoppers are looking for the best and most unique items. On the other hand, shopping anywhere outside of your micro-arcology means you are trying to be noticed. Bellevue malls are wired to the max with AROs, personalized shopping algorithms, and scores of attendants hungry to give you a "to die for" experience.

BELLEVUE SQUARE MALL

If nostalgia is your thing, then look no further. Originally built in the 1960s, the Square is the oldest active shopping center in the metroplex. Anything you want is accessible on one of the mall's five floors and adjacent outlet stores. Beaux Retail anchors the center, and you can also find Red Star Bodyworks, Ipsissimus, and a Très Chic store. The in crowd is known to shop and dine here due to its close proximity to the Bellevue Art Museum.

- ▶ While masquerading as a music shop, Night City Records is at the center of the local BTL trade. The Triads are apparently responsible for importing the illegal wares, but rumors persist that some of the BTLs are produced locally at Hollywood Simsense.
- ▶ Sunshine
- ▶ Bellevue Mall hosts two nightclubs, Angel Express and Dragon's Roar. Both are considered to be under the protection of the

Ciarniello family, but with the Padulano family trying to claim all of Bellevue for themselves, it is unclear who owns what.

- ▶ Fianchetto

DEGEARS ELECTRONICS

The off-the-books work is what keeps DeGears going. Middling tech store by day, DeGears hosts one of the best illegal body shops in the sprawl. You'll be hard pressed to find delta-grade cybernetics here; most of what they offer is grey-market and second-hand stuff pulled from shelves or out of bodies. Depending on what street doc is on call that week, you can wind up with a level of tech and service equivalent to A Whole New You or Nightingales without the extra cost and SIN hassle.

- ▶ Amanda DeGears, the late Arnie's daughter, is a tech junkie. She invests time and effort into locating and refurbishing hard-to-find items beyond cyberware. I've found parts and even entire decks there for a fraction of what I'd pay over the counter. More importantly, she has her hands on a ton of gear you cannot get over the counter. If you go, make sure to ask for Marty. That's the only way to get in to the secondary ARO feed where the real stuff is hiding.
- ▶ Traveler Jones

MAIN PLACE ARCADE

The Main Street Community and Shopping District is a foot-traffic-only area just outside of the exclusive Westlake micro-arcology. To quote Danchekker's Primer, "The four-block area is filled with shops and boutiques designed to recall an older, friendlier era." What that looks like on the ground is a rotating cast of shops with clever names like SweetHome, Talisman Clothing, Greenlife, Fulcrum Electronics, Talislegger Organics, and so on. Each of them is a front for the larger corporations they represent. The mall itself is a corporate lab for market and concept testing. As a result, it

is the most heavily surveilled location in the Belle. Someone is always watching what you do here and adding it to their data. That being said, you will always find next-generation gear here.

- › Horizon is deeply invested in Main Place Arcade. Among other projects they are interested in the concept of brand awareness. Specifically, they want to know what threads lead people back to Horizon proper. That includes keywords, colors, specific styles of dress, even the way a person moves. They want to build a brand that is reflected in a person's every breath. They believe observing places such as this is the way to do it.
- › Sunshine
- › You won't find signs on the door or in the AR that read "No Metas," but the message is clear. The Nova Rich patrol this area heavily, engaging in "random acts of violence" that always seem to be directed at metas. The Westlake arcology that backs up against the mall itself is ninety-eight percent human, with the exception being the family of elves who own Diamanti Diamonds.
- › Bull

WHERE TO KICK BACK

While meets can happen at bars and clubs, I prefer to save those spaces for my days off. Local bands have a hard time breaking out with so few spots catering to new music, but the ones that pop go big quickly. Pick your poison. You might find ARO Dreams spinning techno down the street or Suzie T dropping coffin-club vibes at the local bar.

BELLEVUE POUR HOUSE

To hear it from the old heads, this place used to be a joke. Nowadays it feels like the classic shadowrunner hangout. The Pour House works as a way to break into the local shadowrunner scene. If you can hold your own here, you might be invited someplace actually worth being. You'll always find a crowd of gangers and runners here looking to mix it up. You can also find a few fixers ready to point you toward work if you need it. There's no space for posers—unless the posers are looking to get into a fight.

- › Old heads? You can't seriously think this place is legitimate. I can name a dozen bars off the top of my head that are better for finding quality work than this drekhole. Larry's off Main? The Surge? Findley's? Anywhere but Barney Troxell's dump of a bar.
- › Bull

THE CASINO AT SAMMAMISH LAKE

The newest casino in the sprawl comes to us courtesy of the Salish. The Casino caters to the ultra-rich, with premium space being given to private gaming rooms and high-stakes slots and tables.

- › The casino was originally funded by Salish-Shidhe nuyen, but First Nations runs the place. It's a prime money-laundering location for the organization masquerading as a testament to tribe and city collaboration.
- › Mika

THE HOLE

In a place like Bellevue, you're sure to find somewhere to pretend to be whatever it is you want to be. The Hole is where rich kids pretend to be runners, a slum place where people like to go to pretend to be hard. The posers are what makes this place noteworthy. Most of the clientele are the underaged, pop-up gangers who either wind up as part of the Nova Rich or trading in their leather for a business suit. As a result, it winds up being an excellent place to groom future contacts or to get inside info from the children of the corporation you are targeting.

- › The best fence in Bellevue is a woman named Cherry Vale. She works out of this club, mostly because of the number of rich kids who bring their parents' jewels to trade for cash.
- › Ma'Fan

POWERLINE SEX CLUB

Once considered a curiosity, Powerline is starting to feel like the flagship of Bellevue's "anything goes" attitude. Powerline is the sprawl's premier sex club. It is a multi-level affair built like the unrated version of Dante's Inferno. There is definitely something for everyone here. The ground floor is for those who prefer ordinary sex and titillation. Climb to level two, and you'll encounter cosplayers. The furies are the level above that. The top floors are divided by partner gender preferences—same, single, bi, pan, whatever. As expected, the basement levels are filled with various BDSM chambers equipped with AR projectors that can be modified to match your specific fantasy.

The club was raided as part of the sweep stemming from the Tamanous bust. While tons of data were collected, the only people arrested were the ghouls partaking in the BDSM lounge. The club went back into operation a day later, none the worse for the wear.

- › Yet that data still wound up in the hands of Lone Star. You have to wonder what they did with all that security footage and transaction records.
- › Star Loner
- › That striking old troll in the corner of the top floor surrounded by a sea of pretty young boys is called Sweet William. Look past the playboy appearance, and you'll find he's one of the best fixers in the Belle.
- › Sounder

WHERE TO STAY

If you're in town for a few days or looking for an extended stay during a run, stay somewhere else. The prices in Bellevue are insane. On the other hand, location has its privileges. These are the places you could crash and the prices you should expect.

NAME	LOCATION	STARS	PRICES
Bellevue Sleep and Eat	Warehouse District	Coffin/2 stars	75¥
La Roca Extended Stay	Multiple	3 stars	175¥
Greenwoods Inn	Downtown Bellevue	4	350¥
Bellevue Hilton	Downtown Bellevue	4	475¥
Essex House	Bridal Trails	5	1,000¥

THE MIDNIGHT CLUB

It wouldn't be ultra-rich without a private club geared toward the people who make more money in an hour than most of us pull together in a year. Those people are members of the Midnight Club. I don't know what it's like inside. From the outside, it is a nondescript four-story building in the heart of the downtown area covered in IR reflective glass. Centurion Security officers guard the front entrance kitted up in heavy security armor. However, the only people going in and out that way are the workers. Anyone who matters arrives by private limo and is escorted in through the basement garage.

- I dug down a little and discovered the building is owned by JRJ International. You might remember the company is the official holder of the Big Ten seat that has belonged to SpinGlobal, NeoNET, and Fuchi, to name a few.
- Mr. Bonds

THE GATES CASINO

The oldest and most iconic of the sprawl's many casinos started as a fun hobby for Micro-deck's Charles W. Gates. A miserly sort, he wanted to gamble in a place where if he lost, it didn't actually matter. He developed the location into a premier gambling attraction that also hosts concerts, fights, and shows.

The game rooms host standard card games and slots alongside a wealth of AR and VR games that pay out extremely well, if you're lucky. When you're done losing money, you can find Aztec-Mex and American-Salish cuisine at one of the two Michelin-rated restaurants located inside the casino. The piano room in the main hall is known for its mixed drinks and Saturday night shows.

- Cool story, but false. Did you find that in Danchecker's as well? Gates ran the shadows and set up the casino to launder the obscene amount of money he made from ransomware schemes and other, more standard runs. Eventually he hacked the wrong datastore and got deleted. All the mechanisms he set up for laundering still work and are presently being leased to the Finnigan family for a decent cut of the nuyen.
- Otaku-Zuku

- You like your version, I like mine. Can't both be true?
- Glaive

SUPERNOVA

This password-entry bar is a fixture on the "north tour," thanks to the unique and exotic drinks their bartenders cook up. The décor changes season by season to match the theme of the tour. Though the ownership of the club never appears, whoever is running the place takes a mixture of advice from the bigwigs of Bellevue, as they manage to respond to emerging trends without ruffling feathers.

- Has anyone actually seen ownership? Dig through Matrix materials, and you'll find the club is actually owned and run by a front company called Pars Interactive. That company is a front for an AI operating under the name Pars Magna who uses highly advanced algorithms to design drinks that target specific taste profiles, making them borderline addictive.
- Otaku-Zuku
- Just stop.
- Snopes

SUITE NO. 3

Located on the rooftop of the Bellevue Hilton, Suite Number 3 was designed to provide breathtaking views and a private social retreat to the richest visitors to the Belle. The location commonly hosts corporate parties and city affairs, offering both indoor and outdoor spaces that can be modified to suit the needs of the event. What makes the location stand out is the security. The bullet-resistant glass enclosures surrounding the outdoor space make it impossible for snipers to attack from adjacent buildings. The bar is only accessible by a single elevator and a private stairwell, both of which are keycard protected and guarded.

ONLY IN BELLEVUE

You can drink and eat and shop anywhere in the sprawl, but there are places in Bellevue you won't find anywhere else. Here are a few you may find yourself visiting for business or pleasure.

BELLEVUE ARTS MUSEUM

As part of Blake's "Rebuild the Belle" campaign, the museum received a funding boost with multiple donations coming in from the wealthiest families in town. Mayor Blake personally kicked in a million nuyen and an original Banksy. From that point, it became a competitive race to the top to see who could show off more through the forum. At present, the museum hosts collections from different museums and private collectors around the world.

- These collections move in and out of the museum under heavy security, but that doesn't mean that people don't try to steal the cargo.
- Ma'Fan

BELLEVUE DOWNTOWN PARK

Including this on the list because it is a useful place to meet clients. The eighty-meter-wide waterfall creates enough white noise that it is impossible to eavesdrop. It's also beautiful. Inspiration playground is filled with AROs and physical sculptures kids can climb on, which provide a surprising amount of visual and physical cover if it comes to that.

- Are we going to talk about Glaive suggesting using a kid's playground as cover during a shootout?
- Slamm-O!
- Don't go soft just because you have a kid now. You're better than that.
- Glaive

THE BRICKYARD

Officially known as Bellevue Correctional Facility, this prison has changed ownership multiple times over the last few decades. The one constant is that there are high-profile white-collar criminals kept here and they don't escape, no matter what corp signs the paychecks. In fact, the registry only lists two prisoner escapes in the past thirty years.

- There's been more. In the brief period in the '40s, when KE got their hands on the place, they discovered that Lone Star had covered up a dozen escapes, some of them high-profile criminals who were supposedly still locked away. Again in '78, when KE stole the contract away from the Star a second time, they found multiple discrepancies in the records that show that the number of prisoners in lockup doesn't match with who should be there.
- Star Loner
- Part of that may have been the off-the-book deposits Lone Star's Shadowriders are known for. The Star will occasionally hold prisoners in facilities such as these without putting them on



the books and without charges until they can extract whatever information they need for them. Places like the Brickyard are perfect for it, because they are already set up for so-called “enhanced rehabilitation techniques,” which is military shorthand for torture. Bellevue Lone Star in particular uses experimental magical techniques for rehabilitation purposes, which makes it more likely the missing or extra people on the list were victimized by the cops.

- ▶ Lyran

CAVILARD RESEARCH CENTER

Once considered the premier experimental research facility in the NeoNET Seattle cluster, Cavilard was bought out by MCT and billed as an informal research relationship between the corporation and the NAN. During the handover period, the location came under attack from a number of shadowrunner teams looking to extract data and prototypes. Some of those runs were successful, prompting Cavilard to upgrade its security from KE to Petrovski.

- ▶ The facility is run by Dr. Jesenia Lightfoot. Apart from being a well-known scientist, she's also Salish and a troll, which fits the social profile Cavilard is trying to project. .
- ▶ Mika
- ▶ Cavilard remains interested in tracking down the things they lost in the handover and have repeatedly reached out to the shadows for assistance. Likewise, competitors are still trying to breach security in search of information on the research going on there.
- ▶ Hard Exit
- ▶ I can tell you one thing going on there. I hit a datastore there for a Mr. Johnson and came back with a list of names of “patients.” When my curiosity got the better of me and I cross-referenced that list with my own data, I found they were all formerly residents of Dutchville.
- ▶ Orbital DK

CENTURION INSTITUTE FOR SCIENTIFIC ADVANCEMENT

Formerly known as NeoNET Labs, this facility was taken over by Centurion shortly after NeoNET fell out of the top ten. It stands out because it is not a traditional corporate research lab. CISA is branded as an institution of higher learning that confers degrees through nearby University of Washington.

- ▶ Centurion is playing nice, but the reality is that CISA is a recruiting lab. They look for the top scientists, tell them they are working toward the betterment of the city and their own degrees, and then offer them a fat Centurion paycheck at the end of the term. Other corps have grown wise to the scheme and

are looking into the lists of upcoming graduates, exploring who they want to extract for themselves.

- ▶ Cosmo

CENTURION TOWER

The red marble and copper-tinted glass structure long stood as a symbol to the power of Ares in Seattle. At the height of their troubles, the company abruptly sold the office complex and retreated to their main office in Everett. Centurion purchased the location and made it their headquarters, consolidating the upper management teams of multiple divisions in one location. The lobby hosts a small museum and AR history tour chronicling the rise of Jonathan Blake from humble beginnings to CEO.

- ▶ Centurion couldn't have forced Ares out alone, mayor or not.
- ▶ Kay St. Irregular
- ▶ They didn't. MCT was as much a factor in the move as Centurion. MCT wanted Ares out and had long been courting a relationship with Centurion, likely to use as a blocking piece against other AA corporations on the rise like Maersk.
- ▶ Mr. Bonds

COUGAR MOUNTAIN HOSPITAL

CMH might have come out of a horror movie. The hospital sits at the highest point of a patch of fresh growth woodlands, looking more like a gothic asylum than the cutting-edge medical facility it truly is. CMH was built atop the site of the Black Cougar Mountain regional wildland park. However, the hospital didn't take up all of the park's area. A swath of public housing originally built around the hospital was razed when the surrounding area was rezoned as part of Bellevue's green initiative. At least a dozen old buildings remain operational among the new growth wilderness surrounding the hospital.

CMH continues to be a local leader in transplant surgery and organ replacement. While considered a public hospital, the facility does allow for private, elective surgical procedures for the right price.

- ▶ Tamanous is still running the organlegging trade through this location. There are a handful of smaller facilities out in the woods as well as a cold storage warehouse that Tamanous used to use to temporarily store bodies before shipping them off to parts unknown.
- ▶ Hannibelle

ENATAI BEACH PARK

The beachfront nearest to Council Island started to gain attention a few years ago when a tribe of merrow surfaced near the shore. Since that time, the beachfront has grown as a tourist destination,

as locals and tourists alike stand on the shores in hopes of seeing the rare sea creatures emerge.

- › Enatai is next to the bridge leading to Council Island, which raises questions about whether that is what drew the sea life or if they were experimented on at Overlake and later released into the waters here. So far, the tribe has not been communicative, nor have they attacked the beach-goers who come to see them surface.
- › Lyrán
- › Any relationship to the Sea Dragon is purely speculation at this point. However, she did purchase a large tract of property in the nearby Beaux Arts Micro-Arcology.
- › Frosty

NKO'O FOREST STABLES

The ultra-rich Bridal Trails area of Bellevue is known for dirt horse paths that curve throughout the area and between the estates. Nko'o is responsible for the majority of the horses to ride those trails as well as the training it takes to do so. If you're born above a certain income level, coming to train at Nko'o is as much a rite of passage as a Bar Mitzvah or Quinceañera. The stable imports horses from all over the world as well as breeding their own. Some of the breeds found here cannot be found anywhere else on the continent.

- › Some of the breeds found here had to be smuggled in. A lot in fact. A group of runners were recently caught outside Everett trying to transport an Akhal-Teke into the sprawl. One guess to where they were headed.
- › Turbo Bunny

GAEATRONICS MOUNTAIN HQ

Dubbed "The Mountain" because of its revolutionary design, the Gaeatronics facility is largely underground. Nine stories are above ground level and covered in earth to create the appearance of a living mound. Trees, grass, and flowers, grow on the facility, and the company recently built a children's park at the very top to further the usable green space.

THOMAS VINTNERS

A winery and vineyard run by the Thomas family, Thomas Vintners leaves a large green footprint in the middle of Bellevue, making it a major tourist attraction. Family Matriarch Olivia Thomas runs day-to-day operations, but the power and money are in the hands of her father Erik and uncle Janus. City council member and geomancer Nils Thomas revolutionized the growth processes here as part of his graduate dissertation. The Vineyard is now on its tenth magically assisted crop pressing, and each batch of wine has sold better than the last.

- › Olivia doesn't get her hands dirty the way Erik and Janus do. She is in the dirt with the grapes, but they are in the shadows with people like us.
- › Hard Exit

MICRODECK INDUSTRIES

Microdeck recently began billing itself as a techno-future showcase. They haven't released any technology that isn't just a knock-off version of what the megas produce in years. All the same, the level of physical and Matrix security bristling from the walls of the complex suggests they are in the midst of research that is going to pay off. It wouldn't be the first time it happened to this company.

The Microdeck campus has been renovated a dozen times over the past decade. Every year seems to bring more changes, new configurations, and added security. Presently there are three satellite buildings strategically placed around the main skyscraper. Each has its own internal security force and separate lockdown procedures in case of emergency. All the buildings are connected to the main tower via an underground access tunnel that comes together in the subbasement of the main building. By all accounts, the people who work in these separate offshoot buildings do not communicate with each other. It's anyone's guess what they are doing there.

- › Microdeck is dangerous because they are desperate. Year after year, they slip further behind in the tech race. Nothing they produce is cutting edge, and the only advantage they hold over their competitors is pricing. Whatever they are doing, they better do it fast before the Gates Casino becomes the only piece of the Gates fortune still worth anything.
- › Mr. Bonds

OVERLAKE MEDICAL RESEARCH FACILITY

Bellevue's number-one hospital is also one of the top research facilities in the sprawl. Overlake's facility consists of nine buildings connected underground by an extensive tunnel complex and above ground by skybridges. The high-level genetic research being conducted on people and animals here keeps Overlake in the spotlight. That high-profile coverage prompted them to hire on additional security in the form of Wolverine.

FACES IN THE CROWD

Bellevue is about being noticed. Generally speaking, that's a problem for people like you and I, but here it feels more like an asset. No matter who you are or what you do, the goal in the Belle is to bring something different to the table. That's

what makes you noteworthy. That's why these individuals stand out among the rest.

JONATHAN BLAKE

Blake appeared out of nowhere in the wake of Dunkelzahn's will. The more history is uncovered about the man, the more it looks like a fabrication. Supposedly he was born in Puyallup, raised in Bellevue by a single mother, and maintains a familial mansion out by the Bishop's Curse, complete with his own private security. In addition to being mayor, he is the CEO of Centurion, an A-level mega whose operations are primarily split between the NEEC and UCAS. Blake spends two weeks out of the month in Bellevue, using the time to be seen among the elite spending money and building community. Like his time, his concerns are split between fending off challenges from chief corporate rivals Maersk and CatCo, trying to build his utopian society, and making sure nobody is messing up what he made.

- Blake's hands-on approach to the city revolves around recruiting the right people and finding creative ways to remove ones who dim the aura of what the Belle is supposed to represent. He's been known to use shadowrunners in order to find creative ways to get rid of people who don't fit his idea of what a Bellevue resident should look like.
- Kia
- Let's not forget Blake's colorful history working both for and eventually against Lofwyr. His ownership of Centurion came as part of a severance package from S-K in the wake of Dunkelzahn's will. The fact that he's still breathing suggests he's either smarter than we all think or he never stopped working for the dragon at all.
- Kai-lin
- He also has been spotted in the recent months with Miles Lanier, so who knows what his next steps are.
- Thorn

RACHEL BOYD

A mid-tier lawyer with a Yale degree doesn't normally draw too much attention in Bellevue, which is why it is strange to see a post about her here. The strangeness goes away when you realize that she sits on the board of one of the most dangerous gangs in the world. Boyd is known to be one of the leaders of the Cutters organization, though no one has been able to prove it. She operates out of the Sammamish Downs micro-arcology, whose high wall separates Bellevue from a section of Redmond.

- Boyd is a fixer, plain and simple. Her work with the Cutters put her in the rolodex of a number of very powerful people who need work done.
- DangerSensei

MIRANDA KING

Originally based out of Chicago, Miranda King went from runner to corporate exec in a classic rags-to-riches story. She earned every bit of her rep through a series of shadowruns people are still talking about. A few years ago, she was reassigned from Spinrad's Chicago offices to the main HQ. One day she left Spinrad HQ and never came back. Presently, she appears to be living off whatever money she earned in Spinrad's employ and quietly writing her own third act.

- She maintains a stable of runners who, unsurprisingly, go by chess-themed names. Rook, Green Knight, and Bishop are her current team. I'm not sure if the three have always had those street names or if they just wear them when working for her.
- Pistons
- King was involved with a project called the Quorum. I don't know what it is, but other names attached to the project include Helena Chomsky and Anderson Reed. All three were highly placed in SpinGlobal. All three were released from service shortly before Spinrad was killed.
- Netcat

DR. JESENIA LIGHTFOOT

Meet the charismatic new horned face behind the work being done at Cavilard Research Center. Lightfoot is Salish, but it would be a mistake to define her by that affiliation. Lightfoot emphasizes research above all else and is just cutthroat enough to be willing to bend the rules to suit her needs. Before coming to Cavilard, she worked as a Geneticist at one of Evo's many research facilities in the area. No one knows how she lost her job, but Evo was more than willing to part ways with her. Her focus has long been on metahuman life extension. She is working to isolate the genes behind why elves supposedly live so long and others do not.

- Lightfoot's Evo research was both controversial and illegal. She primarily worked in embryonic research, where she would attempt to combine gene sequences from different metahuman species. She is about as close to a mad scientist as I've seen. If a fraction of the rumors about what goes on at Cavilard is true, then Lightfoot is the last person who ought to be running things.
- Tarlan

LAYLI RED FEATHER

When it comes to NAN politics, lineage matters. Red Feather is descended from Chief Morning Star of the Cheyenne. She has roots in the Shield warrior society of the Cheyenne. If that weren't enough, she's beautiful and a highly talented Buffalo shaman. As conversations ramp up about the upcoming Treaty of Seattle negotiations, Layli Red Feather looks to be the politi-

cal chess piece that all sides are vying to control. The Salish-Shidhe council treats her like a prized object and always tries to get her at the table when discussing the future of the NAN. Whatever her political opinions are on the matter, she is trying hard to avoid having the conversation. Red Feather operates as a sought-after spiritual healer out of the Beaux Arts micro-arcology near the bridge to Council Island. While mostly content with working in the Belle, she leads the Sun Dance on Council Island every July.

- › The Sun Dance is an extremely dangerous magical ritual. Participants cannot eat or drink during the multi-day event. Worse still, the version practiced at Council Island requires self-mutilation. The ritual leader is required to drag around a buffalo skull attached by long tethers tied to skewers that are rammed through her back. It's no surprise that after the ritual, she retreats to her Bellevue home for an entire month to heal from the experience.
- › Ethernaut
- › A ritual casting that intense must trigger some major magic. What is it they are trying to do?
- › Jimmy No
- › The purpose and type of spell being cast changes year to year. That decision is made by members of the council and ultimately decided by Layli herself.
- › Ethernaut
- › Red Feather was once targeted by a Truth Dancer unit on suspicions of terrorism. She was cleared of all charges, but it came out that she had been working with a number of First Nations gang members in cities throughout the Sioux region. Nobody knows what her relationship is with the First Nations, but all the charges were dropped before anyone dug too deep.
- › Mika

KADEEM SHALE

For those of you who still read books, the name Kadeem Shale ought to sound familiar. For the last forty-plus years, the elven author has been the driving force behind the fictional perception of shadowrunners. Since the late '30s, at least twelve of his books have been adapted to trideo films. He still writes every day, creating vivid shadowrunner characters like Blaze, Long Tom, and the Jaeger. Officially, Shale rarely leaves his massive Bridal Trails estate except to make appearances at events and malls throughout Bellevue. Unofficially, Shale does a lot of his research hands-on, often hiring shadowrunners to bring him into dangerous areas and protect him as he makes contact with the real-life people who inspire his stories.

- › Shale doesn't stop at hiring runners to bring him to secret meetups. I've been hired by the guy more than once to film the shadow work I do. He uses the footage as inspiration for his combat scenes and occasionally to help him develop a plot when he's hit a block.
- › Hard Exit
- › There is a theory that Shale died a long time ago on one of those aforementioned research excursions, and the people who run his estate hire actors to pretend to be him for public appearances. If true, the person or persons writing those books are just doing so under his pen name to maintain the clout that name brings.
- › X-Prime

NILS THOMAS

Nils Thomas is the grandson and heir to Thomas Vintners. However, he is better known for his role in redeveloping Bellevue's Botanical Gardens. Thomas sits on the urban planning council, where his geomancy skills are helping develop a balance between Bellevue's urban and green areas. He is an expert in the field, having practiced his skills first in the vineyard and then in the classroom, where he wrote his UW graduate thesis on holistic land management and regeneration through spirit relationships. Whether a flash in the pan or a long-term star, Thomas is perhaps the most eligible young bachelor in the sprawl.

- › Thomas' predilections lean toward the unconventional. He spends a surprising amount of time in Powerline, flowing effortlessly between the levels. When that isn't enough to satisfy him, he's been known to enlist off-book services to provide him what he wants.
- › SeaTac Sweetie
- › His compulsions extend beyond the physical. Thomas recently began entertaining extraplanar guests at his home. If you get too close to the place you can see for yourself. The astral space around it is just weird.
- › Glasswalker

ENOLA THORNE

Blake may be the face of the city, but Thorne is the one actually running things. This eighty-year-old woman feels like your favorite grandma, but underneath the old-school charm is a former Maersk executive who came out of retirement at the behest of the city council. Thorne is a no-nonsense leader who is willing to color outside the lines in order to ensure that her city follows the plan being laid out for it.

- › I'm wondering whose plan it is? Given Blake's longstanding rivalry with Maersk, his unwavering support of and trust in Thorne is curious at best. I don't really understand this alliance.
- › Kay St. Irregular

- > Did you expect her to be a “thorne” in his side?
- > Baka Dabora
- > Absolutely beneath even you, but no. I wonder what else is going on here. Both Maersk and Centurion pushed hard to elevate their status during the megacorporate audit. Now we are supposed to believe these two are responsible for creating a social utopia that doesn't put corp first?
- > Kay St. Irregular

LOGAN TREMBLAY

Anyone who knows urban brawl knows the long history of the Tremblay family. Starting with Carter, there has been a Tremblay on the Montreal Assassins since the beginning of time. That is why it was so odd to see Logan Tremblay move his family to Bellevue post-retirement. Now he and his wife raise their three sons here while Logan also serves as chef for his Michelin-rated Ivory Anchor restaurant near Meydenbaur Beach.

- > Word is Tremblay's boys are aiming to stay local. The oldest, Conner, expects to sign with the Screamers. The Assassins are pushing hard to find a way to make him rethink his choices.
- > SeaTac Sweetie
- > Good luck finding a table at the Ivory Anchor. His food is so well known that the waiting list stretches out months. In fact, I made a nice chunk of nuyen hacking the list and putting my client's name there in place of another.
- > Tarlan
- > Anyone know why he left Montreal in the first place?
- > Stone

LOCAL CHARACTER

GUARDIANS AT THE GATES

Bellevue is a tough place to get to. There are go-gangs rampaging across the highways, and if that weren't enough, there is a heavily guarded toll booth blocking the way in. Of course, the locals know when the gangs are out and when the bridge security is toughest to get by.

- **Cost:** 3 Karma
- **Game Effect:** You have insider knowledge on the security schedules of the border guards as well as when the go-gangs are more likely to be in the area. You do not need to make any Knowledge skill tests to know these things.

I BELONG HERE

People who spend their time around security learn how to treat them in a way that makes those interactions go much smoother than they would for the average wageslave. Bellevue people go even further. They know the cops are here to protect them, not bust them. The cops know it as well.

- **Cost:** 3 Karma
- **Game Effect:** You know the ins and outs of dealing with local security. You carry yourself with a presence that gives you a reduced chance of being stopped by the police. You also act the part well enough to not get in trouble when you do. You gain a point of Edge on all social interactions involving local security.

SO MANY RICH FRIENDS

Being part of the Bellevue scene means you know people. They may be your neighbors or friends or just that rich guy you rode the elevator with that one time. Still, being next to the right people makes you seem more worth knowing.

- **Cost:** 3 Karma
- **Game Effect:** Lifestyle costs are reduced by ten percent because you know the right people. Additionally, you gain a bonus point of Edge for all social tests involving getting into public locations such as bars, clubs, etc. within Bellevue.



COUNCIL ISLAND

ISLAND GONE NATIVE

POSTED BY: NATIVESUN

I got the short end of the writing stick here. Everyone else has these great independent districts all blossoming to life as if each is their own state in a newly formed union. Then I've got this place that was once a nice, neutral patch in the middle of a stable island from a "powerful" nation, but is now a tumultuous hotbed of underhanded politics and dirty political pandering.

Oh, wait, nope, I was wrong! I have the best bit of Seattle anyone can write about, because it's not fully part of Seattle—and based on how those deals went down, it never will be. Now it's looking to become this region's Switzerland and sit at the center of the next restructuring of North America. Check later for more on that. For now, let's talk about a few basics.

Council Island was long ago known as Mercer Island for a reason no one really cares about any-

more. It is an island in the center of Lake Washington that was full of ritzy snobs with fancy houses. When the world went to drek (several times over), it lost a lot of luster, and when the Treaty of Denver was signed to allow the little island of the UCAS known as the Seattle Metroplex, this island was given back to the Native American Nations as a nice big ambassadorial bastion.

Once the island was in the hands of the NAN, they stripped the bulk of civilization from the land, hid any necessary modern conveniences below the dirt, and let nature take back over. Once nature took its course, the NAN made all their new construction blend and with nature. That recently changed when a few new buildings broke the trend, but I'm not sure if that's going to stick. But that's stuff we can detail later.

Now, the bulk of the island is back to near pristine natural state, the highway on the north end is pretty much lined in international consulates, and the limited number of structures around the rest of the island are built to keep the island looking

like a throwback to before Europe started pillaging NorthAm.

It's also the new political intrigue hotbed, as Seattle and St. Louis join the North American political landscape, while the NAN members, UCAS, CAS, CalFree, Tír, Aztlan, Denver, and Quebec all try to figure out how to settle down the unrest before this continent goes all Eurowars on them.

- They can try as hard as they want. If the megacorps want a war on NorthAm, they'll make it happen. All of these countries are just pawns in the megacorporate chess game.
- Balladeer

COUNCIL ISLAND

Size: 33 square kilometers

Population: 4,000

Human: 32%

Dwarf: 8%

Elf: 21%

Ork: 32%

Troll: 4%

Other: 3%

Population Density: 121 per square kilometer

Per Capita Income: 56,000¥

Hospitals and Clinics: 2 (1 public and 1 private)

Corporate-Affiliated Population: 12%

Education:

Less Than 12 Years: 14%

High School Equivalency: 16%

College Education: 49%

Advanced Degrees and Certificates: 21%

Average Security Rating: Silver (only because Lone Star refuses to give Eagle a Gold rating)

THE VIBE

Council Island is the place to go if you like everyone to smile in your face while plotting the demise of your nation in their mind. All of this in a beautiful back-to-nature setting—at least in the urban bits up north. The rest of the island is a place to find the peacefulness of pristine nature in the heart of urban madness. Something about the earthworks and species of trees that were chosen prevents the noise and light pollution of the rest of the metro from reaching the heart of the island. The shorelines tend to still catch a little city noise, but the waters of Lake Washington lapping on the stony shores blend to keep that peaceful serenity on the island.

Even the urban patch up north is still built to keep the natural feel, so I guess that's the overall vibe of this place. Harmony with nature. It's actually kind of fitting for the politics that go on here

as well, because it is some dog-eat-dog, Darwinian-level, survival-of-the-fittest drek going down in and among all these consulates.

But don't let the trees fool you, tech is still everywhere, just hidden better. Some have said there are more biodrones than regular animals on CI. Don't know if that's true, but you don't see microskimmers and rotodrones buzzing around—but the hummingbird and pelican population is off the charts. And don't get me started on the squirrels.

- The squirrels are mostly real, but the local security shamans frequently link to them with magic.
- Lyran
- There is also a pack of four wolves that live on the island. They're shifters, but they rarely go upright, preferring to play the part of island protectors and hunters when needed but totally knowing how to avoid people if needed.
- Falcon85
- The nature is real and local. Even the construction materials. Logs for buildings are hand cut and grown here in a special grove that produces yields at about a ten times normal speed.
- Ecotope
- That ten is up to about a hundred now. The power comes from a link to a nature metaplane, and it seriously amped up recently. Some of the wood is being stored and exported, but a few trees are growing free as an experiment. That patch that puts everyone in awe is nearly twenty meters tall. It was a sapling last year.
- Lyran
- The wood's good for reagents as well. Scrape a little off and it goes a long way in a preparation.
- Ire
- The astral plane is the real beauty here. Nature in all its glory.
- OriginalCasCrow

CI stays remote in the heart of the city by being tough to reach. Sure, it's just right there in the middle of the lake and a major highway runs through the north tip, but that highway is heavily monitored and XGuide is extra secure on that strip. Manual controls are scrutinized to the nth degree, and any course deviations are tagged and back tracked. The ferry is a similar tale. They face scan everyone who comes on and connect SINS to all the tickets. They also track arrival and departure. If you come in on the ferry, you'll be expected to check back out if you leave, no matter what means you use. Anyone who fails to do this is tagged. If they have other risk factors, expect work for local runners to track them down on or off island. If nothing extra shady comes up from their SIN, they're just put on a list and never allowed to return.

The shoreline has been in a push-pull relationship between nature and commerce (meaning boat slips) for a while but at present the shoreline of CI is ninety percent nature. A lot of the fancy houses and boat docks that used to dot the shore have been removed. Boats coming over can go to the main harbor north of the bridge, or they need to run in on a dinghy or something small they can beach. When they do, they need to hope they don't get tagged by the drones or hidden surveillance. If they do, local law will be coming to visit. Usually starting with spirits that have a response time of seconds rather than minutes.

Why so secure? Embassies, foreign nationals, and a reputation to protect. CI was a center of espionage and international intrigue in the heart of Seattle well before the metro went nation-state. Now it's even better, since places that may have avoided being so close to the UCAS are now willing to do all their dirty business here. Add in the changes in Denver, and spies have been bouncing around looking for a city to turn into the next Casablanca. CI sits at the heart of that as a bridge not only between Seattle and the NAN, but a channel for the rest of the world to flow through and journey to Seattle in a less-than-straightforward fashion. Check out my stuff later where I talk about the hotspots for some interesting embassy news.

Security is tight, because every nation and most of the major corps have offices and presences here. Most of the consulates aren't large, and the attached attachés are mostly just spies, handlers, and data analysts with a little security. They need to follow local rules and limitation on their arms and armor, but CI still has an abundance of armed occupants. If you're curious—and you should be, to fit in—nothing larger than an SMG is allowed for security personal, and drone support can't have fully automatic rifles. Spray and pray SMGs are totally fine, but anything bigger is off limits. Fire selection is limited to semi-automatic on the drones and vehicles. If you're playing security for someone and they don't tell you that or warn you, you may be getting set up as a diversion. Local authorities simply come and confiscate your weapon or weapons. No return ticket or anything. It's theirs, and that's basically the fine for carrying unauthorized arms on the island.

That's one of the nice things about this island. Laws and rules are simple, and they enforce punishments right off the bat. Get caught with an unauthorized weapon—confiscated. Get caught on the island illegally—arrested and sent off on the next detention ferry with a tagged SIN. This tag usually burns fakes, just so you're aware. Cause harm to someone on the island, regardless of offense or defense—you catch a beatdown and a trip off the island with that same tagged SIN. Kill someone—you need to get off the island before you're found. Tolerance is low and magic is heavy in their

quick interrogation/trials. Mind probes and truth spells clarify the case. If you're a murderer, the sentence is death. If you were defending yourself, the sentence is a trip off the island with a tagged SIN and a "Do Not Return" tag permanently attached to your biometrics.

Oh yeah, and anyone picked up for a crime, gets a full biometric workup. They take it all. Luckily for you, they don't upload to the GSINR (Global SIN Registry), but it means you're going to struggle getting back on the island ever, even with a new fake SIN.

Now a little about drones. They aren't allowed without registration. The island is also a no-fly zone for drones from the mainland and aircraft moving around Seattle. Even if you're in Bellevue and want to head directly to Downtown, you'll need to fly around the island. Drones can't just buzz over and check things out, and the SSC keeps a heavy-enough drone presence of their own circling in the sky above to tag and knock down any interlopers. They don't issue warnings to drones, and aircraft only get one. The only exceptions to these airspace rules are diplomatic aircraft (and they're heavily monitored) and medevac services like DocWagon and Crash-Cart. Though they consider any call for a pickup on the island as HTR, even though they aren't allowed to fly in any actual HTR backup. Wander too close, and you'll get the AR warning just before the air spirit begins to materialize inside your cabin.

It all makes for an interesting experience once you're on the island.

Politically, Council Island is independent of Seattle. Its security force is local and mostly made of Salish Rangers and Eagle Security, meaning Lone Star doesn't have jurisdiction anywhere but on the grounds of OmniStar's office, but they maintain an extradition treaty that's held up through the change. Quirk is, usually extradition consists of a call to the local precinct in Bellevue and a warning they're about to run a detention ferry over. Pick 'em up or let 'em run, they don't care, not their problem.

- The detention ferry is a frequent runner target, for good or ill. Sometimes it's a hit, other times it's a rescue, but it's always dangerous. The ferry is run by Eagle Security, and they only have an interest in one thing: protecting their equipment, which includes their staff. The ferry's transit pod is detachable and can be released while in motion. This means they can dump their cargo if they get attacked. When they do, the pod's autocuffs are released as the floats inflate, but it leaves everyone on board stranded and a sitting duck.
- Sounder
- That's if the autocuffs get released. And those floats often inflate while the pod is upside down, and it doesn't right itself. It just slowly drowns all the occupants.
- Kane

- › That happened once. And it was hacked.
- › Clockwork

EXTREMELY LOCAL FORECAST

When Seattle went independent, CI (and the Salish) had to have been on board. The transition was too smooth for something that was just sprung on someone. The thing is, the actual details of any sort of agreement were certainly not hammered out until after the announcement, and some of those details are still being worked out.

- › Just letting the joint task force leave was an obvious inside job. Come on! The JTF flies out and a few days later, independence!
- › Kane

Thus far what we know is that Council Island is the property of the Salish-Shidhe Council for the next one hundred years. Seattle owns no rights to the island with the exception of the property rented as part of their embassy (yes, they have one). The Salish are honoring all the previous aspects of their relationship in regard to airspace, I-90, the CI ferry, extradition, and legal authorities. The waters of Lake Washington for two hundred meters from shore belongs to the Salish as well. This distance is marked by buoys and ARO markers as well as GPS tags that warn someone when they are about to cross the border. Near the bridge, that's over half the distance to Bellevue.

Speaking of borders, CI is the focus and hub for all conversations regarding the next Treaty of Denver, which will likely be called the Treaty of Seattle (or Council Island), but nothing formal has been set yet. For now, Council Island is the place to be if you want to see what shifts might occur in NorthAm politics. Even more interesting to folks is how this next treaty will change borders. Council Island, and the Salish, aren't looking for any growth, but areas to focus on include: determining the future of the UCAS/Sioux border, finalizing Denver's boundaries, settling the longstanding battle over NorCal between California Free State and Tír Tairngire, shifting the outline of the Confederation of American States, and the settling and acceptance of the Free City of St. Louis. These issues will be covered in official chambers as well as all the bars, backrooms, brothels, and benches of the island. Formal decisions are announced from the Council Lodge, but everyone knows the rest of the politics occurs everywhere else on the island. With Denver under the scrutiny of Ghostwalker and DeeCee rocked by the UCAS's internal struggles, Seattle, and specifically Council Island, are going to top of the list of political espionage centers.

- › That political overview is nice, but let me highlight some things. The UCAS is pissed because they just lost Seattle. Their politicians are still spewing garbage about a NAN plot and the Sioux supporting Seattle's departure in order to distract the UCAS from their border war, saying that the Salish holding the JTF for so long was just part of the ploy. Add in the loss of their bid to get St. Louis to come their way and the continued struggles they are having with their major metros, and you can see the Sioux did not need to manipulate Seattle. The UCAS barely has Boston back in basic operation, Chicago is still a sore spot that keeps getting the scab pulled off, DeeCee just had another terror scare with a horde of shedim, Detroit took a big hit, the loss of Denver's UCAS sector was a slap in the face, and several cities along the Sioux border have changed hands with barely a shot fired because they just don't see the UCAS government as being able to come help them. Having Seattle basically sculpt Council Island into the North American treaty town is just another gut punch that they have to smile and take.
- › Fianchetto
- › Council Island is going to be central to a lot of political moves. Moves that other parties will want to know about before they happen in order to prevent them. That means shadowruns. We'll all be sitting pretty with work from this move. Just remember to make connections on the island to make getting in and out smoother.
- › Mika
- › North America just keeps breaking off new political chunks. Free cities seem to be all the rage. Not sure, but I think some history has been forgotten.
- › Orbital DK
- › Maybe. Definitely repeated, but these states at least have the makings of a successful endeavor as long as they can get a powerful benefactor to turn them into puppet states. Denver is well on the way, and both Seattle and St. Louis have been getting support from corps and other powers. As long as they don't tear themselves apart from the inside, they've certainly got a chance.
- › Glitch
- › I know the Sioux is going to get to keep some of that UCAS dirt they took, but my eyes are focused on NorCal and the Tír. That pot has been boiling for quite a bit, and with all the chaos on the continent, it seems a perfect time to turn up the heat, let it boil over, and see who gets burned.
- › Thorn
- › There's already a ton of talk on CI about that. CalFree has a contingent on the island and so does the Tír. They've been meeting through a mediator in order to settle on a plan when this treaty comes around. I don't think Tír wants a war, but everything I hear has CalFree chomping at the bit in order to throw a few punches at the elves.
- › Slamm-O!

- That's Church's doing. Bryson Church is a Black Lodge cockroach who just won't seem to die. He keeps popping up, and no one seems to be able to finish him off for good.
- Ire
- He's the one rumored to control shedim, right? Maybe he's a master and has just hid it really well.
- Lyrn
- The new city states and treaty are going to keep the shadows here hot, but don't limit your mindset to NorthAm powers. Council Island has embassies from around the globe, and they'll be playing in the politics of this region as well as dealing with things back home. Azania, Asamando, Congo, and the Nigerian Kingdoms are all using Council Island as neutral ground to deal with African politics.
- Plan 9
- Always remember that embassies are sovereign, so you have to face the laws of the country you are in, not Salish law like out on the street. Sometimes it's harsher, sometimes, it's easier. Problem is, you have to leave some time, and if the crime is harsh enough, the SSC will hire runners to bypass diplomatic protections. Then again, all of the nations with embassies have extradition treaties with the SSC, so it won't be long until they negotiate a handover.
- Stone
- Other forms of entertainment are also present on the island, but they're less official. The Koshari run all the illegal operations on the island, but they bring in the participants from off-island. Everyone running the gambling dens, brothels, or drug dens do not live on the island. They come in each day to work and then get either sent back or doss in a flop on CI. The Koshari respect the Salish desire to keep illegal activity as an import and avoid local entanglements.
- Sounder
- They also don't tolerate anything that harms the local residents or influences them to act against the SSC and NAN. They'll gladly cause trouble for foreign diplomats or tourists, but locals are protected.
- Ecotope

HOTSPOTS

The bulk of the highlights of Council Island fall in two categories: embassies and lodges. The embassies are what you'd expect—foreign soil for political pandering. A quick point of order: All the consulates that were once in Seattle as a city are now considered embassies in the nation of Seattle, even with the funny quirk that their location technically belongs to the Salish-Shidhe Council. It's political and full of minutiae, but that doesn't mean runs aren't happening to try to mess with that status quo. The lodges are the Council Island-operated facilities where they do much the same, but usually with something else cool going on for the tourists, or something extremely boring. The boring ones are often popular with runner types because they usually involve access to people, places, data, and money.

EMBASSIES

This isn't all of them, just the ones with some highlightable activity right now)

CONFEDERATION OF AMERICAN STATES

They're playing like they're all good with St. Louis going independent, but they ain't. Talks with the UCAS about a joint plan and meetings with St. Louis ambassadors who are pro-CAS are going on, and everyone else wants to know what they're all talking about.

TÍR TAIRNGIRE

In truly pompous fashion, the Tír is having conversations with political entities around the globe to talk about taking over shipping into NorthAm now that Seattle is independent. Most of these conversations are occurring right here in the heart of Seattle. Ballsy.

With all this politicking going on, you'd think this island has no time for fun, but you would be wrong! While politics and property rentals may be a decent source of revenue, tourism is even greater, and in order to keep tourists flowing in, you need events for them to attend.

Celebrations from across the NAN are mirrored here on the island. Tribal ceremonies and celebrations are hosted on the southern part of the island with guests usually walking or taking electric cart shuttles down to the area. The majority of the days have a celebration, and on the few rare days when a celebration is not scheduled, CI usually puts together some kind of tour or multicultural celebration to talk about all the tribes and their histories. It's quite educational.

A few of the biggest celebrations are Soyal, hosted for the Hopi and Zuni at the winter solstice to celebrate creation and new life; the Iroquois Thunder Ceremony in mid-April; and the trio of Tewa dances that tend to be the greatest draws—Turtle at the new year, Deer for three days in October, and Buffalo honoring healing and life in November.

- The Tewa have modern versions of a few of their dances that have caught on with the younger crowd. They show up on droves to these celebrations, take a collection of drugs, and then dance the day/night away. Quite the show.
- /dev/grrl



AZTLAN

They've seen border shifts, and they're settling deals and pushing changes where it suits them. Plenty of blackmail material is being tossed around here in order for them to push around the officials who could help them get the dirt they want and pawn off what they don't.

RUSSIA

The current issues between Russia and Yakut are being worked out here on CI. It's a nice neutral spot, though Russia feels the Yakut are getting favorable treatment due to their Awakened nature, and the NAN respect for arcane nations. It's a little ridiculous, but it makes a great excuse as to why Russia's shifter bounty is being labeled as cruel. It's all because the NAN are playing favorites and has nothing to do with metasapient rights.

JAPAN

With MCT, Shiawase, and Renraku all playing large parts in Seattle's freedom and future, Japan is here to make sure other nations respect this new nation-state. Or so they want us to think. Spies are all over them, trying to determine what the real agenda is.

- Shadows are hot with Japan talking to Denver and St. Louis. The empire is looking to support all the little free states in order to keep the continent divided.
- Mihoshi Oni
- They're also talking to the UCAS and looking to reverse their earlier relationship. This is mostly a matter of making inroads for their megas to take more and more chunks of the UCAS, but it could help stabilize the decline of the former world power.
- Katydid

HONG KONG

Recent events that rattled their markets have them talking to everyone—especially others from places that encountered this mysterious “Kechibi Code.” It's not exactly political, but it's a place to look if you're interested in whatever the code is or does.

CORPORATE COURT

Now that the revision is done, they are back to focusing on the Global SIN Registry, and this is the place to talk to many nations all in one place. You'll frequently see the likes of Danielle de la Mar on the island, along with corporate CEOs and national leaders coming in and out of the Corporate Court offices.

THE FREE CITY OF ST. LOUIS

St. Louis is looking for as many allies as they can find. Trade deals, support deals, water deal, energy deals—every kind of deal that can be made is being worked on here.

AZANIA

Looking around the world for allies to spread their love of Evo while at the same time trying to find other places that could take some of Evo's attention. They were happier with their AA megacorps—having this AAA around and so heavily invested in their politics and society is influencing their national politics.

ASAMANDO

They're often busy on CI, as it is one of the few embassies they have. They're always fighting for Infected rights and trying to show the world that Infected are not monsters.

- That battle went steeply uphill a few years back when some kind of shift occurred in the expression of Infection. They still try, and we still seek to be part of the world, but it's not easy.
- Ire
- It's like a wolf working as a herding dog. Sure, they can play the part for a while, but the flock is still food in their eyes.
- Clockwork
- I can't lie. It's true. But we are working on it and getting better.
- Hannibelle

CONGO TRIBAL LANDS

They're usually as reclusive as they come and in fact they have no real centralized government, but an outbreak of CFD brought them to the international table looking for aid and answers. According to accounts, two tribes were completely taken over, and infections of others is suspected. While they would normally settle the issue internally, this issue is beyond the simple life they try to live among the lands of central Africa.

KINGDOMS OF NIGERIA

Always active in trade, the various kingdoms have many global deals they need to make, and they use CI as a contact point for other important nations. It helps that they really enjoy the nightlife in Seattle, and when they come to town, they slip over the bridge and find plenty of activity in the city proper.

TÍR NA NÓC

This Tír usually tries to maintain as independent a position as possible, but recent events in the

central region of NorthAm has pulled their representatives to CI in order to deal with the troubles with the Yellowstone caldera. Exactly what part they are trying to play is a mystery many want to know. This is the best place to find out.

- Rumors say they're trying to collapse the whole thing in on itself or to let it blow. Whatever exactly is there, they don't want it accessible.
- /dev/grrl
- It's a gateway to the metaplanes. Specifically, I think it goes to the Seelie Court (I can't spell its formal name. Starts with a B).
- Slamm-O!
- The gateway isn't the problem. The fuel is. The energy in the region is being funneled from the lava flow and geothermal power that somehow has some massive mana flow to it. According to rumors, Aztlan is currently keeping the lid on after the Sioux nearly botched it.
- Mika
- Sioux weren't as proficient with blood magic as the Azzies. Sacrifices are all that's keeping a lid on for now. Busloads of prisoners being transferred are going missing and being handed over to the Azzies.
- Ecotope
- A decent number of those prisoners are Awakened and being pooled from different corporate prisons to give maximum fuel to the Azzie's mojo. This deal is far more complex than just the Azzie/Sioux dynamic and has to involve other megas—and probably other governments.
- Ire

UCAS

With the loss of Chief Sealath Lodge, the UCAS delegation sits seething in the tiny little office they've been given. It's supposedly temporary, but no one seems to be rushing to build them something new. They're main focus right now is to get a new treaty signed to settle the continent and allow them to get back to trying to salvage their nation. They haven't let go of Seattle completely, and plenty of political maneuvers—some polite, some threatening—are being made in order to avoid accepting the full loss of Seattle. At the same time, they're trying to set up the best post-divorce relationship they can. It's strained, but they're making plenty of deals to keep coals in the fires where they had them in order to avoid completely losing everything in the region.

DENVER

After a few years of settling in, Ghostwalker is finally reaching out again to the global world. He's made plenty of local deals that have his na-

tion thriving (according to him), but as one would expect from any great dragon, he's extending his talons to grasp at more power beyond his own realm.

- I am so out of touch on Denver. Can someone get us an update on that?
- Bull
- We'll get some folks on it, but it's genuinely a dangerous gig. GW is not kind to outsiders spying or stirring up trouble.
- Glitch

THE KINGDOM OF HAWAII

Seattle's move has created a lot of unrest among the Pacific nations. The representatives of Hawai'i are looking to take advantage of the shifts and potentially pull more traffic through their ports. Most suspect it's the influence of local dragons, but without ears inside those political meetings, we won't get chiptruth, just screamsheet salaciousness.

UK

The UK is no stranger to losing territory to uppity citizens. They know the political turmoil after departure and are planning to take advantage of it, since this time it wasn't them on the losing end. They'd also love to have an ally in Seattle. The port may be halfway around the world, but it's still a port, and it would extend their reach, which was something they were all about a few centuries ago.

- The UK is just scouting a spot for their deeptrain! London to Seattle in an hour! It's the next step!
- DeepWorlder
- Ummm ... how did that get in here?
- Netcat
- The vetting algorithm let the comment sit. Looking at the data for it, this deeptrain is not a complete fantasy. I even found an article that claimed the tech was there, but the dragons were keeping production down in order to avoid us finding their secret city beneath the Earth's crust.
So I guess that's something?
- Glitch
- A deeptrain paper by Dr. Belsevia Franachka has a lot of surprisingly decent information on how to do this and make linear track lines from point to point directly through the earth. It even has a bunch of formulas on how heat energy is converted to power the trains' propulsion and protective field.
After seeing what S-K did around Boston, I'm not entirely sure this isn't feasible. Did we just get dropped some serious deep-shadows stuff in the middle of Seattle update on Council Island?
- /dev/grrl

- Best place to hide it. No one's going to read this drek.
- Sounder

BLACK FOREST TROLL KINGDOM

After Prop 23 legitimized the Underground, the BFTK came to town and had to see it for themselves. Since then, they've been messing in Seattle politics trying to keep from happening exactly what is happening. As the Ork Underground, it was a place of refuge for orks and trolls. Now, as the Seattle Underground district, it's getting gentrified, and those orks and trolls are getting used as cheap labor while getting chased right out of their former homes. Expect work and support coming from these guys as they keep meddling to try to even the playing field for their Seattleite brethren.

LODGES

EAGLE LODGE

I love this place. The aviary is absolutely magnificent, and the birds within are such regal creatures. The lodge is run by the Council to raise and care for various breeds of eagles, hawks, and falcons native to the Pacific Northwest and farther reaches. Native species are intended for local release while species from greater distances are kept for presentation or offered to fellow aviaries around the globe in order to be released. The place is open to the public year-round with special presentations given by the onsite ornithologists in order to educate the masses on these local raptors.

The Windwalker Aviary was dedicated a few years back after the murder of Leona Windwalker. She was a pivotal piece of the care system for rescued birds and was killed shortly after her nature as a shapeshifter was revealed to the public. This aviary is specially purposed as a safe haven for injured or hunted avian shapeshifters. It has an access portal that can be operated by other avian shapeshifters, and once inside, they all understand the rules.

Beyond the confines of the netted aviaries, there are still magnificent specimens as several mated pairs of eagles use the rooftop as well as the trees on the property for nesting. There are currently two pairs of imperial eagles, a pair of golden eagles, and four pairs of bald eagles on the property.

- The Windwalker Aviary is a frequent spot to meet Soleil Ensen, a fixer with heavy connections in the shapeshifter community. The meets are usually all about handing over a bounty or setting up a contract on a hunter.
- Lyran
- You might notice the similar likeness of Soleil to Leona. If it weren't for the heavy scarring on her left cheek, the pair could be twins. In fact they are not—rather, Soleil is Leona. The murder

attempt was botched because, ha, shapeshifters regenerate! They still hit her hard enough to leave the scarring, but she left the smiles and healing game to let her rapturous side come out.

› Ecotope

PASSPORT LODGE

Appearing to look like a classic mud brick two-story structure, this exterior is just a façade. The mud brick is placed over more modern materials, and the interior is 2040s modern chic. It's a rather bland place, but it has abundant important information. You want data on who's moving on and off the island (legally), this is the place to go. Its intended purpose is for foreign visitors to come and acquire passes to visit the island or anywhere else in the NAN. They also handle the actual immigration and visa applications. This means if you want to falsify any form of travel papers, this is the place to do it.

- › The modern Matrix has been adopted here quickly, and they update on the regular. Getting into their system is also limited to close range—say, fifty meters or so from the walls. They had wireless blocking paint for a while but it limited too many other aspects of their work here.
- › Glitch
- › As is the standard on all of CI, look casual. Don't roll in with neon pink hair and surrounded by AROs. Unless you're the distraction. There are plenty of people sitting on the nearby lawns and even in the manicured trees in the area. As this place is so close to the intercity and it gets plenty of traffic, it's relatively easy to blend in.
- › Netcat

CHIEF SEALTH LODGE

There is no hotter spot on CI than this lodge—mainly because the UCAS got booted from this embassy and Seattle took it over. They weren't sure if the UCAS would keep an embassy here and didn't need the trouble it could cause to have “ambassadors” still around. Despite the worry about spies and saboteurs, things have calmed slightly, but the departure of the UCAS staff was fast and dirty and not everything they were supposed to dispose of or destroy got nixed in time. Now, Seattle is moving in and discovering tons of little hidden nooks and crannies with data chips, hidden nodes, hidden drives, and genuine paper copies of some sensitive stuff. Runners are getting sent in by both sides. Seattle wants fresh eyes and innovative thinkers to get the data, and it lets them keep it in the grey and black market instead of in official records. The UCAS, for their part, wants their data to stay out of anyone else's hands. The UCAS has data on nations and people around the globe stowed away on this little island fortress.

As for the building and place itself, it's obviously named for Seattle's tribal namesake. It serves as the Seattle embassy on the island (which they don't really use much, but they wanted a reason to stick it to the UCAS), and it acts as a safe haven for Seattleites who may have lost their identification or are in trouble with local law enforcement. Seattle is still going to hand them over, but it gives them a chance to maybe contact legal assistance before the handover.

- › This place is absolutely gorgeous, and I don't know why they left out the nice little tourist museum you can stroll through to get a highly anglicized history of Seattle ... oh wait. Yes, I do. Shortly after the switch, while this place was in turmoil, terrorists fire-bombed the little museum. It's currently blocked off for construction, but word is the NAN and Seattle are in talks about how it should be rebuilt, and I have a feeling Seattle is going to have to go with the more truthful Native reflection.
- › Lyrn
- › The UCAS is pissed about that, and several former Seattle representatives are wealthy enough to hire people who could cause trouble. Look for a gig!
- › Fianchetto

GRAND COUNCIL LODGE

It's like a city hall, and it looks like it. This place is beautifully constructed and blends with the natural scenery around it. It's the seat of power on the island for the NAN, and in particular it's a base of operations the Salish-Shidhe ambassador operates from. The lobby features art from several tribes and AR documentaries to offer insight into local history and culture, while the upstairs offices reflect the tribal affiliates of their occupants.

- › Hackers often hit the AR setup in order to upload more graphic and realistic versions of history. It's a test of skill and subtlety to get past security both physically and on the Matrix.
- › Netcat

At the moment, the role of ambassador is being played by Caylin Sixfeathers. It's a temporary assignment as they await an official change after the attempted assassination of her former boss. The decision to back Seattle independence was not universally positive. She handles business with diplomats far and near as well as managing the day-to-day business of the lodge. This place is a regular run target, as they're at the heart of NAN/Seattle/UCAS relations, but the security in the place is no joke. It's subtle and well-hidden, but they subdue with maximum force and efficiency. Have a good hacker handy to spoof the RFID tags they issue with their badges, because if you take a wrong turn, they come to investigate.

- Having no badge is just as bad, and they'll also look into badges that sit still for too long. They monitor everything constantly. The staff is trained to spot signs of magic as well. They may not be able to see you with that spell up, but they can see how you interact with the world around you.
- Lyran

COUNCIL ISLAND INN

"Luxury accommodations on the shores of Council Island."

This place is a bit elitist due to the limited number of rooms left once all the diplomats and dignitaries have been accommodated. Many times each year, those are the only guests of the inn, and this makes this place a huge target for runners looking to eavesdrop on the conversations going on inside and outside the hallowed walls of the formal buildings. Sitting back for drinks at the bar or hosting private guests in your suite are common occurrences, and plenty of deals are made here before being finalized in the official spaces.

All these important people create a huge security risk, and the security for the hotel (which is top notch) and the security contractors and bodyguards keeping an eye on their employers make life extremely difficult for any runner who can't fit in. They're not timid, and they won't stop harassing anyone who doesn't fit in, with their preferred tactic being following "suspicious" people around incessantly. That's not to say the place doesn't have some security gaps. The biggest gap is the staff. It's a hotel, and they don't pay well, so the staff is often glad to take a little extra nuyen on the side to "lose" their keys for a brief time or ignore the person following them through a secure door.

- The rumors of an underground egress still float around, and most runners familiar with the inn know the access points, but they're only useful if you can get past security. Security watches everyone both entering and exiting the hotel because they know problems go both ways.
- Mika

The location and construction is remarkable. Located on the northern tip of the island the inn is constructed to blend in with the shoreline at its base and the water-facing facade blends with the tree line around it. It's only three stories (the limit for most CI construction), but it wraps the small outcropping at this northern tip of the island, with its ends resting against the drop for the island tunnel. The outer rooms offer views of Downtown to the west and Bellevue to the east. Rooms on the interior offer a spectacular forest view, as the surrounding trees make the whole place look like it's sitting in the center of a dense forest rather than above a major highway. As it sits where the highway dips

below ground, it helps promote the island's side access points. The I-90 only lets people off into the embassy district to the south. The land north is as private and privileged as it comes.

- The Koshari runs the entertainment trade for the inn. If you have connections, you can get clearance to hang out nearby as a "security consultant" for their entertainers. You can't follow them in, but at least you have a reason to be there.
- Stone

MEDICINE LODGE HOLLOW

For those of the shamanic persuasion this is a definite place to try and gain access to for ritual work or even to just learn from other shamans. Dedicated to the four main totems of the Salish but aspected toward all shamanic magic, this large park sees use as a ritual location, a registration spot, and a tourist trap. The tourist side talks all about the history of Salish shamanic magic, while applications to register as a tribal shaman and to gain approval for visiting Salish lands to gather telesma are processed in the offices. All of this is done in person, as the office requires shamans to be astrally scanned and provide a tissue sample during registration. Falsifying papers for talislegging work, snagging tissue samples, and clearing select registry data are all reasons a runner might find themselves here.

MARGE'S FLOWERS & NURSERY

You can check the local node for the advert version of Marge's, but those in the know on the street are aware of her connections to the Koshari and the fact that her massive greenhouse and gardens are just a front. She launders money for the Koshari and also grows BADs (bio-Awakened drugs) in a cavern complex underneath her property. It's not large, but it grows well and clean thanks to the mana on the island. People say that Marge's deepweed won't just let you see the astral but will let you visit metaplanes. Others say that such things are far beyond the abilities of a mere plant.

- Marge also makes deliveries with specially regulated drones. The drones carry her flowers and arrangements off the island and all over Seattle, and they usually have some extra cargo as well.
- Kane
- Bulldrek. The pawns or the star would have grabbed one and busted her drones long ago.
- Black Knight
- The drones hold the special deliveries in an internal compartment that can incinerate the evidence if stopped anywhere other than their delivery point. Street punks in the know will often snag a Marge drone and inhale the smoke from

the burnoff. Sometimes it's a high, sometimes it's choking on fumes, but either way, it's free.

- Slamm-O!
- Free until the Koshari catch you doing it.
- Glitch

COUNCIL ISLAND HOSPITAL

This hospital is mainly important because it's where you end up if you get injured, but it also happens to be a place that is heavily into Native healing traditions and is full of arcane healers. The right connections can get you access to a quick magical patch-up as long as you can get to the island. The campus sprawls due to the construction restrictions on the island, but it's still a rather small hospital, as it's only intended to service the population of the island. It, like most major structures, is near the highway in the north, and surreptitious access is generally easy.

If you are visiting the Island legally and get injured, you will be treated at the hospital without regard to your nation or corporation of origin. They offer the highest levels of service to all comers, which adds to the feelings of safety on the island.

- Several assassination attempts on the island have been foiled by CIH offering rapid and skilled medical care.
- Balladeer

SOUTH ISLAND CLINIC

This clinic took a little hit during the CFD scare, but they've made sure all their nanite supplies are clean. They provide high-end treatments to the who's who of the Seattle scene as well as other corporate clients who want work done outside their own hallowed halls. The majority of their work is nanowork and gene therapy, but they have the licenses and connections to get any cyber or bio enhancement. If you have an in with this place, you have the golden ticket to near-delta-clinic-level service and installation without having to go to some bleak black site in the middle of nowhere or buried in a deep basement somewhere.

- The clinic operates under Salish law, but hidden somewhere deep in the fine print is some exception for anyone not residing in Salish territory. As long as you're leaving with those 'wares, they'll take the money, and the headache belongs to you and someone else over the details of licensing and legality.
- Glitch

ALLIES AND ENEMIES

First up, the First Nations! This gang has their home base here on the island, and despite the heavy restrictions about traveling back and forth

to Seattle proper, they still manage it thanks to their connections on the island and a sort of civil agreement with the Council Island authorities. If they don't bring or cause trouble at home, they can keep coming and going. That's not to say they don't participate in some smuggling and illegal activities, but they keep it minimal and professional and they avoid anything that will harm CI.

They're a great resource for helping runners get in and out, but keep in mind you aren't just connecting with the First Nations when you utilize them, but also the Koshari. I'll talk about them in a bit, but anything you do involving the FN will get back to the Pueblo-based crime syndicate. In order to be a member, you need to be Native American, but tribal affiliations don't matter. The current leader of the gang is a Makah ork named Two-Crows. He grew up in the gang, did some moonlighting as a runner for a bit, and took over just recently. He's settling in nicely, making good deals to increase the gang's revenue, and he's managing to keep at least enough distance from the Koshari that the FN don't just become thugs for the syndicate.

Since I mentioned them, I'll talk about the Koshari next. They are *the* crime syndicate on the island. The Yaks and Mafia have both attempted to make inroads before but never managed to make it profitable enough. The Koshari are using their NAN connections and knowledge of nature to do a bit better at blending and they're making sure to keep to the social rules of the island and pay the right kickbacks to the right people.

They do all their business without involving locals in much of the criminal side, bringing in workers from off the island in order to respect the Salish rules. They don't want locals focusing on illegal ways to make money—at least, *these* illegal ways. There are plenty of illegal options for locals that involve blackmail, bribes, and political pressure, but gambling dens, prostitution, and drugs are all run on the island by the Koshari but manned by Seattleites. The movement of so many people on and off the island helps mask the number of prostitutes that are sold off to foreign and corporate powers. As long as they're not Natives, the Koshari looks the other way, and that includes those with NAN blood but no citizenship.

- The Koshari have stolen a page from the Yazuka with bunraku-style entertainers. They chip them with a personafix custom designed by their buyer. However you want your new companion to act, they will. Just so everyone understands, this includes all types of joyfolx. Corporate executives and visitors from more conservative nations are the most common buyers, of course.
- /dev/grrl

Members of the Bear Doctor Society have long been influencers on Council Island, affecting the health of the ecosystem as well as its residents and

visitors. They support a free and open clinic every weekend and you can walk into their offices every day of the week to get assistance in all manner of ways. Executives and VIP guests on the island can reach out for personal visits and they do quite regularly when they choose to ignore the Koshari's services on the island and head off into Redmond for some fun in the slums.

- ▶ The BDS is all cuddly on the outside, but they still understand the strong side of Bear. They're collecting favors from all sorts of politicians and executives, and when they need something done for the Island of the NAN, they call them in without batting an eye.
- ▶ Lyran

If there was ever a place to make sure you don't run afoul of the law, it's Council Island. The **Council Island Police** are brutally effective, and they don't frag around. Heavily cross-trained with the Salish Rangers due to the need for diplomatic security and counterterrorism training, they don't slack off and don't take guff. The island's laws give them some serious leeway in their policing techniques, and the local weapons restrictions mean they know they generally aren't facing extreme ordinance. That means they don't hesitate to come down with a heavy hand. That hand is most likely going to slap you unconscious, because they don't like tainting the mana on the island with death, but it's still coming down hard. And do *not* try to bribe them. They aren't that type. Better to offer to go quietly or just accept their offer to be escorted off the island.

- ▶ These guys see and hear all sorts of good gossip, but they're generally tight-lipped. If you can make friends with one of them, you may be able to get the inside scoop on a lot of political dirt that's worth nuyen and presents work opportunities. You just need to be genuine or really smooth, because they are some seriously closed-off people.
- ▶ Stone

While they don't seem like they'd be influencing much, I still like mentioning the **Growp'skitch!** sasquatch tribe. They live in the wilder parts down south, and their numbers are approaching two hundred. Seattle stepped away from the UCAS classification of the sasquatch as "animals" and counts them among the citizenship of Council Island. They get the occasional visitor from elsewhere in the world, and every once in awhile a yeti even stops in, often with the Yakut diplomats. Tourists often come down to this area to see them and hear them sing and mimic. Most of them forget the sas-

quatches are sapient, and the sasquatches entertain themselves with this metahuman confusion. Often, they steal objects, play like they don't understand them, and then run off. People either think it's funny or are terrified to do anything about it, so the sasquatches have gotten a number of commlinks and nice baubles that they sell to locals or Koshari contacts in order to supplement their food and amenities. It's also good to note that while people can't understand them, almost all of them understand several metahuman languages. This means things get said in front of them and around them that they can certainly offer to the right buyer. They're quite good at seeming totally innocuous as they sit and listen to political deals and secret business meetings before plugging in to their stolen commlinks and sending the juicy tidbits over to a trusted contact.

- ▶ The G-crew, as you'll find them tagged on the Matrix, are delightful. Much of their proceeds are funneled to metahuman rights organizations.
- ▶ Ire

LOCAL CHARACTER

COUNCIL ISLAND ACCESS

Thanks to a close connection on the island, you always have access. They clear you remotely, and security never gives you a second glance when you come to doss, hide, or work on Council Island.

- **Cost:** 5 or 12 Karma
- **Game Effect:** At the 12-Karma level, you also have the ability to reach out to this connection and buy "guest passes" at a rate of 250 nuyen per day per pass. The passes offer access, but once on the island, you and your guests may still be scrutinized, and your connection prefers to tell all guests to make sure to blend in.

SALISH SHAMAN

Whether you were born Salish or not, you got training among the shamans or from an exiled shaman from Council Island. Thanks to your training, your use of reagents is twice as effective.

- **Cost:** 9 Karma
- **Game Effect:** You can use reagents from other traditions as normal, and when you use reagents for your tradition, it only requires half the normal amount (rounded up, always a minimum of 1).



DOWNTOWN

POSTED BY: FACET

OVERVIEW

Ah, Downtown. Where the glass towers and the power brokers rub shoulders in the open. Suits that cost more than your doss and commlinks that look like the finest old school Swiss timepieces. Here, the corporate, influential, rich, and famous do their dirtiest work with handshakes and signatures, changing the face of commerce and media with the stroke of the digital pen. It's where you go to be seen, where you go to earn, and where you take in and show off your spoils.

Of course, it's not as simple as that. Most of the worst scandals in the world don't need back rooms when you've got an office a kilometer in the sky and the finest AAA security on the payroll. Authorization is key, and the information that spreads here, whether through black-IC-secured servers or standard office gossip, is real paydata. The more important you are, the more your every

word carries credit, be it scandal screed scrapings or stock-market predictions. Information is money and power, and Downtown is all about those things. Which means, more than anything, that everyone is watching. Hell, *everything* is watching.

Downtown may not be the beating heart of the Metroplex, but it's the brain, insofar as corporate and governmental institutions are concerned. If you're working here, it's a big deal.

THE VIBE

Clean. My gods, it's clean. As clean as the drones can keep it. The streets are clear and in good repair. The storefronts are all corp, neatly arranged and packaged up for the exceedingly high standard of consumption the suits demand. Even the air smells clean, which is saying something in a place piled high with industrial pollution and volcanic discharge, and famous for its acid rain. The cars are high-end, as are the suits and the bodymods. You

DOWNTOWN

Size: 468 square kilometers

Population: 545,000

Human: 63%

Elf: 13%

Dwarf: 2%

Ork: 19%

Troll: 2%

Other: 1%

Population Density: 1,165 per square kilometer

Per Capita Income: 130,000¥

Corporate-Affiliated Population: 89%

Hospitals and Clinics: 12

Voting Precincts: 11

Education:

Less than 12 Years: 25%

High School Equivalency: 45%

College Equivalency: 18%

Advanced Degrees and Certificates: 12%

Average Security Rating: Gold

aren't dodging traffic to cross the street, but if you had to, you can be sure the occupant of the limo or latest Westwind that mows you down has either a killer insurance plan or a bloodsucking lawyer. Probably both. The public façade of Downtown Seattle is the model of modern success and luxury.

Behind the scenes takes a somewhat different look, depending on whether you're inside or out. In the skyrakers and offices and meeting rooms, it's more of the same. After all, those streets and shops and restaurants are just extensions and subsidiaries of the corps, the tentacle tips of the big killer squids that run everything. Boardrooms and CEO offices and auditor cubicles are about the same between different corps, depending on the culture each has cultivated.

But keeping that world squeaky clean means a whole lot of upkeep, and that's where your janitors, your mechanics, your blue-collar workers lurk, stained in hydraulic fluid and red-eyed from the stims they need to keep up a sixty-hour work week. They stay in back halls, workshops, and closets, most of them barebones and utilitarian. It's the most likely place you'd have ended up if you hadn't turned to a life of crime at some point. Back here in the loading docks are the real arteries that keep Downtown running, under the designer patina that maintains the whole illusion that sells skinny soy lattes and keeps the unseen stripmining going.

Keeping it shiny and perfect means crackerjack security. The Star is back, and they couldn't be happier to remind you they're the better option over Knight Errant. In other neighborhoods they might pull the drek-eating smile and say "Miss me?" Here, they represent their paymasters, and only the finest get assigned to this district. That doesn't just mean the squeaky-clean records and spit-shined

boots—it means the best training, equipment, magic, Matrix overwatch, drones, and everything else. If there is one neighborhood where they can't brush a fuck-up under the rug, it's Downtown, as many eyes and cameras are always watching.

Which is probably the worse half of the equation for people like us. Every corp has its own standing security force, and with regional HQ right there, you're facing the finest. Knight Errant still plays watchdog at the Ares Tower. Red Samurai patrol Renraku interests. You're rarely going to find so many elite corporate forces packed into one place. They're watching out for you. They're watching each other. They're watching everything, and they have to make the area look like a well-oiled, crime-free machine.

Everyone, and I mean everyone, has cameras on and recording. You want a headache? Try to map out the surveillance nets in Downtown. Everybody has their own servers, and cameras and wiretaps, whether legit, illicit, or tied up in some kind of shared agreement. The sheer volume of transmission crossover is a digital nightmare. I'd like to say there's some wiggle room in there, and maybe there is, but the networks are perhaps more locked down than any other aspect of the district. You're not going to find them unattended unless they're some ambitious newshound, as every cop and corp's deckers are navigating the tangle, watching each other as much as the spans they're meant to monitor. And that's before you get into the spies! Everyone is watching, waiting, anxious and bored enough to hit the deployment alert at the first sign. They believe it's better to sound a false alarm than miss an incursion.

- > In other words, if you're rockin' the job Downtown, you're either big time or out of your league. Watching the angles is key. Know the J, know the job, know the real point of what you're doing, and always have an escape plan.
- > Prime Runner
- > How is that different from any other run?
- > Aponi
- > It's a matter of scale. Playing in Tacoma is good training, helping you understand the borders and the scenes behind the scenes. Avoiding falling into some corper's pocket. Learn the fine art of paranoia and reap survival.
- > Primer Runner
- > So why the hell would anyone want to work at those stakes?
- > Aponi
- > Sometimes, you can't avoid it. Work can take you anywhere. Sometimes the money is too sweet. Like they said, big time. When you've hit that level, you're ready for the challenges of a hot spot like Downtown. And you get to wear a nice suit.
- > Kia

- › Don't be afraid to work behind the scenes. A cash outlay can get you in with the janitors and other folks who pass beneath notice and don't get paid enough. The human element is the weak spot where money is concerned. Those backroads will give you a way in and, if you're smart, a way out.
- › Red

EXTREMELY LOCAL FORECAST

Saying Downtown is in mid-uproar would be an understatement, but it's a hidden uproar, if that makes sense. The suits like everything clean and tidy, lawful and orderly. On the surface, business is thriving. The lights are on, the parks are immaculate, everyone is doing a brisk trade. The illusion must be maintained for the sake of credibility. But behind closed doors, deals are working like a whirlwind.

For the corps, it's a feeding frenzy. Seattle has always been an important link in their networks, and its new status as an independent city means it's both a point of vulnerability and opportunity. The loss of UCAS support (and most of the UCAS, for that matter) means there's any number of public utilities that are either up for grabs or might get snatched from competitors in the shuffle. Everyone is scrambling as politely as they can to seize or defend, and like a game of chess, it's the pawns that get sacrificed.

The pawns are you, by the way.

- › Even a pawn can become a queen if it advances across the board.
- › Many-Names
- › I know that's supposed to be empowering, but you're still just a piece on the board. Hell, even the king isn't the player, and you're never going to be the player.
- › Sunshine
- › I dunno. Julius Strouthers was a runner, and he got to Seattle government level ...
- › Red
- › The fact that I had to look up who that was didn't really score you any points, chummer.
- › Borderline

For the government, it's red alert, 24/7. Debates and deals, front room or back, are taking place every second of every day as politicians, both aspirant and established, are hustling hard to ensure their place in the freshly shifted paradigm. Policy and politics are up to new interpretations, since this is a brave new world for the taking. Everyone has some idea of what Seattle can become, and they're fighting ballot and bullet to

JULIUS STROUTHERS

MALE DWARF

Born in 2011.

Democratic Party candidate for Seattle in 2062; became Metroplex Governor in 2066-2070; lost re-election in 2070.

He is married to Dr. Miranda Callahan and has one daughter, Erin.

make sure it takes shape the way they see fit. For some, that means defending the status quo. For others, it's keeping the progress they've already made. Still others are trying to break their chains, calling for radical revision. Inertia has lost a lot of its power, and with ever-shifting priorities and loyalties, alliances are made and broken moment to moment. The chaos presents opportunity, and those who can seize it may be the new monarchs of whatever follows.

- › Oh, you have no idea. I don't know if the United Corporate Council has ever been so busy, and Potter has her hands full trying to please her secret overlords in Horizon while Shiawase and Urubia are buying up the city hand over claw.
- › Kay St. Irregular

For Governor Potter, it's a time of extraordinary potential and peril. On the one hand, she's got carte blanche to take her Technocratic ideals for a spin without the UCAS telling her it can't be done. On the other, United Corporate Council members are engaged in a shadow war with each other over who can offer the best deals. Potter's problem is that there's almost no way she can accept these necessary measures without compromising her vision for the city, and the only thing the UCC works together unanimously at is opposing the very measures that would secure her control and advance her agendas.

As far as the shadows go, this has made Seattle a boom town, and top-shelf assets can command impressive rates going toe-to-toe playing for the rival corps and even the metroplex itself. This has resulted in an increase in runner-on-runner violence, but at this level questions of professional courtesy tend to take a backseat to impressive payouts. None of this has stopped runners from across the world making the move to the Emerald City to take advantage of the sudden surge in opportunity, and the accompanying support industries are working overtime to keep them stocked with guns, ammo, rides, SINS, and all the other goodies that make a life of crime possible.

- › I'm sorry, but since when are we practicing "professional courtesy?"
- › Rigger X



- > I hear ya, brother.
- > Clockwork
- > This is why no one will work with either of you anymore.
- > Netcat
- > This is one of those gorgeous times when you can work directly for your fixer or fence, pulling in top dollar sourcing or smuggling in gear. Solid cred, both in the account and for your rep.
- > Red Anya
- > Relationships are a big part of the industry, and it's a great time to start forming them. Never mind the solo acts, a lot of new talent is making a name for themselves right now. It's easy to build a network.
- > Red
- > This is adorable.
- > Rigger X

Downtown is relatively stable insofar as the landscape goes. The corporate towers aren't going anywhere, and the atmosphere of enforced stability remains firmly in place thanks to local law enforcement and an exceptionally hard-driven public works department. The biggest shift is the arcology, which stands to change the landscape of Seattle both aesthetically and politically. First it was Renraku's SCIRE, a model for self-contained corporate civilization, then a mad AI's nightmare asylum, and then the metroplex's long-lamented ACHE, a kind of repository for down-and-outers of all stripes living in the haunted, inadequately renovated space. Enough scandal made that an unattractive plan to hold on to, and the city has seen a huge cash influx from Shiawase purchasing it. The big ol' pyramid (not to be confused with Aztechnology's stepped one) is seeing construction equipment, workers, and specialists moving in and out, day and night, making it arguably the most physically active location in the district.

HOTSPOTS

CLUB PENUMBRA

Some of the most famous runs and runners got their start here in the retro ultrablack laserlight of Club Penumbra. Some novastars, too: Concrete Dreams performed their first and last public sets here, and Down for Stevie and Project ANTHEM got their initial breaks after playing their first big shows on the Penumbra stage. Runners have loved it for years, and it's become a fairly open secret that the place is a runner hotspot. It has managed to stay open no matter what's going down, up to and including being literally right next door to the ACHE.

- ▶ Open secret is putting it lightly. Sims about shadowruns almost always use a club scene directly inspired by Penumbra. Hell, the Red Samurai Run series has had, what, four different combat scenes in the “Eclipse Club?”
- ▶ Renraku Fox

DANTE'S INFERNO

The older of two clubs (with the second being in Hong Kong) with a decidedly dramatic bent, Dante's Inferno remains one of the hottest nightclubs in the world. Nine levels of dancing through the allegory of Hell, with each level having its own sinful theme. Even digital and astral visitors can enjoy the experience. It's a decadent affair, with novahot acts, pulsing music, bleeding-edge fashion, and exquisitely trained security that keeps private affairs very private.

- ▶ Some Mr. Johnsons make use of that privacy, both for anonymity and to impress potential hires. Personally, I think they just want an excuse to be there.
- ▶ Kia
- ▶ Exquisite is the word! I got a date or two with one of the boys working security on the Lust level back when. I learned ... a lot. Like, a lot.
- ▶ Tango
- ▶ The further down you go, the more exclusive it gets, with Purgatory and Hell being invitation-only. Down there, you're rubbing shoulders with the elite. But even being in line is a power move. Dante knew what he was doing, even if he's spending most of his time at home in London these days.
- ▶ Khan-A-Saur
- ▶ Invitation-only means that Johnsons looking to make a statement and take advantage of the free security might hold a meet down there. It doesn't necessarily mean you've arrived, but considering how the Js carefully watch their run expenditures, it does mean Mr. Johnson is implying the gig is a big one.
- ▶ Danger Sensei

THE ARCOLOGY

At nearly a kilometer high with hundreds of floors, the enormous pyramid that is the Seattle Arcology (or Arc) is a neighborhood unto itself. A project started in 2040 by Renraku to build a complete, self-sustained city-within-a-city, it got about five years of real, complete use after work finished in 2054 before the infamous “Shutdown.” Renraku had bred an AI (or two, depending on who you ask) in its Ultraviolet host, and at least one went crazy as an outhouse devil rat. After the Arc was taken back in 2061, it was given over to the Metroplex government, who swept out as much of the horror as they could (nowhere near enough) before turning it into low-income housing, called the Arcology Commercial and Housing Enclave, or (aptly) the ACHE. In

the time since, Shiawase has negotiated its purchase, with plans to make more efficient use of its industrial capacity and turn it into a new North American HQ. They're upping the ante by replacing the original nuclear fission reactors with better fusion models, and with three of them, they'll be in a position to challenge Gaeatronics' city energy contracts.

- ▶ City-within-a-city is right. This place needs its own district entry, especially considering how much space its interior covers compared to other regions. There's just too much history, horror, politics, and business potential to cover here.
- ▶ Kay St. Irregular
- ▶ The Shutdown introduced untold horrors into the Arc, horrors that are still reflected in its astral space. The ACHE was a place for people who had problems but not a lot of solutions, let alone hope, and the things that gravitated there fed on that. Shiawase is going to have their hands full with a contained city that's haunted as hell.
- ▶ Red
- ▶ The displaced population has largely been relocated into Redmond, for the most part, with Puyallup pulling a somewhat distant second.
- ▶ Chainmaker
- ▶ The Seattle Task Force may have declared the Arc safe, but they completely missed the astral. Sleeper rooms, surgical bays—those left scars on the spirit world that hurt the people there for the past two decades. I wouldn't be too surprised to find there are plenty of little traps and nuggets Deus left behind that still haven't been found.
- ▶ Lyrn
- ▶ Yeah, but c'mon, there's been a whole Crash since then. Data and formats have changed—they'd be incompatible.
- ▶ Baka Dabora
- ▶ We're talking about a mega-AI-level intellect working with a UV host. You really think there's nothing left to worry about?
- ▶ The Smiling Bandit
- ▶ Upshot is, even after twenty years, that tech still has revolutionary architectural concepts that are worth money. You can bet salvage rights will have value. And hell, Shiawase is probably gonna be hiring outside consultants, shadow and otherwise, to cleanse that astral as best they can. You wanna get some fairly ethical work for a corp, good price tag, and no sneaking around about it. Keep your fixers asking.
- ▶ Red
- ▶ Every time you talk about ethics mixing with running, I laugh.
- ▶ Rigger X
- ▶ No sneaking? Where's the fun in that?
- ▶ Mika

MITSUHAMA COMPUTER TECHNOLOGIES COMPLEX

The six black-and-chrome towers of MCT spike into the sky like a claw, sealed off from visitors and almost completely self-sufficient as they oversee North American operations for the megacorporation.

- Zero-zone. You're not going to find tighter, or more lethal security. The payday would have to be enormous to go up against the measures they bring to bear against infiltration.
- Zeno-G
- **Murphy's Law**

Crap ambiance, amazing pizza, and one of the best basement card games in town, as long as you've got the buy-in. High stakes doesn't begin to cover it.
- Traveler Jones
- **A Little Bit o' Saigon**

Don't let the casual name fool you, this place serves the best Vietnamese food in the plex, and they charge commensurately. The Nguyen family owes their reservation-only success to the Red and Yellow Seoulpa Ring for old favors, which are returned every now and again, though never in any particularly dangerous ways as far as I've heard, which means you might find a contact with the Ring there. If you can foot the bill or Mr. J offers food at the meet, you're going to be there a while for an entrée, but it's worth the wait. Otherwise, get some appetizers and enjoy the good life for a minute.
- Jimmy No
- **The Alabaster Maiden**

Outside one of the best nightclubs in town stands a statue of a woman, seemingly petrified, from which the club gets its name. Urban legends say it's one of the first mages in Seattle, Gabriella Dematto, who was turned to stone in a magical backlash while defending herself from gangers. While most mages say the story doesn't have any truth to it, the statue does have a faint magical aura and is rumored to move ever so slightly from time to time, backed up by recorded changes in posture and pose. Whether touching her for luck grants wishes or drains the soul depends on the legend, but it's tradition all the same.

Inside are some of the hottest music and holographics you could hope to find, with weekend magic shows. The owner, a mundane elf named Cheri Ostler, allegedly owns a talis cat, so try not to piss her off.
- Lyrán
- That or she's a shifter herself. Rumors put her at Fenris Nacht in Tacoma. If she is, she's got some damn potent masking.
- Plan 9
- **Aurora Village**

Five levels of shopping, entertainment, and restaurants make

this one of downtown's best places to shop. The two body shops, A Whole New You and the slightly better Body+Tech, are SIN-only and don't serve outside legal implants, but you could do a lot worse.

- Khan-A-Saur

THE AZTECHNOLOGY PYRAMID

The imposing Aztechnology North America Complex may not be the highest point in the Seattle skyline, but its unique style more than makes up for whatever it lacks in size. A step-pyramid in Aztlan style, its walls are made of white quartz crystal a half-meter thick, carved in mythological symbols. By day, it's an unobtrusive gray, but at night it lights up, becoming one of the most distinctive corporate strongholds in Seattle. On Aztec holy days, the lights shift to a blood red.

The ground floor is open to the public, with a variety of shops and Aztec-Mex restaurants dispensing Aztechnology goods at excellent prices. Higher levels are typical of corporate enclaves, with office space, housing, and executive suites that turn the pyramid into a self-contained employee living space.

- The security is insane. A thousand-soldier-strong battalion of the Fifth Leopard Guard, 250 standard facility security, bound spirits, incredible warding, rooftop missile batteries, weekly changed RFID codes ... anyone trying to get in without authorization is going to have their hands full.
- DangerSensei
- Make no mistake: the pyramid is home to blood-magic rituals that even those powerful wards cannot contain. Whether they are prosperity observances or even darker rites, the energy of it overflows into the surrounding area. For those who can feel it, it's scarier than even the Leopard Guards.
- Axis Mundi
- **The Big Rhino**

This Ork Underground restaurant is famous as both the first and best place for authentic ork cuisine. Big, spicy food served with big, strong drinks to loud, awesome Goblin Rock, this place is an icon of the city, right at the entrance to the Underground. Get in good with the regulars, and you can find all kinds of contacts.
- Sounder
- **The Blue Moon Lore Store**

A cozy little spot with an impressive selection, this University District magic shop is owned by Dylan Pike, Grand Master of the Hermetic Order of the Auric Aurora, one of Seattle's first magical orders. It serves both the local Hermetic Studies student body and as headquarters for the Order. If you can get past the pompous attitude, it's one hell of a shop.
- Ethernaut

ORKISH CUISINE

A hearty fusion of soul food, barbeque, Creole, and Germano-Slavic influences, with an emphasis on portion size, spice, salt, heat, and the use of otherwise discarded elements of cooking as preparation elements and even primary components. Often high in protein and carbohydrates. Sometimes incorporates “shock” elements such as live worms, though this has fallen out of style with the rise of Or’zet and MOM efforts to foster acceptance between meta-human groups.

➤ Matchstick’s

1930s noir jazz and members-only. Damn cool place for a meet, and Johnsons sometimes offer membership to sweeten a run. Ghosts know I don’t regret it.

➤ Red

BOSCO’S

A sports bar and grill that caters primarily to elven clientele, the old-school style, impressive imported beer selection, and hearty cooking appeals to fans of professional sportcasts who can take in their game of choice on any of the widescreen flat-vids covering the walls.

➤ Word to the wise: if you’re not an elf, just don’t bother. They’re racist as drek here, so unless you like your drink with piss or spit, you can find better. And things get outright violent when Tír games are on.

➤ Haze

➤ Brackhaven Investments

These offices manage the financial and investment portfolios of BI’s clients all over the world, but of late they’ve proven to be a hotzone of controversy, given the varied scandals of the Brackhaven administration. No doubt Kenneth thought the downfall of the UCAS might provide an out from investigations by government agencies, but he underestimated the value of both political and economic capital to be gained by the newly independent metroplex in justice and fines. The former governor is effectively under house arrest. He’s considered a quiet flight risk, and agents of the new administration are there at all hours combing through data for the sake of the case.

➤ Mr. Bonds

➤ All that scrutiny has seen a lot of their clients run for the hills, sending BI stock into the crapper. Shorting it has become easy sport among casual daytraders.

➤ The Chromed Accountant

➤ It’s not just whatever the governor’s office is throwing at BI that keeps the place on its toes. While they’ve brought in Lone Star Financial Crimes Units to help, the case initially started with Knight Errant, who maintain a liaison group that tends to clash with the Stars. And then you’ve got runners, physical and digital, breaking in to steal or hide data. The employees who aren’t

looking for new opportunities in other firms are making bank on bribes, but they know the danger—legal or physical—is mounting.

➤ Star Loner

THE EYE OF THE NEEDLE

One hundred eighty-five meters high in the sky, this restaurant is one of the most elegant and iconic locations in all Seattle. Situated in the Space Needle, arguably the longest-surviving signature architecture in the city, the view is spectacular, and the food and service keep pace. The price matches the exclusivity, and reservations are often booked weeks in advance. Its privacy, physical, electronic, and astral, are all top-notch, making this an excellent place for the upper crust to deal in both style and safety. Show up in your finest, and leave any questionable items at home. Anything less need not apply.

➤ Mr. Johnsons love to hold meets here to wow runners, but it’s been done so many times any shadow talent with some scars almost considers it funny. Almost, because the cuisine is as good as they say. Never turn down real coffee—just scan it for trackers first.

➤ Kia

EVERGREEN KINGDOM ARENA

Once a conjoining of metroplex grants and Disney Corporation land to produce a downtown amusement park, steadily declining profits and escalating maintenance costs had stock prices plummeting and the owners looking for buyers. Urban brawl scouts had hoped to grab it for a song, but instead led to a joint Disney/UB buyout of the Seattle interests to form a new venture: The Arena, where everyone can be a brawler! During the season, retrofits and rotating construction create new combat scenarios for matches, while off-season, fans can come and engage in much safer variations on the past year’s most famous scenarios. It’s proven to be successful enough to inject new life into the park.

➤ Before you even ask: the Arena does not provide an even vaguely adequate education in combat. The “weapons” are RFID paintballs, the armor is ultra-light foam. You might squeeze something out of squad tactics, but your competition is made up of civvies, and security has a habit of scouting actual professionals who demean themselves to play there.

➤ DangerSensei

➤ Reno’s

You might dig on Reno’s for the Sioux, Pueblo, and Aztec-Mex cuisine, or the combat biker memorabilia and tournament nights, but the real draw for us is the owner. Reno Pyatt used to be a biker, but he’s been a fixer for years. He’s got a sharp eye for talent, a great sense of how to match the right team with the right job, and the kind of gut that keeps him one step ahead of a

bad run—or runner. He expects top performance, but if you can deliver, you'll have one hell of an agent.

> Prime Runner

> **Run Run Shaw's**

The seating is minimal, but this little Chinese take-out spot is top-notch and super fast. Just the thing for stakeouts.

> Star Loner

SEASOURCE ARCHIVES, DOWNTOWN BRANCH

Once the Seattle Public Library, the archives represent the greatest publicly accessible source of physical media in the metroplex, from hardcopy books and periodicals to microfiche and cassettes, and the means to play them. While most of this information is available online, with more available every year through scanning and updating services, vast stores of old data remain to be discovered at a very modest price.

SEATTLE COLISEUM

Home to the Seattle Transonics, the Coliseum has received a generous renovation after their purchase from Federated-Boeing by the Metroplex government (with Horizon backing). The Coliseum is set to re-open within a year for sports, conventions, and concerts with state-of-the-art technology.

> Another clue about Potter's true loyalties. Still, it's an effective tactic to promote love of the city and distraction from all this chaos. Tribalism that can link people to their city is invaluable in promoting stability, and there aren't many things that fit the bill that way like sports teams.

> Doc Spin

> **Seattle Federal Building**

Once the headquarters of UCAS Federal offices for Seattle, now it's seventy-two stories of reorganization. The CIA and NSA spooks who used this as a base of operation to keep an eye on secessionist movements and neighboring political entities now find themselves without a nation to call home, and many have started to scatter. Some are joining up with Seattle to keep up the job they were doing, using what they've learned for the benefit of consolidation efforts, while others are accepting attractive recruitment packages from megas and rival governments. The real rogues are refusing to see the writing on the wall, and they treat Seattle's independence as a secession effort to be thwarted.

> Thorn

SEATTLE-TACOMA INTERNATIONAL AIRPORT

SeaTac, as it's locally known, serves over thirty air transport services moving in and out of the

metroplex. Security is handled by Lone Star, the United Corporate Council, Federated-Boeing, and Knight Errant, which leaves rare exploitable gaps when they fail to coordinate efficiently. Still, the airport remains one of the most important structures in Seattle, and every effort is made to scan luggage and freight. Astrally active passengers are AR tagged for additional scrutiny.

> Smuggling through here has gotten a whole lot tougher since the UCAS shorted out. Seattle can't afford for air travel to be compromised, and security may be fooled some of the time, but they make an example out of anyone they catch.

> Rigger X

> **Seward Club**

One of Seattle's licensed independent casinos, the late nineteenth to early twentieth century decor is worth the trip alone. Classic, non-digital games don't ensure fairness, but the experience among gilded architecture with Yakuza and Japanacorp suits makes for some interesting opportunities. The most interesting might come from without: Tom Sinclair is the son of the former owner who the Yaks murdered to get the place. Tom made a strong showing in Knight Errant's Organized Crime Division and came into a generous trust fund a couple years back. He's retired now, and putting his connections and training to work to get the club back. Ask your fixer if you're willing to do some work against the Yakuza, because that trust is begging to go into your credder. Sinclair knows what he's doing and might make for a great contact if you can prove yourself a professional.

> Errant Knight

> **Tickler's**

A strip joint catering to all kinds, this place is popular with the corporate set, both for the show and for more intimate encounters. Mostly it's notable for two things: the girls are treated pretty damn well by owner Jack Bellows, and one of the working girls is a top-flight info-broker. Word is she got Jack out of trouble when the Mob tried to muscle in on the place, and she's got enough blackmail stored up to be quite the player. Ask around, and she can offer sweet intel and arrange introductions. Have fun. :)

> Kat o' Nine Tales

UNIVERSITY OF WASHINGTON

The Pacific Northwest's oldest university, U-Dub maintains partnership with several megacorporations to provide top-flight computer science programs, though its expanding thaumaturgy departments have turned out both excellent graduates and scientific developments.

> Don't overlook this spot for shadow work. There's paydata to harvest, promising new talent to scalp, and plenty to learn even in a traditional sense. And you'd be amazed how much access a fake SIN with the student registry can get you.

> Red

- > The attached University Hospital is also a fantastic source of cybertech R&D.
- > Plan 9

WUXING TOWERS

A pair of blue-and-red-tinted skyrakers host the North American headquarters for Wuxing. Perpetually under construction to realign their qi with feng shui architecture, Wuxing has become a hotbed of activity with fresh efforts to expand on their shipping contracts in light of the fall of the UCAS.

- > That feng shui has been curtailed a couple of times by legal action to prevent “poison arrows” deflecting bad luck onto rivals. Wuxing’s wujen are second-to-none when it comes to energy alignment.
- > Ethernaut

ALLIES AND ENEMIES

ENEMIES THE COPS

It should go without saying, but the number-one enemy in Downtown is law enforcement. Downtown is where the big money is and, moreover, where the most visibility is. They make more money patrolling the homes of the wealthy elite in Bellevue, but screwups there stay quiet. Screw up in downtown, and the governor will lose her *mind*. The Star will call out the heavies and you *will* go down, full stop. Downtown can’t risk high-speed car chases or tank-like drones unloading heavy ordnance, so all vehicles here have to be blaring their VIN at all times, locking into the assorted Guides, and giving override permission to law enforcement, who will use it to stop you dead in your tracks ... at least during the day. At night, the rules relax a bit (the corps need runners to get around and do missions, after all), but big, loud exchanges of firepower get shut down *hard*. You want to unload chainguns and mini-rockets? Take that drek to Redmond.

- > Hey!
- > Red

Or Puyallup.

- > Hey!
- > Kincaid
- > That part about the night is dead on target. The corps need us, so the rules get relaxed a bit as long as everyone plays their part. Much like stagehands in Kabuki plays move around but aren’t seen because everyone agrees that they’re not seen, so too do corps not see us because they all agree not to see us. That agreement gets broken when you start calling too much attention to yourself, so stay quiet.
- > Sounder

- > For you new kids, I can’t stress this enough: get a Lone Star contact. Unlike the Knights, the Star’s full of guys who take bribes and are willing to look the other way. Some of them are crooked and will sell you out if the heat’s on, but some are good cops who are willing to work with runners who have at least some sort of code. If you keep the killing as low as possible, focus on ridding the executive suites of BTL dealers, kidnappers, and blood mages, and help the cops out now and then, then some of them will suddenly find a coin on the street when you need to cross an alleyway or decide to file a report ... after they finish this big cup of soykaf and munch that last donut. If you go loud, mow down innocent bystanders, or cost the city money, then they come after you hot and heavy.
- > Bull
- > Oh, and never, ever, kill a cop.
- > 2XL

PAPARAZZI

They say that sunlight is the best disinfectant. I’m not sure if that’s true, but I *do* know that a bunch of flashbulbs make shadows go away. The number of cameras in downtown is *staggering*, and your team decker’s going to be pushed to their limit trying to keep you off of security cams, law-enforcement sweeps, and basic entry/exit cams at every turn, but you can’t hack the human element. And in downtown? The press is *everywhere*. All the city’s movers and shakers are here, after all, leading to a gaggle of photographers who always flutter around the glitterati. On top of that, you get nosy reporters asking questions, muckrakers doing real reporting, and, of course, sleazy tabloid “journalists” looking for all kinds of stories, even if they’re not technically true. If you’re in downtown, you’re going to get your face on camera, and you may well get your voice on mic. That’s a terrible thing for most of us, so be prepared and remember—any interaction with a reporter is considered to be recorded and on the record unless they tell you otherwise. Privacy? Pffft!

- > A subset of these parasites are cool hunters, corporate types who sniff around at all hours of the day and night. They know what’s hot now, and they prepared for what’ll be hot tomorrow, but they’re trying to find what’ll be hot next week, and all too often? That’s shadowrunners. They grab our style, they steal our slang, and they’re always, always, always watching. They don’t follow a fixer’s rules of feigned ignorance and the overall shadowgame ... they need to know what your real name is, your SIN, and where to find you so they can hit you up for details before anyone else can. They never forget a face, so once you’re in one’s crosshairs, you’re in trouble.
- > Kat o’ Nine Tales
- > Oh pish posh. We’re not all bad. We’re just looking to make a living, same as anyone else, and we don’t want to hurt our resources, now do we? We value you! You bring us new trends,

we figure out which ones will make the most money, and then we shoo you off until we need the next big thing. Why kill the golden goose?

- > Dr. Spin
- > I keep my pockets full of rocks to deal with you.
- > Hard Exit
- > Wait, I thought doctors were vulnerable to apples?
- > Stone

TRAFFIC

Yes, I'm serious.

Downtown, the roads are choked with traffic. The streets have cars, the skies have drones, even the coastline has boats, and they're all moving together thanks to the assorted Guide systems. Forget about rigging in a traditional sense. You're not getting anywhere fast, but more than that? Every single car and drone is filled with cameras. No matter where you go, they'll see you. Keep up a good SIN, a bit of a disguise, and understand that you have to stay low, because if they need to find you, they will. You're never in the shadows when you're Downtown; you're in spotlights and neon glows. Beyond that, you have scores of Lone Star cars on the ready, with traffic overrides to give them clear paths for rapid responses, newscasters, and drones on top of drones. Every ad microblimp floating overhead, blaring AR ads? An advertising company's rigger is somewhere behind them, waiting to take over if something interesting goes down. Where do you think screamsheets come from?

At night, it's easier, but still not fun. Downtown never sleeps, so even at 3 a.m., there's traffic buzzing around, as well as civic service drones and vehicles active down alleyways that you could duck into in the daytime, cleaning and delivering. It never, ever stops.

RIVAL RUNNERS

Easy to forget this one, but your team ain't the only players in the game. Dozens of other teams operate in the shadows, looking for work, same as you. Sometimes their job and your job will cross one another up, at which point you have to be ready to make some hard calls real quick. There's nothing quite like pulling off a perfect infiltration while a little buzz in the back of your head tells you that it's been too easy, only to find another team already in the lab, target in hand. How you handle this separates the rookies from the pros.

POLITICIANS

Politicians sit in a weird area. They're more powerful than you, less powerful than corporation

executives, and they're regularly questioned about what their motives are or should be. They might not have enough power to make real change, but they often have enough to make some people a decent pile of cash, as long as they're willing to be corrupt. A lot of them are. The bottom line is you can count on them to be obstacles more often than helpers. From "tough on crime" legislators looking to make a big arrest to help their re-election chances to meddlers who seem to start repairs in major roads on the nights you really need good road access, they often seem to find a way to be in your hair. Luckily, most of them can be bribed. Of course, the old adage of "an honest politician is one who stays bought" remains true ... and Seattle doesn't have a lot of honest politicians.

- > Keep a close eye on this one. There's a big push to restrict a lot of firepower making the rounds again, and while it doesn't really stop us in most areas, Downtown's big on stop-and-frisk for anyone who looks like they don't belong. And if they more strictly regulate all automatic weapons or clips larger than ten rounds like the rumors say, well, your night can end before it begins.
- > Bull
- > Also? The local school system's just awful, and these potholes! What does my tax money go to, anyhow?!
- > Slamm-O!
- > Seriously?
- > Pistons
- > He's been like this ever since we bought a house.
- > Netcat

ALLIES

FREELANCERS

While other teams are, at best, "frenemies" who are competing with you, the freelancers out there are fantastic. Shadowrunners without teams, they're always hungry for work. When your decker can't show because his kid broke an arm on the slide and you need emergency support, having a freelancer on-call to step in is the difference between a paycheck and blown rep off a scrubbed mission. Need somebody with a minisub? A helicopter extraction? A few more guns for a miniature war? Keep freelancers on call. Lean on your fixers to get you numbers and have a few that owe you favors. You won't regret it.

- > Don't discount other teams! Some are rivals who'll gank you, say, "Nothing personal, just business," and drive off with the goods, but there are plenty of runners who follow a higher code, who still put value in the bonds formed with other runners, and the overall community. They'll give you tips when the heat's on,

toss you runs that they won't take, hire you as backup—or you can hire them as backup, depending on who has money at the time (or at least the most markers to call in).

- > Stone
- > There's strength in solidarity.
- > Chainmaker
- > Frag that. If you're not the lead dog, the view never changes.
- > Clockwork

THE WORKING CLASS

While everyone focuses on the suits, the glitter, and the sales, a smart runner will focus on the overlooked ... janitors, cooks, clerks, waitstaff, and so on. They pound out two or three jobs of twenty-plus hours each, they get yelled at by the entitled and well-to-do, they're stressed, they're underpaid, and they're human. (Well, a lot of orks, too, but you know what I mean.) A few kind words go far, but a few extra nuyen go further. Be polite. Thank them for their work. Give them big tips. They'll remember you when you want to be remembered and they'll forget you when you need to be forgotten. They travel through circles that we rarely can, and since they're just "the help," they get treated worse than drones, as un-people who just don't matter. That means that they see and hear a lot of things and they're often willing to let things slide over some rare moments of relaxation. If you're buyin', they're probably talkin'. Just don't burn them—their lives are hard enough as it is.

- > Nonsense. When I'm done with a tissue, I discard it. What happens to it after that's not my concern.
- > Haze
- > Valid if you've got enough mind-magic to make people do what you want and change their memories, but for the rest of us? Make friends.
- > Sunshine

MR. JOHNSONS

There are plenty of fish in the small ponds of Redmond, Tacoma, and so on, but the biggest fish are downtown. Most of you will never meet a Karen King or a Hans Brackhaus, but through the fixer network, they've heard of you. Downtown is where their direct subordinates operate, hiring a higher quality of runner for higher-risk missions, authorized for higher payouts from above. When you move up from the bush leagues to downtown, some of them will even let you know who they work for, giving you access to name-brand gear at a discount. Keep scoring wins and you could even win the ultimate prize: status as a company suit.

- > It's the dream, chummer.
- > Glitch
- > It's a nightmare.
- > Sticks
- > It's selling out.
- > Bull
- > It's hitting it big.
- > OrkCEO

King's been *the* fixer for Seattle for decades, the go-to Ares gal for all the big missions. As the struggle for CEO hits the endgame, she's been tied down, trying to get an edge on her rivals and, more importantly, fending off all sorts of attacks on her person; assassination attempts, data runs, unwilling extractions, you name it, she's had to deal with it this past year. She's also been pulling in every runner on her radar to take swipes at her rivals. This hasn't left her a lot of time to do her actual job of getting missions run, so her subordinates have had to take up the slack. Some of them see themselves taking over her seat in case she's promoted ... or demoted. Others are loyal to the cause. Most people are playing their cards close to their chest, but two have shown what they're holding.

Kyle Crenshaw's an Ares fixer who wants her spot. He's a Clayton Wilson guy at heart who thinks King's outlived her time on top, so he's been willing to slip jobs to other Ares assets that are after her. He's still a company man, and he knows that he doesn't get promoted if, say, Renraku whacks her, so he's not gone full traitor, but like all things Ares, the inward struggles are even more vicious than the external.

Tanxi Vraadkar, in contrast, is backing King to the end. She's been handling a lot of the grunt work that King's too busy to do, sending out runners against other corps to try and keep the bottom line in the red as best she can. Don't mistake her love of the boss for softness, however; she can be as ruthless as needed when calling for runaway researchers to be eliminated. She just prefers to play the longer game and knows that allies are force multipliers.

There are several Mr. Johnsons who are moving in as Shiawase moves into the arcology. With a much larger presence, they need more runners, and more runners means more Johnsons. They're all relatively new to the area, if not the game, and they're all looking to take measures of the local talent. Who can you trust? We don't know yet. Which ones will give you the real information and which ones expect you to fall on your sword? Who has the best data on missions? Who handles wetwork? You're at the forefront of gathering this information—keep us posted.

- Information's the most valuable resource we have. Spend it wisely.
- Icarus

Saeder-Krupp's still in the mix. Beyond the infamous Mr. Brackhaus, one of the highest-ranking Mr. Johnsons when you get past the entry level is **Charles Schmidt**, a.k.a. the Thin Man. He's refined, professional, and allows himself cigarettes as his only vice and classical music his only love. He's all business and loathes anyone who isn't. Bonus points if you can negotiate in German. Another prominent Johnson is **Emma Mueller**, and is about as different as you can imagine. Dwarven tubby, always laughing, hard drinker, known to dance on tables—she's the life of a lot of parties. How she got ahead is a bit of a question, but the answer seems to be related to family connections (her dad is an absolutely brilliant actuary) and her own brains (push past the party image and you'll find a razor-sharp mind). Schmidt handles the quiet missions, Mueller the loud ones.

Aztechnology's a mixed bag. **Kenneth Johnson** is an all-American college football star out of Indiana, blonde-haired, blue-eyed, and a grinning cornfed farmboy who was dropping work for years when everybody thought he was working for Ares. Turns out he was an Azzie man in the end and all that gosh-darn innocence was just an act. He's still good at the act, but now he's letting a bit of edge flow through since he's now a known asset. **Carmen Perez**, meanwhile, has always been open about her connection but has gotten softer over the past few years; she lost some family in the famine, and it seems to have shaken her a bit loose from the corporate mode.

- The switch from pantsuits to business skirts didn't hurt either. Rawr!
- SeaTac Sweetie
- There's also a fellow who goes by the name of **Cehualli** that I hope none of you meet. Details are sketchy, but he's a mage whose previous associates have vanished, leaving him in a bit of a lurch, but he's still pulling strings for his missing masters. Missions for him can be dark, but most seem to be just ... odd. Go here, steal a bagel, leave quietly, or deliver a barrel to an address without opening it and then forgetting you did anything. It's probably all tied up with magic but it might just be a raving madman doing things that only make sense to him. We don't know, but better safe than sorry.
- Elijah
- This from you?!
- Glasswalker

MR. SIMMONS

Go to City Hall, swing by the fourth floor, and look for a broom-closet-sized office by the bathrooms marked "Bureau of Tourism: Office of Dahlia Promotion." This is the lair of Mr. Simmons, who, in addition to promoting the official Sprawl Flower, also handles contracts for the city's own "freelance investigators." What, you thought only corporations hired us? Mr. Simmons (never "Gordon") likes to keep things quiet and his paperwork orderly. For the most part, he hires people to gather data, which he then moves to where it needs to be. Less often, he needs someone's relative found and pulled out of some situation and wants to make sure it stays off the news. Please make an appointment before visiting, as he's quite insistent about his schedule.

UNCLE MIKE

Whose uncle is he? Everybody's. Or, at the least, every ork's. Uncle Mike makes connections between Downtown and the Underground, which is one of the better ways to get around town without being tracked. He also handles lots of "garbage runs" designed to pick scrap off the streets and move it down to ork territory. This has gotten more important as some of the Underground has been taken over by a gentrified population from above ground, with some old-timers being driven out to the edges and outskirts. Of course, he also wants dirt on anyone with access to resources top-side—food from Horizon and Renraku, weapons from Ares, magic from MCT, blackmail material on law enforcement, and more. He also needs people who will fight for the Underground, defend the orks from intrusions. He always needs people to help in one way or another. Money, medicine, food, clothes—there's a never-ending demand, and he's always willing to trade.

- Mike's good people. Damn good.
- Bull
- That said, he's not above kidnapping an Alamos member, taking them deep down, and handing them over to a gang of orks who'll make sure that they'll never, ever find the body when they're through with it.
- Sounder
- Finders keepers.
- Hannibelle
- The Knights Who Say Nikon are a decking group that operates almost entirely downtown. They firmly believe in freedom of information, but more than that, they just really, really hate anyone who's too arrogant for their own good. They do all sorts of minor hacks—switching out ad blimps, changing AR feeds on storefronts, and otherwise sticking mostly to pranks with a bit a Black Hat hacking when necessary. Good people to have on your

side if you need a brief distraction and some traffic brought to a halt, but earning their trust takes a bit of effort.

- Pistons
- William McAllister's also a good one to know. He's gonna be governor some day!
- Slamm-O!
- Dammit, Fred! Cut that out!
- Bull

LOCAL CHARACTER

BIG BROTHER'S BLINDSPOT

In the AAA megacorporate backyard, privacy is rare. There's monitoring everywhere, making it difficult to stay in the shadows. You've got a highly tuned sense for surveillance, granting you a bonus against being caught on camera and slipping in where the eyes aren't. Of course, knowing about those blind spots also means you're keener on where others might try to slip in.

- **Cost:** 14 Karma
- **Game Effect:** You gain one bonus point of Edge on Stealth tests when evading technological surveillance such as cameras and other sensors. You also gain a bonus point of Edge on Perception tests when using technological surveillance. This bonus Edge is lost if not spent on that test. In addition, you gain the Surveillance Technology knowledge skill.

CORP FLASH

Some runners come from the heady heights of the enclaves. Others have to study them from afar. Either way, you're tuned in to the fashions, ways, means, and mannerisms of corporate style and etiquette. Whatever your method, you've learned how to blend in to a corp's culture, and that's an advantage, whether you're pulling a con or brokering at the bargaining table.

- **Cost:** 10 Karma
- **Game Effect:** You gain one bonus edge on Con and Etiquette checks when attempting to blend in to corporate culture. If this bonus edge is not used on the check, it is lost. In addition, you gain the Fashion knowledge skill.

PAPARAZZI SAVVY

Maybe you subscribe to all the local scandal screamsheets. Maybe you have a contact who gives you all the sweetest insider gossip at the local kaf shop. However you get it, you're in the know when it comes to who's who, and what their secrets are. That extra bit of skinny can earn more cred or dodge more drama.

- **Cost:** 10 Karma
- **Game Effect:** You gain one bonus point of Edge when making Perception tests to recognize people and to see through disguises and impersonations. If this bonus point of Edge is not used on the test, it is lost. In addition, you gain the Celebrity Gossip and News knowledge skill.



EVERETT

POSTED BY: GRAMIUS

Everett has been an armpit of indecision for too long, and now with the sprawl needing to step up to the challenge of being its own city-state-nation, everything is in flux, and a lot of movers and shakers are getting into the actiom. Federated Boeing now finds itself with fellow AAs Maersk, Yamatetsu NT, and Proteus in an effort to finish the nearly completed port expansion to the docks and the Naval Station in Everett.

With the arrival of independence to Seattle, a change overcame a lot of the people in Everett. Who we were as a people changed, as the meta-racism prevalent in Snohomish triggered people to leave the farms for the docks, and our faces became more diverse. When the new mayor took office and invested some of his own savings in the district, many people realized that activity of that sort had not happened for a long time. When the *Hellcat* and several other mercenary vessels arrived to replace the entire navy, at least for the

time being, the shape of the mayor's efforts became more clear.

As for the shadows? There's plenty of new wiggle room among all the construction dust.

CAUTION BE DAMNED

There are some dockworkers who say that when that big bitch-of-a-dragon dived off the *USS Colin Powell*, her splash made waves far more reaching than those that came up to the coastline. It set off a mix of fear, trepidation, and an overwhelming need for change. Riding in on that sense of change was the final vote for the Everett mayoral elections, which brought a dwarf spitfire who loved dogs (all critters really) and had the full respect of the active, reserve and full-star veterans alike. Mayor Theodore Stimpson (formerly from Snohomish) had taken up the challenge full-on to turn things around, and he's not going to be an easy one to stop. Having been a submariner in the

EVERETT

Size: 207 square kilometers

Population: 237,000

Human: 67%

Elf: 11%

Dwarf: 7%

Ork: 11%

Troll: 2%

Other: 2%

Population Density: 1,144 per square kilometer

Per Capita Income: 59,500¥

Corporate-Affiliated Population: 69%

Education:

Less Than 12 Years: 19%

High School Equivalency: 30%

College Equivalency: 40%

Advanced Degrees and Certificates: 11%

Average Security Rating: Bronze

UCAS Navy, a former member of the Snohomish Council, and a successful paranatural veterinarian for years. He had a good grasp on business and isn't afraid of the corporations, but he also had no problem working alongside them and somehow always found a way to stare the racists square in the eyes. Word in the shadows was he had some longtime friends there. His parents were both survivors of the Night of Rage, and his younger sister now serves on the Seattle Port Authority advisory board (she's human, by the way).

After Seattle won its independence, one of the earliest decisions was how to shore up Seattle's borders and clarify the border security issue. Lone Star won the contract, but while that negotiation was playing out, the Everett docks and border crossings became independently supervised by volunteers who had already made their livelihood by doing just what they already were. Sure, the criminal underbelly was always there, but they got the whiff of a new opportunity, so they decided to update and improve their operations, entrenching them more than ever. A lot of power washing and renovations took place seemingly all at once (okay, it took a month or three). Everett District Hall, having long been mired in argument after argument over land and property rights, put out a notification for all property owners to return to the Hall with their titles and deeds in hand. It became a very heavy-handed but extremely necessary week filled with decisions. Retired judges and people with clerking-level experience were brought in for that month. Over nine hundred new decisions took place, and some 1,800 property titles were reconfirmed.

- › Anyone who watched that week at all came away feeling like they were spinning their asses and heads in opposite directions.

I cannot even begin to describe the sheer level of anxiety followed by the sense of resolution that followed.

- › Dockhand #204
- › One of the agencies I saw walk away with a surprising number of property purchase declarations and resolutions was CityScapes. They've been around for a while, with their niche being infrastructure improvements and landscaping. Hundred and twenty properties and contracts. Didn't know they had that kind of cred.
- › SeaTac Sweetie
- › They have taken up a few of my projects for me as well. Looking forward to seeing how they meet their contracts in Redmond.
- › Crimson Queen
- › Wuxing has not been happy about being left out of this whole project, but they will find a way to wedge their services into whatever cracks they can find.
- › Mr. Bonds

When the activities turned into jobs, the jobs turned into services, and the services turned into stress release. Mainstay entertainment venues of every kind erupted about a month after the dock work began. Of course, the vice dens got a bump in business, and all the mainstays started getting new and returning clientele in droves, especially as the blue-collar crowds started to walk into places at more than just the coastline and docks.

The new mayor for his part seems to be handling all of this in stride, at least for now. He has a security guard that follows him literally everywhere.

- › Be careful of Demyan—he's a professional security type with more than a few tricks and a primal way about him that can befuddle almost anyone.
- › Romeo

RAISING THE TITANIC

As everyone knows, for the last several decades Everett has been lost in a sea of disarray. In the years leading up to the independence, Everett had become a squatter's haven, with mazes of empty office buildings and whole neighborhoods on the verge of breaking down. Damaged city services became one line of headaches after another. Its parks looked more like tent cities than retreats into Nature. It was in truth, a floundering ship about to cross the final waterline. There is an idea that "you can change the course of the Titanic if you but have the will to do it." Once the will was found, the opportunities arisen from independence have given way to change.

JOBS

The largest employer in Everett had remained Federated-Boeing for nearly a hundred years, and

that really hasn't changed, but everything below them has. With the new uptick in construction and infrastructural improvements, construction is the new number two (for now), with Shiawase, Maersk, Yamatetsu NT, ILWU #22 and CityScapes reporting a total of 79,352 employees and staff now designated as "the Labor Collective." The Carpenters Local #562 has seen a sizable uptick in its own membership rosters as well and is helping to serve as coordinators for teams involved with inland projects.

- ILWU has several Mafia soldatos working together within it. Not enough to run the union, but sometimes it seems like it.
- Dockhand #204

Everett has also had more than its share of hospitals and clinical services for its size. There are also a significant number of body improvement clinics, with Bicsen and Evo holding the number one and two spots respectively in the district, followed by Body+ and NewU. The surge of jobs has also meant a greater demand for various body mods that impact endurance and organ health. Limb replacements are also on the rise, because yes, accidents happen. All told, the medical services come in at number five in jobs behind Everett Naval Station in percentage. Entertainment comes in at a close number six with medical, especially after prostitution was legalized in '78 and joined forces with multimedia agencies in Seattle, forming the Callers and Walkers Union.

- With all the racism embedded in Snohomish, most metahumans who can afford it come to Everett for their medical and job prospects. That's help fill the renovating neighborhoods.
- Khan-A-Saur

BEYOND GENTRIFICATION

Everett's residential neighborhoods have long been suffering, with several neighborhoods undergoing change in the upper head of the district. A whole series of homes that once lay between Boeingville and the Port of Everett are now gone, with expansions to Darrington Supermax Prison and many others building and refitting neighborhoods, all while refitting the district's living system. CityScapes has been working on many of these, updating all the utility service corridors and connecting lines. They've also helped put people in touch with various landscapers and home repair folks, many of them within their own neighborhoods. Those places that needed extra income and had extra space were put in touch with the Labor Collective, matching tenants with the available spaces. The first few months of this have worked pretty well, with the few negative efforts being handled smoothly.

- Yeah, they were handled all right. One of our guys got tossed back into the street after being bounced on his head a few times. Turns out he was coming back to his home-away-from-home sloshed and got handsy with the daughter of the homeowner. No one seems to know how the sixty-five-kilo elf tossed the 150-kilo ork like that, but I would say the neighborhoods are being watched by someone.
- Dockhand #204

THE SNOHOMIE RUN

As most of us are aware of, the entire northern head of Everett is surrounded by water. With Possession Bay to the west and the Snohomish River making it around across the top and down the eastern border for a bit until it turns harder east then southeast to meet Snohomish District. Yes, it's a border with the NAN, but with everyone playing pick-up, it opened an opportunity for a specific smugglers route. Truth be told, the First Nations, along with friendly coyotes, took the lead on this one, dealing with the Cascade Orks. When the land purchase of the hump where the Snohomish River splits to form the Union Slough and the Lower Snohomish around Spencer Island Preserve went through, a lot of heads turned.

This sparked off a real Snohomie Run. It's a relatively short but intense bolt following the river basin into Snohomish before turning east and following the passes beyond Monroe and Sultan, then beyond Gold Bar and Baring. This run serves the Cascade Orks, who still do not like to deal with taxes, port fees, or anything else. Its course goes right through the S-SC Customs and Border District, but many small-bird jockeys and even a few individual carriers call that path "invigorating." I believe it's crazy to hear the screams or pulses of *Ventures* and *Demons* blitzing wildly along the river's course, but it is fun to watch.

- A part of the Snohomie Run is being used as a racecourse for the Whips Drone Racing league, a two-day event planned to take place annually in late May. IIN just included it on their evening news blurbs for local events. It'll start at the business park on 41st street and head south past the Green Thumb, where it turns east and runs all the way to just shy of Ingersoll's Fosters Slough facility (they are one of the sponsors). A barge will be stationed at the end, with a bunch of relay drones along the course to ensure the operators can stay in control the whole way.
- Khan-A-Saur
- Word is Alex over at the Shangri-La is hoping the drone league can be worked up to a close second to Super Brawl Sunday in terms of gambling returns. They have a long way to go.
- Slamm-O!

EVERETT HOTSPOTS

As stated before, Everett has never really been the go-to location of choice when it comes to wild nightlife and massive party raves. That does not mean that Everett is not a happening district. You just have to know where to look.

DOCKS AND PORTS

This area is always at work, more so now after independence. Its sometimes easy to forget just how much business takes place at these bustling locations all along the waters. **Kondorchid** retains their quartet of automated warehouses and shipping depots in the southern Everett docks and continues to accept and deliver all kind of freight to all parts of the Pacific Rim. **Everett Marina** is now two locations, one on each side of the new **Everett Business and Economic Center (EBEC)**, all of which overlook the chase of the Snohomish River into Puget Sound. The **Everett Port Authority** has its newly expanded offices within the EBEC, making them more available to the northern and southern docks. This is speaking of course of the **Port of Everett Docks**, where nearly 20,000 people come to work round the clock.

- Ah, the sights, sounds and smells of the Docks. Love it.
- Dockhand #204

DINING, DRIVING AND DIVING

There is a solid list of places to go for food and drink in the Top-o-the-Sprawl. If you are looking for solid restaurants with a solid reputation. **Ebey's Bar in Exile** remains a staple to the people looking for local food and fare and maybe hanging with a shadowy type or three at an off-hour. **The Gravity Bar North** is perhaps the districts best dining, with a now expanded bar and patio overlooking the Sound, it continues to be the place to treat yourself.

- The Gravity Bar is itself a good runner's hangout, and Vic is still around though he's cooled his jets some after he got mage-slapped by one of his clients correcting his etiquette last year.
- Kahn-A-Saur

Danny's Bar & Grill has survived its changes, and many would-be vampire hunters continue to patronize it. It remains a good place for contacts into the activities and troubles of the Infected in Seattle.

- Danny's current owners and clientele present a very real problem for many. They continue to interfere in the Infected Rights movement, especially ghouls. That isn't going to end well.
- Hannibelle



Green Thumb is the relative new kid as it were, having been finished in '80. It overlooks the sharp bend in the Snohomish River, just east of I-5. Fair food, but a lot of blue-collar folks have started to search it out. Members of the local unions have also found it and enjoy using it for unwinding, especially since it's a twenty-four-hour joint.

- Destiny Clark is the owner and manager of the Thumb, and a friend of the union locals and the blue-collar types. He's an elf with a few strange habits, but between his own 'ware and skills, he gives the vibe of a seasoned runner veteran. We don't know enough about his long-term history at this point.
- Dockhand #204

Rikki's Rathole has survived mainly because it has become a mage-bar dive, as the book and lore store above it expanded its selling of a lot of earth-based teslas and reagents to the construction and clean-up happening around the district.

- Was anyone else at Rikki's that week after the election results? I think literally every rat of every kind came into the bar. They were afraid of something. It passed, but something completely spooked them. Flambo won't even talk about it now.
- theMerlyner

GOVERNMENT AND DISTRICT SERVICES

With the changes brought by the new district mayor and the many new members of the district council, Everett's government has now seen everything the sprawl has seen, only in miniature. Central to all of this is **Everett District Hall**, with the offices for the mayor, the Council Chambers, and the new **Seattle Veterans Association**. The Hall is connected by a series of underground passageways that were built in the '70s, along with an entirely new infrastructure system allowing for the District courthouse, jail, records, and other administrative offices to operate in the worst conditions possible.

- The access improvements were part of a whole facility services upgrade. There are now defensive turrets and security improvements at the buildings, especially around the courthouse, records and District Hall itself. Knight Errant, who put in the system, turned the entire thing over the Lone Star. We'll see how that works out.
- Mr. Bonds

Seattle Ferry Terminal extends its rides to north terminals in Outremer and Hat (Geddy) Island as well as a customs-crossing trip to Clinton on Whidbey Island.

- The Seattle Ferry up there has come under a lot of heat after it was found to have people from the First Nations and

Ko'mungo Ring helping with operations. Nothing illegal has been uncovered yet, but give it time.

- Netcat

A local landmark, the **Lynnwood Library** retains its impressive collection of all things magical, but it has had to increase their security around it, funded in part by several local universities, talismongers, and bibliophiles. They remain an extension of the Seattle library system but have managed to keep their relative distance from corporate influence only through the sheer power of networking.

- Networking and shadowrunning. It is a very turf-neutral location, and no one wants to see it lose its diversity and community connections. Even with the local talent, some hooding has taken place to keep the library as self-supporting as it can.
- Frosty

Everett District Community College has seen a curriculum expansion into basic naval and civil engineering as well as criminal law and customs handling. It is still located just south of the (still surviving) **American Legion Memorial Park** and **Everett Country Club**.

- Maersk and Evo both issued a lot of grants for the school recently, as did Renraku and Shiawase. What might've been seen as a tech school or a place to get an associate's degree is now being looked at as a step toward much bigger and better things by the locals.
- Pistons

MEDICAL CARE FOR ALL!

Just bring a medical plan.

Nearly all the medical care in Everett is top-notch, with a few street docs operating in places yet to be gentrified. **Everett General** is now a SpIn hospital filled with uncertainty after Johnny's death. **Bicson Biomedicals** still handles cutting-edge pharmaceutical research and production while pursuing a new production facility elsewhere in the district.

- Bicson remains a major provider under the Shiawase umbrella in the sprawl, with a new production facility helping handle local and regional product demand. The new facility has some hefty security (as you might expect), but a rumor persists about local wildlife wreaking havoc at the site.
- Nephrene
- Billings Medical Services continues to do private care, with talk of a CFD treatment center going into the Billings offices, if it is not there already.
- Butch

Travis Memorial Hospital remains one of the sprawl's leading burn care centers, keeping with its holistic approach toward recovery.

- On the down-low, they have managed to develop a holistic rehabilitation technique for individuals seeking options regarding restoration of their whole being after cyber- or bioware removal. No one has leaped at this yet, but it's certain to bring them lots of attention, wanted or otherwise.
- The Smiling Bandit
- Remember my motto: If it sounds too good to be true, it's vampires.
- X-Prime

INDUSTRIES BIG AND SMALL

Let's start out with **CityScapes**, an infrastructure services company that is still unrated with locations in several larger cities in the Americas. Their Seattle location is located at the end of Railway Avenue, where the Snohomish River takes another turn. The land they are on was part of the purchase by a yet unknown party that immediately transferred the land over to Everett and out of Snohomish districts hands.

- CityScapes is something of an enigma, with many questions about their board of directors, many of whom are believed to be great-form free spirits. They also have a sizable number of Awakened employees on their rosters—nearly twenty percent of all employees, with the Everett location showing an unimaginable thirty percent of the local workforce. Their work and the contract-completion record they hold, completing jobs in half the time taken by other firms, is noteworthy.
- Snopes

The supermax location that is the **Darrington Correctional Facilities** retain their zero-zone mentality for anyone coming or going without permission. With the changes and clearing out of the neighborhood around it, it now has an actual zero-zone space. Several of the UCAS prisoners were transferred out to other locations during the independence, but still more than half of those remain.

- Those who remain at Darrington are people that have done something bad to one of the megas, Seattle itself, or by agreements, with the Salish-Shidhe. Lone Star officially oversees its operation now, though Mitsuhama has come forward with hardware and personnel in recent months.
- Clockwork

LIVING AND SHOPPING

With the decline of malls everywhere, even the well-established **Everett Beacon Mall**, things had to change. Beginning at **Alderwood Mall**, and spreading to many of the shopping meccas, many malls relocated stores and shops to the ground and first floors, with everything above these transformed into apartments and townhomes. Everett Beacon and Alderwood both have full park and athletics

facilities with no fewer than two new restaurants at each location. Many places also find ways to keep up their efforts and storefronts, despite the overwhelming popularity of Matrix venues such as those of KongWalmart.

- Changes to the malls should've happened a long time ago. A lot of the new residences may seem a bit irregular, but they are pretty nice. Classist, but nice. You can't expect to live in one of these unless you are a wage-slave to someone or have an income placing you in a solidly middle-class lifestyles.
- LSPD
- One thing of real importance—both Alderwood and Everett Beacon now have heliports for commuter air traffic. A big step toward keeping them relevant.
- Traveler Jones

The district's most well-known entertainment center remains **Casino Corner**. The hotels, casinos, spas, and resorts now expand across all four corners and then stretch north. The **Garden of Eden** and **Shangri-La** continue to function as the peak of nightlife, with improvements to keep the landmarks from becoming too kitsch while still retaining the opulence people demand. The **Breckenridge** had a near miss with Death when several parts of it caught fire last year. Ten people lost their lives in the blaze, with Akihito himself nearly being one of them.

- Alex Harrison remains the owner of both the Garden of Eden and Shangri-La, but word has it that Caesar Ciarniello has extended an olive branch for a partnership.
- Danger Sensei
- Hajek's Computers has not gone anywhere, and their staff continue to try to help the everyday buyer. If you know the right sales coupon they offer now, you can still get their more runner-centric purchase options. With all the tech taking shape in the organized-crime elements, Hajek's has been declared neutral territory by pretty much everyone.
- Glitch

SPOTLIGHTS ON THE BIGGER BOYS

Metroplex Naval Station Everett (MNSE) is the central area of interest in Everett after independence. When the *Powell* and its support fleet departed, it left a mix of emotions behind on the docks. More than forty percent of the navy and coast guard staff had families in Everett and Snohomish, and they'd long since felt betrayed before the UCAS mishaps with the launched missiles landing in other parts of the sprawl during the exodus. The highest-ranking officers led the way, but some of those who stayed behind were parts of

second-tier command staff and a large number of Marines and Marine pilots.

METROPLEX SEATTLE NAVAL VESSELS

Though it is not the naval contingent it was at the time of the UCAS Port, the retinue of vessels that are in service here at any one time are still enough to be considered formidable. As of January 2082, the list of primary vessels calling Everett home is as follows.

MNV Hellcat, strike carrier (Mercenary-Magadan, Yakut)
WNV Loadstone, heavy frigate (Wuxing Escort Vessel)
MSNV Concurrent, fast frigate (Metroplex Navy)
MSNV Olympian, missile frigate (Metroplex Navy)
MSNV Blue Water, icebreaker (Maersk Naval Support)
YNV Archer, fast frigate (Evo Escort Frigate)
PNV Wilderun, drone merchant marine carrier
(Mercenary-Ketchikan, Tsimshian/SSC)
MSNV-CGC Pugilist, fast frigate (Metroplex Navy)

In addition to the above listed ships, there are roughly thirty more vessels of small draught classes that serve as port and harbor patrol boats. Corporate navies that are on loan for services to Metroplex Seattle Naval Forces (MSNF) are usually on bi-annual rotations as part of an agreement with the Seattle government. Mercenary vessels that call Everett Port home do so on a bi-annual contract, with the MNV Hellcat contract paid for by private funding through 2082.

Those who stayed included **Captain Daniel Cooper**, who was the only commanding officer of full rank to remain. Formerly of the *USS Essex*, Captain Cooper was among the strongest voices in convincing many of the crews and supporting officers to stay in Seattle. As part of the UCAS' original first-response fleet, he had a great number of connections in both the formal military and the many mercenary navies throughout the Pacific Basin. He was instrumental in keeping those remaining people organized and focused on pressing matters and not bothering with the many "what-ifs" that have plagued much of the Seattle population. He took a lot of the heartache and bitterness people were feeling and turned it into a degree of hope for a much smarter and better future.

- Must give it to the man, he's good. He knows everything there is to know about naval protocols and the entire sphere of knowledge that goes into commanding a principal class of warships. When news came of the arrival of the **MNV Hellcat** out of Magadan, along with the fact that the Hellcats Mercenary Force was looking for able-bodied sailors when it got to Seattle, it was Captain Cooper who delivered the news.
- Kane

- More of us should've seen the connection earlier. Captain Cooper spent a lot of time working with the Hellcats when they were upgrading their signature ship to a more diversified crew roster a couple years back. Though he's human as they come, he knew that Awakened crews needed full flexibility, and though the ship lost a mid-deck, it gained a lot of additional headspace for taller individuals. This was also when the power plants replaced steam with Class 4 Fusion reactors.
- Sounder
- Where did a Mercenary company get that kind of money?
- Snopes
- Turns out the Hellcats have been doing tours along the Yakut/Russo borders as well as acting as perimeter watch for sections of the Trans-Siberian now for nearly a decade. They helped oversee the transfer of nuclear materials from the old Irkutsk silos and enrichment facility as well as the (relatively new) Lake Baikal conservancy (which straddles two borders and three conflicting forces). One of the Hellcats owners is also a shareholder in Evo, though not quite a full percentage worth.
- Gramius

In short, the mercenaries came looking for talent, and they found it in droves.

- The Hellcats are not the only mercenary unit with naval resources that have arrived as well, and a lot of talks are taking place around organizing how to make a working system alongside the corporate forces that are also arriving.
- Sounder

That was one year ago. Captain Cooper remains in command of the strike carrier and by extension an amount of influence at the Metroplex Guard table. The installation itself had almost finished the expansions that had been consuming the last two decades, so when a conglomerate formed from the corporations and the ILWU chapter stepped up and declared they'd finish it, Governor Potter was quick to say "yes." Mayor Stimpson even tossed in a million or two of his own money toward labor costs, then went about setting up a new Seattle Veterans Affairs committee with its headquarters across the street from Everett District Hall.

Alongside all of this came a discussion regarding Hat Island. Historically a part of Snohomish County since the twentieth century, it became a whole discussion point during the independence movement. For a time, there were bands of smugglers who attempted to claim the island as a business but were bounced by the Coast Guard in conjunction with the Maersk Marines. Salish-Shidhe also tried to claim the island immediately after the last of the UCAS maritime personnel left on the *USNS Mercy* naval medical vessel, which ended with an intervention from Shiawase and Evo ships. To end the debate, Governor Potter asked the still-

forming-up Metroplex Guard to take command of the island and keep with the previous agreements with the Sovereign Tribal Council regarding Salish-Shidhe vessels coming in for maintenance and shared naval maneuvers.

Now that a year has passed, the station's on-site garrison hosts the members of the mercenary navies that are in port at any one time, in addition to the Metroplex Seattle Naval Forces staff and crew. With the new agreements in place, DocWagon kept the naval hospital available to the residents of Everett with the inclusion of a new checkpoint system to the grounds and buildings that directly service the mercenary personnel.

- What's up at the Hat?
- Slamm-O!
- Yamatetsu NT and Maersk are out there building up a new set of AR checkpoints and sensor networks for entrance to the Sound.
- LSPD
- A situation they are not enjoying because there are rumors of sea drakes (not the people, the ocean-going reptile kind) moving in the area. No idea why, but lots of guesses.
- PaterNanorum

Federated-Boeing Everett Facility (Boeingville) is still the district's largest employer, but its expansions plan elsewhere in the Seattle sprawl are finally taking shape, which means this location is starting to bump up its hiring plans as well as expanding its corporate housing projects that sit adjacent to the grounds. Its grip on the area remains pretty near absolute, though with independence, its directors are busy considering a whole list of new opportunities. Paine Field remains its principal test field, but talks are underway to join up with the airfields in Fort Lewis as well.

- When the new facility is up and running, FB will be using aerial commuters to fly people back and forth from its Everett Housing Enclave.
- Sounder
- The critter-based security has drawn the attention of the new mayor. He's had one of the vet-techs from his own business assigned as a consultant to perform a safety inspection of FB. Not a great move politically, but at least it shows he's involving himself. Are we sure he's a politico?
- Ma'Fan

Independent Information Network (36th Avenue West & 179th Street SW) remains one of Seattle's major news networks. With all the actions surrounding independence, they have hired more than two dozen reporters and have reached out to five times that number of stringers to cover what is going on. In a complete twist, they have cancelled

nearly all their talk shows, instead transforming all those time slots into topic-specific news highlights. News at 12 p.m., 5 p.m., 12 a.m., and 6 a.m. Weather always follows that, with business an hour later, and then *Seattle in Focus* two hours after that, with a rotating district breakdown by day. Crime is always the last slot before the rotations start over, with the overnight and late-morning programming providing longer slots for more detailed stories.

- I heard that IIN was trying to work with another recently free city, St. Louis. There have certainly been many news slots talking about the Gateway City recently.
- Dockhand #204

Ingersoll-Berkley Soy Processing remains one of the mainstay food-processing and production forces in Seattle. They produce more than a hundred different staples for the sprawl's upper-lower- and middle-income households and have recently engineered their own version faux steaks and hamburger. Their product line BEEFEE! is set to be released in time for summer cookouts and neighborhood block parties. Their lagoons have been cleaned up after an accident a couple years ago nearly wiped out all of their crustaceans and fish stocks.

- They have a MamaT's Burritos production agreement that serves all of Seattle, Vancouver, and Victoria, along with the ships into Sioux and Cal Free, with those astonishingly addictive Nuke'em pockets of greasy sticky heaven. It's gonna be sad, because the UCAS western states used to also get their products, but with the shipping chains in a mess, they've been doing without for a while now.
- Slamm-O!
- Just to be clear, there were always two locations up here, but whoever made the older guides never really focused on the maps. Fisheries and Crustaceans are at the G.A.R. location, while Soy and Research are at the Fosters Slough location.
- Khan-A-Saur
- One good thing to come out of Snohomish to the south is the I-B river restoration. Water's flowed cleaner than it has in maybe ever.
- SeaTac Sweetie

Thomas Lake Mining and Oil made sizable moves due to metal sales and continue to expand their mining rights through Salish-Shidhe and PCC lands and up toward the Algonkian-Manitou Council. They have an active EEO statement, but many people have noticed that their standards favor dwarf and human employees. They continue their philanthropic work toward all variants of the dwarf metatype, even so far as to develop their own trade language.

EVERETT'S FRENEMIES

"Crime in the streets, and also between the sheets"—street proverb

By now, it should be obvious that a lot has been going on in Everett. New city security contractor. Military operations in chaos. A lot of correction to decades-old delays. Now let's take a look at who's taking advantage or seeking to do so, and who out there just wants to keep the whole thing from blowing up in everyone's faces.

SALISH-SHIDHE SEATTLE CUSTOMS DISTRICT

A new joint customs and border district is being built, covering just under ten square kilometers. It will be on both banks of the Snohomish River, from just east of I-5 all the way up to the old Pacific Highway and Rail crossing, or even a touch past there. The intent is to have all traffic to and from the Everett Docks to make the round and cross at the Pacific Highway while most of the light freight and civilian traffic takes the I-5. Rail traffic will continue to use the terminus on the west shore parallel to the 529.

- This is a joint Salish-Seattle project, with each side doing their part. No way this won't go wrong.
- Hard Exit

LONE STAR FORCES EVERETT

It didn't take any time at all for Lone Star to step back into its old location, and then promptly vacate a week later. It seems the old building was discovered to be bugged by more than forty odd tags and wireless devices.

- Word has it that a tip to someone led to an inspection from the folks at Manadyne. Who knew there was a spell to locate that stuff?
- Pistons

They moved into their new location just off Broadway and Tower Street and settled in with time to spare. A new district jail has been set up, which supposedly can hold up to one hundred rough-n-tumblers. Smaller hubs were being established through the district in a fashion, something like local fire stations. These hubs usually have three to four units active at any one time and include safe boxes for people to run if necessary.

Chief Lieutenant Roberta Sagnon is the district lead for Everett, a returning veteran who got a promotion out of the reinstatement and who has been seen both at the central district station and in

one of the APCs, an up-armored Appaloosa that has can take a beating and deliver a counterpunch, with a ram-plate that would make a Roadmaster think twice.

- How in the hell did she get one of those? I didn't think Lone Star had that kind of funding to put onto a district street.
- Clockwork
- Word is that several of these have been sent to any station that has a major highway moving through it, which in Seattle is nearly all of them. Which might mean there is probably a second one in the district as well. So do not expect to see them everywhere, it will just feel like they are.
- LSPD

THE UNION HALLS

The strength of unions has taken a beating this century, but that doesn't mean that they're gone. The megacorporations have no interest in playing nice with these folks, but when Seattle went independent, not everyone got the memo declaring the BRA were back in full force. In Everett and Tacoma, this hit home hard. A lot of people were truly fed up with always having their work resources hijacked or stolen, dealing with messy and shoddy workmanship quality, responding to workplace violence erupting because of the influence of gangs and organized crime, and being constantly reminded that they do not have a voice in their workplace. The different labor unions started to take advantage of this in the last two years before the change, especially during the winding down of the Brackhaven era. Amid the heightened fears about jobs, housing security and escalating violence, new voices rose to be heard. Several longstanding unions found a new foothold. Membership swelled to historic heights in the last six months of '81 in some districts. Shortly after this, the new infrastructure contractor, CityScapes, opened a new office in our emerald sprawl, electing to put roots down in Everett to take advantage of the times.

- It needs to be said that unions are not supported in all the districts. In some they are gutted almost completely.
- Pistons

In addition, amid the struggles between the syndicates regarding the various brothels serving the districts, and with losses in Janes, Jons, and Jans rising throughout the sprawl, a collective of prostitutes, entertainers, massage parlors and unaffiliated health spas united to form their own labor union: Callers and Walkers #1. Admittedly, it didn't stop the vice lords from being involved, but now it meant that there was a self-empowered group with enough clout to hold their own on occasion.

- Way-back machine activated. Unions have had dwindling membership and many obstacles ever since the end of the twentieth century, but right before the Awakening they saw a bit of a growth trend that continued until just before the Night of Rage. Between that and Crash 1.0, everything kind of ground to a halt. Then, during Brackhaven's terms, the unions began to see some climbing membership, in part due to the cronyism that flowed from the governor's office. Sadly for the unions, the underhanded nature of some of their funding was discovered, and when that cash flow was cut, the unions lost both revenue and members. That had a ripple effect on the community, and Theodore Stimpson built on that in his mayoral campaign. It worked, and he cruised to a fifteen-point victory.
- Dockhand #204
- So, a quick rundown of the strongest four unions in Everett and their current presidents. Callers and Walkers (CWU #1): Tricia Amnjipoora, a Nartaki with skin the color of rose hips. She works the Lucky Londo Brothel in uptown. Carpenters Local (CLU #562): Brent D. Smithers is the ork in charge of this hall currently. He owns BP Smithers Faucet Works, located near Alderwood Mall. International Brotherhood of Electrical Workers (IBEW #191): Jonah Rambeau, a human with a strong sense of loyalty and a superhuman understanding of electricity. A few think he's an adept of some sort, but I haven't found any solid proof. International Longshore and Warehouse Union (ILWU #22): Alva Bridger is the current president but has asked for a special election to replace him before his term is over due to cancer concerns.
- Gramius

GANGING UP ON SYNDICATION

With all the changes going on, it certainly sounds like the criminal elements are losing influence in Everett, and while that is true in some areas, they are finding new opportunities to take advantage of in others.

The Ciarniellos are still very much in control of mob operations in Everett, and with the revival of several unions, they've seen an uptick in their own activities. The mob has always had strong connections to blue-collar workers in North America, and Seattle's independence is not likely to change that anytime soon. Vince "Numbers" Ciarniello remains the boss, but he's been shuffling more activities over to his son Caesar. For his end, Caesar continues to like his chrome, but he's taken things a little more seriously, especially after being dressed down by Capa O'Malley in late '78. One special note is that the Order of Merlyn, the Mafia's own initiatory group, have stabilized at around twenty-five or so members now for a couple of years. Rafael Clemente is the current head of the Order, and at forty-one years of age, he has managed to look the part of magician and Mafiosi. Caesar and Rafael are not the closest of friends, though, so expect friction to heat up sooner rather than later there.

- Rafael is Mafia blood himself, but from a different line entirely. He's Batista blood from Cuba, and his grandpappy is none other than Don Miguel "the Smoke" Batista. Rafi came to Seattle to go to university and hooked up with the Merlyns soon afterward.
- Frati de Capi

Of course, the Shotozumi-gumi remains the Yakuza's iron fist in Seattle and Kanaga-gumi remain its greatest ally within the sprawl, but there's been a change. Sato Kanaga, longtime arch-conservative leader of the gumi, was in an accident in early '81 that nearly claimed his life, with many saying it should have. He remains in a coma. In the interim, his son and the youngest of three children, Akihito Saburo Kanaga, is acting in his father's stead. He has chosen to continue his father's legacy and management style, which hasn't earned him any new allies but has kept the family's position strong.

- There's a rumor than the accident involving the runaway truck, with that fourteen-year-old kid behind the wheel, may not have been the accident Lone Star originally declared it to be. The kid was in critical condition after the accident, but after his recovery, he went missing without a trace. Akihito has been on a hunt ever since.
- Sounder

Rick Wu and the 88s Triad have been quite active in Everett the whole time, helping to coordinate a lot of ID brokering for folks coming into the sprawl by way of the Everett docks, especially after his Incense Master, Ruibai Dong, managed to put together the 811 Tribe within their ranks. That's right, the 88s are the first Triad known to have a complete technomancer tribe working directly within its structure. Their Matrix-related affairs have experienced a huge uptick in success and efficiency.

- Boss Wu finally did it. Sure, the Triads have been far more friendly to technomancers than have other major syndicates, but none of them have yet to get a fully established tribe within their ranks. Part of me is amazed, the rest of me is fearful. They aren't Dissonant, but it is still a lot of talent in one place.
- Netcat
- With this success, the 88s have also made it clear to the other syndicates and Matrix crime thugs in the sprawl that they are a very real force to be reckoned with. I had even heard that Mayor Stimpson had a sit down with Boss Wu, which is a good idea given the Mayor's penchant for all forms of critters.
- Gramius

Aleksander "Terminator" Bilotkiy remains the lethal killer he's been for over a decade now, but time may be starting to slow him down. Near the docks, the Tsar has managed to slip some of his

people into the restrengthened union halls. It was a move borne from necessity as he worked to keep his grip on the military armaments smuggling that is his specialty. His matrix operations have taken several hits however, as rising competition from the other syndicates and gangs have caused him to pull in some of his normally hottest sellers list for himself and his people. His ties to Moscow have not been damaged yet, but that is mostly because of his legal activities he's undertaken in the last few years that are becoming quite lucrative in their own right.

- Terminator Bilotkiy had a nearly complete upgrade to all his implants, including his cybernetic firewalls. During the last decade, after someone bricked the hardware that caused him to go under the laser again, he has become quite the virtual-warrior himself, with a persona that looks all too much like something out of the latest crazed razor-killer sim.
- Red Anya

Jong-Won Sung remains the Boss of the Choson Ring in the sprawl and is taking advantage of the changes in Everett to hide their activities underneath. Their mainstays in identity theft, SIN fabrication, and info brokering keep them financially afloat. Kanaga-gumi has been distracted of late, but their animosity towards both the Choson and Komun'go rings has not diminished.

- Don't count the Choson out anytime soon. Their numbers recently received a big push, with several older members who were thought missing coming back into the fold. All of them were hackers and deckers, of course, but when they came back, they've shown some significant muscle growth and new mods.
- Kia
- Jong-Won's right-hand man in Everett is Soo-Jin Ha-Yun, who keeps their operations grounded in the same kind of mobile stealth they used last decade. Choson has expertise when it comes to removing traces and stripping online banks down to their skeletons within minutes. As for their returning operators, Jong-Won and Komun'Go Ring's Chulsoon Gray-Wolf worked together to recover those members. They had all been CFD sufferers and needed treatment and rehabilitation. They got both from somewhere.
- Rikki
- It may be telling, but some of the magically gifted from 10,000 Lions in Hong Kong have made the crossing into Everett recently.
- Lei Kung

GANGS AT THE TOP OF THE SPRAWL

There have been a few changes to the gangs that make their living with and adjacent to Everett's turf. Most notably to the wildest of them.

The **Scatterbrains** have been the ultimate gimmick, the fad that never faded, until their leader, Giggles, led a "joke" against someone that was not well received at all. It had to do with inflatable balloon critters for a "mayors' day with the kids" at the newly restored Hawthorn Elementary school. Balloons were filled with all sorts of irritants and a few not-so-healthy extras. As the clowns were piling back into their cars out front, the mayor's bodyguard, Demyan, intercepted their leader. At speeds that defied the cameras, he twisted the old troll's head clean off, and for just a moment it looked like the bodyguard had four very well-built arms instead of two. The shock sent the entire gang into a frenzy, and Lone Star and Knight Errant (acting on a school security contract) quickly mopped them up

- I told people do not underestimate that one. Did I say he also has a deep loathing for clowns of all types?
- Romeo
- Damn, remind me to not invite that guy to one of Jack's birthday parties.
- Slamm-O!

The **Desolation Angels** have been around the sprawl for years, but several of them have apparently relocated to Everett, with a few of them joining the CWU #1. They've been known to work prostitution as one of their local funding methods, and that appears to be their focus here. It came as a surprise to Caesar Ciarniello, who found his own hired muscle could not match what the Angels threw at him.

First Nations suffered a setback recently when a shipment of their BTLs was found by the Star's Narcotics Division. It didn't cripple them, but it did not look good to their buyers, who moved some of their business around. The gang did some side business with Terminator Bilotkiy and the Kabuki Ronin for chips to keep them afloat until they could get their next run going.

The **Kabuki Ronin** have been laying a bit low of late, after a few of their members took a hit from Chief Lieutenant Sagnon in her nifty Appaloosa strike vehicle. While they still operate around the Everett dockyards, they've been moving a bit further south on Mukilteo to stay away from Naval Station Everett, and they've been enjoying the newly completed expansions to the commercial port. Their Cal-hots and BTLs from Dadson Entertainment remain top street sellers. They also had

a short-term working arrangement with the First Nations when the latter lost their shipment, and ever since then, the two gangs have been on cooler terms. They still communicate, though—they'll warn each other about things like Don Ciarniello getting upset if they encroach too close to Casino Corner and the expanded resorts.

The **Red Rovers** are the other group that had a run-in with the Chief Lieutenant recently. They may have held their own a bit better, probably because the Ronin were hit first and the Rovers had time to put up their guard. They and their bikes can be seen along Intercity 9, running the district border with Snohomish and smuggling through the metroplex. They remain very good at running the NAN borders and are for hire as outriders with smugglers, consistently working with the Mafia and Choson Ring. Their beef with First Nations may have cooled a bit with the change, but it'll warm up again.

- > They do stuff for the Ciarniellos and the Choson and do not suffer reprisals?
- > Dockhand#204
- > Usually there is no conflicting interest, but time will tell.
- > Kia
- > Have to admit, the Matrix forces that have gathered within the local syndicates and gangs has more than a few nervous.
- > Slamm-O!
- > I will only say that it has been noticed by Potter and the Metroplex Forces as well.
- > LSPD
- > I might be seeing a pattern here, but not sure yet. Too many missing pieces.
- > Plan 10
- > Probably a good idea to stay out of this one. I trust what I've heard, and I think it's a good idea.
- > Vip3r
- > I agree, I'd like to keep my passport intact thankyouverymuch!
- > Rikki

LOCAL CHARACTER

BORDER HOPPER

Everett has two main border crossings along with the entire northern Port Authority. People who live and work here are used to the ins and outs of travel, and many of them can help make border crossing a breeze.

- **Cost:** 3 Karma
- **Game Effect:** You get +1 Edge on Outdoors tests or Knowledge tests used to help you determine where, when, and how to cross the Everett borders. You also get the same +1 Edge bonus on social tests when discussing irregularities that show up in documents at the Everett border checkpoints.

NORTHGATE OPTIMIST

Being in Everett fills you with energy and enthusiasm, and that can be infectious to those around you. People who live or work more than half their time in Everett have been caught up in a "Caution be damned, git 'er done" mindset ever since about three months after the independence declaration.

- **Cost:** 3 Karma
- **Game Effect:** Characters with this quality gain a bonus point of Edge on any social test with people working or living in Everett.

UNION SUPPORTER

Everett has seen a massive resurgence in its local labor unions. You are either a member of one, have strong ties to one, or are just a regular at their hangouts. You often get some early information on work being done in the Everett district.

- **Cost:** 3 Karma
- **Game Effect:** Pick one of the unions described previously as your select group. You get a +1 Edge on all social tests when working with people who are part of that union.



FORT LEWIS

POSTED BY: KRAKEN

- › Unsurprisingly, Fort Lewis is going through issues of their own thanks to current events. But I'll leave the details to my long-time associate and occasional fixer, Kraken. I don't know exactly what he does at Fort Lewis (and I never asked out of professional courtesy and plausible deniability), but I'd lay money on either military intelligence or CIA. But don't hold that against him, because he's as solid as they come. Apparently he's got a ringside seat to everything going on there. And even more importantly, he's willing to share—in exchange for a couple of favors.
- › Sounder
- › Interesting, I thought he'd been killed during ... never mind, I best not say any more.
- › Thorn
- › He has always been a survivor. Although I am a bit surprised he stayed in Seattle. Still, this is a good thing for us. By which I mean me.
- › Red Anya

THE BASICS

Consisting of rolling hills and forests that have defied urban development for decades, Fort Lewis was once considered by most sprawl residents as simply “the military base.” For decades (along with the naval facilities in Everett), it was the UCAS’ main, and only, strategic military position in the Pacific Northwest. It was also one of their primary military training facilities as well as home base/HQ to Joint Task Force: Seattle, one of the most potent fighting forces on the planet. As such, Fort Lewis was completely under UCAS military/federal jurisdiction with relatively little corporate influence (compared to other districts). However, that all changed when Seattle declared itself a “free” city. And like other districts, Fort Lewis has been forced to adapt to the new changes and is currently in the middle of a massive transitional and transformation period.

Some of the first concerns the new city-state addressed were security and general defense against

external threats that could take advantage of the fledgling nation. But there is more information on that later. Considered to be the obvious choice by almost everyone in the new government, Fort Lewis became and is currently the HQ and strategic heart of the new Seattle Metroplex Armed Forces.

FORT LEWIS

Size: 197 square kilometers

Population: 75,000 (approx.)

Human: 60%

Dwarf: 4%

Elf: 15%

Ork: 16%

Troll: 3%

Other: 2%

Population Density: 381 per square kilometer

Per Capita Income: 32,000 nuyen

Corporate Affiliated Population: 20%

Hospitals and Clinics: 4

Voting Precincts: 2

Education:

Less Than 12 Years: 30%

High School Equivalent: 56%

College Equivalent: 13%

Advanced Degrees/Certifications: 1%

now, the district and military leadership have developed a wait-and-see attitude on the matter.

- > I've been entertaining more than a few Fort Lewis soldiers of late. Lot of them think it's better to spend what pay they've got now, because if something goes wrong or the real shooting starts, they'll be the first to die anyway.
- > SeaTac Sweetie
- > Given the strategic situation the new Seattle military faces—namely, being surrounded on all sides by potential enemies with much larger (and tactically speaking more capable) militaries while they themselves are currently far from being a unified and coherent fighting force—I can understand how that kind of stress will affect operations and personnel at every level.
- > Picador

DISTRICT STATUS AND CONCERNS

As with any transition of power, Fort Lewis is currently experiencing multiple complications and issues that district leaders are being forced to deal with; in addition to creating and maintaining a brand-new military force. Some of these issues could have far-reaching—and potentially deadly—consequences, not just for Fort Lewis itself, but also for Seattle as a whole.

THE NEW ARMY

- > Before we get too far into this part, I want to say this: I will **not** be talking classified data or hard numbers in regard to the SMAF's strengths/weaknesses or things such as troop/unit dispositions or TO&Es. The deal I made was for an overview of the district, not for any specific OpSec or strategic data that could jeopardize the SMAF forces or Seattle in general. Get that drek on your own time and 'y'en.
- > Kraken
- > Why do we always get the bleeding hearts here?
- > Clockwork

While Everett is HQ for the naval branch of the SMAF, Fort Lewis is home and HQ to the new Army (which includes the Army Air Forces that operate out of McChord Airfield). It's also the main communications/command-and-control center for the entire SMAF; all branches have at least some presence in Fort Lewis, even if it's simply admin offices or training units. In addition to the C&C center (known as SEATCOM), the Army maintains smaller bases, staging areas, and logistics depots for the various ground and air units; each fully capable of operating independently if necessary during an attack or incident.

CURRENT PUBLIC PERCEPTIONS

Fort Lewis is a district that's trying to remain the same while also changing to meet the strategic challenges of Seattle's new territorial status. Current public perception sees Fort Lewis operating exactly as it did before, like the military installation it was when the UCAS was still in charge. However, beneath that façade, the actual situation is fragile at best. Currently, there's an omnipresent undercurrent of tension and stress brought on by some unit/command infighting, certain "logistical problems" (more on that later), and an uncertain future that's being felt by both the district's military and civilian populations despite the continued projection of business as usual. Those who chose to remain in Fort Lewis have been moving forward with a sort of grim determination, performing their duties to the best of their abilities, hoping for the best but expecting the worst.

This situation has caused many in the district, both military and civilian alike, to adopt a sort of carpe diem attitude, even among some of the district leaders and military command staff. While this attitude has so far had a positive effect in the short term, allowing personnel to better deal with current realities, the top commanders in the SMAF worry that this attitude could lead to future long-term problems (such as combat readiness). For

However, only approximately sixty percent of the current armed forces are considered “regular.” In order to swiftly fulfill manpower and materiel needs, the new Seattle Government approached the International Mercenary Association, which in turn assisted with the contracting of several mercenary units and scores of individual contractors. To “further assist with mercenary-government relations,” the IMA also set up a regional office within Fort Lewis. While the current command sees no difference between regular and mercenary forces on an operational level, most mercenary units are still assigned to auxiliary defensive posts and stations throughout the Metroplex.

- The IMA's decision to move in also created a business boon for Seattle, as it's now another mercenary hub for those working the western part of North America and the Pacific-Asian theaters. And one thing that mercs bring to any location is nuyen.
- Picador

INTERNATIONAL MERCENARY ASSOCIATION (IMA)

Also sometimes referred to as the Mercenary Guild, the International Mercenary Association was created in the wake of the Ghost Dance and enhanced after the Euro Wars. It's recognized by both the United Nations and the Corporate Court as **the** governing body that handles legal contracts and matters pertaining to mercenary or private military contract work. Those who are members in good standing with the IMA and are operating under a sanctioned contract are afforded certain rights and legal protections under current international law—that is, if certain rules and conduct are maintained. Should crimes be committed or if a complaint or charges are filed against a specific mercenary or unit, it's the IMA's mandate to investigate and if necessary take the proper legal actions as defined by their charter and established contract terms.

- I went ahead and did the work. While I don't have exact numbers (the SMAF's security protocols are surprisingly thorough), the new Seattle Army currently has a mix of armored/regular infantry, mechanized units, and at least a wing of manned aircraft. All this supplemented by a drek-load of drones of all kinds. There are also at least six different mercenary companies currently under contract (with more being negotiated) backed up by at least 10K individual mercs. You're all fragging welcome.
- Clockwork

DISTRICT SECURITY/ READINESS STATS

Even though the flags and uniforms have changed, Fort Lewis is first and foremost a military installation. The military personnel and civilian contractors who remain continue to work and live as they did before the UCAS' departure. And as befitting any military installation, Fort Lewis adheres to strict protocol and doctrine when it comes to access control and security, especially for visitors (particularly unwelcome ones). As such, primary responsibility for all law enforcement and security duties within the district falls to the Military Police forces.

- For the time being. There are some arguments and back-channel negotiations going on between the Seattle government and multiple security providers to perhaps open up Fort Lewis to private firms while the military police jurisdiction shrinks to “specific military locations.”
- LSPD
- The CO of the SMAF, General Charles Causey, has repeatedly said how much of a “stupid fragging idea” that is, and he continues to fight against security privatization. He still considers the entire district a military facility, and for now, he's winning that fight through sheer force of will. But like any military officer, he still ultimately answers to the civilian authority. Just don't expect him to be quiet about it.
- Kraken

Despite their diminished numbers, the Military Police continue to be a potent law enforcement/security force within the district. This is due in large part to new response protocols combined with an extensive security infrastructure that remained intact when the UCAS pulled out; weapons and gear took priority over security systems that would have been difficult to remove.

Primary access points along I-5 are still manned and adhere to the same strict entry/exit protocols as before and are augmented by SOTA security scanners and systems. Perimeter walls and internal patrols are primarily handled by drones or other biological assets, but they are backed up by highly trained MP rapid-response squads operating out of substations strategically located throughout the district. If an intruder is detected, all security operations and responses are coordinated by security spiders operating out of the SEATCOM building.

Because the SMAF has adopted a defensive-only doctrine (for the time being), current SOP also calls for all combat units currently stationed to complete rotations as rapid-response forces. This has the added benefit of giving combat troops cross-training in law-enforcement, first responder, and criminal investigation skills without diminishing their combat readiness.

- > Gotta give the grunts something to do. So don't be surprised if armored infantry troopers or SF operators show up with the MPs if you decide to do any biz in Fort Lewis.
- > Hard Exit
- > Great. Instead of patrol cars, we're gonna have to deal with tanks?
- > X-Prime
- > No, that would be overkill and frankly stupid. It puts valuable hardware at risk (I know what some of you are capable of) for relatively little gain. Expect maybe a few re-purposed APCs, but more likely mil-spec armored infantry will be deployed with MPs in armored vans/SUVs depending on the perceived threat level. It's the Metroplex Guards that you may really need to worry about; they're the ones who seem to have itchy trigger fingers for their new big guns.
- > Kraken
- > And as a side note, unlike most other security providers in the Metroplex, the MPs' average response time is typically less than three minutes.
- > DangerSensei
- > My question is: What's a "biological asset," and should I be worried?
- > Mika
- > Short answers: it varies, and **extremely**.
- > Kraken
- > I can confirm some of them are enhanced K-9s that are rather nasty, but I've also seen some things there I've yet to identify, and I'm not sure I want to.
- > Ecotrope
- > Don't forget the air defenses, either. Aside from the ready-alert aircraft at McChord Airfield, the AAF has set up a very tight anti-aircraft net and is currently constructing covert auxiliary drone deployment sites—not just within Fort Lewis, but throughout the metroplex.
- > Turbo Bunny

METROPLEX GUARD: NEW BOSS SAME AS OLD BOSS

The original Metroplex Guard was synonymous with corruption, brutality, cronyism, and ineptitude—a reputation that continues to this day. When the plans for the SMAF were being drafted, the original concept was to call the entire ground branch of the armed forces the Metroplex Guard, an idea that was spearheaded by Brackhaven administration loyalists who still held positions of power and influence. But eventually a compromise was reached, and the Metroplex Guard instead became an "elite" unit within the SMAF.

On paper, the Metroplex Guard is tasked with providing "front-line security and home defense" in case of attack or civil unrest. They see themselves as the vanguard in any major military action or crisis—a combination of defense force, emergency responders, and ranger battalion. As such, they've used their power and influence to obtain a large portion of the top-tier equipment left behind by the UCAS. In reality, the Guard is nothing more than a re-tread of the old one, a bunch of self-important types in love with the idea of playing soldier.

This attitude has already produced considerable friction with other units, especially with contracted mercenaries who the Guard regards as nothing more than expendable assets (a.k.a. cannon fodder). SMAF command is also constantly butting heads with the Guard COs over every strategic, tactical, doctrinal, and logistical issue imaginable.

- > Wannabe troopers with SOTA gear and weapons along with a superiority complex. What could possibly go wrong?
- > Slamm-O!
- > There are also rumors that the Guard is looking to settle old scores in the Underground, talks of "training operations" and the like down there. Don't these dip-frags ever learn?
- > Bull
- > It's not just the other troops that the Guard is slotting off. I've seen Guardsmen trying to throw their weight around with the local Star to the point where a couple of Guards almost got shot. Not sure who I'd root for in that fight.
- > Sounder
- > Don't be surprised when the first time the drek hits the fan and the rest of Seattle lets these fraggers fry.
- > Stone
- > Yeah, but how much damage is gonna be done before that happens?
- > Netcat

BLACK MARKET BOOM FOR RED ITEMS

Arguably the biggest challenge within Fort Lewis isn't strategic or even tactical, but logistical and security-related. During its final withdrawal from Seattle, the UCAS military chose to focus its efforts on evacuating personnel. This meant that exceptionally large quantities of surplus and (more importantly) milspec weapons, armor, equipment, and general supplies were abandoned. Normally, this would have been a boon for the fledgling military force. But instead, large portions of this equipment—classified as "red items"—have subsequently come up missing, and in too many cases

this stuff has shown up on local black markets or in the hands of dangerous individuals.

- > I resemble that remark.
- > Kane

Compounding matters is that the new Seattle government was ultimately unable to get an accurate count of just how many red items the UCAS had originally left behind. This makes it impossible to audit let alone currently track red items, as the UCAS destroyed or corrupted as many of the associated data files as they could before evacuating. Whether this was part of the evacuation protocol/procedure or part of some kind of back-door deal is still being investigated by SMAF intelligence units and analysts.

- > Soon after the UCAS pulled out, my contacts were blowing up my commlink with offers to buy and facilitate deals for these red items coming out of Fort Lewis. Most were small-time, a few choice items here and there. But as the weeks went on, I learned that several caches of “acquired” UCAS gear have been established throughout Fort Lewis and later in secret locations throughout them Metroplex itself. And we are not talking a few crates of small arms. In some cases, we are talking bleeding-edge technology that may have once been highly classified just a few short weeks ago. And I will say, the competition for such items is **fierce**.
- > Red Anya

Regardless of *how* it evolved, this situation has caused a substantial increase in smuggling operations and created new black-market pipelines for red items as well as other contraband in and around Fort Lewis. This has also contributed to a marked increase of criminal activity within the district. Currently there are three major criminal factions operating in Fort Lewis, each trying to use the situation to their own distinct advantage.

THE MAFIA: OLD HANDS

Traditionally, the Seattle Mafia has had the greatest overall influence on the Fort Lewis crime scene, with each of the major local families (at one point or another) getting their fair share of the “soldier boy action.” Drugs, (some) prostitution, gambling, etc.—the Mafia specialized in providing or facilitating the acquisition of the kind of vices that all soldiers, sailors, and airmen enjoy. Their influence took a downturn in the mid-2060s when then-Colonel Angela Colloton took command and began rooting out Mafia corruption within the ranks and aggressively targeted drug distributors—an effort that was largely but not completely successful.

- > One exception to the purge was combat drugs. While officially forbidden, that didn’t stop their abuse across the rank spectrum. Grunts unable to get combat augments or aging officers who still needed an edge—everyone used them as needed while the medicos looked the other way. And the Mafia was more than happy to facilitate.
- > DangerSensei

With the current situational status in Fort Lewis, the Mafia families have been quick to reassert most of their former dominance within the district by using the newly formed red item markets to supplement their renewed drug trade. However, they’ve only been partially successful. Continued pushback by the current SMAF leadership combined with aggressive advances by other organizations have slowed but not stopped the Mafia’s efforts. But rumors persist that the Finnigan family in particular have been working to make allies within the new Metroplex Guard as a way to solidify their holdings in the district.

- > Oh, so that explains the new arm candy that surgically attached herself to Colonel Buckner’s arm. And the digital ink is barely dry on his divorce papers.
- > Netcat
- > Colonel who?
- > Electric Blue
- > Colonel Wendell Buckner, CO of the Metroplex Guard. I’ve got more on him later in the file.
- > Kraken
- > Oh, you’re talking about Caroline Holt? Please, she’s still very much with Ryan O’Malley, nephew of Dona Rowena O’Malley. But it’s not uncommon for Caroline to use Rowena to help her make new friends.
- > SeaTac Sweetie
- > Either that, or she’s playing Ryan against this Buckner slag. If that’s the case, better place your bets now to how long they’ll keep breathing, because the Finnigans aren’t known for their forgiveness.
- > LSPD
- > Nah, the family would never allow it. They’ve got a potentially good thing going on and aren’t about to blow it over who’s biffing who. The Guard are more than happy to gift the Families some of their new milspec, red item toys while also gaining an in for more, all under the Seattle Government’s nose.
- > Kane
- > Or so they think ...
- > Kraken
- > Either way, more than a few **soldatos** have been seen sporting some pretty impressive heat lately.
- > LSPD

THE TRIADS: BUSINESS AND PLEASURE

A major player within the metahuman trafficking rings of Seattle, the Triads continue to control most of the prostitution rackets within Fort Lewis. Unlike the Mafia, who peddled what were considered to be “harmful” vices, the Triads provided something a bit more palatable by comparison—likely because several high-ranking officers and NCOs were known to partake in the occasional night (or hour) of “companionship,” as it was known on-base.

With already well-established contacts and smuggling routes, it was relatively easy for the Triads to set up the initial red item pipelines in and out of Fort Lewis during the first few weeks of Seattle’s independence. But most of those early ventures ended quickly—many in spectacular/violent fashion—as the Vory made their move against Triad, their allies, and to a lesser degree the Mafia. They used direct action to take control of most of the red item dealings by force. After the confrontations with the Vory, the Triads have pulled back to secure what pipelines and markets they have while they consolidate their forces.

- “Direct action” in this case means swift and overwhelming force. For about two weeks, beginning a week after Seattle declared independence, there was a brutal micro-war where the Vory obliterated anyone Triad or affiliated with extreme prejudice. Then, suddenly, nothing.
- Hard Exit
- The situation is now bad enough that agents of the Red Dragon Society have been seen in Seattle and moving about the civilian parts of Fort Lewis; their mission is to “evaluate and correct” the situation. Expect things to ramp up between the Triads and Vory sooner than later.
- Kia

THE VORY V ZAKONE: OPENING MARKETS BY FORCE

While the Mafia and Triads have made their own inroads into the new Seattle arms and smuggling rackets, neither can compete with the Vory and their affiliated associates within Fort Lewis on the red item/smuggling front. Currently, the Vory control the majority of the smuggling and red item dealing being done within Fort Lewis and apparently the greater Seattle Metroplex.

It’s unclear how the Vory learned about the red items (reports indicate payoffs and deals with disgruntled UCAS troopers and officers) let alone how they were able to organize so quickly and efficiently to procure so many. No sooner had the last UCAS transport lifted off the tarmac at McChord Airfield

than the Vory were in the exact right place at the exact right time to lay claim to the majority of the red item and smuggling operations, beating the Triads (and Mafia to a lesser extent) to the punch on almost all fronts. However, there was still heavy fighting among the Triads and the Vory that lasted for almost two weeks after the UCAS pullout that ended with a stalemate between all involved factions.

- Stupid question—if the new government, military, whatever didn’t know about some of these red items in the first place, how’d they know what the Vory pulled off—or that it even existed?
- Treadle
- Wasn’t discovered until kit and weapons started showing up in hands they didn’t belong in, usually after a massive firefight. What was recovered was traced back to items that were ghosted from the system based on old or reconstructed data. But that’s a whole other story.
- Kraken
- I’m amazed the Seattle Vory was able to pull together enough firepower to pull this off. My question is still: how?
- Mika
- Simple—they hired mercs to do the heaviest fighting. But don’t expect them to have registered with the IMA, if you get my meaning.
- Cayman
- And those same mercs ... well, let’s just say they’ve found some good friends within the Vory.
- X-Prime
- Wasn’t only mercs—a lot of shadow talent was pulled in too. The Vory sweetened the deal by offering jobs and bounties to runners and teams with beefs against the Triads, then giving them a nice heavy cut of the loot as partial payment.
- Bull

Now that the situation has (mostly) stabilized, the Vory have consolidated their black-market holdings. Because of this consolidation, it’s currently near-impossible to do any red item and regular arms-related business within Fort Lewis (and to a lesser degree throughout the Metroplex) without Vory approval, making them the de facto leaders in the Seattle arms market.

This is also a situation the Vory are willing to violently defend.

- More on the current Vory leadership later in the file.
- Kraken

BILKOS: INSIDE SOURCES

While not a criminal faction per se, there is another—for lack of a better term—faction within

Fort Lewis that's a major factor within the red items/smuggling trade in and around Fort Lewis. Classified by SMAF military intelligence as "Bilkos" (the reference is an old flatvid show from the mid-twentieth century), they're not a single group nor even necessarily unified. Rather, Bilkos are individuals and groups specifically within or from Fort Lewis who act as points of contact, middlemen, and procurers of items.

Before the UCAS pullout, many were the logistic specialists or scroungers who were able to find needed items for their units when such items were scarce. More often, they were the ones who had the contacts and knowledge to get whatever contraband and services the basic trooper or unit desired. It was said that in Fort Lewis if you needed anything—*anything*—become chummers with a Bilko.

After the pullout, the various Bilkos were the ones who initially found and secured the red items. Later, they were instrumental in setting up alliances with the various criminal organizations to begin distributing and selling said equipment, acting as initial points of contact within Fort Lewis to anyone who wanted access to the items. In the current situation, these Bilkos are the sole suppliers of red items to the Mafia, Triads, Vory, and various smaller interests. They're the ones who know about and maintain the caches where all the contraband equipment is currently being stored, making them extremely powerful figures in the current Seattle/Fort Lewis shadows.

- A lot of these Bilkos have become bigshots in their own right, sometimes with enough muscle to protect themselves, or they have enough clout with other organizations that said allies will go to extreme lengths to protect them. Either way, Bilkos are becoming one of the best contacts to have in Seattle.
- Bull

BILKO SITES

Contraband and other illegal items procured by the various Bilkos at Fort Lewis don't just appear out of nowhere, they have to be safely secured and hidden from their commanding officers, the authorities, and everyone else who wants them. These locations have been designated by SMAF Intelligence as "Bilko Sites." They can be anything, from something as simple as a few hidden crates in an often-neglected storeroom to elaborate, multi-room facilities/vaults with modern security and defense measures. Others are mobile in nature, hidden either in cargo containers or in vehicles with smuggling compartments.

The only limitation is the Bilko's imagination.

On the current data markets, the locations of Bilko Sites or their operators/proprietors have become a hot commodity. This in turn has caused the Bilkos operating them to increase their security, protocols, and procedures as well as being more selective of whom they're willing to do business with; often with a high degree of paranoia.

- Downside to that is, Bilkos have targets on their heads now. Drek, even payday data relating to Bilkos in Seattle is fetching a decent price, let alone jobs such as extractions for them.
- Icarus
- That's why most of them take great pains to hide their identities or connections to the shadows. It also helps that they often have an entire military to help protect them (all other associations aside). But also remember, not all these Bilkos are into the current red items and arms trade. The vast majority are still simply scroungers and logisticians who are simply doing a job.
- Picador

BURIED SECRETS

- I contemplated not including this part, as it flirts dangerously close to crossing a personal line **and** per my earlier comment about sharing classified data. But, given the threat this may pose, I decided to disseminate as much as I can because in the long run it may save lives.
- Kraken

While the existence of red items represents a clear and present danger to Seattle's security, reports have also surfaced that indicate that the UCAS, weakened as they currently are, might not be completely done with Seattle. In recent months, I've accumulated evidence that an unknown number of UCAS sleeper agents have been activated and are currently operating within the SMAF and the metroplex at large.

While Fort Lewis' importance to the UCAS was well known, what was a bit of an open secret within the district was that it was also a testing ground for cutting-edge military technology as well as the home for several secret projects, such as one particular "field-testing and applications" group code-named "Harbinger," which was responsible for a lot of chaos leading up to Seattle's Proposition 23. That's one of many dirty secrets the UCAS wants to keep under wraps.

- MOTHER FRAGGERS!
- Bull
- Ouch, that hits close to home.
- Slamm-O!

Another such secret is "Project 10," whose sole purpose is (or more likely was) to gather as much intelligence on the AAA-rated corps in Seattle as possible while also planting moles within the megacorporate infrastructures. The fact that the UCAS even attempted a scheme of this magnitude is something the Corporate Court would find interesting.

And those are simply two examples. In the first two weeks after Seattle's independence was finalized, several high-ranking former UCAS of-

ficers were found murdered. Additionally, several low-priority locations were also destroyed or raided, many of which were actually fronts for these secret projects. SEATCOM has either downplayed the importance of these incidents or flat-out denied they occurred.

This contradicts partially recovered data from some of these sleeper agents, most of whom had some kind of experimental and previously unknown augmentations and upgrades to otherwise standard cranial cyberware. The exact nature or operation of these enhancements is unknown, as they either self-destructed or were somehow bricked every time a sleeper has been captured. The data simply suggests that there are more of these agents out there awaiting activation. Alternately, some of them may have simply gone deep undercover within Fort Lewis and the Metroplex at large.

- > Okay, I'm gonna call some bulldrek on this one. I did some digging myself, and from the data I've uncovered, Kraken here is the only one who believes any of this drek; SMAF intelligence and command have both disregarded these "reports," calling them "paranoid delusions" with "little or no actionable intelligence to warrant any further response." And those were the tamer ones; most responses were even less flattering. How can we take this, or anything else he says, seriously? It looks to me like he's trying to peddle something that stinks because no one else believes him. It's pretty pathetic. And besides, the UCAS is in no shape to do much of anything except plead for handouts.
- > Icarus
- > I stand by my work and paydata. Believe me or not, trust me or not, I don't give a frag. But you seem pretty keen on drekking all over my data and attacking me directly. Care to discuss why?
- > Kraken

<<<5.15 MP deleted by SysOP-01>>>

- > Okay, personal insults are fun, but let's focus on information instead. We know some of the stuff people are going to post is drek. Disinformation is a hallmark of intelligence and shadow work on all sides. We all know. We have to do the legwork to confirm what we see here. If we limited posts here to things that were one hundred percent confirmed, we wouldn't have a board. Don't get all bent out of shape because you see something you disagree with. Confirm, disprove, or GTFO.
- > Glitch
- > To get back on track—the central question is, who knows about this and when did they learn about it? Bonus question: Who in the SMAF command may still be working for the UCAS?
- > Plan 9

- > Don't know, but the bodies are still piling up, and I've been seeing an increasing number of SMAF military types poking around at crime scenes.
- > LSPD

ONE WITH NATURE

Most new visitors to Fort Lewis are surprised to learn that the majority of the district is pristine wilderness. The official reason for this is twofold: to maintain a genuine nature preserve (specifically the Zoological Gardens) and to have a real meatworld location where troops can train. With recent events, interest in expanding the nature preserve aspect of that mandate has received additional attention as certain groups have begun to lobby the new Seattle Government, asking that the SMAF relinquish control of most (approximately eighty percent) of the designated preservation areas, including the Zoological Gardens, to a newly formed coalition calling themselves the Green Alliance.

Made up of various eco-first organizations, nature-based magical groups, and several anonymous members, the Green Alliance (GA) has been exerting a surprising amount of political influence. While most in the new Seattle Government consider this nothing more than a blatant land-grab, the GA has proposed a sort of land lease where they facilitate the maintenance and preservation of the land (basically acting as contractors) while the Seattle Government maintains ownership rights. Overall, the proposal has gotten little traction, mostly because of SMAF pushback, but the proposal is still being considered by many current government officials.

- > I can tell you why the SMAF doesn't want to give up the forest. It goes back to what was said about UCAS black research projects. There have been steady rumors for the last twenty years that the UCAS military used Fort Lewis' forests to field test (and sometimes literally bury) cutting-edge bio-drones and other forms of bio-research. Even the remains of these experiments would be a treasure trove of bio-engineering data.
- > Butch
- > Yeah, no way the military is gonna want to let anyone near that.
- > Stone
- > I'm more concerned with this Green Alliance. I don't recognize any of the leaders or board members (which is disconcerting), except one elf slag named Samson DiAngelo. He was kicked out of TerraFirst! and a host of other eco-terrorist groups for being too aggressive. He's all cleaned up now with a small PR firm (Horizon affiliated) at his back. Now, he may have changed, but if he hasn't, it may be really bad news.
- > Ecotrope



- > WOW, whEn One eco-teRRorist calls ANOther ouT, you KNOW it's GOTTa be baAAAd!
- > Electric Blue

- > Seriously, are you okay?
- > Netcat

- > Sucks they only got, what, maybe three years out of it?
- > Mika

- > Yeah. But the UCS was also a major factor in why JTF: Seattle was so damn good. Their wargames and simulations were about as close as one could get to actual combat, all without the pesky death part.
- > Hard Exit

HOTSPOTS

URBAN COMBAT SIMULATOR

Located south of McChord Airfield, the Urban Combat Simulator (UCS) is still considered to be the pinnacle in modern warfare training technology thanks to continuous upgrades in its almost-fifty-year existence. First completed in 2038, the original UCS was designed to mimic downtown Seattle (minus a few landmarks), and used then-state-of-the-art ASIST technology in conjunction with closed-circuit cameras to give the illusion of movement throughout an urban landscape while also simulating weapons fire.

In 2070, the UCAS government authorized a massive upgrade and expansion of the UCS. These upgrades were finally completed in 2079, resulting in a near complete overhaul of the UCS and representing a quantum leap in technology and training doctrine.

The current UCS is now a series of buildings that use a combination of modern ASIST, AR/VR, and holographic technologies but are also backed up by new Modular Building and Structure Simulators (MoBSS) and Environmental Simulation Systems (ESS). When used in conjunction with each other, the digital systems overlay on the MoBSS can be used to literally recreate any location or environment on the planet complete with weather conditions thanks to the ESS. Each building is typically used for a specific kind of terrain (urban, jungle, desert, arctic, etc.). Each building can be run independently from its own command and control center, or in cases of massive war exercises; training operations can be coordinated through the main command center located in the main complex (the first UCS building). Known as "Space Fleet HQ," this command center also doubles as the UCS' cybercombat training hub.

- › In previous years, access to the UCS was restricted to UCAS personnel or those given special dispensation. With the IMA moving in, the Seattle Government has issued a mandate allowing select mercenary units from outside the SMAF to make use of the facilities.
- › Picador
- › This also means that security in and around the UCS is even tighter than it was before. And don't think that because the door has been opened a bit that just anyone can get in. Access is still highly controlled, and the request-for-use list is long.
- › Danger Sensei

AWOL STATION

Located next to the new IMA offices in Fort Lewis, AWOL Station resembles a small resort/hotel that caters not only to SMAF members, but private military contractors in general. The building itself is seven stories tall and has enough lodging for approximately four hundred guests. It also features several conference rooms for rent, which already have been used extensively by IMA representatives and members for meetings and recruitment drives. Rooms range from cheap coffin-style setups to relatively extravagant four-person extended-stay suites.

In the basement, traveling mercs can make use of **The Vaults**, specially designed storage rooms to secure normally forbidden/restricted items such as weapons, gear, and (for an extra fee) explosives. AWOL Station's biggest attractions are located on the first floor, which houses a number of specialty shops such as **Shooty McBangface's**, where traveling military types can purchase new weapons and gear or have their current arsenals serviced or repaired. But the most popular location is known simply as **The PX**, a massive bar and entertainment hub that offers everything one would expect in such an establishment.

AWOL Station is currently owned and run by Connie Bordeaux, a recently retired combat magician from Combat Inc. who also lives on site. Bordeaux is also the widow of Jack "the Knife" Hogan, a cousin of Dona Rowena O'Malley. Multiple rumors surround Bordeaux and Hogan, the most popular indicating that she married then killed him for the nuyen as part of some convoluted scheme to claim a bounty on Hogan in order to build AWOL Station.

- › Hogan was also a merc, known for going rogue and responsible for several war crimes. But his links to the Finnigan Family kept him relatively safe. Still, if O'Malley is upset about her cousin's death, she hides it well. The Finnigans are a regular sight at AWOL Station, where they conduct most of their prostitution business and use the considerable security there to help fend off any attacks by the Triads or the Vory.
- › Cayman

- › Yeah, that security is no joke. No surprise that they employ a lot of ex-merc. Still, a lot of vice and shady drek goes down at AWOL Station, but Bordeaux and her staff keep a tight lid on it and away from general business in the district and public at large. You follow the station rules, you're fine. Step out of line, and you're often leaving in an ambulance at best, a body bag at worst. They have zero tolerance for too much out-of-control fraggery.
- › Stone
- › Also helps that the IMA likes to do business there and has thrown their support Bordeaux's way.
- › Picador

ZOOLOGICAL GARDENS

"The Gardens," as it's often called, was established in 2023 as a research facility to study newly Awakened animals. It was eventually handed over to the Metroplex Guard, who quickly turned it into a semi-public preserve to educate the populace about para-naturalism, as well as turn a tidy profit. Visitors to the Gardens can make use of the numerous trails to explore without disturbing the more sensitive and restrictive areas while attending any number of shows featuring exotic paranatural animals.

However, aside from the scientific research conducted there, the Gardens was known for its extensive breeding programs. Up until about 2075, clients could purchase any number of paranaturals for hefty prices. But for unknown reasons, the breeding programs were shut down, and all remaining animals were allowed to roam free within the confines of the preserve. No official reason was ever given, and records relating to it have been reported as "lost."

- › Please, everyone knows the UCAS was also using the Gardens as a front for their bio-experimental research. I heard they shut the breeding program down because one of these experiments almost got loose, so everything was shut down before the truth got out.
- › Ecotope
- › Actually, more like they made a breakthrough and didn't want to share with others.
- › Plan 9
- › Or maybe because when the original Metroplex Guard was decommissioned, no one else wanted to keep the programs running. Not everything is some vast conspiracy.
- › Pistons
- › That's no fun.
- › Plan 9

PARKLAND MALL

Not exactly considered a hot spot, Parkland Mall has been a staple of Fort Lewis for decades. A place where military personnel and their families could do modest shopping, Parkland had almost anything an average trooper could want without having to venture too far from post. Many Parkland shops (such as weapons and surplus stores) recently lost a lot of business, however, since AWOL Station opened its doors. Still, for basic needs, Parkland remains a viable option.

- Give it time. A lot of my sources are telling me that the Vory are looking to take advantage and start setting up shop in Parkland to help facilitate sales of red items. And with the Triads looking to settle scores, Parkland is poised to become another front in that little war.
- LSPD

BLUE FOREST GARDENS

Originally conceived as an inexpensive alternative to base housing in order to alleviate overcrowding, Blue Forest Gardens is a subdivision of townhouses and apartment buildings located two kilometers north of the main SMAF HQ complex. When the UCAS pulled out, the entire project was ninety percent completed but abandoned. When the SMAF was formed, however, the project was restarted and eventually finished, providing much-needed housing for new personnel. Even then, SMAF buyers and leasers weren't enough to fill all vacancies. So the decision was made to open them up to the general population, which resulted in the desired effect and created a small civilian community within the district.

- Why would anyone want to live next to a military base?
- Treadle
- It's not that bad—I have a safehouse there. You may have to go through some extra background checks (nothing a good fake SIN or ID can't cure) and the MPs are less likely to take any drek, but the benefit is that the corps have almost no presence there. I don't know about anyone else, but I like the idea of a place where the Star is unwelcome.
- Stone
- It's also bland and boring, which to be fair may not be a bad thing.
- Bull

HOUSE OF 'O'

Originally known as “The Big O,” the House of “O” was purchased from its previous owner Karl Nelson approximately six months ago and (slightly) re-branded. Like its predecessor, the House of “O” is a high-class strip and kink club. Billed as “a

place where anything can be found,” the House of “O” caters to and attracts a wide variety of clientele. However, nothing at the House of “O” comes cheap. Clients can expect to pay up to five hundred nuyen for a mere half hour of play, depending on what the client wants. The House is known to throw parties on the regular, with tickets starting at 5,000 nuyen. Despite the high prices, the House continues to see a steady stream of business.

It's also a major Triad stronghold and one of their main metahuman trafficking hubs.

- When the Vory pulled their drek, the House was hit the hardest. Unlike most of the other Triad businesses or strongholds, the House of “O” stood firm and dished out one of the few Vory defeats in that frag-up. So now, the local Triads are using the House as a rallying point. Conversely, the Vory see it as one of their primary targets and have on multiple occasions tried to infiltrate for recon. They failed each time.
- LSPD
- The Triads sent the Vory a message. The bodies of three would-be infiltrators were sent back to their Vory bosses. Except that each body had been cut up and re-assembled with different parts from different people. Not sure what that message was supposed to be except that we're crazy.
- Bull
- I suspect that would have been the work of Robert Xin, a.k.a. “Master X”, the current manager of the House of “O.” A sadomasochist, he combines his “art” with feng shui in a frightening combination of BDSM and ritual magic. If the Triads are using him, expect the war between the Triads and Vory to be exceptionally bloody.
- Kia

ALLIES AND ENEMIES

GENERAL CHARLES J. 'KAMI' CAUSEY

C.O. SEATTLE ARMED FORCES

The current commander of all Seattle military forces, General Causey, was the most prominent of the former UCAS officers who remained after Seattle declared independence. General Causey started as enlisted infantry but was sent to Officer Candidate School in the late '50s. By the mid-'60s, he'd been promoted to captain, and his company was at the tip of the spear in 2065 when JTF: Seattle surged into DeeCee to stop the New Revolution's attempted coup. For his actions, Causey was awarded a Bronze Star and Purple Heart, and he earned a promotion to major. In 2077, he became a full colonel and was made JTF: Seattle's XO, despite some static from the Pentagon. When Seattle declared independence, Causey was the

highest-ranking officer who elected to stay, which inspired several junior officers to also remain. Rumors as to why he stayed vary, but he's been the driving force behind unifying all the various irregular commands into one unified fighting force.

- Causey is an old-school warrior. He cares more about the welfare of his troops and the mission than his own career. Unfortunately, he hit a glass ceiling once he made colonel. Seems he refused to give favorable evaluations on some subpar gear the Pentagon was trying to push on JTFS, despite pressure from his superiors to sign off so a backroom arms contract could go forward.
- Kay St. Irregular
- The most popular rumor says Causey stayed because he resented his career stalling. But I think the final straw was when the UCAS ordered JTFS to stand down when the blackouts started, or more importantly, when Task Force: Peacemaker went missing. His daughter was an armored infantry officer in III Corps who is still MIA.
- Picador

Causey is a “get it done” commander who prefers straightforward, forward-thinking, no-bull-drek solutions to problems. He holds himself and those under his command to the highest standards and does not suffer fools or incompetence for long but backs his people to the hilt when warranted. While this earns him the troops’ respect, it’s caused considerable friction with the Metroplex Guard and some within the new Seattle government.

COLONEL WENDELL X. BUCKNER

C.O. METROPLEX GUARD

Hailing from a wealthy Seattle family, Buckner is an old campaign contributor and associate of former Seattle Governor Kenneth Brackhaven. Having attended several private and corporate-sponsored schools through his life, Buckner developed a taste for the military lifestyle yet disdained the actual military life. As such, he used his connections to buy his commission with the old Metroplex Guard. When the SMAF was being formed, Buckner was at the forefront of the Metroplex Guard movement, with eyes on becoming the overall military commanding officer in Seattle. When that fell through, he and his supporters accepted the compromise, but rumors suggest that Buckner still has designs on Seattle’s top military post.

Overall, Buckner has adequate if not spectacular skills, largely because of the small amount of delta-grade augmentations he possesses. However, Buckner tends to overestimate not only his skill but also his importance, an attitude that others in the Guard are quick to latch on to and which ev-

eryone else seems to resent him for. He especially considers General Causey a personal rival and is actively working to have the general replaced.

- No surprise but Buckner is also a bully and elitist. He has no problem in challenging others in a controlled or training environment; especially when he can show off his delta-grade ‘ware or push around grunts or boots. But get him into anything approaching a real combat situation where he has to face a real or semi-competent opponent, and he tends to freeze.
- Picador

'KATRINA'

VORY V ZAKONE BOSS

Also known as “The Silver-Eyed One” (solid chrome right eye), Katrina is the current Vory boss in Fort Lewis and handles almost all of the current arms dealing in and around the district. Real name and place of birth are currently unknown, but she is a human female rumored to be between thirty-five and forty years old. She was first sighted as a member of the Moscow Vory faction in 2070; having risen through the ranks as an enforcer, she briefly became a mercenary and then used her merc contacts to become a Vory-affiliated smuggler in 2078.

Considered by most to be a sociopath, Katrina is known for cold nature. For her, business comes first and is the only concern. As such, she’s willing (and very able) to use whatever force she deems necessary to accomplish her objectives with zero hesitation and little regard for metahuman life. This, however, has not prevented her from earning the complete loyalty of her subordinates or her mercenary allies. Those who serve her well are well rewarded. Those who fail her are punished—severely.

- Katrina is not a senseless killer, she’s a calculating killer—every decision, every death has a purpose. I swear she removed her emotions in order to fit some kind of computer in her brain. She will weigh all possibilities, all angles, and if you run with or work for her, you’d better be a positive factor, otherwise she will simply remove you from her equation.
- Sounder

SAMSON DIANGELO

PRESIDENT OF THE GREEN ALLIANCE

For almost three decades, Samson DiAngelo was one of the most prolific eco-terrorists on the planet, responsible for the deaths of dozens and the destruction of millions of tons of property and equipment, all in the name of saving the planet. A shaman following an unknown totem/mentor spirit, he is wanted in at least ten countries across the globe for various crimes against metahumanity.

DiAngelo disappeared in 2076, only to reappear in 2081 in Seattle as leader of the new Green Alliance. With a new look and PR makeover, DiAngelo downplays his past and presents more of a corporate/eco-hippy type that is more in line with his current personal branding. He claims that his days of violence are over, and he now pursues more peaceful methods as he “works to reconnect to the planet he loves so much.” While many still criticize his past, his current actions of peaceful resolution combined with the excellent press given to him by the PR firm (and Horizon subsidiary) Marko and Holtz have caused his influence to rise on both social media and within certain political circles.

- For a while, DiAngelo was considered to be a toxic bent on avenging the planet by spilling “as much metahuman blood as Mother Earth required”. Not sure I buy the current version, too much of a 180 from the killer I used to know.
- Lyrn
- I'd ask if it was possible that he'd really change, but I think I know what the answer will be.
- Treadle
- To be perfectly honest, as I said before, I don't know. I did some of my own digging, and the change seems to be genuine. But the corporate influence worries me.
- Ecotrope
- Kill a bunch of people, no biggie. Get some corporate backing, and that's where you draw the line?
- Netcat

LOCAL CHARACTER

STOLEN VALOR

(NEGATIVE)

You're a military/mercenary poser or wannabe. You're someone who likes to front as military or paramilitary yet has never served a day in any kind of actual service. Or you're a washout who never made it past basic training but still considers or presents yourself as a real soldier, or even worse, an elite “operator.” You're the kind who likes the

look and rep but never put in the actual work or time—a fact that tends to slot off those who did.

- **Bonus:** 10 Karma
- **Game Effect:** Can only gain a maximum of +1 Edge per round in presence of real military personnel or mercenaries. If your façade is seen through, you receive -2 to all Social, Influence, or Con tests and cannot gain Edge in their presence.

ADVANCED COMBAT TRAINING

(POSITIVE)

Fort Lewis' Urban Combat Simulator is one of the most advanced training centers ever created. A technological marvel, it's still staffed by some of the best trainers and instructors in the war-fighting biz. Those who've trained there have received some of the best combat training in the world, and you're one of them. As such, you're more effective and efficient with combat tactics and teamwork principles.

- **Cost:** 10 Karma
- **Game Effect:** +1 minor action and +2 dice pool bonus for all combat maneuver tests (*Firing Squad*, p. 86). Must have Small Unit Tactics knowledge skill.

BILKO CONTACT

(POSITIVE)

At some point in your past or career, you've made well-placed and loyal contact with one or several Bilkos at Fort Lewis. As such, gear or information is easier for you to obtain—but it still costs (just not as much).

- **Cost:** 7 or 12 Karma
- **Game Effect:** Depending on Karma cost, availability for gear obtained through contact is at -1/-2 and the contact's connection rating is increased by +1/+2. Must create contact at character generation; all other contact rules apply. Can purchase this quality for multiple contacts.



OUTREMER

ISLANDS IN THE SOUND

POSTED BY: SOUNDER

No place in Seattle has changed as much since independence as Outremer. Others might argue against me, and it's an opinion, but Outremer has had a dragon move in, is closer to the SSC than the mainland city, and had a large (approximately twenty percent) jump in population since we wrapped up the '70s and rolled into the '80s. Those are just the surface items and don't address the action behind the scenes with MCT, the Yakuza, corporate facilities joining the population, and curious deals and arrangements being made with the SSC.

I'll talk about a lot of that further down the line as I address each island, but first let's talk about Outremer as a whole. The district covers five primary islands as well as several smaller minor is-

lands, including three artificial, extraterritorial islands made by megacorps over the years. The overall atmosphere of Outremer is one of independence. While Seattle was long an "island" of the UCAS in the NAN, Outremer was an island (or collection of islands) within the metroplex that was always within easy reach of the NAN. They kept separate and they liked it. One of the most frequent comments on Outremerians, "They forget they're part of the Metroplex," is true and only seems to be getting more accurate.

They are politically different than the other districts in that they don't have a mayor. They are led by a council—a corporate council, to be specific—but things changed with independence, mainly because of the Sea Dragon. While MCT was still all for the council as it was, the Sea Dragon was investing massive amounts of resources and efforts to secure independence, and Governor Potter made a lot of deals that favored her most powerful ally. The district now has a district council with eleven members: one representative from each of the five

main islands, one representative from each of the four major corporate presences, the Sea Dragon's representative, and a single universally elected official. This collection of nine councilors determines their overall views, then they vote on a city council member, and they send that single elected official to the Seattle Council.

- This has led to a few humorous meeting clips where Ezra Johnson, an elf from Vashon and the current rep, contorts her facial expressions while mentally communicating with the council back home, and they're watching her live, and her words don't match her face.
- Slamm-O!

The last overall point I want to mention before I get to each specific island is about the growth this district has seen. That population jump is a combination of three factors. First, MCT has been moving citizens in for years, growing their population and increasing the overall corporate affiliation of the district. The second factor is the inclusion of the populations of several corporate-made islands into the district, thereby applying their population to the population of this district. While they're still one hundred percent extraterritorial, they're also a part of the overall population of the new nation-city. The final element was the arrival of the Sea Dragon and a massive influx of her people—mostly to Fox Island, but also some people on Blake Island.

Wait, I lied. That wasn't the last thing. The last thing is going to help you read the rest of this and, if you ever come to Outremer, not get instantly outed as an outsider.

OUTREMER

Size: 213 square kilometers (five islands)

Population: 123,000 (all islands)

Human: 40%

Dwarf: 5%

Elf: 30%

Ork: 20%

Troll: 2%

Other: 3%

Population Density: 577 per square kilometer

Per Capita Income: 107,000¥

Corporate-Affiliated Population: 77%

Hospitals and Clinics: 9 (all islands)

Education:

Less Than 12 Years: 30%

High School Equivalency: 35%

College Equivalency: 19%

Advanced Degrees and Certificates: 16%

Average Security Rating: Gold

No one, absolutely *no one*, from Outremer adds "island" to any of the names of the places they live.

You may proceed.

The islands in the Sound have always been a bit distant, and with the latest changes and their growth as the heart of the Sea Dragon's presence, they are growing and changing at a ridiculous rate. Aspects of the SSC are not happy about this and fear the Sea Dragon is just building a base to take more parts of the Olympic Peninsula. A fear fueled by Ghostwalker's actions in Denver. Power players already on the islands are working politically and in the shadows against the Sea Dragon's efforts and are making dangerous deals with the SSC for additional support, as they have mutual enemies. The thing is, all of that is being allowed by the Sea Dragon, as she is running shadow ops against her foes to reveal they are working "against Seattle," in her words, by working with the SSC.

BAINBRIDGE ISLAND

MCT CENTRAL

Bainbridge is the second largest but most populous island. Once known as a haven across the Sound for the rich, it is now balanced tenuously between monied haven and corporate enclave for Mitsuhamas. MCT spent scads of nuyen to develop the eastern coast of the island (around Eagle Harbor, facing Downtown) and brought over many of their own executives, top researchers, and other important personnel. The rest of the island is a mix of lavish estates, sprawling patches of natural land (often owned by those estates), and the occasional cluster of small retail operations, usually surrounded by menial residences where local workers live.

- This is just the shop workers. Those estates almost always have servants' quarters to keep staff safe, secure, and close at hand.
- Thorn

- You mean inside their gilded cage.
- Ire

BAINBRIDGE

Population: 41,200

Human: 38%

Dwarf: 3%

Elf: 33%

Ork: 24%

Troll: 1%

Other: 1%

Per Capita Income: 147,000¥

Corporate-Affiliated Population: 87%

Hospitals and Clinics: 2

Average Security Rating: Gold



THE VIBE

Life on Bainbridge is one of living in privilege or serving the privileged. There's a very narrow band of individuals in the middle who aren't lavishly rich or working poor, but most of them are simply trying to put up a front to impress someone or have somehow managed to keep their home after MCT came in to sweep up tons of property for their people.

- > MCT means Yakuza, and that means the Yaks need people to make money off. They make a lot off the MCT citizens, but they like having other revenue sources as well.
- > Jimmy No
- > MCT also means Mitsuhamma culture. While there are bastions of cultural diversity, the bulk of this area is strongly reminiscent of JIS (the Japanese Imperial State). That means significant discrimination against orks, trolls, women, and non-Japanese individuals. It's ugly, but it's acceptable to many who have been indoctrinated into the culture of this Japanacorp. And as the megacorp expands, so does their culture. Beware and be wary. They smile at your face and prepare the dagger for your back.
- > Mihoshi Oni

The thing is, with all that privilege and money (or the illusion of it) usually comes a target on your back from someone, somewhere, and that's

where folks like us come in. This place is not the kind of real estate people like us look for when attempting to settle down somewhere. There are way too many people looking for way too many ways to get dirt on a neighbor for us to manage there for long. For the short term, though, we are golden. Especially since the Yakuza is entrenched, and as long as you aren't on their drek list, you can get a bolt hole in this sweet patch for some decent nuyen. They don't want you bringing trouble, though, so keep that drek on the other side of the Sound.

Speaking of trouble. Bainbridge carries a solid Gold security rating across the island, and Lone Star has so little territory to actually cover that they respond quick. MCT owns so much extraterritorial dirt, it's left Lone Star with a few narrow swaths on the east side (most people call them streets) and then the sprawl of estates across the rest of the island. To cover this, they have a bulky budget due to the property values and the people who live here. This budget goes to staff and gear, with a heavy focus on riggers to send out drones for rapid response and deckers to keep all that electronic nuyen and incriminating data from slipping into the wrong hands.

If you're coming to Bainbridge, be prepared to fit in. MCT and Lone Star, along with the Yakuza, are going to be keeping their eyes peeled for potential trouble in a place like this. Make

sure you bring a good face and several certified credsticks to slip into the right hands if trouble finds you.

- Shadow life here is not all that tough. This place has more than forty thousand people crammed onto seventy square clicks, most actually piled up on the east coast. You have plenty of people to blend in with. I recommend loading a Japanese linguasoft if you don't speak the tongue. Really helps to understand what people are saying about you behind your back when they think you don't understand.
- Glitch

EXTREMELY LOCAL FORECAST

Bainbridge is poised to be a battleground between MCT and the Sea Dragon. We can all hope it doesn't end up looking like some of the other corp versus dragon conflicts, but you never know. The odds wouldn't be in favor of that. While both MCT and the Sea Dragon are known for their ruthlessness, they are also known for their cunning, and a battle across the shadows is far more likely than open conflict. The Sea Dragon wants to weaken the hold of MCT on Bainbridge in order to increase her own influence across Outremer. Conversely, MCT wants to keep the Sea Dragon relegated to Blake, Fox, and the waters of the Sound so they can maintain the solid footing they have on Bainbridge.

MCT's plans and current development of their arcology would not only solidify their hold here on Bainbridge but would also present an iconic view for the rest of the coast of Seattle. The trouble is, that arcology is being planned to go out over the Sound and down into it, pushing into the dangerous realm the Sea Dragon currently controls. She may not own the water, but there is no force on earth as powerful in the water as the Sea Dragon.

This also means conflicts at street level when the Yakuza attempts to fight off the small-time jobs the Sea Dragon is going to use to threaten MCT's control. A little chaos can go a long way to hurt local support, though the vast majority of the locals here are MCT citizens, so it may work the wrong way if the spin doctors do their job properly.

On the bright side, the parties at the various towers this year should be exceptionally interesting as political, social, and corp/dragon conflicts will be playing out. The new freedom, constant hierarchy battles among executives and Yakuza *shategashira*, and the aforementioned MCT/Sea Dragon issues are going to play out in glares, stares, subtle stabs, and deliberate jabs. There's also always a great chance of being witness to runners in action as these places are full of targets with security left elsewhere.

HOTSPOTS

MANITOU TOWER

One of the many new towers in the built-up section of Bainbridge, the Manitou Tower is special due to its unique connection to the Yakuza. Owned and operated by MCT, and therefore extraterritorial, this tower is home to some of the most powerful underworld figures in all Seattle. Tario Matuki lives atop the tower, in a penthouse that is called the ninety-ninth floor but actually takes up three floors above it. From ninety-eight down to seventy, Matuki pits his shategashira against one another, as whoever lives higher sits higher in the organization. From sixty-nine down to ten, wakagashira-hosa are smattered among the regular MCT citizens and UCASian ... err ... Seattleite renters.

- The Landlord—yes, an unoriginal street name—offers boltholes and dosses inside Manitou and other towers. He's cool with everyone as long as your nuyen is good. He'll even let you doss down if you're hot with the Yaks. It's your job to stay out of their sight.
- Mihoshi Oni
- Don't cross the Landlord. Your nuyen buys the space. His kindness buys discretion. Screw him and he'll burn you down.
- 2XL

AGATE PASS BRIDGE

This bridge links Bainbridge directly to Salish-Shidhe Council lands. It's a prime smuggling route for the Yakuza onto the island, and other small-time smugglers can use it with their permission. This also means that with the right verbiage, you can usually bribe your way across the border, just make sure you're paying the right way. Carry certified sticks, as they don't take electronic transfers. Way too many problems with tracking.

- Agate also has a way across at night if you've got good balance and nightvision. You can walk the underbridge from one side to the other with relative ease. Just keep your cargo load low, as there are a few tight squeezes.
- Mika

EAGLE HARBOR

The heart of the new built-up Bainbridge, this harbor is the main ferry link to Downtown. It's also the new hub of commercial shipping onto the island, and it takes shipping from both across the Sound and outside the region. Tons of work breaking into the new docks and "testing out the security." The construction sites, because the place is still expanding, are frequently targeted to delay progress.

- Be careful. Patrols in the area are triple-layered with Lone Star, MCT, and Seattle's coasties. Though you can get them to get in one another's way pretty easily.
- Sounder

PORT MADISON

Why do I talk about this gilt-lined harbor? Because it's a regular target for runners looking for a soft place to hit the rich. At the north end of Bainbridge is a nice, deep inlet that is lined with overpriced mansions and their equally excessive yacht accessories. Security is usually staring at the eye-candy, so as long as you look like crew on a tender, you're in like Flynn.

MANZANITA

About the only reason most east enders head to the west side is to visit this place. The ultra-rich here call up north "Pour Madison," and the size of their yachts tells you why. This place is huge money. It's also got security up the drekpipe to protect the wealthy elite from being seen doing the dirty things they do here. It features gambling, nightclubs, brothels, drug dens, and plenty of lavish private rooms to party it up if you don't want to get the yacht dirty. Then again, who cares, the crew cleans it up! This place is wild most nights and the weekends are *always* massive blowouts.

- If you have any addictions, don't come here on a job. You will blow the gig!
- /dev/grrl
- That little wagering habit you got get you in trouble?
- Kane
- Yeah! And it was your fault!
- /dev/grrl

ALLIES AND ENEMIES

MITSUHAMA COMPUTER TECHNOLOGIES

You knew it was coming! This is Bainbridge, and for the better part of a decade it has been slowly becoming more and more MCT turf. Shiawase may have that arcology that used to belong to Renraku, and Aztechnology has the cool pyramid one, but MCT is building towers and has plans for their own arcology. It's a big, bold move they are pulling, but in order to make a move like that, you need a strong base. That's what MCT is continuing to build here.

They have the Yaks in the streets, the top spot in the corp ranks, and hundreds of subsidiaries to plant all over the island, and they've managed to put Bainbridge at the top of the per capita ranks in the islands. Money, power, and stability are back

in Bainbridge, along with the struggles this kind of power always brings.

YAKUZA

At the top is Tario Matuki. He's held the spot for a bit, and he's operating old school. He keeps his people in line with internal challenges, and they make all their moves out on the streets. Shame is not tolerated. Success and profit are the only ways to gain face. To save it, they need runners.

They push the efforts of MCT on the street, but they aren't just megacorporate pawns. Since MCT's massive growth, Matuki has sided with those who feel set aside by the mega. Their fates were once intertwined, but not anymore. MCT did not share their success, and their umbrella of protection sits so high, the rain blows in from the sides. Matuki wants independence, but the money here is so good he's playing along for now. But if you can find ways to drive in some wedges, you could cause some chaos.

- See Kiko at the Sakura bunraku parlor for work that pays well and plays in the shadows between Matuki and MCT.
- Mihoshi Oni
- Also, check with the Landlord. He offers places to doss, but he's also a top fixer in the region. Some of the jobs even pay with a free doss as a bonus.
- Fianchetto

THE SEA DRAGON

I'll cover more elsewhere, but it's important to put a little snippet here. The Sea Dragon plays in the shadows here but avoids anything overt. She pays well to avoid any teams with "aggressive negotiators" on them, and if a decent face manages to play one of her Mr. Johnsons, she always cleans up the messes. This includes the Johnson, the face, and the goon. Dark lessons.

VASHON: STILL IN FASHION

Pretty people and dirty deals. That's the best way to describe Vashon. Named for James Vashon, a friend of George Vancouver (it pays to have powerful friends), but now best known for the Vashon Island fashion line, this place has a storied history that no one cares about unless it's being worked into this year's look. As the largest island (thanks to Maury being part of Vashon), it's got sprawl space. Thanks to being governed by taste, they don't have big ugly skyrakers, only thin towers made for art more than efficiency. That's Vashon!

THE VIBE

Vashon is the center of fashion and style. It's home to more simstars, models, musicians, P2.0

VASHON

Population: 40,170

Human: 35%

Dwarf: 3%

Elf: 44%

Ork: 18%

Troll: <1%

Other: 1%

Per Capita Income: 141,000¥

Corporate-Affiliated Population: 82%

Hospitals and Clinics: 1

Average Security Rating: Platinum

stars, and other varieties of pretty people than anywhere else in the sprawl. Or at least, it's "home" in the terms of their primary residence in order to say they are Vashonites ("Vashonistas" as a slight). They've got houses in plenty of other locations, of course.

That collection of pretty power pervades the island's ethos. The beautiful people walk the streets like it's a catwalk, while those who fawn and serve follow like a parade of sycophants. Outside the public eye, everything shifts to high-security estates and protected grounds in order to gain some privacy. Massive galas and parties are held on the regular and get bigger and bigger throughout the year, until they culminate in a competition to see who can throw the biggest winter and New Year's bashes.

That's the thing about Vashon. It's a dichotomy. A collection of dichotomies. Everyone wants to be seen but also maintain their privacy. Everyone wants to be seen as independent and strong but surrounded by private security. The powers want to maintain the natural beauty of the island, but they still want to develop and grow. Then there's the ever-present divide of our world: the haves and have-nots. Here, the have-nots try extra hard to look like a have.

Image is the most important thing to almost everyone on Vashon. That desire to be on display makes working on or visiting Vashon harder than one might think. You look suspicious if you aren't either fashion-forward or gawking at the pretty people—two things most runners are not particularly known for.

When you come for work, know that the security you see is probably less than a quarter of what's really there. You may see the bodyguard, but there are two others blending into the entourage and others working remote. Plus, the number of ruthenium drone permits on Vashon is outrageous. The pretty people want them to stay hidden to avoid contaminating their image. No one on Vashon wants an ugly drone in their shot. When you see that pair of tin stars in the cruiser, you should keep an eye out for the drones they are running in the area for surveillance.

- Response drones are still usually ugly and armed. They only come out when the shooting starts and dip as soon as the "I was so scared for my life" P2.O posts start.
- Sunshine
- Also important to remember, those bodyguards are often ex-special operators who may be a little older, but the wires make them just as fast, and they've already gained plenty of skill in their life.
- Thorn

EXTREMELY LOCAL FORECAST

In the new political climate, Vashon wants to keep Outremer out of the public eye. They see the issues on other islands, and they're trying hard to avoid having those same issues boil over to them. Problem is, they share political power with their fellow islands and can't avoid the entanglements. Instead, they are looking to use their population and social networking advantage to provide them with more influence via political gains in their own local political environment.

- Typical. Weather the storm under their social network umbrella.
- Sunshine

If you want to get in on those politics and get to the top of the local scene, you need to attend one of the four Fashion Weeks that are hosted on Vashon. Seasonal lines are released in these week-long events with the who's who of global fashion in attendance. Parties are hosted nightly trying to lure the biggest names and brightest stars. Due to the global attendance, these parties are also host to a medley of clandestine meetings, masked as social exchanges, along with private encounters sheltered by the massive layers of on-site security.

Those parties aren't the only big events, though. Vashonites are always trying to outdo one another, but there is some social order to the matchups. Parties are hosted frequently; each one tries to outdo the last with winter and New Year celebrations being the biggest and baddest bashes of the year before the calendar rolls over and they get a little tamer. These parties are traditionally a little more local, so the encounters and shadow shenanigans are a bit more Outremer- and Seattle-focused. These post-independence parties should be especially interesting.

HOTSPOTS

THE SPOT

Jutting out into the crook-shaped Quartermaster Bay is a peninsula with a thick patch of woodlands that was once Burton Acres Park but is now known only as the Spot. The astral in this place is hot. Like, nova hot. Awakened of all walks find

their way here for meditation and study, but it is best known for its arcane battles and as a place to more easily access the metaplanes.

- ▶ Several spirits make this place their home. They'll take work watching your body when you're off in the astral or a metaplane. A few are even powerful enough to offer access to the metaplanes for those who don't have that talent themselves.
- ▶ Lyrán

VASHON ISLAND SHOPPING DISTRICT

In the heart of urban Vashon is the place everyone goes to be seen looking good and spending scads of money. Fashion magnates from around the globe all have shops, and in not a one will you ever see a price ARO. The rich can be seen, heard, and spied on down here. Well-planned extractions have been known to occur, but most shadow-ops in this retail hub involve data on the next fashion trend.

VASHON-MAURY ENTERTAINMENT DISTRICT

Built down in the tunnel system between Vashon and Maury, this collection of shops, show venues, restaurants, and bars has continued to grow, adding hotels and a pair of casinos. It's popular with tourists and local workers, as well as fixers and Mr. Johnsons who appreciate the out-of-the-spotlight environment.

It's growing each year, and the district hauls out more and more bedrock to build spaces. It's hauling out a lot more bedrock than seems necessary, but that's probably because the district is a cover for several labs run by Aqua Arcana and Proteus AG. They aren't listed anywhere, but the shadows know.

CAMP SEALTH

I want to say this is a former Brackhaven "youth" camp where he trained and brainwashed the next generation of Humanis scum, but there's nothing "former" about it. It's one of the few nasty black moles on the otherwise ethereal beauty that is Vashon. You can feel the shift in the air when you're anywhere near this place. Fashion and fun turns to fearmongering and fascists. These guys come out for field trips on occasion and cause all manner of problems. If you see them rolling around or hanging out in a spot you've got work in, practice patience or distract them to go somewhere else. They bring trouble and have the money to skip out on the consequences or call in backup.

- ▶ The Sons of Sauron have been looking for a chance to burn this place to the ground, but the camp keeps such a clean image and has so many young men around, any attack would be spun quickly into problems for the metahumans of Seattle.
- ▶ Bull

ALLIES AND ENEMIES

I dug in a bit and found other bits in the archives mentioning Trinity West (primo fixer for gigs), Dulcimer (primo fixer for gear), and Kinja (who still plays the same games to test runners on the island). I'll highlight a few folks I think need some Vashon spotlight, but don't forget those stalwart shadow sources.

Tanessa "Tan" Cuvnatar is the current CEO of the Vashon Industries (a subsidiary of Shiawase Fashion). She's got style and fashion on lockdown, and she knows it's rarely a game of independent innovation—instead, it's about pulling the spotlight away from the competition. Since she's the CEO, you won't get a meeting with her, but you'll know the job's coming from her when they tell you to sabotage, steal, or swindle another fashion label.

Vashon doesn't have a lot of land, so a go-gang doesn't have a lot of space to run. That hasn't stopped the **Ancients** from planting a small branch here. They're a bit showier than some of their fellow green knights, but that's what you get on Vashon. They're still gangers, and thus they need to make money in some illegal fashion. For the Ancients on Vashon, it's smuggling. In particular, talislegging goods from Salish lands to Vashon buyers and onto ships over to the mainland.

Soresha Na'sharina has become an overnight fashion icon. Those who've seen her define her look as beauty beyond words. She's got arcane talent but always masks her aura. Most speculate that she's a drake or a free spirit. I'd like to drop the truth bomb here, and it's a biggie: She's a leviathan. Yup, another sea dragon, one of Sea Dragon's new offspring. No one knows if she's a spy yet, but everyone knows she's not here just to look pretty and add to the Vashon aesthetic.

Carter "Coal" Dickerson is a black-hearted politician looking to keep Vashon safe from the influences of the other islands, namely Bainbridge, but also Fox and the Sea Dragon. Coal sees Vashon as a haven for the future of metahumanity. The problem is, he sees them all moving here and the rest of humanity moving somewhere else. He has strong ties to Brackhaven but plays a bit better at keeping the darkness of his political and social views under wraps.

FOX

Change is hard. From tribal troubles to dragon domination, Fox is shifting, and while it creates stress for many outside the island, it is creating stability on Fox itself. The Sea Dragon has moved in significant assets, but she's trying to keep many parts of the Fox flavor in place. For tourists and outsiders, it looks and feels better—safer. For residents, it's the same island, just a different shadow guarding over it.

FOX

Population: 11,270

Human: 42%

Dwarf: 14%

Elf: 11%

Ork: 17%

Troll: 5%

Other: 11%

Per Capita Income: 34,000¥**Corporate-Affiliated Population:** 13%**Hospitals and Clinics:** 1**Average Security Rating:** Copper

THE VIBE

Salish influence was once the feel, but we're not here to talk about the past. Fox feels like change. New construction. New faces. New ideas. Their population is growing, and it's not the ordinary mix. The Sea Dragon came with her people, and those people include not just standard metahumans but also free spirits, changelings, merrow, drakes, at least two other sea dragons, and numerous sentient species from our own realm and planes beyond.

All these different cultures and new faces have created a buzz on the island. They come together, blending cultures and traditions in order to create a new flavor—a flavor they want to spread across the globe. Anyone with ears and eyes on other cities that experience the Sea Dragon's touch can feel the same vibe. This is the only spot in Seattle with this feel right now, and it's a massive if idiosyncratic draw, pulling in locals with a desire to see a different future and pushing away those who just can't handle the fact that one of the local festivals is celebrated entirely on the astral plane.

- This festival, called A'shek'sha'ta'na (making it easier to phonetically pronounce it), is a tradition of the spirits from the metaplane of water. Deepweed is a big seller, and mages with the Astral Window spell are very popular with local businesses. They hire them to show what's going on at or near their locale.
- Lyran

With all this influx, construction (especially housing) is in a bit of a boom, but not as large as one would expect. Instead, a new field has developed linked to the construction field: astral construction. Firms like Unseen Builders, Astral Abodes, City Scapes, and Planar Planning are all constructing astral homes for residents of the dual-natured or primarily astral-dwelling variety. They often look bland on the physical but on the astral they are homey, cozy, and pleasant.

- Neighborhoods where these pop up are a bit creepy for non-sensitive folks. They rarely bother with streetlights, and at night

they look almost like abandoned cities. By day they lack a lot of the dark and creepy factor but still look a bit desolate. Some astral entities have taken to renting space to physical occupants who are okay with it and who don't mess up the astral space they live in.

- Lyran
- This has been a huge draw to the area for dryads. They're extremely astrally sensitive and have found that these spots are so well maintained they offer little issues and they reach out to others. Their numbers have quintupled in recent months. The relationship is also pretty communal as the dryads are big into keeping a clean astral and work to avoid any form of negative influence in their homes.
- Ire
- That includes runners. Dryad faces are not uncommon, but they rarely ever let their team anywhere near their homes, especially Awakened team members with shady astral mores. Too risky to have them potentially skewing the astral while they're around.
- Ecotope

One big thing to consider for the island is the numbers. The population of this island has grown faster than any other in Outremer. This is increasing their voting power and pushing Fox's influence up over that of some of the other smaller islands.

- The author doesn't mention it, but the population shift is tied to the Salish influence on the island. Native festivals and gatherings that have been around for years are being gently transitioned to blend with other festivals with a more diverse cultural base.
- Mika

EXTREMELY LOCAL FORECAST

With all the change happening, the local forecast is tumultuous at best. The former Salish influence still has its more extreme adherents, and they're not keen on the Sea Dragon taking control. The fading Anglo influence only fuels their efforts. Warpath leads the efforts in the shadows, and their numbers have increased in recent months, including a decent number of those same Anglos they weren't keen on. Comes down to a simple enemy-of-my-enemy situation.

No matter what numbers they build up, they are not going to be able to defeat the Sea Dragon, but they will make messes that need to be dealt with by shadowrunners in order to keep the conflict hidden.

Even with the mercurial state of things, the district is keeping up their normal festivals in order to increase tourism revenue and maintain some level of normalcy during the change. This year's First Foods festivals (Planting, Falling Apple, Fisher's Fortune) are getting funding to make them bigger than ever.

- Extraction attempts on the shamans who predict the dates for these events are a regular occurrence. Efforts to influence the dates for these festivals is big business, as those dates often mean money for one megacorp or another.
- 2XL

With new players on the political field, you can also expect all the Potlatch events to be even bigger than before with an ever-escalating scale of one-upmanship. Lavishly celebrating life events is not the norm for shadowrunners, but they are frequently sent to use these parties as cover, so knowing what you're getting into is a good idea. Make sure to know the event—weddings and first-house celebrations have a different vibe from baby births or the death of a loved one.

New to the scene of celebrations are the Planar Crossroads festivals. With so many new residents with astral and metaplanar origins, these events promote education and understanding of the various planes, their residents, and traditions. They're usually not scheduled, though a few are predictable to within a certain window, as they occur during thins, when certain other metaplanes are "closer," and there are at least two or three alchera events during each festival period.

HOTSPOTS

THE FOREST LODGE

This place is becoming a bit contentious lately, as the Amerind shamans who control it are feeling pressure from other influences on the island. All of Fox has historically favored shamanic magic on the astral plane. The new arrivals are pulling from that and thus are pulling energy from the edges of what locals call the Forest Lodge. It's not a formal lodge but instead the central patch of woodlands on the island, owned by local shamans. It allows other shamans to set up temporary lodges as needed. It was loosely controlled for a long time, with the password being given fairly freely, but lately the password has been given to fewer people, and they're under orders not to pass it along. The spirits that patrol the woods are also less forgiving when they find intruders. If you're a shaman and you can get the password, this place is great. Everyone else, stay away.

EAST WALL

The pirate haven is no more. East Wall has new residents, and they promptly removed the local pirates from the area. East Wall is now home to T'skin'zik, a leviathan, and his minions. Rumors of treasure being moved into the area abound, and curious adrenaline junkies have already made a few attempts at getting in for a look.

- The Sea Dragon is regularly spotted in the area as well, likely meeting T'skin'zik. For now, the lesser leviathan is content to set up shop, but I'm sure there are longer-term plans in the works.
- Ire

THE TUNNELS

Fox's portion of the tunnel project here was never a welcome addition. They didn't want "easy access" to McNeil or the mainland. Not liking the project did not keep money from going to its construction and progress being made. The tunnels to both the mainland and McNeil were both completed, but when the project got canceled, there was an accident and the tunnels all flooded. The flooded tunnels were recently sold and are now the property of the Sea Dragon. It's her lair, and also the home of her merrow minions.

- The Koshari were using the mainland run as a smuggling pipeline using aquatic drones and small submersibles. They're not happy the Sea Dragon came in and took it away, and they are making their displeasure known. They pay bounties on merrow tails, and some folks have taken them up on it.
- Mika

ALLIES AND ENEMIES

Fox already had two distinct influencer groups on the island, and now they have one more. Local politics speaks for the "norms," the everyday Anglos who live here. The Koshari and Warpath stand up for the Amerinds who call this home. There aren't a lot, but a sizable collection of the Anglos on the island actually side with these guys. The Sea Dragon is the newest power player, and she supports the "others" that call Fox home. She's taken in more and more people each day, but I'll talk about that in a moment.

When talking politicians, you need to talk about Rickman Triem. He's the current representative for the island and sits on several other councils that deal with island politics. He's a down-to-earth guy with no aspirations of greater political power and a simple agenda: Keep trouble off of Fox. He long battled the Native influence, citing its impact on local gangs. He was really talking about the Koshari and Warpath but didn't want to call out and admit that a crime syndicate operates on the island. That's still his go-to game, but he now has another group to contend with. He's slowly losing his political grip on his position as the Sea Dragon brings in more and more of her allies.

As for the native element, its numbers are small, but its influence is expansive. Part of that is the island's traditions and connection of its festivals and events to a native theme. The other part is how effective they are when they make an effort to make a change. The Koshari make good money on and off this island, and up until recently had a great

smuggling pipeline. They'll find a new one, but for now it's a little more of a struggle, so they rely on keeping up the pro-Native rhetoric and getting people excited about gambling events, bio-Awakened drugs, and occasionally pushing back against the forces that are trying to corrupt the heritage of Fox. And then you have their Warpath side, which finds ways to violently keep people thinking that the Native culture of Fox is good and the Anglo and draconic cultures that are trying to take over will harm the charm of Fox.

- Warpath regularly recruits runners to play a role in their staged efforts or to act as patsies to do the dirty work. Warpath will go ahead and seize the credit for runners' actions if it makes them look good.
- 2XL

The Sea Dragon moved in and is pushing her way into the politics of this island just like she's pushing into Seattle as a whole. She knows she can't afford the backlash of going head-to-head with MCT for Bainbridge, so instead she has chosen Fox to be her backdoor access to Outremer. She's gotten a lot of support very quickly by taking care of three issues Fox had been plagued with: gangs, smugglers, and pirates.

Her merrow took over the tunnels to cut into Koshari smuggling. Her kin took over East Wall to get rid of the pirates. She actively recruited the gangers on the island to come work with and for her. She pays them well, and they primarily act as site security and construction, but they get other assignments at times. The members of the First Nations, Sly Devils, and Revving Injuns on the island have almost all taken the pay and moved over to helping the Sea Dragon. Now, don't get it twisted that all these gangers aren't gangers anymore. They were just smart or scared enough to know that when the Sea Dragon makes you an offer of work with her or be eaten, you work with her. Small sects did break off, and they use guerrilla tactics to make trouble for their former mates.

MCNEIL ISLAND: STARS AND BARS

A prison of green and greed, McNeil has never had the best rep. About two thousand of its free residents live in Reflection, which is pretty much a Lone Star company town. Some ninety-eight percent of the people living there are Lone Star employees. A smattering of people live in Reflection's Edge, a small neighborhood outside the wall around Reflection (yes, it's a real wall). The bulk of the remaining population are incarcerated and actually outnumber free residents three to one. About a hundred people live on private property

outside Reflection, but most of those are retired Lone Star or ex-military.

- Several of those residents are actually former inmates. They just didn't want to leave after their sentences were over. Ha. The truth is, they got decent enough jobs when they were on work leave; they just stuck it out and don't feel like moving back to the mainland and looking for work with a criminal SIN.
- Sounder

MCNEIL

Population: 7,210

Human: 31%

Dwarf: 2%

Elf: 3%

Ork: 45%

Troll: 18%

Other: 2%

Per Capita Income: 13,000¥

Corporate-Affiliated Population: 12%

Hospitals and Clinics: 1

Average Security Rating: Silver

THE VIBE

McNeil life is a strange world of separation, due to both the walls on the island and the water around it. While the prison dominates people's views of the island from without, on the island, McNeilians are a strict but hopeful lot who see their island as a quiet refuge from the stressors of the mainland life. They see the town of Reflection as a place of solitude where you can live and support the futures and rehabilitation of the prisoners at the two facilities on the island.

Or so the new politicians want you to believe as they try to sell McNeil Correctional Center and the Annex at the McNeil Correctional Center as the ideal of rehabilitation prisons.

The reality is more on the strict side, as the overworked Lone Star Correctional employees who populate the bulk of Reflection keep a wary eye out for trouble when they aren't partaking in some form of recreational or pharmaceutical escape to get through their daily lives. Non-residents are rare on McNeil, as the island doesn't have a big tourist draw. Outsiders on the island are usually there to visit a prisoner during visitation hours. The Annex has visitation daily from 3 p.m. to 6 p.m., and a ferry schedule is set to being people on and off the island for this purpose. Some motels are present for those staying for more than a day. The main Correctional Center has visitation on the weekends from 8 a.m. to 6 p.m., and again, the ferry schedule goes along with these hours to get visitors off McNeil.

EXTREMELY LOCAL FORECAST

McNeil is trying to not only retain their separation from the mainland but also pull in more money while maintaining the safety and security necessary to keep islanders and the mainland protected from the island's prison residents. They have a big focus on prison growth and taking on more medium-security and minimum-security inmates. Expansion of the Annex and the main facility are both in progress, with the prisoners performing the bulk of the labor. In exchange for the work, inmates earn time off their sentence.

- ▶ Construction sites are common locations for prison breaks. The number of workers and the need for some level of freedom of movement makes it a decent window. Problem is, many of the inmates on those details never realize they're swallowing tracking nanites or RFIDs with the water they drink on breaks. Sneaky Tin Stars!
- ▶ Black Knight

The work time off and the work the inmates do for, and with, the Annex is totaled and calculated on March 1. This date has become a big deal inside the Annex, as it often reveals who will be getting out in the big spring release. This release is held May 1 along with a rather large party to celebrate the inmates who have been successfully "rehabilitated." It's a farce for the screamsheets to make Lone Star look good as it became a big thing after Knight Errant took over the city contract. I imagine now that LSSS is back as the cops, this party might become a thing of the past.

- ▶ The prison is a major drekshow between March 1 and May 1. A lot of inmates who get release clearances never say anything because their fellow inmates are usually bitter. There are more incidents that cost prisoners to lose good time in those two months than in the other ten months of the year combined—sometimes at the behest of guards looking for payback.
- ▶ Stone

The only regular tradition McNeil has is the McNeil Regatta, often referred to as the Reflection Regatta, because it starts and ends in Still Harbor in Reflection. Boats from around the region come down to compete or just sail on display as they circle the island. Inside the prison, betting goes on between the inmates, and sometimes includes the guards. Last year, the Annex competed in the regatta for the first time and managed sixth place overall and first in their division. They built their boat as part of a work project and crewed it entirely with inmates. They were heavily monitored by drones, but no one was looking to escape, as all of the Annex inmates on the sailing crew were set for release in the spring.

- ▶ This is going to go bad at some point. Someone will use it as a chance to escape or use one of the hundred or so practice days they have in order to slip away.
- ▶ Sounder

HOTSPOTS

McNEIL CORRECTIONAL CENTER (MCC) AND THE ANNEX AT MCC

Both facilities are operated by Lone Star Correctional Services (LSCS), and they kept that contract even in the era when Knight Errant held the municipal police contract. The MCC has been in operation since the late 1800s. The Annex is a newer addition intended for minimum-security inmates. It operates a large number of work programs and even has inmates approved for partial release. Both of them are Lone Star cash cows, and they take prisoners from everyone—UCAS, Seattle Metro, AAA megacorporate, it doesn't matter. They issue them LSCS criminal SINS, and the prisoners' upkeep is paid by whatever body sent them. When inmates are released, they need to update their native SIN or get stuck living with the LSCS criminal SIN until their probation is done. At that point, they're remanded to the local municipality or their former SIN issuer for a new or reissued SIN.

The MCC was relocated to the center of the island when the Annex became the new name for a remodeled original MCC on the south coast. It's confusing for some, but locals know the history. All prison transportation to the mainland goes through the Annex, as they have a small dock. The prison is growing their reputation as a rehabilitation facility rather than a place of punishment, and several success stories have reintegrated into local society as proof of the worth of their methods.

- ▶ There are dark rumors on how that happens, but no proof.
- ▶ Balladeer

McNEIL NORTH TUNNEL

This is part of the never-completed system that has been mentioned in other spots. This one has become another Seattle home for the Sea Dragon, as she bought the property from the city shortly after they declared independence. The island got a healthy shake after the tunnel collapsed below the bedrock, and the tunnel entrance, a massive spiral drive, flooded. Lone Star is not exactly thrilled, but it's at least one less escape route they need to watch.

REFLECTION AND REFLECTION'S EDGE

As the largest community on the island, Reflection and Reflection's Edge need a mention here. Reflection was built up when the population spiked in the '20s. It's got a wall to protect its citizens from a potential mass prisoner escape and in-

vation, but when inmates started being released to live on the island and more people came to live on McNeil, a small additional town was built outside the wall. That's Reflection's Edge.

Both spots have quaint shops and all the necessities of modern life, though inside Reflection you can tell the bulk of the residents are LSCS employees. The construction of Reflection left several other small coastal strips of shops abandoned. They're occasionally used as LSCS training facilities and are common hiding spots for inmates who somehow forget they're imprisoned on an island.

OMNISTAR DEVELOPMENT AND DESIGN

This brand-new state-of-the-art facility is on the southwest side of the island. It's no surprise that the construction labor utilized inmates, though the final setup needed more skilled workers. The facility is home to a consolidated think tank from the best and brightest among Lone Star, DocWagon, and Manadyne. They do vehicle design and research, medical systems, arcano-medical techniques, and equipment. It's a hot target for runners, but it's located on a very secure island, so if you get a contract on it, negotiate for more pay.

- OmniStar was a great move during the revision, but we're already seeing a lot of infighting between its branches, and this place sees more than its fair share of squabbles. Use that to your advantage.
- Mika

ALLIES AND ENEMIES

The thing about elves is they get that subtle extension on the norm life span and suddenly they lock themselves into a niche and no one can pry them out. That's **Phoenix**. Phoenix Arms is still making custom arms and ammo for collectors and discerning killers around the globe. He's a resource for non-custom kit as well, since he knows arms dealers on every continent. He also has enemies in the same quantities and uses the added security of being in the "aura" of McNeil as protection. His home and shop are actually on Gertrude Island in Still Harbor, but he brings that home, a houseboat, over to Reflection frequently enough where he holds meetings and ships packages.

- The Sea Dragon has made a few visits to that island and obviously met with Phoenix, as he's the only resident. What they're discussing is anyone's guess, but it certainly isn't the current state of dragon/elf relations.
- Ire

Someone needs to provide vices to the cops on this island, and who better than the mob? Nick "The Surgeon" Sasso gladly operates the crime scene on McNeil for the O'Malleys. He provides

pharmaceutical relief, companionship services, and odds challenge exercises hosted in Reflection and two other private-island properties. He's a meticulous numbers and planning guy who always fits the action to the bill. He'll help move people to and from the island for a price, though his risk/reward ratio tends to be heavily skewed toward more illicit moves.

- He's been at it for a bit and several younger soldiers have got eyes on his cushy seat out here on the island. The bosses are letting it play out as long as it doesn't mess with the bottom line.
- Fianchetto
- The bosses are looking the other way because the Surgeon has lost a lot of support from the mainland outfits. They suspect he's skimming or something because of how well he does, but they're in for a rude awakening if he loses his spot and his razor-edge efficiency is taken out of the equation.
- Glitch

Warden **Aasin Ricks** has been a McNeilian for more than twenty years. He came to work at the MCC as a green youth of only eighteen after a judge gave him the choice: work at the prison or go inside. His family was connected, and they pulled strings that put them (and him) in debt to the mob for good. He spent four years handling the Matrix traffic before he got cleared for guard detail.

The rest is history. He shot up the ranks through quick thinking and exploiting the right connections. He's now in charge of the whole MCC, main and Annex. He's generally a straight shooter, but every once in a while, the family needs something done, and he makes it happen.

- A few years back, an old head by the name of Setter suddenly found his way back to the street. Everything that happened with him, happened because Ricks made it happen.
- Ire

ANDERSON ISLAND: AGING GRACEFULLY

On Anderson, age is just a number. Often one that means nothing, because money can buy youth these days. It's far off the beaten path, or at least the locals make sure their security beats you off any path that leads here. It's got a quiet reputation and hides several corporate research facilities that are frequent runner targets, but the local money funds the cops like nobody's business. Seeing a Dodge Goliath running at you is commonplace.

- Recently Renraku has bought scads of property on the island. The why has yet to be revealed, but it doesn't seem to be for research facilities or the like. They're picking up estates—highly overpriced estates—from dying residents or their families,

but they don't seem to be doing much development. Probably something in the long game, but for now, everyone is just watching out for some creepy repeat of the shutdown.

► Orbital DK

ANDERSON

Population: 4,150

Human: 38%

Dwarf: 27%

Elf: 22%

Ork: 11%

Troll: <1%

Other: 2%

Per Capita Income: 137,000¥

Corporate-Affiliated Population: 77%

Hospitals and Clinics: 1

Average Security Rating: Gold

THE VIBE

It's like an old folks' home, except all the old folks have the cash for leónization. The working poor are an unseen class, while the locals live out the dreams they never managed in their lifetimes—including some seriously twisted drek we'll talk about later. I'm not keen on talking ill about people or places, but Anderson is a bland hoop name for a mercurial cesspool.

The locals have the cash for private security, and they burn it on the best. Just a fair warning. If they're going after you non-lethal, don't return the favor out of some gold-hearted moral desire for a fair fight. They want you alive so they can feed you to the wolves. Sometimes literally.

- Rumors talk of runners who are sent to Anderson on milk runs only to get pinched by security and never heard from again. Used as living entertainment, they're hunted, fed to paranormals, or just played with to feed the twisted desires of the other rich frags on this island.
- Ire

Just so you know, they also have very little local economy left. The servant class are usually fed by their owners, I mean bosses (no I don't). The rich order in all they need, and the small transient servile population knows not to end their workday on the island. The corporate facilities on the island are fairly self-contained, and the rare occasions when intermingling occurs, it's strange parties full of stressed-out wageslaves and rich youth trying to piss off mommy and daddy (and it's still happening when they're in their forties and fifties).

EXTREMELY LOCAL FORECAST

They're probably headed straight to the graveyard, but they're going to get there in wild style. The rich throw lavish parties intended to one-up each other at every turn. This is getting harder and harder, and shock value is a new avenue to play at. Last year's party by Stinson Ardes III featured live murders. Participants got to kill for sport and entertainment as if it were the height of Roman slaughter in the Coliseum. Party got seriously fragged as one of the potential victims was the daughter of a runner with zero compunctions about shooting rich old frags in the face for free.

Where it slides off to from here, no one knows. Politically, they're stalled as they elected a complete boilerplate politician to just make bland statements and keep people from bothering the island. With Renraku's heavy investment, you can expect changes on the way, but that's just going to create more corporate strife as they butt heads with other AAA island tenants.

HOTSPOTS

Every estate on the island is a hotspot come party time. They trade off on whoever is throwing this week's big bash. If anyone on Anderson violates the social order of the timing of their party, they either need to vastly outdo their time rival or expect to get kicked right out of the order and possibly even off the island. Locals are not above going after each other with runners.

RIVIERA GOLF COURSE

This place is a battleground, but using woods, wedges, and irons instead of bullets and spells. Locals discuss deals worth more than aircraft carriers between hideously inaccurate drives and putts. They make deals on the greens and a few have made their final swings on the eighteenth hole as the assassins know they never leave a round unfinished. Getting in takes money—a lot of money. But day passes are often granted to servants to scout or check green depths or pit sand density.

AGATE BEACH

This spot is a smuggler haven. They roll in on the beach in the dark of night, drop off their cargo, and get rolling before anyone's the wiser. Some wonder what the rich have smuggled in, but you don't really want to know. They're rich, depraved, and whatever it is it violates the moral code of even the most depraved shadowrunner. One smuggler dropped off a crate measuring 1.2m by 0.25m by 2m. Inside were people. Female people. And some monster on this island had them delivered in a crate.

- ▶ The author really doesn't like Anderson's residents. I'd like to tell you it's just his opinion, but this place has gotten very dark, very fast, in recent years. If you come here, don't feel bad if you leave the population down by a few rich frags.
- ▶ Balladeer

ALLIES AND ENEMIES

The TilDawns were a hot ticket as an HMMHV gang able to offer immortality. That was up until a group of vampire hunters came to the island one day and wiped them out. A few still hide in the shadows behind the rich bleeders they've been eating, but they don't have numbers or clout and any that pop up have been known to be taken care of. One of the hunters was either local or settled in locally and takes care of stragglers.

Try to catch up with **Hayley Jackson**. She's good people and knows the darkness that's overtaking Anderson. She's a little paranoid after so many other independents have found unfortunate ends, but she keeps trouble at bay with a good deal of skepticism and zero trust for anyone not vetted by her or a close contact.

Kaden Becksworth is a rare Anderson resident. He's not here to revel in wanton debauchery but instead focuses on holding his neighbors to the coals for their actions. No one on the island likes him, but he's too rich to ignore, and when they try, he just shows up anyway. He seems to have an upper limit of tolerance somewhere between fear induction and physical harm, but he usually mitigates his response according to the transgression. He hires runners to exact his justice but always offers explicit instruction on what they should do in order to leave the best message.

THE MINOR ISLANDS: SMALL BUT MIGHTY

I can't really offer an overview on these. They aren't consolidated in the slightest. Instead let me offer the basics. This includes Ketron, Blake, Nikko, Tanjo, and Thesis. These five small islands have unique characteristics and independent ownership, pulling them from the overall governance of Outremer. The overview of all of them is that they all sat independent when the UCAS was in control, but Governor Potter managed to work out a series of deals to get them to join the census and Seattle. Check out below for more!

THE VIBE

Ketron was a chill little place to hide out and live quietly until a serial killer got snagged there, and now it's a tourist trap for Mayan Cutter fanatics. The Mayan theme all over gives it an almost Aztechnology feel, but the number of lawsuits they've got pending says they want nothing to do with this place.

MINOR ISLANDS

Population: 19,000

Human: 58%

Dwarf: 5%

Elf: 17%

Ork: 11%

Troll: 1%

Other: 8%

Per Capita Income: 63,000¥

Corporate-Affiliated Population: 95%

Hospitals and Clinics: 3

Average Security Rating: Gold

Blake was recently outed as the first foothold of the Sea Dragon. It's small, and almost all of the official residents are aquatic or amphibian. Occasionally adventurous tourists land and stroll around, but since the news of the Sea Dragon's ownership got out those numbers have dropped.

- ▶ The island also has its own semi-aquatic subterranean alchera. The Sea Dragon either made or discovered a vast cavern system below the island that contains a massive planar thin. I was allowed to study it a bit, but my need for scuba gear limited me. I tried to use spells, but the magic was too erratic.
- ▶ Ire

Nikko is a nice little megacorporate research station owned and operated by Shiawase. It's not a regular place to visit, so it has no real vibe. It does have a slight flavor adjustment from some other Shiawase properties, as it's a hair more welcoming to non-Japanese, metahumans, and non-traditional lifestyle individuals (from the strict views of traditional Nippon). That could be because they tend to get assigned there but that's not possible. Shiawase would never use a segregational mentality. HAHA.

Tanjo has a bit of a wild vibe to it. The island was made by Evo, and they allow guests even though most of the island is designed for research and development. The main strip as you step off the ferry landing is full of bars and restaurants that cater to a mercurial crowd.

Thesis had a recent shift and now sits half-abandoned. It's got a dying ghost town vibe as Ares has pulled much of their staff to other locations and trimmed non-profitable projects, which this place was full of.

EXTREMELY LOCAL FORECAST

This seems a good spot to cover the background of some of these islands. Ketron is just off the coast, between Tacoma and Anderson. It's small and was quaint with just a few residents who wanted to live away from the hustle and bustle. Now, it's got a constant stream of Mayan Cutter enthusiasts

checking it out, and local businesses have catered to them to get the nuyen they bring. The small-town strip at the north end offers a small ferry service and town tours. Some growth has occurred in population numbers here as a few apartment and condominium complexes have been built. The island has a construction limitation, as no buildings can be higher than three stories. They don't want massive towers, and they require any uprooted tree to be replaced.

Blake was a state park for years, but about a decade back it was sold to a private investor. That investor turned out to be the Sea Dragon. The island is riddled with caves, either made by the Sea Dragon or discovered by her. Those caves are also now home to a large alchera. The Sea Dragon brings over arcanists to study it regularly and has moved a small population of changelings, spirits, sentient non-metahumans, and extraplanar entities to the island, but it has no formal residences or town.

Nikko is a manmade island built by Shiawase to act as a research center and to flex their heavy industry muscle. The island is still a research and development center but also has a reputation as a home for cast-offs from the traditionalist Shiawase culture. It holds those who have profit value but do not conform to the norms of Shiawase's expectations. It's located to the north of Bainbridge, just off the Salish coast.

Tanjo is Evo's answer to Nikko and a demonstration of the vast differences in the current level of Evo's aquatic engineering techniques and Shiawase's. Nikko is just off the coast and sits on a shelf in the Sound. Tanjo was constructed from the deepest point Evo could find, and they built it without obstructing cargo traffic lanes. It's still an island, as it is built from the floor of the Sound, but it sits out in Elliot Bay, its deepest foundational pylon sunk into the seafloor at 185.1 meters. The top looks like an island about a kilometer across, but below the surface is a series of tree-trunk-like structural lattices filled with research labs, an underwater hotel, resident apartments, aquatic farms, storage structures, and tons more. On the surface, Tanjo looks like any normal island. It has a nice lip of beaches and harbors, one of which leads to a central bay. The slight rise to the center is littered with evergreen trees and local flora, and the roads around the island wind through the woods and terrain as if it was a real island and not completely planned by meta-humans. The main town has a popular strip full of bars and restaurants that draw tourists who enjoy the wild atmosphere. Below the surface is an abundance of research labs that Evo leases to other corps.

Thesis is Ares' island, and they've been looking to sell it, but no one is buying right now. Several parties are interested, but they're all waiting for

Ares to either collapse completely or to be desperate enough to sell it for a sweet deal. The island is located not far off the small shoreline of Fort Lewis (and technically should be part of Fort Lewis, not Outremer), but the islands out there are all lumped into Outremer—ignoring Hat Island, since no one cares about Hat Island. It's smaller than many of the other artificial islands and is now practically abandoned, but Ares still keeps a skeleton crew there to provide security and monitor current projects.

- "Monitor current projects" and "abandoned." This is Ares. Something went south, and they bailed on it. I wouldn't be surprised if this place was a nest of water striders.
- Sticks
- Water striders ... really?! Why put that in my fraggin' head? Time to line up a contract!
- Bull

HOTSPOTS

Cutter's Cave on Ketron is the hub of island madness. Everyone goes there when they are on the island. It's built from a former garage that they claim was the Mayan Cutter's, but proof is thin. Shadow work on the island, which does happen, often gets contracted here, as it has enough traffic to cover up runners coming in. Unless you can't blend in, then stay in the boat and let your front person do their job.

Blake's alchera is the hotspot. If you can get down there, it offers a thin with rumored access to a metaplane of water with crystalline cities. I've never tried, but it's likely been a job target a few times, so I'm just saying it's real.

Nikko is not really the hotspot kind of place. They have a neat little neighborhood that could have been brought in with a time machine, but it's not hot. There are rumors about all sorts of "fun" that occurs there, but most of it is more along the lines of blackmail material than anything else.

Tanjo is poppin' all over, but I don't have the space to name every hotspot there. **Shoreline** is a half aquatic club frequented by almost everyone who comes to the island or lives on it. Its theme is fresh, and the presentation is next level. The aquatic portion is accessible from the normal interior, but it also has its own aquatic entrance that air-breathers occasionally use just for a little thrill.

ALLIES AND ENEMIES

See **Maya** at the Cut if you're looking for info on Ketron or anywhere else in Outremer. She's the best source of islander data you can find. She would have written this if we thought we could have gotten her to write something concise.

On Blake, you need to be authorized by either the Sea Dragon or one of her people. The best connection I can mention would be **G-Dub**. He's a changeling with heavy shark characteristics and a background as a member of the Red Hot Nukes way back in the day. He works hard to keep the Sea Dragon's favor and keeps unwanted sorts off the island. He also offers clearance for those who can help with the occasional issue.

Nikko's got two important folks to know. **Tendo Iki** and **Kiku Carlson**. Tendo is a local infobroker with connections to the Yakuza. Those with a limited scope on life think he's a plant for MCT, but those of us who know the situation there understand the Yakuza are trying to reintegrate among other Japanacops because MCT just isn't the grand protector it once was. Kiku is pure trouble. She's only here because of her sexual preferences, and she's not happy she was cast off with the rest. She's got revenge on her mind and contracts work all over in order to try to get back in the good graces of her colleagues.

- All the good deeds and credit in the world aren't going to suddenly change the xenophobic views of her colleagues. She'd be better off changing corps.
- Plan 9

Tanjo has such an interesting collection of residents and visitors that picking any one is tough. Each bar and restaurant has at least three or four good connections for data, goods, or access. If you're looking for a hub of info, or a spider at the center of Tanjo's spiderweb, go see **Kitrin** at the Aqua Serenity Hotel. She's a free spirit but has a job as the hotel concierge. She connects people with activities across Seattle and has a strong knowledge of Tanjo, Outremer, and all the coastal regions around the Puget Sound.

- Kitrin is a spirit of the Salish Sea, which is the great body of water that the Puget Sound is part of. She's directly connected to the waters and all their coasts. Protection of the region is key, and she has been known to sway the opinions of scientists who risk damaging the waters with their experimentation.
- Ecotope

Thesis' current gatekeeper is **Major Michelle Brint** of Hard Corps. She's the head of the security detail on the island. The fact that Hard Corps is the island's security is telling of where this island sits in the Ares hierarchy of importance. Major Brint is well aware of her dead-end job and thus has a couple side gigs set up from Thesis. She lets some "worn out" arms slip off island rather than hit the furnace. She also does a monthly invitational for

locals looking to win a survival prize. Between ten and thirty contestants come to Thesis and fight it out to reach a goal point. Reaching the goal is a minor prize reward, but then a fight to the finish is instigated for the final winner. These are not blood matches, and killing is not necessary. Every contestant is given a collar camera, and all they need to do is record their opponent as unconscious, verbally surrendering, or dead (the cam has also has a biomonitor to report death). Brint prefers less death, because it's easier to clean up.

- With the changes, plenty of former military are hopping on these events, and Brint might be making these more frequent.
- Stone
- I've talked to plenty of winners, and the contestants are not the only obstacles on the island. Plenty talk about mysterious deaths or strange feelings when in the woods. Be wary if you take this gig.
- Lyrin
- At least one skilled hacker has won this by fuzzing the recordings and making it look like opponents surrendered to them. They were athletic, but they won by hacking feeds and catching enough talking clips.
- Glitch
- That legend has led to a lot of silent fighters. No witty lines. No banter. They don't speak in order to avoid getting hacked and getting played.
- Slamm-O!

LOCAL CHARACTER

VASHONISTA

Born and raised on Vashon, you have a deep understanding of fashion and its social impact on those around you. You know how to read the fashion choices of others along with how to adjust your own fashion.

- **Cost:** 10 Karma
- **Game Effect:** You gain a point of Edge for all social encounters when face to face.

WATER BORN

You've spent so much time living on the islands, living in the water is second nature to you.

- **Cost:** 5 Karma per level
- **Game Effect:** Your base swimming speed is increased by 1 meter for each level of this trait (maximum 2).



PUYALLUP

EXHUMED FROM THE ASHES

POSTED BY: FEDORA

Ah, Puyallup. It's where I hang my hat, heat my soy, and wash my socks. The borders of this district are easy to define, with freeways on three sides and a river to the south. Makes it convenient for other districts to note their disdain for the "other side of the freeway." Thirty years ago, the motto of Puyallup was "Potential Beneath the Ashes," hoping to bring businesses in and change Puyallup's luck. With recent events, I'm thinking "Exhumed from the Ashes" is more appropriate. Change is here, whether Puyallup is ready or not.

THE VIBE

There's always a haze in the air, a constant acrid smell from either the occasional wisps of vol-

PUYALLUP

Size: 1,008 square kilometers

Population: 515,070

Human: 47%

Dwarf: 4%

Elf: 21%

Ork: 22%

Troll: 5%

Other: 1%

Size: 1,008 square kilometers

Population Density: 511 per square kilometer

Per Capita Income: 8,600¥

Corporate-Affiliated Population: 17%

Education:

Less Than 12 Years: 78%

High School Equivalency: 17%

College Equivalency: 4%

Advanced certification: 1%

Hospitals and Clinics: 3

Voting Precincts: 10

Average Security Rating: Unlisted

LOCAL HOLIDAYS/EVENTS

Feb 7: Anniversary Night of Rage

Aug 17: Anniversary of 2017 eruption of Mt Rainier

canic ash from “Smokin’ Rainier” or the vapors of toxins bubbling to the surface. You only get used to it as your smell receptors callous over. Aztlan has nothing on air quality compared to Puyallup. Then there is the silence. Granted, most of the population is gathered in urban pockets here and there, but besides that, there’s no constant electrical hum, no bustling traffic, no flashy, gimmicked advertisements holo-cast from every street corner. Here you are at the crossroads of E and Z Street. No, not Easy Street. Puyallup has been designated by law enforcement as Class E and Class Z neighborhoods, where it’s easier on the paperwork to just shoot first. We’re the overlooked, the SINless, the outcast; no one is going to any effort to get our attention nor care about our demographic. Big corporations aren’t investing time or products in Puyallup, hence the Silence.

The Matrix is a joke, a patchwork of old hosts, pirated LTG hardlines, and a hodgepodge of wireless devices that may or may not be there on a given day. While it was rough in the old days to hack from, the Matrix network from the barrens is endearingly called the Briar Patch, as you may get dumped if you don’t know the landscape.

- › A good touch of flair and flash added, but still on the proverbial money. Puyallup has been on an economic death spiral for quite a while. Sure, there have been a few promises from corporations to build there, but nothing of worth has been done. Now people are focused on Meeker Park, the construction of a new urban park west of downtown Puyallup (not to be mistaken for the Puyallup fairgrounds, which after the third scorching was bulldozed and is someone else’s problem).
- › Tarlan

In the absence of law enforcement, tribal gangs and organized crime divide and control various urban parts of this district. Local government mainly stays in their lane, which generally means downtown Puyallup, though work is prioritized according to bribes offered. Every freeway that borders the district screams not to take an exit into Puyallup. xGuide warns drivers with a stern notice that it cannot help you within the district, which is pretty much true given that any streetlight or road charger has been cannibalized years if not decades ago, leaving crumbling asphalt barely recognizable as a road. Oh, and word to the wise—if your car suddenly has xGuide and tells you how to get out, don’t follow; if you’re lucky, it’s some gang wanting your vehicle for parts.

Outside those urban pockets, crumbling infrastructure is being reclaimed by vegetation tortured and twisted by the toxic soil in poetic vengeance. You have ash fields and lava flows, and parts of what was the Puyallup river are thick with sludge and mud geysers spewing a steaming cocktail that can melt your face off six different ways. Heli-

copter tours are available. It’s a no-man’s land where you have to protect what you have from pretty much everything. There’s always swarms of quakes, more so since the Twins. The locals have gotten used to the occasional rattle. Science-brains think it’s magma movements like Yellowstone. Magic-brains think it’s bad mojo ... like Yellowstone. Maybe they are both right.

People of Puyallup live a hard life, but they are not all bad—look at how many have clawed their way out. Polite people consider Puyallup a melting pot of metahumans and culture, but in reality, it’s primarily a steaming pile of refuse. Since 2009, you’ve had displaced NAN internment camps followed by people displaced by the NAN with a little volcanic eruption in between, then metahuman quarantine camps followed by the Night of Rage. Decades of miserable people with nowhere to go came into Puyallup. But it didn’t stop there. Layers of undesirable, petty criminals, and the Ork Underground have been dropped here as if it were a cheaper than prison. And it’s not just the Seattle metroplex that does this. The bordering nations think Puyallup is a perfect place to make it somebody else’s problem. Tír bastards have been throwing people out because of heritage or caste for decades.

- › And as they say, “At least it’s not Redmond!”
- › Slamm-O!

But with all that heat and pressure, we should come out all diamonds, right? In a way, we do. Survive long enough, and nothing will phase you. Live long enough, and you’ll become fond of Puyallup. The people here are pretty good sorts and have some smarts to make a living. It’s the gangs and the reputation of Puyallup in general that does a disservice to those diamonds.

EXTREMELY LOCAL FORECAST

All eyes are on Meeker Park, which is a large project south of Meeker on 12th Street SE started by Governor Potter. In the roughly two years since becoming governor, she has put the most political dollars on the line for the district. While it may look like a 160-acre SOTA commercial park, it has much more potential. If it succeeds, Puyallup can see financial improvement as a small-business-friendly district. This type of improvement could propagate out with new cash to rebuild/renew more areas and start local businesses and improved housing. Already, the mayor has announced new housing that will be built adjacent to Meeker Park

- › The groundwork is done, and prefab buildings plopped into place as pretty as you please. At night, 12th street glows with streetlamps and holos, with all the AROs leading you to Meeker

Park. Here's the real meaning of this place to the park's neighbors: they walk home on 12th street after dark.

- Lyrán
- CityScapes is getting a feel for Puyallup, with a few straight-up offers before the mayor announces any contract plans in the district. The questions about their directors are a distant thought down here; the only real question is can they continue their astonishing record. All eyes are on Campa, who has already admitted interest.
- Snopes
- A brief look at those offers puts a few of the would-be's in Hell's Kitchen, Orting, etc., where previous structures once existed. If it were Wuxing, people might suggest they're adjusting the feng shui.
- Mika

If Meeker Park is the northern point of the compass for Puyallup, then the JTF incident is the southern point. The JTF (Joint Task Force Seattle) let some missiles errantly land in Puyallup, and they exploded in or near urban areas. A total of ninety-seven people died, hitting ages and meta-types across the board. Moments later, megacorp media played the footage to spin up the Seattle citizen for independent Seattle. They say the rest is history with Governor Potter, but is it?

Sure, the media loved the Sea Dragon coming onto the aircraft carrier, but what about Puyallup? Nothing. Fifteen minutes of fame was all the corporations had time for. Mayor Campa didn't get an apology from JTF. The governor didn't include any financial compensation, because frankly "SINless don't count as people" and "How can you tell missile damage from the rest of the broken infrastructure?" So while Seattle became an independent city as a whole, the incident left many citizens wanting to take control of their lives and stop being kicked around.

So the Mayor doesn't know what to do and goes home. A few drinks, a few western trids later, and he has an epiphany. He gets his people to do the legal research and finds some old "An Act to Provide for the Protection of the Frontier" laws from back in the pioneer days. Technically, they are still in effect, just not enforced. By the law, since he believes the government is inadequate in protecting the frontier (meaning Puyallup), he can fund his own law enforcement against "marauding or thieving parties."

- Technically, that's at the governor level, not mayoral, but this isn't the 1870s, either.
- Thorn

While everyone is focused on Potter and what she'll do next, no one really cares what's happening in Puyallup, which means they overlook things like the mayor diverting funds to hire and arm a law enforcement unit known as the Puyal-

lup Rangers. The Rangers are made up of former Lone Star, KE, SPD, MetroGuard and even Eagle Security folks. So far Campa has about seventy Rangers, with officers who can deputize an additional forty. Many have positions near their hometowns (Puyallup, Carbonado, Ponderosa Estates, Meeker, etc.).

- While he highlights the Rangers being mainly former law enforcement, there's a dash of retired runners and former criminals to spice things up.
- Rifleman

HOTSPOTS

CARBONADO

With the Resource Rush at the turn of the century, Crocker Mines opened again, mining coke and coal, and adding fracking for oil and natural gas. Huge gravel and sand pits opened up for construction material. Lots of facilities and company housing were built, as the population quadrupled in a decade and business was successful. Unfortunately it was all short-lived, as fifteen years later Rainier's eruption wiped out much of the timber harvesting and created geological instabilities for any mining attempts. Today, on the surface, old coal slag heaps tower over the town like ancient burial mounds. Toxic runoff has collected in the sand pits, creating beautiful and dangerous colored lakes.

Carbonado's population has been predominantly ork since 2039, when many of them fled central Seattle after the Night of Rage. Orks have been finding their way here since 2022, however. Huey "Old Bishop" Kravagna is a fourth-generation Carbonado ork. Much of the population has adapted to living in the mines, restoring and scavenging equipment. Everything from buses to cargo containers has been moved below to create a stabilized community space. There is still coal mining going on in town, though it's much more dangerous now with paracritters moving into some parts of the area.

- The Crocker Mines, to put their size into perspective, cover an area with a three-kilometer radius, with Carbonado at its heart. Wilkins, Kravagna, Gem, Bernett, and so many other tunnel names worm their way through this area. With depths varying from ninety to three hundred meters, the Crocker mines are an ideal smuggling route into and out of the Seattle Metroplex.
- Lyrán
- Way too many exits to cover, and tons of rock to block tracking. You can rent/carve out a pocket of space to store stuff to wait for the heat to cool down if you don't mind a little shaking. There's a bit of a parking garage down there, with stolen cars collecting dust.
- Rigger X

CARBONADO SITES

CRACKER/CROCKER RAILWAY

The community has recently restored a section of the Pacific Rails into Graham Cracker City and got a steam locomotive to make a trip every other day between them. Passenger and cargo steam engine railway. Passenger price is twenty nuyen one way, with additional fees for carrying anything larger than a sidearm.

- And while it's silly, every month or so some yahoo always tries to rob the train.
- Rigger X

CARBONADO SHROOMS

Macro protein your way (White, Brown, or Glowing). One of the legit exports from Carbonado are the mushrooms. Those who don't want to mine can find work picking mushrooms or protecting the subterranean rooms from foraging tribes of agropelters, birdmen, etc.

GRAHAM CRACKER CITY

Originally Graham, this city used to be a quiet rural neighborhood with moose watching and wine drinking as the main occupations. Then the Resource Rush cash flow urbanized the place with fancy glamping stations, a few condos to watch Mt. Rainier, and a lot of local wines. Then you got the whole apocalyptic view of Mt. Rainier from one of those condos as the pyroclastic cloud just missed the town. Eventually, fires and ash choked out the grapevines, and much of what attracted the tourists was lost. Desperation turned to the criminal elements of Seattle. The Yakuza was more than willing to finance. Bunraku parlors, mystical drugs from the east, and various gambling houses filled in the spaces. It was a popular stop from Downtown to get a little dirty over the weekend. Then the Cracker crumbled. A good jolt happened over the weekend in 2043, and either a methane pocket or gas leak sparked and Meridian Ave E in the middle of Graham Cracker City popped open, damaging all the fronts downtown. With no Yakuza to respond (due to the purge), gangs descended with various chem labs and bio-plants, taking advantage of what remained of Graham Cracker's city infrastructure and Yakuza inventory. It's been a crazy town of designer drugs ever since.

- Graham Cracker City is one of the places the Puyallup Rangers want to clean up, especially with people travelling back and forth to Carbonado.
- Tarlan

HELL'S KITCHEN

The literal hotspot of Puyallup District. It's relatively within the Mowich Lava Flow's crumbling

black stone and surrounded by pockets of boiling mud and ash wastes. A few corporations built commercial structures out on the field in the early 2020s, drilling into the ground to tap into the recent geothermic properties to sell power to Seattle. Of course, the Crash of '29 wiped them all out. This collection of rusting generators and concrete skeletons are now known as Hell's Kitchen. There are no permanent residents, but seasonal camps and waystations are here along with a helicopter pad from Hell's Kitchen Tours and Ashland Air Services. Besides the thrill-seekers, you have shamans looking for telesma and mineral prospectors coming here at various times of the year. In the winter, the old thermal stacks still belch out steam, attracting wildlife to the snow-free grasses and moss in the pockets of crumbling stone.

HOPE

Between the 7 and 161 lies Hope. The abandoned campground is now a maze of derelict tractor trailers, cabins, old refugee tents and prefab apartment modules leftover from the boom days of Trashtown. Hope has no road access, electricity, or even a mailbox. People have come here because

GRAHAM CRACKER CITY SITES

DENNING CASTLE

You'd think that a mage group would have occupied this place first, but instead it's a den of deckers. Who wouldn't want a place with its own moat, dungeon, wine cellar, and medieval village? The place was worse for wear, with uneven wetlands now surrounding it. With the addition of a three-meter-tall concrete wall around most of the property, the place became well defended against trespassers. One of the towers has added satellite uplink capabilities for pirated broadcasts.

- I thought this was a secret physical jackpoint location, where all the old deckers retire to. So far the only things I've seen them doing is calling it the Barony of Madrone and broadcasting medieval survival trids.
- Glitch
- It's a Magical Place.
- Slamm-O!

GRAHAM CRACKER HONEY WINES

In a failed attempt to create Crimson locally, the Yakuza brought some Awakened Dante bees for pollination. The bees escaped out into the wild after the little jolt of 2043. Some managed to survive south of the city in the remains of "wine country" and thermal vents. A few locals have managed to create an apiary to collect honey for brewing. What they got was what could be described as a knockoff Tir wine, complete with a dopamine stimulant.

HELL'S KITCHEN SITES

TOMATO SOUP SPRING

This remnant bend of the Puyallup river transformed into a permanent hot spring instead of a mud geyser. Red algae coat the surrounding rocks and float on the surface of the spring to give an appearance of thick tomato soup. Ugly and probably dangerous amphibians thrive on the edges of the spring where the water isn't scalding hot.

DRIP LIGHTNING FALLS

Fumaroles in the hillside along the southern edge of Mo-wich Lava Flow have killed off most of the vegetation and stained the soil white and yellow. Somewhere deep below, a coal seam is burning, and at night you can see a blue glow from them. On particular foggy days, drip lightning falls spit up sulfuric slime burning a bright blue. The whole hill is dangerous to approach due to the high levels of hydrogen sulfide and sulfur dioxide.

they have lost hope and wish to avoid being found. This is about the darkest place for metahumanity in the barrens. Hunger is prevalent, as squatters fight for scraps from one of the unregistered soy plants off the 161 or forage for themselves. Rats and other dangerous pests scurry around the camp, even daring to challenge a metahuman for their meal. Diseases like P-Lung, Haunta, and WNV-24 are unavoidable, as people can't afford a simple air filter, let alone medical treatment.

LOVELAND

Located near Route 7 near the district's western border, the city of Loveland merged with the city of Spanaway into the second-densest urban sprawl in the Puyallup Barrens (the first being Puyallup itself). Loveland has more than its share of drug/BTL/chip pushers and prostitution compared to the rest of the district, due to the proximity of Fort Lewis. There are legitimate-looking establishments between Pacific Ave East and B Street East to attract off-duty soldiers—bars, restaurants, pawn shops, motels, etc.—but these are haunted by squatters and thieves hustling for a share of the action. Above all of this is a subtle battle between the Yakuza and Mafia over who owns or controls the businesses in the area.

- Though when subtlety is unnecessary, the Quick Slivers and Blue Dragons go at it to settle the dispute. Neither side has invested much since Meeker Park went up. Both places could be lucrative, so it could be first and second prize.
- Lyrn

East and south of B Street East, the pretty façade falls away to reveal a shanty town built on the remains of the old settlements, filled with the homeless, the addicts, and the SINless. There's more vi-

LOVELAND SITES

ARCHIE'S

From practical jokes to novelties and props, Archie's has been a throwback of cheese and tacky toys for decades. It's now in its hundredth year with one of the weirdest warehouse/manufacturing sites. They have Office Possum drones, rubber chickens, rubber cockatrices, bigfoot shoes, bento boxes, retro t-shirts (there's a whole product line dedicated to the sasquatch musician Hairy Krishna), "genuine" spy gear, devil rat chia and succulent pots, and a fair amount of other odd stuff produced over the years that's waiting in the warehouse for the perfect buyer (which they hope is you). Prices are reasonable, and the staff is friendly and helpful.

SPANAWAY SPEEDWAY

For riggers and speed enthusiasts alike, the speedway is a one-kilometer track that was revitalized as another place of entertainment and gambling in Loveland. They put on full auto racing, combat biking, and even an occasional autoshow with street race competition (all supervised by Sottocapo Enzo).

ROUTE 7

Route 7 is one of the direct smuggling routes into Seattle via land. The Yakuza supply go-gangs as distractions, overwatch, and support for smugglers in exchange for a small percentage of the take. If payment is not met, those gangs can become a pack of wild dogs to harry and raid smugglers.

olence here, as gangs fight to control territory and see who can run errands for organized crime.

- Crime and violent crime have gone up as the Rangers have started to clean up Puyallup, and gangs become displaced or eliminated.
- LSPD

NEON K CITY

Neon K City was once the town of Electron. It had a boom year of building a coal-fired plant along with the large hydroelectric plant, supplying power to the greater part of Seattle. Then Mt. Rainier erupted in 2017. A massive mudflow clogged the reservoir and flooded the plant. Like at Hell's Kitchen, the town of Electron tried geothermal generators, and like Hell's Kitchen the companies went bankrupt. The town refused to die, however. They invested time and effort in keeping the generators going, which got them time to retrench the plant, adapting to the new path of the river. In the late 2030s, Electron had an influx of refugees and cheap labor that in turn attracted more criminal elements. The town's name changed from Electron to Neon Killing, as the city boasted their control

of electricity with neon signs everywhere. Even to the edge of town, they had powered streetlamps to lure anyone passing by. Neon attracted deckers, as it was one of the only places in Puyallup with a strong Matrix connection. While the full name of the town is Neon Killing, that name fell out of favor with the locals, who shortened it to Neon City or Neon K; there's still a large green neon K that can be seen from downtown. Vivid displays of vices and entertainment are available for a small price. The dangerous part of Neon K City is where they tell you, "Don't worry about money, you can work off your debt. There's plenty of jobs." And then you're in debt to the Yakuza, the Mob, or Mr. Salvatore.

- Neon K didn't have a good year, with Nishidon-gumi falling apart during the mob wars. The K is the only legacy remaining. The Yakuza and Mob have parts of Neon K, but the true owner is Angelo Salvatore, the engineer who got all the plants running. Without him, they'd all be sitting in the dark.
- Tarlan

NEON K(ILLING) CITY SITES

MASTER BLASTER TRIDARCADE

A huge, converted warehouse for larger-than-life trid entertainment complete with hot-sim support. It's the jewel of Salvatore's businesses, which he boasts is independently powered by a methane biofuel produced by his own herd of wild swine. Wild pulled pork sandwiches, a local delicacy, are available with drink purchase.

NEON LAGOON

Return water from the hydroelectric damn pours into deep lakes on the outskirts of town, where wild crawdads have managed to survive. Fishermen come out at night with lanterns to attract them to the surface and catch them in their net. Seasoned with green salt, this is another local delicacy only available in Neon K City.

- They don't tell you that there's bigger things in those lakes that also are attracted to the lights.
- Winterhawk

ORTING ASH WASTES

No one remembers much of the town of Orting. What wasn't burned by the pyroclastic cloud was buried by three meters of ash slurry, leaving remnants of brick or concrete sticking out of the land like headstones. The high content of sulfur and legacy toxic runoff has blighted the regrowth of trees and other vegetation for a few kilometers. Around them are prefab vat farms used by farmers who lost everything and now try to make a living on whatever is left on the land. Many have turned to microbes



and chemistry. Troughs and barrels of colored liquids leach minerals from the soil, converting them into alternative fuels or sugars for alternative foods. Strange obelisks embedded in the earth use soil microbes to power lights or purify water. The whole place looks otherworldly. Still, people there are scraping by, paying protection money to gangs to try to stay safe.

- ▶ The soil-based microbial lanterns give off a sickly yellow light that attracts will-o'-the-wisps and spirits.
- ▶ Winterhawk

ORTING SITES

ORTING UNDERGROUND

Large pockets of space from buried barns, warehouses, schools, etc. created a catacomb of sorts beneath the ash field. Transient squatters have found shelter here, through abandoned sewage tunnels or rappelling down via the “headstones.” Orting’s dark and buried pockets have also attracted ghouls and the like, as it’s a close enough den for hunting in Puyallup.

GRUBYUM!

Instead of dairy cows, Farmer Eldon turned to Witchetty Grubs. Feeding them a mix of soy and microbe-generated sugars makes them grow very fast and plump. GrubYum! sells dried whole or powdered grubs on the black market, and their products are often found at the Crime Mall.

- ▶ What Eldon doesn’t tell the customer is there is a mix of Awakened grub as well. It’s mainly as a security protection in case someone steals live grubs. If they grow up, instead of ghost moths, you get wraith moths. Wraith moths are not vegetarian.
- ▶ Khan-A-Saur

PUYALLUP

The Puyallup neighborhood is the southeastern half of old Puyallup, at the junction of Tacoma and Auburn bordered by the 512. The brick-and-mortar neighborhoods have seen better days. While considered cleaner and wealthier than other parts of the district, the ebb and flow of wealth from the syndicates during the mob wars has taken its toll. Corruption and bribes have disproportionately maintained parts of the city and facilities in favor of the Gianelli Mafia or the Kenran Kai. The southside has more abandoned businesses, which are now occupied by squatters or gangs.

PUYALLUP SITES

EUPHORIA MEMORIAL

This memorial was made famous by the sim *Against the Hive Masters*. The Strice Foods-Amber

Gel facility has become a shrine to Euphoria and her music. The facility is still abandoned, though the first floor and surrounding grounds have been masterfully wired up with a larger-than-life trid projection of Euphoria and AROs of her music and photos projecting inside and out. While the artist is unknown, the memorial art is simply called Euphoria.

MEEKER PARK

The park was created by Governor Corrine Potter, and she sees it as a signature accomplishment. Governor Potter has revitalized a portion of Puyallup/Meeker with new green areas, community gardens, commercial offices, and other accompanying buildings. Tourists may not want to “Do the Puyallup,” but the new SOTA facilities, cheap rent, and even cheaper labor in Meeker Park are of interest to several small businesses wanting to get away from the bigger corporations. Because of all the political currency invested in this project, both the Mafia and Yakuza are taking a hands-off approach, reining in the go-gangs from the area as they hope to attract new clients.

LARRY’S KIDS YOUTH CENTER

This large, five-story building, named after (and supposedly funded by) Larry Zinkan, the ork Prince of Tir Tairngire, finally got traction as Seattle became independent. It is dedicated to the youth of Puyallup and serves as a school, art studio, music center, and sports arena. Its proximity to Meeker Park helped developers cut through red tape.

- ▶ There are always rumors about these places—if it seems too nice, people are bound to ask what the catch is. Some have suggested it’s a new insect hive. Puyallup still wearily remembers the Universal Brotherhood and Ambergel foodstuff. It’s a plausible story, considering there’s supposed to be an underground swimming pool. Others have suggested it’s an AI terror cell, where they reprogram the kids into sleeper agents. Considering what happened in Boston with cognitive fragmentation disorder, it’s not too farfetched. My money, though, is on dragons and the long game.
- ▶ Plan 10

THE JUGGERNAUT

So there was this legend many years ago, almost a joke really, of a man crashing his car in Tacoma because he had to avoid an armadillo crossing the road. Mind you, there aren’t supposed to be armadillos in Washington, it’s just too cold. But here, fifty years later, if you head southwest from Meeker, following the little creek across Shaw Road into the woods, I kid you not, you’ll find the remains of a juggernaut, ten meters of shell popping out of the earth. There might have been a lake here at some point. Best guess as to how it died is during

the 2069 Mt. Rainier eruption, since that's about the biggest thing around that could have done it without making the news. A few druids have set up shop here in the grove with a few kiosks and a little speakeasy inside the damn thing.

- › It's gotta be a fake.
- › Slamm-O!
- › The Order of Merlyn frequently hangs out at the place.
- › Mika
- › Yeah, that's because fraggin' Rikki the Ratboy dropped a mystical stink bomb on the Armadillo when he got banned. No Awakened wants to hang out there now because the astral still smells.
- › Bull

THE CRIME MALL

The once-legitimate business mall is the criminal mecca for every fence, arms dealer, and seller of illegal goods. While it's not on the metroplex guided tour, everyone in the Seattle Shadows knows about the Crime Mall. It's 140,000 square meters over three stories and divided up into hundreds of shops. Rental fees are paid monthly to Anh Pham, Master of the Mall. Lone Star raids the place like clockwork, to the point that the big fish selling at the Crime Mall are conveniently out "checking inventory" and are never caught. Still, Lone Star gets enough arrests to meet their quota.

- › Navigating the mall, requires some basic knowledge. There are three arms that goods are organized into. The first leg is knock-off brands, along with bootleg and salvaged goods. It's closest to the freeway and is the most normal in appearance in case there's an accidental tourist. The second leg is tattoos, piercings, and adjustments to augmentations. Not the full street-doc shop, but good enough for small additions. Same goes for the Decker Kiosk of software.

The third leg, just behind the food court of mostly resold Stuffer Shack items, has weapons, armor, and the usual really illegal gear. Shiny and Deadly are my two favorite adjacent shops. Shiny for the blades and Deadly for ammo that can be custom built on site.

- › Glitch
- › Anh Pham is as much as a title as the Master of the Mall. For almost fifty years, there's always an elderly man in an electric wheelchair driving the mall and collecting the fees. The syndicates get a small envelope of hard currency every month that they never asked for from the same elderly man, and they have never questioned ownership of the place.
- › Plan 9
- › What about the Council of Black Marketeers?
- › Black Knight

- › Who is this council? How have they kept themselves anonymous for so long? As far as I can tell, the council is nothing more than five mannequins sitting around the table running agent software.
- › Plan 9
- › Or five heads in jars of the last people who tried to take control of Crime Mall, now sitting at Anh Pham's table as conversation pieces.
- › Shinda Kogo

UNDERWORLD 93

This converted ferrocrete warehouse may not look like much, but its bones are steeped in musical greatness. Maria Mercurial. DarkVine. Jet-black. Shield Wall. CrimeTime. Melody Tyger. All have played from the industrial stage of Underworld 93. The key attraction for these artists is acoustics. Sure, they souped up the lighting and sound with SOTA tech for an audience of one thousand, but during the rehearsals, the musician's voice carries through the venue, accompanied by the echo of angels. The same can be said with CrimeTime's thundering synth solo that reverberates through one's soul.

The club has been booking top musical acts for decades. The legend is that playing at Underworld 93 brings you one step closer to mega-stardom. With only a simple AR-enhanced marquee blazing its name, the club is always crowded, and tickets go fast. People don't come here for drinks, food, or cushy seats. No one thinks twice about going into the barrens to hear music, as long as they're going here. They sit on risers or benches or just stand and forget the rest of the world as musical tones wash over them.

TARISLAR

In the secluded area between Silver Lake and Hart's Lake lies the majority of Puyallup's elf population. Tarislar (Sperethiel for "remembrance") is a fairly rural town. Sure, the construction contains a lot of prefab structures, but the components were shipped from Tír Tairngire, incorporating natural and rustic-looking features. A subgrid of batteries and powerplants keeps them self-sufficient and off the grid. A razor-wire fence and gated street tells the rest of the world they are not welcome. The place started out nice, like a day camp, as people waited on papers to live in the elven lands, but time passed, and politics started making the residents bitter. Then the whole ideal soured as the "perfect" lands of the Tír started exiling elves to Tarislar. More cheap buildings popped up, power couldn't keep up with demand, and the district of Puyallup swallowed up another town with despair. The Tarislar sprawl gave rise to the Ancients, who have redi-

rected their anger against anyone else. It also gave rise to a much more organized criminal syndicate, the Laésa.

- The Laésa and Ancients split long ago, and the animosity between them keeps growing. With the increase of Tír expatriates coming to Tarislar, the elvish Mafia has decided there's only room for them. The rest of the town is stuck between them hoping to avoid being in the crossfire.
- LSPD
- Don't forget the Princes. Seeing the writing on the wall in Tarislar, the Black Prince has taken his gang to Graham Cracker City.
- Glitch

TARISLAR SITES

DEIREADH AN TUARTHEIL

The only real hospital available to the elves of Tarislar is Deireadh an Tuartheil (which roughly translates as "The End of the Song of the People/Tribe"). The abandoned Wilcox facility near Hart's Lake was taken over by the refugees for medical purposes, but it's been chronically understaffed and undersupplied. Equipment is expensive to get from the Tír, and there's constant threat of gangs hijacking anything shipped into the district. Deireadh has some lab equipment "repatriated" from Graham Cracker City to allow some drug manufacturing, but that just made them more of a target. Between their presence on the Ancients' turf and the existence of a few finger-twitchers, the worst of the criminals look for easier targets. To keep the lights on, the hospital tapped into the primary Gaeatronics power line that connects to Seattle Metroplex. The company is aware of it but noted that it's too high-risk to interfere with the source of a significant percentage of power to the city.

- Somewhere in the shadows, DocWagon is negotiating with Gaeatronics to "remove" Deireadh an Tuartheil and build a new medical facility in Puyallup, provided there are no issues with Meeker Park.
- Dr. Spin

TRASHTOWN

Just west of Graham Cracker City, Fredrickson was once a serious industrial site. Corporations like Federated-Boeing had contracts there. Water, sand, gravel, and home electronics were all prepared there. There was so much business, the landfills were filling up fast, so they just started dumping trash in the old gravel pit next door. Prefab housing was a lucrative business, and Fredrickson did big business, as making and obtaining parts was as easy as walking across the street. Then, like every other sad story in Puyallup, Rainier happened. The pyroclastic cloud that missed Graham hit the mountains of landfill. If you ever

TRASHTOWN SITES

DOUGLAS COMPOSITES

Douglas Composites, informally known as Slick's Asphalt Collective, was able to manufacture carbon-fiber panels and frames. This was ideal for Fredrickson's prefab home models. Slick got about a tenth of the facility working on manufacturing smaller pieces such as car and motorcycle parts; that was enough to trade for gang security. This changed last year when Slick and Drake moved their bar, the Greased Dragon, up north to Loveland. A few days later, Federated-Boeing took back the old facility in Trashtown and got it operating.

- Fed-Boeing fenced off the whole block of businesses, including what used to be the Greased Dragon (old office building), an auxiliary power station, and some soy-pasta manufacturing.
- SeaTac Sweetie
- I wouldn't be surprised if they rename the place Boeing Town and pay the sweatshop wageslaves in corp scrip.
- Dr. Spin
- Town Hall used to turn their back on what Boeing was doing with Kenston Aircraft Interiors, but with Seattle being free and Boeing doing their latest move, I think there will be some renegotiations.
- Rigger X

PUYALLUP LANDFILL

If it got lost, it probably ended up here. Over a century of trash and personal debris has created these artificial hills on the east side of Trashtown. The ash softens the edges while toxic gasses sometimes ignite over it, giving it a beautiful if hazardous scenic landscape. The landfill isn't as useful as Black's Junkyard for vehicle parts, but residents can find many electronic components and antique trinket telesma. They may even dare to siphon and condense methane for fuel. The Gianelli family sanitation business uses the site to cheaply dispose of trash, and they use that term broadly. While the mob is dangerous enough, the bigger threats are the toxic elementals that reside in the hills.

KENSTON AIRCRAFT INTERIORS

This massive factory complex manufactures interior aircraft sections before delivering the components to an offsite Fed-Boeing location for final assembly. Almost everyone living in Trashtown works here. The Trashtown residents fight for as many sweatshop hours as possible, attempting to achieve living wages for their families. Residences are basically shanties, with their own sprawl of squatters looking for employment.

saw Hellblast cast, then you'll understand what happened next. The greenish explosion from the dump etched outlines of victims into the ferrocrete. Fredrickson became known as Trashtown as the

corporations abandoned many businesses, leaving a literal flaming pile behind. Kenston Aircraft Interiors eventually reopened, becoming one of the only major manufacturers in Puyallup.

MISCELLANEOUS OTHER SITES

OHOP RIVER AND LAKE

These bodies of water are part of the defined southern border between Routes 161 and 165. The river is slow, and the terrain is littered with whatever could be pushed in. After Rainier, the south-moving lahar pushed all the mud and debris as far as Ohop. Ohop Lake is home to bandits—not the typical metahuman bandit, but the rodent kind. Point Ohop holds a dozen colonies of them, filling abandoned houses with hoarded treasures. Neighboring squatters try not to attract them, but bandit raids are inevitable if someone's got something shiny.

SOY ROUTE 161

Foodstuffs have always been expensive. Corporate competition means there's not enough meat and soy on the bone to meet the full demand. So along Route 161, you have many little businesses growing and processing soy without oversight. Some are little more than a few cargo containers with a hydroponic lab in between. The soy may contain more than just soybeans, but when they're starving, those living in Puyallup take what they can get.

- Apparently not all those soy farms on the 161 are farms. Some are honey traps for Tamanous organ legging. No one is going to miss some SINless who were breaking into a business.
- Hannibelle

MEDICAL FACILITIES

There are six clinics and hospitals, including Deireadh an Tuarheil, within the district. Half of them won't touch you unless you have a DocWagon contract (which means you need a SIN). Deireadh an Tuarheil is for elves only, leaving Good Samaritan Hospital in Loveland and Guardian Angel Health Care in Puyallup for everyone else. Good Samaritan is a UCAS-contracted, military-run hospital that trains medics. Care there is cheap and impersonal, and long-term care is not available. They patch you up and give you clean bandages and water before sending you on your way. Guardian Angel is a collection of street docs working in the same complex. Some are pro bono, some have contracts (Mafia, Yakuza, and the Puyallup government being the major contract issuers), so there is a bit of a priority queue. Supplies may run short,

but there's a next-door apartment building that they use for long-term care. Care at both facilities is offered without many questions being asked.

ALLIES AND ENEMIES MAFIA

In Puyallup, the Gianelli family have their hands in the water and waste facilities of Puyallup proper, giving them leverage over smaller businesses and access to government officials in prioritizing work. Much of the Gianellis' smuggling is through the south side, including the use of Carbonado's tunnels. They can also use their legal capacity of waste management for the district to hide contraband, as literally no one is going to dig through that drek. They also have gambling dens, racketeering, and a few legitimate businesses to manage in Puyallup while trying to snuff out the Yakuza.

DON JOSEPH GIANELLI

Gianelli is grandson to consiglieri Toni Gianelli and godson to the previous Don Maurice "The Butcher" Bigio. While his house doesn't have a seat at the table, he's accepted Capo O'Malley and the direction she has set for the Seattle Families. Don Gianelli is focused primarily on cleanup and consolidation in the ongoing wake of the Mob Wars. In Puyallup, he keeps tighter reins on smuggling for the family across the whole network, making sure that the Yakuza don't interrupt it. The rest of Puyallup he leaves to Sottocapo Enzo Gianelli to manage. He's indifferent to Puyallup and really only cares that the Yakuza are not in control.

- Some think of this as a test for Enzo and how can he manage the assets of this wasteland. They forget that this could also be a test for Joey on how he runs the family business. Joey's youth still runs counter to the old guard.
- Ethernaut

SOTTOCAPO ENZO GIANELLI

Enzo, Joseph's nephew, has lived long enough and has been lucky enough to accept the promotion to underboss. This next part is mostly rumors, but I think it's close to the truth. Enzo's success did not move him out of Puyallup and drove him to enjoy his vices too much. Luckily, he had recruited Capo Frankie Galluci. Galluci was one of the Awakened that the old guard would have disapproved up. Capo Galluci was able to save his life.

- There was a visible change to Enzo's habits a few months back. Not really the result of deep life searching, but removing bad habits and putting in alternative choices.
- SeaTac Sweetie

- ▶ The novacoke parties Enzo used to love have been replaced by nitrous oxide and muscle cars. He can be often found at the Spanaway Speedway managing the gambling operations.
- ▶ Rigger X

After that night, he started making some tough life choices in order to live a little longer. And like true upper management, while he doesn't like everything he has to do, he has learned to delegate. Which is what he does with most things that don't involve shooting or driving.

CAPO FRANKIE GALLUCI

Capo Frankie Galluci is the great grandson of Capo David Galluci. He is quite sensitive to the pulse of Puyallup, as he is part of three generations that have lived there. When Meeker Park was being built, Frankie saw the long-term potential for Puyallup, realizing that not only would there be more businesses to exploit, but also wealthier clientele. Maybe not Everett wealthy, but enough to help the Mob make up lost ground. With Enzo's ear, Frankie got Mongoose and the Quick Slivers to stay clear of Meeker.

- ▶ Frankie had a discussion with Kosuke Tomizawa over Meeker Park about the mutual benefits that can come from businesses moving in there, and he suggested a temporary truce.
- ▶ Thorn
- ▶ Not sure how long the truce will last. Someone just fire-bombed a Loveland warehouse. The Quick Slivers are buzzing all over, looking for a fight.
- ▶ Turbo Bunny

CAPO ALEXANDER GIANELLI

While Galluci manages the northern part of Puyallup District, Alexander runs the south side. It's a bit of a difficult position, since most places are controlled by Yakuza, and the money-maker is sanitation/garbage pickup. His made men are often in conflict with surrounding rivals as the Gianellis try to make headway into the western smuggling route. Alexander has organized a mixed group of Awakened, hackers, and metahumans to be flexible in their local operations.

- ▶ Alexander is very envious of Frankie. It should have been him at Enzo's right hand, as they are kin. While Alexander will take orders from Enzo, he's not keen on any that are relayed or dictated by Frankie.
- ▶ Ethernaut

MONGOOSE

Mongoose is a born and bred native of Puyallup. She had goals of becoming a famous combat biker, performing crazy stunts through the old

neighborhoods, jumping mud geysers near Hell's Kitchen, even racing in tunnels in Carbonado. That changed when the Black Rains fell on her. They didn't like her winning something they had tried to rig. So they crushed her legs and her bike. Now, as leader of the Quick Slivers, she has a deep yearning for vengeance whenever the Quick Slivers cross paths with Black Rains. That goes for the Blue Dragons as well. Her skills with a blade and a bike have made her extremely dangerous, and while the sottocapo has ordered her to keep clear of Meeker Park, she and her gang still have carte blanche outside of Puyallup city.

QUICK SLIVERS

The Quick Slivers are a Mafia go-gang with close ties to the Gianelli family. Each of the bikes has been chromed out, and gang members are given store credit at a few chop shops to add custom touches. They harass the competition or run down any threats to Mafia-owned property. The Gianelli family doesn't hold the reins very tightly, so the Quick Slivers operate a lot on their own will.

YAKUZA

KENRAN-KAI YAKUZA

Cobbled together from survivors of the Nishidon-gumi, undesirables from the Shigeda-gumi, and a diverse recruitment off the streets of Puyallup, the Kenran-Kai Yakuza have control mostly to the south and west of the Puyallup district. Their main controlled smuggling routes are via Route 7 with their collection of go-gangs policing it. Other than the smuggling routes, they have some success with a collection of bunraku parlors, gambling, and narcotics across all of the district, though it's minor compared to the other Yakuza.

OYABUN KOSUKE TOMIZAWA

Leader Kosuke Tomizawa has been building up the syndicate, but it's been slow. Many within the organization would challenge his leadership to go back to the old way, but that would leave them vulnerable. He also doesn't want to push the New Way, as things haven't been as profitable as he would have liked. With the building of Meeker Park, he sees opportunity for prosperity.

NISHIKAWA KENZO

Kenzo is head of security for the oyabun and an active practitioner of Gogyo (Wuxing). He is nicknamed "The Storm" for his use of magical elements in combat, and the storm landscape tattooed across his back and chest. The man is wide like a brick wall that someone hung artwork on. Kenzo is very loyal to the oyabun but prefers the

old ways. Every place the oyabun goes, the storm precedes him to “cleanse” it.

- ▶ Do not forget your etiquette around him, or a buzzing in your ear will be the last sound you hear.
- ▶ Ethernaut

TOP HAT

Top Hat is one of the Yakuza’s hot-drek deckers. Born in Neo-Tokyo, Top Hat is seen by many as an apex predator of the Matrix, or at least within Puyallup. The Reality Hackers do not attempt to engage Top Hat, unless they don’t care for their deck getting bricked. With such skills, some wonder why Top Hat hasn’t gone corporate.

- ▶ While the Top Hat symbology implies wealth and success, it is just iconography that masks Top Hat’s true self. There are still social prejudices that prevent Top Hat from being successful in Imperial Japan. It’s sad that they like the persona, not the person.
- ▶ Netcat

HAN LIU

Han Liu is one of those undesirable metahumans: an elf. He’s also dalaketnon, so the almost-albino look with white hair makes him further stick out. He has used that blank canvas to colorize himself with fiberoptic hair and tattoo sleeves of a blue dragon. He has a chip on his shoulder to prove himself to the Kenran-Kai, and he pushed himself to be the leader of the Blue Dragons. He is also in favor of the New Way, and if given the opportunity, he will take the Blue Dragons into confrontations that will force Tomizawa to choose between the ways.

BLUE DRAGONS

The Blue Dragons are a Yakuza go-gang with a uniform look of blue hair, blue neon trim, and painted dragons on their bikes so there is no mistake or challenge when they approach. They are the primary gatekeepers to Route 7 and swift enforcers in many of the shanty towns and cities where the Yakuza holds properties. While the Blue Dragons have almost a two-to-one member advantage over the Quick Slivers, they don’t have the same speed, and the Yakuza territory is more dispersed.

GANGS

CHULOS

The CalFree ork boys of Carbonado have been shown the border, as the Rangers have placed a sheriff in town. While the Chulos filled up their membership from Puyallup, their leaders and tactics still have a Southern flavor with ties to the Ghost

Cartels. Their usual CalHots, BTLs, and South American drug imports hit a snag in distribution when the Rangers raided their warehouse and some wiz crackled magical fire on their trade goods.

- ▶ The Ghost Cartels of Amazonia may have taken a beating from Aztechnology a few years back, but don’t count them out yet. They need these West Coast smuggling routes to stay profitable. I wouldn’t be surprised to see some extra firepower get sent to the gang in the next shipment.
- ▶ LSPD

ANCIENTS

The Ancients are a longtime elf gang born from the ghettos of Tarslar. They have ties to Tír Tairngire and a pipeline to smuggle people and items across the border, provided the price is right and you have the patience to deal with their arrogance. They believe their territory covers all of the Seattle Metroplex and will challenge any gang who says otherwise. With the formation of the Rangers, they will have a harder time saying that in the Puyallup district.

- ▶ It’s a two-front battle with the Rangers from Puyallup City and the Laésa (elvish Mafia) expanding their power base from Tarslar.
- ▶ Thorn

BLACK RAINS

The all-ork gang of Carbonado have seen better days. Their leader, a wily ork named Billy Mura, finally met his match in Ranger Wallace. Being publicly dragged out of town put the rest of the gangs on notice that the law has come to Carbonado. The second in command, Torque, took to the tunnels into Hell’s Kitchen to regroup, but Ranger Wallace hasn’t given him a chance to breathe. One by one, Wallace has been taking out Torque’s scouts, pushing him deeper into Hell’s Kitchen.

- ▶ Much of what the Black Rains did was bully the people and control the illegal market within Carbonado. Even the Chulos had to give a cut to sell here. With the Black Rains chased out of town, there’s a bit of a power vacuum. Granted, the Gianelli family has their own arrangements through Carbonado, but that was before the train was operational.
- ▶ LSPD

FOREVER TACOMA

This ork and troll gang is the heavy-lifting, all-purpose criminal workforce contracted by both the Yakuza and Mafia around Loveland. They also have some protection rackets and a gambling ring in the area. When Enzo pushed them out of the Spanaway Speedway area, he offered them a more lucrative chop shop business to provide parts for the speedway racers.

PRINCES (OF THE BLOOD)

The Princes are the newer version of the Ancients, led by a person they call the Black Prince. They moved their gang out of Tarslar once word got out that Torg of the Spikes died in prison and that the Laésa were expanding operations. They have moved into Graham Cracker City, where they have become part of the entertainment. The Princes are playing a dangerous game. They have stolen drug formulas and materials from the Laésa. Lord Myrddin, the Prince of Alchemy, is producing variants of faerie dust that target specific emotions and, in turn, hallucinations. Now it's a question of priority to the Laésa. Should they take out the Ancients first, then go after the Princes, or take back the faerie dust and the force Myrddin to work for them?

- Lord Myrddin is believed to be a silent partner in Graham Cracker Honey Wines, just in case this gang business falls through.
- SeaTac Sweetie

REALITY HACKERS

The Reality Hackers are all about their high-tech toys and exotic chrome. To pay for it all, they plan out some impressive datasteals, thefts, or a combination of both. These corporate runaways and techno-savants live in the Puyallup district, taking advantage of the outdated hardlines/jack-points and wireless bottlenecks. It's a Matrix version of the briar patch that they can easily maneuver through. The Reality Hackers do not like the Yakuza and take every opportunity to harass them.

- The Reality Hackers would hate to see Puyallup improve. A better Puyallup means no briar patch to hide in. And while they are good, an even playing field would leave them open to corporate counterattacks.
- LSPD

EVERYONE ELSE

LON CAMPA

The district mayor wants what's best for Puyallup as a whole, and that's bringing in more business, which in turn brings in more revenue and jobs. He's not in the pocket of organized crime (primarily because they were too busy funding other things), and he truly wants to get things improved around here before he's assassinated.

- In the wake of the initial success of Meeker Park, Campa is looking good. There are no known attempts to remove him as mayor. Looks like they may wait until next quarter. Governor Potter sounds like she will be adding some PR for Meeker Park, highlighting the initial move-ins.
- SeaTac Sweetie

PUYALLUP RANGERS

The new law enforcement for the people of Puyallup. Yes, you still have Lone Star trying to make their quota on arrests, but it's the Rangers' turf now. Former Star, KE, SPD, MetroGuard and even Eagle Security folks work for them now, inheriting their simple goal of "protecting the people." As a fledgling law enforcement corp, there are still some legal/political wrinkles to iron out, but for the most part it's had a positive effect.

- There's been a few scuffles. A former KE pawn turned Ranger pulling jurisdiction over current LS led to some punches being thrown. Fortunately, it only resulted in a few lost teeth. The biggest difference between LS and the Rangers is that the Rangers aren't checking for SINS. People are people in Puyallup. That's what's really ruffling feathers. LS can't just come in with guns blazing any more. They have to ask permission.
- LSPD

Every Ranger is given a badge, often handcrafted, and they are assigned either a town to protect or a posse to patrol a part of Puyallup district. You may envision rangers with cowboy hats and riding horses along the badlands of Hell's Kitchen. That might be close to what happens if marketing has their way in recruitment ads. Right now it's a bit of a mixed bag, as only the badge and olive green jacket are defining the Rangers' look. Everything else is inconsistent, based on what the individual Rangers bring to the job.

- Rangers are taking out the trash, starting with gangs. The Rangers don't have many jails for criminals, and the Puyallup prison is a joke, so the Rangers are instead dumping their arrests at LS stations outside of Puyallup.
- LSPD

EDWARD 'SOYKAF' HAYS

Hays is the head of the Puyallup Rangers and previously worked for Knight Errant. When the mayor first came up with the idea for the Rangers, he talked with Hays at the SoyKafé in downtown Puyallup. A couple of late-night lattes later, Campa and Hays came up with a boilerplate charter for the Rangers. After the announcement, the SoyKafé was full of Hays' contacts looking to apply for work.

- And it wasn't Edward who was butting heads with Lone Star, at least not physically. He's still getting a handle on who works well with who. There are a few grudges between the former LEOs and ex-runners that he's still trying to navigate with minimal bloodshed.
- LSPD

BIGFOOT WALLACE

Bounties are still a nice bonus for any law enforcement officer, so Rangers often want to sign

up for a tour with a posse, especially when it's led by Bigfoot Wallace. Wallace (only friends call him Bigfoot) is a sasquatch who broke out of the career of comedy and music to put on the badge. With that, he takes to patrolling Hell's Kitchen area with almost supernatural tracking skill, looking for any hits on Lone Star's bulletin board.

- It would be futile to argue with Mr. Wallace. Captain Hays tried, but Wallace kept dragging in members of the Black Rain gang every week. So Hays gave him a bandolier for the badge and rank to select rangers to go with him next time.
- LSPD

JIMMY KINCAID

Got a problem? Odds against you? Call ... er, sorry wrong PI. Let me start again. Jimmy lives in a beach house on Oahu in the Independent Kingdom of Hawai'i ... no, wait, that guy can grow a mustache.

Sorry, I have to tease my friendly competition in Puyallup, especially when he brings up his master's degree from U-Dub and his Magical Order of Moose or whatever. He was second-generation law enforcement before he became a private investigator. He mainly works the northern half of the district but has taken cases beyond it. And I hate to say it, but he is really good. Not just for his deductive skills, but he truly is a helpful neighbor.

- It's a little surprising that he didn't become a Ranger.
- Hard Exit
- I know Hays offered him a position, but Kincaid likes his independence. Secretly, though, I think he wants to occasionally be deputized so he could flash the badge.
- LSPD
- Hey, Fedora, if you see him, tell him someone with deep pockets is throwing nuyen around to learn more about his past.
- Hard Exit

LOCAL CHARACTER

WHAT DOESN'T KILL YOU

Puyallup is hard place to live. If you're not choking on acidic mist or ash, you're trying to hold down toxic or moldy leftovers so you don't starve. Then there are various diseases and bacterial infections that you just have to burn through because medicine isn't available. But those who survive are tougher for it.

- **Bonus:** 4 Karma
- **Game Effect:** Replace one die in your pool with a wild die when rolling any disease or toxin test.

THE BRIAR PATCH

Barrens Matrix connectivity is very outdated. Even with the wireless revolution, there are many dead zones and a scattering of noiseless islands that GOD would have trouble finding. Only those who have lived here have an intimate relationship to all of Puyallup's features and hardpoints, and those who know the ins and outs can outfox those who don't.

- **Cost:** 3 Karma
- **Game Effect:** While hacking from a physical location in Puyallup, increases to the Over-watch Score are reduced by 1 (minimum increase 1).

CARBONADO SMUGGLER

Whether you are a smuggler with CalHots from CalFree, a coyote from the UCAS, or a made man making a delivery, you can take advantage of the mining tunnels of Carbonado to evade any authorities.

- **Cost:** 3 Karma
- **Game Effect:** You get a +1 dice pool bonus on Knowledge and Outdoors tests related to knowing where, when, and how to cross the Puyallup borders. You also get the same +1 die when evading anyone attempting to follow you into or out of the mines.



REDMOND

POSTED BY: X-PRIME

OVERVIEW

It's where gangsters learn the ropes before going big-time, where fallen stars go to ground, where eager young hustlers run hot product across town and bunk down in coffin motels with cheap kaf between running gun battles with Halloweeners or 408s or 162s. This is where the cops aren't the problem: the criminals are. You can be a hooder or a hood, but whatever you choose, there's work to be had. But Redmond isn't about the cash, it's about the credit. You build experience here, and that experience builds into a rep. You're counting every bullet and every nuyen, with one eye on your back and the other on the future.

In the '50s, Redmond wasn't the place to be, but it was where you were. The Z-Zone that brought shame to the game in all it' grimy glory, the trashcan armpit of Seattle. Refuse of the material and metahuman varieties winds up here, ra-

dioactive and scandalized and discarded, forgotten whether it wants to be or not. It's a den of rejects and the birthplace of legends. The Halloweeners and the Cutters still tear up the pavement, gangs so old they may as well be labeled institutions. Block wars, casual crime, courier jobs that don't pay more than the price of a coffin motel and a cup of kaf ...

Goddamn, I love Redmond.

- It takes a runner to say something like this. Everyone else here is living as close to Hell as it gets, scrounging day by day in a subsistence existence, the closest thing to escape being the next hit of whatever discount brainbender is on sale. Redmond is despair, ashes out of which nothing can grow.

➤ Borderline

➤ We shall see.

➤ Crimson Queen

REDMOND STATS

Size: 436 square kilometers

Population: 540,000 (estimated but variable)

Human: 74%

Dwarf: 3%

Elf: 6%

Ork: 12%

Troll: 2%

Other: 3%

Population Density: approx 1,238 per square kilometer, but variable

Per Capita Income: 6,400¥ (est.)

Corporate-Affiliated Population: 20%

Hospitals and Clinics: 6

Voting Precincts: 10

Education:

Less than 12 Years: 72%

High School Equivalency: 24%

College Equivalency: 3%

Advanced Degrees and Certificates: 1%

Average Security Rating: White

THE VIBE

It's always dark. Even the light only serves to deepen the shadows cast by urban decay and neglect. Trash piles in the streets, and not a block is free of a barrel fire or a bullet hole. The Stuffer Shacks have double-armored glass, and the coffin motels smell like solvent and the blood it failed to wash away. The devil rats aren't afraid of a Ghost-damned thing, the cops don't get out of their cars (assuming they make a drive through at all), and the go-gangs are revving and whooping at all hours.

The folks who live here in the neighborhood that defined Z-Zones rarely have a functional roof. Electricity, plumbing, and Matrix access are jury-rigged or outright stolen, and dumpster diving is a time-honored activity for both the residents and the enterprising scrapers of the region. Time was, they'd sneak into Bellevue and take what they could get, selling, trading, or keeping what they got to keep the Barrens going. Bellevue's answer? A nice, big wall cutting the worst sections off from the nice, honest SINners. Most of the nicer wreckage you find here today is courtesy of the luxury district twenty years ago, lending a lot of spots a kind of baroque, decayed elegance. Y'know, if you squint really hard.

That's another thing. Redmond has very, very few registered SINners. The dispossessed end up here, rejects and ruffians and refugees, relegated to the garbage-heap ruin that makes up most of the region. Most folks here are squatters, at best, and education is a rarity for those who have the time and inclination. Between eating out of trash cans and living in the vicinity of a melted-down nuclear reactor, lifespans frequently don't surpass the twenties.

Redmond isn't *all* bad, necessarily. There's Touristville, where the rich come to slum in a kind of

parody of poverty, with smoky casinos, strip clubs, bunraku parlors, and all the BTLs and booze and designer chems they can afford. Here, it's all about the neon, whether physical or AR, and the semi-faux mixture of the decrepit and the decadent. The point is to make rich people feel like they're being adventurous without putting them in any actual risk, which makes it more like a Redmond theme park than authentically Redmond. It's all run by the syndicates, so while crime is just as prevalent as anywhere, it's more a commodity for sale than a risk around every corner, so long as you follow the rules and pay all your tabs promptly.

Literally none of the revenue goes into the neighborhood, and Touristville might as well be its own separate district for all that its residents care. They aren't welcome, and they aren't looking to be. Whatever parody of government is in power this month, it's the gangs and the gun that rule Redmond, and for some, they wouldn't have it any other way. The Stars only patrol a few neighborhoods, and it's really just to fulfill their contractual obligations, as Redmond is technically part of their jurisdiction. That makes a lot of it an E-Zone, at least on paper. Touristville technically makes C, but again, it's the Mob calling the shots, there, and those cops enjoy plenty of bribes and perks to turn a blind eye to rampant, genteel subversions of city ordinances (in other words, most Stars consider it a pretty cherry assignment). E-Zones get drive-bys to make a show of force, more a deterrent of presence than any actual effort to prevent or solve crimes. The only time this changes is when some heinous criminal goes to ground in the Barrens, and then they come in force. If the victim is from Redmond, you're not getting any help. If the victim wasn't from Redmond, you better get out of help's way.

The other end of this is the Funhouse (though those looking to legitimize it are calling it the Crimson Triangle, or just the Triangle), ruled by the western dragon Urubia. This six-building region has been renovated into what might constitute a faux arcology, self-sufficient and well-guarded. The occupants are treated well, by all accounts, with jobs, education, health care, and no small degree of entertainment. It almost feels like it's not a part of Redmond, yet represents something built out of the ruins of it, a surreal feel of rebirth that hasn't forgotten its roots but rather cultivated them into something with that impossible ingredient: hope.

EXTREMELY LOCAL FORECAST

Over the years, there's been the occasional effort to clean up the district. Some of the local businesses set up because the real estate is dirt cheap, but they quickly find out why when they inevitably get fire-bombed, hit with protection rackets of the lowest order, or just can't get any meaningful income from

a broke customer base. Other times, some bleeding-heart housepouse from Bellevue with too much time on their hands tries to campaign for some relief effort, but the money never seems to go to the people who need it, and the goods they donate most often end up on some street hawker's dash table.

If you're wondering why the district isn't a focus for megacorporate land-grabs for gentrification, you don't have to dig deep for an answer. Redmond fills a very sad social necessity for modern hyper-capitalistic society: the trash has to go somewhere, and those who don't earn enough might as well be curbside refuse from a moneycounter's perspective. The land would cost infinitely too much to clean and renovate, the people would cost too much to feed, clothe, shelter, educate, and employ. And even then, they serve a purpose shadowrunners understand all too well: off-the-books labor. Sure, corporations can pay whatever the hell they feel like to most legal employees, but there will always be the need for quiet ops with plausible deniability. While runners represent active criminal talent, the poor make up manpower needed to fulfill all kinds of dirty deals. And if you need live test subjects, who's going to miss them? And if someone did, who would listen to them?

The real estate serves a similar function. If you want a secret lab where no one is looking but is still in your back yard, there's a whole lot of unobserved territory right here, both aboveground and in what passes for sewers. As long as you can keep the feral ghouls and devil rats off your back, you can get a lot done for a surprisingly long period without any real risk of discovery. That saves a lot of time and money, and corpsters love pocketing the savings on black book bottom lines.

Of course, the folks of Seattle know about Redmond. They're aware it's a pit. Mostly they see it on the trids, but only for the odd humanitarian exposé. More often, it's the designated arena for urban brawl. The land is cheap and the violence is often placed in some spot where the decay is so fierce that clearing the land is considered hitting two birds with one stone. Redmond is a source of outward pity, accompanied by inward fear and relief. Just like the social rejects, it serves as an emotional dumping ground and implicit danger. After all, why complain about an eighty-hour work week when it could be so much worse? "At least I'm not in Redmond" is something you hear in other neighborhoods, and every brawl match serves the task of stripping glamor from the idea of freedom, replacing it with a profitable sport that rakes in nuyen for everyone but the people it displaces.

Politically, things are more complicated than they have been in a very long time. Traditionally, Redmond is a no-man's land, a dead-end for small-time would-be corrupt politicians who don't have big dreams of lining their pockets with ill-gotten gains. Like everything else, it's where you shuffle the trash. In this case, trash politicians.

- › That's redundant. Also, try putting more hyphens in. Makes ya look even smarter!
- › 2XL

With the emergence of Urubia as a potential political player, famously ineffectual bleeding-heart Mayor Sonya Scholl may finally have some competition for office. Scholl has worked, without any tangible success, to keep Redmond stable and somehow make things better, but as it turns out, being a dragon with a net worth of over fifty billion nuyen offers a bit more advantage when it comes to making a difference. It doesn't take a genius to see money to be made here, folks.

- › Not much, though. Urubia has all the shadow assets she needs in allied gangs, and Scholl doesn't have the payroll to make matching wits with the dragon worth it.
- › Snopes

The emergence of Seattle as an independent territory has also lent some interesting new prospects to the region. As Redmond shares its border with the Salish-Shidhe Council, it represents one of the most unstable borders in the region, meaning that while the SSC has heightened their already-tight alert patrols, Seattle has had to reluctantly turn their eyes to their own end of the situation. Aside from a couple of shadow routes across the border, Seattle has largely ignored the region. That's no longer an option, which has resulted in two important paradigm shifts: first, the outer regions like the Plastic Jungle have come under greater scrutiny and are suddenly hot commodities for the government and corporations, and second, the increased desirability of these regions has given Mayor Scholl a nice bit of leverage she didn't have before.

For the most part, Seattle's primary government would like to buy a border zone from the SSC to bypass the trouble of dealing with Redmond, but considering the NAN policies about giving up land, let alone the years they've put into mapping and patrolling the zone, there isn't much chance of this happening. So for now, the beautiful people of the Emerald City have to consider how to get waist-deep in the violence and muck of the very neighborhood they like to think of as disposable, when they think of it at all.

Adding to the complications are the sheer number of immigrants and refugees who have ultimately ended up here. Those without anywhere to go are pushed to the margins, and that means one of the barrens. Redmond just happens to be more likely, which has increased ... well, everything about the district. Needs for food mean agriculture is on the rise. Housing is being rebuilt, however ramshackle it might be, and every gang sees new pledges. The Funhouse fills with applicants for lodging and employment (especially the Awakened), and community and crime rise in equal measure.

What does this mean? Redmond, Seattle's metahuman sewage system, has found itself overflowing and important. You can't go gentrifying a place that serves such a purpose without it spilling over into other neighborhoods, but you can't manage it without cleaning it up some. After two Crashes and generations trying to ignore or forget most of what's happening in Redmond, the government has to delve in, gently, and hope to buy what they need without tipping the price tag up for everyone else.

- > Can't have everyone out there thinking they've got something worth having. Might get them thinking above their station.
- > Chainmaker

Holidays in Redmond aren't like other districts. Yeah, you might get something for your birthday, even if it's just an extra helping of rat or a free slice of soy coconut cake at Yoshiro's, and commercial holidays around December have planted the impulse for gift giving even in the poorest people's consciousness, but the real shindigs are the ones the gangs throw. Whether you get to attend (and just what you're attending) depends on the gang in question.

The Red Hot Nukes are more welcoming to dwarfs, but they tend to be chill about whoever a dwarf's plus one is, and you can expect a cookout and fireworks.

- > Baby Bomber makes the most incredible spicy jerked pork you're ever going to taste. Dude ever wants to open a restaurant, he'll be set for life.
- > Lyrn
- > A shame he won't sell the recipe. Last chummer who tried to strongarm it out of him lost three limbs, one by one, from timed injections.
- > Beaker
- > Kinda takes "hands off" to a whole new level, eh?
- > Bung

The Crimson Crush throw what's probably the closest thing you'll find to a traditional block party, albeit a well-armed one. While they're still primarily an ork gang, they've grown up over the years, especially since the crash, and now anyone in the Barrens, orkish or otherwise, probably considers their protection rackets an actual security measure, and their relief and provision as genuine support.

- > You'd be amazed who shows up to these things. The live music has had a few Goblin Rock bands that made mainstream come back to play, and possible up-and-comers are sometimes scouted by savvy agents who talk their way in (usually undercover).
- > Kia

- > The Crush is made of criminals, no one can question that, but the block parties really do feel like they come from a place of goodwill and community. No one is dealing Kong-Chips, no one talks business, and you'll find a few folks from MOM using the event as a chance to improve human-metahuman relations.
- > Sounder
- > Rumors put Big Red behind some of that. Seems the old beast has a soft spot for leaving the world a slightly better place than she found it.
- > 2XL
- > Tell that to the families of the folks they get hooked on chips.
- > Goat Foot
- > No one put a gun to their heads.
- > Turbo Bunny
- > No, just a chip in their hands.
- > Chiron
- > All right, this is a sensitive, volatile, and very heavy topic, and while you're welcome to debate it, please keep it to the appropriate thread.
- > Glitch

Anyone brave, crazy, or stupid enough to crash a Halloween shindig gets what's coming to them, which usually involves some new scars, some insane stories, and quite probably an unknown grave in a convenient dumpster. The Jackal's Lantern is infamous for such. It's considered a Redmond rite of passage: you haven't really arrived in the Barrens till you've seen your first Halloween fire on Devil's Night. But Halloween (surprise!) is where they really come out to play. The Lantern is packed with everyone who has something to get destructive about. That means every psycho, tripper, or wannabe who isn't wearing opposing colors puts on costumes, gets high to the gills, and starts a riot.

- > Imagine a riot without any cops. I mean any. Feel however you want about the badges, but absolute metahuman anarchy is something awesome and horrifying to behold.
- > LSPD
- > Every local bolts their doors and hides when it's Halloween ... unless you're corp security or a rival gang. For the former, it's high alert, safeties off, spotlights chugging, and a chance at hazard pay. For the latter, surviving the "holiday" is a rite of passage, and some gangers don't take the new kid seriously until they've taken down a "trick-or-treater."
- > Borderline
- > Some smart lady in the Yakuza came up with the idea of selling attendance to rich would-bes from Bellevue last year. Plenty don't make it back, but enough do to spread the word to their fellow white-collar psychos.
- > Ma'Fan

The Brain Eaters don't tend to pull flashy parties so much as flashy pranks, but they have been known to throw "Movie Nights" for folks they consider chill, especially neighborhood kids. They find a relatively secure zone and set up a kind of urban scavenger hunt, with the prize being free snacks and viewing the latest pirated sims. They might move a little product to the right folks who show up, but they especially like scouting new talent at these events, whether it's clever scavvers, savvy smugglers, fellow tech-heads, or just the young and hungry. You've gotta be either resourceful or connected to make it, and that's the kind the Brain Eaters like in their crew.

- Don't fool yourself into thinking that's cute. They tend to turn the useful folks (including kids) who make it there into part of their organization, if not actual members. It's nothing more than an investment for them, whether that's good will or networking.
- LSPD

The Funhouse has started celebrating Queen's Day, which is more like a weeklong revel celebrating the completion of the Funhouse complex. The Funhouse is always open, but this is a full-on bacchanal. Every ganger, every resident, every visitor is welcome. The food and booze are overflowing, the prostitutes hold freebie lotteries, and there's space enough for any of them to sleep it off and come right back down swinging.

- I miss Black Mondays. The Anarchist Black Cross would come down on the third Monday every month with food and meds for the locals, along with paid security. Haven't seen them in a few years. I wonder if they ran out of steam or just gave up?
- Red
- Or if someone stopped them.
- Icarus
- So, no state-sponsored events of any kind?
- Chiron
- With what money, from what taxes, for which registered citizens? What little they do is token, petty, and utterly unremarkable. The most you'll see are some paid SINless to show up for what few press hounds decide to bother documenting the publicity farce that passes for Redmond Metroplex Government.
- Hizzoner

HOTSPOTS

THE JACKAL'S LANTERN

You ever seen a pop-up bar that refused to die? That's the Jackal's Lantern, a den of supreme inequity that the Halloweeners have called home for



so long they might as well own it. It's been burned down by malice or malpractice a few times, and moved just as many. Discarded Halloween decorations, dismembered doll parts, scavenged LEDs, and a waitstaff that dresses up like horror movie tropes. The booze is cheap but still strong. The music is discordant. If you get high, it's like having a fever dream for kicks.

- > The 'Weeners don't own the place?
- > Whippit
- > Nope!
- > Borderline
- > So who does?
- > Whippit
- > That's ... a really good question. And I have no idea. That is more disturbing than I thought it would be.
- > Borderline
- > The secret, by the way, to any of Jackal's cocktail is to split legit liquor between two bottles, and cut them with "moonshine." You'd think they could charge more, but the fact that there may be actual antifreeze in the mix tends to even out the price-to-risk ratio.
- > Traveler Jones

OLYMPIC PARK

Located in the southeast corner of Redmond and crossing into Salish-Shidhe territory, Olympic Park was created for the 2076 Summer Games on the Federated-Boeing property known as the Verge. Living in the shadow of a volcano means more than acid rain: it means ash, and lots of it. The Verge is a spot of crossed Seattle-SSC land that is basically buried and forgotten by both sides, one of those little bureaucratic AROs they put a pin in and promptly forgot about. Federated-Boeing managed to negotiate a deal on the land, used it as a PR cleanup stunt, but never got around to following through. Then, in '72 when the Olympic Games were announced as a joint venture between Seattle and the SSC, Federated-Boeing presented a plan to erect the needed venues on the property with an eco-friendly method of clearing the ash and converting it to concrete. Federated-Boeing Olympic Coliseum became the center of a vast complex straddling the border; the project was a huge PR success, and the games turned out to be enormously profitable. Afterward, the venue no longer had a purpose, and despite attempts to find a use for it, Federated-Boeing has already left it vacant and unused. Now, five years after the summer games, Olympic Park has become a no-man's land of parking lots, crumbling concrete venues and security fencing straddling the Metroplex-SSC border. Squatters have taken over many of the structures, and the

entire complex is a prime smuggling route, as policing the maze of structures is a nightmare for border authorities. Federated-Boeing still owns the land and plans may be in the works to raze the existing structures and erect a new aircraft-production facility.

- > Oh, things are gonna change real quick. F-B is looking at Seattle with hungry eyes, and this real estate just became real sweet given its border value to the SSC. They can make a lot of friends and even more money if they handle it right.
- > Mr. Bonds
- > The syndicates, of course, will do everything in their power to keep their power in the region. If F-B is willing to play ball, they'll get premium development contracts. If they don't, expect the gangs to make merry hell until the corp gives up again.
- > Borderline
- > The syndicates might just give up. The border is worth too much to just let it rest. That means the SCC and the Seattle government enter the fray. Too much heat. Too much cost. And the Star can get a lot of cred on every front making arrests here. No matter what, there's gonna be a lot of shadow money made in the Redmond Ashlands.
- > Kia

CRUSHER 495

Going on forty years, this badass ork-owned nightclub has been keeping it real in Touristville. If you're into heavy rock and industrial music, this is the place for you. If you've got even a vague notion of human supremacy, you're going to find out why Eddy Kosky, the owner, is considered a pillar of the community insofar as metahuman rights go. That means you'll find out what orkish wrath feels like, curb party style. Eddy knows everyone and is well-loved for his loyalty to Redmond interests and people, SIN or no. If you're down on your luck, Crusher is like a second home. If you want to make Redmond a better place, you've got friends here.

- > Interesting enough, Eddy represents a curious link between Mayor Scholl's do-gooder politics and the Crimson Crush's neighborhood watch evolution. It's not a clean path, and they butt heads more often than not, but it seems Eddy's gotten tired of holding on to one scrap of ground in his grey years.
- > Sounder
- > Like it or not, Seattle is changing. Whether it's opportunity or danger, everything is shifting.
- > Gramius

THE BARGAIN BASEMENT

Once one of the swankiest highrises in Redmond when it was a booming pre-Crash tech enclave, the Bargain Basement has been gutted and reformat-

ted (see what I did there?) into the best black-market bazaar you'll find in the region. Considering the competition, that's no small boast. Once mere housing by syndicate slumlords, the BB has seen a recent shift on account of the rise of Urubia. Both Yakuza and Mob connections have been running the show here for a long time, but the funny thing about rising real estate is that sometimes it forces the neighbors to up their game. The syndicates now find themselves trying to weigh their options against the dragon's influence, and the BB is where the test case is happening. Each side is trying to out-do the other on a budget, meaning it's become a kind of swanky-for-a-squatter imitation of the Funhouse. No nightclubs or schools or anything, but business is up in the newly erected bazaar, and the housing is getting somewhat better services (including less extortion, more electricity, and actual hot water). What's more, the Star hasn't quite picked up on it, yet, so the really hot commodities move through here fast and hard while they can.

- The competition is viewed at higher echelons as a kind of experiment, but the local bosses are seething at the opportunity to take down their opposite numbers and seize the Basement for their masters. They've convinced themselves that this is the ground floor of the Next Big Thing, and Redmond syndicate "lords" tend to be the fuck-ups among their kind. If the BB is their ticket out, they'll spill as much blood, move as much product, and even renovate as much real estate as it takes to get it.
- Fianchetto

HOLLYWOOD CORRECTIONAL FACILITY

This is Redmond's premier (and only) prison. "Going to Hollywood" isn't always a bad thing when taken from the local perspective. After all, it's a safe three hots and a cot with four walls and activities. That's more than most get in this neighborhood, so it's one of the few prisons that's got more people trying to get in than get out.

- Hollywood has gotten a couple of upgrades lately, given that it's effectively the most fortified government-held position in the region. These include additional staff housing, expanded garage, and improved security measures. The fact that they're facing in far more than out has some folks calling it the Hollywood Prison Fort.
- Nightfire
- I miss when it was a pillow fort. Simpler times.
- Bung
- I didn't miss you.
- Bull

THE RAT'S NEST

Just north of the Snoqualmie River, you'll find the North Seattle Refuse and Reclamation Center, the pretty name for a multi-kilometer landfill brushing butts with the SSC border. The Salish aren't too keen on the pollution leaching into their sovereign soil, but as with everything else, Seattle tends to shuffle anything Redmond-related into the background. Here, over a thousand *gomi-nezumi* comb the leftovers for anything of value, which usually makes its way to the Bargain Basement, or into Yakuza hands for the surprisingly juicy finds.

- Of course, nothing's stopping them from selling to someone who comes directly to them. You have to make it worth their while, and they've gotten canny as fuck about what has value, but you'd be amazed at what people throw away.
- Borderline
- The area's population has swollen since the influx of the displaced, so you can expect to find a lot of desperate, scared people. That makes for unexpected danger.
- Technicly Pyro
- Don't think the expanding poison on the border can be ignored for much longer. The importance of the SSC to Seattle has never been higher, and that means they can call in some more favors at the treaty tables. I doubt it'll go over well with the sometimes-toxic Rat shamans who lurk here, but securing the border means you can expect cleanup soon, of the Star variety.
- Lyrar
- Avoid the astral, here. The despair and waste make its toxicity second only to Glow City.
- Ethernaut

AUTO-TRANSLATOR

Gomi-nezumi

Japanese: Trash-Rat

NOVELTY HILL SLEEP AND EAT

When it comes to lodging, Novelty Hill is the gold standard for Redmond. You get a clean(ish) sleep coffin in a safe(ish) warehouse. The wall of sleeping cubes overlooks a cafeteria section where they sell edible(ish) food. It's where the desperate, the poor, and the cheap hang their hat. Nothing more, since you can't fit anything else in those cubes. And that's after the improvements the Finnigan mob made to it a few years back.

- Don't expect any contacts to be made here. The Mob may own it, but other than collecting their share, they barely think about it.
- Borderline

STOKER'S COFFIN MOTEL

Barebones doesn't begin to describe this squat-level default, where a few nuyen buys you a spot to sleep and literally nothing else. Even the vending machines have been looted into less than scrap. But then, five nuyen for a night of almost-safety has its value.

DR. BOB'S QUICKSTITCH CLINIC

You've never met Dr. Bob. No one has. It's just a name, one used by a few practitioners over the years. But the name means something in Redmond: quality care with discretion, no strings attached. While they're not known for their augmentation work, you get fixed and watched over while you recuperate, all at reasonable rates.

- The old doc in charge, Dr. Tran, had to beat feet when he let a Crimson Crusher die on the table while he was tending to minor human flesh wounds. No idea where he got off to, but the new manager is Dr. Cara Mordren, officially retired from CrashCart, unofficially in business for herself.
- 2XL

THE SKELETON

If you're looking for flavor, the Skeleton is considered one of those holes in the wall that famous people love. Up-and-comers consider it a lucky charm for their careers to play here, and nova acts have a tendency to show up just to wail a few for the hell and nostalgia of it. You can find grubby locals and rich kids trying to pass for grubby locals in this so-cliché-its-somehow-genuine rock-club décor. Try to make it around midnight, when the real acts start to show up, but don't be surprised if someone you spotted in the earlier hours is making the charts in a few years.

FUNHOUSE

You ever wanted to climb up on a dragon and give it a hug without worrying they'll fry you? Baby, have I got the place for you. The Funhouse is a cluster of buildings with every amenity necessary for the safety and security of its population, from schools to small farms and the coziest little apartments you ever saw. The roofs of the towers have been reconstructed into varied biomes and reinforced so they can sustain incredible weights, every one of them private and closed off to the public. But the place you're most likely to see is the nightclub at the center, where hot DJs spin the good drek while you and Urubia, the owner of this whole scene, dance the night away. The prostitutes are clean, the casino pays out so well there's no way they're turning a profit, and you can see and be seen by all kinds of shadow and low-to-mid

gangs and syndicate players in an atmosphere of revelry, neutrality, and relative safety. "Relatively" translates to Urubia eating anyone who causes trouble. Yeah. That kind of safety. Leave the guns at home, kids, this is dragon country.

- Space is limited for the living quarters, and enough folks want in that it's almost inevitable that Urubia expand outward. Given the employment, security, even detox programs offered to residents, it's no wonder. If Redmond was all Funhouse, it'd probably make a lot more people happy than those who get pissed off.
- Silk
- You don't think it's scary when dragons run the show?
- Slamm-O!
- I think Saeder-Krupp is one of the largest employers in the world, and that's more dangerous than the Funhouse. And frankly, I don't put Lofwyr outside the general asshole range of most rich and powerful people. We're all toys at that level, skin or scales, and I'd rather be a loved pet than an expendable asset.
- Silk
- Those who invite leashes rarely shed them.
- Many-Names
- She does seem to have a fetish for metahumans. Might be she really would take care of them ... after a fashion.
- Red
- It is a mother's wont to foster children, regardless of parentage.
- Many-Names
- Whose side are you on, here?!
- Netcat
- If you adjust your perspective, you may find there are more sides than you imagine, and the lines cross frequently.
- Many-Names

THE BODY MALL

Ever wonder what happens to hospitals when they close down? If they don't become a squatter hotel, they stay a hospital ... only run by squatters. Or at least disgraced doctors and homegrown physicians, the best Redmond has to offer. Okay, maybe not the best, but when you're looking for a no-questions-asked deal on surgery, and the rest are run by the syndicates, you can't be picky about the clinic. Or the doctor's credentials. Or the tools. At least you're not likely to die of infection. Probably.

- The whole place looks like a beggar's bazaar of medical services, with quality ranging from fairly decent to Tamanous gut-front. Some of the docs in there make more money selling their failures than building reps for a job well done.
- Hannibelle

- > You can find the odd do-gooder here, if you know where to look. Former DocWagon folks, even the occasional combat medic who runs the shadows when they're not running their clinic. Dr. Moe Arasaka has been teaching a couple of protégés who cover for him when he goes back in the field to use his combat medic training. Nothing like a troll with a medical degree and corp-trained violence at your back.
- > Butch
- > Don't expect better than second-hand mods here, likely ripped from less-fortunate patients. Caveat emptor and all that.
- > Red Anya

PLASTIC JUNGLE

Time for a short story: Once upon a time, a wealthy so-and-so had the idea to make the local soil arable. Arrays of bioplastic formed and framed an alien geodesic array of potential, which wouldn't bloom until after the original founders had crashed and moved on. The gardens remained, however, leaving the experiment to blossom in its own time. Since then, it's become a mixture of contained jungle of strange blooms and local homesteaders grow-oping it into a surprisingly fruitful agricultural source for the region. These sharecropping squatters don't take kindly to poachers, pillagers, or arsonists, so they've been known to defend the region with surprising vigor. Their almost-organic produce is also used in trade for security and protection from local gangs.

- > The locals sometimes go a little sprawl-tribal, with some becoming surprisingly successful neo-naturalists who are making the astral cleaner every day. Rumor has it there are some backroom deals with the SSC to help this happen, with speculation that they'd prefer to reduce the immediate pollution where they are forced to rub shoulders.
- > Traveler Jones
- > Not all of them are so buddy-buddy. There was a wendigo coven out there years ago, forming a little toxic cannibal cult before they got cleaned out. There's hope there, but someone is always out to prey on hope in the Barrens.
- > Red
- > Remember when we were mentioning the border zone pollution problem in the Rat's Nest? That backroom deal rumor gets a little more weight when you take a closer look at the bioplastic. It used to be all patchwork, grey, and old. Some of it is new, and the manufacturer labels lead back to SSC-cozy companies.
- > Icarus
- > So the SSC can make friends in the region and show there are viable methods of cleanup, so there's no excuse not to do it. Makes sense they're not covering up the sources. They want to make a point, and they're doing it through charity. Seattle raises

its voice to protest, and they look like the assholes they are. I like it.

- > Sunshine
- > Yeah, well, that's the problem with gentrification: people have to go somewhere, and as long as there's a system that requires poverty, there will always be the dispossessed. Considering Scholl's attitude toward government helping people, the SSC, Urubia, and everything else, the government is going to have to show its hand that Redmond isn't meant to be anything but what it is, and that's going to be a PR nightmare in a time when they need all the spit and polish they can muster.
- > Dr. Spin

CARNATION-SEATTLE RANCH

Welcome to the Seattle branch ranch of North America's largest dairy company! Yes, friends, somehow Redmond has a hand in where actual milk from real cows comes from. If that doesn't make you switch to soy, I don't know what will. Why does this matter to you? The ranch straddles the Seattle-SSC border. As you might expect, the Redmond section is primarily industrial aspects of the business, fenced and guarded, while the SSC has the more bucolic pastures needed for dairy farming. Seattle employees are only permitted on-site during work hours and are ferried to and from the ranch by choppers. While the ranch, itself, values its ongoing SSC land-use deals, the employees are sometimes open to bribes for smuggling purposes. That makes this a prime spot to cross the border without raising any red flags.

DOWNFALL

Nothing special insofar as watering holes go, by Seattle standards, but that makes Downfall a pretty nice place in Redmond. The real draw is that it attracts a number of Awakened, who keep the place safe out of informal loyalty to their unofficial spot. Not exactly the place to scout talent, but fairly secure with non-lethals if someone gets out of line.

GLOW CITY

Redmond used to have a nice big nuclear power plant on Beaver Lake, but a partial meltdown left the whole area contaminated. It's been almost seventy years, and the region still glows with the radioactive runoff of the old Trojan-Satsop reactor. Shiawase has had another reactor right next to it since '28, and it represents the only industry in the area. The Crash of '29 brought all kinds of desperate folks to live there, and the population has only grown since, no matter how many die by violence or exposure. Mutation is rampant, and it's hard to tell between the changelings who were forced

here and the metahumans who have been twisted by the Glow.

- I have a hard time conceiving of a place more likely to generate toxic shamans in the region. The spirits already scream with pain and corruption. Any mage who grew up in Glow City is likely gifted—and likely damaged. They often worship the “the Glow,” considering it a second Awakening, one that represents the next phase in metahuman evolution.
- Axis Mundi
- Of note are the Isotopes, a group of toxic shamans who call the northern part of the lake home. You’d think someone would have wiped them out or collected the DF bounty on them by now, but they’re patronized by Kalanyr. Supposedly he keeps them clean of too much exposure to the very forces they control.
- Borderline
- It’s a little extra weird when you consider he’s supposedly the partner, maybe even mate, of Urubia, who has aspected the Funhouse into the cleanest astral space in Redmond. There’s something at work, there, but I can’t figure out the angle ...
- Ethernaut

YOSHIRO'S

This little Japanese soy shack is about as greasy and grubby as it comes. The food isn’t good enough to lick the plastic spoon you eat it with, and even the beer is watered down. The only reason it’s worth noting is that it’s technically Yakuza-run, and wannabe toughs and the odd aspirant Yak foot soldier like to hang out there. If you want to cultivate a little talent or need some expendable bodies for your meatgrinder run, these losers are likely to consider themselves shadow assets. Just don’t believe the delusions of grandeur that motivate their bravado: they aren’t connected, and they haven’t accomplished a tenth of what they claim.

- Once in a while someone of some minor importance, likely connected to someone higher up the food chain, slums here, basically doing the same thing you suggest. You might find an in to more important contacts in the Yakuza here. It just takes time, patience, and the ability to fake respect.
- Mika

ALLIES AND ENEMIES GANGS

162S

The 162s aren’t the biggest gang in Seattle, but they make up for it in originality—they are all ghouls working for Tamanous as bodysnatchers and bullyboys. They’ve been around since Special Order 162, a law that gave ghouls recognition as

metahumans, was repealed. Now they take it out on the metahumans they see as having snatched away their rights. More concerned with survival over real profit, their muggings are more for flesh than cash, and their work for Tamanous seems to be a matter of convenience rather than vengeance.

- Since the big call for infected the world over to head for Asamando started, those who have turned it down have found themselves looking for other enclaves to call home. Seattle has seen a significant rise in infected population, and while this has swelled the 162s’ ranks, it’s also brought some more moderate personalities into the mix.
- Red
- We may expect a schism in the ranks soon. The Seattle chapter is led by Gnawer these days: two meters of hunger and hate. But a few stalwarts of the Ghoul Liberation League and even Mothers of Metahumans have been taking the time to try and rehab them a bit.
- Hannibelle
- I’d expect to see Urubia playing a hand in the talks. Word is there’s been more than a few meetings at the Funhouse with these folks, and it’s a way for her to extend her talons into Tamanous.
- Thorn
- And MOM, for that matter.
- Kay St. Irregular

BRAIN EATERS

When it comes to scavenging the ruins of Redmond, no one has the organization and the know-how like the Brain Eaters. You want Matrix connectivity on a budget or the downlow, these folks have the hook-ups, both in terms of digital territory and hardware. Of late they’ve stepped up their rackets to include a little loose ID theft and blackmail as they train a new generation of deckers to match their junktech know-how.

- Doesn’t hurt that they operate around Touristville. Some of the younger members are sidelining as pickpockets and prostitutes to get the hardware, and more profitably, the data inside.
- SeaTac Sweetie
- Given the relative syndicate lockdown on prostitution in Touristville, that’s a dangerous gamble. But with the Star back in control, it’s possible it just may pay off for them.
- Kat o’ Nine Tales

CRIMSON CRUSH

The Crimson Crush are approaching a state of near-legitimacy in Redmond, built on their legacy of almost Yakuza-like action on behalf of the squatters of the territory. Originally formed on the Night of

Rage in 2039, they've provided safety and supply for those in their care, provided they pay the protection fees. Those who don't are made examples, and when you're a band of pissed-off orks who like their violence, that's the last thing you want to be. Of course, any kind of Humanis action lands you in a bodybag rather than a stretcher, so there are degrees of bad endings to be found. Since the alliances with Urubia seem to be going extremely well, there's been a slight shift in operations: They no longer sell hot product outside of Touristville, and their protection fees have decreased, even if slightly. They've even taken to defending humans who find themselves in trouble. Only an ork gets to wear the red, but if you're on their side, they're learning how to play nicer with others.

- Maybe so, but you can bet that just means the violence gets all the worse when you're anyone else.
- Goat Foot

HALLOWEENERS

I may be biased, but the Halloweeners are probably the most (in)famous gang in the metroplex. Technically they span the city, but this is where they come from, and from within, it's the napalm hearth and home. Clad in Halloween elements and sometimes literally blazing a trail of mayhem and madness down the streets, our—I mean *their* chosen method of violence is pyrotechnics, ranging from lit torches and molotovs to ignition brands and blades and homemade flamethrowers. They make their cash in BTLs, mostly horror and snuff, but they've diversified into some minor protection rackets and breaking into the Bite-Byte beetle market. They are still led by Nightmare, a mysterious figure clad in black, with orange fabric on his sleeve. During a recent dustup over who gets to lead, most of the Ragers (survivors from the original gang) challenged Nightmare. Everyone killed got their colors stripped from them and tied off on Nightmare's arms. Orange is the color of its latest conquest

- Jury is still out on just what Nightmare is, but given the intense metaphysical masking and resistance to damage, odds are it's either a free spirit or Infected. The Bite-Byte connection, and the shelter from light with that outfit, tends to suggest the latter, probably a banshee. One thing for sure: Whatever it is, it's potentially magical, and desperately lethal.
- Red
- Can free spirits rip the life out of someone?
- Borderline
- Theoretically, yes.
- Lyrn

- Then I don't know which, either. It doesn't matter, really. Nightmare is whatever it is.
- Borderline
- The surest gap in armor is ignorance.
- Many-Names
- Translation: It's generally what you don't know that kills you.
- Thorn

RED HOT NUKES

Dwarfs may not have a high population in Redmond, but the Red Hot Nukes sure keep them visible. They've been rocking their mushroom cloud logos for thirty years, running their bikes up and down the 202 with a passion for crime by means of explosives. If it can be scared, scragged, or stolen, they've got the bikes and the bombs for it. Their leader, Grinder, was a star of the shadows before he formed the gang, and he's been passing his demolitions knowhow to his disciples long enough to turn them into a literally explosive threat.

- Grinder is tough as tarmac, but if you get to talk to him while he's drunk, you'll see he's scared of something. Doesn't go into details, but to hear it from his fellow nitro-heads, he's preparing them for some unnamed threat that's coming. Given it's been thirty years, he's either a few bolts short or on to something big.
- Beaker
- Can't it be both?
- Bung

RUSTED STILETTOS

The Rusted Stilettos are less of a gang and more of a fraternity of psychotic freaks. The curdled cream of the Glow City crop, they make the odd nuyen in BTLs, smuggling, and protection, but influence from the nearby Isotopes has led to more brazen behavior, initiating nightmarish berserker raids into other territories for their goods. Reprials are all but unheard of, as no one wants irradiated goods back once they've gone to ground.

- The Stilettos are a dying breed, whether by violence or just "natural" expiration from exposure. Some have started embracing the extremist toxic rhetoric of the Isotopes, and kidnapping prospective members and dragging them back to "embrace the Glow" has become an increasing threat that the other gangs won't tolerate much longer.
- Borderline

DEATH HEADS

The Death Heads were the new kids on the block, relatively speaking, back in the '70s, when they broke off from shadowrunning and smug-

gling to form a biker go-gang. Nowadays, their numbers are diminished, and Lone Star has taken a special interest in breaking the gang up, leading many prominent members to make careers in the shadows. Many more are locked away in prison, and with their protection rackets along the 520 freeway broken up, getting the funds to maintain their extraordinary hogs, let alone get their chummers out of slam, has made the gang all the more desperate.

- > Given the number of protected corp caravans using the 520 lately, it stands to reason that they've lost plenty of members to botched raids.
- > Turbo Bunny
- > Ah, but why has the 520 become such a valuable route for the big boys when they've traditionally used VTOLs to move supplies through the zone? Something's up, and the Death Heads didn't see it coming soon enough to get out of the way.
- > Sounder
- > The upshot for runners is that they're hungry for cash and supplies, so if you need some heavy-hitters, smugglers, or smoke, they're not a bad option if you're willing to shell out, and there's a little room to maneuver on the price.
- > Red
- > Just don't give them that impression.
- > Kia

SPIDERS

The Spiders popped up as a gang of home-grown bug hunters after the unmasking of the Universal Brotherhood, keeping the barrens clean of infestation under the leadership of their painfully paranoid Spider shaman, Widow. In their time they became experts at their craft, particularly using the precognitive gifts of their mentor's guidance, while mastering the manufacture and use of homemade anti-insect measures. In the past decade, however, their numbers have dwindled, whether by attrition to enemy gang action or retirement by those who feel their personal quest has been satisfied. Widow won't give up the ghost, however, and has plenty of territorial rivals made over the years to keep her motivation going strong. That, and she's allegedly gone more than a little loopy.

- > There hasn't been a significant bug problem in Redmond for a long time, which might go a long way to explaining why the Spiders have turned to brainwashing new recruits.
- > Red
- > Want a real twist? The Desolation Angels have been tangling with them more and more lately. The Angels only tend to target bugs, but the Spiders are considered bug hunters, too. It makes

you wonder if they're arguing over the scraps, or if something has gone wrong(er) in one of the gangs.

- > Borderline
- > You're all forgetting: Spider is experiencing a little bit of a schism, right now. There's more than one way to be one of her shamans, and there's a war behind the scenes for her followers.
- > Praxis
- > Are you suggesting Widow is compromised?
- > Red
- > The paths to Hell are manifold, and rarely clear.
- > Many-Names

SONYA SCHOLL

Sonya has been mayor of Redmond for almost two decades. You might argue that's because it's a job no one else is really interested in, but Scholl has held on to the job with the determination only a dyed-in-the-wool ideologue has in a place like this. Her use of shadow assets while staying free of corruption is relatively well known in the shadows, and she can be an able employer.

- > Word is Scholl is sweating bullets about the political possibilities Urubia presents in Redmond. The dragon is buying up the town and cleaning up what she gets, and her followers are happy and committed. It's not hard to see the dragon as a contender for overt political power. Some are already calling the Funhouse a Redmond renewal, but Scholl ain't happy about it.
- > Doctor Spin
- > I had the opportunity to speak with her about this. Scholl is an old-school Socialist, big believer in government care and distributed wealth. To hear her tell it, dragons aren't really known to share, and hoarding isn't how the people of Redmond are going to be saved.
- > Sunshine
- > Yeah, but how long do you get to be mayor without results and make any kind of credible claim?
- > Snopes
- > If Urubia manages to sweeten Scholl, nothing is gonna stop the dragon from taking over.
- > Glitch
- > Forgive me for saying, but a bullet would be a lot easier.
- > DangerSensei
- > You're all assuming Scholl isn't the Crimson Queen ...
- > Plan 9
- > Oh for fuck's sake, not this again.
- > Snopes

- > If you'll wait just one moment ...
- > Glitch

URUBIA

You've probably noticed just how often she's popped up before this. Once considered a curiosity of the barrens, the red Western dragon Urubia has made her mark since buying up and rebuilding land in Redmond, among other places in the Sprawl. She's best buds and maybe mates with Kalanyr, owns a housing development company (Crimson Wings) with properties all over the city, and has what amounts to a micro-neighborhood in Redmond where she lairs called the Funhouse. She's been making waves for a while that don't seem to catch the general attention of the population of Seattle (who have plenty else to worry about these days), but insofar as Redmond goes, she's a harbinger. Of what, no one can say. She's been implicated in child-snatching jobs years ago, though no charges ever stuck. It turned out whenever they *could* prove it, the parents had sold the kids to her, every one of them Awakened (the legalities of these arrangements are, of course, questionable, but Urubia has several lawyers keeping things complicated and tangled. She's the de facto queen of the Funhouse, which is a self-sufficient enclave that's only getting more settled, sophisticated, and scary to the neighbors. She's made overtures to various criminal elements in the city for years, and the Funhouse is now considered a safe neutral meeting space, one where leaders of the varied gangs all over Seattle aren't just getting along but squashing beefs and even making friends. The Yaks and the Mob might even be a part of that equation, but that kind of thing is less public. Whatever Urubia is planning, it's got all the hallmarks of big things coming out of the most forgotten place in the city.

- > Trying to track any dragon's plans is liable to induce a hemorrhage-level migraine, but these two are just fucking with everyone. They're on the same side, but they support directly opposing forces ... and try to unite rival factions at the same time. They've got a ton of legitimate enterprise but deal with outright criminals every single day by design. One is fixing local environment, the other pals around with toxic shamans. You've gotta wonder how long anything they do stays true, and if there's even a long-term plan at work.
- > Kay St. Irregular
- > Dragons always have a long-term plan, and only a fool makes deals with them.
- > Thorn
- > In Redmond? It makes sense you'd kiss any boot or claw that promises safety or sustenance. Urubia promises both.
- > 2XL

- > Sure. If you think a dragon that fetishizes metahumans as pets represents a net positive ...
- > Kia

- > Speaking of, those missing kids that were identified as being there? A lot of them are in their teens, now, and they'd lay down their lives for her. Every one of them is a nova-hot caster, trained, initiated, and ready to kick some ass.
- > Ethernaut
- > I'm less worried about a dragon with a cult of magical cronies (they've all got them, right?) than I am about her efforts to unite the gangs. I've been trying to sabotage it for years, but no dice. Every success is overshadowed by three advances where I wasn't looking. Given how long it's been going on, and how many cross-gang alliances and even friendships have popped up, I don't get why Urubia hasn't just pulled them under her wings by now.
- > Borderline
- > Why so dead set against it? Sounds like less violence in the streets.
- > Goat Foot
- > Because united gangs means a whole new syndicate, and that means war. Worse, if someone does take out Urubia, or she just up and leaves or something, the whole thing shatters apart, and then you've got an even bigger war. You may not like how things are, but I promise they can be a whole lot worse, and you don't have to squint very hard to see how.
- > Borderline
- > You really think it's a good idea to meddle in the affairs of dragons?
- > Lyran
- > What makes you think she's meddling? She's an important part of my plans, whether she knows it or not. I wouldn't let anything happen to her.
- > Crimson Queen

> **USER: BORDERLINE HAS LOGGED OFF**

LOCAL CHARACTER

BIG DREAMS

ONLY AVAILABLE AT CHARACTER CREATION

Today, you're nobody, just another hood with iron but no piece of the pie. Tomorrow is gonna be different. Whether you're a Z-Zone gangster who wants more out of life or an alley mystic who knows their real worth, you aren't going to be slumming it forever. The shadows are your ticket up, and that ambition is something fixers and Mr. Johnsons like to foster.

Of course, no one stays bright-eyed and ambitious forever. Whether it's fame or riches, sooner

or later you're going to arrive, and the benefits of your youthful enthusiasm will wear away. But no one can take away the path behind you, and it's served you well, until Big Dreams are traded for School of Hard Knocks.

- **Cost:** 10 Karma
- **Game Effect:** You gain one bonus point of Edge when making negotiation tests with fixers and Mr. Johnsons. This bonus point of Edge is lost if not used on the test. Additionally, once per session you may gain one point of Edge on any test that helps you achieve your big dreams.

SCHOOL OF HARD KNOCKS

**ONLY AVAILABLE FOR PURCHASE
AFTER PURCHASING BIG DREAMS QUALITY.**

Going pro means getting jaded. You've seen your share of shadow ops, known profit and loss, friendship and betrayal, close calls and lost comrades. Anyone can see it in your eyes: You've earned your place here, and it's left its mark, one which garners its own kind of respect among those who have been there, or hope to one day be like you.

- **Cost:** 10 Karma
- **Game Effect:** You gain one bonus point of Edge when making social tests with fixers and Mr. Johnsons as well as with gangs and anyone else who regularly deals with people in the shadows. This bonus point of Edge must be used for that test or it will be lost after the test is resolved. Additionally, once per game session you may add two dice to your dice pool when making any test.

However, your gruff demeanor means that you cannot gain Edge when performing social tests with those who are unaccustomed to dealing with those in the shadows, except for Edge granted by this quality.

When purchasing this quality, remove the Big Dreams quality from your character and replace it with this quality. No Karma is recovered by this replacement. These qualities must be purchased sequentially.

BEAT IN

When there ain't no cops, it's the gangs that call the shots. There's safety there, security, a piece of the action and a place to crash and someone to watch your back. You earned your colors, and now you're a member of a gang. While that comes with certain perks, there's responsibilities, as well. Nothing's free, chummer.

- **Cost:** 10 Karma
- **Game Effect:** You gain a Gang (Fixer) contact with the gang of your choice with Loyalty

3 and Connection 3. This contact can buy and sell goods as well as potentially line up work for you. You also gain a bonus point of Edge on all social tests against those who respect or fear your gang. This bonus Edge is lost if it is not spent on that test.

In addition, double all negative changes to your personal Reputation score and double all positive changes to your Heat score. You may pay an extra twenty percent of your highest monthly lifestyle cost each month to prevent this increase to Reputation and Heat score changes for that month.

BEAT OUT

**ONLY AVAILABLE FOR PURCHASE
AFTER PURCHASING BEAT IN.**

You had your fill of the life and wanted out. Maybe you've moved up so far that they've started holding you back. Maybe you can't deal with what they get up to anymore. Either way, you paid your way out, with broken bones and maybe even nuyen. But while you're no longer one of them, they haven't forgotten your time among them. You never really get the colors out of your blood, and the sense of family runs deep even when you're gone.

- **Cost:** 10 Karma
- **Game Effect:** Your fixer contact with the gang becomes Loyalty 1 and Connection 3. Additionally, once per game session you may add two dice to your dice pool when making any test.

When purchasing this quality, remove the Beat In quality from your character and replace it with this quality. No Karma is recovered by this replacement. These qualities must be purchased sequentially.

SNITCH

Anyone who tells you there's no law is full of drek. Might be the Star or the Pawns, might be the Yaks or the Vory, might be the Cutters or the Hellhounds. They all want info, and you know how to parlay that into credit, protection, or favors. Problem is, no one really trusts an informant. Of course, you see yourself as a budding info-broker. Not that it's gonna stop them from breaking your nose.

- **Bonus:** 4 Karma
- **Game Effect:** You don't gain Edge when making social tests to sell confidential information you have acquired. If any organization finds out that it was you who sold their information, then you may not spend any Edge on social tests with members of that organization who recognize you.



RENTON

POSTED BY: GREYWOLF

I was asked to pass along some notes on Renton, and I'm happy to do it, but first a little about myself, since most here don't know me. A lifetime ago, I ran the shadows, and I almost burned out my connection to magic rebuilding a shattered body with cyber. I left that life behind, and you could say I became a professional watcher of sorts, keeping tabs on an assortment of people, places, and things around Seattle for an organization I'll leave anonymous. I've used Renton as a base of operations over the last few decades, so I've become very familiar with the area and the people here.

- > *Cough* Brotherhood of Darkness *cough*.
- > Clockwork

OVERVIEW

"Seattle's Apartment" is what everybody calls it. Renton is home to almost a quarter million mostly

middle-class, mostly law-abiding, mostly SIN-toting wageslaves, and for the most part they don't like people outside of their group. But there are plenty of exceptions to the general rule, and there's more to Renton than suburban streets and endless rows of apartments. For starters, Renton is one of the main retail centers of the metroplex. Auburn Center and the Renton Center Mall are the two largest, with dozens of smaller malls and shopping centers scattered across the district. That doesn't even count the endless chain stores and restaurants on every main street. With all the suburban sprawl, you may be surprised to find so much green space. The entire area is dotted with parks, waterways, and lakes, designed to be easily reachable from the residential areas. Cougar Mountain Resort maintains a pristine forest around the Squak Mountain ski slopes, and in East Renton, the Tiger Mountain forest supports a thriving logging industry. There are also thousands of acres of farmland separating the forest from the suburbs.

There are other types of exceptions, too. The veneer of bourgeois respectability might be bright

RENTON

Size: 259 square kilometers

Population: 240,000

Human: 61%

Dwarf: 3%

Elf: 10%

Ork: 22%

Troll: 2%

Other: 2%

Population Density: 926 per square kilometer

Per Capita Income: 88,000¥

Corporate-Affiliated Population: 65%

Hospitals and Clinics: 13

Voting Precincts: 5

Education:

Less Than 12 Years: 22%

High School Equivalency: 44%

College Equivalency: 24%

Advanced Degrees and Certificates: 10%

Average Security Rating: Silver

and polished in the suburbs, but it's extremely thin. You don't have to dig very deep to find the rot underneath. The Yakuza run chip houses and bunraku parlors in back rooms, and Mafia-owned gambling houses and bookies are never hard to find. Humanis has a long history with significant support here. At night, the streets are terrorized by the Blood Mountain Boys and other go-gangs, while in back alleys, the Night Hunters look for new victims.

THE RENTON VIBE

The Renton suburbs have a particular feel, and depending on your personality and background, it can range from "like home" to "a plastic, suffocating, living hell." Most runners are probably going to fall into the latter group. I can't say if a community creates a personality type or if specific types gravitate to a community that suits them. Probably a little of each. Either way the suburbs of Renton definitely have a "type." It was called a WASP at one time, but these days it's far broader than White Anglo-Saxon Protestants. I'll use the term "Neo-American Tribal" to describe Renton's prevailing identity and ideology, which are built on a perceived set of middle-class American values. Work hard, obey the law, go to church, stay in school, keep your neighborhood clean and safe, etc. Residents of different ethnicities often subscribe to a similar set of values, filtered through Chinese, Indian, Nigerian, or other cultures.

One aspect of tribalism is that if you don't look and act like one of a tribe, if you don't conform, then you're an "outsider," an "other." Tragically, it's also in the nature of metahumans to take things to excess. Ambition becomes greed, intimacy turns to lust, and tribalism breeds racism. At the base level, tribalism generates sideways glances and whispers, but it can easily move into overt hostil-

ity and even violence. This seems to be the reason Renton has a reputation as a Humanis stronghold. Well, that and the fact Renton really is a Humanis stronghold.

The othering process can be complex. There are orks, trolls, gnomes, and even an ogre or two living in Renton. They provide cover for the other residents—they can tell themselves, "I like [insert metahuman name here], so I can't be racist!" And on top of that, there are some humans they deeply dislike—namely, those who tell them their community often acts in racist ways against metahumans. So then they tell themselves they simply make choices about people based on their actions, and that their society is a meritocracy. And they never take the time to notice how difficult it is for a human to be cast out, or for a metahuman to be let in.

Another curious side effect of Renton's brand of Neo-American Tribalism is a fixation with a mythologized United States. Even though the USA has been gone for fifty years, the Fourth of July is still celebrated here every year, and there's a Tri-Centennial Square in downtown Renton. It's not uncommon to see the old U.S. flag flying in front yards.

- I've lived and worked in Renton my entire life, and this isn't true at all. I know a lot of orks who have an American flag in the front yard. It's not about race, it's about heritage and community.
- Black Knight
- Black Knight providing the case in point for us here.
- Butch

The sense of community with the rest of the U.S. successor states is still strong. Anxiety about the devastation in the UCAS caused by the black-outs, the Detroit situation, and the NAN attacks have all hit hard. The last has provided perhaps the highest amount of local anxiety; after the Sioux Nation attack, rumors swirled about the Salish-Shidhe marching into Seattle, and that fear only escalated after secession.

Neo-American Tribalism also gives the majority of Renton residents an appearance of obeying the law, regardless of whether that's the actual reality. The district had high Knight Errant ratings and for the most part has been relisted from AAA to A under OmniStar's new assessments. Not to say there is no criminal activity—there is plenty of that, as the Yakuza and the Mafia both provide the illegal services and products in high demand by the suburban masses. They focus on vice instead of violence and handle their own discipline in house so it doesn't get out into the street. Both organizations employ generous bribes to the local politicians and whoever the current policing authority is to keep things op-

erating smoothly, plus they make efforts to keep it all out of sight. Chips, street drugs, sex trade, gambling, and just about any other vice can be indulged here.

The exception to the “keep it out of sight” rule are the gangs. After the sun goes down, most of the good suburbanites stay safely in their homes. Go-gangs, like the Blood Mountain Boys, come out for violent delights and tear up the local streets. A far more deadly gang threat comes from the Night Hunters, packs of psychopathic techno-fetish killers united by a common aesthetic. Metahuman killings and mutilations are a weekly occurrence in their claimed territory. Then there’s the Neighborhood Watch—it’s hard to say if this is a gang, a civic organization, or an extension of Humanis. Honestly, the answer is going to depend on just what Watch team you run into. Knight Errant only made a token effort to stop the nightly violence. Except for the occasional vendetta, they generally ignored the gangs and actively worked with the Neighborhood Watch. Lone Star seems to be off to a slow start getting the district back under control, but if their last contract is an indicator, they will follow in KE’s footsteps.

- Word on the street is the Star has a new anti-gang task force gearing up in Renton, so maybe things will change.
- Turbo Bunny
- Don’t bet on it.
- Bull

EXTREMELY LOCAL FORECAST

THE CHANGING FACE OF RENTON

Renton is a place made up of several different worlds that don’t interact all that smoothly. There is the suburban sprawl of the wageslaves, the wealthy corporate elite have their gated enclaves, lumberjacks and farm hands define the rural east, and then you have the world of the desperately poor, including the refugees who have arrived over the last few years. These worlds constantly push against each other, changing each other, and people don’t like change. Change brings fear, and the response to fear is at best a retreat to the familiar, at worst anger and violence. But the Sixth World doesn’t care whether people like change or not—it happens anyway. Every year, more SINless and metahuman migrants find their way into Renton. While at the other end of the economic spectrum, the corporations continue transferring metahuman executives and Awakened talent from around the world to Renton’s corporate enclaves.

THE OLYMPIC CITY PROBLEM

After the sale of the ACHE to Shiawase, the metroplex government had to relocate the majority of one hundred thousand residents somewhere. The SINless were dumped out on the streets of Redmond and Puyallup and left to fend for themselves, but the thousands of indigent SINners were not so easy to deal with. Some genius in city hall remembered the metroplex owning an empty high-rise housing complex out on the edge of the sprawl and thought reopening it would be a perfect solution. Contractors were sent out to the old Olympic City complex to get the power and water back on and found out it wasn’t deserted after all. SINless families of orks driven out of the Underground have been relocating there for years and have been jury-rigging the utilities since they moved in.

The response was predictable and sudden. The Metroplex Armed Forces were used to clear the complex, driving the squatters out of the housing units and into the other nearby abandoned structures or across I-90 into Redmond. Government contractors came in to set up things for the new residents, and the mostly human SINners started arriving soon after. Despite the government’s attempts to keep the incident quiet, news leaked out about the heavy-handed tactics almost immediately, and public outcry forced a withdrawal of the Armed Forces. As you could guess, many of the SINless orks were less than happy about being driven from their homes a second time and started organizing retaliation before the Armed Forces withdrew.

Guerrilla-warfare-style attacks on the complex’s infrastructure are ongoing, and some direct attacks on the new residents are taking place. Unwilling to take a second public relations hit, the Metroplex has decided to employ private security and quietly recruit shadow assets to defend the place, fighting back against the displaced and angry former residents. Of course, the orks are also busy recruiting shadowrunners to their cause, and the entire situation is quickly becoming a proxy war being fought in the shadows.

RENTON’S AWAKENED BOOM

It turns out levitating off the ground or throwing lightning bolts from your fingertips makes you even more of an outsider than having pointed ears or tusks. The Awakened have never been accepted by Renton’s suburbanite masses, and anyone even suspected of having powers is subjected to suspicion and fear. That attitude makes it strange for the Apep Consortium to choose a Renton location for its new library complex. Public outcry started as soon as the development was announced, and numerous legal attempts were made to stop it. Despite the opposition, the library campus opened in

'78 and dozens, perhaps hundreds of Awakened staff have been moved onto the library campus. In addition to the staff, entrepreneurs have opened talismonger shops and magical lore stores near the library. Cafés, restaurants, and nightclubs having magical themes and catering to the Awakened crowd have also moved in. New housing developments are going up, and an entirely new Renton neighborhood is growing out of the ground south-east of Cougar Mountain.

Friction with the neighboring Renton residents has steadily increased as the Awakened population grows. Accusations of toxic magical practices by the Apep Consortium led to official investigations but no action. There is also a new wiz-gang of Awakened teens calling themselves Validus Magus sparring with other Renton gangs. The shadows are active on both sides as well, with runs being offered to extract information and personnel from the library and also to protect the newly formed magical community from hostile outside organizations.

THE NEW SHERIFF IS THE OLD SHERIFF

With Ares and by extension Knight Errant breaking their existing contracts with UCAS cities, Lone Star, now part of OmniStar, had a golden ticket to get the Seattle Metroplex security contact back, and they grabbed it with both hands. After the chaos of KE pulling out, the Renton district council was desperate to get things back to normal. As soon as the new contract was accepted, the district offered a tremendous amount of support, including providing an office complex for the Star's use. Of course, the Mafia and the Yakuza took full advantage of the lack of policing in the district and are now doing everything they can to slow Lone Star down and keep them from getting the district back under control.

Deniable assets are being hired for numerous jobs, such as blocking or diverting deliveries of vehicles, body armor, or weapons; sabotaging fuel supplies; disrupting power to the Star's offices; and fragging up their Matrix and communications.

WHO WILL WATCH THE WATCHERS?

Support for the Renton Neighborhood Watch has steadily grown over the last decade, with the number of patrols and the area covered constantly increasing. With little training or centralized control, and almost no accountability, the actions and motivations of any particular chapter or even team of the Watch depend largely on who joins it. The Watch members have also changed tactics over the last few years, becoming more confrontational and aggressive.

Complaints about Watch teams stepping over the line and breaking the law are becoming increasingly common. They have also moved from wearing light armor and carrying purely non-lethal defensive weapons to heavier body armor, sometimes helmets, and an array of lethal weapons. Almost all patrol members now carry a personal firearm in addition to the standard issue stun baton, and many patrols have at least one member armed with an assault rifle. The recent fear generated over the blackouts and Seattle's sudden exit from the UCAS has accelerated the growth of the Neighborhood Watch, with money and new volunteers flooding into nearly every Renton neighborhood.

Along with the increased support to the Neighborhood Watch, there is also growing support for Humanis in Renton. After decades of declining membership, fear generated by recent events has renewed interest in the anti-meta policlub. Don't get me wrong, it's still not fashionable to be an out-and-out racist, but membership is growing, even if the new members are keeping it a secret. It remains to be seen how much overlap there will be between these two trends. The Renton Neighborhood Watch has always had to deal with allegations of a Humanis affiliation, and with the increase in the membership of both groups, this is sure to accelerate.

Word on the street is that several pro-meta-human groups are willing to pay for runs against the two organizations, looking for proof they're secretly connected, or at least finding out where the overlap really is. There also seems to be some hooding opportunities for curbing the excesses of the more aggressive watch teams, especially those operating in Christopher.

RENTON HOTSPOTS NORTH RENTON

Bordering Redmond along I-90 and Bellevue north of 900, North Renton consists of Issaquah and Cougar Mountain. Plus, the former Z-zone of Olympic City.

Located east of Issaquah and just across I-90 from Olympic Park, Olympic City was built on the Tradition Lake plateau to house athletes and support staff during the 2076 Olympic Games. Numerous hotels, restaurants, and nightclubs also sprang up on the undeveloped land, believing the influx of tourists would kickstart development. After the games ended, the housing facilities were shuttered, and the commercial developments slowly died off, SINless squatters started to migrate into the neighborhood from other districts. Many of these new immigrants were ork families displaced by the gentrification of the Seattle Under-

ground. A second wave of new residents started arriving in the neighborhood after the Seattle government reclaimed the housing facilities, relocating people from the ACHE to the area. Olympic City currently has a C rating from OmniStar, up from the Knight Errant D, mainly because the government is requiring them to provide some service to the new residents.

Issaquah is a mixed-use commercial/residential area and has a high population density, with most of its residents living in low-rent apartment buildings. It is the oldest neighborhood in North Renton, carries a B security rating from OmniStar, and is best described as a lower-middle, working-class neighborhood. It has a higher percentage of SINless and metahumans than most other Renton neighborhoods, but the rest of the residents don't seem to mind very much. The Mafia and the Yakuza both have a strong presence in Issaquah, with chips, drugs, gambling, and sex workers all being easy to find.

Cougar Mountain has the old resort area and a relatively new neighborhood being developed along the 900 corridor southeast of the mountain, with most of the new growth centered around the Apep Consortium Library. The Cougar Mountain neighborhood carries an A security rating from OmniStar.

APEP CONSORTIUM LIBRARY (COUGAR MOUNTAIN)

Completed in '78 just southeast of Cougar Mountain, the new North American headquarters of the Apep Consortium has attracted some of the finest minds in arcanoarchaeology and magical research to Renton. This influx of the Awakened to the area has also encouraged a number of magical service and support businesses to open up near the library campus, creating something of an Awakened village in the middle of Renton.

- Don't forget the Apep Consortium was taken over by Mitsuhamas about the same time the library was being built. MCT provided the security setup and still maintains it, with several non-public areas of the campus having a zero-zone status.
- Am-mut
- Apep built it there because the site's over an ancient dragon burial complex. You should see the artifacts they've been bringing out of the dig site hidden under the main building >link<.
- Plan 9

COUGAR MOUNTAIN RESORT (COUGAR MOUNTAIN)

Located on one of the largest tracts of pristine forestland left in the Metroplex, the Cougar

Mountain Resort Complex covers the east slopes of Cougar Mountain and the entirety of Squak Mountain. The east-facing resort complex offers a full range of recreation and relaxation services, with a seven-floor resort hotel, three fine restaurants, and full spa services. The Squak Mountain side of the complex features a ski lodge with a variety of slopes. During the summer months, the lodge offers hiking trails, rock climbing, and mountain bike rentals.

- Still independently owned, the resort has survived several buyout attempts, mainly by drawing rival corps into bidding against each other and driving the price past what either is willing to pay. The latest takeover attempt was from Horizon and resulted in giving the mega a long-term lease to a portion of the property, avoiding an actual hostile buyout.
- Mr. Bonds
- Fun fact: While the Renton-Bellevue border is typically shown as Route 900, the official boundary runs along the north and west property lines of the resort, and it doesn't split the resort up into two different districts.
- Respec

HORIZON CREATIVE FOCUS RETREAT (COUGAR MOUNTAIN)

Located on the peak of Cougar Mountain, the combination luxury resort and corporate work environment is a decade old. The only approaches to the ultra-exclusive Horizon facility are the VTOL landing pads and one carefully monitored surface road. Security is top-notch, and it's only open to Horizon executives and support staff, so information is slim. Officially it's a perk offered to successful employees to stay and enjoy a working vacation with spa, gymnasium, pool, game rooms, and exercise areas. There are also numerous meeting rooms, workstations, several bars, and according to the brochure, a restaurant offering the finest dining in Seattle.

EAST RENTON

East Renton shares a heavily forested border with the Salish-Shidhe Council. Past the woodlands, **Four Lakes** and **Spring Lake** are both lightly populated, mostly rural neighborhoods. Spring Lake is heavily agri-business and food processing, while Four Lakes leans more toward logging, lumber mills, and woodworking shops. Both neighborhoods have a large percentage of metahuman residents—primarily orks, but many trolls have found a home in the Four Lakes lumber industry. While metahumans are generally accepted, the SINless are usually unwelcome in the area and are encouraged to move along as soon as possible. The OmniStar AA ratings of these

two neighborhoods seem to be the result of an extremely effective, mixed-metatype chapter of the Renton Neighborhood Watch and not from any special effort on the part of Knight Errant or Lone Star. Despite the general law-and-order attitude, the Blood Mountain Boys have an active presence in the area, with many members living here. The Boys seem to get along fine with the local Watch, with some members in both organizations, since the BMB conduct their more illegal activities in other neighborhoods.

Tiger Mountain is an unrated wilderness area with no official population and no corporate law enforcement. The entire area is heavily forested except for a north-central section that is still affected by Mount Rainier's last big ash fall. Access comes through a network of logging roads, and what little infrastructure exists is there to support the logging industry and the Metroplex Border Patrol, which maintains a series of outpost buildings and runs regular patrols along the Seattle side of the border.

- ▶ There's a lot of smuggling activity across the border and around Tiger Mountain despite the metroplex patrols, just too much forested ground to cover effectively. I've also heard that the Cascade Orks maintain a hangar with a repair shop and a fuel depot somewhere in Four Lakes.
- ▶ Sounder

HOLE IN THE WALL (SPRING LAKE)

It would be hard to imagine a better name for this place than Hole in the Wall. It's a rough place catering to rough customers from the local lumber camps and farms. The bar also seems to be popular with shadowrunners for some reason. The owner, Jeanie Trudel, is a hugely built ork woman who seems to know everyone coming through the door. She does her best to keep the peace, but fistfights among the patrons seems to be the local equivalent of a sporting event and are regular occurrences.

- ▶ Big Jeanie operates as a part-time fixer of sorts; she can always rustle up some muscle for a job. Need a dozen trolls with chainsaws? No problem.
- ▶ Borderline

CEDAR MOUNTAIN DUMP (SPRING LAKE)

Officially, this is the Cedar Mountain Recycling Center. It's the largest employer in Spring Lake—locals just call it the Dump. Sitting among the hills of East Renton, the facility consists of more than a dozen buildings along the southwest edge of an enormous landfill taking over nearby valleys. A constant line of garbage trucks enters the front buildings, where the massive amounts of trash gen-

erated by the better neighborhoods of Renton is processed. Anything that has components worth recycling is separated for recovery, while the bio-material is sent to industrial-sized plasma furnaces and broken down for fuel. Everything left over is buried in the landfill.

- ▶ The entire east side of the landfill has been off-limits to employees for months, and spirits attack anyone entering these areas. Word is that a group of ghouls led by a powerful Infected shaman have claimed the eastern valleys for themselves. If you have the muscle and magic to run them off, money's waiting for you.
- ▶ Haze

NORTHWEST RENTON

Northwest Renton residents are overwhelmingly middle-class SINners. Racial makeup in this area is about seventy-five percent human, ten percent elf, with dwarfs, trolls, and other making up the balance. This area is the bastion of Renton Neo-American Tribalism, and any deviation from the suburban norm will draw attention.

The old Renton downtown is separated from the Seattle Downtown district by Route 167, and it is the economic center of the district. Densely populated, the residents of the AA-rated neighborhood mostly occupy downtown Renton's many high-rise residential buildings. Local employers are a mix of industrial, professional, and service industries while a large percentage of residents commute to the Seattle Downtown district each day.

Just outside downtown Renton, the surrounding A-rated suburban neighborhoods are collectively known as **Maplewood**. The suburban sprawl is a mix of retail chain stores, restaurants, single-family housing, and low-rise apartment complexes. Residents work in the local service industry, commute to downtown Renton, or take the longer commute to Downtown Seattle. Numerous Mafia and Yakuza establishments can be found with a little discreet searching; both organizations are very active here but put a lot of effort into keeping their operations out of sight.

DENTON'S LORE STORE (DOWNTOWN RENTON)

Founded in '41, this small talisman shop specializes in printed books. Denton's regular stock includes new and used books on spell formulas and magical theory as well as volumes on mythology, anthropology, history, and related subjects. Reagents and various magical paraphernalia can also be bought here, along with the occasional rare or limited-edition item.

Rumors have circulated for decades about how Ol' Man Denton occasionally acquires and sells

magical items that are both extremely powerful and extremely dangerous, supposedly without regard to any potential harm they may cause to the new owner.

- Old Man Denton has some kind of feud with the Apep Consortium and is refusing to sell to anyone from that organization. With the same regulars he's always had, his business hasn't grown along with the rest of the Renton Awakened boom.
- Lyran

FEDERATED-BOEING RENTON FACILITY (DOWNTOWN RENTON)

This Renton facility manufactures remote piloted vehicles (RPVs), from tiny drones to huge remote cargo planes. The latest, and currently smallest, product being made here is the new Sky Commander observation drone. The best-known vehicle from this facility is the Herd Animal series of cargo drones. These have always been Renton products, and the latest version, the Aurochs, has been out for several years now. This large, winged cargo drone is near the end of its product cycle, and a new design is in development.

HUMANIS HEADQUARTERS (DOWNTOWN RENTON)

While most of its members do not actually admit to being a supporter of Humanis these days, it is still a legal and well-funded international policlub. The Renton Humanis building in Downtown Renton has survived numerous bombings and countless drive-by shootings. The reinforced concrete structure has layers of thick ballistic glass, and the only entrance for employees and visitors is through a heavily secured underground parking garage.

- The old building had a "gas leak" in '74 and had to be completely rebuilt after an explosion. The current structure may look like a military bunker, but I've been analyzing the blueprints, and there are a number of structural flaws. If anyone wants a copy of the research, hit me up.
- Beaker

KNIGHT ERRANT SEATTLE TRAINING ACADEMY (AA-DOWNTOWN RENTON)

When the UCAS backed out of the BRA, Knight Errant was forced by Ares to back out of the Seattle policing contract. KE forces were re-deployed to protect Ares property in the Metroplex and have maintained that posture ever since.

Looking like an Ivy-League college campus in the front and a UCAS Army training camp in the back, the Knight Errant training academy in

Renton has been in operation for more than thirty years. Prior to Lone Star taking over the Seattle security contract, this facility trained and graduated officers for service all around the world. With the Seattle contract over, the campus is slowly returning to its previous mission.

- Last year during the partial blackout, the Blood Mountain Boys decided to get some payback from KE and hit the compound. They quickly discovered the Ares-owned facility was still fully operational and broke it off before they were wiped out a second time
- Borderline

LONE STAR COMPOUND (DOWNTOWN RENTON)

Picking up the Seattle Metroplex security contract with no notice left OmniStar a little stretched for resources. In order to help the Star get up to speed in the district, the Renton council donated a vacant office complex to use as a command center until proper facilities could be set up. Operations have been hampered by an assortment of setbacks including random power outages and Matrix connection issues.

- Matt Wrath knows those outages aren't random. The Mafia and Yakuza are both paying good nuyen for runs to slow down the Star. If you need work, just ask Matt Wrath.
- Matt Wrath

NEIGHBORHOOD WATCH HEADQUARTERS/THE HALL (DOWNTOWN RENTON)

The Neighborhood Watch is only a decade old, and in the last few years it has grown considerably. The all-volunteer group takes in donations from district businesses and uses the money for equipment, support staff, and headquarters maintenance. The Hall, as it's known, includes a communications center, an armory, training rooms, and offices for Watch leadership.

RENTON CENTER MALL (DOWNTOWN RENTON)

Catering to the upper middle class, the Renton Center Mall advertises the best shopping experience and the hottest brands in Renton. Having only two floors, it's smaller than many other shopping malls, but with boutique shops like Whole New You and quality merchandisers like Tjang's Lore Store, the Renton Center Mall manages to keep its status as a prime shopping destination. The mall's small paranatural zoo and fun park on the second floor also make this a prime location for family outings.

77 (DOWNTOWN RENTON)

Some places are famous for their popularity—77 is famous for its exclusivity. Using the street address as the name, the entrance is a nondescript walk-up between a bar and a men's clothing store. The interior is done up in the style of a 1960s Las Vegas gentlemen's club, with lots of leather, brass, polished wood, and the very best in food and spirits. The nightly entertainment is also said to be the best offered anywhere in the metroplex. Only members and their guests can get inside, and members are responsible for their guests' behavior, including payment for any damage they may cause. The basic membership fee is two thousand nuyen a year, and the only way to become a member is to be sponsored by one.

- ▶ Privacy and security are taken very seriously by the owner. He's told me that scramblers and shielding block all outside Matrix traffic, and powerful magical wards circle the place. For those who can manage a membership, 77 is a very secure place to conduct business.
- ▶ Kat o' Nine Tales

SILVER SCREEN DREAMS (DOWNTOWN RENTON)

The official pitch is that Silver Screen Dreams will take you back to the Golden Age of Hollywood, where you can enjoy a variety of spa treatments in an atmosphere like a 1930s movie set. The truth is Silver Screen Dreams is one of Seattle's most innovative bunraku parlors, with prostitutes who look and act like some of the great film and television stars of yesteryear.

- ▶ Word on the street is the "workers" are (or were) aspiring actors offered parts in "cinematic recreations" complete with cosmetic work. That type of work doesn't come cheap and most of these flesh puppets are little more than automations owned by the Yakuza now.
- ▶ SeaTac Sweetie

TALBOT SECURITY VEHICLES (DOWNTOWN RENTON)

Talbot Security Vehicles was once known as Lone Star's preferred Seattle vehicle contractor, and then Knight Errant moved in, and they lost the majority of their business overnight. Tracy Talbot, the owner's daughter, had a few friends in the shadow community, and after Knight Errant forced her dad's biggest customer out of town, she reached out to those connections, and the shadows are what has kept her in business these last ten years. Now, with Lone Star as a division of OmniStar, Talbot Security Vehicles has been getting a ton

of work, but Tracy has decided to keep her shadow connections happy, too.

THE UMBRA CLUB (DOWNTOWN RENTON)

This nondescript little bar west of Route 405 in downtown Renton seems to have an unusual amount of traffic through the rear stockroom door. Truth is, the only reason for the bar to exist is that back door and the set of stairs behind it going down to Zone Twelve of the Seattle Underground. The patch of subterranean turf under the bar is part of a network of hideouts and hidden tunnels known as "The Umbra," which is used by an assortment of gangers, criminals, and shadowrunners.

CENTRAL RENTON

Located south and east of downtown Renton is the relatively wealthy AAA-rated neighborhood surrounding **Lake Youngs**. Residents are mostly lower-tier corporate executives, established professionals, and highly skilled tech workers. Before the Apep library moved in, almost all of Renton's mages lived in Lake Youngs, since the upscale neighbors usually didn't have issues about living next to a magician. Renton's independent software industry was also centered here a decade ago, and many of those companies still operate as subsidiaries of larger corporations. Service workers in the neighborhood's numerous shops and restaurants almost all commute in from other areas.

Southeast of Lake Youngs and along the Auburn border is the upper-middle-class AA-rated neighborhood of **Maple Valley**. The area consists of single-family housing and condominium complexes mixed in with small shopping centers, retail chain stores, and restaurants. Most residents commute to white-collar jobs in nearby Auburn or hold management positions in Renton's sprawling service industry.

LAKE YOUNGS HILTON (LAKE YOUNGS)

This twelve-story luxury hotel is built on the shore of Lake Youngs, surrounded by Renton's most upscale residential developments. The ground floor of the hotel includes a small shopping mall built out over part the lake. Several of the bars and restaurants in the mall have lower levels with glassed-in viewing areas for an underwater experience.

- ▶ Security in the hotel and the mall is top-notch all across the board—astral, Matrix, and physical—which is why it's popular with the traveling corporate suits looking for all the protection of home.
- ▶ DangerSensei

MAPLE VALLEY MALL (MAPLE VALLEY)

Built about thirty-five years ago, the Maple Valley Mall began having problems only a few months after it opened. Guests reported feeling weird chills and seeing spectral dragons, ghostly howling warriors, and shadows with nothing to cast them. It seems the place was built over some type of ancient site of power. Shamans from the SSC eventually came in and dug up something from under the mall. The apparitions stopped, but the damage was done. People didn't want to shop at the haunted mall; tenants started moving out. Lawsuits went back and forth, and a few years later the place closed completely.

Since then, the owners have tried several different tactics to generate revenue including haunted tours and a semi-permanent rave. Eventually they decided to try to reopen the mall, and renovation work started a few months ago with a summer 2082 re-opening date.

- I'm guessing they didn't get everything back in '52. Ever since renovation work started, there have been constant accidents. Several workers have been killed. Word is the crews will be walking off the site soon unless something is done.
- Haze

SHADOW LAKE CORRECTIONAL FACILITY (MAPLE VALLEY)

Shadow Lake is a medium-security facility for white-collar criminals, typically repeat Matrix violators. The new wing is entirely detention facilities for technomancers. It relies on a combination of Matrix shielding, throwback equipment for the guards, and paranormal watch-critters. The rest of the prison still relies heavily on electronic counter-measures and drones

SHIRLEY'S GHOST (LAKE YOUNGS)

This offbeat bar and grill was called "the Terror Pit" back in the '50s and early '60s, decorated in a neo-Goth faux-Halloween style and serving gross-out "un-appetizers" like fake eyeballs and "pasta 'n' guts." It's not for everyone. When the prior owner, Shirley McElyea, a former MCT wagemage, passed away in '67, the new owners changed the name of the establishment to honor her memory, and the regulars frequently make her "ghost" appear there.

WANDA'S WITCHERY (LAKE YOUNGS)

This family-style restaurant may be known for its comfort food, but the owner, Wanda Dato, is a well-known Seattle performer and magician. Wan-

da's features an Open Circle Night several times a week that is the real draw for the place. A variety of local artists and magicians show up to perform anything from music and poetry to magical illusion shows. Wanda is also known to take center stage from time to time to entertain her guests.

SOUTH RENTON

The lower triangle of Renton shares Route 167 with Tacoma to the west and a border with Auburn to the east. There are three neighborhoods in South Renton: Lake Meridian, Kent, and Christopher.

The A-rated area of **Lake Meridian** runs alongside the Auburn border and is a slightly less well-off version of Maple Valley and a close demographic match to Maplewood.

Running along Route 167 south of Maplewood and west of Lake Meridian, Kent is the next step down on the economic ladder. This B-rated area is more diverse than many Renton neighborhoods, and like Issaquah is a mixed-use area. It's also a working-class neighborhood and the local stronghold of organized crime, with almost every local business having ties to either the Yakuza or the Mafia.

The C-rated lower-middle-class **Christopher** is just about as close to a slum as Renton gets (except for the unofficial Olympic City), but it has power, water, functional sewers, and public transportation. Many of the human residents are down-and-out SINners, living in government-owned housing complexes and surviving on government programs and handouts from charity organizations. Those who are slightly better off stay in crowded low-rent apartment buildings and take whatever work they can find, primarily in construction or low-end service jobs. Orks and humans are sharply divided in the neighborhood, living in heavily segregated neighborhoods, with each blaming the other for their poor living conditions. The few elves and dwarfs living in Christopher are usually subject to hostility from both sides. Wandering into a block where you don't belong is a sure way to get some verbal abuse or even a physical assault. People get killed every day here for being on the wrong street. Alcoholism, chip abuse, and street drug use are rampant, with organized crime and gangs having a substantial presence. The local chapter of the Renton Neighborhood Watch, called the South Watch, is just as segregated as the neighborhood, with watch teams being either all human or all ork. The Night Hunters are a constant threat to the non-human residents, while the Crimson Crush has formed a new south chapter in the area that's quickly gaining recruits.

AUBURN MALL (CHRISTOPHER)

This three-floor shopping mall has traditionally catered to the lower end of the middle class and is starting to show its age. Some of the more popular chain stores began moving out a few years

ago, contributing to the perceived downward spiral, but the open space turned out to be a blessing in disguise. The management was forced to search out new clients and leased space to a variety of niche and specialty stores. Do-it-yourself Matrix equipment, magical lore and supplies, collectible retro-media, Penley's (the best source for a decent suit, especially for ork-sized people), and even a new sports café have all opened and done well.

- BBC Weapon Works moved into the mall when Weapons World pulled out last year. Momma Dot is making a killing with the new high-traffic location.
- Khan-A-Saur
- And just in case you don't already know, the Auburn Body+Tech will "misfile" the paperwork on implants for an additional thirty percent of the cost. The local Yakuza all get their off-the-books work done here.
- Butch
- There's another bodyshop by the south entrance—Auburn Enhancements, which can't handle alpha-grade work, but features more entry-level parts. Notably, they have an old filing system that sometimes "forgets" data that was entered in, allowing space for someone who wants a little less attention to work done on the lowdown.
- SeaTac Sweetie
- Yakuza-owned.
- Marionette
- The newest addition to the food court, Rickey's Ratburgers, caused a bit of a scandal when it was first announced. Rickey's from the Underground, and he opened a shop targeting the orks who'd moved up when he did to give them a slice of "home cooking," but health code issues hit him hard. He had to switch to SoyRat, and he still hasn't got the taste right. Close enough for young ones who want to give it a try, and the rest of his offerings? Excellent stuff. His grey gravy is to die for, and you can dip about anything into it and it works, while his "Side o' Shroom" takes me back.
- Turbo Bunny

GREASY BEN'S (CHRISTOPHER)

At one time, this down-home barbeque joint was well known for its heavy, over-spiced food, but after the original owner disappeared a few years ago, the BBQ pit seems to be nothing more than a thin cover for the illegal chop shop operated out of the back room. The place has strong ties to the Yakuza, and the "cooks" are generally kobun providing security while pretending to cook BBQ.

Old Doc Sanderson has been a street doc in various Christopher locations for decades and had a good reputation with those having no other op-

tions for medical care, but her ties to the Yakuza mean they always take top priority.

- I have this on good authority: Do not ever eat anything cooked here. Seriously, don't do it
- Hannibelle

THE ITALIANO (KENT)

Traditional Italian food and a large dance floor with nightly live bands are the main draws of this local nightclub. It's an open secret that the management of the Italiano recruits for the Mafia, making the place a popular hangout for would-be madmen. Directly across the street from the Murdered Mime, it's also known for nightly brawls and gunfights in the parking lot as both the Yakuza and Mafia prospects try to prove themselves by taking on the opposition.

THE MURDERED MIME (KENT)

Decorated in a black-and-white theatrical theme, the Murdered Mime has a reputation for putting some of the metroplex's best up-and-coming music acts on stage. It's also famous for low drink prices, a good beer selection, a spacious dancing floor, and for being a Yakuza hangout. New recruits and low-level kobun both believe the place is a good spot to earn a reputation. With the Italiano directly across the street, opposition is never in short supply. Brawls and gunfights in the two parking lots are a nightly occurrence.

- A few years ago, a Knight Errant cop was killed in the club. Afterward, a big deal was made about new management coming in, but it looks like it was just a cover story to protect the owners, since nothing has actually changed.
- Black Knight

ALLIES AND ENEMIES BLOOD MOUNTAIN BOYS

The BMB are a mixed-metatype gang that's been through a lot of changes over the years. At one time they were known for a distinct neo-urban tribalism look, complete with permanent "war paint" of facial tattoos, and they were famous for their week-long, mind-blowing parties. After the BMB pushed Knight Errant a little too far, KE hit back hard with a vendetta, almost wiping out the Boys by '75. The surviving members built the gang back as a very different organization. The permanent tattoos that made them so easy to spot were replaced with ballistic masks that had their paint schemes but could be hidden when they wanted to blend in. The gang also remained active in running chips and drugs, but they have adopted an

ethos of “don’t drek where you eat.” While the gang members mostly live in East Renton now, all of the gang’s activities occur outside of that area. Their chip- and drug-trafficking operations are run from several clubhouses along Route 169. These are also the sites of their still-occurring week-long parties, but members quietly return to Four Lakes or Spring Lake when they’re over. The Boys seem to be volunteering with the East Watch as a way to keep hidden and actively protect their turf. All of these undercover practices have led to a fair amount of paranoia with the Renton population at large—since there’s no way for them to tell who may be a Blood Mountain Boy, anyone who acts the least bit wild or rebellious is under suspicion.

- The rebuilt version of the gang seems to have attracted numerous Awakened members. Several street shamans run with the gang, as well as some powerful physical adepts.
- Haze

CRIMSON CRUSH

Actually a Redmond gang, the all-ork Crimson Crush sent a few members south and have been recruiting in the heavily segregated areas of Christopher. But instead of sending these new recruits to join the main gang they seem to be building a new chapter from the ground up. It’s a good bet once they get a decent number of members, they’ll be trying to run the South Watch out of the area.

NIGHT HUNTERS

Not having a traditional gang structure, the Night Hunters are a number of human-only packs that prowl Renton’s back alleyways at night, hunting for victims. Unified by a hatred of metahumans, they have strong ties to Seattle Humanis and Human Nation. The packs will occasionally fight each other over who the “real” Night Hunters are, but most often they simply stay in their own territories. They’re easy to spot, since they all proudly wear their tag: a taloned hand slashing across a white moon, either on their jackets in glow-in-the-dark paint or as a bio-luminescent tattoo. Green mohawks and synthleather jackets with lots of chains and chrome studs complete the look. They also like to show off their obvious cyber augmentations, with the emphasis on implanted blades, claws, and fangs. The gang members make credit for their cyber-modifications by hiring out as muscle, peddling enhancement drugs and BTLs, making twisted snuff BTLs, and selling the possessions (and often the remains) of their victims.

VALIDUS MAGUS

This newly formed wiz-gang is a group of bored and wealthy Awakened teens from the upscale



Cougar Mountain Village. Mostly human with a few elves, they have recently taken to riding into other territories on their new Suzuki Mirages, sporting flashy gold and purple synthleather jackets and generally daring the other gangs to take them on. To date, they have not drawn the attention of Lone Star, and they haven't met with any serious opposition, but the days are numbered on both fronts. Time will tell if Validus Magus, or the "Vals," as most other gangs are calling them, will fall apart quickly or evolve into a real gang.

OLYMPIC GUERRILLA RESISTANCE (OGR)

After the government decided to take back the Olympic City housing complex, the Metroplex Armed Forces moved in and drove out the ork families squatting there. At first the orks were bewildered by the sudden attack and offered little resistance, fleeing their new homes and retreating into the other nearby abandoned buildings. It didn't take long for them to learn they were being forced out to make room for human SINners being moved from the ACHE. They got mad, real mad, and then they got organized. The ones who could fight started hitting back against the Metroplex Army, and the ones with connections started getting the story out about what the government was doing. Before long, it hit the news, and the PR fallout was bad enough it forced the government to pull the army out. But the government itself didn't pull out, they just switched to private security and deniable assets.

Once the news was public, orks with combat skills started coming in from all over the metroplex, and even a few non-ork shadowrunners moved in to keep the fight going. A core group calling themselves the Olympic Guerrilla Resistance, or OGR, is conducting hit-and-run attacks against the housing complex, hoping to make it too expensive for the government to stay.

RENTON NEIGHBORHOOD WATCH

Starting as a small civic group in 2071, the Neighborhood Watch organized nightly volunteer patrols in the Maplewood neighborhood. The idea caught on quickly, and within a year, a dozen separate groups were out making nightly patrols of their individual neighborhoods. In '73, the separate watch groups joined together and formed the Renton Neighborhood Watch. Expansion continued outside of northwest Renton, with chapters forming in south, east, north, and central Renton. Today, under the leadership of Commander Vinnie Tudroe, "the Hero of '76," the core of the Watch is still in northwest Renton. Most teams operate

on foot in the neighborhoods they live in and generally keep an eye out for anyone who doesn't belong, calling in the authorities if they see anything suspicious. More often than not it means stopping and hassling anyone they don't recognize as a local resident.

- You never know what you are going to get with the Renton Neighborhood Watch in Maplewood. If you're in this area at night and you don't happen to be human, keep an eye out for them. A mixed-metarace patrol may just want to know what you're up to and then call in the Star if they don't like the answer, but the all-human teams may just be a group of good ol' Humanis members out looking for some metahuman hoop to kick for simply being an ork in the wrong place.
- Hard Exit

EAST WATCH

Almost a separate organization than the main Watch group, the East Watch uses bikes and trucks to patrol the back roads of East Renton in loosely organized groups, keeping in touch using old citizen-band radios. Almost all of the watch teams are mixed race and operate in a gang-like fashion, preferring to handle anything they disagree with themselves instead of calling in other authorities. They don't seem very concerned about vice crimes, but if word gets out about something like partner or child abuse, the accused can expect a visit and a beatdown by the East Watch. They focus on stopping any potentially troublemaking outsiders from coming into East Renton more than anything else.

SOUTH WATCH

Patrolling the heavily segregated neighborhoods of Christopher, the South Watch is sharply divided into ork and human factions. Each faction patrols its own areas, and the mottos of the two groups seem to be "protect your own" and "don't prey on your own." They operate very much like gangs, handling issues themselves instead of calling in the authorities and actively working to enforce community segregation. Being in another race's area is a sure way to draw a watch team's attention.

VINNIE TUDROE

WATCH COMMANDER

The current head of the Renton Neighborhood Watch, Commander Tudroe is a middle-aged human who's known locally as "the Hero of '76." While working as a Federated-Boeing security guard, he single-handedly took down a toxic radiation shaman attempting to dump poison into the Olympic City water treatment plant. Hailed as a hero by the press, he was awarded the Seattle Citizens Medal of Honor by Governor Brackhaven during the opening ceremonies of the '76 Olympic

Games. Vinnie Tudroe has used that local fame to move from an anonymous watch volunteer into the top leadership position of the Renton Neighborhood Watch organization. Many have questioned his leadership capabilities along the way, as well as his current decisions regarding the watch, but his political savvy is unmatched.

- I'll call drek on his entire story. I know for a fact it was a runner team out of Touristville that took down the shaman at the water treatment plant that night. Ol' Vinnie was asleep in his car the entire time, and the runners doctored the security files to make it look like he was in the building.
- Bull

RENTON CONTACTS

BLACK KNIGHT

FIXER (MATRIX TECH) IN MAPLEWOOD

A large, well-muscled human in his fifties, Black Knight is tall, bald, and mysterious. He also doesn't like his real name to be used—just call him Knight. As a former Matrix security instructor at the Knight Errant Training Academy turned shadow-runner, the Black Knight was a combat decker who put an emphasis on combat. Today he's semi-retired from the shadows, but he keeps in touch with all the local hackers, and he knows where to lay his hands on the latest Matrix gear, both legal and not-so-legal. If you have a good rep, Knight can arrange for any Matrix backup you may want or the delivery of that special piece of gear you need.

DENTON JACOBS

TALISMONGER IN DOWNTOWN RENTON

Old Man Denton has been a Renton fixture as long as anyone can remember. The ancient-looking dwarf has a reputation for taking a dislike to people for no apparent reason and barring them from his shop. He also has a reputation for trafficking in powerful magical items and not being too careful about who he sells them to. Accusations of wrongdoing have never stuck, but Denton has drawn the attention of several organizations who keep track of such things.

If you can stay on his good side, Denton is an enchanter and talismonger without equal, as well as a veritable fount of knowledge on magical theory. His passion is collecting books, and if he doesn't have the specific one you want, he can almost always run down a copy.

- When I first met Denton in '66, I thought he looked older than dirt, but I put it down to hard living. He couldn't be over fifty-five, right? Well, he still looks exactly the same today as he did then. That got me curious, so I had a techno friend dig out

a picture from '41 when he opened his shop, and he looked **exactly** the same as now.

- Lyrán
- Good spot, Lyrán, and since you brought it up, I'll pass along something else. Have your friend dig out his driver's license from '34. It says he was born in 1973, 120 centimeters tall, and human. So maybe a spike baby or maybe something else is going on. Keeping an eye on Mr. Jacobs is the main reason I set up in Renton (and yes, before you ask, I am barred from his shop).
- Greywolf
- He's one of those immortal dwarfs. I know all about them. It's all right here >link<. A bunch of them slept through the Fifth World curled up in underground lairs, just like the dragons.
- Plan 9

DOROTHY SIMMS/ MOMMA DOT

ARMS DEALER IN CHRISTOPHER

As a troll in her forties, Dorothy Simms, or Momma Dot as she likes to be called, doesn't get around so well these days. Most of the work at BBC (Breach, Bang, Clear) is handled by her son Donnie. As an ex-mercenary, Momma has an unparalleled firsthand knowledge of weapons. Even though she owns a legit business in the Auburn Mall now, she still has a lot of friends in the shadows, and mistakes in inventory numbers can always happen when they need to.

JEAN TRUDEL

FIXER (MUSCLE) IN SPRING LAKE

Big Jeanie is a Goblinized ork lady in her early fifties who has owned the Hole in the Wall tavern for decades. She knows all the roughnecks and farmhands in East Renton, plus a lot of shadow-runners. If you need some muscle for a job, she is the ork to talk to about setting it up.

TRACY TALBOT

MECHANIC IN DOWNTOWN RENTON

A grease monkey from an early age, Tracy Talbot is a human in her early thirties. She's taken over the day-to-day operations of Talbot Security Vehicles since her father retired. Tracy has strong connections to the shadow community, and despite having plenty of legitimate work these days, she's always willing to make time for any special projects a friend may need. She can provide a full range of vehicle repair and custom work, and it can be done with or without all the proper paperwork (of course, doing it without a paper trail costs a little extra).

VANESSA SANDERSON

STREET DOC IN CHRISTOPHER

Vanessa Sanderson, also known as Doc Sanderson, is a human woman who looks to be in her late sixties. She has been a Seattle street doc for at least thirty years and has a success rate and a reputation as good as or better than most. The Yakuza apparently have full confidence in her and have provided a lot of support through the years. They even helped her set up shop in her current location, the back room of Greasy Ben's BBQ Restaurant.

Doc Sanderson offers a full range of first aid and medical treatments and even keeps some secondhand cyberware in stock (if you're not picky about where it's from). She can also track down better grades of 'ware for you or implant anything brought to her.

WANDA DATO

FIXER (MAGIC) IN LAKE YOUNGS

An elegant elf woman in her late sixties, Wanda knows just about every talismonger, enchanter, mage, and magical supplier in Renton. If you need to hire some magical backup or just need to track down an exotic reagent, Wanda is your woman.

LOCAL CHARACTER

GOOD OL' FOLKS

Either you grew up in a rural setting or you've spent a lot of time there, so you know how to fit in with the "country folk." You know how to dress, how to act, what to say, and what not to say to blend right in and not draw any unwanted attention from the locals.

- **Cost:** 5 Points
- **Game Effect:** You gain a point of Edge during any social interaction with people living in, or from, a rural setting.

SOCIALITE

Knowing what to say and do while mingling with the upper crust just comes naturally to you (or maybe you put a lot of time and effort into making it look natural). You know what all the current fashion faux pas are, how to flirt and make small talk, how to glide into a room; in short, you know how to fit right in and not draw any unwanted attention from the in crowd.

- **Cost:** 5 Points
- **Game Effect:** You gain a point of Edge during any social interaction with people living in, or from, people who function in elite sectors.

SUBURBANITE

The suburbs have some rules of behavior to follow if you want to fit in, and nobody really wants to be an outsider, do they? What to wear, how to talk, and especially what things you never mention in public. Luckily, you happen to know all those unspoken rules—maybe you grew up in a suburb, or you've just spent a lot of time in one. Either way, you know how to blend in and not draw any unwanted attention from your fellow suburbanites.

- **Cost:** 5 Points
- **Game Effect:** You gain a point of edge during any social interaction with people living in, or from, a suburban setting.



SNOHOMISH

POSTED BY: SNOHOMISH SON

I am so thankful that someone finally saw the value of getting the lowdown from a genuine, born-and-raised son of Snohomish. Too many people aren't willing to be honest and talk about the truths that affect our district every day. Whether it's the sanctioned smuggling coming out of Everett, the sewer folk of Redmond flowing northward, or the invasion that might be amassing by our thin eastern border, Snohomish's pure and pristine culture is being perpetually threatened by unsavory elements.

Let me offer some quick basics. Snohomish is the second-most northern of Seattle's districts. It borders Redmond, Everett, Bellevue, Downtown, and the Salish-Shidhe Council. (It also suffers an infestation from below, as a portion of the Underground runs into Bothell.) All of these borders mean a lot of potential unwanted influences on our classic corner of Americana. We've got less developed land than any other district, and we treasure our country charm, with our farms and antique

shops. We're big enough to make a political stink if we need to, but we prefer to keep our voice down and our district clean. From eco-friendly agribusinesses to farmers who still care about the soil more than the nuyen, Snohomish is the pure breadbasket of Seattle and an asset this blossoming free state is going to need, so it must be treasured and tended.

- › I'll trim the bile and focus. Snohomish's value has skyrocketed now that Seattle needs to think as an independent nation rather than a protectorate. As for that farmer drek, it's better as fertilizer than fact. Snohomish is all ag-biz. They hide well with mom-and-pop farm names, but the AROs make sure to tell you who owns the air you breathe and the seeds being grown.
- › Glitch

THE VIBE

Sweet home Snohomish is the most pleasant and chill district in Seattle. It's kept pristine and positive through the diligence of its citizens who

SNOHOMISH

Size: 217 square kilometers

Population: 121,000

Human: 91%

Dwarf: 1%

Elf: 4%

Ork: 3%

Troll: <1%

Other: <1%

Population Density: 558 per square kilometer

Per Capita Income: 35,000¥

Corporate-Affiliated Population: 72%

Hospitals and Clinics: 8

Voting Precincts: 2

Education:

Less Than 12 Years: 21%

High School Equivalency: 56%

College Equivalency: 19%

Advanced Degrees and Certificates: 4%

Average Security Rating: Silver

- I'm beyond astonished that anyone can look at that demo spread and not just scream.
- /dev/grrl
- It's easy. I hate wasting air and energy on screaming when I can contract job after job with a "collateral damage is acceptable" clause and always make sure my team is "properly proportioned."
- Bull
- All thicc trolls, all night long!
- 2XL

are constantly wary and ever vigilant in their efforts to keep their neighbors safe and their communities protected. By making sure that unsavory elements from Redmond stay where they belong we keep our streets clean and free of gangs, petty criminals, and SINless trash. We keep a keen eye out for Native elements threatening our borders now that we no longer have the protection of the UCAS or the Treaty of Denver.

- He's not lying. Snohomish does not have any prolific street gangs or go-gangs, but they don't need them. They have at least two groups that fit the bill just fine. The Humanis Policlub is no better than a street gang here—they just get to operate with the full support of the locals. And the local go-gang is none other than Lone Star—in particular, their motorcycle patrol units. These thugs roll up and down the streets of Snohomish on souped-up combat bikes painted in the traditional blue and gold but carrying very little traditional hardware. Plenty of illegal operations are run by and protected by the Snohomish Star. And, to make this even better, the overlap of Lone Star and Humanis membership here in Snohomish is almost one hundred percent.
- 2XL

- The Lone Star precincts here are regularly investigated for their practices, but nothing ever sticks. In fact, most of the data never makes it anywhere as shadowrunners get some sweet insider milk runs here.
- Hard Exit
- The tension between the Everett and Snohomish precincts is palpable. Higher-ups ensure they get along and do their job, but Sagnon up north is no doubt keeping a collection of the erroneous actions.
- LSPD

Thanks to all of this vigilance, Snohomish has the lowest violent crime rate in Seattle, the greatest sense of community, the cleanest streets, the happiest citizens, and the best attitudes! Every citizen of Snohomish knows they are protected and knows their fellow Snohomishites will watch out for them.

When you come to Snohomish, you get a chance to see the vast green fields of fertile earth. You can meander through the quiet streets in safety and spend your free time strolling the antique shops in the heart of Snohomish. The namesake town is not the only peaceful parcel of real estate. Here in Snohomish, we take care of everyone, everywhere. Be sure to keep your ident broadcast whenever you're in town in order to stay in compliance with the local ordinances.

- This is no joke. Locals have a perpetual ident broadcast, and most use it as a sort of social status symbol. Anyone who isn't broadcasting their ident offers the local Star an excuse to stop and question them. Even if you are broadcasting, it's a common occurrence to have your commlink suddenly stop working when they feel the need to have a conversation. Shady.
- Black Knight

For those looking to find a quiet place to settle down, look no further than the quiet cul-de-sacs and eco-friendly enclaves offered by local agri-biz icons Ingersoll-Berkeley, Aqua Arcana, and Nat-Vat. Each of the carefully crafted corporate cooperatives provides a unique reflection of beauty and a pristine natural environment built to blend with the surrounding production facilities.

We here in Snohomish know this level of peace thanks to the fine men and women who serve with pride in our local Lone Star precincts. With our keen eyes and unwavering devotion to the safety and security of our district, we make sure Lone Star can respond quickly to ensure unsavory types aren't strolling our sacred streets. Thanks to our support and our ability to help them save nuyen on surveillance and monitoring, our precincts have some of the best equipment and training around, and they are a unified force of one mind when it comes to dealing with criminal types of all shapes and sizes.

- It's not just cars, motorcycles, and body armor but cyber, bio, and weapons. Very few Snohomish Stars aren't augmented, and they all carry top-of-the-line weapons with all the bells and whistles. If you don't see it on their hip, you'll find it in the trunk of their patrol car.
- Black Knight
- They have a lot of drones as well, many of which are tricked out. Snohomish may look like the quiet breadbasket of Seattle, but it's got some tech hiding from prying eyes.
- Sounder

Please come on over to Snohomish and enjoy a little break from the hustle and bustle of urban Seattle life. A week, weekend, or even just a night in the country is certainly something you will never forget.

EXTREMELY LOCAL FORECAST

We welcome all to Snohomish because we know we are headed in the right direction. Just a few short years ago there was a moment when the hounds of Redmond were at the gates and the beauty of our breadbasket was threatened. We came together then, with the support of our local businesses. We came together to push away the hate-filled gangs. We came together as one people and held the line against the unwashed and impure to protect the sanctity of our district.

Now, we are set free. Seattle is no longer beholden to a greater nation. Our resources are no longer the world's but belong to Seattle. We won't be forced to sell off the profits of our sweat to be devoured by the wealthy of the Tírs, the gluttons of the Black Forest Kingdom, the greedy of Westrhine-Luxembourg, the pandering sycophants of Evo, or any of the powers in the world that feed the darkest reflections of humanity. We are finally headed in the right direction. Seattle has claimed its freedom, we have the proper leaders leading, the proper forces supporting our cause, and we here in Snohomish will continue growing a future that supports Seattle and its enduring energies.

- For anyone who can't read between the lines, this is simply Snohomish doubling down on the racist drek we already know them for. I can see why the Triumvirate pulled this guy in to write this, but it's hard to read. Key point is, there's a lesson here. These people really exist. Worse, they are the majority. They buy into the lies, the corporate drek, and all the stereotyping so hard, you can't prove to them you are not a monster if you don't look like them.
- 2XL

Snohomish is not just about living in our quaint and quiet towns. It's about a chance to slip away from the hustle and bustle and find the quiet places to let life slow down. We have a place to breathe deep and enjoy the purity of the air, the chill of the crisp, clear river, the scents of life in the air, and the sounds of wildlife that's not out to kill you. We have several specific times of the year when Snohomish opens itself to the rest of the world. That's not to say that it's closed the rest of the days, but during these times, the towns of Snohomish bloom like tulips in the spring.

Speaking of spring and the seasons, the changing of the seasons is pivotal to the identity and life of Snohomish. In the spring, we celebrate the mountain thaws and the rising rivers with festivals of water that have events held over the course of two weeks across the equinox. The whole shebang kicks off with the River Run, as they open the dams, and the bravest among us show their strength and stamina by outrunning the rushing river.

- For a couple of years this was a legit and "fair" deathrace, and then the locals started seeing that the winners were consistently metahuman or changelings. Now the contest is rigged to favor those with smooth skin as Human Nation and Humanis dirtbags come out for target and trap-setting practice.
- Butch
- Runner contracts aren't uncommon to even the odds, but there isn't much money in it. Just the satisfaction of reducing the population of racist dreksacks.
- Bull

Summer signifies weekly events, each focusing on the highlights of a specific neighborhood of the district. Some run Thursday to Sunday, others Friday to Monday, but every neighborhood makes sure to host a four-day celebration. Stellar entertainment, wholesome fun for the kids, unmatched revelry for the adults, and a theme that helps identify the highlights of each neighborhood make the entirety of summer a series of celebrations no one wants to miss. Keep an eye on which of our local corporate sponsors is hosting. Last year Aqua Arcana brought an unbelievable weekend of metaplanar guests and astral windows to show Snohomish from a whole other angle. This year's weekends will have to be over the top to beat that.

- Those weekends were a drekshow. The number of people who crossed boundaries they shouldn't have and ended up lost on metaplanes they don't understand was unbelievable. After the end of the weekend, only certain cases were looked into by the local authorities, while the others needed private investigations. Aqua Arcana got blitzed with jobs looking for the planes they were tapping into.
- Glitch



Since Snohomish is the breadbasket of Seattle, fall and Harvest Fest are some of the most iconic celebrations in the district. Opening up with the autumnal equinox and rolling through All Saints Day, this festival is night after night of parties, rituals, and celebrations to honor the abundance provided by the farms, forests, and orchards of our sacred district. The workers are celebrated, the corporations honor their best and brightest, and local shamans and druids reach out to the spirit world to keep the astral pure and plentiful. Religious aspects across the spectrum are honored and observed in order to show all how welcome they are as the summer season rolls to a close and fall brings great bounty to our district.

The seasonal festivals culminate with the Longest Night. While the other festivals host extended events, the Longest Night is only a single day of celebration. Held on the winter solstice, these events focus on parties for the young during the day and then culminate into hundreds of separate parties all over the district that run from sundown to sunup. Themes vary each year, but accolades for the best will last for decades. Snohomishites are still talking about the All-Night Ghost Dance held back in '76 with its NAN theme and beautiful costuming. Only the biggest events are themed, but these are the most sought-after tickets of the season.

- That party was such an insult to genuine Natives that the Cascade Orks actually hired runners to break into homes all over Snohomish to steal and burn those outfits on social media feeds.
- Bull
- That party wasn't even the worst of their insults to people who don't fit their ideals. They regularly host parties that would be protested by MoM or SoS, but nothing can ever get off the ground, since getting any group of metahumans that deep into Snohomish without being harassed by local tin stars is nearly impossible.
- 2XL

HOTSPOTS

THE COLISEUM

Classic forms of entertainment never lose their appeal, and who doesn't enjoy a good physical contest combined with some wagering? Here you can get both, and the variety of physical contests is quite extreme. Now, due to a number of extremely archaic laws, this place does not always operate with the full blessing of the law, but most nights, there are enough cops in the place that they offer fair warning as to whether a raid may or may not be on the way.

Once you're here, you can enjoy battles across several arenas. The highlight and centerpiece of the Coliseum is the octagon, but they've expand-

ed their operations into virtual battles where some of Snohomish's best deckers show out-of-towners that Snohomish isn't some no-good backwater. Guests can watch in AR as the hackers duel with their flashiest programs or go for the full VR experience and log directly into your favorite fighter's stream to get right up in the action. For a rush worth every cent of the premium charge, you can ride along in hot-sim as well, betting a little pain along with your nuyen in hopes of getting the win. Twice a month, a special opportunity usually emerges that offers access to a third arena: the astral plane. Two shamans, "former" shadowrunners known as Romulus and Remus, utilize their talents to provide a window to the astral plane, and bettors get to lay down their corporeal cash on ethereal entities. Spirit battles, mage duels, and dual-natured critters in the octagon are big draws that usually lure in high-profile guests, which usually draws in all manner of interesting onlookers.

- > Most of those deckers are plants. Snohomish is a backwater.
- > Slamm-O!
- > The money from grabbing contestants of all shapes and sizes is good—if you can get the contracts and tolerate the stink of metahate. Ask around for Barnum if you're looking to get into that gig. Make sure to send in a roundear, or you aren't getting the contract and very well could end up in the octagon for the next fight.
- > Stone
- > I'd like to see them try.
- > 2XL
- > No, you wouldn't. To become part of this place's special security detail, known as the Hunters, you need to have bagged a behemoth. And while I know all the tough trolls out there don't want their egos bruised, they aren't as tough as a behemoth.
- > Stone
- > Corse is the head of the Hunters. Rumors have him putting down a juggernaut with his custom Phoenix Arms rifle.
- > Goat Foot
- > That rifle is a double-barrel breechloader, and the shells are all custom. He keeps two in the gun and four more on his person but out of sight. Much like all the arms from Phoenix, you're obligated to protect the secrets of his design work.
- > Hard Exit

NATVAT FARMS

This is not actually a single location but more a discussion on all of the tracts of beautiful nature that make up the two-dozen facilities spread around Snohomish. NatVat has made a home in Snohomish, and we've welcomed them with open

arms. While their early arrival and expansion were full of struggles thanks to the dirty tactics used by their Aztlan rivals, with the support of true Snohomishites they were able to settle in and bring their pure farming techniques to our bountiful soils. Be sure to take the tours offered at several of their facilities. I recommend the Riverbend and Bothell facilities if you're short on time, but spending a weekend in the area and checking out all eight of the offered tours is an unforgettable way to spend a weekend.

- > The more I read, the more I appreciate the use of this author. NatVat has eight facilities where you can tour the grounds—well, a small portion of the grounds that they sculpt to create some image of green farming or aquaculture. They have at least another sixteen sites but also have a smattering of high-security facilities or high-security portions of their facilities. Riverbend has a genelab in a small subterranean aquacology they built along the riverbank.
- > Ecotope
- > They provide a lot of money and employment to Snohomish, and the locals don't like them being messed with, but NatVat has way too many projects with solid paydata going on here to stay away. Just be extra wary—NatVat security, Lone Star, and local thugs are going to be gunning for you if the drek hits the fan. It's also good to remember those local thugs are a nosey lot if you're sniffing around near a site.
- > Mika

AQUA ARCANA'S STILLWATER ISLAND FACILITY

I remember watching this place slowly grow into the beauty we see today. I remember those early days filled with UW grad students coming in to take soil and water samples, lay out and observe plots to get a wildlife count, and then camp quietly along the shores to avoid disturbing the natural beauty of Stillwater. They did their analyses back at the university, and then the construction teams came in and painstakingly laid the foundation while trying to impose the least amount of damage possible on the land. It took months longer than it needed to. Then, when it was all finished, they moved in their staff slowly, keeping a wary eye on the area.

Now the facility is home to some 250 scientists and workers who operate between the "bubbles," as they call the ten individual one-hundred-square-meter offices. These offices sit on three-meter-tall stilts above the island or in the "caverns," as they call the facility that was painstakingly dug into the earth and shoaled up to avoid the river collapsing it. While I happen to know the number of workers onsite, I'm not privy to exactly how expansive the caverns are. I've talked to employees drinking in Cathcart while on a short release (they all live

onsite), which is how I know about their numbers, but due to the size and wide array of projects being researched, no one knows quite how large the place is. But they all know it's beautiful.

According to some of their latest press releases, they're currently working on an Awakened species of salmon with regenerative properties that can be farmed—carve out a nice filet, for example, and it will survive and regrow that portion in a matter of days. It's a miracle fish that could provide Snohomish with a powerful way to feed the millions of starving humans around the world who suffer because of the gluttonous appetites of the heftier races.

- That salmon project has them in the crosshairs of Ingersoll. A regenerative salmon could solve food problems globally and seriously damage their control of the aquaculture market. NatVat has eyes on sabotage, as they also have no desire for a regenerating fish to become a global feeder and for their stranglehold on global food markets to crumble. Again.
- Fianchetto
- Some of that cavern construction is visible from underwater, as they have several pens along the edge of the island that they use to hold or feed specimens, and all of these lower facilities are filled with tubing and pressurized chambers that allow the river to flow through and stabilize the mana. It's a level of geomancy that even Wuxing would appreciate.
- Jimmy No
- "Pens" is a misleading term. Below the waterline, they have electrified monofilament nets shaped by aquatic microdrones that keep specimens in and corral them back into the research facility when needed. They also expand them when they need to offer more swimming space or allow space for research divers.
- Sounder

DOWNTOWN SNOHOMISH

No one can legitimately say they have visited our quaint little district without having spent at least a day in its heart. This place is the classic visage of riverfront Americana and one of the few places in Seattle where you can have that experience in its purest form. Quaint shops, homey B&Bs, one-of-a-kind restaurants, historic museums, and relaxing riverfront spas touch every aspect of your soul. Downtown Snohomish is the definition of home.

The feel of Snohomish permeates the streets as the sun sets and the romantic history of riverside America comes to life. The splash of fish in the river, the subtle yellow glow of the riverside lamps surrounded by tiny flying insects, and the soft hum that only a riverborn Snohomishite can truly explain. The gentle smiles of your fellow strollers. The polite nod as you pass by that says "I see you" to your fellow human. The gentle chuckle that carries on the wind and draws you in to the local pubs

for some succulent seared salmon over a thin layer of locally grown wild rice or a river-cooled ale brewed entirely from locally sourced ingredients.

When you're in the heart of Snohomish, you won't have to worry about sideways glances or worrisome predators. The heart of the city is kept safe and clean by the proud officers in blue and gold. The local Lone Star precinct even adds to the small-town flair with uniforms specific to the Downtown Snohomish police. A touch of the past in modern materials, but the best part is, no need for that bulky, cumbersome, and unsightly armor of the barrens. Here, we protect each other with diligence and leave no need for ceramic plates or ballistic shields big enough to stop a troll's fist. We stop the trouble, before the trouble even starts.

Please come on down to Downtown Snohomish. Remember, a day is the minimum stay, but be warned, after two you might want to move here.

- He's right, but also so very wrong. Downtown Snohomish is the "humanest" place I have ever seen. Wall-to-wall and floor-to-ceiling. From those I've talked to, visitors of any other persuasion they are primarily stopped outside of town and redirected. If they make it in, they're politely asked to stay in their vehicles with their windows on max black. If they refuse, they're politely detained until it appears they are making any form of threatening gesture, such as speaking, and then they're swiftly and violently arrested. If the situation escalates, the local Star escalates even faster. Swarms of drones and spirits come crashing down like a ton of bricks. It's ugly, but if you're smart, you did your research, knew to lie low, and you're the one dumping hateful d-bag bodies in the Snohomish River instead of the other way around.
- Stone
- I prefer to feed them to the ghouls down in Redmond and bring them there alive for maximum effect. But to keep this comment relevant, I'd like to remind anyone visiting that this mainly works because Downtown Snohomish is almost in Everett. In fact, several chunks of the city of Snohomish are actually in the district of Everett. The nice stretch of rural around it is what makes this little Human Nation bastion even possible, but it also helps that Everett has its fair share of racial inequality as well.
- Butch

BLACKSTONE'S MUSEUM AND ZOO

This privately owned attraction is a highlight of any visit to Snohomish. Fun for children and adults alike, this small zoological park and museum showcases some of the most interesting specimens of mundane and paranormal species. The majority of the mundane species exist with a certain level of freedom to wander the grounds and interact with guests. The paranormal species tend to be a bit too dangerous to allow the same free-

doms, but their habitats are kept as close to their natural environs as Blackstone's staff can manage.

Contracted hunters are paid well by Blackstone's to bring in specimens from all over the world. A small veterinary team is available to assist with capture and transport, and Blackstone's legal staff can help ensure that the required paperwork is done properly. If you're interested (and your licenses are in order), you can make easy money grabbing freakish beasts from exotic places.

- The paranormal animals here are kept in "natural" habitats? Ha! Natural according to the books that these brainwashed human kids read. If the locals had their way, one of the habitats would look like a rundown tenement, and they'd fill it with orks in ganger leathers.
- Ecotope
- Jobs for Blackstone are good gigs, but delivery is always questionable if you have any metas on your team. Usually they'll do a pickup down in Tacoma for legitimate deliveries, but border runs are mostly taken up the river and dropped via LAV or hovercraft.
- Lyan
- Blackstone's doesn't limit themselves to display critters, either. They contract quietly with the Coliseum to bring in nasty critters to fight. The pay is often a lot better for these, but the paperwork is usually nonexistent, and the targets are definitely harder to bring down.
- 2XL

ALLIES AND ENEMIES

TOMIL 'SKYTHUNDER' CAVALARA

Even without the unique arcane twist provided by the shamans of Thunderhorse Ranch, the place would still be an icon of Snohomish life. Its age alone would be enough to keep it in the historical society, but its current operator, Tomil "Skythunder" Cavalara, has made sure to keep it current with modern trends without making it lose its old-world charm.

Much of Cavalara's skill was not developed in the stalls of a horse farm or ranges of a ranch. Cavalara grew up as a bona fide cattle rustler. The rustling put him in touch with the shadows, and his skills as a shaman got him tapped by a team in Denver. He moved to Seattle when Denver went to hell and worked under the street name Skythunder for several years before retiring to run Thunderhorse, where he'd been volunteering since his arrival.

He has connections all over the shadow community and stays in touch to keep his hand in the game. He listens for jobs that may affect the ranch

and works to mitigate or maximize their successes depending on their tilt. He uses runners to break up other jobs, hires runners to run interference, looks for weaknesses on teams, offers connections to arcane resources, and just generally keeps himself nosey enough that Seattle runners, in particular shamans, want him on their contact list.

JASSILA FEDDERSEN

As the mayor of Snohomish since 2076, Feddersen has been on the frontlines of making sure Snohomish gets proper treatment and protection under the new government. The economic boom she guided with her crafty politicking between local farms and big agricorps may have put some Snohomishites off, but her heart has always been keen on making sure Snohomish stays as pure and clean as possible, even when she needed to bring in resources from other areas.

As the new government settles in, Feddersen has been making sure Snohomish's importance is understood. Feddersen isn't shy about reminding people that her district is the region's largest producer of food, nor slow to point out potential threats lurking at its borders—whether it's the toxicity of Redmond creeping north, the crime of Everett spreading south, or (most worrisome) the threat of a Salish invasion from the east. The Natives would definitely target and take Snohomish early in any skirmish to reclaim part of Seattle. To ensure our protection here, she has not resorted to arbitrary contracts just to bring in more forces but has instead sought funding to bolster the training and equipment of those already present and loyal to Snohomish. No one protects a place like its residents.

More important to readers here is her political and business maneuvering. She keeps most of her political work as clean as possible, but when it comes to business maneuverings, she knows full well who she's working against. She knows the shadows were built for corporate shenanigans and has no problem using the tools of the corps against them. She pays well but expects discretion.

- Work from her comes in two categories. The kind she hires teams with metahumans for and the kind she vets out mostly human teams for. If you get a contract with her stink on it and your team is all metas, be ready to get screwed well before you get to a double-cross at the end. She tends to use those kinds of teams for messy work or suicide missions.
- Cosmo
- Most Mr. Johnsons and fixers know her deal, and many won't play middleman for her. She has three primary Johnsons of her own. One is a dark-haired male with thin features who usually meets at places near downtown Snohomish. The second is a blonde-haired, blue-eyed wall of a man who operates from over

near Lynnwood. The last is an Asian woman with silver hair who holds her meetings all over but usually has a pair of cybered-up twins nearby as personal security. They're all as prejudiced as one would expect, but none of them are rude or aggressive, just passive and willing to toss you into a meat grinder of a run if your ears are pointed.

➤ Icarus

BENSON 'GETS' JAMESON

I like Benny, but the more he insists on everyone calling him "Gets," the more I consider a pair of cement shoes and a shallow patch of the Snohomish. Kidding aside, he deserves the name. He's the current head of operations at Black Fence Farms. Gets manages all ten of the current locations, and he took over for Buck after he got brain-fried by an unhappy customer. He still runs the series of "stores" in a similar fashion, but he's taken advantage of some of the recent innovations in Matrix topography to help protect his business.

Before I talk more about Gets, let me just offer a quick rundown on Black Fence Farms. They currently have ten "store" locations spread out across Snohomish. Each store is a virtual host tied to that location. You check out their stock online, make your purchases, and then get a location and time for the delivery. The location is always another of the stores. BFF offers access to just about anything one would need a license for and can usually have it within a day. Those rarer and more dangerous items usually take a little bit longer to acquire and deliver.

I mention that because Gets uses a lot of street resources in order to acquire rarer pieces of equipment and does a lot of buying in the secondhand gear market. He's a smart businessman and doesn't get bogged down by personal connections. If you're dealing with him, you're a customer, not a friend. He never meets anyone in person and does the bulk of his transactions via certified credsticks. If you don't have sticks handy, each site usually offers a shadow banker who is more than happy to clean a little of your cash for a small five percent fee. This is actually where Gets started, when he was happy just being called "TenPenny" Benny.

➤ Each store is usually a small office with a virtual stock, two thugs on hand to act as security for any orders being delivered, and the local bank representative.

➤ Icarus

➤ Gets isn't the talented rigger that Buck was, but he's hired on a former building spider to manage the drone deliveries. The spider occasionally hires out contract work to handle particularly dangerous or precious cargo. The pay's decent, and BFF has some fun delivery drones.

➤ Sounder

➤ Don't forget to ask about becoming a "Farmer." One of Gets' new initiatives, it's like a club membership where you can make your orders remotely with a special access on your commlink and choose a delivery location rather than coming to a store. It's got its perks, especially if you need a gear swap and your doss is hot or far off, but they don't deliver inside most corp compounds, and all the deliveries need to be picked up outdoors.

➤ 2XL

➤ I know a Farmer in Downtown who gets his deliveries on the balcony of his apartment. I've heard rumors of deliveries at windows, but that could just be street babble.

➤ Sounder

➤ I talked to Gets a few weeks back and planted a thought nugget in his brain about offering gear delivery services. This would be a full switch-out of gear delivered to you upon request; you would just send in the stuff you don't currently need. He seemed interested, but we'll see.

➤ Stone

➤ That's called "Platinum Farmers," and it's already in beta testing. It's gotten rave reviews, but finding the proper price has been a struggle.

➤ Gets

TRENT 'TOUCHDOWN' DADE

Born a rich socialite, Trent made a name for himself by almost making it into pro football. The running joke is that he got out in time to save just enough brain cells from being smashed to make it into politics. His father is a long-standing member of Snohomish high society, so it's no surprise that his eldest son would take the lead with the Sons of Snohomish. Supporting local businesses, charities, and community organizations, the Sons of Snohomish volunteer their time and donate vast sums of money to promote safety and security at public events all over the district. Since taking over, he has increased membership and opened up additional Son Centers around the district, two of which are in the often-troubled regions closer to Redmond.

This isn't the end of the line for his plans, though. Touchdown has obvious political plans and has been connecting and campaigning to take over the top spot in the district in the next election. He hasn't held any previous political offices but seems to be basing his campaign plan on the "fresh face" method. He talks a lot about policy changes to protect regions affected by the high crime rate of Redmond, increasing construction for housing options to allow more people a place in Snohomish without damaging their green spaces or mar- rying the horizon, and ensuring proper border protections to reduce smuggling from the SSC. Like most politicians, he doesn't explain how any of this will get done, but that doesn't mean he won't

try to shake up the status quo and ride the political railroad to the top of Seattle.

- Trent is like a knock-off Brackhaven. He's no better in his metaracial viewpoints. He's just younger and able to learn to hide it better. If he gets too far along in politics, everything is going to get dug up eventually.
- Bull
- He's currently poking at the NAN and making their retaliations and reactions look like they're the ones causing the trouble. Obviously, you know he's hiring runners to do the dirty work, but he keeps losing his fixer and Mr. Johnson connections because the jobs he's contracting are turning out to be high threat, especially if the hired runners aren't humans. Rumors have Trent leaking intel once he finds out the makeup of the team. It keeps getting worse, and as I said, more and more street pros aren't working with him.
- Sunshine
- He's just switching over to less professional operators. Mr. Johnsons with Humanis ties scream bad news when they hire teams with metas and he's finding it harder and harder to contract good talent.
- Fianchetto

Touchdown keeps his political background as clean as possible, and that means using deniable assets. I don't know any of his connections personally, but I have heard rumors that he has ties to some extremely talented teams. His political life always hangs in the balance of someone discovering skeletons in his closet, and I think this might be from a defiant stint. There was a period of time right after not making the cut where he decided to go against the grain and use his physical prowess in the shadows. If that's what happened, it explains the connections to high-end teams.

- "High-end teams?" That's a stretch. He has connections to some hardened killers. His "shadowrunning" career was actually a half a decade in the Flaming Swords, working a lot in Denver. That's the hyper-violent, militant arm of the Human Nation. That's saying a lot, as the Human Nation is already the hyper-violent, militant arm of the Humanis Policlub. The guys he knows are meta-murdering scumbags who look for any opportunity to cause maximum havoc to metahumans regardless of whether they're the intended target or not.
- Mihoshi Oni
- He was involved in that Paladin Health debacle a few years back if my intel is correct. Surprised he survived, but the cockroaches always do.
- Fianchetto

GARRETT WEST

Everyone in Snohomish knows good ol' Garrett West. He's the head of the Snohomish chapter of

the Humanis Policlub. I know many people seem to think of Humanis as an anti-meta organization, but it's not about harming metahumans; it's about offering support to humans. It started as a way to help many deal with the struggles of losing jobs to metahuman replacements or learning tolerance in the face of hate. Now it offers a place for humans to come together and support one another in a judgement-free zone. As G-West is often heard saying, "Humanis is helping us make a new, inspiring Snohomish."

Food drives, work training, and charity events, such as car washes, are just the tip of the iceberg for what Humanis, in particular Humanis under West's leadership, has planned for Snohomish. What we see them doing is a small fraction of the work and efforts they put forth to make our district safe for everyone. Support groups are held regularly, and community outreach activities happen all around Snohomish. Garrett is a huge proponent of keeping Snohomish feeling like a small town even inside this large metroplex, and his efforts with Humanis are a big part of that friendly small-town feel.

He's important here because he knows the ins and outs of the shadow community as well. He's been working with shadowrunners for almost three decades as a fixer, a Mr. Johnson, and now a leader. He often needs the help of shadow assets when corporate interests are not listening or aligning with the Humanis model of Snohomish. The work is generally low-key and often involves intimidation or gathering evidence on illicit activities in order to convince corporate executives and farm managers that the Snohomish way is the right way.

If you're working in the shadows of Snohomish, West is a great connection to learn the ins and outs of the community, what local events are occurring near potential job sites, where the local corps sit currently on his personal list of problem children, and who is currently in a protected status, as well as scads of data on the important people of the district. While the population of Snohomish may be over a hundred thousand, Garrett West seems to be friends with almost every single one of them.

- Every single human. He's persona non grata among the metahumans. No surprise. He's sugary sweet to your face—the type who'll drown you in syrup if you cross him. And just having pointy ears has you heading to his wrong side right out of the gate.
- Bull
- West is also connected to the Human Nation. According to the street, they're an anti-meta, anti-magic hate group considered nothing more than a conspiracy theory by most. The group supposedly consists of genocidal sociopaths bent on removing the aberrations of metahumanity and magic. Sadly, the group is real, and so is their goal. They have been known to occasionally

use a softer touch through medical and social genocide instead of outright mass homicide. Most think they are just militarized Humanis, but Humanis has plenty of militant thugs who start trouble at protests or get in fights. The Human Nation are the ones who bomb protests, burn down tenements, and firebomb pro-metahuman offices. They're not beyond assassinations, and subtlety is rare among their ranks.

- Thorn
- They can be subtle. In fact, you can still see a bit of their subtlety here in Seattle, even after the trouble they had in Denver. The Paladin Group owns hospitals and clinics all over the world. The operation in Denver happened to contain a front for Human Nation that was sterilizing local metahumans. The shadows revealed it to us, but the rest of the world only saw the unrest and violence that occurred with some protests. Several of the doctors who died and were memorialized by Paladin were part of the project. The survivors split from that facility, and at least two of them were moved here. The Avalon Clinic in Maltby is a Paladin Health Group facility that gained Dr. Renee Montalban and Dr. Elaine Fierambras. I don't know if they're up to their old tricks, but that facility fits the bill perfectly, as it sits right on the edge of Redmond and tends to service a higher-than-average number of metahumans.
- Butch
- If you're a meta, stay away from Avalon. Even if you make it out, you won't be the same. A chummer of mine went in for a gunshot and got patched up but came out with his bloodstream full of nanites.
- Bull

KURGON GAINES

When you talk about the good, you also have to talk about the bad, and one of the biggest troublemakers in Snohomish is Kurgon Gaines, the current head of Sauron's Legion. This radical group of metahuman terrorists is exactly why Snohomish has a fine group like Humanis looking out for them. This underground network of cells pops up and commits atrocities across Snohomish, all at the behest of this singular ork. Gaines was radicalized through his connection to the Crimson Crush gang in Redmond and moved to Snohomish when his family was looking for a better life for him. He just could not leave that tough-guy street life behind and found his way into Sauron's Legion after affiliating himself with the Sons of Sauron. While the SoS may have differing political ideologies from Humanis, they at least maintain that same level of political activism rather than resorting to violence. Not true of Sauron's Legion.

After joining Sauron's Legion, Gaines earned a reputation for brutality. He is allegedly responsible for the bombing of the Mountain Terrace Medical Center, where the explosive was centered on the

children's ward. He is wanted by authorities and is always on the run, though rumors abound that he steadfastly avoids leaving Snohomish.

I know many in the shadows don't care which side they work for, so I mention Gaines here as he is a major source for work. He contracts hits, distractions, sabotage, and myriad other menacing tactics all over Snohomish, but be warned, the city's eyes are always on the lookout for him, and being associated with him could not only ruin your street rep, but also get you brought up on charges related to domestic terrorism.

According to his recent manifesto, his goal is simply to remove what he calls "the rampant cancer of hatred" from the district. His attacks range far and wide, but he provides very little evidence of actual prejudice. Gaines is far worse for Snohomish than any perceived anti-meta bias, as he feeds into the data that shows orks and trolls to be an inherently violent metaracial subtype due to neurological development issues. He would have a far better chance of making meaningful changes if he acted in a civilized manner rather than embracing barbarism.

- True colors coming out for our author here. First, look at his rhetorical style above, where he tries to make the marginalized people seem like the true perpetrators of hate. That style is hundreds of years old, and it keeps being used because it works well enough for people to give themselves cover to keep believing what they want to believe.

Next, there's no legitimate data that shows orks and trolls are any different than humans neurologically. Spurious data gathered in the past was proven false or vastly biased based on testing parameters, cultural differences, and socio-economic barriers.

- Butch
- Flawed testing does not prove a point one way or another; it simply proves the test was not correct.
- Clockwork
- But the burden of proof of a thesis is on the claimant, and right now, those who claim orks and trolls lack brain power don't have proof. So their thesis isn't worth a damn.
- Butch
- Gaines is a solid connection to have. He's lived his life on the run in Snohomish for some time now, and according to street rumor, he never leaves. He's made a lot of strong connections to other metahumans and human allies in Snohomish, and they help keep him hidden from authorities.
- Bull
- Don't buy into any of this. Gaines is a Humanis sellout. He got caught a few years back and flipped. Everything he does harms the pro-metahuman movement, and not just in the media. The facilities they hit, the people they harass, and the violence they

sow are all counterproductive or focused on targets that local political leaders want hit.

- › Plan 9
- › Before anyone discounts what folks have to say, dig first. We don't want to get into a contradiction war here without proof, and in order to let this comment stand I had to do a quick bit of vetting. There's at least some circumstantial evidence, so keep an open mind and a wary eye.
- › Glitch

AGRIBUSINESSES

Since Snohomish is the breadbasket of Seattle, we need to talk about at least two of our local agribusinesses that are making a difference and working to help guide the future of the district: **Aqua Arcana** and **Ingersoll-Berkeley**. Both are intrinsic parts of our local business and ecological environment, and both are true friends to Snohomish.

At **Aqua Arcana**, they have a diverse collection of endeavors that keeps them active and interesting. They have multiple aquatic farms that grow not just vast quantities of aquatic botanicals but also all manner of aquatic feed fauna. Their facilities are well-secured, as many of their species are genetically engineered and would cause some level of ecological harm were they to enter the standard population. When specimens do escape, AA often reaches into the shadows in order to keep the event quiet and avoid publicity issues.

Outside of their farming efforts, they are doing something that is even more important to Snohomish and its residents. They have developed several natural and artificial systems that can be utilized for river cleanup. Filtering mollusks that are non-invasive and do not compete with local species. These systems are precious to us; they help eliminate some of the pollution that comes from upriver and mitigate some of the unavoidable runoff from fertilizers and farming products. These innovations are often dual-purposed. At least one algae blooms due to fertilizer runoff but is quickly harvested and dried. The dried algae is an excellent reagent, thanks to Aqua Arcana's processing methods, which are another closely guarded secret.

- › Jobs against AA are often strange. For non-invasive species, they often release them into the wild, isolated in tributaries, in order to determine their effect. Other corps have made numerous efforts to collect samples of these test subjects. Security is usually a geo-tagged paracritter or two and a drone response, but occasionally research crews are on site with security details.
- › Stone
- › That excellent reagent may help your magic, but it sure as drek doesn't help your social life. Whether burned or just sprinkled, this stuff stinks. Word has it that the smoke is also mildly

intoxicating. If it weren't so expensive as a reagent, I'm sure someone would smoke it for pleasure.

- › Ire
- › There are several groups who sneak into those algal pools and steal the algae to take back and dry themselves. It's not as potent as a reagent, since their processing is a little dirtier and they don't have specifically aspected facilities, but it's got a decent black-market following.
- › Lyrn

Snohomish wouldn't be nearly as pristine as it is now if it weren't for the Aqua Arcana facilities and efforts. They are a Snohomish staple, and we are glad to have them as a strong supporter of our district.

"**Ingersoll-Berkeley feeds independence!**" is a great slogan.

The Ingersoll-Berkeley facilities near Cathcart and Maltby are icons of Snohomish. The flowing fields of the Berkeley Soy Food Farm are a tourist destination year round. Which is particularly interesting as soy plants are not year-round producers ... unless they're Berkeley Soy plants. One of the latest innovations of I-B is the Berkeley Soy plant. This plant has the ability to regrow pods from the same plant once they are harvested. Early work involved simply picking them off the plant, but in order to make the process viable in bulk, they needed the ability to pick en masse. A few more alterations made the Berkeley Soy plant highly resilient and quite sturdy, and then a tech advancement allowed the Berkeley Soy plant reciprocating pod remover (RPR), or Reaper, to remove pods with minimal damage to the rest of the plant. The farms lost narrow patches of planting space for the tires to run on, but they gained a harvest approximately every thirty days after the initial crop growth. Lifespan has not been determined yet, but soil degradation is the current greatest threat outside of runners stealing crops and trying to get access to the interior system of the RPR in order to steal the technology.

Over at Ingersoll Aquaculture center, guests can see the fruitful yield of the river. Several massive pens line the shores where Ingersoll farms a variety of river species, several of which have been genetically modified. The facility offers tours to the public and contains a unique underwater experience called "Riverbed Explorer." It's a clear tunnel built half into the riverbed that allows visitors to see the layers of sediment below the surface while also seeing the river life from below the water. The tunnel is at the center of the facility and offers views of several of the farm pens from beneath.

- › Those pens are a horror show near culling time. The fish are all too big and basically look like a squirming mass. The whole thing bends the mana in the area. Aqua Arcana has offered on

numerous occasions to come down and help cleanse the area, but Ingersoll refuses. Pretty sure there's a shady reason, but I don't know it yet.

› Ecotope

With Ingersoll-Berkeley working diligently to not only increase food supply but also keep our district green, we see their value and influence across Snohomish on the rise. Most citizens of Snohomish (and Seattle at large) may not know the value of I-B to their everyday life and their future, but everyone should appreciate what they are doing to help Seattle settle into their new state.

- › I-B here and I-B in Everett are having a little bit of internal friction at the urging of local Snohomish politicians. Snohomish wants complete control of the food supply and the fact that they ship most of the product up to Everett for processing is a point of contention right now. Runs aplenty trying to resolve this soy-based beef.
- › Sounder
- › That's why NatVat has a bit better position with politicians here, but they don't project well, as they aren't a tourist front. They're all about efficiency and production and don't waste any effort on aesthetics or public appearance. All function over form.
- › Smiling Bandit

LOCAL CHARACTER

HEART OF HUMANIS

You have connections in the Humanis Policlub and Human Nation that you can call on to apply some "meta" physics.

- **Cost:** 3 Karma
- **Game Effect:** You gain a special 5-Edge action where you can call on help from a group of four Humanis Policlub or Human Nation members. You can schedule a time for them to deliver help; the soonest possible time is half an hour anywhere in Seattle but Snohomish (five minutes in Snohomish). Policlub members will act as a distraction. Nation members will become violent for you.

CLEAN LIVING

You grew up in the heart of the breadbasket and always ate the best food, and it made you nice and healthy, just like your parents promised.

- **Cost:** 10 Karma
- **Game Effect:** You can increase your Body attribute by 1 immediately upon selecting this quality, with no Karma cost, but you must increase all Lifestyle costs by 500 nuyen per month. Failure to keep up the cost of your food Lifestyle or extended periods in a place without quality food results in a loss of the 2 Body points (minimum 1) until your diet can be fixed or the food Lifestyle can be paid. This does not increase your maximum Body attribute.

BLACK FENCE FARMER

You've got a rep with Gets and the crew at BFF that allows you into a special club. As a Farmer, you can have your deliveries sent to almost any location in Seattle. There are a few restrictions and prices occasionally bump up when deliveries are requested in the barrens, but for a small premium (cost increase of ten percent), you can get your equipment delivered even to the barrens.

All deliveries are done outdoors and delivered by drone. Objects to be delivered to a hot zone have an additional ten percent premium added to their cost, and if the drone is destroyed, the purchaser is responsible to pay for a replacement. They usually aren't much, as BFF only sends stripped-down, basic models into dangerous places.

- **Cost:** 5 Karma
- **Game Effect:** Any item that is common or requires a license can be delivered in under ten minutes to anywhere in Snohomish, ten to twenty minutes anywhere in Everett, fifteen to thirty minutes in Redmond, Bellevue, and Downtown, thirty to fifty minutes in Outremer and Renton, forty to ninety minutes in Auburn and Tacoma, and 90 to 120 minutes in Puyallup and Fort Lewis. Illegal item availability is at the discretion of the gamemaster, and delivery times should vary accordingly.



TACOMA

POSTED BY: FOURDRINIER

OVERVIEW

Tacoma is a runner's paradise. Industry, mobs, transportation, Little Asia, the docks—it's got it all. Smugglers make heavy use of it, the local prison means security has to have eyes in multiple directions, and the borders (both official and unofficial) mean knowing the lay of the land is critical. There will never be any lack of work, but it can be difficult playing sides against one another, or avoiding being drawn into more permanent employment with any given faction. The smart and the quick can learn and thrive here. The dumb and the slow end up in prison, in the morgue, or trapped in someone's pocket.

- If you track a Seattle-born runner's career starting in, say, the Redmond Barrens, Tacoma means you've hit roughly midrange. Things get more complicated, but the opportunities are more plentiful and the pay more generous. The syndicates almost do the shadow industry a favor catching the dumb runners before

they make the big time. It's like a filter to make sure only the cream advance.

- Prime Runner
- This sounds, almost word for word, like the old actors' unions talking about talent.
- Kat o' Nine Tales
- Academia, as well. God, I need a drink, now.
- KAM

THE VIBE

The first thing you'll notice is the smell. Brichert's Paper Mills have been working here since ghost knows when, and the odor will probably stay embedded in the ferrocrete for decades after it finally closes in a post-paper world. That, my friend, is the famous Tacoma Aroma. Get used to it.

The second is the people. Blue-collar predominates here, and there's not a lot of room for ad-

TACOMA STATS

Size: 570 square kilometers

Population: 375,000 (Approx)

Humans: 68%

Dwarfs: 2%

Elves: 11%

Orks: 16%

Trolls: 2%

Other: 1%

Population Density: 658/sq. km.

Per Capita Income: 60,000¥

Corporate-Affiliated Population: 87%

Hospitals and Clinics: 6

Voting Precincts: 8

Education:

Less Than 12 Years: 22%

High School Equivalency: 51%

College Equivalency: 21%

Advanced Degrees and Certificates: 6%

Average Security Rating: Bronze

vancement among them. At least the work hours aren't as bad as other parts of town, but you can chalk that up to the unions—which are controlled by the Mobs, so it's not quite the happy ending you were expecting. Happy endings aren't really Tacoma's style. Or tragic ones. Or really endings at all. Tacoma just grinds on and on, whether it's syndicate wars or import/exports (legitimate and otherwise). Of all the neighborhoods in Seattle, Tacoma *works* for a living, and they'll tell you so.

The third, if you're canny and have been paying attention, is the crime. It's not as overt as some other places, and sure, the Ragers and the Spikes keep up appearances, but the more sophisticated criminal element has been waging war here for more than thirty years, and there's no sign of stopping. It's become so entrenched that the local government basically belongs to them, so long as the Corporate Court doesn't take a hand. So the docks keep flowing and the prison keeps keeping and the money (mostly) runs in the right direction for those who have actual professional armies.

- > Sort of a Russian nesting doll of protection rackets.
- > Red Anya

Don't let this limit your sight, though! Tacoma is diverse as hell, with Little Asia, a few Shiawase enclaves, and the eclectic mix of cultures that come with Yakuza, Mafia, Vory, Triads, Seoulpa, and everyone else who wants a piece of the pie. Seattle's only passenger train, operating out of Charles Royer Station, runs a bullet line to San Francisco, and the Margaret Bridge Child Health Hospital is working on childhood diseases for all metatypes all the time.

- > That bullet train isn't the worst way to travel. Two hour and change trip, with nice amenities (dig on the station's 1930s aesthetic while you're there). Just don't go thinking you can smuggle anything on there without inside connections. A train moving over 500 kph isn't an ideal place to make a getaway.
- > Traveler Jones
- > Not without a t-bird, anyway.
- > Rigger X
- > Margaret Bridge is an unofficial no-run zone in some circles. Even the syndicates respect that their work is geared toward kids, and it's a bad look raiding a place full of sickly ragamuffins.
- > Red
- > Little Asia is somewhere between a Yakuza and Shiawase town, depending on who you ask.
- > Jimmy No
- > Most of the time, there doesn't seem to be much difference.
- > Beaker

- > Say that at your own peril, chummer.
- > Jimmy No

That's another nice thing about Tacoma: the diversity. It's not just cultures, but metatypes as well. You'll see all shapes and sizes here, and in fact Tacoma is the home of the Crying Wall, a monument to those lost on the Night of Rage. A few nuyen will get you on a guided tour. A fairly well-guarded tour, too, since it's not just a popular site for Humanis thugs to start some drek, but is also one of the entrances to the Underground. Mess around here and you'll pull down ork and dwarf wrath that will land you in Humana Hospital before you're dragged off to the District Courthouse and, shortly thereafter, Silcox Island Correctional Facility, all without leaving the region. Tacoma takes its Underground connections quite seriously.

- > Ugh, Silcox. It only technically counts as Tacoma territory by proximity. It's a blacksite, extraterritorial and partially owned by Shiawase and a few others, meaning there's no meaningful oversight. You end up there, it's your hoop. The prison makes its own laws and standards, and you don't end up here unless they want you forgotten.
- > Haze
- > Shiawase still uses the place to hold folks they've extracted before moving them on. Between that and the number of chummers you've likely got locked up in there, security is tight as hell.
- > Kia
- > Sounds juicy.
- > Prime Runner

- > You wanna try your hand against thirty stories of concrete on an extraterritorial island, be my guest. They've got eyes on the sky and the coast, a menagerie of nightmare paracritters, and every guard is a stone bastard. I'll be the first to buy you a drink if you pull it off, but I'll more likely miss your funeral.
- > Snopes

EXTREMELY LOCAL FORECAST

Let's start by noting that the population marker up there is basically worthless. It's just UCC/Metroplex poll numbers for beancounters. Tacoma has a regular population somewhere in the 400,000 to 450,000 zone, and it only gets bigger when you take the transients into account. What transients, you ask? Ships coming and going, prisoners coming and going, the sick and injured, the commuter workers, the criminal talent—hell, if you count the sheer number of deaths and departures (Double Dees to the local element), the population count bounces like a rubber grenade.

That variation is a step toward understanding just what Tacoma is, and where it's going. Never mind the industrial stuff, Tacoma is the most important port in the metroplex, if for no other reason than it ships *everything*. Drone toys to diapers to fresh fruit and frag grenades, legal and otherwise—the docks are a chokepoint, and everyone has a vested interest even if they haven't invested to collect interest. If there is a vulnerable point to the Emerald City, it's here.

So what keeps it safe? An exceptionally tangled handshake network of syndicates and corps all agreeing to play nice when the parents are in town (re: the UCC), then resuming stabbing each other in the back and choking each other out in the streets as soon as they get the all-clear. The relative fear they display in the presence of the megas puts the power of the syndicates into perspective, whatever else you hear.

But that's where this becomes a forecast. See, the UCC has an ocean of other fish to fry, and they assume the mobs and smaller corps like Fed-Boeing have brains enough to recognize they shouldn't shit where they eat. There is, unfortunately, plentiful evidence to suggest wisdom is anything but the prevailing factor at work. Hunger and grudges are outshining calmer minds, and the tectonic friction of the world shifting means mob war is inevitable, and it's going to spill into the whole city.

- > This isn't the first time it's happened. The Fuchi breakup set the stage for one. Tempo counts, but it wasn't quite as obvious. And there's been low-level conflict since ... well, forever.
- > Fianchetto

- > But it never came at a time when Seattle was, itself, so vulnerable.
- > Red
- > The crucible draws impurities to the surface.
- > Many-Names

Why the overflow of violence? Because, as with so many things, the lack of UCAS support means Seattle has to turn to a lot of new sources for imports and support. Sure, the same folks can send the same stuff, but the contracts are being read-dressed, and that means trickle-down bureaucracy for all, from the execs to the unions to the syndicates and everyone in-between. Commerce is the beating heart of the megacorporate and criminal worlds, and supply is everything. Tacoma is supply. And when the violence gets too big to ignore (meaning the supply is disrupted), the megas are going to step in, hand in hand with the Star and even the army, and they're going to sweep the fucking leg like never before.

- > It would be suicide to draw down that kind of heat. Why would they push that hard?
- > Sounder

- > Two things: pressure and alliances. These vendettas have been building without real release for years, and the sheer opportunity and conflict are going to make them all butt heads. They won't find a way to split it evenly without a miracle of diplomacy, and greed and grudges are going to make everyone fight with criminal patriotism to be the top dog, even though they all know no one can hold it forever.

The alliances are those they hold with megas. Mayor Duffy threw in with F-B, so they're getting drawn in (and if you want more evidence of that, check out Redmond). The Yaks have their own problems from Japan drawing them into potential civil war, which can get even worse if more start skipping the Pacific to stake claim here. And the Mobs and Vory have their own pocket politicians with their own networks of corp backers with their own agendas. The syndicates don't like to admit they are pawns of the megas, but they're the violent line drawn against one another on their behalf, just like we are.

- > Dr. Spin
- > Still, they are a mitigating deniable force. They absorb a lot of bureaucracy so the government doesn't have to. Potter may think she can turn Seattle into an automated technocratic police state utopia, but you'd have to be a complete fool to deny the mobs accomplish a lot of business in their own right, and she doesn't have the personnel to spare to fight it right now.
- > Jimmy No

Of course, Tacoma is more than docks and more than crime. It makes sense that's what we think of first, given our collective professions, but some folks might want a doss here, and if nothing

else, it pays to know the lay of the land so you don't stick out *too* much.

The good news about Tacoma is the aforementioned cultural blend. It's a lot more than mob-derived, too (Chinese, Italian, Irish, Japanese, Korean, Russian, et al.). There's plenty of Salish culture in the wings, to say nothing about the Indian, Tanzanian, Orkish, Texan, Aztec, and more. And then there's the subculture scenes. Magic and technology get along just fine here, though magic is treated a bit more as a luxury entertainment or a spooky boogeyman, while tech is a practical hobby. Remember the blue-collar streak that defines most of Tacoma's populace: magic isn't something just anyone can pick up, and the corps, syndicates, or gangs tend to snatch them, while any kid with interest can grab some low-cost tech and learn something that can make life for everyone a little easier. This means you're more likely to see technology in a casual sense, while magic brings the baggage of assumption that you're either connected to someone bigger or up to no good.

- Which isn't an unfair take on things.
- Hard Exit

The thing about middle class is that it's with-in spitting distance of the rich and the poor alike, and while there is an overall sense of security in livelihood about Tacoma, no one goes without the tangible sense of potential rise or fall because of that proximity. Some of it leeches from above and below, and the mix is a heady concoction of ambition, fear, and distraction.

On the surface, and as far as the average citizen of the so-called City of Destiny is concerned, the distraction reigns supreme. Lone Star isn't called in for legbreaker duty or union busting, so the average street cop has a fair rep here. The real indicator of safety is how much the mobs have their dander up, but again, the patina of peace is maintained to keep from attracting higher attention, which can benefit the workday types. Tacoma gets to profit from being a travel hub by land and sea, meaning there's some thriving tourism, and everyone gets in on the cultural festivals you see all over. Not a month goes by without at least one parade, and usually far more, come rare sunshine or acid rain. There's some authenticity to them as, aside from Shiawase and F-B, most are neighborhood organized. The Chinese New Year is a fireworks extravaganza on the street level, while Russian Labor Day is a local favorite, where everyone is toasting a tall one with "Мир, труд, май!" (Peace, Labor, May!) regardless of their own heritage. The Remembrance Festival for the Night of Rage is a big draw for MOM and the Ork Underground, naturally, with a dual emphasis on solemn reflection for those lost as well as a joyous cultural celebrations of progress and

integration. You can expect to learn some pidgin Or'zet that day. F-B doesn't so much have parades as a whole lot of community benefits, mostly celebrating the prosperity of the city and quietly insinuating their part in it with historical tours of facilities, job fairs, and product show floors that have their logo *everywhere*. It goes down easy with big free barbecues.

Speaking of food, the hospitality is simultaneously some of the most cosmopolitan and down-to-earth you can find in the city, and while you can find quiet criminal watering holes and private rooms with the most exotic entertainments here and there, most of it is built to cater to the working class and their families. If you want a slice of life to go with your coffee and pie, Tacoma is about as broad a table as you'll find in the world.

HOTSPOTS

Look, you all are the experts here. I'm leaving this space open to tell me the latest about notable places in Tacoma.

➤ Basil's Faulty Bar

This ain't a place that stands out to the average Joe, which is exactly the point. A working "retirement" for owner Abe Heep, better known in the shadows as Tangent, it's where those in the know reach out to him for his extraordinary talents as an infobroker and matchmaker for shadowtalent. Abe's been talking about retirement for so long no one buys it anymore, but then, Tangent was canny enough to make it this far, meaning it could finally be true as he reaches real old age. Still, the old fox is said to have so much blackmail info on a deadman's switch that no one will touch him. He's proof that knowledge is power and discretion is the secret to a long life.

➤ Fianchetto

➤ The Cathode Glow

This place is paradise for hackers who appreciate old-school tech. They've got working examples of computers and video games going back a hundred years, as well as a staff who is happy to talk shop. The best part are the video game tournaments, with leagues going head to head for prizes paid by the entrance fees. Great place to find someone in the know if you've got some esoteric archaeotech you need worked on, or just scoping fresh talent.

➤ The Dead Decker Society

➤ Which is exactly what the owner does. Casey Connors is a friend to budding tech specialists, deckers, and virtuakinetics, teaching them the ropes. He isn't a VK himself, but he's got some on staff, and he's always happy to help a kid build their first deck or code their first program. He took a shine to Jack when we brought him for his first tournament, and we're looking forward to the next one.

➤ Netcat



- > Did he set any high scores yet?
- > Bull
- > Come to the next Little Ninja Vic Cyber Assassin 8 playoff and see for yourself!
- > Slamm-O!
- > Cool side note, but Aunt Cassie likes to bring some of her classes here for a field trip. She and Connors have a “rivalry” that’s some of the most wholesome ribbing you ever saw, and you can bet your bottom nuyen they refer clients and students to each other constantly.
- > Glitch
- > **Federated-Boeing Metalworks**

The Metalworks is the single biggest employer in Tacoma, refining raw materials brought in from the docks into specialized alloys and materials to be shipped to their factories. They’ve got an R&D department here that mostly works with terrestrial techniques, though they have a struggling contingent that focuses on orichalcum. It was formed during the Halley’s Comet appearance of raw orichalcum veins to better process the ore, but they’ve had a hard time securing additional funding, given that F-B isn’t terribly interested in magical refinement techniques. Keep an eye open, as a number of those execs are looking to justify their department, and stealing tech from other companies like Mitsuhaman might just breathe new life into them.
- > Liran
- > Their reluctance to embrace magic doesn’t extend to security. In addition to twenty-four-hour guards, checkpoints, and maglocks, they’ve got hellhounds who love the heat of the smelters. You usually only see them at night when the staff have gone home, but they’re well-trained and well-coordinated.
- > DangerSensei
- > **Fenris Nacht**

At the end of a dark little alley, past a lone bouncer who needs a weekly password, you’ll find a building that’s part hunting lodge, part cave, and all danger. The clientele are mostly shifters, and most of them are wolves, with a nice smattering of shamans, changelings, and adepts who tend to the feral side. It’s not a place to go looking for work or talent, but it’s plenty safe for those who belong and know to keep the peace. For those who earn their place, you can find shifter guides across borders, unlikely backup, and one hell of a spot for meeting Mr. J.
- > Red
- > **Gianelli’s Restaurant**

You like big, traditional Italian cooking, served with exquisite sauces at portions designed for whole families? Of course you do! Come to Gianelli’s, where the head chef is former Gianelli Mob leg breaker and current war consiglieri Tony Gianelli. Marvel at sitting a booth away from big players in the family as you savor a marinara so good you can’t help but come back again. Baffle at the kind old man giving balloons to kids who

used to dispose of bodies. Cringe in paranoia as you bite into your luxuriant tiramisu, knowing that this place could get hit by the Yakuza at any second, kicking the latest Mob War into full gear. And tip fraggin' well.

> Traveler Jones

> **Humana Hospital**

Humana is almost entirely owned by Shiawase (the rest belongs to the Seattle Health Maintenance Organization) and is basically a new, well-run hospital that plays ball with their cyberware research division. Not the worst place to snatch some experimental tech or lift some paydata, but watch your ass, as you probably need to wear a patient smock to get in that deep.

> Nephrene

> **Lakewood Comfy Cubicle**

This is an upper-end coffin motel, but the real note of interest here is Bruce Meyrick, the manager. He's a mage who likes breeding eyekillers for animal fights. He's usually got one with him on duty. I honestly don't know how this might help you, but it is pretty cool, and if you don't find paranormal cockfights morally reprehensible, check him out for some sweet side bets at the Snohomish Coliseum.

> Lyrán

> **Lakewood Shezan**

This Tanzanian-Indian family spot run by the Umballa family is a standby of the neighborhood. It's not really about business here, just the absolute best soy dishes you've ever had. Seriously, give them a look.

> Traveler Jones

> **Learson Shipyards**

Learson has been building ships for over half a century, with clients all over the Pacific Rim. A favorite target of eco groups, violent and otherwise, for some of their leaky tanker designs, they've recently refocused on bids to maintain Seattle's newfound fleet. They've been a target for corp-sponsored runs on their R&D, but expect that to escalate as competitors try to take them down a peg.

> Sounder

> **Olga's Tearoom**

On the ground level of this renovated townhouse, you'll find a classy Russian-style tearoom with some of the best Eastern European varieties and rich Turkish coffee (yes, **real** coffee). If you know the right passwords and your cred is good, upstairs has a variety of Eastern European delights of the metahuman variety. Olga, a hulking, hatchet-faced troll, is part madame, part enforcer, all business, and has recently expanded her stable to include a few choice male and non-binary options for her clientele. Be careful rubbernecking in the lobby; the blackmail can be juicy, but Olga prides her establishment on its discretion.

> Kat o' Nine Tales

> Knight Errant didn't take to sampling the wares like Lone Star. With the boys in blue back, Olga has made them feel plenty

welcome. You can bet she's gathering plenty of paydata on them to cover her operation, and if danger comes her way, they'll come running to protect the workers there—and themselves.

> Star Loner

> The Vory are old contacts for Olga, but she seems to be mostly steering clear of the oncoming war if she can. The most you'll see is the odd Vory taking singular meetings over a tea tray. If you've got an invite to one of these, you've made it to the mid-high ranks of their gigs.

> Khan-A-Saur

> **PacRim Communications Unlimited**

PRC has been providing telecom services for the Pacific Northwest and large swaths of Hong Kong and China since the late '40s, and they're still going strong. The Seattle branch is built around administrative needs for the metroplex, subordinate to the San Francisco office, though recent construction suggests a local expansion. Security is traditionally non-lethal, mostly electronic in nature, and just-shy of bleeding edge in the Matrix.

> DangerSensei

> That construction offers a rare chance inside. It's usually a tough nut to crack, but slipping in can mean physical taps and bypassing some electronic measures. If you can't find a good use for a global telecom backdoor or five, you should look for a different line of work.

> Clockwork

> It also suggests some internal shakeup opportunities. With the Emerald City gaining importance on the world stage, the Seattle office stands to move up the food chain, which means internal runs and some very interesting stock possibilities, for those of you who like stacking your nuyen in your SINS.

> Mr. Bonds

> **Palace of China**

A taste of cultural nightclub life, the Palace is done up in medieval Chinese themes but pumps out the latest in HK dance and electronica with imported celebrity DJs. The entertainment includes magical illusions, and they're not to be missed. The Octagon Triad runs the place, vice both above and below board, mainly BTs and prostitution, so you know who you're dealing with.

> Red

> **Peaceable Kingdom**

For most, this is a charming little spot that offers Chinese, Japanese, and Thai food at a good price in pleasant surroundings. For the more discerning (and wealthy) clientele, the opulent backrooms offer more exotic fare, from paraflore and fauna which can prove lethal without proper cooking techniques to critters on the endangered list all the way to sapient samplings for the jaded or Infected. Another product of Octagon Triad commerce, it's not unusual to see their higher-ups holding meetings there.

> Hannibelle

> **Port of Tacoma Police Station**

Covering the western half of the Port as well as the business district, this structure was one Lone Star left in utter disarray for Knight Errant to inherit. With the Star moving back in, they've found KE isn't given to such malicious mischief, instead favoring the bureaucratic kind. Paperwork, clearances, internal tech, all need to be gutted in the wake of KE's parting shots of snags and tangles to be cleared. The lack of local efficiency is, on one hand, a constant headache for the Tacoma Stars, but on the other, makes for a great excuse for slips, missing evidence, and overall corruption.

> **Star Loner**

> **Sea-Tac Mall**

At five levels, this is the largest shopping complex in Tacoma, specializing in Salish imports, commerce, tourism, and cuisine. Hits by supposedly patriotic wannabe terrorists and thrill gangs over the years have led to ever-escalating security. Ironically, this makes it a decent spot for meeting Johnsons.

> **Kia**

> **Sheraton Tacoma**

Once you get past the opulence and charm of early 2000s decor and a friendly, attentive staff, there's a history of metahuman alliance stretching back to the Night of Rage, when employees supplied shelter to over three hundred metahumans against an angry mob. The lobby boasts a bronze statue and plaque commemorating the event, as well as a small museum with photos, videos, and the award-winning documentary **Night of the Three Hundred**. The Underground has had a secret entrance here for a long time, but over time, it's become a part of the hotel, with a small expansion downward converted for further tourism and commerce. It's considered bad form to use it as an exit through the hotel unless you do at least a little business on its behalf. Mothers of Metahumans meet here all the time, and changelings have held OtherCon for years, while Humanis and other hate groups often target the hotel and its staff, which has earned them a great deal of respect and friendship for their continued support.

> **2XL**

> **Shiawase**

The skyrakers Downtown are where most corporate HQs are, but Shiawase has theirs in Tacoma. Twin towers of steel and glass, this is where the mega runs Pacific Northwest operations and conducts cybernetic development and experimentation with its various branches in the region. Tours are available daily, but the security is predictably tight, with an emphasis on automation, laser grids, and capture-heavy tech and architecture like stun gas, shock rounds, lockdown blast doors, and electrified panels with drone support. Shiawase likes prisoners for interrogation—and experimental subjects.

> **DangerSensei**

> **The towers are working overtime supporting and overseeing renovation of the Arcology, which is expected to take over as**

the new HQ once it's finished. Supply convoys link the dock, the towers, and the Arc in an almost constant stream, night and day, which has spread Shiawase a little thin.

> **SeaTac Sweetie**

> **So what will they do with the towers once they move into the Arc?**

> **Kia**

> **The labs will probably get an expansion, but given Shiawase's big moves in the metroplex, they'll still need the space and manpower to maintain operations.**

> **Pyramid Watcher**

> **Tacoma Charity General**

A slipshod operation that looks like the worst aspects of charity jammed into a corrupt, understaffed space, TCG is the kind of option you take when there aren't any others. Organlegging, drugs, chop shops—if you can imagine the worst drek a hospital could get up to, it's probably happening here. Burning the whole thing down might well save more lives than it does while operating.

> **Butch**

> **Tacoma District Courthouse**

Busy, but otherwise unremarkable. The real business takes place in the parking complex across the street, where the lawyers cut their deals in between meeting freelance contractors (that means runners, informants, and detectives). By the time you get into the courthouse, the work is done.

> **Mr. Bonds**

> **Tacoma District Hall**

Fifteen stories of Art Deco hide an excellent security system designed to keep the mayor and their offices and subsidiaries safe from external conflict. Physical measures have been cleaned up since their leaks, and the Matrix is a formidable challenge (nothing compared to a mega, though). Lone Star uses their cleaner-cut personnel to project an image of competence, spit-shined shoes, and starched collars. So far, their actual mettle hasn't been tested, but that may be due to a lack of interest in runs on the Hall, at least for the time being. When the syndicates start making political plays, we'll find out how well they hold up under fire.

> **DangerSensei**

> **Tacoma Dome Hotel**

You can do worse than the Dome. Big rooms, good food, complimentary breakfast, and it's close to all that transportation Tacoma is known and used for. Security is decent, but the determined assassin or spy can find their way in, so make sure to compensate if you stash an asset here or the J wants a meet in the restaurant.

> **Traveler Jones**

> **Tacoma Ferry Terminal**

This is where you can find ferry access to Downtown, Everett, and the islands. Five nuyen for a round trip, three for one-

way, but that's not what makes it interesting. Security is tight enough to make sailing close for drops risky, but handoffs on the ferry are pretty easy, and a lot of packages and personnel are transferred with a simple exchange of keys to vehicles.

> Sounder

> **Tacoma Mall**

At over a century in operation, this is the oldest mall in the metroplex, with a focus on middle-class customers. In the four floors, you'll find a surprising number of antique shops frequented by mages looking for interesting trinkets that tend to pop up, and there's money in scouting for them, as well. For the more technically inclined, the Body+Tech facility is a great place for no-questions-asked upgrade and repair service for cybernetics.

> Lyrin

> **Tacoma Nybbles & Bytes**

A precious little shop for mages and hackers alike, Cassandra "Aunt Cassie" Van Vieck runs the place like a kooky old cat lady, all the while being one of the keenest minds available to street-level kids. A mage with a love of codeslicing, she's got sweet tech and locally sourced talismans and lorebooks available, and her weekend classes and workshops on both arts are available to folks of all ages, though they skew to the younger set. Aunt Cassie has been around, seen everything, knows everyone, and could almost certainly kick the ass of anyone who messes with her kids. She's a friend worth having.

> Netcat

> **Tacoma Purple Haze**

You can get Texan, Aztlan, and Pueblo cuisine here, at a place Lone Star officers love. The tostadas are simply amazing. Don't forget the food comes on the spicy side, so if you need it mild, you're going to have to say so.

> Traveler Jones

> **Taoist Temple**

Located in the winding maze of the heart of Chinatown, the Taoist Temple is where much of the Yellow Lotus Triad business goes down. Great bronze statues flank massive doors to an imposing, incense-smoky hall. Heavily aspected toward Taoist magic, this is where the Incense Master Su Cheng leads Yellow Lotus in nocturnal Tai Chi exercises in between cutting deals and running rituals on behalf of his "superiors."

> Red

> You're not going to mention he's a vampire assassin who looks like he's eighty?

> Plan 9

> I imagine that detail is secondary to him being a powerful sorcerer and pillar of local criminal politics, but sure, there's no telling how old he really is or how much he knows. I do know he is a man of his word, for better and worse, and crossing him is like jumping into a megalodon's maw.

> Red

> **Zalensky's Electronics**

If you're in with the Yakuza, this is probably where they send you for cyberwork. A front for the chop-shop in the back, there's no reason to engage their services unless you're friendly with the Yaks or want them to know about what you got done.

> Pistons

ALLIES AND ENEMIES

'DONNIE'

If you've been working in Tacoma over the past couple of years, you may have encountered or at the very least heard of Donnie. He's something of an emerging urban legend, and no one really knows who or perhaps what Donnie is. Sometime around spring of 2079, rumors and whispers started to circulate in Tacoma about a "large individual wearing a dark trench coat, worker coveralls, and a baseball cap." And depending on who you asked; Donnie was either a blessing or a curse.

At times Donnie seemed to be something of a guardian angel, protecting any innocent civilians caught in the crossfire of your typical Saturday night firefight between runners, gangs, assorted criminals, the corps, the law, or any combination thereof, with Donnie getting in between stray bullets and shielding people from deadly crossfire. More than a few accounts say that Donnie has also gone out of his way to attack anyone packing obvious firepower, even before they employ it. And it doesn't matter who it is. Pull a gun around Donnie and watch how fast things go south.

> I can attest to that. Run in Tacoma three months back, firefight with corp sec, yadda yadda. We break out of the corp compound onto the general street, and out of nowhere this slag as described above just slams into the corp goons like a crazed hockey player, taking several MG rounds in the process, which did exactly zero to him. We're obviously grateful right up until he goes after Buster, who was about to lay down some cover fire. Even with modern augs and magic, it's not easy to toss a fully grown and armored troll into an armored van like this Donnie did. But after that, the firing stopped and whoever this was just ... walked away. And after that display, we didn't object.

> DangerSensei

When not playing meat-shield, Donnie has also been known to play Good Samaritan, helping people out with minor things such as holding open doors or giving a hungry SINless a nutri-soy bar. The one common factor to all this is that the people Donnie helps tend to be working-class types, or at least look like it. One account says that Donnie prevented a mother wearing her work uniform from going down the wrong street, seconds before gunfire erupted. When she tried asking for a

name, Donnie supposedly replied “I’m just another working slag” and walked away.

- > Great, another chromed-out psycho with a vigilante complex.
- > Haze
- > Maybe. But a chummer of mine saw someone who looked like this Donnie slag and tried to assense him, but they said something was odd with the aura.
- > Sounder
- > Keep Seattle weird ...
- > Lyrn

CHARLIE GAGE

Formerly a Seattle Government Public Works employee, Charlie Gage is now a freelance animal-control specialist who recently set up business in Tacoma. Got devil rats in your basement? Do hellhounds keep nibbling on the kids? Is that damn blackberry cat still howling at the moon? When you’re faced with mundane animal or paracritter problems, Charlie Gage is the one to call.

Despite his rough appearance, distaste of anything too technological, and propensity to growl at people he doesn’t like, Gage is *the* expert on animal control in the Seattle Metroplex. An adept following Dog, Gage uses his abilities to deal with critters that’ve become a problem. A true lover of animals, more often than not he employs humane and less-than lethal solutions to critter problems first, such as his trusty Narcoject gun and net. He’s also not afraid to go mano-a-critter when necessary.

- > Or he simply feels that he needs to assert dominance.
- > Slamm-O!
- > Nah, he does that by pissing on KE (and now Lone Star) cruisers.
- > Sounder

Gage isn’t the most social of orks; he’s frequently known to growl at people he hates. He disdains and avoids most technology and prefers a more simple life of dealing with and helping critters, frequenting dive bars, and eating at diners. A hard one to warm up to initially, but once you gain his trust, Gage is a loyal friend to the bitter end. The only people he truly hates with a fiery passion are animal abusers. More than once, the local law has had to save an abuser from Gage’s bulldogged (pun intended) wrath.

- > Gage is solid, if a bit odd at times. Not only has he helped a lot of critters, but he’s also made a lot of friends by finding homes for some of the bundles of fluff he finds when he can’t take care of them himself. This and his work have made him a lot of friends and contacts all over the metroplex—including me.
- > Bull

- > He’s also got one of the strongest bonds with his mentor spirit that I’ve ever seen.
- > Lyrn

CRIME REPORT

For fifty years, the crime scene in Tacoma’s been dominated by the Yakuza. The Mafia slept through the beginnings of the Yakuza buy-in, waking up far too late to fight on equal terms. They were quickly pushed out of their strongholds and have fought a losing battle ever since. For decades, the Mafia had the advantage of having so few interests in the region that they could freely engage in bombings and arson, but the lack of profit in this eventually ran them dry. These days, the mob has given up even this bitter burnback, quietly conceding that the war was lost before it ever began. The last vestige of Mafia strength is the elderly grandfather of the city’s boss, Tony Gianelli, living out his last few years puttering about a pizza parlor. An age of peace and prosperity has followed the unofficial truce, elevating Tacoma’s value in the eyes of the city. The question now is this: Is this the calm before the storm, or is this the start of a new era?

- > Tacoma’s had the lowest crime rate in the entire sprawl for five years straight. People go out on walks at night and feel safe. It’s weird.
- > Netcat
- > That’s largely the work of the Yakuza. They’re criminals, but they only prey on willing victims, not innocents. They actively police their territory to keep out muggers, thieves, and troublemakers, and they deal with this sort of thing in ways that the police can’t.
- > Baka Dabora
- > How is someone willing to be a victim of crime?!
- > /dev/grrl
- > If you want to gamble, you know you’re dealing with an illegal activity. Same with prostitution. BTL buyers seek out dealers and ask for chips. The Yakuza provide these services, as well as more honest ones, like legal services, financial loans, and construction companies. (There’s a housing boom in Tacoma, I’m told.) They don’t prey on the innocent. It’s as simple as that.
- > Baka Dabora
- > Keep telling yourself that.
- > Marionette

YAKUZA

SHIZUKA GUMI

The oldest arm of the Yakuza in Tacoma, the Shizuka Gumi is also the most respectable syndicate around. In the late ’20s, Hanzo Shotozumi started investing in Tacoma, intending on creating a circle of legitimate businesses with which to

launder money. In the process, he saw that the Mafia had grown lazy around the docks and smelled an opportunity to expand. He heavily leveraged his organization's assets, putting his organization deep in the red in the process, drawing the ire of other rivals who thought him foolish with money. Goblinization struck Tacoma particularly hard. This, combined with the ample warehouse space in the district, made it the ideal location to house the "mutants," sparking fears of the "infection" spreading outside the holding areas and into the district proper. The drop in property prices that this caused became an absolute stampede after the Night of Rage, when uncontrolled fires raged through the warehouse district and surrounding residential areas, as well as turning the imprisoned orks and trolls free. For years, urban legends of fire-scarred goblins dragging hapless humans into the sewers to eat them, or talks of armed bands of orks being assembled for a revolution that would put to the torch the surface world, were omnipresent. For fully a decade, no one but the most desperate was willing to move to Tacoma, and here Hanzo continued to pour financial assets, putting himself deep into debt to snap up apartment complexes, housing, and more.

The Shizuka Gumi was born in 2048, when he passed these assets to his third in command, Akio Shizuka, with a simple goal: make money. Shizuka went to work, setting up a public office (Nightrunner Security) in the region as a legitimate front, taking advantage of a growing industrial economy (and the public's willing forgetfulness about the Night of Rage) to operate mostly as a real estate company, making money from rent, as well as the supporting businesses (bars, laundromats, grocery stores, home upkeep supply stores, and so on) that were needed for living spaces. Today, these assorted sublets and landlords are only loosely aware, if at all, of their true ownership, operating fully as legitimate businesses, with only notations that if there are unusual problems to contact "Mr. Sazuki" to deal with them. Sazuki is a Yakuza fixer who investigates issues and passes his recommendations on for resolution; often he does nothing and lets the problem simply pass, but other times he opts for bribery, extortion, intimidation, or even murder if needed.

- The Yaks own a staggering number of apartments and houses in Tacoma. Since they're criminals in their own right, they have little qualms about renting to shadowrunners and can arrange for certain accommodations that we need. Of course, cross the Yaks at your own risk; they have keys to every place they rent, and you might wake up dead.
- Sounder

NAGANO GUMI

The Nagano is the second-oldest *gumi* in Tacoma, but they recently came under new manage-

ment. Johnny Ohno (obviously not his birth name) was called in from the Kingdom of Hawai'i six years ago as an enforcer, personally dealing with a Mafia firebomber by hand, then sending a cheese pizza from Gianelli's with a very unique meaty topping he'd added as a message that things either needed to end or there'd be escalation. He soon found himself the number two man in the family, and in late '79, he became the new oyabun. He chose to keep the old family name, rather than naming it after himself, to reassure everyone that it wasn't a takeover by an outsider but that he had truly joined the family; true or not, the ploy worked, and he's been largely, if not entirely, accepted as the rightful heir ever since.

- Ohno's human, but at 180 kilos, he's just massive and has been known to overpower ork legbreakers. He wears cargo shorts and Hawai'ian shirts, laughs loud, and isn't at all what you'd expect from the father of a Yakuza family.
- Sounder

The Nagano own the docks, which means that they smuggle goods, guns, and people. Goods come and go, usually common drugs since BTLs can be programmed locally, and are often common goods that are hiding from tariffs and import fees. Guns are exclusively pistols and blades (see Ivan, below), while human trafficking is the bedrock of the family business. The Nagano used to import heavily from the Philippines, but during the Ghost Decade, they drew from CalFree and Tsimshian. Philippine sources are starting to re-open, right as previous pipelines from MCT execs and Tsimshian locals have all but run out. The Nagano supply these imports to assorted hostess bars and brothels around the city, with a lucky few pushed toward work in music or acting, well aware of what fate befalls them if they fail.

- Unlike his previous boss, Ohno is a stickler for never sampling the merchandise, and he has made examples out of underbosses who do. Of course, he's also capable of inflicting a whole lot of pain without leaving marks as a way of encouraging "new hires" to do as they're told. Stay quiet, don't cause trouble, and most of all obey, and you'll actually get your fair share and can eventually buy your way out. It's not a good life, but there are worse ones out there.
- Marionette

CODER KAI

The youngest Yakuza gang in Tacoma, the Coders formed up after the exile of Koreans a few decades back. They focus purely on Matrix matters, serving as deckers-for-hire for other Yakuza families across the city. They have some BTL experience, but not much talent, being better at taking existing chips and cranking out knockoffs than

creating their own. Beyond this, they create Matrix defenses for other families, provide Matrix security, and can be called in to deal with intrusions on a per-incident basis.

- ▶ Topknot's run them for a little over ten years at this stage. Don't let the Matrix icon lie to you, he's as bald as a cueball in meatspace. There are between a half dozen and a dozen members at any given time—the number varies as some lose their edge and go legit while other would-be deckers join from other families. The new blood usually intends on going back and serving as their own ring's Matrix asset but find the atmosphere in the Coders to be more their style, so they stick around.
- ▶ Netcat

IVAN IVANOVICH AND THE VORY

Ivan Ivanovich (the fourth of his name that I know of) sits on Dock 44, having long ago come to terms with the Nagano Gumi. They allow him to operate in their territory, and allow Vory-aligned ships to dock there without interference, and in exchange he sells them heavy weapons at a discount while refusing sales to Mafia-aligned groups. As long as those basic rules are followed, he can sell to anyone else he wants, and the Yaks don't take a cut. It's a win-win for everyone involved, and the status quo has been kept up by Ohno without any struggle. Ivan mostly sells cheap Russian surplus goods (AK-97s and 98s, grenades, RPGs, and so on) but can order up pretty much any sort of bangbang or boomboom upon request—payment in advance, delivery in thirty days.

- ▶ The third Ivan was in place for two decades, but he recently retired and has been replaced by the new Ivan, who insists that he's the one who's always been here. He's laid-back, with jewel-studded teeth, gold chains, and tracksuits for days, and he seems content to keep selling arms without pressing for a larger slice of the crime pie.
- ▶ Netcat
- ▶ His warehouse HQ is new; soon after getting the Seattle contract, Knight Errant decided that allowing him to stay there was a bad idea, and they arranged a massive raid that resulted in big explosions and a whole lot of collateral damage. Brackhaven had to do a lot of damage control and made it clear that this sort of adventurism wouldn't be tolerated. (If you wonder why Ivan III retired, he needed a lot of cybernetic replacements after this and decided that enough was enough.) Policy since then has been to have an undercover team keep an eye on things, taking notes on who comes and goes, but to not engage.
- ▶ Sounder

THE MAFIA

Oh, how the mighty have fallen. But not the recently mighty—the mob's not been mighty in

Tacoma in my lifetime. The last mobster in the district is the long-retired Tony Gianelli, grandfather to current don Joseph Gianelli, once a skilled legbreaker who these days gets around with the help of a walker since his own legs have long since gone out. (Chummer was born in the twentieth century! I'm shocked he can even stand up!) A handful of "associates" are always around to keep him safe, and there are a dozen or so Mob-friendly businesses within a three-block radius of Gianelli's Pizza, but the war's over and everyone knows it. At this point, the Yaks are allowing him to live out the last few years of his life in peace, and they will quietly absorb the last Mafia holdings after his passing. Nobody talks about the understanding, and there's bravado in the words of the locals but resignation in their eyes.

THE KOMUN'GO

The only rival left in the district, the Komun'go is a shadow of its former glory. During the tempo craze, they were positively overflowing with money, making reckless investments just to burn off capital, only to see the empire come crashing down when the tempo supply was cut off. They've struggled badly ever since and have been targeted by the Yakuza for re-absorption into the Yaks. The deal is simple: agree to return to the fold, and all will be forgiven. Refuse and be destroyed. Eric Kon, the 'go's top man, is currently considering the offer, and his call could inspire the other Seoulpa rings in Seattle.

- ▶ Rumor has it that Shotozumi's tasked Ohno with bringing in the Tonga brothers, two hitters from Pacifica with a rep for extreme violence and, rumor has it, cannibalism. If this is true, and Kon says no, it will be brutal.
- ▶ Plan 9

THE GANGS

THE SPIKES

At one point, the Spikes, under a brilliant troll named Lord Torgo, were the dominant gang in the district and were threatening to explode city-wide, uniting all goblins under a single banner. Lord Torgo's capture and subsequent murder in prison shattered them into a dozen subgangs, each led by a strongman claiming to be the true heir of Torgo, and they've never approached even a fraction of that old power since. Each branch has a related name (the Rusty Spikes, the Sundress Spikes, the Spiked Tuskers, and so on), but other than that, there's no unity. There's a continued hope that someday, a new Torgo will rise up and unify the gangs under one strong leader, but a generation later there's no one worthy.

THE TACOMA ANCIENTS

The original Tacoma branch of the Ancients was an early victim of Lord Torgo, who based his personal iconography of an elf head on a spike on what he did with the gang's leader, but the Ancients as an organization couldn't let that stand. Ongoing rumors are that they tipped off Lone Star to get Torgo arrested in the first place, a weak underhanded move that has haunted their rep ever since, resulting in the new Tacoma Ancients band being tasked with fighting goblin gangs on the regular. The current leader of the Tacoma Ancients, however, grew bored with the lack of "worthy" opposition years ago and fell into substance abuse and lethargy. These days, he spends more time exploring brothels than rumbling, and he's fallen out of favor with Ancients leadership.

- > It goes both ways. Rattler (you didn't bother to share his name) thinks he deserves to be in charge of the entire Seattle arm of the Ancients and feels wasted in his current position. He blames the boss, but he's nowhere near able to challenge Belial yet.
- > Riot
- > While his reason for hitting up brothels is obvious, there's a darker layer there. He's gotten someone to make a personafix chip based on the old boss, Sting, who he's a fanboy of. He's trying to find a lookalike to make into his own personal doll to tell him how good he is and how he should be in charge. Rattler is not a healthy guy.
- > Marionette
- > If that's true, and Sting finds out? Yikes.
- > Frosty

ALLIES

Luckily for us, it's not all tommyguns and katanas out there. We've got allies, and knowing who you can ask for help is a big deal.

THE UNIONS

There are over four hundred and fifty unions left in Tacoma, with a membership just over ten thousand, and they stick together better than most families. They understand all too well that their numbers have been falling off for years and that the megacorps have no place for them, but they're willing to stand up all the same. They hire shadowrunners now and then, not for the usual monkeywrench work or assassination but for pure data collection. Getting the dirt on a corporate negotiator's leverage for contract negotiations, after all, and being able to produce what the actual profits for a quarter were (rather than the lower numbers corporations are willing to share) can turn a negotiation in an instant. There have even been shadowrunner unions popping

up here and there, though debates about their utility continue.

- > One link is weak but together, they form an unbreakable chain.
- > Chainmaker
- > Oh! I get it now!
- > Riot
- > Uhm. Actually she draws her name from the Chainmakers' strike of 1910.
- > /dev/grrl
- > Aw drek.
- > Riot

THE ORK RIGHTS COMMITTEE (O.R.C.)

The Night of Rage was born in Tacoma, and the ORC never lets people forget. The city might have turned the Seattle Underground into a district, but the Ork Underground continues to exist in the outer layers. The hot-beating heart is still under the warehouses of the docks, where orks hold annual remembrances of those who were lost on the horrible night. The ORC keeps their main office in Tacoma near there, while membership is always pressing the mayor for more and better reforms. The ORC can get you in contact with the Underground, and the orks there have a long history of working with shadowrunners.

Don't screw that relationship up.

THE TROUBLED TIMES

Locally owned screamsheet publishes the Truth, evades corporate masters! Read all about it! The TT's been running since 2050, off and on, and has passed through a few versions depending on who was resurrecting it at the time. Until 2074 it operated as *The Tacoma Tribune*, but that particular owner sold it to Horizon; they got the legal rights to the organization, but every reporter on staff walked out in protest, forming *The Troubled Times* a month later and going right back to honest muckraking. If you want to get the word out about corporate malfeasance, the TT is your megaphone, and they do not give up their sources. Subscriptions are low, so there's not a lot of money there, but those who work for it (part time, since they have to have real jobs to stay alive) are loyal to the bone.

- > The current editor in chief is Buddy Brisco, but I don't know who the owner is. Buddy's good people.
- > Sunshine
- > The owner is former Prince Laverty, out of the Tír.
- > Plan 9

- > How did you come by that information?
- > Thorn
- > I come by a lot of information. Some of it carries a princely sum.
- > Plan 9
- > Excuse me, that's my line.
- > Icarus

STANLEY'S DIAL-A-STYLE

You know how most nanoprinting withered during the Nanopocalypse? The fashion industry's one of the few places where it still works. Stanley's Dial-a-Style is a unique service that you can access via the Matrix to request emergency duds. They'll send out a van that includes an onboard scanner that you step into (with a small changing room to store your current clothes—the scan needs you naked) to get your exact sizes, you put in a request, and, if the nuyen clears, they'll create you a new set of clothes on the spot. If you want, you can create an account that will lock your measurements in via your SIN; this lets them instead send out a modified Pelican drone that can extrude what you need without a new scan. Either way, whatever clothes you suddenly need, Stanley's got it on speed dial. Spinrad knockoffs for a fancy ball? Team jersey for the player who won the game last night? McHugh's uniform? Dial-a-Style!

- > Why is this not a nationwide chain?!
- > Hard Exit
- > Because people are still afraid their new clothes are going to come alive and eat their brain. I can't believe I just said that and it made sense.
- > KAM
- > What a time to be alive, eh?
- > Red

SENSEI YAMADA

Somewhere in Asiatown is a small dojo run by Sensei Yamada, a former corporate samurai who now passes his knowledge on to would-be street sams and the occasional adept. He's in his early sixties, and his upgrades are two decades behind the times, but he still wields a blade with elegance, and moreover, he can teach the more important aspects of Bushido from a veteran's perspective. Calligraphy, painting, tea ceremony—drek, the guy even shows you flower arranging! Getting him to take you on as a student is the challenge.

- > His former students network with one another. Get to know one, you might get to meet more.
- > Butch

- > He's former Shiawase, but he's no longer loyal to them, which is a huge betrayal in the corp's eyes. They have bigger fish to fry right now, but sooner or later, that bill will come due.
- > Hard Exit

RICKSHAW DAN

There's a saying in Seattle: Everybody knows Rickshaw Dan ... *everybody*. Said to have gotten his start with a rickshaw, this strong-jawed Irishman clad all in black is an icon among both the grey- and black-market set, legendary for his small-scale smuggling and incredible networking capability. It's been said he drove the first Black Cab, that he's got connections with everyone worth knowing in the shadows, and that anyone who meets his premium fees can see anything or anyone transported across the 'plex with total safety and speed.

- > There's rumors this guy is anything from a free spirit to an AI. No one has actually touched him, insofar as I know.
- > Sounder
- > So did he ever run a rickshaw?
- > Hard Exit
- > Who knows? What I do know is, he can introduce you to just about anyone for the right cause or price. There's a reason they say he knows everybody.
- > Winterhawk

LOCAL CHARACTER

IMPORT/EXPORT

When you've got this many borders *and* the docks, you'd be a fool not to have one ear on the ground to hear what's coming down the pipes. That much product means there's always someone who will sell low or buy high, and you've got the inside track to make the best of it.

- **Cost:** 10 or 14 Karma
- **Game Effect:** For 10 Karma, you gain a special Tacoma Traders (Fixer) contact with Loyalty 1 and Connection 3; for 14 Karma, this contact has Connection 4. In addition, you gain a bonus point of Edge on negotiation tests made to purchase or sell goods through this contact. If this bonus Edge is not spent on the test, it is lost.

GOLDEN CAGE

REQUIRES CRIMINAL SIN

You have spent some time behind bars. Most runners think of jail time as a potential career ender. But you know prison is just a change of paradigm.

- **Bonus:** 12 Karma
- **Game Effect:** You have a Criminal SIN and your biometric data is stored in the Global SIN Registry. Opponents receive a bonus point of Edge to use for Tracking and Trace Icon tests. In addition, double all negative changes to your personal Reputation score and double all positive changes to your Heat score. This doubling of Reputation and Heat score changes can be negated by paying an extra twenty percent on your monthly Lifestyle costs (of your highest Lifestyle among all your fake SINs) to cover your tracks.

Note that these payments must be timely and cannot be made to retroactively affect Reputation and Heat changes

EARNER

Organized crime means organized profit, and you've made enough connections to make the most of that organization to maximize profit between you and a mob of your choice. Of course, caveat emptor—strengthen those connections too much, and you may end up Connected.

- **Cost:** 5 Karma
- **Game Effect:** You gain a Mob (Fixer) contact with the syndicate of your choice, with Loyalty 1 and Connection 3. This contact can buy and sell goods as well as potentially line up work for you.

CONNECTED

**ONLY AVAILABLE FOR PURCHASE
AFTER PURCHASING EARNER QUALITY.**

Philosophers say the craftsman's hands are stained with the materials they use. Your craft has been your work with the Mob, and it's stained you in a lasting fashion. You're not just a friend anymore; you're more like a distant family member. They've started calling you more often than most, and others have backed off, because even if you reject the notion, you belong with them.

- **Cost:** 10 Karma

- **Game Effect:** Your fixer contact with the mob increases to Loyalty 2 and Connection 4. You also gain a bonus point of Edge on all social tests against those who respect or fear your mob. This bonus Edge is lost if it is not spent on that test.

When purchasing this quality, remove the Earner quality from your character and replace it with this quality. No Karma is recovered by this replacement. The Connected quality must be purchased sequentially after the Earner quality.

MADE

**ONLY AVAILABLE FOR PURCHASE
AFTER PURCHASING EARNER QUALITY.**

Maybe you wanted to turn back, but it's too late now. Even if you wanted to leave the perks you've gained with your chosen racket, no one else sees you as anything but one of them, and it's going to haunt you wherever you go.

- **Cost:** 20 Karma
- **Game Effect:** Your fixer contact with the mob increases to Loyalty 4 and Connection 5. You gain a bonus point of Edge and an extra die in all social tests against those who respect or fear your mob. This bonus Edge is not lost if unused on this test.

Additionally, a Made runner may, at the GM's discretion, request a mob soldier (professional rating 4) to accompany them on a given operation for a limited amount of time.

Being Made also comes with greater attention. All changes to your personal Reputation and Heat scores are doubled. You may pay an extra twenty percent of your highest monthly lifestyle cost each month to prevent this increase to Reputation and Heat score changes for that month.

When purchasing this quality, remove the Connected quality from your character and replace it with this quality. No Karma is recovered by this replacement. The Made quality must be purchased sequentially after the Connected quality.



THE SEATTLE UNDERGROUND

POSTED BY: TONYTROGLODYTE

Since its recognition as a district, the Seattle Underground has seen huge growth and shifts in its population. Much of this coming from new SINS being assigned and distributed by Renraku (somehow, they were ready with new Seattle SINS, along with new corp SINS for some new hires). Alongside new SINS, other SINS are moving in, with Underground construction and gentrification becoming the new rage. According to the census, the population has doubled, but it's really just gained around ten percent, while the rest of the boost is just SINS being assigned to the SINless. The total real population down here is just over 200,000

This new growth is changing the Underground in ways no one would have expected. Alongside this, someone else has taken an interest in this place, and she's making inroads, though those inroads are deeper than those of Renraku. We're seeing new caverns for construction opening up, new places with alchera being discovered and exploit-

ed, and new paths around the city that surprise even the Underground lifers.

While the ork title might be gone, orks themselves are still around, but others are moving in too. The culture of the Underground is shifting, and with that shift will come the normal pangs and pains of change. Trouble is rumbling, but the real question here is whether this experiment of social change is going to settle in to make a new haven for all in Seattle or erupt like a volcano directly beneath the city.

THE VIBE

I wish I could say that the hard-working, blue-collar, alternative, and somewhat rebellious vibe still permeated the Underground, but it just doesn't anymore. The dark, subterranean realm once felt like a place where those who didn't fit in could settle safely, but with gentrification comes crime to rob the gentrified and anger to fuel those and other crimes.

SEATTLE UNDERGROUND

Size: 60 square kilometers (official); app. 120 square kilometers (unofficial)

Population: 86,200 (official); approx. 200,000 (unofficial)

Human: 10%

Elf: 2%

Dwarf: 17%

Ork: 63%

Troll: 7%

Other: 1%

Population Density: 1,436 per square kilometer (official); app. 1,666 per square kilometer (unofficial)

Per-Capita Income: 23,000¥

Corporate-Affiliated Population: 38%

Hospitals and Clinics: 1 official, many unregistered

Voting Precincts: 3

Education:

Less Than 12 Years: 60%

High School Equivalency: 24%

College Equivalency: 12%

Advanced Degrees and Certificates: 4%

Average Security Rating: Copper

- Population has doubled since the last census, but that's not immigration. Renraku is handing out SINS like candy, and those who want to work in this new district need to take them. The remarkable part is how many fresh Seattle SINS are getting issued. Renraku seemed to have a connection straight from the source, and they were already preset and just waiting for biometrics and personal data. To underline the point: Renraku was eerily ready for independence to happen.
- Bull

The gentrified sections of Tourist Highway and the Heart are shifting away from the barter-and-blend culture of the former Ork Underground and moving to look like much of the city above, with the exception of the fact that looking up doesn't see the sky. (Who likes the grey skies of Seattle anyway?) The main stretches are getting heavily lit, cleaned up, and patrolled by Lone Star, and the new construction looks less like make-shift DIY and more like an authentic architectural style, called "pum-modern." This look blends some classic style elements such as fluted columns with modern style aspects of steel and glass to provide a reflective yet classic fascia that brightens these subterranean depths thanks to the abundance of reflective surfaces. The name comes from the design source, pumilionis, a.k.a. dwarfs.

- Despite the police patrols that have ramped up, these new pum-modern buildings are getting tagged and marred on an almost daily basis. They're common targets for gang initiations or tests.
- Stone

Outside the tourist- and newcomer-ridden Heart, you slide into what most down here still refer to as the Ork Underground. This is where the real heart of the underground still beats. Here you can still barter based on trust and everyone understands what brotherhood truly means. Outsiders are quickly ousted or indoctrinated (usually with a nice, friendly beatdown) in order to make them feel welcome. The air is occasionally stale and musty, but it's always cool, and construction is still DIY, usually with cast-offs and scraps from above. Those cast-offs are also a key part of life down here. The repair-and-return mentality that was once vital to the Underground was replaced in tourist country with spend-and-toss thinking. The tossed stuff comes here and locals fix it, take it up top to the Biz for sale, or sell it among their own. Lone Star doesn't come down this far unless they have a real good reason and a real big force, so the only law you have to worry about (or rely on) is your own, or that of the local gangs.

- Truthfully, the flavor of the Ork Underground just went deeper, while the top levels got a coat of paint and some police patrols. If you could handle the OU before, you can handle it here. The only real struggle is that stale air. With the population and the poor ventilation, this place becomes an asphyxiation hazard at times.
- OrkCEO

In the furthest depths of the Underground, you find what locals call the Feral Underground. This place has a simple vibe—enter at your own risk. It got a bit of a numbers boost recently when the population spiked as ghouls who were holding their minds together suddenly snapped. Many came here, others were hunted, and some were put down like rabid animals when they went crazy on the surface. Other things live down here, too. The exact population of this section is anyone's guess, as there are maybe twenty valid SINS in the whole place.

Beyond, beneath, and beside these places is where you'll find the Depths. These are pockets and places that have more recently been accessed, mostly by a certain water wyrm. No formal residents live here, but several spirits and other servants of the Sea Dragon are studying and exploring them. The alchera are the hottest spots to check out, though rumors of a subterranean city/settlement that was not part of an alchera are gaining traction. Security here is lack of easy access, wild alchera, unstable tunnels, and pockets of poisonous gases pooling in the deep. Lone Star never comes here. If they think someone really important is down here, they hire runners to find them.

- The Depths are the places where the scary stories start, and we can all thank the Sea Dragon for digging this out deeper and longer. In the past year, the span and stretch of the

Underground has grown by at least ten percent and probably closer to fifty percent. She's helping add tunnels up high to get help taking a look at the tunnels down low! She pays well, but she pays on return!

- Lothan the Wise
- Not always. She makes payments up front, but you can pretty much guarantee you're being sent to your death and that money is meant for someone or something else.
- Ire
- Whispers about Dis and other metaplanes are all over the place with these alchera. Not a place I would ever want to go or beings I want to see meddling in our world.
- Lyrn

EXTREMELY LOCAL FORECAST

If you ask a lifer, they'll say this place is headed to hell in a handbasket. If you ask one of these new-downers, they'll tell you this is the most up-and-coming neighborhood in the city. No matter what, it's headed for some struggles and quite possibly a class war that won't work out well for anyone. Sure, the lifers outnumber the new-downers and certainly aren't afraid to get their hands dirty, but Renraku and Lone Star are making a fortune policing this spot, and they've got no problem setting up a few checkpoints to make sure people understand the difficulties and dangers of visiting the district. These use the points to tag and track local troublemakers, and once again we'll get a place separated by class. I wouldn't even be surprised if the Underground redefines its census range, and suddenly those other underground parts of the city, which are finally getting some safety infrastructure and buildup, are going to be removed and set aside once again.

All this is just my pessimistic prognosticating, but we've seen it before. The pivotal element to focus on right now is the success or struggles of Seattle itself. If Seattle is successful, the Underground has a chance. If Seattle struggles, those struggles and stresses will roll downhill (or seep through the ground) and eventually ignite the powder keg beneath the city. There's a middle ground, and there's always a chance the Underground will be successful on its own, but its expansion and the breadth of its span means it serves as the city's arteries, letting life flow throughout while often feeling the strain first when suffocation is at hand.

- It's vague but correct. The elements are a bit more complex. Let me explain that right now, the Underground's property owners are rapidly changing metatype. While it was once the Ork Underground, the owners are now becoming predominantly



dwarfs thanks to topside lawyers, long memories, and following the city's rules. Even though the dwarfs got pushed from this place decades ago, they had filed papers to be the rightful owners (or got fakes planted). Now that the district is official, they're pulling out those old deeds and laying claim. The orks would have a chance at squatter's rights if they had any way to prove occupancy, but they don't. Those deeper places the others have now moved ... yeah, you can bet your last nuyen they're filing paperwork to own it, but at this point it's just not as valuable.

- > Butch
- > Work on all sides of this has to happen under the table. A lot of it is straight shady, and forgers are making a killing. Runners with an understanding of engineering are getting tapped on the regular to head down and make sure blueprints and property claims are accurate, and to adjust accordingly if necessary. Unsurprisingly, lifers frown on this and gladly reach out to the Skraacha or one of the other dozen gangs that have congealed in this state of chaos.
- > UnderBoss

Second bit of insight on the future is a bit deeper. Literally. Along with funds for the city to go independent, the Sea Dragon has been funneling resources down into the Underground for her own purposes. While most of the nuyen coming down is going to Tourist Highway and the Heart, her efforts (mostly in the form of trade and hard valuables) are fueling the madness in the Depths. She (well, her coterie) is digging more tunnels and paths and revealing alchera no one knew existed beneath the city. Some of these places are mysterious doorways, and since no one in the Underground can resist a good street rumor, word is rapidly leaking upward and into the ears of corp execs, syndicate bosses, cabal leaders, and every other greedy entrepreneur. For them, as long as it's someone else's life, they don't care who you're facing; they just care that you're desperate for nuyen and looking for the next gig. Expect those powers to work the shadows hard in order to find and exploit the best alchera.

- > Don't forget the other resources that are getting exposed by the Sea Dragon's arcane excavations. I saw a squatter come dropping a half-kilo gold nugget at a pawn shop in the Biz. Didn't get a fortune for it, but he's certainly better off. Smarter squatters are forming mining crews and riding right on the tail of new tunnels, no matter the danger.
- > Slamm-O!
- > Thomas Lake Mining and Oil out of Everett has sent a few investigators down as well, and some of those forming up crews are getting offers for legitimacy out of it.
- > Gramius

Despite the changes, some things don't ever change. Even the newcomers respected Night of

Woe this past year. February 7 is not truly a day for celebration, but instead a day of remembrance for all. This doesn't mean the locals don't gather, drink, cook together, and celebrate the lives they have, it's just not talked about like a party (much like some cultures where people get together after a funeral to drink and celebrate the dead). The party may be rowdy, but everyone still knows what they're there for.

- > It's not uncommon for Humanis to have a presence down here at this time, usually claiming to be supportive of the plights of the metahumans, all the while slamming them with enough microaggressions to create a kilo-aggression. Fights are common. Less common, but far more dangerous, are the terrorist attacks and the shadow operations to incite riots or stop the terrorists.
- > UG-OG
- > If you're not a metahuman and you're headed down to honor and support your metahuman allies, make sure you stick close to them. The Sons of Sauron regularly check the local humans. If you have a local or a meta backing you, they'll usually toss a little respect to you and then move on. If you claim support but no one can vouch for you, you're going to get tossed—or worse.
- > Bull

While the Day of Woe is a day of remembrance, Recognition Day is intended as the biggest party of the year in the Underground. Honored on the second Monday in August, it's a hot time above and a great time to invite folks down to the cool confines of this subterranean district to celebrate its formation. The Tourist Highway floods with the massive influx of visitors, and the eight new hotels built this year are already getting booked for next year. While the holiday is celebrated Monday, there are parties all weekend long.

- > All are welcome to bring their nuyen down, but some are only tolerated so far. This past year may have started a trend. Parties got increasingly wilder as you went deeper. Tourist Highway had some generally blasé government-funded celebrations, while out in the Stretches things got wilder. I even caught rumors of a pair of parties in the Depths that involved drugs, astral travel, and an appearance by the Sea Dragon and her entourage. Rumors. But awesome rumors.
- > Kane
- > She showed up at the anniversary celebration, so I wouldn't be surprised if she popped in down here. She's put a lot of effort in here. Might as well enjoy the parties.
- > /dev/grrl

HOTSPOTS

First off, let me start by offering everyone a little geography lesson on the Underground. I'll start

by pointing out it has three major divisions: the Heart, the Stretches, and the Depths. Each of these divisions is separated into zones for the purposes of census and voting, though the Heart just has two and the Depths are a single zone. The Stretches comprise twelve different zones spread out along and under the periphery.

The Heart sits under Downtown, with its main access coming through the basement level of Lordstrung's where the district government, formerly called the Undergov, took the entire floor and started building down from there. A second public entrance sits beneath the Big Rhino and opens up to the Mall, the first stretch of the Heart to become an updated retail center after Recognition. Neither of these entrances allow more than foot traffic, though some small electric bikes and scooters have found their way into regular use. The stretch between those two entrances is known as the Tourist Highway. It was a strip of shops and restaurants running the span, but it has expanded and transformed to add in hotels, entertainment, and service spots like spas and massage parlors. This is the most drastically changed section. As many of those businesses dug downward to gain floors, the restaurants and hotels had to get up to code, meaning they had to run electrical and plumbing, all hidden behind the pum-modern façade of columns, steel, and glass.

At the center of Tourist Highway is the Biz, so called because the person who gave it a name misspelled bazaar as bizarre. Thanks to the efforts of the Seattle Underground Historical Society, no one can touch the authentic old-school flavor of the Biz. It's better lit but still looks hand built, though the shops in the stalls are changing as the rent is starting to rise rapidly.

Surrounding the Tourist Highway, the first Zone of the Underground, is the rest of the Heart. This is a place with smaller shops, some new hotels, fancy subterranean residences near the surface, and smaller local dwellings a level or two deeper. It extends under much of the heart of Downtown, with breaks and passages around some of the larger structures' basements. A new structure (most think it will be a hotel, but the construction info is buried behind black IC on Evo's hosts) is being developed along the edge of Lake Union, complete with a glass façade below the water. Plenty of other construction is going on, and this place is expanding.

It's also a labyrinth. GPS and mapsofts don't work, but Horizon and Evo are currently selling a mapsoft that uses signal loss and inertial motion to map and determine location. It's growing in popularity, as more and more tourists find their way down to the gentrified Underground and want to avoid a wrong turn.

- Evo and S-K are making a killing down here with their heavy industry, but Renraku is not making it easy for either of them.

In fact, Renraku has been lining up contracts for MCT. Some bickering is hitting the Corporate Court, and all three are using runners to hinder operations.

- Orbital DK
- The Union Views—A MetaErgonomics project. That's the name of the hotel being constructed at Lake Union and linking into the Underground; it's not alone, and it's a race to the finish between the competitors. Washington Depths is a rival project being spearheaded by S-K. Problem is, they're using a lot of workers who live in Snohomish for the project. It's creating some tension, but it adds extra security.
- Netcat
- Careful with the mapsofts by Horizon and Evo. They upload your transit data as soon as you hit the Matrix again and are definitely using it to map the Underground and look for spots to exploit.
- /dev/grrl

Extending from the Heart like long, spidery legs are the various zones of the Stretches. Most folks still refer to these areas as the Ork Underground, because this is where the real denizens live. Official borders of the various zones range from as far north as Bothell beneath Snohomish and down to the south under Tacoma and Renton near SeaTac and the edge of Renton, respectively. Tunnels and pathways also run out to the unofficial pockets of the old Ork Underground such as Wilhem Park by the Crying Wall memorial in Tacoma, but they are not part of the official Underground District. I'd love to announce a great series of names for all these zones, but infighting, a lack of need, and a genuine sense of instability have left them to simply be called Zone Three through Fourteen (make sure to write out the word for the number). That doesn't mean they don't have some flavor to them, but it does mean they're getting a bit of an attitude about who got the lower numbers, even though it's all about proximity.

- Don't forget the paths that wind their way out to Puyallup, Redmond, Everett, and probably outside of Seattle; some even say that the alchera caverns could run all the way down the coast to LA.
- TunnelRat

Before we move on, let's talk pathways. Zones are usually connected via several routes, though none of them could be properly called "highways." Most are footpaths that are occasionally big enough to run a moped or small bike through, so it takes a bit of walking to get from zone to zone beneath the ground. They all have topside access points, though they are often unmarked and hard to find. A faster public transit system is under consideration, but there are a lot of infrastructure aspects to consider and even more pockets that need to be filled

to grease the works. If you needed to get from the furthest south point to the furthest north, it would take about twenty hours of walking. You can make the same trip in a car in about an hour.

- Those entrances are also protected by local gangs who split their territory above and below. Beware these rabid new Cerberuses, for they guard their portals with zeal and a desire for gold.
- Ire
- The infrastructure plans are a hotbed of shadow activity as the AAAs fight off the efforts of more local operations. The locals are usually backed by an AA or even an AAA not willing to go toe to toe with the top construction players. Enjoy the nuyen flow, but ease off trashing our Underground.
- Bull

Zone Three is a community living in interconnected, partially filled caverns with outlets along Lake Union large enough for small fishing boats. There are also a few completely flooded passages big enough for a small sub (or a water dragon). The largest settlement in Zone Three, known as Fisherman's Cove, opens to Union Bay by the Cirrus Hotel. They're close enough to the main zones that they get a lot of travel, but they isolate themselves by focusing on bringing seafood down into the local markets and having a large transient population. Their residents are often out on fishing boats for large portions of the year. This creates times when they are on shore to be a bit rowdy and revelrous, which overflows into Downtown at times.

Zone Four is just south of the core zones, essentially bounded by I-5 and the freeway. It's home to some great resale and repair shops, and the citizens come up on a regular basis to do some street peddling in Downtown. They keep it low key to avoid legal complications and to prevent the Star from coming down on them.

Zone Five centers beneath the Beacon Hills areas, with many of those living there surviving off the cast-offs from the rich surface districts. It's ironic that the poorest section of the Underground lies under this wealthy area. Residents gather trash and sift through it to sell worthwhile finds to the fixers in Four. Now that the Underground is an official district, Garrick Tregoe has opened a pair of restaurants that are fully prepared to welcome those from above. Garrick's Grotto and Tregoe Under serve small-dish orkish cuisine, softened and moderated for the common palate. The Grotto is accessed via a garden apartment, while Tregoe Under has a glass-box elevator at the surface that brings guests down. Both are also still accessible from the Underground, but those entrances are just boring doors.

Zone Six is one of the most populous regions in the district. It runs under much of the section north of the core zones and south of Union Bay and

Portage Bay. Residences for many of those who work on Tourist Highway are here, along with the squats of many of the orks who lived down here before it was a district and would have preferred to keep it that way. Infrastructure improvements by Renraku are leading to a lot of conflicts with the longtime residents. Many of their homes are not up to code, and the cost to bring them to code often comes with a Renraku SIN, a big debt, and a job down here to work it off. Some new businesses are getting built and luring topsiders down, but the vastness of this area's labyrinthine locales keeps them from wandering out of the shops and into the actual Underground.

Zone Seven occupies the patch of land bordered by Elliot Bay on the south and the waterway between Lake Union and Shilshole Bay. Inside this Zone are over a dozen smaller communities that each have their own flavor (and usually metatype). Orks are concentrated in half of them, but two are almost entirely elven, two are troll settlements built a little bigger for them, three are dwarf neighborhoods that seem to be coming up to date faster than the rest, while the remainder seem to be where humans in this area are corralled by their prejudices. It's an interesting arrangement, and while it has decreased random metaracial violence, it makes governing more difficult, as each group is only concerned with themselves. For those coming down from above, you get cultural foods and elements in each area that are reflected by the clusters of shops and food stalls in the neighborhood. Options to learn about the cultures and get some of the most authentic dishes around are two great reasons to come down and visit.

- Or if you have any kind of metatype-based prejudice, these are great places to set up. Sons of Sauron, Humanis, the Axegrinders, GreenFuture, etc. If they hate other metas, they've got support in Seven.
- Sounder

Zone Eight has gained the nickname of the Rumble thanks to the Federated-Boeing Field. Aircraft coming in and out of the airfield are easily detected by everyone in the various areas of this Zone as they shake the ground just enough to rattle a little dirt and dust off the walls across the entire span from the International District south of F-B Field. There were areas of the Ork Underground that went under the airport, but when the city made it official, they declared that all of those sections belong to Fed-Boeing rather than the Underground. There's some security around, but most of the folks down there just ignore whoever claims to own this patch. The rest of the region is a rebel's playground. Grey- and black-market shops, safehouses, drug dens, entertainment clubs, and all those places that don't like nosy folks poking

around enjoy the lack of tourists or outsiders here. The frequent rumbles are too much for outsiders, so no one visits here without a purpose.

Zone Nine is north of the waterways between Lake Union and Puget Sound and many still wonder how this is considered part of the same Underground if it's not attached. Funny thing is it is attached. Under the waterway are several old tunnels that link the Zones north and south of the water. They're actually some of the largest passages, as they were once intended as flood prevention, but the systems were never really needed. It was mostly just money for construction companies, but the Underground is benefitting from them now. The distance from Tourist Highway begins to become apparent in this Zone as people here become almost singularly focused on life below, rather than pandering to life above. Shops, restaurants, and homes reflect the Underground style rather than some glossed-over trendy look. Renraku is still working to get a genuine infrastructure in place, and the residents here are genuinely thankful. Spanning from near Inverness down to Union Bay, Nine is a generally quiet section of the Underground that makes a nice place to visit, lie low, or even hit up one of the quaint clubs for a job meet.

Zone Ten is north of Zone Seven on the north side of the waterway and is again connected with deep tunnels that were intended for sewer and flood control. It has small clusters of residents all the way up to Bitter Lake. During the struggles to get Prop 23 passed, Zone Ten suffered a massive terrorist attack when several neighborhoods were flooded. A "seismic event" caused a rupture between Green Lake and the Ork Underground. Responsibility for the attack was never claimed, and the news still calls it a seismic event, but everyone in Seattle knew what it was. Hundreds lost their lives, and the event was spun by Prop 23 supporters as proof of the need to support the infrastructure of the Underground. The rest of the Zone was stunned, and many locals continue to deal with PTSD. The population dropped after the attack but then rose again sharply after the district gained recognition as young orks, showing their independence and bravery, moved here to make a statement that they cannot be intimidated. The vibe is slowly shifting thanks to the influx of youth and the parties they've brought with them. Some of the best pop-up clubs in the sprawl are here. You need to be in the know of where and when, since they rarely last more than a week, but during that week it's easy to make a connection with the hosts of the next party or with someone who's in the know.

Zone Eleven often feels like the most distant, even though it's physically not, because there is only one way to get there via the Underground, and no one likes to cross it. Coming from Zone Eight ("The Rumble") is a single tunnel that was

built as part of the 14th Avenue bridge. The tunnel was quietly used to move things people didn't want seen to and from the airport. This Zone is also one of the most spread out. It only has five pocket communities spread from the Duwamish all the way down to the 518 at the north end of SeaTac. Quite a few SeaTac workers live near the south end, while workers at F-B Field live up north. In fact, there's a bit of a rivalry between them when they get together in those central communities. Living and working out here is interesting, as many of these communities get along better with the surface towns than with the rest of the Underground. I'd never say they were always great relationships, but they are certainly more interconnected with the surface than with Tourist Highway.

Zone Twelve is the first that touches outside Downtown and slips over into Bellevue and a sliver of Renton, and that's only because they fought to be part of the Underground. Most down here know they fought, because the zone offered them some small semblance of protection from the hell that was about to rain down on all the unofficial parts. As soon as Prop 23 passed, the population here spiked with gangsters, criminals, and shadow-runners who call this patch of subterranean turf the "Umbra." It's their own little dark spot to dip into in order to avoid the light of the law. While this area has several nice little shopping districts and a number of subterranean dining spots, it is also home to some of the best secret passages, hidden tunnels, and camouflaged nooks. As more and more buildings are updated by Renraku, the "sub-architects" are right behind them refashioning and reconnecting these hidden spots.

Zone Thirteen may have been named for its location but it could definitely be the unluckiest Zone. North of Nine, it has communities near Northgate Mall and then up and around Lake Washington into Snohomish, up to Bothell. And that's why it's unlucky. Crime stats for the Underground show that this Zone has already had five times as many arrests as any other Zone. Come up from the Underground, and suddenly you get arrested, usually for nothing more than having horns or tusks. It doesn't matter what you're actually doing, the cops in Snohomish will find something you've done wrong. There's no love lost and no real tourism coming from up here. The people who live here do so because they don't think they have a choice. They don't have the means to move. They owe too much to the wrong person to go anywhere else. Whatever anchor has found its way around their ankle.

Zone Fourteen is a strange "foreign embassy" feel for most. It's a small patch at the southern end of Downtown that was blocked off because Gimli Harris has a massive investment and a drekton of pull (though not enough popularity to get elected ... suck it!). Fourteen is almost entirely dwarfs and

might as well be called the dwarf underground. Thanks to some global connections and some unseen deal with Renraku, this Zone has been fully updated to fit infrastructure expectations within its first year of existence. No other Zone is even close, not even One. It's an interesting little undercity. The Kaer is as popular as any surface restaurant in the area and actually draws patrons from all over. The Cozy Caverns is a hotel that's been "built" to allow guests to live that caveman life. Okay, that's what the ads say, but really, it's not even slightly caveman-like. Unless you were a caveman billionaire. They "built" it from local materials reformed by local masons and magickers. It goes down ten floors and has a single central "hole" with a trio of cable-suspended elevators (or would they be descenders?) and a spiraling hallway. Two of the elevators service all the floors, while the third goes only to the "penthouse." There are stairwells for safety as well, but they're rarely used. Shadowbiz, high-end tech, and scads of data brokers are the best reasons to head down into Fourteen, along with a vision of what the future of the Underground could be if every Zone had the kind of support Fourteen was packing.

- They also have a passage to the Depths that fast-tracks to one of the Sea Dragon's most interesting finds.
- Ire

THE DEPTHS

The feral depths were one thing, but now, this area is expanding as The Sea Dragon pours in resources to delve deeper, secure areas, and search for something. She's obviously not willing to elucidate, but if anyone has heard clues, it would be great to start trying to determine her agenda before it explodes beneath the city.

Every Zone has at least one access to the regions known as the Depths. One and Two were first, and the regions beneath them have the highest concentration of "residents," though the total number of actual SInS and censused residents is remarkably small. Down in the deep places you'll find Infected, some shadow spirits, several bug hives (don't worry, they're small), the displaced of society (especially changelings), extraplanar visitors, shedim, headcases, and all manner of odd castoffs. Some areas are dangerous because of the geology, some because of the population, some because of the astral overlap, but most are simply deadly because getting in and out is a test of endurance, intelligence, and ingenuity, all at once!

There are three spots I'd like to make topsiders and runners aware of: one a warning, one an invite, and one a bit of trouble speculation.

It should be obvious, but I'll warn those who wander to the depths to avoid "Ghoulsburg." It's not formally named that, but you'll find "paint" on

the walls to warn you that you may be straying too close. You should catch a whiff with your nose well before you get there, but sometimes we can't tell one stench from another, and down here there are a LOT of stench. Ghoulsburg is home to the bulk of the feral ghouls that have come down here and made it a home. Well, this is where they got shoved. When the Infected started struggling with their connection to civility, those who held their minds together pushed their misguided kin down to these depths. They're surviving on the scraps and supplies sent down to them and on the bodies of those poor souls who make a wrong turn down here and end up ghoulish chow. Before you ever reach Ghoulsburg, you should run into other ghouls and Infected, and if you've got a decent rep with them, you might make it out. Then again, if you have beef with someone or make comments you really shouldn't, you can expect them to send you straight to the meat grinder!

- I'm sure others realize it, but this is a great place to discard evidence. The ghouls are usually happy to take a corpse off your hands, and for a little extra nuyen they'll trade back the bits you might want to sell off.
- Clockwork

With a spot to avoid, let's talk about a place to visit. There are a lot of places that offer black market goods but none of them have the readily available stock of interesting and illegal items of **Event Horizon**. This far down in the depths, there's no law to control anything. Occasionally, a small strike teams comes down in order to stop some faction or another from getting their hands on a WMD, but those are rare events. Not even the dealers down want any kind of WMD around—not in these clustered caverns with their limited air and structural stability.

The dealers here bring down all manner of arcane and technological treasures. Being this deep underground limits astral movement and Matrix coverage, making magical or electronic tracking nearly impossible. Unique items that hit the market down here are often announced and accessed via a custom black host on the Matrix that few people have access to. I've known several runners who work escort gigs for fixers or executives who head down here to shop.

- When they say anything, they mean it. This place not only sells goods, but also traffics in people, exotic and dangerous pets, and all manner of artifacts and items. Rumors are frequently repeated about cards from that mystical tarot deck popping up for sale down here and drawing in numerous interested parties for the bidding war.
- Ire
- Anything purchased is protected by Event Horizon security until you reach the exit. After that, you're fair game and still at least

10 minutes from the surface. Bring security if you win something precious and watch for ambushes. Be ready to pay a few tolls if you don't want to shed blood down here.

> Grounder

In the deepest reaches below Fourteen, the Sea Dragon has excavated a cavern with its own subterranean city. While its existence has been confirmed by reliable sources, its nature has not. Whether this is a city built underground by some ancient power or a cavern with an alchera or an astral portal, no one claims to know.

The trouble comes with this confirmed existence and several interested parties who have begun sending teams and runners down here to scout it out. MCT, Wuxing, Evo, Ares, Apep Consortium, ASPS, Atlantean Foundation, Draco Foundation, Shiawase, Aztechnology ... well this list could get long, so I'll just say everyone with an arcane, engineering, metaplanar, or geological interest has started putting out feelers and efforts to get a peak and get some data. The Sea Dragon's people are on the defensive and hiring assets as well, but these contracts are dangerous and require serious control and skill. One errant spell or bullet and this place could come crashing down.

> I've got a decent connection who dropped some info on me. The city is real, constructed from stone and crystal. It's got a central chamber about 600 meters across and 50 meters high at the center of the domed top (yes, huge). There are four large decorative gates off the central chamber, leading to smaller chambers (about 100 meters across and 25 meters high). He said one of the gates has collapsed. All the chambers hold a variety of buildings, and he said they were in decent condition from what he saw. The astral is "heavy," as he called it, and each chamber has some sort of event at its center. He didn't get close, just skirted edges.

> Ire

> A decent connection ... is that the new version of "asking for a friend"? If you need a team to head down again with you, I can arrange it and I've already got plenty of leads on selling the paydata.

> Bull

> Offer appreciated, but my connection had to make a deal to never return if he was to be let out.

> Ire

> How often does that happen to you, Ire?

> Bull

> Lately? Too often.

> Ire

ALLIES AND ENEMIES

RENRAKU

Renraku is making a killing down here. Those contracts they took that looked like they were getting screwed? Nope. Big money all over thanks to the new Seattle government and that little funding boost from the Sea Dragon. This is not making other corps happy, and the government is slightly distressed at their methods. Renraku sifts through citizenship applications for the Underground to find new skilled employees, then uses the rest as pawns in the power play to regain their footing in the city. It could not have been coincidence that they were already ready with the new Seattle SINS. It's as if this was all part of their plan.

Moving forward, many sections of the Underground are going to become filled with Renraku citizens. This means most of them will owe their livelihoods—and for those who drink the kool-aid, their lives—to Renraku. The Underground is looking to become a Renraku company town. Why they want to own this subterranean suburbia, we don't have good intel on, but it can't be good.

> Money. That's what it's about. The Underground is an untapped resource of manpower. That's not even considering the physical material they are pulling up with all these excavations.

> Stone

> All that mined scad isn't going out smoothly. The Sea Dragon is also pulling resources, and neither is letting the other get the goods out with ease. Jobs for hitting loads coming up occur on the regular. Good money for us but it seems like a nickel and dime fight for those two powerhouses.

> Glitch

> It's part image and part hiding more valuable resources being moved. They send a hundred small shipments, and one will hold something special. What that special is could vary. Extraplanar, artifact, uncut gems, you name it, it could be coming up.

> Rigger X

THE SEA DRAGON

She's gotten gigapulses of data piled up on her lately and most people feel just as confused as they did before they knew a thing. That's the struggle with writing more here. I don't know if it clears things up or adds to the confusion. To help as best I can, I'll avoid any speculation and just offer the three facts I know.

First is her search, and discovery, of the deep city. It wasn't much of an actual search. She must have known where it was because her efforts weren't scattered about the Underground. She knew what to buy and where to dig. It didn't take long to locate, and once she did, she moved in a

small force of her people. She has food and water brought down to them rather than moving people back and forth. She's bringing down arcane and astral experts who aren't talking when they come back, and several have not come back at all.

Secondly, she's employing cast-offs and corporate refusers in droves. She's building loyalty through coin and hard work without some specific corporate dogma you need to follow. She's got a diverse following, but her open offer is inundating her ranks with spies. Her ranks are acting as couriers, guards, and laborers while being paid better than any corp would offer these subterranean cast-offs.

Even with two big powers being down here, The Sea Dragon is avoiding turning it into a warzone. She's not opposing Renraku directly but is instead playing against their game in parallel. She knows direct conflict will only cost lives and livelihood to the people of the Underground, so rather than going head-to-head with Renraku, she races and competes for any resources they both desire. She's winning most of them by ignoring her bottom line. Renraku is still a corporation and still follows the rules of a corporation. Money and return on investment are still important, which is a value the Sea Dragon does not share.

- There are other powers down here. Evo has been down here since before the official districting, and they've still got quite a bit of clout and favors owed them. Nothing on the level of the two major players, but you can expect plenty of work as they play the quiet scavenger.
- Netcat
- Evo's put a lot of efforts elsewhere and the assets they pulled from the Ork Underground to go work on other projects are always keeping track of goings on at home. I've seen a number of them coming back since Prop 23 passed, and they're not keen on the new management or the influx of disgruntled and greedy dwarfs. Work aplenty and Evo resources to boot.
- Ire
- Since we're talking corps, we should mention Fungitech. Before Renraku rolled in, they were the largest employer down here. They lost quite a few workers to the new Renraku SINS, and they've been pushing back via the shadows. They spent a lot of time being on the other side of shadow ops as the target of other agribiz giants, and they're using what they learned to fight their own battles. They still have plenty of support, as the Underground still benefits greatly from the products of their fungus farms.
- OrkCEO
- Wuxing is quietly amassing information on that deep city. Many of us have read the rumors of a "Vault of Lore" from a bygone age (and laughed). They're apparently looking to the city as its location.
- Lyrán

POLITICOS

As a newly minted district, politics is rather foreign for many of the citizens of the Underground. Most saw politics as something the folks above played at, either increasing or decreasing the amount of trouble that found its way down below. There are a few key politicians down here who will be looking to shape the future as best they can against the big boys. This means small moves that need to be quiet to keep them from getting squashed.

First big mover is the top politician in the Underground, **Mayor Kathleen Shaard**. She took the popular vote after Prop 23 and blossomed as a full-on political bulldog when it came to getting her district what it needed. She's looking for growth but not looking to sell out the entire district to the corps or the dragon. She's going to have a rough time of it unless she can get some other smaller corps to work with her on getting more of the district up to snuff, but not refaced by Renraku.

Gimli Harris is known all over the district. He ran for mayor and he thought he was a shoe-in, but the long-standing unpleasantness between orks and dwarfs (which Gimli is) kept him out of office. It has not kept him from instead operating his own shadow-government with his connections among the dwarfs. Their numbers are growing, and Harris is using that to his advantage. His biggest advantage is actually the money and power they bring with them. His biggest disadvantage is that he thinks the dwarfs should run and own all of the Underground now that the ork prefix is gone.

- Gimli doesn't operate solely in polite politics. Without making direct connections, other than aligned interests, Gimli has the Axegrinders, a dwarf supremacist group, at his beck and call. Or should I say, well-coded phrase. The Axegrinders are hard-core and hate anyone who isn't a dwarf. There is some unseen connection between Harris and these terrorists. It's likely one of the people on his staff and almost has to be involved in his speech writing.
- Lyrán
- The Sons of Sauron and the ORC (Ork Rights Committee) are constantly at odds with Harris and the Axegrinders. They're a regular target for their speeches and hire runners on the regular to help their battle.
- Butch

Last up is a political scrapper who took the number two slot in the election, **Anton Burov**. He was heavily backed by Renraku, and most folks in the know realize getting that number two slot was all a result of Renraku's SIN issuance. In fact, most people think Renraku just placed the votes for all their citizens in Burov's name. The close race bolstered Burov's popularity and allowed him to

slide into the political game down here with confidence. He's pushing a very pro-Renraku agenda but wants the residents to get onboard for positive reasons, rather than bribery or force.

- Burov still lost, but to him it felt like a win. He came off some political rough times over in Manhattan and needed a win. He's a perfect example of how the megacorps play the game of local politics. He's not a Renraku citizen or employee, but his campaign and personal charities get heavy contributions from the mega. He's paid without getting directly paid. And that's been politics for ages, but now the candidates don't seem bought by a collection of corporate powers but instead are just puppets for one.
- Kay St. Irregular

CRIME UNDER GROUND

No talk of the future of the Underground can be had without talking about crime and punishment. It's especially important because, as an official district, things are changing drastically and quickly. Some of the changes aren't much of a surprise, but a big one was not what the people expected when Prop 23 got that big Yay vote.

The Underground always had crime, but it was never the rampant haven of violence and theft that the other districts always tried to make it out to be. They just wanted a scapegoat for when they couldn't catch their criminals by just saying they slipped into the Ork Underground. The truth was, down under the city back in those days, the crime was mostly petty theft by kids, violence between gangs, or collateral damage by runners hitting a secret lab. Crimes between the citizens were rare. Now, with all the money moving down and tourism on the rise, violence and crime are booming. These new tourists bring in new money and they become a target for those who are getting displaced and becoming displeased with the new direction of the district. That, alongside the new residents (read dwarfs) that are moving down and gentrifying some spots while becoming the slumlords of others being overlooked by the old "gentlemen's agreement" that kept the Underground a safe space.

- Not to mention the anti-dwarf sentiment that is developing. It was already a seething undertone, but now it's out and in your face on a daily basis. Sure, you can be a dwarf and have ork and troll friends from the Underground, but on average if you're a dwarf, stick to the brighter neighborhoods because the low-minded thugs are always looking for a target.
- Lyrán

Three forces control most of the syndicated criminal enterprises down here: the Yakuza, Seoulpa Rings, and Skraacha. The Yakuza are coming in with Renraku, and while usually associated with MCT, they are getting along awfully chum-

mily with their fellow Nippon cousins, probably because they're making nuyen hand-over-fist. As it stands, the Yaks are moving in bunraku and gambling parlors that meet the needs of more of those high rollers who are moving down with their money.

The problem is, that comes with conflict from the other criminal forces—in particular the Seoulpa Rings, who had a heavy focus on gambling down here already. Expect scuffles on occasion, but for those reading this, expect jobs to come your way from conflicts that need to be kept quiet to avoid the wrong kinds of attention.

That leaves us to mention the Skraacha. They're a gang, sure, but they have spent a lot of time down here hooding and keeping the peace back when the Star wouldn't interfere. Since the district went official, they've become a target. They're trying to expand their illegal activities, but the other syndicates and the law are all coming after them. You should not be surprised if you see them slowly shift out of the Underground and make a home aboveground, with some ties back to their subterranean history.

- It's not what they expected, but in order to continue supplying the people of the Underground with that hooder money, they've jumped into another criminal field. Several members have invested in themselves and banded together to operate as runner teams. They have a good base to start from, though they lack some of the nuance and skills of a regular team.
- Fianchetto
- You give runner teams too much credit. 90% of the crews out there are just bands of disjointed misfits who work together for cash and barely keep from killing each other over the course of a job. Having the same pre-existing brotherhood to fall back on may limit their life exposure and connections, but it means they skip over the power struggle and just work to get the job done.
- Stone

Trying to make their policing as unobtrusive as possible, Lone Star has moved down into the Underground without adding a bunch of precinct offices to the district, and instead runs most of their operations from precincts in the districts above. There are a few subterranean precincts and some of the surface precincts are simply above the Underground ones. Naysayers view this as evidence that the Underground's official status is only temporary, though now that some time has passed, it seems like it's just Lone Star's way of keeping out of arm's reach. They have no apparent plans to change this policing strategy—overall, it seems to be keeping their officers safe and the district from going completely to the wolves.

Lone Star Underground patrols also have different uniforms. Rather than the standard navy blue and yellow, patrols in the Underground wear white

shirts with yellow piping, a navy-blue tie, and navy blue pants. They still have the traditional logo, and their badges look like the rest of the tin stars, but the uniforms are brighter and honestly, they look more friendly. This doesn't actually make them more friendly, but it makes them easier for their fellow officers to spot when they need backup.

- > It's wise to point out that this patrolling is focused on the retail spaces of the districts. They respond to homes only if they are officially addressed, and even then they usually take too long to be effective help.
- > Butch
- > Typical Star.
- > Black Knight

LOCAL CHARACTER

EVENT HORIZON ACCESS

You have made connections with the best black-market dealers in the Underground. You get updates on items that come available and can check to see what people are offering on the host. You also know the location of Event Horizon in the depths. It takes at least a half-hour to reach

from the surface, but once down there you can find a dealer who sells just about anything (gamemaster discretion).

- **Cost:** 15 Karma
- **Game Effect:** Effectively reduce all Availability ratings by 2 (minimum 1).

MENTAL MAPMAKER

You've lived in the ever-changing Underground so long you can put in the smallest amount of mental energy in order to keep track of a mental map in your head. The same effort seems to work in the labyrinthine halls of colleges and corporate offices. During regular activities, you can keep track of where you are at and not get lost inside any confined structure or building (not out in a forest).

- **Cost:** 5 Karma
- **Game Effect:** When things are hectic (active combat, operating in Initiative, etc.) and you make a Move Action, you can spend a Minor Action alongside it to avoid getting lost when moving quickly. If actions are spent, you can follow this mental pathway back even in complete darkness or obscurity.

SHADOWRUN



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CUBICLE FARM

Lock in all these scores, sitting at their desks with their regulation ties and regulation shirts, spending their ten-hour days ensuring their regulation suits to feed an endlessly hungry megacorp. They think their lives and their work have meaning? They're wrong. Bored, filled with empty conversation around a near-empty water cooler, they might as well be Chicago, United. And let me tell you, it's places like this that really scare me.

CUBICLE FARM

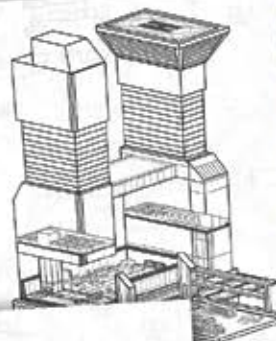
NPCs

- **Nightlives:** Use **Harmon's** (p. 204, SW), remove combat skills, +2 on corporate-related rolls.
- **Management:** Use **Walter** (p. 205, SW), change augmentation to **disappear**, increase Essence to 5.0, no combat skills, +3 dice on corporate-related and social rolls.
- **Upper management:** Use **Mr. Johnson** (p. 214, SW).

PUSHING THE ENVELOPE

If players are in disguise, one of them is noticed and mistakenly called for a retirement party. If players are impersonating a specific person, they are asked to give a speech reciting the virtues of the retirees.

The building actually houses several AA companies or subsidiaries of megacorporations.



PUBLIC PARK

Do you see what I see, what? Do you see the maintenance jiggling down the maintenance trail, so do you see the AA tape marking off where the beds was fixed last night? Do you see the couple on the bench, or the silence of the park? Do you see the bird of grass or the wall of concrete that has permeated it? I see, and I want.

PUBLIC PARK

PUSHING THE ENVELOPE

- **Nightlives:** Gargers from **Forest** above middle their coverage, call reinforcements. Our more gargers plus one **breakdown**, use **Walter** (p. 205, SW), and try to jump the PCs if they can.
- **Nightlives:** Aftermath, the **gargers** can add gargers from a rival gang and have the PCs caught in the crossfire.
- **Aftermath:** **Harmon's** (p. 204, SW) has decided to hold a "party" in the park. If any PCs are visibly intoxicated, they could be in for trouble due the **muck of rally attendees**, use **Harmon's** (p. 204, SW), and use **Walter** (p. 205, SW), for the **breakdown**.



FIND THE RIGHT SPOT

If you're running in Seattle—or any other sprawl—you may need a spot you can drop into a campaign at a moment's notice. Maybe it's a luxury restaurant, or a retail store that's a front for darker operations, or a backdoor cyberclinic where you can install the arm you just ripped off some other poor slot.

With art, info on entrances and exits, security details, and more, *Shadow Points* provides thirty cards, each with info on a spot that can be dropped in any city, whenever it's needed.



FIN



THE SHADOW CAPITAL

Join spies, smugglers, liars, cheats, killers, thieves, rebels, anarchists, gangers, thugs, hoods, outlaws, low-lives, hackers, con artists, hustlers, and more as they gather and try to climb to the summit of the shadowrunning world. In Seattle, the gold glitters brighter and the dungeons are darker, meaning the shadows in between are the widest and most intense in the world.

As a newly free city, Seattle hovers lightly over a pit of ravening wolves, saved only by the fact that as much as one wolf would love to devour the sprawl whole, they equally don't want any of their competitors to get it. Maintaining that balance is the core desire of city leaders; undoing it has become the obsession of the city's enemies. Whether shadowrunners decide to pick a side or just play all sides against each other, there is plenty of work to be done and danger to avoid, all while showing they can run the shadows with the best of them.

Emerald City is a sourcebook for ***Shadowrun, Sixth World.***

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