

SHADOWRUN

in 2071

Missions

Welcome to Denver

By the Shadowrun Missions Writing Team

Karma Rollover

If you played in the Shadowrun Missions campaign using the third edition rules, DON'T PANIC! Six years have passed since the events of "For Whom the Bell Tolls." In the intervening years, some characters may have left the shadows through death or retirement. Others may have decided that Denver was the new land of opportunity and moved there.

Either way, you'll need to start off by creating a character from scratch, using the standard SR4 character creation rules. The good news is that once you've finished character creation, you'll get to rollover your Total Career Good Karma from your SR3 character onto your new SR4 character. (Important note - extra contacts, nuyen, or items do NOT transfer. Only good karma transfers.) This Karma may then be spent to advance your character (SR4 p263-5) or saved towards a future advancement.

The first time you use your character with rollover Karma, you'll need to fill out a Karma Rollover log. (This log will be packaged with the player handouts of the first several fourth edition SRM adventures.) Once this log is complete, your GM will review your third edition logs, and sign off on it. You'll want to keep the rollover log with your new character. (Your third edition debriefing logs can be retired after this.)

Shadowrun Missions (SRM) is the FanPro sponsored dynamic sixth-world campaign. Those who choose to play in Shadowrun Missions adventures have the opportunity to develop a character that can interact and grow in sanctioned events with those of other players from all around the world. These characters can have a direct impact on the development of the campaign.

The SRM campaign is open to all players worldwide. Participation is free, and the adventures are freely available to any GMs interested in running them. As a warning, some of the scenarios will address mature themes. After all, this is game about people who commit illegal acts for money. SRM events are also run by FanPro Commandos at public venues such as game shops and conventions.

With the advent of Shadowrun, Fourth Edition (SR4), there are a few changes, aside from the rule set. The biggest one is a change of venue. SRM will be set in Denver, the Front Range Free Zone. (More on that later.) We'll also be streamlining the GM event feedback, with on-line feedback forms for all SR4 adventures. (This way, we can more easily incorporate adventure outcomes into the story arc!)

We're also changing the focus of the adventures. The DocWagon Rose Croix story arc has now run its course. With our move to Denver, we'll also be shifting our focus to a street level campaign. Expect to see a fair bit of grit as your characters interact with organized crime, go-gangers, and smugglers.

Obviously, the new SRM story arc will begin before all of the advanced rulebooks for SR4 are available. Because of that, players who created their characters before those books were published, may see exciting new toys that they really want. In order to accommodate this, street legal materials from new publications will be freely available for purchase to characters as soon as the new books are published. New skills, qualities, and other items purchased with karma will be immediately available as advancement options. Items with high availability or restricted status will require a GM's help to role-play out their acquisition.

CHARACTER CREATION

Characters created for SRM use the standard character creation rules, as outlined in SR4. Please make sure that you have the latest Errata files from FanPro when creating your character. All characters start out with 400 build points, of which no more than 200 may be spent on Physical and Mental attributes. Further, no more than 50 points may be spent on resources. Take care to observe the maximum availability limit of 12. Don't forget that characters may have no more than 1 starting attribute at racial maximum. Finally, keep in mind the notes about limits for starting ranks in skills and skill groups.

One significant change in SR4 is the reputation system (SR4 p257-8). Throughout a character's career they'll have opportunities to gain Street Cred, Notoriety, and Public Awareness. All three have their upside and their downside. Please try to keep these repercussions in mind when playing through adventures. Being a well known cold-blooded killer can come in handy when you're trying to intimidate a ganger. On the other hand, it's mighty inconvenient when you need to sleaze some information out of your target's minister.

At the end of each SRM event, all players will continue to receive a debriefing log for the adventure. This debriefing log will summarize the events of the adventure. Please save these with your character sheet. At the start of an adventure, a GM may ask to review your character sheet and past debriefing logs. While you're welcome to play your SRM character at any time you'd like, s/he may only earn Karma, nuyen, gear, etc through published SRM events. So, if you decide that you want to use that character in your non-SRM home game as well, please use a separate sheet and track advancement separately for the "home game" version.

DENVER

THE CITY OF SHADOWS

Politics

In 1818, the Treaty of Denver created the NAN and ended the war between the old USA and the Amerindian population. As one of the concessions of the war, it Denver was created as the Front Range Free Zone (FRFZ). A place where citizens of the Ute, Sioux, Aztlan, Pueblo Corporate Council, and United States of America could freely intermingle. Citizens of the FRFZ were immune to taxation by any of these nations. Instead, they were governed by the Council of Denver. Each of the 5 signatory nations had the right to appoint one council member.

That worked about as well as you might expect. The only thing the council could universally agree on was to tax the hell out of the city's inhabitants. (Flat 15% Income Tax, 10% VAT) The Ute, Sioux, and PCC councilors quickly formed a voting bloc, which enabled them to control most decisions in the city.

Things continued to deteriorate until 2023 when the UCAS decided it'd had enough. They sketched out a "sector" of the city and built a wall around it. The other 4 signatories promptly took similar actions.

In 2034, the CAS seceded from the UCAS. To accommodate this split, the UCAS Sector was split into two parts. The CAS was then given a voting spot on the Council. Because votes needed to be won by a simple majority, and there were now 6 council members, there was suddenly a large problem with tie votes.

In December of 2061, Ghostwalker came back to Denver. He claimed the city as his lair, annihilated the Aztlan Sector, and kicked the survivors out. This event, rather neatly, returned the council to an odd number of voters, and resolved the problem of ties.

However, Ghostwalker also announced that the council ruled only with his permission. He had the council create the Zone Defense Force (ZDF). The ZDF is a military group created out of an equal number of troops from each of the 5 (remaining) treaty nations. The ZDF answers directly to Ghostwalker and has authority in all sectors of Denver.

In 2067, the Ute nation was absorbed by the PCC. When this happened, the Ute lost their seat on the Council and that sector came under PCC rule. This left the Council of Denver Representatives at 4 members. All council meetings also include Ghostwalker's representative, an Ork Shaman named Nicholas Whitebird.

Climate

Denver has long been known as the gateway to the Rocky Mountains. But, the gorgeous views might not be the only thing taking your breath away, omae. First off, the fact that the city is 1.61 clicks above sea-level (that's a mile for you old-schoolers), means that the air is a bit thin up here. Add in the fact that there's been a vile cloud of brown pollution hovering over the city since the mid-twentieth century, and you'll find that the locals have a special set of lungs.

While the area surrounding Denver is famous for its ski resorts, the city proper doesn't get the weather that an outsider might expect. In late fall to early winter, it's not uncommon for a seven foot snowfall to hit the Rockies, but see the Denver area unaffected. The coldest seasons stretch from November to February, with the occasional big snowstorm in March. Those late winter storms don't always last very long. In March and April, a dry Chinook wind can sweep through Denver and melt through a foot of snow in just hours.

Sectors

CAS Sector

The area that was once downtown Denver has become a series of closely guarded international borders. The downtown area still has its Millionaire's row homes and an aura of gentility. However, with the partitioning off of "The Hub," many of these homes lost their convenient access to the business district. That was bad for realty, and bad for many of the small shops and restaurants in the area. This area now shows a stark contrast with squatters living in dilapidated buildings interspersed with elaborately fenced off mansions. It's a booming area for security services.

South of downtown is the campus of the University of Denver and the neighborhood of Englewood. This area has a distinct

college town feel. There are dozens of small bars, eateries, used clothing shops, and even stores where you can find old paper books. There's a fair bit of drug trafficking through Englewood, and an awful lot of low-rent housing. Back in the '50's, this was part of the Aztlan district. It's still rumored that refugees hide out in ancient tunnels under this district. Both Wuxing and Saeder-Krupp have established corporate offices atop the ruins of old Aztechnology buildings in this area.

Southeast of Englewood is the Chinatown district of Denver. This area is an eclectic mix of Western and Eastern architecture, philosophy, and language. While the area is popular with tourists during the daylight

Upcoming Adventures

As a sneak peek for Commando Quarterly readers, here's some information on the first few Fourth Edition Shadowrun Missions.

SRM02-01: Parliament of Thieves (March) — Author: John Dunn

A simple smuggling job. Get the goods from the Koshari. Deliver it to the Mafia. Avoid the Yakuza, the Triads, the UCAS border patrol, and the Zone Defense Force. Just another day in the Front Range Free Zone.

SRM02-02: Best Served Cold (April) — Author: Stephen McQuillan

Revenge, corporate interference and dealings with the mafia, it's all part of the day to day life of shadowrunners. When a high-ranking executive gets involuntarily extracted though, it's time for a team of deniable assets to bring him back.

SRM02-03: The Grab (May) — Author: Cliff Hensley

The shadows can be a dirty place to make a living, but a runner's got to make end's meet somehow. When opportunity calls, you answer. But when answering that call involves extracting an eleven-year-old girl as part of an elaborate and bizarre extortion scheme, the shadows can get much dirtier... and some stains can never be washed out.

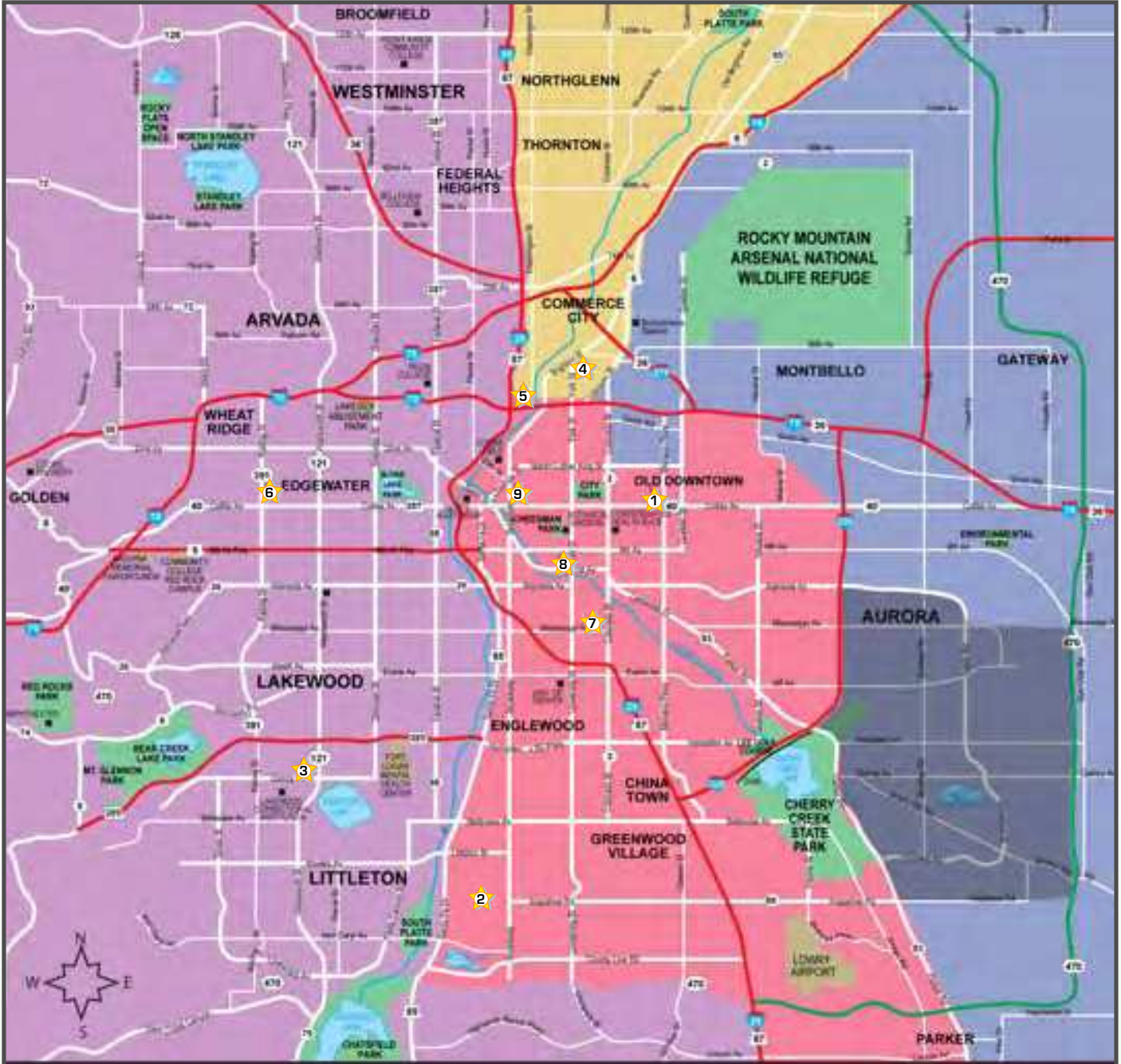
While that's a sampling of things to come, we're always looking for more authors! If you're interested in writing a Shadowrun Missions adventure, please contact missions@srrpg.com.

hours, neither Knight Errant nor wary natives venture in here after dark. The Triads control this area, and they have a strict policy about letting foreign devils into their territory.

Directly south of Chinatown is Greenwood Village. If you follow the trail of

money through the CAS sector, most of it leads directly to Greenwood. The area is made up of sprawling homes on huge lots. If you're looking for people from the gossip column of the FRFZ Voice, then this is the place to look.

Just west of Greenwood is Littleton. Littleton is primarily made up of gated corporate communities. Quality of housing is directly proportionate to placement within the corporate hierarchy. Here, good wageslaves can raise their families under corporate protection,



CAS Sector

PCC Sector

Sioux Sector

UCAS Sector

- 1. Rock Solid @ Colfax and Monaco
- 2. Ketring Park
- 3. Tablelands Restaurant @ Wadsworth (121) and Quincy
- 4. Denver Food Industries @ Brighton and York
- 5. Hardpan--Washington St, North of I-70

- 6. Club Denim--Kipling St, North of Colfax
- 7. WuXing @ Mississippi & Colorado
- 8. SK Prime @ University Blvd becomes York St & 1st Ave
- 9. The Hub

without fear of exposure to “the bad element.” Incidentally, the Yakuza make a killing on the narcotics business in this area.

To the southeast of Centennial airport, is Parker. Parker epitomizes middle class suburbia at its worst. This district is home to high quality education, low crime rates, and an inordinate number of Humanis Policlubbers.

Pueblo Corporate Council Sector

Broomfield is primarily a residential community, but does maintain several corporate enclaves. Families here are firmly middle class, and the streets are generally quiet. The region is on the northeastern border of the main Denver sprawl, and the mountains are clearly visible to the west. PuebSec maintains a firm grip on what little crime is found in this area.

South of Broomfield, Westminster is an upper-middle class region. A seemingly endless series of upscale, gated communities enclose fairly well secured housing. While the communities themselves are fairly safe, the streets are characterized by constant ganger activity. Most of the gangs are the poser children of corporate drones, but the Godz have been known to recruit here. Recruitment nights also tend to draw PuebSec attention.

Southeast of Westminster, Federal Heights looks down on downtown Denver, but up at the Rockies to the west. This scenic area has become dominated with upscale housing. Here, the well to do of the PCC sector endlessly compete to see who can build the most excessive home with the most beautiful view. PuebSec knows that the people

signing their paychecks make their homes in this area, and the security level is proportionate to that fact.

Across I-36, to the southwest of Federal Heights, are the Arvada Barrrens. When the Anglos left, this region turned into a ghost town. Then things really went downhill. Dozens of painstakingly constructed planned communities have been overrun by gangers and squatters. The, once beautiful, landscaping has been long since destroyed by violence and debris. The area is crowded with the descendants of those who stubbornly refused to leave and with those who found their way here through ill fortune.

Golden, to the southwest of Arvada, is most famous as the home of Coors brewery. The brewery remains the largest employer in this area, and with their continued economic success, the area has become both a corporate enclave and an Anglo holdout. Because of the high Anglo population, PuebSec maintains only a minimal security rating for the area. In response to this, all of the corporations and many of the neighborhoods have contracted with other firms for additional security. Runs that venture into Golden can be a real mixed bag.

Wheat Ridge and Edgewater are both lower middle class suburban districts south of Arvada. They are primarily residential areas, but there are a few corporate facilities spread throughout. The busiest spot in the area is probably the casino at Lakeside Amusement Park. PuebSec keeps these sleepy neighborhoods pretty safe, but it's not uncommon for

go-gangs from Arvada to head into them and shake things up.

Further south, Lakewood is a thoroughly industrialized urban region packed with low income housing. Most of the predominantly ork and dwarf population work in this regions factories, and live in its homes. Lakewood is also home to the Lakewood Correctional Institute. “The Can” is the largest and highest security prison in the PCC. The Koshari maintain a very steady income through chip and narcotic sales in Lakewood.

South of Lakewood is the much more prestigious region of Littleton. The corporate up and comers who can't quite afford housing in Federal Heights often live here. Sprawling ranches and getaway resorts are interspersed with the high priced housing. PuebSec works hard to keep the lower class residents of Lakewood from venturing in to disturb the peaceful residents here.

Sioux Sector

Northglenn and Thornton are virtually indistinguishable neighborhoods. Both are filled with planned communities of pre-fabricated homes packed on to postage stamp sized lots. Admittedly, their well-patrolled streets are nicely interspersed with parks, golf courses, public schools, and conveniently located shopping. They also bear all the trademarks of eco-friendly planning and construction. But the bottom line is that they feel far more western than any NAN neighborhood should. Most of the people living here make daily commutes into the Sioux portion of “The Hub” to their jobs.



The Hub

Once the heart of Downtown Denver, the area nicknamed “the Hub” has become an interconnected series of border crossings. This region stretches from Colfax in the south to 28th Avenue in the north, and from Speer Boulevard in the west to Pearl Street in the east. This rough rectangle is split approximately in half, with the northern portion controlled by the Sioux and the southern controlled by the UCAS. The entire district is set within CAS sector.

The Hub contains the Denver Council Hall (Fifteenth St. and Arapahoe), Ghostwalker's Liaison office (Eighteenth St. and Curtis). Among others, it contains autonomous corporate enclaves for Evo, Shiawase, and Mitsuhamma. Finally, this neighborhood has some of the nicer restaurants, theaters, and clubs in the FRFZ.

A combination like that makes the hub a target rich environment for shadowruns. However, border patrols for three nations, security forces for several megas, and both Lone Star and Eagle Security Services make this a dangerous place for shadow actions. If you're heading into the Hub, subtlety must be your watchword.

In sharp contrast, to the casual atmosphere of the northern neighborhoods, Commerce City is interspersed with both heavy industry and tightly packed, low-cost housing. Even Lucinda Gray Arrow has publicly condemned the industrial facilities located here for their clearly unacceptable levels of pollution. But, somehow, it just seems to continue. Perhaps this is because odd prevailing winds always seem to carry the airborne contaminants directly into the UCAS sector. Eagle Security Services works in concert with the corporate security manning the many manufacturing facilities here to keep the area reasonable safe. At the same time, with a high population of working-class poor, the average response time to a police emergency call is regarded as unacceptable.

UCAS Sector

Just south of the Rocky Mountain National Reserve, Montbello is a quiet region that is nearly an extension of the park. Here, carefully planned homes interface with the natural wildlife in a manner unlike any other UCAS town. Of course, the downside of this is that once or twice a year, one of these rich slots makes the news when he and his car are eaten by a piasma. Most of the residents here either work in The Hub, or in the few corporate facilities of Gateway.

To the west of Montbello are the corporate enclaves of Gateway. Many UCAS citizens who work in the hub, make their daily commute from this neighborhood. Most choose to take the corporate shuttles, specifically designed to make the four border crossings as painless as possible. Housing in this area is almost exclusively in well-planned and well-patrolled neighborhoods. There are a few corporate offices in this area, but most are set up as convenience branches of larger facilities downtown.

The Aurora Warrens have been slated for demolition since the Treaty was first signed. Somehow, though, the demolition always seems to get pushed back another six months. Meanwhile, tribes of urban squatters continue to make their homes in the decrepit high rises that pack the area. Lone Star never patrols here. Instead, go-gangs and syndicates rule the streets. Power and running water are rare luxuries. With the exception of the rare temporary network, it's all one big wireless dead zone.

Organized Crime

A near endless series of international borders, and a close proximity to the t-bird smuggling routes of the Rockies, has turned Denver into a land of endless criminal opportunity. Of course, that sort of opportunity breeds greed. Greed breeds competition.

When dealing with the criminal underworld, that sort of competition can reach new heights (and depths). Runners who need to work in this environment do better if they know both the players and the scores.

The DFW-based Chavez and the Denver-based Casquilho mafia families have their strongest foothold in the CAS and UCAS sectors. In UCAS sector, the Casquilho run a series of gambling dens and brothels throughout the Aurora Warrens. In PCC sector, the Chavez family operates a massive casino at Lakeside Amusement Park. Both families have several brothels located through out the CAS sector. While the Casquilho once ran an extensive CalHot smuggling racket out of their Casquilho Imports front, that location seems to have gone legit. It currently specializes in ancient artifacts of questionable magical power.

Oyabun Kasigi Toda holds the reins of the Yamato Yakuza clan. While his empire was once based on information brokerage, an awkward encounter with the Denver Data Haven abruptly terminated that practice. Now, they control the FRFZ narcotics and BTL trade and compete with the mafia for the UCAS and CAS prostitution business. Over the past few years, the Yamato have been direct competition with shadowrunners for sabotage and assassination assignments. The oyabun also maintains a personal vendetta against the White Lotus triad.

As the most magically active of Denver's criminal groups, the White Lotus and Golden Triangle Triads operate almost exclusively out of the Chinatown district in the CAS. From there, they compete with the Yakuza for the BTL trade, and branch out into procuring illegal cyberware and other electronics. Persistent rumors suggest that the Triads have tight ties to the Wuxing enclave in CAS. The recent increase in low grade Wuxing cyberware on the streets of Chinatown seem to support these rumors.

The Koshari sect of the Kachina society are, appropriately, at their most powerful in the PCC. They maintain near exclusive control in smuggling CalHots into the UCAS and CAS. While these chips are perfectly legal in their home nation, they're decidedly illegal in those destination countries. Unlike their competition, the Koshari seem comfortable playing the waiting game. They also seem to have the tightest ties to the government of their home sector.

The Awakened

When discussing Denver's awakened culture, you pretty much have to start with

Ghostwalker. There's something about a massive ivory Great Western Dragon that brings him to the top of the list. The facts that he runs the city and has a church dedicated to his worship are also more than just minor footnotes.

Ghostwalker's presence seems to have had effects that extend beyond his mundane rule of the city. During his time in Denver, the spiritual activity in the area has skyrocketed. Free spirits of virtually all known types have been identified in the area. Ghostwalker hasn't offered any explanation, but most speculators see this as a chicken-egg effect. Everyone wonders - are the spirits so active because Ghostwalker is here, or is Ghostwalker here because of the heightened spiritual activity?

While this heightened astral activity may also have had a spillover effect. Recent census figures have shown a disproportionately high percentage of awakened among Denver's youth. As a consequence, Denver's schools have been actively recruiting thaumaturgical educators. This has created a trickle down effect, to the point that it seems that there's a new talismonger shop opening every month.

WHO'S WHO

Elizabeth Kalheim

(CAS Representative)

Connection Rating: 5

Betty's a human female with piercing blue eyes, and a gorgeous head of shoulder length dark hair. Her southern-belle façade often makes new acquaintances wonder just how she managed to secure a council seat. For some unfortunates, an encounter with her manipulative side quickly reveals that she deserves it. Rumor has it that her appointment may also be due to ties with either Ares or the Yamato clan of the Yakuza.

Betty was first appointed to the council in January of 2054. At the time, she was a young woman who was seen as a rising star in certain CAS political circles. Seventeen years on the same job (and a Leonization treatment) have left her a bitter woman. It seems that as Leonization has become more common, political upward mobility has become limited.

Betty has a strong media presence in Denver. The Free Zone Voice interviews Betty more often than any other member of the council. Over her years in office, Betty has parlayed that media presence into popularity through a perceived role as the mediator and voice of reason on the council.

Juanita Iglala**(PCC Representative)**

Connection Rating: 5

Juanita is a svelte ork female who wears her black hair in a pair of traditional Hopi black braids. She presents a direct attitude both in council meetings and with the media. She has earned a reputation as a go-getter and a champion for metahuman rights, which has made her very popular among the ork population of Denver.

Juanita first came to power as an aide to Jonathan Pope. During the early '60's, she served as pro-tem President of the PCC sector. In 2068, when Pope stepped down from the council, she was appointed to take his seat.

Juanita proudly identifies herself as a member of the Kachina Society. Rumors in the shadows suggest that she's also tied to the Koshari. If her heritage weren't enough of a reason, these two factors cause her to frequently butt heads with Iain Lesker in council meetings.

Lucinda Gray Arrow**(Sioux Representative)**

Connection Rating: 5

Lucinda is powerfully built human woman of obvious Sioux descent. She maintains a reputation as a potent cat shaman, and often attends council meetings in traditional shamanic garb. While Lucinda once had a large gray cat ally spirit, it hasn't been seen for nearly ten years.

Lucinda has a reputation, even among her Sioux backers, as a puppet of Dunkelzahn. This is in part because they seem to share a common philosophy about the rights of spirits and the preservation of the environment. At the same time, Lucinda has been seen attending Church of the Dragon services.

Lucinda has a very cool relationship with the other members of the council and with the media. In spite of her very public appointment, Lucinda's private life remains, in large part, a mystery. Her Sioux appointed bodyguards (all "retired" Wildcats) are key in maintaining that privacy.

**Miguel Sanchez****(Mafia Fixer)**

Connection Rating: 3

Growing up in the barrio, Miguel cut his teeth doing enforcement work. You can take the ork out of the sprawl, but...yeah, cliché describes Miguel. He's more comfortable with the sprawl gangers than the Chavez and Casquilho families he often fixes for. For the last year or so, Miguel has worked to become more presentable. His ties to the sprawl and understanding of the street-level violence have made him an important asset if not a well respected one within the family.

At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is street tough down to his badly shaven head and gold plated tusk. Miguel understands the pulse and hardship that moves through the squatter life. Under his coat, Miguel often has a couple bucks in hard currency or a few granola bars to pass out to kids he sees.

Iain Lesker (UCAS Representative)

Connection Rating: 5

Lesker is a human, Caucasian male in his late 30's. His short brown hair, strong chin, and furrowed brow match well with his bulldog demeanor. He latches onto ideas and refuses to give them up until he is satisfied with the outcome. Lesker is as loud and bold in the council chambers as he is in his private life. He tows the line as much as he needs to, but distrusts the Voice of Ghostwalker when the ork comes to council meetings.

Lesker came into power on Jeremy Falloon's coattails, promising labor reform and an end to unemployment. So far unemployment has lowered slightly, after the initial rush passed of those willing to take any kind of job. He has cut back on welfare for mothers with more than three children, and begun placing human children into good families. Most metahumans get left in the orphanages.

Publicly, Lesker points to the Warrens and says that everyone there chooses to be there. He has offered a job to any man or woman who wants one. If anyone is unemployed it's their own fault. Privately, he sees the value of the Aurora warrens as a dumping ground for undesirables.

Tabitha "Tabby" Morgan**(Corporate Fixer)**

Connection Rating: 3

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

She worked as a face for a shadowrun team until Halley's comet made its last pass. With SURGE came a need to re-invent herself. She shortened her name to Tabby and built up a network of runners. Now she tracks the various favors that she owes and is owed among the Denver shadow community.

On the surface, she's playful and to the point. It's said that Tabby believes that she has the nine lives of a cat. Four of them have been used, but she has five to go. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Jing “Wheezer” Xiu

(Syndicate Fixer)

Connection Rating: 3

Wheezer is a thin Asian man who looks like he’s in his sixties, though with all the smoking he does, he could be in his late thirties. Jing is extremely tightfisted, and extends his financial conservatism to every aspect of his life. He wears threadbare suits from thrift stores, yet expenses them to his client of the moment. He smokes cheap herbal cigarettes, which leave a perpetual dark haze and horrible odor everywhere he goes.

His nickname came from the semi-metallic sound of his breathing. Rumor goes that he was so cheap, that he replaced a failing lung with second-hand cyber. Nonetheless, he’s very efficient in getting a job done on time and well under budget.

For all of his eccentricities, he has somehow maintained good standing with both the Yakuza and the Triads. Word on the street is that he’d done some work in Hong Kong before coming to Denver.

MAKING THE SCENE

The Hardpan

By the time the sun sets, the Hardpan is in full swing. Outside the beat of heavy bass reverberates through the ground beneath your feet. Most of the cars in the parking lot are four by four jeeps which have obviously seen a lot of use on back hill roads common in the outer extremities of the Sioux sector where the border patrol is thinner. Looking into the wind, you see the Riverside Cemetery’s well-kept lawns and silently thank any greater power you believe in that you are upwind from the sewage treatment plant. One odd thing you do notice is, despite the obvious popularity of the bar, there is no bouncer.

Entering the bar, the reason for the lack of bouncer becomes quite apparent. With the exception of your team, every single person in the bar is a Sioux Amerindian. Wildcats rub elbows with faces and reputations that you’ve heard whispered through the shadows. The bartender is an imposing woman who looks like she has probably seen it all and bought the t-shirt. Her cyber-eyes focus tightly on all the non-Sioux in your team, even as her lip takes on a heavy curl of discontent. Behind the bar, a large “No Smoking” sign hangs clearly.

Rachel Sands, Hardpan’s owner, does a solid, regular trade despite the rundown neighborhood. Seated between the Riverside Cemetery, a sewage treatment plant, and the

algae tanks, it’s a Locals-Only watering hole for the most part. Sandy, as her friends and colleagues call her, has obvious cyber-eyes and occasionally works as a fixer. For that reason the Hardpan is a common hangout for many of the Sioux Sector’s Amerindian runners. The bar is particularly popular with Sioux warriors. (Note: Rachel Sands has a strong bias against Non-Amerindians.)

The Splatter Bar

It’s been said that the Splatter Bar is a nice place for appetizers and entertainment. What’s less known is that security at the door hands you a firearm when entering. Rumors might also fail to mention that you should duck as that virtual devil rat isn’t a friendly hostess.

On the corner of 20th street and Arapahoe, across from the greyhound terminal, the Splatter Bar is part of a small chain of bars throughout CAS and UCAS. The Bar is 3 stories of grey concrete with tall narrow windows on the outside. Inside are multiple levels of balconies and catwalks with colored lights and steaming pipes for that faux urban jungle feel.

The original Splatter Bar offered paint ball rounds with games of “Shoot the DJ” and had sprinklers to hose down the patrons, but times change. The new Splatter bar hosts a node with a full spectrum augmented environment and offers modified firearms with the cover charge. The Dance floor is more of a gauntlet to the bar or restrooms as virtual beasts roam the joint.

The price of drinks and fillers varies based on your gunplay. Having a buddy to hold your booth is helpful as you have to pickup your order from the bar below. “Dead men walking” pay up to twice the usual price.

The owner — Alex, a.k.a. Jitters — has kept the Splatter Bar chain going for more than 10 years. Semi-retired from a career in the shadows, he has never had to pay more than half price at his Bar and he doesn’t have to cheat.

Little D’s Gourmet Emporium

Needing a little grocery shopping to cook (or at least have your appliances cook) for that special someone, you drive to the Gourmet Emporium for some last minute foodstuffs. Inside you find a bonanza of soy processing units: Genetically modified, Unmodified, Imitation, and unique treats. You spot your favorite, the Three ‘Runner chokolata bar: The SIN-fully delicious chokolata energy bars shaped like credsticks (Packs of 3). Inside each pack are Ebony

(30% Real Chocolate mixed with Rich dark Chokolade), Platinum (Chokolade with powered sugar coating) and Gold (Layered with caramel).

Little D’s Gourmet Emporium is located on E. Ellesworth Ave off of N Potomac St. They carry an extensive line of Soy Processing units and general foodstuffs. Because of their extensive network of legitimate shipping sites, they have been known to bring in the occasional eccentric item for clients. The shop has worked hard to maintain neutrality with the Mafia, Triad, and Yakuza through diplomacy and delicacies. The Koshari have not been as understanding, and Little D’s has been known to hire from the shadows to protect their assets.

Marcel’s

It’s late and you need something to eat now. Deciding against the stuffer-shack, you head on down to Marcel’s. There’s no doorman and the woman behind the counter finishes showing off her new tattoo that seems to crawl of its own volition up and down her spine, before seating you. Groups of sararimen in the corner, their food untouched, have done everything but pull out a camera and start taking pictures as mod-boys and chrome girls move about their business, tails swishing between the tables.

Locals come here because it’s open late. The food’s not gourmet and the prices are high enough to make you think about it, but there’s always eye-candy. That is, if you like your candy perforated by piercings, covered in tattoos, or touched by the unknowing grace of a Comet. For you, it’s all about the troll-sized portions and the spicy fries.

Esponsing “All the Street You can Eat,” the restaurant gets by a lot on the shock value of their wait staff who are all heavily tattooed and pierced or have undergone body mod surgery. Changelings who underwent serious changes are also hired. The food is decent but higher priced than most diners. Primarily the patrons are corporate wage-slaves who want to add a little spice to their life by “slumming” it and teenagers who desperately strive for whichever type of youthful rebellion will upset their parents the most.

All of the wait staff will gladly recommend their favorite body artists and give guests business cards to some of the best tattoo and piercing parlors in town. What most patrons don’t realize is that Marcel’s is run by the Casquilho Family of the Mafia as a money-laundering scheme and front for many of their soldiers to blend in.

Happy Canyon Shopping Center

Driving through Chinatown, you pull into, at first glance, a shopping center, to find a stuffer shack. Stepping out of the Car, you find yourself not only back in time but also in the wrong country. It's like someone took a piece of China and plopped it in Cherry Hills.

Happy Canyon Shopping Center was transformed from the standard mall strip, to a small Chinese city with buildings having the traditional four-sloped, double-caved, glazed roofs, all-around verandas and colored and carved dougong brackets supporting the overhanging eaves. Nine stores operate in the Center. These include a laundry, a grocery, a clothing store, an office rental space, a health store, two restaurants (Golden Dawn, and Lotus Pond), an electronics store, and the postal annex. A miniature wall and nine, 2m faux guard towers border the center along Happy Canyon Road. An addition to this shopping center is a five-story temple for various celebrations in the Chinese community. Five wooden pavilions located in the parking area are used for various functions from street market vendors, to weddings, to just getting out of the heat of the day.

It's all nice and innocent for the tourist, but underneath the veneer, the Golden Triangle Triad has been pushing non-Chinese out of the area, allowing for others to start their businesses. The Golden Triangle operates the electronics store as a front in the sale of illegal chips as well as awarding loyal families, opportunities in the Center.

The White Lotus Triad has been impartial to Golden Triangle's work at the Center since an agreement to allow White Lotus use of the Temple.

Rocky Mountain Dynamics

Rocky Mountain Dynamics (RMD) has a small manufacturing plant located in the PCC sector. Their facility is a prime example of one of the smaller shops that supplies components systems for other corporations throughout the region. Their contracts include dealings with corps in all 4 of the Denver sectors and beyond. Most of the employees live near the plant, in corporate sponsored housing.

RMD is a small corporation. In fact, it's not capable of qualifying for extraterritoriality. However, their international contracts require that they have regular dealings with many of the larger firms. As with many such companies, rumors circulate about how RMD has avoided a takeover action. Some suggest they have government support. Others mention ties to organized crime. There's even been word that they're actually already a owned by one of the big ten, through a series of shell corporations.

The Meat Market

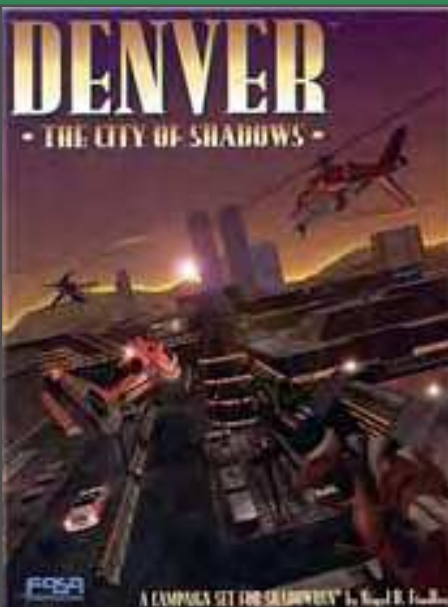
The rundown husk of the old Aurora Mall stands in the northwest corner of the Warrens. Most of the companies pulled out as soon as the area started to take a dive. Soon after that, the property management group tanked as well. It stood abandoned for almost

a week before some of us started moving in. We slept in stores that used to sell commlinks and clothing. It was better than some of the high rises where you have to climb fifty sets of stairs to bed down. Then they came. Moving in the night, able to see in the darkness the way I would in the noon-time sun. Only a handful of us escaped cleanly-others were killed for fear of what they might become.

Shove off mate, no one believes those ghost stories any more...

The Aurora Mall was hit hard by the decline on the Aurora area. When the property management company filed for bankruptcy, all the stores fled and the doors were boarded over. Now the mall is home to Denver's ghoulish community. The ghouls have a symbiotic relationship with the squatters outside, by providing protection against some of the gangs that roll through the area and disposing of bodies that no one wants to think about. More than one Humanis member has met their end in the belly of a ghoul.

They also patrol their own, keeping most of the ravenous mindless hunters off the street. The feral ones are kept in the underground parking garage, where they feed off each other. Stories are whispered about the possibility that the leader of the pack will one day let his people swarm across the Warrens in a vast hunt for flesh, but it has not happened...yet.



Bibliography

There are a number of both in print and out of print Shadowrun books that reveal a great deal about Denver. If you're interested in learning more about the background story and the relevant legal and criminal organizations, please consider the following:

In Print and e-Book:

Loose Alliances (Especially the DIY Crime section)

In Print as a hardcopy:

Shadows of North America (Denver section)

Dragons of the Sixth World (Ghostwalker and Denver sections)

Hardcopy out of print, e-Book available:

Underworld Sourcebook

Out of print:

Denver: City of Shadows (Note that by 2071, this is roughly 16 years outdated.)