



# FINAL BETS

Sammyville



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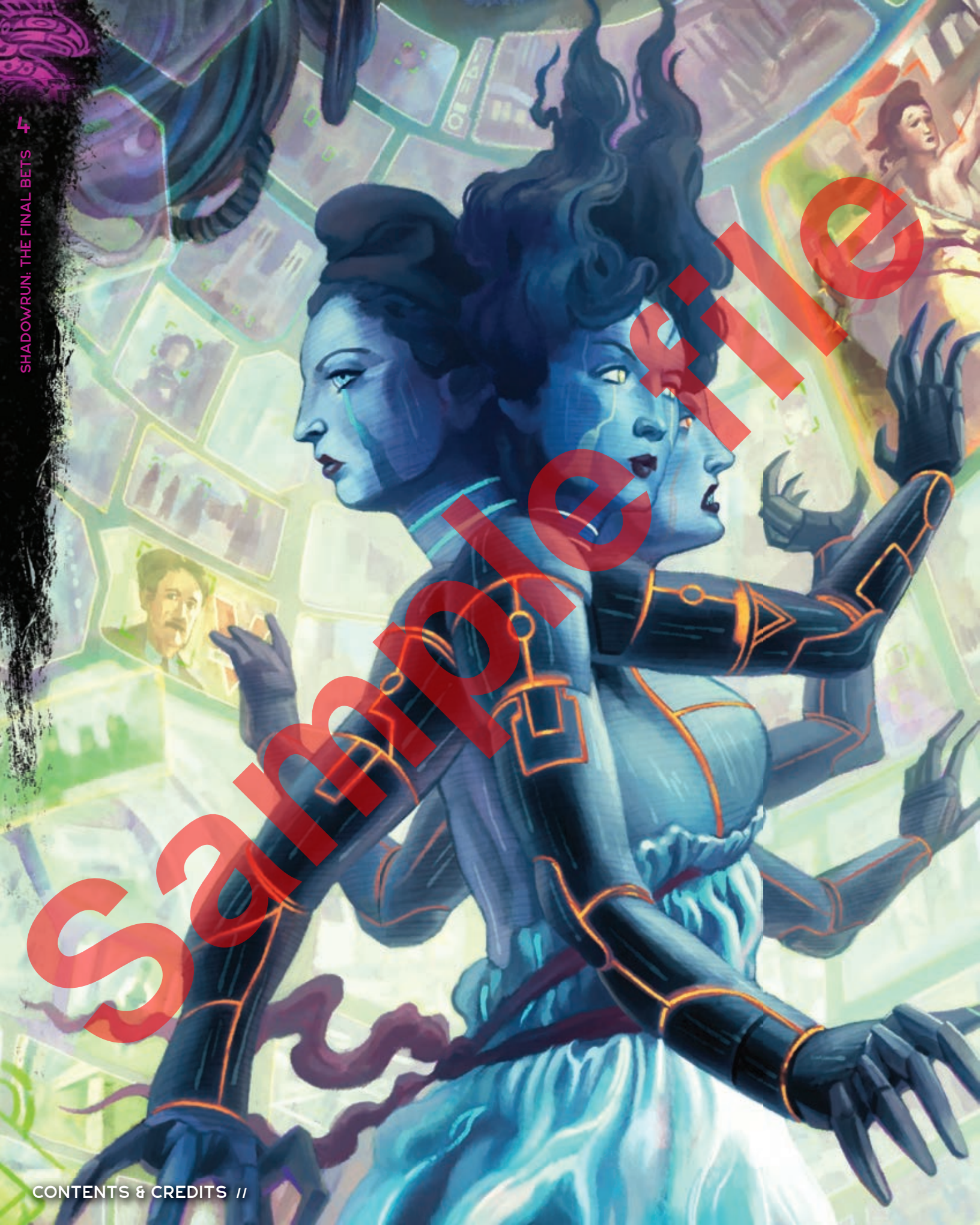
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# INTRODUCTION

*Les jeux sont faits.*

Literally, it means the games are done. More colloquially, it's what a Monte Carlo casino worker says when all the bets have been placed and no more can be accepted. The time for planning is done; now it's time to find out what the results will be.

The powers of the Sixth World have been placing all sorts of bets—on themselves, their allies, their enemies, and most importantly, on the plans they have for the future. The time has come to find out who will be the winners and losers of some of those bets, and what the consequences will be.

*Final Bets* takes shadowrunners to Paris where many major Sixth World plot lines are converging, and runners have the chance to be in the middle of all of them. From the intrigue of the Grand Tour to the shifting alliances of the Dis situation to the ongoing machinations of the rich and powerful, Paris is going to be the heart of some intense shadow activity, and runners will have a chance to shape—and hopefully benefit from—the ongoing events.

The first chapter, *The Dark Side of Paris*, provides information about current conditions in Paris and the geography of the city. Following that, the heart of the book is forty small missions that form a large campaign. Several plot elements weave in and out of the missions, so gamemasters can pick and choose which plot lines they will follow, or they can play them all and guide their players through a massive Paris-based campaign.

Finally, the *Character Trove* provides game information on groups and individuals who play key roles in these plotlines.

With all this information, players and gamemasters have everything they need for a campaign that travels through the elegance of Paris but also the city's dark side and brings them face to face with powers old and new trying to shape the city—and the world—into what they want it to be. It's up to the runners to not only survive but see if they can make a better future than some of the more malevolent powers have designed.





## SOCIAL RITUALS

BY JASON M. HARDY

Paris, city of love. Paris, city of lights. Paris, city of nonstop pains in the hoop.

Seebeck pressed the button on the side of her small, round device.

“Come again?” she said.

“\*crackle\* activity on the \*static\* suite of the \*buzz\* Palais-Royal.”

She rolled her eyes. “Which suite?”

“\*crackle\*—ftop.”

That would do. She checked the piece of paper—paper!—with a map of the neighborhood printed on it. The map did not, of course, update her position on it or reorient to where she was or how she was moving. It was appalling. She felt fortunate that Hrulg hadn’t limited them to horse and buggy while they were in town.

These primitive walkie-talkies would make it difficult to call for backup, but she shouldn’t need it. She’d been hanging out with the Grand Tour for a week in Paris. She had spied on six clandestine meetings between Tour participants. Five of them involved naked bodies and tangled limbs. One involved supposedly rival executives enjoying a collegial lunch together. This was time number seven. It was 22:00, and she was going up to a hotel suite. She fully expected more naked limbs.

She jogged down Avenue de l’Opera. She should be in a scooter. Another deficit imposed by Hrulg’s paranoia over the French Matrix and Marianne’s all-seeing eye. With the museums and churches closed, traffic was pretty light, though some theatergoers had started spilling into the streets. Her pace drew some attention—few people jogged in a Diör dress. She slowed down as she approached the hotel so she could be just another fashionable person out on the town. She stiffened her back and fixed most of her movement in her legs, trying like hell to glide smoothly. She mostly stared ahead, with a haughty sidelong look at anyone she felt needed to be discouraged from looking at her. She was fully the high-toned elf people expected her to be.

Her pace stayed even as she passed the hotel entrance. She turned into a courtyard that held a restaurant and several parking spaces tucked in either end. The hotel was on the south end, but she went north—fewer people there. There was a small gap between the restaurant and the nearby building, filled in with a one-story connector. After a quick look around, she scrambled to the top of the connector and slid between the two buildings.

Now was when the magic would happen. Literally.

The first matter of business was leaving her heels right here. They’d only be a pain for this part of the job. She hoped she could reclaim them, but if not, she’d just bill Mr. Johnson.

She shed them, cast a Levitate spell, and smoothly glided up three more stories to the roof of the building.