

THE JUNGLE NEXT DOOR

You live in any sprawl long enough, you'll find out that there's a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest.

Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and *Sprawl Wilds* gives shadowrunners a chance to tour them. From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They'll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck—and how much of the sprawl will be nothing more than dust when they're done with it?

Sprawl Wilds is a collection of *Shadowrun Missions* developed for major summer gaming conventions. These adventures have been adapted for both *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition*, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!



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SPRAWL WILDS

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Dedication: To my Velvet Goddess, Shelly, for putting up with me during the writing of my first project and only laughing once at my first failed Matrix run. To Peter, Jason and Amy for having the faith that I could write in the first place. To those that suffered thru my character blogs wondering what I was thinking. And in the end it comes down to this, I made it Ma, Top o' the world! Stop, Drop and Troll! —Rob McKittrick

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INTRODUCTION

The following adventures were originally part of the *Shadowrun* Convention Missions campaign. They were run at various conventions and tournaments. They are connected by a theme that often pops up in *Shadowrun*, that of confronting the chaos and wildness hidden in the borders of the Sixth World's massive sprawls, particularly the urban jungle of Seattle.

Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with either *Shadowrun, Twentieth Anniversary Edition*, or *Shadowrun, Fifth Edition*; character stats are provided for both rule sets.

Adventure Structure

The adventures consist 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, thresholds, 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.

Scan This 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. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

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 other 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. These adventures were originally designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. When running at a convention, 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 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 (if they intend to continue using these characters in Missions events) 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

This collection of *Shadowrun Missions* adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition* (SR4A) and *Shadowrun, Fifth Edition* (SR5). Standard rules





INCOMING FEED.....

such as success tests, the Rules of Six, limits, and other common mechanics are described in *SR4A* and *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily compose a balanced party. It's entirely possible that the party will be made up entirely of techrunners 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 floor.

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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups including most of the skills and gear they have access to.

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 (p. 285, *SR4A*, p. 385, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

A Note on Commlinks

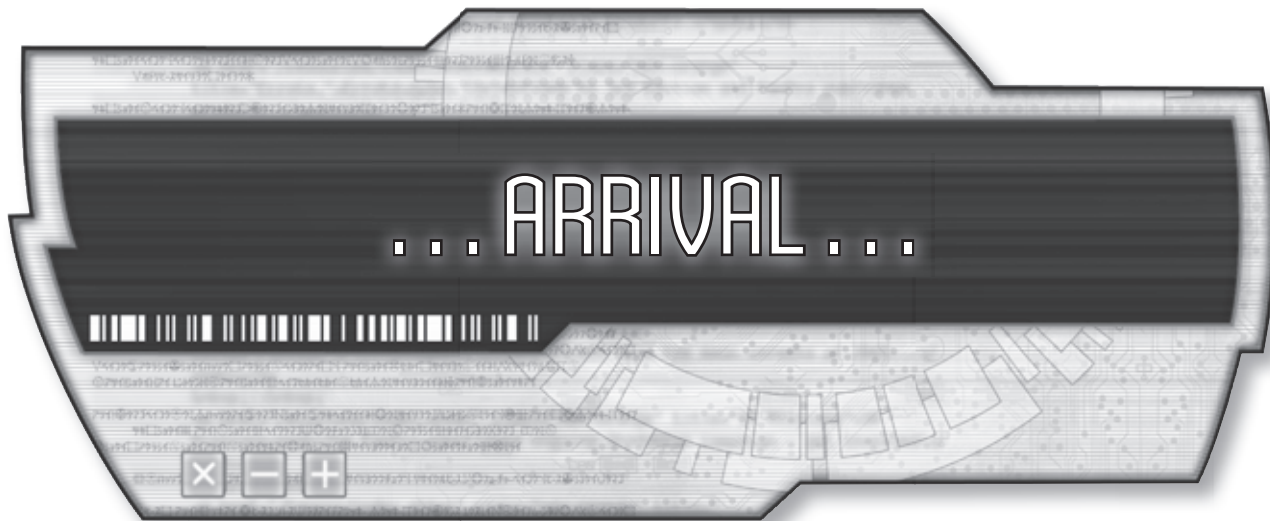
By 2075, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

If a *Shadowrun Missions* adventure is being run at a convention, 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 gamemaster, 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 (p. 265, *SR4A*, p. 372, *SR5*).

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.



SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into these convention mission settings.

TELL IT TO THEM STRAIGHT

Here are a few ways to get your team to the area if they aren't already there.

Option A

Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking corp salaryman. Your travel was arranged and they even managed to smuggle your gear here. It's never that simple though, and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel, and decided to see the sites, blowing the meager retainer you'd been given for making the trip. After all, you're shadowrunners, this is Seattle. This town gave *birth* to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and holding guns firmly in hand), beat up a few Halloweeners, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the third level of Hell at Dante's Inferno, and had planned to sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on, and see the face of your friendly neighborhood fixer on the other end.

Option B

Your last run was a resounding success/failure with the heat from the corps picking up as they investigate. Your fixer thinks this might be a good time to lay low out of town. Seattle is nice this time of year, and he knows how to get you some work while you're there.

Option C

Riots are entertaining. Riots you started, not so much. Leaving town just seemed like a logical choice. Your fixer says he can get you work anywhere. So out of town you go. Next stop Seattle, the city that started shadowruns.

Option D

The job was supposed to be cake, VIP protection for some local rapper. Everything was locked in, chartered flight for you and your gear, transport once you arrived, valet service ... it was going to be nice for once.

Then a damn Pineapple Express blew in off the coast and your flight got delayed. By the time it finally started boarding your fixer commed you the bad news: The J was short on time and had to look for other talent to keep his VIP safe. Drek!

Well the good news is that you're in Seattle with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in Seattle following a different mission or already live in the Metroplex.