

The following section includes descriptions and plot seeds for eight distinct sprawl sites that may be used for a number of different scenarios. Maps for these locations are provided. These adventure seeds represent a variety of short adventures, adventure scenes, or adventure starting points utilizing these maps. The last seed in each section is titled *Frame Job*. This seed strings together scenes and adventures in each location into one longer campaign. The *Frame Job* scenes also focus heavily on utilizing NPCs and archetypes from the *Shadowrun*, *Twentieth Anniversary Edition* rulebook to simplify running this adventure. Additional information on *Frame Job* is located in the *Frame Job* sidebar.

Incoming Message

FRAME JOB

This adventure takes the characters through a series of connected events leading up to a terrorist attack. The runners' actions leave a group of innocent nobodies to take the blame. The adventure has a number of references to Seattle groups and locations but can be adapted easily to any campaign city. As this adventure deals with a "terrorist" attack, the plot gets darker near the end, so the money might need to get bigger as the jobs test the moral flexibility of the runners as they set up some unwitting patsies to take the fall for an anti-corporate bombing that targets a large number of civilians.

The adventure is spread around the different locations, listed alphabetically in this book. The order of the scenes in *Frame Job* does not follow this pattern, so a scene order list is below. The Gambling Den is not only the starting location but also where Mr. Johnson wants subsequent meetings held so runners return there often, possibly walking into other adventure seeds as they do.

- Gambling Den
- Barrens Blocks, Lone Star Station, Luxury Hotel, No-Tell Motel (any order)
- City Hall
- Trideo Studio
- Shopping Mall

BARREN BLOCKS

Every city has its barrens, blocks of rundown buildings that have been turned into squatter hovels, runner hideouts, drug houses, gang bases, and hundreds of other more questionable things. This little stretch has a smattering of everything. A warehouse holding a myriad of possibilities, a market that could sell anything from black-market missiles to expired Nuke-It Burgers, a circle of dumpsters that could be a lodge for an urban shaman or just a street-kid hangout, an old gas station that might be home to a makeshift market, a hidden entrance to an underground lab, or just a lot of fumes and garbage. This block has stories to tell.

STRUCTURE AND SECURITY

Ha and ha.

Market

Makeshift market structures are built from whatever was lying around at the time that was man-portable (Armor 3, Structure 3); most can barely stand up to a stiff breeze. Security in the market is based on what each individual can discuss and provide training for. Most of the merchants have commlinks (Device Rating 2) for transactions, but many simply work in certified cred or through barter.

Gas Station

This relic from an age where petro ran the world died long before the neighborhood surrounding it. The building has only stood this test of time because of its cinder-block construction and structural integrity (Armor 12, Structure 11). The internal walls separating the bathroom, back office, storage, maintenance, and cooler are all just as sound. The windows and door are long gone, replaced by whatever the current residents have handy to close the place up, usually wood (Armor 2, Structure 4), plastic sheets (Armor 0, Structure 1), or thin metal sheets (Armor 4, Structure 4). Security is bring/make your own, though the building is still pre-wired for a closed-circuit camera system. The pumps are long gone, and the tanks are dry.



Old Warehouse

This building has seen better days. The external walls are sturdy enough to keep out the elements (Armor 8, Structure 9). The building had four large bay doors (Armor 8, Structure 9) on the Findley Boulevard side (one is now gone, along with the structure around it) each with a standard door (Armor 6, Structure 6) next to it. There are also standard doors (Armor 6, Structure 6) on the Taylor Street and Scott Avenue sides as well. Inside the building is a raised office area with washrooms and a small security office below the structure. The security office and washrooms are constructed from cinder blocks (Armor 12, Strength 11) that provide the support for the office. There are no doors on the washrooms, but the security office has a reinforced door (Armor 8, Structure 9) with a key lock (Rating 2) and deadbolt (Rating 4). The upper office is made of framing and drywall (Armor 3, Structure 3) and consists of a central office with a cheap door (Armor 2, Structure 2), a manager's office with a similar door, and a break room open to the central office. The building still has all the wiring for cameras over the entrances and at each corner of the internal ceiling. There is no wiring for cameras in the offices. The cameras have long been broken or stolen but could be replaced.

Empty Lot

What can I say about an empty lot? Not much. Open to the public and the elements, it usually hosts gatherings of squatters around burning garbage drums, open-air brawls, or the occasional cock or dog-fighting match.

Dumpster Fort

A circle of garbage dumpsters could play host to many things. The dumpsters themselves are sturdy metal shells (Armor 8, Structure 10) with hard plastic covers (Armor 1, Structure 3). Security is bring-your-own (natch) and based on the current occupants. Ganger kids have no security, but occasionally the dumpster circle turns into the hangout for some urban shrimpers with spirit guards (Force 4 spirits of man, 3 services apiece).

Makeshift Shelters

Hovels are better than homelessness especially when you have the rats to keep you warm. These buildings are all thrown together from whatever was handy. They come in three varieties that would make the little piggies proud, wood (Armor 4, Structure 8), thin metal (Armor 6, Structure 8), and thick metal (Armor 8, Structure 8). Some of the locals may be armed or have cheap commlinks (Device Rating 1), but this place has no other security measures present other than a lack of anything valuable.

Scrap Metal Pile

One man's junk is also another man's junk. This pile of scrap metal may have some other valuable goodies and garbage that has been collected by the resident of the shack out front, but probably not. The shack is a metal shed (Armor 8, Structure 10) built from some of the best scrap in the pile, and it is remarkably sturdy due to the construction material. There is no real security except what the occupants provide for themselves.

Converted Storage Building

Previously used as public storage, this building can now serve other purposes. When originally constructed, the outer walls of this three-story structure were plasteel (Armor 8, Strength 12) and reinforced concrete (Armor 8, Structure 12). The building had a central elevator bank with six large service elevators, and stairwells at the corners. The front stairwells access the first and second floors but not the third. The storage cubicles are constructed with three security levels. Security level 1 storage boxes are made of wood (Armor 4, Structure 8) and locked with a key-based padlock (Rating 3). The entire locking hinge can be removed from the door with a Strength (1) Test. The doors are wired to a central control booth where a light goes on if the door is opened. Security level 2 boxes are more solidly constructed with a combination of wood and metal (Armor 6, Structure 10). The locks are of similar quality to those in level 1 (Rating 3) and also key based, but this one bolts into the metal doorframe and requires a Strength (4) Test to be overcome. These doors feature a wireless version of the level 1 system, and the hallway where they are located has a wireless camera (Device Rating 2). Security level 3 storage is all on the top floor. This level can only be accessed with the proper RFID passkey (Rating 3) and associated password (Rating 3) through the two stairwells at the rear corners of the building or the two central elevators. This floor has wired cameras at each intersection (Rating 3) attached to the central security system on the main floor. This building is pre-Crash, and all of the systems are old and rather simple. There are no nodes for the cameras or the wireless systems. Accessing these old systems will require some extra programming (Software + Logic (6) Extended Test) to create a specialized program to decipher the signal.

Junked Cars

Left to crumble in the elements, these cars have seen their last days on the open road. They are used as beds and short term housing for both two- and four-legged critters. Due to the rust, the vehicles don't have much structure left to them (Armor 3, Structure 3).

TYPICAL OCCUPANTS

Squatters, gangers, mobsters, fixers, and just about anyone else who can be out slumming could end up on this block. The rich and the powerful, of course, avoid such area like the plague they fear they would catch there.

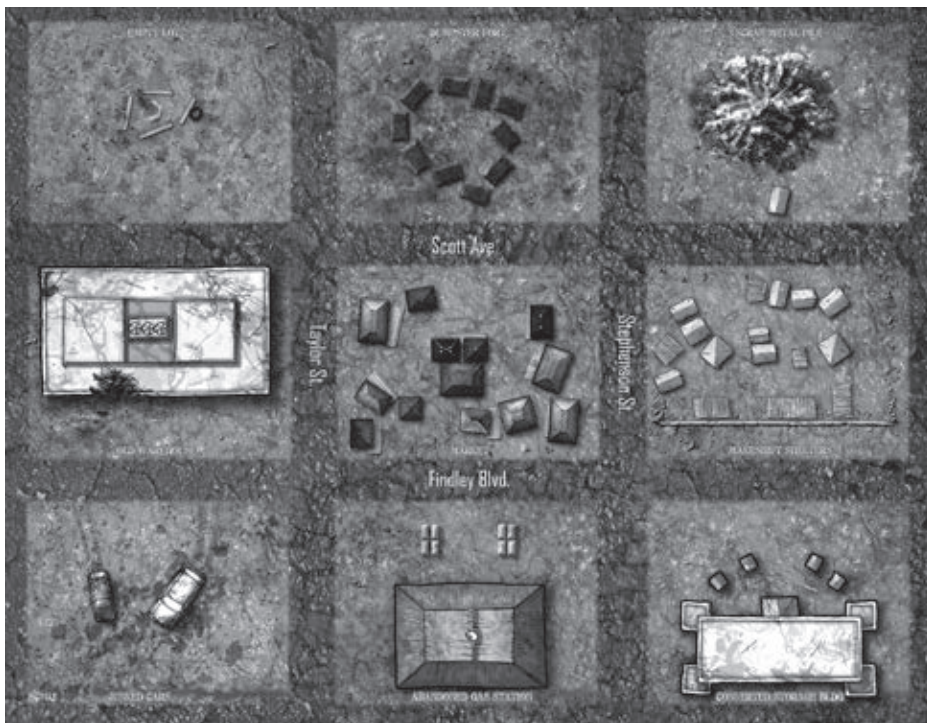
ADVENTURE SEEDS

- A loyal contact, a squatter named Squiggy, needs the runner's help after witnessing a murder. One of the runners gets a frantic call from a wounded Squiggy asking if they can pick him up and get him to a street doc. He has an eye-recording of some serious blackmail material to pay them with or he'll pay cash and forgo his normal Nuke-It burger payments for a few months, whichever one the runners prefer. Problem is he witnessed the murder and then got spotted. He fell and got a nasty chunk of rusty metal through his side, which is now infected. To make matters worse, the hitman who spotted him is now trying to clean up loose ends. Squiggy's infection is causing fits of delirium, and he doesn't quite know where he is. The team will need to search through a few blocks of



the barrens after narrowing down his commlink signal, since it loses power when they get close and is of no further use in tracking him.

- Squiggy recovers, and he's been keeping his eyes peeled for interesting tidbits of information in his neighborhood. He saw a pair of guys carry a large crate with military markings into the Converted Storage Building. They came back out without the crate and got gunned down in a drive-by before they got back to their car. That crate is now inside, with no one to ever come back for it. Squiggy calls the runners to contract a job for which he would like ten percent of the street value of whatever is in the crate. This could be as easy as breaking in and having some trouble locating the exact storage unit or as difficult as the crate having a tracker or some group on their way to pick it up at the same time as the runners. What's in the crate is up to the gamemaster.
- The runners are contacted by a street shaman who operates out of one of the makeshift shacks. He offers free services to the runners if they can help him take care of a little problem. It seems a free toxic spirit of earth has taken up residence in the scrap pile and does not appreciate any magical activity going on near his domain. He has claimed this area of the barrens as his own, and every time the shaman tries to cast a spell or summon a spirit, the spirit of earth attacks him. He needs the runners to hold off the spirit long enough for him complete a banishing ritual. The spirit can be whatever Force the gamemaster desires, with additional powers to fit its toxic nature and metallic home.
- Aurora Warrens, UCAS Sector, FRFZ (Denver): This little patch of blight is nine square blocks of fun and excitement in the Aurora Warrens. Centered on Hardy Market, named in honor of the first merchant to set up shop here (also the first to defend, be shot here, and die here depending on who you ask), Hardy Market and the surrounding few blocks has recently become the territory of the Alley Cats, a wizzer gang with some serious territoriality issues. The Alley Cats all take on names related to cats; the current leader is a dwarf named Tom. The runners enter this picture when they need to make a delivery and pickup at Hardy Market. The Alley Cats have been keeping a keen eye on the market to see what kind of squeeze money they can get. They see the runners' deal going down and decide to step in for a closer look by dropping a couple stunballs into the market and then rummaging through everyone's goods. After the team wakes up, the package is gone, and the recipient demands they get it back from the Alley Cats' main hangout, the Old Warehouse.



If the team is reluctant they can be missing a few key pieces of their gear that they may want to retrieve as well.

- The runners are contacted to head to the Makeshift Shelters and relieve a security detail until further notice. The team is contracted to protect Soda Seven, a rocker on her way to the top but currently in transition from one label to another. The security detail is battered and beaten and ready to leave when the runners arrive. They reveal very little about what kind of trouble they've seen, only that it was a tough extraction but the location is low-key enough to be safe. Problems arise when Seven makes a call using her technomancer abilities that she has kept quiet. The other team took away her cover commlink but was unaware of her abilities. She has called her boyfriend, Johnny Star, who is actually a loyal company plant pretending to be her boyfriend. Star has informed his bosses and they have sent another team of runners to get Seven back.
- The runners are contacted by a fixer or mafia contact for a quick job. Joey "the Hammer" Scarpone got pinched back in '64 right as the Crash was rocking the world. He ditched his car full of goodies in the barrens and then got picked up a few blocks away. The car was never recovered, and Joey got sent to the clink on unrelated charges. Now he's out and wants his goodies but knows the Feds are watching him like a hawk. He contacts the runners either directly or through a fixer to retrieve a car from the barrens. The car has been stripped of the wheels and most of the running parts, the windows are shattered, and the electronics have been thoroughly stripped. Joey's valuables are still present, though, sitting on the seats. The runners are not alone on this trail. Joey had plenty of rivals, and the team can run into interference from Feds, gangsters, or other mafiosi.
- *Frame Job:* The Market sells a lot of things, and today they have brought in a few special packages for Mr. Johnson that the runners need to pick up. The runners are sent to the

market to talk to Elmo (please feel free to have him talk in a high pitched squeaky voice) and pick up four heavy boxes. Elmo has already been paid and won't say what's in the boxes. He hands them off to the runners and then starts to close up his booth while the runners take the boxes. All of this is smooth sailing until two packs of six Halloweeners (use Halloweeners Street Gang, p. 282, *SR4A*), each lead by two of their psychotic lieutenants (use Halloweener Lieutenant, p. 282, *SR4A*), and their hellhound pets (p. 300, *SR4A*) come out of the Old Warehouse and the Abandoned Gas Station. Both groups converge on the runners, sending the hellhounds in first to soften the targets and going absolutely berserk if any of the beasts gets injured or killed.

CITY HALL

City Hall, site of political backstabbing since its doors opened no matter what sprawl you're in. This municipal building has enough space for any medium-sized sprawl. Each of Seattle's districts would have an office about this size. The building contains everything needed to run a city into the ground while taking bribes, doing drugs, and bringing in joygirls. From back room political deals to off-the-books bodyguarding and assassinations, this building has tons of adventure options.

For richer locations (Bellevue, Downtown, Snohomish, etc.) everything in this building screams of government overspending. In poorer areas (Redmond, Puyallup, etc.) the overall look is there but usually very rundown, and anyone who looks closely can see the flaws in the marble and recognize the slightly cheaper construction used for everything.

STRUCTURE AND SECURITY

City Hall has a MAD and chemsniiffer (Rating 7) at the main entrance, and only law enforcement (federal and local) can carry weapons on the premises. Individuals who are detected carrying weapons are given an AR warning to return their weapons to their vehicle, assuming their ID has the proper permits. If no permit is detected, security detains the individual while contacting local authorities. All standard internal doors (the mayoral offices are different, as detailed below) look like wood but are actually reinforced (Armor 9, Structure 9) and equipped with a maglock system (Rating 4) wired into the security node.

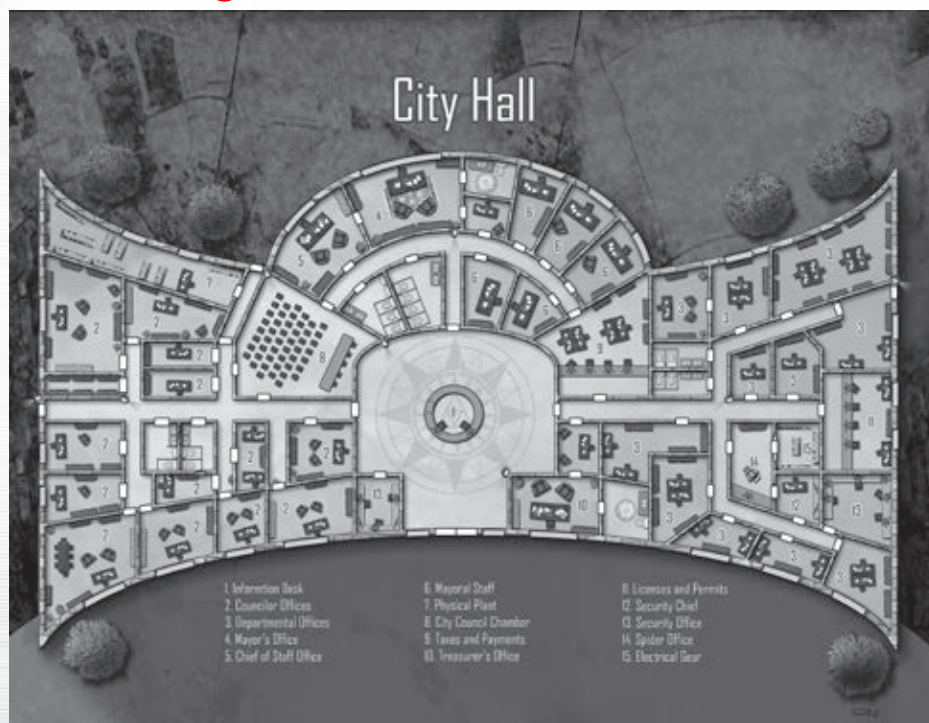
The external walls are thick ferrocete (Armor 16, Structure 13) with ballistic glass (Armor 8, Structure 9) for the windows. Internal walls are thinner but still dense structural materials (Armor 12, Structure 11). For poorer areas

the materials are slightly lower grade (Armor and Structure ratings should be reduced by two throughout the building) though their appearance is generally similar. Most of the time the only way this difference can be discovered is during another construction project within the facility or by getting access and analyzing the records of the construction companies that did the work (which could be run in and of itself).

The entire facility is outfitted with wired surveillance cameras (Device Rating 3) with low-light and thermographic vision systems. The cameras feed data to displays in the security offices and to the security spider. To increase security inside and outside the building, all of the interior walls are painted with WiFi inhibiting paint (Rating 3), and the building's node is protected by a biometric (fingerprint and voice) passkey (Rating 4). Also, the building's wireless public Matrix node is not connected to the building's security and administration nodes, both of which run in Hidden mode for increased security.

TYPICAL OCCUPANTS

The standard daytime security detail for City Hall consists of the Security chief (use Elite Private Security, p. 157, *Jet Set*), a security spider (use Professional Spider, p. 207, *Unwired*), seven security officers monitoring the cameras (use Corporate Security Unit, p. 28, *SR4A*), three security officers in the lobby, and four security officers on patrol. At night those numbers change to five officers monitoring the cameras, two security spiders, two officers seated in the lobby, and six officers on patrol. The building has numerous administrative staff present during the day. The various departments share twenty-eight regular staff (use Corporate Receptionist, p. 140, *Corporate Intrigue*). There are seven councilors (use Corporate Manager, p. 5, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, or adjust them individually) each with one personal assistant (use Corporate Secretary, p. 6, *Contacts, Adventures*,



Sprawl Sites, change all Corporate skills and specializations to Government). The maintenance staff is present between 7 a.m. and 6 p.m. and consists of the main building engineer (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, add Mechanical Engineering 3) and his two assistants (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government, add Mechanical Engineering 1).

Overnight the numbers drop. There is no departmental staff, no councilors, and just one assistant engineer. Cleaning staff (use Janitor, p. 8, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government) are also present overnight, unless the building uses cleaning drones (use Renraku Manservant-3, p. 121, *Arsenal*, add vacuum and cleaning modifications).

Mayoral staff members consist of the mayor, his chief of staff, an administrative assistant (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government and increase by 1), and five administrative aides (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, change all Corporate skills and specializations to Government). Their hours vary; they are usually not there at night, but crazy things happen and the mayor's demands can be odd.

If the mayor is present, he has his staff and two bodyguards (use Bodyguard, p. 4, *Contacts, Adventures, Sprawl Sites*) with him, as well as one bodyguard in the lobby.

If the mayor is out of the office, only four of the administrative aides are present (one is "out sick").

If it is election season, the aide staff doubles as campaign staffers, and security increases by two additional guards stationed near mayoral office.

When the city council is in session the councilors, their personal assistants, and two administrative aides are also present. On any regular day one member of the council's staff is present from 8:30 a.m. to 5 p.m.; the others are out of the building, either with the councilor on "business" or actually working on other city business.

ADVENTURE SEEDS

- The city treasurer has been taking regular payments from Ares Macrotechnology in order to make sure the department keeps passing all the zoning clearances and land sales for smaller Ares subsidiaries and startups. Problem is, Ares is sick of paying a city for permission and wants to send a little message to the treasurer. They hire the runners to break into the treasurer's office after hours and leave a little present in his desk drawer—an Ares Arms Mk. 50 high-explosive grenade. The rest of the work will be done by a phone call the next day when an Ares representative calls the office and has the treasurer check his drawers. Message sent.
- The runners are contracted as bodyguards for a councilman in the Redmond District of Seattle. The first few days are pretty quiet, but on the fourth the councilman is strolling across the main foyer when he suddenly screams and points at a man standing at the information desk. He yells that the man is here to kill him and sends the runners after the man. The man is not really a man, but is instead the western dragon Kalanyr in a human disguise. Kalanyr is not a great dragon and doesn't have a metahuman form; instead he sustains a

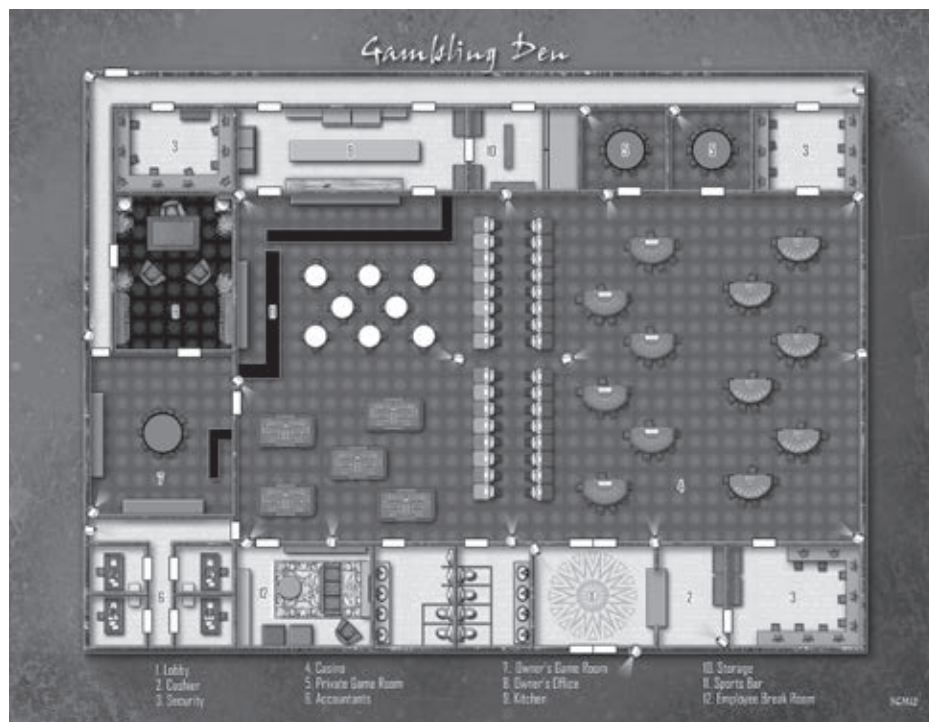
few spells that make the form possible, but if he is attacked he drops the spells and defends himself from the runners.

- Well kept even though much of the district is not, the Redmond Civil Center acts as the city offices for the district of Redmond. Located only a stone's throw from Bellevue in the Redmond area known as Touristville, this building is where the crazies work. Because anyone who gets into politics in Redmond is crazy (the building is often referred to as the Sanitarium by locals). Current District Mayor Sonja Scholl tries hard to create order from the chaos of her district with a "big government" mentality despite her small government budget. The problem is some folks aren't a big fan of her latest suitor and funding source, the western dragon Kalanyr. The runners are hired to infiltrate the offices of the mayor and send a clear message to any future mayors who might cavort with a dragon. They want Sonja dead in her office with a nice little message in blood on the wall about dealing with dragons, and the runners are just the folks to deliver it. Due to the budgetary restrictions of Redmond, their security systems are a little weaker (–1 to all device ratings) and there is a smaller guard staff on duty (twenty percent reduction in guard staff).
- Ares' hold on Detroit is unquestioned, but neo-anarchist movements are all about shaking up the big guys and trying to get the little guys to open their eyes. The runners are hired to make a special delivery to the city council, who are a bunch of Ares yes-men. Mr. Johnson wants the team to set up a series of pranks inside the chamber to go off and disturb the next city council meeting. To keep it non-violent Mr. Johnson supplies the team with time-tested pranks like glass-vial stink bombs, exploding confetti bags, and exploding invisible ink pens. The neo-a's will be protesting that day and hope it chase the council out of the building and into their waiting questions, tirades, and beratings.
- *Frame Job*: Mr. Johnson needs a government employee to wrap up in his little plot. He wants the runners to kidnap one of the regular employees who works on corporate licensing. It doesn't matter which one, but the team is on a short clock and needs to grab someone from city hall so they can be sure he works in that division all the time. The runners need to go in and talk to someone to figure out who the regulars are in corporate licensing, since the hall moves people around all the time in the licensing office (mainly because bribes are better in certain areas and they need to keep all their people happy). Problems are abundant here because the hall is in the middle of election season and the place is hopping. The mayor and most of the council are in town and at work trying to drum up votes. That will make the job tougher, since the runners need to keep a low profile—ideally, no one will know the person was kidnapped.

GAMBLING DEN

Even though everyone knows the house always wins, gambling is still a popular way to give away money. Blackjack, slot machines, craps, and private games (usually poker) are all available here to deliver hours of gambling thrills and chills. Between bets or when waiting for a table to open up, gamblers can spend a little time in the sports bar and gamble on live games currently taking place around the world. From betting on the next pitch in





Contacts, Adventures, Sprawl Sites, add Gambling Odds 4), security manager (use Beat Cop, p. 289, *SR4A*, increase Charisma to 4), two security spiders (use Security Consultant, p. 207, *Unwired*), four security guards (use Corporate Security Unit, p. 281, *SR4A*), twenty dealers/table managers (use Gambler, p. 6, *Contacts, Adventures, Sprawl Sites*), two bartenders (use Bartender, p. 289, *SR4A*), between six and twenty waitstaff/kitchen staff (use Bartender, p. 289, *SR4A*, reduce Charisma to 2) depending on how busy it is, and four accountants (use Corporate Secretary, p. 6, *Contacts, Adventures, Sprawl Sites*, add Accounting 4). The patrons present can vary greatly in number; there are usually at least twenty people playing some kind of game, but during peak times the place is packed with two hundred or more

a baseball game to placing money on which urban brawler will go down next and even sweetening the payoff with bets on how it will happen, the gambling never stops.

gamblers, filling every table or waiting for an opportunity to lose money to the house.

STRUCTURE AND SECURITY

Gambling is—or at least is often thought of as—a rich man's game, and casinos generally work hard to look the part. That appearance, though, only needs to be skin deep. Keep the synthwood polished and the "gold" shining and no one is going to make a fuss. The outer walls of the building are standard construction materials covered in a thin veneer of class (Armor 12, Structure 11). Internal walls are slightly lighter standard construction material (Armor 8, Structure 9) but they are soundproofed (−4 Audio perception tests attempted through the walls) to help keep the noise inside.

Back in the day when there was actual cash on the premises, casinos were a popular spot to rob. With electronic currency as the modern standard the payoff just isn't there anymore, so most of the security at the casino is focused on different kinds of thieves. The cameras are high-end models (Device Rating 4) with low-light, thermographic, vision magnification, and vision enhancement (Rating 3) to keep an eye out for cheating.

Matrix security is run from a dedicated central security node with each game run on its own node with an IC program (Rating 4, loaded with Analyze 4, Blackout 4, and Browse 4) present to look out for intrusions and tampering.

Astral security to avoid unfair advantages like aura reading in poker is provided on a game-by-game basis. Usually an off-site, astrally projecting mage is present and manifests in the security office if they need to inform security of possible cheating or rules violations.

TYPICAL OCCUPANTS

During normal business hours (which are 24/7) the gambling den has a house manager (use Club Owner, p. 5,

ADVENTURE SEEDS

- The runners are hired to act as security for a gambler in town for a once-in-a-lifetime chance to play at the Big Boys Table, a high stakes game of Texas hold'em that is THE game to be invited to. On the way the gambler takes an unlucky round from a go-ganger drive by, but before he dies he gives a case of chips and an invitation to the runners, making sure to emphasize the need to impersonate him. They get a chance to take a seat at the Big Boys Table. During the game one of the other players is accused of cheating and calls on their old friend to back them up. Problem is, they call on the runner who in truth is no one's old friend. The cheater has to know that and might be playing to get the runner in trouble, or he might be able to clear the runner's name, and then the two of them can team up and work together to work the table. But can you ever really trust a gambler?
- Nothing like a good old-fashioned smash up. The runners are hired to come into the gambling den, rough up the place and the customers, and leave a message that the Yakuza runs gambling in this part of town. Problem is, this place is run by the Yakuza. The team could just see their work done or could get wrapped up in a deeper plot to determine who hired them and why they wanted the runners to bust up the place. Other organized crime, corporate interests, or disgruntled employees could be behind the plot.
- The prize of a high-stakes poker tournament is a small black box that the runners are hired to protect while the game goes on. The gamblers have all brought their own personal protection, and each one of them thinks they're the toughest guy in the room. Lots of posturing goes on until someone makes a grab for the box. The whole place turns into a free-for-all, and the runners find themselves at the center of a massive shadowrunner battle royale where they are the only ones on the defensive.