



It's not even a nice  
place to visit.



Built from a thousand kilometers of flesh  
and steel, it writhes in the passions of those who  
live in it. Everyone and everything is connected here;  
there are no accidents. Take a walk down any street  
and read the writing on the wall:



*"Welcome to the Sprawl, chummi  
Too bad you could make it."*



**Sprawl Sites** is a sourcebook for **Shadowrun**™, and  
includes hundreds of encounters of every type, from  
blood-crazed gangs and mystic magicians to mild-man-  
nered Orks and back-stabbing Corporate Cops. Plus,  
you'll find Location Archetypes covering typical Sprawl  
Locations from all sides of town, eight new Player Arche-  
types, and dozens of Non-Player Contacts. Round that out  
with additional essays and rules concerning sprawl law  
and credsticks, and you've got a whole new adventure  
on your hands. Your **Shadowrun**™ campaign will never  
be the same.



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CORPORATION



# SPRAWL

S • I • T • E • S

*Sample file*  
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# TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	4	Mafia Encounters .....	60
<b>LIFE ON A LIMB</b> .....	6	Yakuza Encounters .....	62
<b>LOCATION ARCHETYPES</b> .....	7	Rich Folks Encounters .....	64
<b>Bank</b> .....	8	Celebrity Encounters .....	66
Small Bank .....	8	Media Encounters .....	68
Medium Bank .....	9	Corp Folk Encounters .....	70
Large Bank .....	10	Corp Police Encounters 1 .....	72
<b>Bar</b> .....	12	Corp Police Encounters 2 .....	74
<b>Body Shop</b> .....	14	Sprawl Police Encounters .....	76
<b>Bus Station</b> .....	16	Magic Encounters 1 .....	78
<b>Casino</b> .....	18	Magic Encounters 2 .....	80
<b>Corporate Office</b> .....	20	Dwarf Encounters .....	82
Small Office .....	20	Elf Encounters .....	84
Junior Executive Office .....	20	Troll Encounters .....	86
Senior Executive Suite .....	20	Ork Encounters .....	88
<b>Dock</b> .....	22	Policlub Encounters .....	90
<b>Fire Station</b> .....	23	Technology Encounters .....	92
<b>Hospital</b> .....	24	<b>ARCHETYPES AND CONTACTS</b> .....	96
<b>Hotel</b> .....	25	<b>Archetypes</b> .....	96
Cheap Hotel .....	25	Bodyguard .....	97
Average Hotel .....	26	Combat Mage .....	98
Luxury Hotel .....	26	Dwarf Mercenary .....	99
<b>Monorail Station</b> .....	28	Elf Mage .....	100
<b>Night Club</b> .....	29	Former Mage Detective .....	101
<b>Police Station</b> .....	30	Former Military Officer .....	102
<b>Policlub Meeting Hall</b> .....	32	Former Tribal Warrior .....	103
<b>Residence</b> .....	33	Former Troll Bounty Hunter .....	104
Small Residence .....	33	<b>Contacts</b> .....	105
Medium Residence .....	33	Armorer .....	105
Large Residence .....	34	Club Habitué .....	105
<b>Restaurant</b> .....	36	Club Owner .....	106
Fast Food/Small Restaurant .....	36	Corporate Decker .....	106
Mid-Size Restaurant .....	37	Corporate Official .....	107
Large Restaurant .....	38	Corporate Rigger .....	107
<b>Shopping Mall</b> .....	39	Corporate Scientist .....	108
<b>Store</b> .....	40	Corporate Wage Slave .....	108
Small Store .....	40	Der Nachtmachen Policlub Member .....	109
Medium Store .....	41	Dock Worker .....	109
Large Store .....	42	Elf Poser-Gang Member .....	110
Shadow Tech Store .....	43	Fan .....	110
Simsense Store .....	44	Fire Fighter .....	111
Talisman Shop .....	45	Government Agent .....	111
Weapon Store .....	46	Government Official .....	112
<b>SPRAWL ENCOUNTERS</b> .....	48	Mafia Don .....	112
<b>Generating Encounters</b> .....	48	Mafia Soldier .....	113
<b>Encounter Tables</b> .....	49	Newsmen/Media Entrepreneur .....	113
Gang Encounters 1 .....	50	Metroplex Guardsman .....	114
Gang Encounters 2 .....	52	Ork Rights Committee Member .....	114
Gang Encounters 3 .....	54	Ork Shaman .....	115
Go-Gang Encounters .....	56	Paramedic .....	115
Night spot Encounters .....	58	Pedestrian .....	116

**TABLE OF CONTENTS**

Plain Clothes Cop . . . . . 116

Reporter . . . . . 117

Sasquatch Entertainer . . . . . 117

Simsense Star . . . . . 118

Snitch . . . . . 118

Store Owner . . . . . 119

Street Kid . . . . . 119

Taxi Driver . . . . . 120

Technician . . . . . 120

Terrorist . . . . . 121

Wiz Kid Mage . . . . . 121

**SPRAWL LAW** . . . . . 122

**Weapon Ratings** . . . . . 122

        Small Bladed Weapon . . . . . 122

        Large Bladed Weapon . . . . . 122

        Blunt Weapon . . . . . 122

        Projectile Weapon . . . . . 122

        Pistol . . . . . 122

        Rifle . . . . . 122

        Automatic Weapon . . . . . 122

        Heavy Weapon . . . . . 122

        Explosives . . . . . 122

        Military Weapon . . . . . 122

**Permits** . . . . . 122

**Other Items** . . . . . 123

        Military Armor . . . . . 123

        Ammunition . . . . . 123

        Cyberware . . . . . 123

**Weapon Offenses** . . . . . 123

        Possession . . . . . 123

        Transport . . . . . 123

        Threat . . . . . 123

        Use . . . . . 123

        Intent . . . . . 124

**Enforcement** . . . . . 124

**Injury/Death Offenses** . . . . . 124

        Reckless Endangerment . . . . . 125

        Assault . . . . . 125

        Manslaughter . . . . . 125

        Murder . . . . . 125

        Premeditated Murder . . . . . 125

        Accessory . . . . . 125

**Property Damage Offenses** . . . . . 125

**CREDSTICKS AND IDS** . . . . . 126

**Using A Credstick** . . . . . 126

        Financial Information . . . . . 126

        Identification Levels . . . . . 126

        Opening An Account . . . . . 126

**Forging Credsticks And Ids** . . . . . 127

        Verification Ratings . . . . . 127

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# INTRODUCTION



**Sprawl Sites** is an invaluable reference tool for the **Shadowrun** game universe. Gamemasters will find here an abundance of information and ideas for bringing to life the strange, wonderful, and horrifying urban Sprawl of the year 2050. The opening essay, **Life On A Limb**, sets the scene. How often might one see a Metahuman walking down the street, for instance, or how many times is the average guy likely to see a Dragon in his life?

The chapter on **Location Archetypes** presents in detail more than 30 locations in the Sprawl, from residences and restaurants to chop shops and shadow tech stores. Each location also includes notes on what kinds of other characters would likely be present on the scene, as well as a map. Gamemasters will especially appreciate this section in those emergency moments when running an adventure requires them to come up with a location unexpectedly and fast.

At the heart of the book is **Sprawl Encounters**, a section for generating random encounters, followed by more descriptions of more than 130 encounters typical of various streets and neighborhoods of the Sprawl. The gamemaster may sometimes use these verbatim, or other times may find that an encounter offers the germ of an idea for an altogether different incident. Some encounters are interconnected so that the gamemaster may interweave characters and plot threads over the course of time. Some also offer the basis for whole adventures, or even a series of adventures, that he might create for his players. Most of the encounters are open-ended enough that the gamemaster can flesh out the missing details to suit his particular **Shadowrun** group and gaming style.

**Contacts And Archetypes** presents eight new Archetypes and 34 new Contacts to supplement those in the **Shadowrun** basic rules. In some cases, the gamemaster should note that weapons or cyberware carried by some of the Archetypes and Contacts are drawn from the **Shadowrun** source book, **Street Samurai Catalog**.

**Sprawl Law** provides background on the laws and levels of law enforcement in different areas of the Sprawl. Also in this section is a list of legal offenses ranging from possession of a weapon to premeditated murder and the average fine and/or prison terms those offenses carry. Finally, the chapter on **Credsticks and IDs** explains the how and why of each, both the real and the forged kind.

**Sprawl Sites** is intended as much as a source of ideas as a reference. Every gamemaster and every **Shadowrun** game is unique. Elements that fit well into one campaign may be ill-suited to another. Thus will gamemasters feel free to make any and all changes necessary to make the hundreds of ideas in this book work for them and their players.

INTRODUCTION

