

# SHADOWRUN

## Missions

**SRM02-11 RISING SIN**  
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Published by: FanPro LLC · 1608 N.  
Milwaukee · Suite 1005 · Chicago, IL 60647.  
Printed in the USA.

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## INTRODUCTION

*Rising Sin* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Rising Sin* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-11B, *Rising Sin, Playing Aids*.

### **Preparing the Adventure**

*Rising Sin* is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

### **Adventure Structure**

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

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

*What's up, chummer?* provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

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

*Pushing the envelope* looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

### **Running the Adventure**

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

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

### **Step 1: Read The Adventure**

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

### **Step 2: Take Notes**

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

### Step 3: Know The Characters

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

### Step 4: Don't Panic!

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

### General Adventure Rules

*Shadowrun Missions* adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

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

### Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

### A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

### Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of

Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

### **Contacts**

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

### **Tracking Faction**

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

### **Paperwork**

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at [missions@shadowrunrpg.com](mailto:missions@shadowrunrpg.com) or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

## Adventure Background

The runners are hired by Tabby to raid a Yakuza parlor. The 3-story building is situated in the UCAS sector. It's an old but well maintained beige brick building in a quiet part of town. The Yakuza discreetly run an illegal brothel and casino from there.

The first floor serves as a posh welcoming lobby and lounge. Prostitutes and geishas not serving anyone lounge around and are on display for incoming clients. A kitchen also prepares small meals and snacks for customers, whether gamblers or those enjoying the services of the prostitutes. The back rooms serve as security HQ for the operation. Yakuza soldiers monitor camera feeds and other security measures, as well as standing-by in case of trouble.

The 2 stories above ground are simply hotel-like rooms where customers enjoy the services of the prostitutes. There are about a half a dozen rooms per floor, so a dozen in total. Yakuza security is discreet here. Nothing much of interest for the runners.

The building also has a basement, where the casino is. The usual attractions can be found, ranging from cards to roulette to mah jong. The setting continues to be posh, but security here is more obvious and well armed, reminding customers that cheating is a very bad idea, as well as protecting valuables. There are also a number of customers, employees and waitresses.

The runners' target is a small room connected to this casino. It is protected by additional security measures, and it holds important offline data. The runner team will have to access this server to obtain the paydata they are after. The mainframe will be hackable, especially for a team with a competent hacker or technomancer. An alternate method would be to force a captured Yakuza technician to give them access codes.

## Plot Synopsis

The runners are hired to retrieve data from a Yakuza server. The Johnson, although aware of the existence of the data, does not know where it is located. He knows who does, though. A Yakuza geisha is willing to betray her employers and help the runners acquire the data. The Johnson provides a location where she can be met.

The geisha is unhappy with her employer. She has fallen in love with a customer and wants to elope. She is willing to tell the runners where the database is in exchange for their help. The runners will have to convince her employers to let her go. The geisha provides two options to the runners, convince her direct handler, the head geisha, or go over her head and convince the Yakuza sub-boss in charge of the house to order the head geisha to let her go.

Once that's done, the geisha honors her part of the agreement and spills the beans. The server is located in a Yakuza establishment, serving as a gambling and prostitution parlor. The runners will have to infiltrate the site and access the server located in a room next to the casino, in the basement of the building. Once they have acquired the data, they return to the Johnson and receive payment.

## First Contact

### What's up Chummer?

The runners are offered a job by Tabby, the changeling fixer. She's looking for a team to help her with a special job for an old friend. As per usual, Tabby will present the runners with her offer and details on the job.

### Tell it to them straight

Another night, another job. This time, you've received word of work waiting for you from your old friend, Tabby. Looks like the changeling woman needs your skills again.

The meet is set at Marcel's. You always chuckle a little when you go in that place, although you're not sure if it's from the over-the-top body modifications the staff sports or the corp yuppie clientele gawking at them. At least the ribs are good, though.

Tabby is easy for you to spot, although that other cat-like changeling caught your eye for a second there. Joining her table, she gives you a polite smile as she picks at the plate of chicken wings in front of her.

"I have a job for you – a little datasteal, with a spin. Should I go on?" she adds innocently.

### After the runner have agreed to work for her:

"Good, I knew I could count on you. Here's the skinny. I have a friend in need. Her name is Mayuri. She's a geisha working for the Yakuza." She surveys the table and adds, "That doesn't mean she's a whore, by the way. Geishas are high-end escorts. They're trained from a young age to serve as entertainers for upscale men. They make polite and witty conversation, play music, serve tea, that sort of stuff. They're real popular with Japanacorp bigwigs. Anyway, this geisha gig, it's for life, a sort of slaver deal. My friend Mayuri wants out. I want you to meet with her and see what you can do."

Tabby finishes her wings, and pushes the plate away, while looking you directly in the eyes. "However, this is just a prelude to the real job. What I really need you to do is to recover some paydata. The catch is only Mayuri knows where that data is kept, and she won't tell until we, meaning you, help her. When you get the info from her, I want you to get me my file."

## Behind the Scenes

Tabby is shrewdly working two angles for this mission. On one hand, she's helping out an old friend who needs help. Mayuri has a low opinion of changelings and, well, anyone not purebred Japanese. However, she knew Tabby before her change and makes an exception for her. The two have remained on good terms. And Tabby being Tabby, she always helps out old friends.

However, there is still profit in for her. The information Mayuri knows is quite valuable. This hidden Yakuza database is worth a small fortune to the right people. Once she obtains it from the runners, she can sell it for major nuyen.

Tabby will never tell the details of what kind of information, exactly, the runners are after, and may chastise them for asking unprofessional questions. She will however reassure them that it won't cause the Yakuza to go after them for revenge. Once the information is out, the damage will be done and it won't matter. She will electronically transfer to the runners a file name and description including the estimated size and encryption format. This should be enough to locate the correct file once they're in the correct system.

Tabby offers 2000¥+(TRx500¥), per runner, for this job, half up front. Standard negotiations apply. Each net success gets the runners 10% more, up to a max of 50%.

## Debugging

If the runners offer to bypass Mayuri by searching for the location of the server themselves through their contacts, Tabby will refuse, stating that she owes Mayuri a favor and so wants them to help her out. Further, the location of the server is a well-guarded secret, so it's doubtful they would succeed in a timely manner.

## Memoirs of a Geisha

### What's up Chummer?

Mayuri is a geisha working for a house controlled by the Yakuza. A geisha is never supposed to fall in love, but she has, and wants to leave the strict life of a geisha and start a new one with her lover. Unfortunately, this is not so simple. She has a lifelong contract with her masters. A life of being hunted does not interest her, so she has accepted a deal in which she will trade information in exchange for help. In this case a team of runners to convince her employers to let her go.

### Tell it to them straight

The address the Johnson provided leads you to a place called "Aikiwa" in the Cherry Creek neighborhood of the CAS. It's a teahouse built to resemble the traditional style found in old Japan: paper walls and all. The outside walls merely look the part, being in reality made of far more sturdy modern materials. But once inside, you certainly feel as if you're in Japan. Authentic cherry blossom wood, delicate tissue walls and flowing soft Japanese music, as well as the lingering aroma of various teas create a very relaxing atmosphere. Asking a kimono-clad Japanese waitress for your reservations results in you being pointed to the back of the house, to a private booth.

### Behind the Scenes

Upon entering Aikiwa, all characters should immediately notice that their wireless connections drop. The building has WiFi inhibiting wallpaper (Rating 4) and no internal network.

Once all members of the team have arrived, the door to the booth opens and an honest-to-Ghost geisha, kimono, make-up, complex hair and all, walks in. She politely gestures for everyone to kneel around the central table, and introduces herself as Mayuri.

Mayuri was raised to uphold the oldest of Japanese traditions in proper geisha fashion. Unfortunately, this also means she has a strong racist side. Mayuri will react better to someone of Japanese ancestry. However, Mayuri is in a tight spot, and so

won't refuse the help of even an all troll team. Treat Mayuri as being Prejudiced (SR4 p.122) against metahumans and Suspicious of non-Japanese (these modifiers do **not** stack; use the highest modifier). She will only address the runner that she likes the most, even answering questions from others as if this runner had asked them.

Once Mayuri has spotted the runner she will talk to, she will begin telling her story in a soft, flowing voice. She will tell the runners that, although she owes a great deal to her house and Madam Kikuya, the headmistress, she no longer wishes to be a geisha so she can begin a new life. She will make sure the runners understand that she wishes to obtain the authorization to leave, and not just run away without permission. In return for their help, Mayuri is willing to tell them where they can find the paydata Tabby has sent them to obtain.

Once the runners agree to help her, she will give them names: Madam Kikuya and Yoshiro-San. Madam Kikuya is, as she has already said, the headmistress of Mayuri's geisha house, while Yoshiro-san is the Yakuza man in charge of supervising operations. If the runners can convince either one of these to let Mayuri go, they will have accomplished their task. It is not necessary to convince both. Mayuri will tell the runners Madam Kikuya can be found at the house, while Yoshiro can be found at a small bar called Lucky Eight's, providing addresses for both.

If asked if she has a preference or parting advice, Mayuri will pause to think, and tell the runners that she does not think Madam Kikuya likes her very much, while she finds Yoshiro to be a distasteful man. The runners can take that as they like.

Mayuri will do her best not to reveal anything about her personal life. She will tell the runners that she will reveal the location of the server if they manage to free her. If asked how she knows this information, she will hint that geishas are privy to many secrets. If asked why she's willing to betray the Yakuza, she will simply state that her reasons are her own. If a runner has discovered through legwork her love-interest and confronts her with this, she will remain silent. If asked why she cannot simply leave, she will explain that her position as a geisha is a lifelong obligation. The runners may



have discovered Mayuri's lover is a Yakuza man. If they bring this up, she will take offence at their snooping into her private life, but will admit this is why she must leave with the Yakuza's permission, so that the syndicate does not hunt her and her lover down. If the runners want clarifications as to what "convince" means, she will explain that a peaceful resolution is best, but that she expects "people of their reputation" to get the job done in the end...

Mayuri will never speak ill of anyone nor get visibly angry. She will always remain polite and patient, even if the runners are not.

Mayuri does not carry a Commlink.

### Debugging

If the runners do something silly like attacking Mayuri or otherwise causing noteworthy trouble at the teahouse, the police will be alerted by PANICBUTTON and Mayuri will try to escape. If the GM feels generous, such players, after having offered their deepest apologies to both Mayuri and Tabby, can set up a new meeting, assuming they have not been arrested first.



## Two Faces of a Coin

### What's up Chummer?

The runners must now try to convince either Madam Kikuya or Yoshiro-san to release Mayuri from her obligations. The runners only have to convince one of the two, though they can try their luck with one, and if that fails try the other. If the runners fail to convince either, the mission is not over yet as Mayuri will still help them. Sort of.

### Madam Kikuya

#### Tell it to them straight

You arrive at the geisha house, which is in fact an old but well maintained small manor. After making your way to the front door and ringing the doorbell, a teenage Asian girl whose eyes widen as she observes you greets you. You hear giggling behind her and notice a pack of similar girls apparently bemused at her reaction. Just as you are wondering if you have the address to a geisha house or a high-school dormitory, a slightly older Japanese woman in a kimono shoos the girls away and greets you. "Ah, you are here to see Madam-san", she exclaims, looking you over as you explain your presence here. "Follow me".

Your guide leads you through the house. Teenage girls giggle at your passage, while you notice very tough looking Yakuza men in suits eye you, implicitly warning you to behave while here. Finally, you reach a door in the east wing of the house.

Your guide knocks softly on the wooden door, and then opens it for you.

A wrinkly-faced Asian woman, who is at least in her seventies, observes you stern faced. "Yes?" she croaks.

### Behind the Scenes

Madam Kikuya is a stern old woman who was once upon a time a geisha in Japan. She is now a faded beauty, retired from her geisha duties, and damn bitter about it. Mayuri has already pleaded with the old hag to release her from her service, but Madam Kikuya has refused, jealous of the young woman's fresh love.

Indeed, many years ago Madam was in a very similar position, a young woman in love

wishing to throw away her duties and live happily ever after with her lover. But she was denied it, and now her vengeful bitterness clouds her compassion. Knowing the old woman's state of mind may greatly help the runners in their argumentation. The Gamemaster should feel free to drop hints on successful Judge Intention, Psychology or Assensing tests.

The runners should not be allowed to simply roll a series of Social tests and get away with it. Make them role-play their arguments. Attempts to bribe Madam Kikuya will get the characters nowhere. As a retired geisha, money is not an issue for her. Reminding the old woman that she also once was a young woman in love who was denied it, and that stopping Mayuri from eloping out of bitterness is wrong will greatly help, however. Successful threats and Intimidation may also work, though the chance of these backfiring makes them risky. If the characters use outright physical violence to force her to release Mayuri, it will work, but the runners will have to deal with the Yakuza guards if they are not careful in their methods.

Depending on the arguments taken, the Gamemaster may then call for a regular opposed test of:

- Negotiation (they gave her logical reasons why it's a good idea),

- A Con test (mostly provided emotional reasons for her to do so)
- An Intimidation test (they said nasty things would happen if she didn't comply)

Apply appropriate Social Modifiers (SR4 p.122), considering Madam Kikuya is Hostile to the runners and the results are Annoying to her. Additionally, bringing up Madam Kikuya's past love (as above) merits a +3 modifier to the runners' Negotiation or Con (it won't help with Intimidation).

Glitching on an Intimidation test will result in Madam Kikuya calling in her Yakuza protectors to escort the runners out the door immediately. One Yakuza man will be present for each runner present. Use the stats for the Yakuza Guards provided in Cast of Shadows. Similarly, if the runners use violence, Madam Kikuya will alert the guards as soon as she can. Any loud noise (such as a gunshot) will also alert the guards.

An Etiquette test may help the runners as per normal rules.

## **Debugging**

The runners may decide to kill Madam Kikuya. That won't make Mayuri free, but it will greatly piss off the Yakuza, earning them a new enemy. The runners can still try their luck with Yoshiro, though he will initially be at Enemy towards the runners, making it much harder for them to convince him.

## **Yoshiro-san**

### **Tell it to them straight**

Lucky Eight's is a dirty hole in the wall with a disreputable clientele. Why anyone would want to hang out here is a mystery even to a shadowrunner. The bar is located in the basement of a cheap electronics store accessible via cold cement stairs outside. The two small windows framing the bar's door are barred up and blackened. The inside is even uglier, barely illuminated with cheap neon and decorated with cheap, dirty felt carpeting. A bar, a series of booth tables and a single pool table are all that distract from the ugly patrons.

You find Yoshiro-san sitting alone in a booth, a cigarette slowly burning itself out in his mouth, fiddling with a commlink. He looks up as you near him.

### **Behind the Scenes**

Yoshiro-san is Yakuza, and the geisha house is an operation under his supervision. His duties include making sure Madam Kikuya continues to send the Yakuza money, assigning geishas to Yakuza functions and forcing himself on young women. He does not embody the traditional honorable Yakuza and is a small-time sleaze-ball criminal. The Gamemaster should stress the "used car salesman" appearance and personality of Yoshiro.

As with Madam Kikuya, the runners should have to role-play arguments. Convincing Yoshiro to release Mayuri is simply a matter of making it worth his time. Unlike Madam Kikuya, he doesn't really care what happens to her either way. Also, the best approach runners can take with Yoshiro is Intimidation. Yoshiro is a cruel petty criminal who hides behind the strength of the Yakuza to get what he wants. In reality he is just a bully and like all bullies he will cower from someone stronger than he is. A good Psychology or Judge Intention test can reveal this or provide hints. Further, if a character has uncovered during legwork that his Yakuza colleagues don't care much for him, it can be used as an argument for leverage.

Also, Yoshiro is running a PAN consisting of a Novatech Airwave commlink [Response 3, Signal 3] running an Iris Orb

OS [Firewall 3, System 3]. He is currently running Analyze 3, Browse 3 and Attack 3. If it is hacked, runners can find records proving he's been skimming from the money he owes his Yakuza superior, which makes for wonderful blackmail material. However, it takes an Economics Knowledge+Logic(2) test to figure out that the file is indeed a financial record proving he's skimming.

Depending on the arguments taken, the Gamemaster may then call for a regular opposed test of: Negotiation, Con or Intimidation. Apply appropriate Social Modifiers (SR4 p.122), considering Yoshiro is Suspicious of runners (he is Prejudiced against Metahumans) and the results are Annoying to him. Unless the characters know that he has no real Yakuza support and tell him so, Yoshiro's Social tests benefit from "ace in the hole" (+2) as well as a further "oblivious to danger" (+2) Intimidation pool bonus. Using blackmail material against him will result in the runners receiving a +2 bonus for any social test. Every 100¥ (\* TR) offered as bribe will count as +1 bonus success for any social test to convince him.

If the runners succeed, Yoshiro will call Madam Kikuya on the spot and tell her that Mayuri is no longer a geisha under her employment.

### **Debugging**

The runners are free to use discreet physical violence as no one in this bar will care. Taking out weapons will however result in the burly bartender shouting them a warning to calm down. If the runners persist, the bartender will have the other patrons hanging around (that probably owe him favors or a tab) to beat down the runners. Use the stats for the Halloweeners gangers (SR4 p.275), using 2 gangers for each member of the team. As long as the runners don't use guns, neither will the thugs. The thugs will not pursue the runners if they flee. If the runners defeat these thugs, the bartender will cease to bother them.

Killing Yoshiro will not affect the course of things much, except that he will not have told Madam Kikuya to release Mayuri from her duties. If the runners kill Yoshiro after he has told Madam Kikuya to release Mayuri, well, he had it coming. There will not be further complications.

## Doll Face

### What's up Chummer?

The runners must now meet Mayuri again at the teahouse, whether or not the runners have succeeded in convincing Mayuri's owners to free her. She will reward them appropriately with information.

### Tell it to them straight

You return to the posh teahouse, ready for Mayuri's information. Once again, stepping into Aikiwa's seems to instantly relax you, a refuge from the neon signs of the outside streets, countless wireless junk messages and acid rain that had been pouring down this evening. It's a sanctuary of peace in this harsh city. It crosses your mind that a criminal such as yourself shouldn't belong here, but you quickly regain your composure from this moment of softness, returning your mind to business as Mayuri comes and greets you at the front door. She again leads you back to her private room. She hides her feelings well, either way, as she eyes you. You suspect she is already well aware of your actions.

### Behind the Scenes

Mayuri has already been informed of whether or not the runners have succeeded in freeing her. The amount of information given will depend on how well the runners succeeded:

If the runners failed, she will appear depressed and resigned. She will politely thank the runners for having tried anyway. She will also claim that since this information is important to Johnson-san, a friend of hers, she will still tell the runners where the server is, as a gift for having tried. What she won't tell the runners is that she's VERY angry and is setting up the runners, as even though she is giving them the correct location of the server, she will also inform the Yakuza that the team is going to hit them.

If the runners succeeded, but used violence or Intimidation to do so (with either character), or if the team could not provide a prime negotiator of the kind favored by Mayuri (see the *Memoirs of a Geisha*

section), the runners will only be rewarded with the location of the server.

If the runners managed to convince either Madam Kikuya or Yoshiro without using intimidation or violence, then Mayuri will appear joyful and grateful. She will provide the runners with the location of the server, as well as information on the security of the building. Treat this as Mayuri giving the information for up to 2 successes in every category of the parlor's legwork chart in the next section.

After this encounter, Mayuri will bow and leave. The runners will not see her again and will not be able to find her if they look for her.

### Debugging

Not much can go wrong here, unless the runners decide at this point to try to extract more information that Mayuri is willing to give them. Short of serious interrogation or torture, Mayuri will not reveal more than indicated above. If the runners do decide to extract information from Mayuri in this way, she will reveal all she knows. However, Tabby will be angry with the runners, and Mayuri will of course alert the Yakuza of the planned run as revenge.



## Viva Las Denver

### What's up Chummer?

The runners now know where the server is. They must now figure out how to get close to it long enough to hack it and extract the data they are looking for. Even if Mayuri chose to reveal security details about the place, the runners will still no doubt wish to do some legwork of their own to scope the security out.

This section provides tables for information the runners can uncover during legwork. Following this, information is provided for Gamemasters on how to handle incursion attempts: how the guards act and react and such.

### Tell it to them straight

#### The ground floor

The inside of the Yakuza parlor is much like a posh nightclub. The walls are paneled with rich cherry wood and the floor is carpeted in a wine-red fabric. The furniture looks worn but comfortable. Soft background music mingles with the murmurs of clients. Occasional flirtatious laughter from prostitutes charming clients rises from the lounge area. The security guards, dressed in fine suits, seem to never relax and discreetly eye everyone.

#### The casino floor

The atmosphere here is very different from the calm upstairs. The lighting is weak and the air is thick with cigarette smoke. Bright, multicolored lights from the various games table flash for attention. The patrons, yelling loudly in delight or cursing and stomping as Lady Luck turns fill the room with constant noise. Large breasted girls with revealing dresses and trays full of drinks circulate amongst the clientele. Visibly armed and ready Yakuza thugs act as a reminder that cheaters are not welcome.

### Behind the Scenes

The server the runners are looking for is in an old but well maintained beige brick building in a quiet part of Littleton, in the PCC sector. The Yakuza discreetly run an illegal brothel and casino from there.

The first floor serves as a posh welcoming lobby and lounge. Prostitutes

and geishas not serving anyone hang around and are on display for incoming clients. A kitchen also prepares small meals and snacks for customers, whether gamblers or those enjoying the services of the prostitutes. The back rooms serve as security HQ for the operation. Yakuza soldiers monitor camera feeds and other security measures, as well as standing-by in case of trouble.

The 2 stories above ground are simply hotel-like rooms where customers enjoy the services of the prostitutes. There are about a half a dozen rooms per floor, so a dozen in total. Yakuza security is discreet here (1 or 2 guys, dressed nicely, patrolling). Prostitutes and their clients will occupy a few of the rooms.

The building also has a basement, where the casino is. The usual attractions can be found, ranging from cards to roulette to mah jong. Both AR and physical games are available for play, but the odds are better and the games faster moving in the AR variants. The setting continues to be posh, but security here is more obvious and well armed, reminding customers that cheating is a very bad idea, as well as protecting the valuables. There are also a number of customers, employees and waitresses.

The runners' target is a small room connected to this casino. It is protected by additional security measures, but it holds important offline data. The runner team will have to access this server to obtain the payday data they are after.

The details of the site, information the runners can uncover during legwork, are detailed in the Legwork section. Information is broken down into various themes, depending on what the runners ask about. For each, the general types of contact likely to know about the information are noted, but the Gamemaster is encouraged to use his own judgment for determining if a character's contact knows something.

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of

information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ \* TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ \* TR.

In all cases, using a Yakuza contact is a double-edged sword. They are much more likely to know something, but asking them challenges their loyalty to the Yakuza. If a Yakuza-connected contact is used to obtain information, roll a Loyalty(1) test. If no successes are rolled, that character will not reveal anything to the runner. A Glitch on this test will result in the contact warning the Yakuza Parlor that the runners have been asking around. This will result in all parlor guards being much more suspicious. A Critical Glitch will result in the parlor being guarded by 5 more guards as well as being on alert for the runners. However, Yakuza contacts get a +2 Connection bonus when rolling for information.

## Debugging

Any sort of Social attempt to have personnel “look the other way” suffers from the following modifiers (SR4 p.122): NPCs are Prejudiced and results of not properly performing their duties are Disastrous to NPCs. Every 300¥ offered as bribe will give the characters a +1 modifier.

Players who wish to do some actual gambling may do so. Use the following (simplified) system to handle monetary gain or loss: The player declares how much money he is betting. On the off chance the character has a Gambling skill, use Gambling+Logic or Gambling+Intuition, whichever is higher. If not, Default either Logic or Intuition only. Roll an Extended test (6, 5 minutes) with a maximum of 3 pool rolls per gambling attempt. Every success over the required 6 provides the runner with a 10% increase in their bet. If the character does not succeed, he loses his bet.

If the player wins more than 1500¥ while betting, he will attract the attention of the

management. He will be offered free drinks (giving him a -2 penalty to his pool). If the runner wins a total of 3000¥, Katsuo Sawaruma will show up and will offer free BTLs and free time with a prostitute. If the Character wins 5000¥ or more, Katsuo along with 2 guards will turn hostile and subtly try to intimidate him into leaving. If he refuses, they will eventually simply throw him out.

Player may also wish to enjoy the services of the prostitutes of the parlor. Rates are 100¥ per hour. If the runners decide to “pillow-talk” with the girls in order to get some information out of them, consider the girls to have a Loyalty 1 and Connection 2. Follow the same rules for Yakuza contacts as detailed above, except they do not get the +2 Connection bonus.

The list of patrons stored on the parlor’s server is Encrypted (Rating 5) and Data Bombed (Rating 3). Setting off the bomb destroys the file.

Additionally, a numpad rating 5 maglock door controls access to the server room that the runners must get to in the basement. This lock has no wireless capabilities, and must be physically hacked. There are no cameras inside the room. The server the runners must access is not connected to the rest of the network and is not WiFi enabled.

## Pushing the Envelope

While asking around their contacts for information, the Gamemaster can have an appropriate contact offer the runners to buy the Casino’s client list from them, should they acquire it. The list is worth 3000¥ to the contact, provided it is decrypted and disarmed of any Data Bomb.

## Sunshine on a Cloudy Day

### What's up Chummer?

This section provides detail on the encounter between the runners and Sunshine, if the runners have managed to obtain a meeting with her. This scene is simply a role-playing opportunity for the players and the Gamemaster.

### Tell it to them straight

The McHugh's Sunshine picked is two-stories with a huge front window, letting in a lot of natural light in. When you arrive, Sunshine is sitting at a table, chewing bubblegum. She gives you a wink when she sees you and nods her head for you to come over and join her.

### Behind the Scenes

For notes on role-playing Sunshine, see her description in Cast of Characters.

Sunshine is a prostitute working at the Yakuza parlor, but she has no loyalty other than the almighty nuyen. She will gladly sell information to the runners. She knows all information tiers regarding Physical Security, Personnel, Gambling and Magic Security, as well as up to 3 hits on the Matrix Security table. She will sell information at a cost of

(100¥ \* TR) per hit, reduced by a standard Negotiation test (-5% per net success). She will also charge the states 200¥ per person to have runners added to the guest list, if they ask her to do so. Note, however, that like the rest of the employees of the parlor, she knows nothing about the server room.

Sunshine is also willing to help the runners inside the parlor, as long as there are no risks to her. For example, she could create a distraction on the gambling floor, taking the attention of the guards away so the runners can sneak into the server room. She won't agree to anything that will obviously link her to the runners, but she's not afraid of her Yakuza bosses and has no loyalty to them. Sunshine will charge the runners around (200¥ \* TR) for this kind of favor, though the Gamemaster can adjust this amount if the favor is very simple or very complicated.

### Debugging

This scene is simply a role-playing opportunity, so very little can go wrong. Again, if blood thirsty or otherwise psychopathic characters start any trouble, Sunshine will try to flee or use her weapon in self defense, and the police will quickly arrive to deal with the situation.



## The Server Room

### What's up Chummer?

This section provides information for hacking the server

### Tell it to them straight

The room is all glaring white. White tiles on the floor, white paneling on the walls and ceiling. Strong fluorescent light reflects off all surfaces. The server rests in a single black rack in the back of the room, blinking small red and green lights at you. A chrome and glass table with matching chair is pushed against the right wall. A slight humming noise reverberates in the air. Two paintings of modern style in chrome, blue and white colors hang on either side of the server rack.

### Behind the Scenes

A fine bead curtain separates the casino area from the hallway leading into the server room. Once past this curtain, the runners will be out of view of prying eyes, at least for the moment. The polished chrome door leading into the server room is maglocked, rating 4. Once inside, the runners will find a clean, high-tech looking room. The walls are coated with wireless-inhibiting paint (Rating 10). There is one server, blinking LEDs and all, resting on a server rack. A glass table with one chair faces the right wall. Two works of art hang on the walls. A character with an Art skill can determine that they are authentic works by a popular modern artist by the name of Zev Krashnikar, each worth about 2000¥ if fenced.

The runners must hack the server. If using VR mode, the runner, once jacked in, will find himself in a room exactly like the one he just left, except that it is an endless corridor, stretching as far as the eye can see, lined with filing cabinets. A vast data archive.

The hacker will need to break in, run a Data Search for the file he was sent to get, and then Transfer the file. Note that the file is encrypted, but it does not need to be decrypted before it can be transferred. Mr. Johnson has the proper passcode to decrypt the file.

## Casino Server

Signal	Response	Firewall	System
-	3 + (TR/2)	3 + (TR/2)	3 + (TR/2)

An IC construct also patrols the system, looking for unauthorized users. It is a Pilot 3 program with Analyze 3 and Black Hammer 3. It will use its Analyze program to look for hackers. As soon as it finds one, it will put the system on Active Alert and attack the hacker with its Black Hammer program while the server attempts to shutdown, as below.

As soon as the server detects an intrusion, it will attempt to do the following, in order:

1) Terminate Connections (Opposed Firewall+System Test vs. the hacker's Exploit+Hacking skill, or just Hacking if the character is logged on with a legitimate account).

2) If that works, the server will then promptly shutdown. If it cannot terminate the connection, it will attempt to forcefully shutdown with the hacker still in it: roll and Extended System+Response(10, 1 Combat Turn) test.

Once shutdown, the server will remain shutdown. There is no way to reactivate the server. If the runners have not obtained the file, they are out of luck.

If the runners decide to simply grab the server and bring it back to Tabby, they can, though the server is roughly the size and weight of a modern-day computer. Physically removing the computer automatically sounds an alarm however, alerting security. Tabby will accept the server, though she will reduce the team's payment.

Once the runners have the file, they can leave the casino.

### Debugging

If the team doing this run cannot get pass the maglocked door, Jerry the Technician will loudly come out of the office. He will suffer from combat paralysis, simply standing there in surprise (and not sounding the alarm), giving the runners a chance to either force him, with a social skill, to open the door, or simply take the key from him.

Similarly, if the runners do not have someone with enough Computer skills to perform the hacking job, Jerry the



Technician can barge in the server room and be captured in a similar fashion, retrieving the file for the runners. If the runners already captured him (for the door), they can continue to use him. If they killed him, tough luck.

The hacker may decide to snoop around for other files he may be able to fence on the side. Indeed, there are many incriminating files on this server, ranging from blackmail information, confidential business documents and the likes. Unfortunately, all files are encrypted and data bombed, making it virtually impossible for the hacker to search files for relevant information. If he decides to nab random files nonetheless to decrypt them later, treat the paydata as having Data Bombs rating 5 and Encryption 5. The paydata is worth 500¥ \* (TR squared), subject to the usual fencing rules.

### **Pushing the Envelope**

If the Gamemaster wishes to add extra challenge to the mission, he can have Katsuo Sawaruma, along with two guards, head for the server room and possibly catch the runners red-handed, in order to force a combat scene.

Alternatively, if the Gamemaster is faced with a team incapable of hacking the server, but doesn't want to make things that easy by using Jerry The Technician, he can have Jerry inform the runners that only Katsuo Sawaruma can access the server. Jerry, eager to save his own life, will offer to make up a reason to have Sawaruma come to the server room so the runners can subdue him. This will then introduce a combat scene, as Sawaruma shows up with a guard escort.

As long as the runners are quick and quiet about it, they can avoid a general alarm from sounding as they capture Sawaruma and force him to access the server. The Yakuza will not use their guns in the server room, unless the runners do first. Sawaruma will stop fighting and order his men to do the same, as soon it is apparent the battle is not going his way or he himself is in physical danger. However, Sawaruma knows the importance of the data and knows what will happen to him if he lets it go easily. Standard Social tests may be used, considering Sawaruma will be Hostile towards the runners and the results are disastrous to him.

## **Returning the Goods**

### **What's up Chummer?**

Once the runners have the file, they can deliver it to Tabby with no further complications and receive their reward.

### **Tell it to them straight**

You dial Tabby's number and set up a meet. Slight worries of Yakuza retribution float in your mind, but no one ever said being a Shadowrunner was easy. You smirk at your own thought, just as Tabby shows up. Frag all that. Right now, it's payday, and the rest can wait.

### **Behind the Scenes**

The meet should be pretty straightforward and without incident. Tabby will show up at the meet with two bodyguards, which is common procedure. If the runners failed the mission Tabby will be disappointed, but will stick to the agreement and let the runner keep their first half of the money, but will obviously not give them the other half. If the runners hand her the server instead of the file, she will cock an eyebrow in surprise. She will, upon consideration, accept it, but will reduce the remaining money she owes the runners by half, since she must now hire a hacker to extract the file, and that's coming out of their salary.

Should the runners start any trouble, Tabby will have her bodyguards cover her escape. Use the stats for Red Samurai for Tabby's bodyguards, except they are wearing Armor Vests and wielding SMGs.

## Picking up the Pieces

### Money

The runners each earn 2000¥ + (500¥ x TR), plus negotiation. However, if the runners resorted to ripping out the actual server and handing it to her, Tabby will halve the second half of their payment as she'll now need to find someone to hack the server.

### Karma

- 1 – for freeing Mayuri without violence
- 1 – for stealing the file
- 1 – if no alarm was raised

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is **6** karma.

### Reputation

Failure to complete the 'run will earn all characters **1** point of notoriety. If the runners injure Mayuri, they gain an additional point of Notoriety. If the runners kill Madam Kikuya, they gain **1** point of Notoriety.

### Contacts

If the characters complete the mission by returning the file and without ever having harmed Mayuri, they gain Tabby as a contact. She is Connection 3 Loyalty 1. If they runners already had Tabby as a contact, increase her Loyalty rating by +1, up to a maximum of 4.

If the characters meet Sunshine and do not harm her, and the Yakuza does not find out she helped the runners, they gain her as a Connection 2 Loyalty 1 contact.

### Faction

If the runners are sloppy and leave enough evidence they are the ones that hit the Yakuza parlor, such an eye witnesses or camera shots, they lose 1 points of Faction with the Yakuza. They also lose a point if the runners kill Madam Kikuya.

## Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ \* TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ \* TR.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

### Mayuri

Yakuza or Japanese corporate knowledge (Mitsuhamas, Shiawase, etc.) provides a +2 bonus.

1. "Some sort of high class Japanese prostitute?"
2. "Mayuri is a geisha, a woman skilled in entertaining men with singing, music playing, tea ceremony, that sort of stuff. Traditional-minded Japanese men, such as businessmen or Yakuza, like to use geishas at parties. I hear Mayuri is particularly skilled. That also means she'll probably be very traditional."
3. "I hear Mayuri has a secret lover and geisha's aren't supposed to."
4. "Mayuri's secret lover... rumor is he's a low-level Yakuza man. He'd be hunted and killed for sure if Mayuri ran away with him without the Yakuza's consent."

### **Madam Kikuya**

Yakuza or high fashion contacts provide a +2 bonus.

1. "She runs a brothel or something."
2. "She runs a reputable geisha house. The Yakuza's mixed in that too."
3. "She used to be a big name geisha in Japan. That was a long time ago. They say she's never accepted her faded beauty."
4. "I recall a story of lost love. Apparently Kikuya fell in love with a man, but chose to continue her life as a geisha and so lost her lover. Her broken heart never healed, that's why she's so bitter now."

### **Yoshiro**

Yakuza contacts provide a +2 bonus, but must succeed in a Loyalty(1) test to reveal anything.

1. "He's a scumball Yakuza man. Not much to him, he's kind of an embarrassment to the Yakuza."
2. "Small time extortion and bullying. He hides behind his Yakuza name to bully people around, but in reality his superiors aren't really behind him."
3. "I overheard him bragging about screwing his bosses out of some money or something."
4. "He's been stealing from the money the geisha house pays to the Yakuza."

### **Lucky Eight's**

Any Street Contact.

1. It's a bar in the really ugly part of Downtown. A place for gangers, bikers and other assorted scum.
2. Lucky Eight's is very disreputable. Drug deals and fights are common. I think someone got shot there not long ago. Cops don't like to go there, so violence is common.
3. The bar isn't Yakuza controlled, but some Yak men sometimes go there for a drink or just to pick a fight.

### **Katsuo Sawaruma**

Yakuza contacts provide a +2 bonus, but must succeed in a Loyalty(1) test to reveal anything.

1. "Yakuza, through and through. This guy comes straight from Japan."
2. "Sawaruma is one hell of a hardass. He started out his career as an enforcer. He's on the fast track to a high Yakuza position here in North America. Right now, he's running a very successful vice parlor, thanks to his shrewd management."
3. "This guy is downright feared by his men. He doesn't let anything slide, and he comes down hard on failures. Anyone working for him is going to be twice as careful not to slip and fearful as hell of doing something wrong, that's for sure."
4. "Rumor is he carries a legacy from his old enforcing days. He's got some cyber parts in him. He could have had it removed by now, but he keeps it and makes it work in his favor for his reputation."

### **Sunshine**

Any Street Contact.

1. "Sounds like a stripper's name"
2. "She's a whore, Yakuza property. Ain't much to her"
3. "Sunshine's been known to sell information: things careless customers pillow talk about, or even Yakuza information. She'll tell anything for the right amount."

## ***The Yakuza Parlor***

### **Physical Layout**

Sources: Matrix Search of public records, Contacts (municipal officials, data brokers)

#### **1 Hit**

- The 2 upper floors are simply hotel-like rooms where customers enjoy the services of the prostitutes. There are about a half a dozen rooms per floor, so a dozen in total. Yakuza security is discreet here). Prostitutes and their clients at any given time will occupy a few of the rooms.
- The building also has a basement, where the casino is. The usual attractions can be found, ranging from cards to roulette to mah jong. The setting continues to be posh, but security here is more obvious and well armed, reminding customers that cheating is a very bad idea, as well as protecting the valuables. There are also a number of customers, employees and waitresses.

#### **2 Hits**

- Give the players the map from the Player Handouts.
- There is also a hidden room, in the basement of the parlor. Access is strictly controlled and even the guards don't know what's in there.

### **Physical Security**

Sources: Street Contacts

#### **1 Hit**

- The Casino (basement) is guarded by 5 Yakuza soldiers armed with SMGs, katanas and armor vests.
- The bedrooms (2nd and 3rd floor) are patrolled by 2 yakuza soldiers equipped with light pistols and armored clothing.
- The front door is guarded by 2 yakuza soldiers armed with heavy pistols and armor vests
- Gamblers may descend directly into the Casino, where drinks and food may be ordered.
- Customers may enter the lounge, where they can chat and drink with prostitutes before heading upstairs
- The parlor is always open for business.

#### **2 Hits**

- The two security guards at the door will stop anyone entering the building. Customers must provide their names, which are checked against a list. Access is by Yakuza invitation only.
- All members must check their weapons at the door

#### **3 Hits**

- The security room contains 3 yakuza soldiers monitoring camera feeds in AR mode, as well as a weapons locker containing assault rifles.
- The Casino section is monitored by a multitude of cameras covering every inch of the floor, but focusing on the games tables.
- The upper floors each have cameras monitoring the main hallway. There are no cameras in the rooms.
- The Yakuza has bought off local security to look the other way. The cops will not show up in the event of gunfire.

#### **4 Hits**

- Anyone caught doing something suspicious, by camera or by a security guard, will be intercepted by guards, who will secure them and bring them to the manager's office for none-too-friendly interrogation. At best they will be thrown out of the parlor, at worst they will be driven somewhere and shot.
- As soon as the Yakuza detect that they are under attack, they will try to isolate and eliminate the intruder. They will have no problems with using all out force to kill intruders. They will try to avoid hitting gamblers or prostitutes if possible, but won't miss a shot because they may hurt an innocent.

#### **5 Hits**

- The contact can arrange to have the runners added to the invitation list. This will cost 200¥ per person.

## Personnel

Sources: Street Contacts

### 1 Hit

- One barman in the lounge on ground level
- Between 4 and 12 prostitutes in the lounge (some may be in rooms) depending on time. The services of a prostitute cost 150¥.
- 8 croupiers run various gaming tables. Two waitresses take orders for food and beverages

### 2 Hits

- Katsuo Sawaruma is the manager running the brothel.
- The guards are very strict in their duties and are very hard to bribe or manipulate, though it is not impossible.

### 3 Hits

- The contact can put the character in touch with Sunshine (see Cast of Shadows), one of the prostitutes working at the casino. Sunshine is willing to sell information. The contact will arrange a meeting for the runners. Sunshine will only meet in person, at a certain McHugh's in the CAS sector. See the Sunshine on a Cloudy Day section for more information on the encounter.

## Matrix Setup

Sources: Matrix Contacts

### 1 Hit

- The parlor has a central server in the ground floor's security room. This server is WiFi enabled, both sending and receiving signals to and from the guard's personal commlinks. The security on the server is very high.
- The parlor building is built with WiFi inhibiting materials: the wireless signal is only accessible from the inside

### 2 Hits

- All of the guards' positions are maintained real-time in the central server.
- The guards all have commlinks linked to the server. All communication is logged.
- Invitations and patron profiles are stored in the central server

### 3 Hits

- The front door guards have commlinks with the guest list. However, there is a

flaw in the setup a hacker can use. The guard's list is only updated from the parlor's server's list every hour. A hacker could thus hack and insert appropriate invites on the commlinks of the guards, which have much lighter security than the parlor server.

- Sensitive information, such as the list of patron profiles, is Encrypted and Data Bombed

### 4 Hits

- The Parlor's server has the following stats: Response: 4, Signal: 3, Firewall: 6, System: 4
- The system is running Analyze 4 in the background.
- The following actions can be taken on the server: Modify the guest list, intercept or modify camera feeds, intercept or modify radio communication between the guards, lock or unlock doors. The door to the basement server room can be unlocked in this way.
- If an intruder is detected, the server will go into Active Alert and launch 2 agents with Pilot ratings of 3 running Attack 3 with Armor 3. If these IC are defeated, the server will perform a System Reset.
- All other unspecified electronic devices have a Device Rating of 3 and no additional security. They will simply launch into Active Alert if an intruder is detected.
- Maglocks have a boosted Firewall of 5.

### 5 Hits

- The contact can sell the runners a User Account Passkey. The runners can use this to log into the server (no test required), but can ONLY **monitor** information such as camera feeds and guard chatter. They cannot modify, add or delete any information. The contact will sell this key for 300¥.

## Gambling

Sources: Street Contacts, Logic + Gambling

### 1 Hit

- Some play to win, some play to lose. Those that play to win mostly go somewhere else. Odds are stacked against you, but there is no specific cheating on the part of the house going on.

### 2 Hits

- The Yakuza don't like to hand out money. If you start winning, expect them to offer you drinks to muddle your senses. If you keep winning, they'll offer you complementary BTLs or time with one of their prostitutes, whatever you fancy. Whatever gets you away from those tables.

### 3 Hits

- Anyone that wins at the casino has his profile with pictures taken and stored in the server.
- If you keep winning and playing despite the Yakuza's best efforts to distract you, you'll find the house's hospitality quickly turn sour. They may simply throw you out and ban you from ever coming back, but if you happened to be cheating, you have a nice trip to the hospital to look forward to.

## Magical Security

Sources: Magical or Security Contacts

### 1 Hit

- The entire building is warded, and an on-site security mage is present

### 2 Hits

- Magical security is actually kind of weak

### 3 Hits

- There no longer is an on-site mage. He was assigned to other duties, and the parlor has not yet replaced him. There are no magical defenses at all, in fact.

## Cast of Shadows

### Mayuri (Geisha)

Human Female; Connection Rating: 1

**B A R S C I L W E S S I N I T I P C M**

3 5 3 2 5 4 4 4 6 7 1 10

**Active Skills:** Etiquette: 4; Negotiation: 3; Blades: 1; Perception: 3; Con: 4

**Knowledge Skills:** Yakuza: 3; Tea Ceremony: 4; Small Talk: 4; Art: 3

A slender, graceful Japanese, Mayuri is a geisha. She works for a geisha house controlled by the Yakuza. Mayuri is in her mid-twenties, and has the misfortune of having fallen in love, something forbidden by her masters. However, she hopes to find a way to be released from her obligations, quit her life as a geisha, and run away with her lover to a new life. It is very important that the Yakuza voluntarily let her go, because she knows full well disrespecting them by running away without their blessing will result in a contract on her head. To make matters worse, her lover is a Yakuza man. She fears what would happen to the both of them should the Yakuza not freely let her go.

Mayuri is a smart, beautiful and talented woman. She has strict conservative Japanese values, which means, amongst other things, that she considers metahumans to be inferior. Only pure Japanese are truly honorable to her eyes, though in her present situation she is willing to be a little more flexible on the subject.

She speaks quickly in a soft flowing voice. All of her moves, from the way she moves her hands to the way she tilts her head when spoken to, are graceful and purposeful. She embodies grace and refinement.

**Madam Kikuya**

Human Female; Connection Rating 2

**B A R S C I L W ESS INIT IP CM**

2 2 2 2 3 5 4 4 6 7 1 10

**Active Skills:** Etiquette: 5; Negotiation: 4; Intimidation: 3

**Knowledge Skills:** Yakuza: 3; Geisha duties: 4

Once a famous geisha in Imperial Japan, Madam Kikuya is now a bitter cold withered old shell. She is aware of Mayuri's plight, but has so far refused to show any sympathy for her. The reason for this is that she too, when she was Mayuri's age, had fallen deeply in love with a simple man. But instead of eloping with him, she chose to continue her life as a geisha, and forever lost that love. Deep inside, her regret and torment about her decision has made her bitter, and so she lashes out on young Mayuri out of jealousy and anger at her own mistake.

Madam Kikuya is an old, wrinkly woman. She looks like she just might be 200 years old. Her skin is dry and leathery looking, while her voice is raspy and unpleasant to hear. She smells stale. She has a permanent look of distrust and hate, but her eyes gleam unnervingly with shrewd, calculating intellect.

**Yoshiro-san (Yakuza Lieutenant)**

Human Male; Connection Rating: 1

**B A R S C I L W ESS INIT IP CM**

3 4 3 3 2 4 3 2 6 7 1 10

**Active Skills:** Close Combat: 3; Electronics: 3; Automatics: 3; Dodge: 2; Con: 3; Negotiation: 3; Etiquette: 2

**Knowledge Skills:** Prostitution rings: 3; Gambling: 3; Yakuza: 3; Finance: 2; BTLs: 2

**Gear:** Novatech Airwave commlink [Response 3, Signal 3] w/ Iris Orb [Firewall 3, System 3] w/ Sim Module modified for Hot Sim, Knife, Ceska Black Scorpion, Datajack, Armor Clothing

A mid-level Yakuza lieutenant in his thirties, disliked by his bosses, Yoshiro-san is a sleazy, greasy-haired small time criminal. He has none of the traditional Yakuza honor, and cares only about satisfying his base vices. He sees his duties as supervisor for the geisha house as an unwanted burden. The only interest for him, sleeping with some geishas, is forbidden and he is wise enough to know his superiors would kill him on the spot were he foolish enough to do something like that. So instead he merely makes sure the money keeps coming in and that Madam Kikuya hands him a geisha when a Yakuza guest requires one. He is a slimeball that relies on the fear the Yakuza generates amongst other criminals to get his way. He is currently skimming from the money the geishas hand to him, something that would deeply displease his superiors.

Yoshiro has the look of a used car salesman. Greasy-looking hair combed back into a ponytail, a cheap brown colored suit, and too many rings on his fingers that look gold-plated rather than solid gold. He is the typical bully: he hides his insecurity behind bravado and sneers. He's a coward at heart.

**Jerry (Computer Technician)**

Human Male; Connection Rating: 1

**B A R S C I L W ESS INIT IP CM**

3 3 3 3 2 3 3 2 6 6 1 10

**Active Skills:** *Electronics: 4*

**Knowledge Skills:** Electronics bkgrd: 4

**Gear:** Custom built Commlink [Response 4, Signal 3] w/ Iris Orb [Firewall 3, System 3] with Sim Module and Virtual Pet.

Jerry the Technician is in charge of maintaining the server hidden in the Yakuza parlor. He doesn't know much about what's on the server, and the Yakuza like to keep it that way. He's not too bright and none too brave. He is sort of the "computer gimp". His superiors boss him around like a simpleton, taking advantage of his innocent nature. He is however pretty skilled when it comes to computers.

Jerry always wears simple grey overalls. He does not take care of himself much, and he smells a little of body odor. He always keeps his head down and often mutters to himself, lost in his thoughts. He is slightly overweight and pale skinned, giving him a comical Pillsbury man look.

**Sunshine**

Human Female; Connection Rating: 2

**B A R S C I L W ESS INIT IP CM**

2 3 3 3 3 3 1 2 6 7 1 9

**Active Skills:** Con: 4; Etiquette: 1; Negotiation: 2

**Gear:** CMT Clip commlink w/Vector Xim OS. When not in the parlor, Sunshine carries a Streetline Special

Sunshine is a Yakuza prostitute in her mid-twenties. She's half Japanese, half Chinese, and good looking enough, though nothing special. She wears too much makeup and is fond of a particularly striking glossy cherry-red lipstick. Along with the bright yellow plastic fabric clothing she wears, this gives her a rather colorful look that she compliments with an overly loud and cheerful demeanor, hence her namesake.

Sunshine has had a tough, unloving life. She cares only about herself and the almighty dollar. She'll do anything for money, and is always playing people for information or to squeeze as much money out of them as possible. Everything about her is an act to get you to give her more money, or something she can sell. She's not particularly bright, though, and is playing a dangerous game with the Yakuza. Should they find out just how much information comes out of her, they wouldn't have much of a second thought about silencing this impertinent whore permanently.



### **Katsuo Sawaruma**

Human Male; Connection Rating: 3

**B A R S C I L W ESS INIT IP CM**

3(6) 3 3 3 3 4 5 6 4.4 8 1 10

**Skills:** *Close Combat:* 3; *Pistols:* 3; *Influence:* 4; *Intimidation:* 4; *Dodge:* 2

**Knowledge Skills:** *Yakuza:* 4; *Finance:* 3

**Gear:** Colt America L36, Actioneer Business Clothes, Erika Elite w/ Renraku Ichi OS, Linguasoft(English, Rating 5), Datajack, Titanium Bone Lacing

Katsuo recently emigrated here from Japan, on the orders of his Gumi. Now in his early fifties, he has been given the task of running the parlor the runners are set to hit. Under his management, the parlor has been making good money without any trouble. It was thus decided by his superiors that his operation would be home to a server with particularly sensitive information. Katsuo takes this as an honor, and his good work has not gone unnoticed by his bosses.

Katsuo Sawaruma is a serious hardass. He is a perfectionist and expects nothing short of excellence from all those around him. He comes down like a ton of bricks on any mistake his men make, and inspires fear in his subordinates. He is the only one to know about the truth about the server in the basement, his men merely know that no one is allowed in there.

Katsuo has a stern face and he seems to always be angry at something. When he is really angry, his face slowly turns red, then red-purple, and then the screaming begins. That is the only time he shows emotion. Everything about him says "Yakuza boss", from his impeccable suit to his short-combed back hair.

### **Yakuza Guards**

Human

**B A R S C I L W ESS INIT IP CM**

4 4(5) 4(5) 3 3 3 3 3 5.6 7(8) 1 10

**Skills:** *Dodge:* 3; *Close Combat:* 3; *Automatics:* 3; *Pistols:* 3; *Etiquette:* 2; *Perception:* 3; *Intimidation:* 2

**Gear:** Renraku Sensei Commlink w/ Iris Orb OS, Muscle Toner 1, Reaction Enhancer 1, Armor Vest

*Front Door Guards:* Colt Manhunter

*Upper Level Guards:* Fichetti Security 600

*Casino Guards:* Katana, Uzi IV