



SHADOWRUN



99 BOTTLES

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ENHANCED FICTION: 99 BOTTLES



Yoshi loved the background noise the most: the whiz and whirl of the electronic bells from the virtual games, the click-tink of pachinko balls as they made their way down the old-fashioned, mechanical machines, the drum of voices wagering over five-card stud or mahjong. The white noise allowed Yoshi to work on the books efficiently, and that skill earned him the respect of the oy-abun, enough that Shinohisa-sama put him—an accountant!—in charge of Khaosan Road's gambling operations. It was a radical change in Yoshi's lifestyle. He had to carry a gun and learn how to shoot. He even got stabbed once, right before Hohiro and Watanabe intervened. He learned how to order murders. Not many, just enough to ensure things work. The Yakuza did not believe in indiscriminate killings; they preferred surgical precision.

"That's him," Hohiro said, pointing to a sharp-dressed Caucasian man sitting at one of the virtual pachinko machines.

"How's he doing it?"

"We can't figure that out. But he's winning too consistently to not be cheating."

Yoshi studied the man. He appeared to be in his mid-twenties wearing a tailored crimson suit and sneakers. He might have been an American tourist. They thronged through Bangkok these days, and good thing too. The war years had emptied the casinos. Conscripts don't make much money, and there simply weren't enough mercenaries to fill the four Yakuza casinos on Khaosan Road, let alone the rest of the sprawl.

"Have Watanabe-san check him out and raid his commlink."

"Yes sir."

Soon Watanabe cruised into view. Watanabe and Hohiro were the go-to men in the casino, acting as Yoshi's bodyguards and general troubleshooters. One of Yoshi's skills was management, finding the right people to do the work. He could not have been happier with these two.

"Sir, could I talk to you?" Watanabe's voice crackled over the audio feed. "Sir?" He squatted down and took a better look at the man in the red suit. "Shit."

"What is it?"

"He's dead."

"What? Then who is cheating at his game?"

"I don't know sir," Watanabe said. Yoshi could see him searching through the man's jacket. "Doesn't look like he was shot or stabbed. Maybe brain-fried."

"Hohiro-san?"

"Just a minute. I—" Hohiro flinched. "His commlink is running some pretty heavy IC. It's going to take a while."

"Wait. How much money did he win on that game?"

"Um, 3,420,000 nuyen."

"On a five-nuyen machine? Leave the commlink for now. Check all the other virtual machines. I want a complete tally of payouts."

Yoshi heard Hohiro grumbling under his breath but didn't care. He said to Watanabe, "I want someone on the camera feeds for the last few hours, covering the whole time that guy has been here. Then cart the body to the office."

Twenty minutes later, the corpse in the red suit lay on the office floor. Yoshi felt bad for Miss Kinjo, his secretary. She stood calm, though a bit white-faced, as Watanabe deposited the body on the floor, and then she said, "Mr. Shinoda, I'll answer calls from your private lavatory until seven o'clock."

"She'll be fine," Watanabe said after she left. "Father's family is five generations in the association."

"I'm aware of her résumé," Yoshi said. He liked Miss Kinjo and didn't want to see her upset. "What can we figure out?"

Watanabe poked at the body. "Suit's new. There's a receipt for it in his pocket. Sunburned. So, he probably hasn't been here long. He was most likely a tourist. Get anything off his 'link?"

"It has Black Hammer loaded," Hohiro said. "I can't get in."

"Huh."

"Here's the tally on the machines, Shinoda-sama." A list of numbers rolled across the screen. Yoshi cursed.

"They tampered with every machine! Every single one! Small variances per game, so we wouldn't immediately notice. I bet they set this guy up, so we'd look at him while they stole all of our money. Okay. Get that commlink open. I want to see what we're dealing with."



"Whoever did this is still stealing from us," Hohiro said.
 "Can't be helped if we want to catch them. I want traces."

That was Monday evening. It turned out that the thieves who stole from the casino and killed the man in the red suit made off with over four million nuyen, paid out over five hours to thirty different certified credsticks. All the Matrix traffic for these transactions had been routed through the dead man's commlink, cleverly enough that Hohiro couldn't unravel it, and neither could Yoshi's IT guy.

"Must be technomancers," the IT guy said.

"Bullshit. Plenty of good hackers before those freaks came around." Hohiro was angry. He did not like losing, and on top of that the Black Hammer had hit him a couple of times before he could jack out. A blood vessel had burst in one eye, and he'd had headaches ever since.

Now, almost twenty-four hours later, Shinoda Yoshinori and Watanabe drove to Shinohisa Takuro's penthouse near Siam Square to deliver a personal message of his failure to the Kuroiban-gumi's oyabun. The loss of over four million nuyen in a single evening would mean that Yoshi would definitely lose his position, and probably a finger. The oyabun was a traditional sort. The entire ride to Siam Square, Yoshi tormented himself with visions of his punishment. Maybe the oyabun would install some persona chips and place him in a bunraku parlor. Yoshi had been told he looked a little like J-pop idol McGroove, who was known for his scandalous and kinky sex life. Or perhaps Shinohisa-sama would just kill him, grind him up and serve him to orphans on New Year's Day. Yoshi heard about that once.

In the elevator, Yoshi told Watanabe, "I accept full responsibility for this. You can return to the casino. You're in charge until Shinohisa-sama decides otherwise. Hohiro is in charge of security. Miss Kinjo knows most of the books."

"With due respect, sir, if you are missing a finger then you'll want me to drive you home."

"Thank you, Watanabe-san."

Twenty-fifth floor. The elevator door opened and the two men stepped into the foyer.

"No guards," Watanabe said. Normally there were two suits here, toughs like Watanabe himself. Now there were just a couple of umbrellas in a stand next to the elevator.

Yoshi typed his passcode into the door. The oyabun's suite occupied the entire top floor of the building, and included rooms for his mistresses and personal guards. The front area was done up to look like the interior of a traditional Japanese meeting hall.

Like the one in Osaka castle, Yoshi always thought when he entered the room.

Except this one had seven giant, glass jars shaped like Asian pears. The base of each jar was nearly a meter wide, widening to a meter and a half toward the top. The seals were blue wax and inside was a golden liquid.

"Shinohisa-sama!"

Each of the seven jars held one of the Kuroiban-gumi's leaders,

including the oyabun. They floated in the yellow fluid, naked to the waist.

"Watanabe ..."

"I see it. Stay here while I check the rest of the apartment."

While he waited, Yoshi stared at the jar containing Shinohisa-sama. The old man floated before him, composed except for a slight grimace, no more than a turning of the upper lip.

"What happened here?" Yoshi said to the oyabun.

"Sir?"

"Yes, Watanabe?"

"Two of Shinohisa-sama's servants and his mistress are in the bedrooms. Murdered, but in a more conventional way. Swords, I think."

"Thank you, Watanabe."

Watanabe holstered his gun, snooped around the jars for a while. A commlink started ringing somewhere in the house. Watanabe ran off looking for it.

"Yes? What? No, this is Watanabe Osamu. Yes, I work for Shinoda-sama. Rama Plaza Casino. Yes. No, you can't. Don't be belligerent, he's dead. Someone hit the oyabun's house. What? Tell me."

Watanabe listened in silence for several minutes, giving occasional grunts. Yoshi logged into the apartment's security system and called up the last several hours of footage. One minute the guards were at their post outside, the next they were gone. He couldn't find any telltale signs of tampering, though he wasn't much of a hacker and wouldn't have caught a well-done job. Best to have Hohiro and the IT guy—what was his name?—take a look later.

"Sir?"

"Yes?"

"Whoever did this also hit Redmond A-Go-Go. It was the same thing with the jars."

"That's the place with the orks. Run by Kugo-san?"

"Yes. Kugo-san is dead."

"I hated that place. Sorry to hear about Kugo-san though. How many people were over there?"

"Five."

"Who found Kugo-san?"

"Suzuki Ruri. She's the madam."

"We need to get Hohiro over here to take a look at this system. Tell him to send people over to secure Kuga-san's place. Locate Ito no Nanke, the priest."

"He's in the jar, second from the right."

"Damn it!"

Watanabe seemed to be considering something.

"Shinoda-sama, you realize this makes you the boss?"

"What?"

"Sir, you are the oyabun now. You outrank everyone else that's alive."

Yoshi sank to the floor. His week couldn't get any worse.





INTRODUCTION

99 Bottles of Yakuza is an adventure designed for *Shadowrun, Twentieth Anniversary Edition*. It is designed for experienced players and moderately experienced characters, although it can easily be modified for all levels of play. Players should stop reading now, since the following reveals the plot and details of the adventure and will ruin the mystery and dampen the pleasure of actually playing in the adventure.

PREPARING FOR THE ADVENTURE

Although all you need to run *99 Bottles of Yakuza* is *Shadowrun, Twentieth Anniversary Edition*, it will be helpful to have *Arsenal*, *Augmentation*, *Runner's Companion*, *Street Magic*, and *Unwired*. GMs should rework anything that doesn't fit their campaign or play style.

ADVENTURE STRUCTURE

99 Bottles of Yakuza introduces the characters to a new threat in the Sixth World, the Kalakedar cult, and plunges them deep into the intrigue of Thailand's civil unrest and the schism between the Old School and New Way factions in the Yakuza. The *Land of Smiles* section deals with getting your players to Thailand if they are not natives or expatriates living in the Bangkok sprawl.

The runners are hired by the newly promoted oyabun of Bangkok, Shinoda Yoshinori of the Kuroiban-gumi, who hires them for an investigative mission. He is eager to find out who is attacking his organization and leaving strange calling cards behind: members of the gumi pickled in giant jars. This mission will require a mix of skills, including social, stealth, and combat, especially as the team nears completion of the assignment.

What you see written here should be considered a guide. Your players' actions will determine the flow of the story, and the gamemaster will need to make adjustments to keep the plot moving while dealing with the unpredictable nature of human players. Don't be afraid to let the players take actions that go against the thrust of the story; run with it, and see where your story takes you.

Each scene offers some suggestions when players' actions cause them to skip scenes. In addition to scenes connected directly to the main plot, there are number of side plots and distractions. These red herrings (and any that your players pursue on their own) are designed to get the characters searching through the city. Feel free to play around with the story so it becomes whatever you need it to be for your gaming group to have fun.

A RACE AGAINST TIME

The runners have a very real deadline to complete their assignment, and this should be made clear to them in the meeting with Nicole Triumph and Shinoda-sama. Every day beyond the first, more Kuroiban-gumi Yakuza are killed. This affects the team's bottom line—they receive a bonus for how many of Shinoda Yoshinori's men are left at the end of the mission. Also, if they elect to fight with the Yakuza against Kalakedar, having more men on their side is certainly helpful.

Once the team accepts the contract, for each day that passes roll 2D6. The total number is the number of Yakuza that died that day. This means the team has between six and thirty-six days to figure this out, as there are seventy-two Kuroiban-gumi in Bangkok. Watanabe, Hohiro, and Shinoda should be the last to die, in that order.

MAIN SECTIONS

This book is divided into several sections designed to assist you:

- **Preparing to Play:** This contains a plot synopsis, background info, along with other useful tidbits and data.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.
- **Legwork:** Summaries of information and data the characters might find during research.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the players will interact.
- **Player Handouts:** Information designed for players.



The adventure plays out over several scenes. Which of these your players participate in will depend on their decisions and actions during the adventure. Each scene contains some or all of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It to Them Straight:** A text section that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions for the scene.
- **Subplots:** Secondary adventures—or red herrings—that offer avenues for gamemasters to develop to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the character's actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings of security and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the *Cast of Shadows* section.

PLOT SYNOPSIS

Ever since Crash 2.0, Bangkok has experienced a resurgence in popularity as a tourist destination. It also restored itself as a major business center in Southeast Asia and enjoyed the rapid improvements in lifestyle that the intervention of the Japanacorps brings. Thanks to the presences of Renraku, Mistuhama, Shiawase, and smaller Japanese corporations, the Yakuza came to dominate the underworld. In particular, the Kuroiban-gumi has ousted the Triads from their stranglehold on the Golden Triangle drug trade, and more firmly established themselves in the lucrative prostitution and gambling industries.

All of this is about to change. A new underworld faction is moving into Thailand from India. They call themselves the Kalakedar. While they involve themselves in crime the way a syndicate would, they are organized similar to a cult. Inspired by fundamentalist Hindi nationalism, the cult seeks to establish itself in places where Hinduism has historically held dominion, namely the Indian subcontinent and Southeast Asia. Until now, Kalakedar has remained in the background, quietly gaining strength and numbers in India and the Bangla Commonwealth. One ambitious warrior-priest in the cult, Skanda Nair, wants to take over Bangkok, and he has devised a plan to quickly destroy the Kuroiban-gumi using the cult's magical skills. He reasons that if he can move swiftly enough, the Yakuza's corporate backing and technological resources won't save them.

All of this comes at a difficult time for the Kuroiban-gumi. Although their profits are soaring, thanks to the Japanese influence in Thailand, the last several years have seen divisions and outright fighting between members of the gumi as the organization tries

to find its path between the traditionalists and those who wish to find a New Way for the clan in the Sixth World.

In addition, the rest of Bangkok's syndicates aren't merely fading into the night. The Yellow Lotus Triad in particular seems to have found new backing through a backroom deal with NeoNET. The megacorp sent Marcus Lent, a corporate spy and facilitator, to help the Triads take back the streets in exchange for support sabotaging Renraku's Matrix operations. One of the techniques that Lent is using to fund the Triad is hacking the Japanese casinos, using the Yakuza's own money against their corporate backers.

When the adventure starts, Kalakedar's operation against the Kuroiban-gumi has been active for five days. Early on, luck allowed them to eliminate the oyabun and most of his senior advisors. This has left Shinoda Yoshinori, a casino manager and accountant, as the senior member of the Yakuza in Bangkok. Although he's only a bean counter; the kumi-in respect Shinoda. They will follow him as long as he gets results. As the adventure progresses, more Kuroiban-gumi members are killed by Kalakedar, threatening Shinoda's role as oyabun.

Shinoda knows he is in over his head. He is reluctant to call his superiors in the Watada-rengo back in Japan, because he is worried that he will be held responsible for the attacks and the staggering losses at his casinos. Instead, he calls on an old friend, Nicole Triumph. Nicole is a fixer in Bangkok with a reputation that is respected across Southeast Asia. She finds and hires the runners to track down the people who are attacking the Kuroiban-gumi. The contract is for investigation only, but once the team starts digging into the Bangkok underworld, they will find people who do not want them there. From other syndicates to the Kalakedar cult itself, the runners will have many opportunities to utilize their skill sets.

Once the runners figure out who is behind the attacks, their contract is finished. At this point, Shinoda-sama offers them a substantial bonus to help the Kuroiban-gumi (and possibly the Hodo-kai, if the team played their cards right) in their attack on the Kalakedar. The runners are by no means obligated to help; Shinoda-sama understands that attacking a magically powerful cult is a dangerous undertaking. But it will get them a lot of nuyen and some serious respect from the oyabun of Bangkok. The runners might also be faced with a dilemma at this point, as Marcus Lent and Falah Almarri are willing to pay the runners to sabotage the Kuroiban-gumi.

Depending on how successful the runners are and what choices they make, there could be serious repercussions to the stability of Bangkok's underworld and the politics and economics of the country.

BANGKOK AT A GLANCE

Bangkok, Thailand is one of the largest sprawls in Southeast Asia and the region's economic center. Long a tourist destination and playground for affluent Americans and Europeans; the economy and tourist trade of the late 20th and early 21st centuries fell into ruin when Thailand became involved in wars with its neighbors. The Japanese then came in and set up a puppet government. Now Bangkok is once more a tropical paradise. The only fly in the ointment is a magician calling himself Niranam, the Nameless One, who claims to be the rightful king of Thailand and leads a revolutionary movement from hidden rural strongholds.





INCOMING FEED.....

The sprawl is a very cosmopolitan place, with large numbers of immigrants from India, Pakistan, Malaysia, China, and other Asian countries. The drug and sex trade thrives here, and many tourists come to indulge their vices rather than see the elephants and impressive temples.

SECURITY IN BANGKOK

Since Crash 2.0 and the insurrection by Niranam, Bangkok has come under watchful Japanese corporate security. The Thai military patrols the major centers of commerce and entertainment, and numerous megacorp compounds have their own security. While police and military presence is high; they mostly ignore the shadows. Murders get solved no faster here than anywhere. Thailand is fighting an insurrection, however, so flashy displays of magic, explosions, and automatic weapons will attract the authorities, and they generally respond with milspec hardware.

Assume that most places within Bangkok's core districts and tourist areas (Sukhumvit, Khaosan Road, Pattaya) will receive an armed response within five minutes of heavy fighting. Outlying areas (such as Wat Rajsingkorn, Old Chinatown, or the Imperial Saffron plant) have a fifteen-minute response time. Police do not respond to knifings, rape, or mundane crimes in a timely manner unless the crimes occur in front of either them or a large group of tourists, in which case they bring the hammer down.

Astral security in Bangkok is light, primarily because of the lack of magical support on the force. Each police district has a few magicians on site, mostly to support anti-terrorism units or aid forensic investigators. Drones are plentiful, with MCT supplying a camera drone for nearly every building and traffic light in the sprawl.

Renraku's Securitec International holds the contract for Bangkok's Matrix grid. Like the street patrols, they ignore the bulk of crime. Matters of terrorism are the primary interest the security forces in Thailand, and Securitec has developed several complex algorithms to ferret out revolutionaries, Islamists, and communist forces.

BANGKOK MILITARY POLICE (Professional Rating 2)

While trained by Japanese security forces, the Thai military has yet to meet the same level of esprit de corps and efficiency.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	3	3	2	3	3	3	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 14/12

Skills: Athletics skill group 2, Close Combat skill group 3, Firearms skill group 3, Gunnery 3, Heavy Weapons 3, Outdoors skill group 2, Perception 2, Pilot Ground Craft 2, Throwing Weapons 2

Languages: Thai (N), Japanese 3

Gear: Commlink (Rating 4), SWAT armor w/ helmet,

Weapons:

2 Flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m]

2 Fragmentation grenades [Grenade, DV 12P(f), AP +5, Blast -1/m]

SCK Model 100 [Submachine Gun, DV 5P, SA/BF, RC (1), 30 (c), folding stock, smartgun, 4 extra clips]

Survival knife [Blade, Reach —, DV 3P, AP -1]

BANGKOK MILITARY POLICE LIEUTENANT (Professional Rating 2)

These are the elite of the Thai junta's forces, having been enhanced by the corps and given additional training.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4 (5)	4 (5)	4 (5)	3	4	3	4	3	8 (9)	1 (2)

Condition Monitor Boxes: 10

Armor (B/I): 14/12

Skills: Athletics skill group 3, Close Combat skill group 4, Firearms skill group 4, Gunnery 3, Heavy Weapons 3, Outdoors skill group 3, Perception 4, Pilot Ground Craft 3, Throwing Weapons 3

Languages: Thai (N), Japanese 3

Augmentations: Muscle Replacement (Rating 1), Wired Reflexes (Rating 1)

Gear: SWAT Armor w/helmet, Commlink (Rating 4)

Weapons:

- 2 flash-bang grenades [grenade, DV 6S, AP -3, Blast 10m]
- 2 Fragmentation grenades [grenade, DV 12P(f), AP +5, Blast -1/m]

SCK Model 100 [submachine gun, DV 5P, SA/BF, R

THE LAND OF SMILES

SCAN THIS

If you need to get your team to Bangkok, this is a convenient way. The runners are hired by a Shiawase suit to provide security for him on his working vacation while he attempts to poach a Renraku scientist. He's worried about Renraku's internal investigations finding out about the visit, and he is willing to give the runners a daily stipend, free airfare, and lodging in Bangkok.

If your players are already in Thailand, skip to *Bottled Up*.

TELL IT TO THEM STRAIGHT

When your fixer called you this morning about an easy babysitting job, you said you didn't want it. The pay for that sort of thing is never good. But he was insistent.

"You'd be doing me a favor, omae. This guy and I go way back, he's pestering me every day for the last week to find some trustworthy muscle. Do me a favor and just talk to the guy, will ya? It sounds like he wants you to go on vacation with him."

So here you are, in a small Shiawase hanger at SeaTac. Perfectly clear sky for once, with a good view of Rainer smoking up into the stratosphere. Bitterly cold though. The security guy let you in, but he has been giving you the eyeball ever since. You suppose you'd be a little unhappy too, if you had to wear that silly jumpsuit all day.

Thankfully, you don't have much longer to wait. A sedan pulls up and the driver gets out. The driver opens the door for a tall Eurasian man in his mid-forties. He looks you over, then smiles.

"Geez, Oi-san! You didn't let them in? It's freezing out here," he says with a hint of California surfer in his accent.

The security guard blushes and hurries to unlock the side door into the hanger. "Sorry, sir!"

"Please, let's talk in the office. It's well below freezing out here."

You follow him inside. There are several chairs and a small desk. The Johnson sits at the desk and motions you to the chairs in front of him. A large window looks out into the darkened hanger. You can barely make out a couple of small passenger jets and a helicopter.

"Koga-san, could you get us some coffee?" he asks the driver, who immediately rushes off.

"You and I have a mutual friend, and he said you were trustworthy. I'm looking for some bodyguards when I go on a working vacation. Ten days, all expenses paid, plus a daily stipend of, oh, 1,500 nuyen. And lots of beach time. What do you say?"

When they accept the job:

Excellent. We'll fly on the corporate jet, so you can take some of your ... less sociable gear if you want. Keep it small and light, though. This is a vacation with a little meet and greet, not storming a fortress.

"By the way, you can call me Roger Tanaka. Day after tomorrow you'll be in living it up in Thailand, Land of Smiles. Don't forget your swimsuit and sunglasses."

When the team arrives in Bangkok:

Sun and sand. Tropical paradise. The ride from the airport is quite a thrill. Bangkok seems at once intimately familiar, with its brands and advertising everywhere. Instead of ads in English, Japanese, and Salish, though, they are in English, Japanese, and Thai. The ads may be familiar, but the smells and sounds and the clear sunny sky make this sprawl very different from home.

Roger is ready with your instructions. "I need someone with me when I go out. Koga-san will drive us. The rest of you should stay in the background, ready to respond if a corporate security squad decides they don't like me, or if there's another riot."

He takes you to the hotel that will serve as your home base. It's the prestigious Sheraton Grande, right in the middle of Bangkok's trendiest shopping area. You'll be staying in the same room where some of the greatest politicians, crime bosses, and rock stars have slept. And it's all free.

HOOKS

This should be pretty straightforward. It is an easy gig with decent pay and some nice perks. Play this up if you need to convince the players to go with Tanaka: he is paying them to sit on the beach, drink, and stay in a five-star hotel.

BEHIND THE SCENES

Roger Tanaka used to play in the shadows as a Mr. Johnson. This is how he came into contact with the team's fixer. He's mostly retired from that the shadows and works as a recruiter for Shiawase Advanced Robotics, scouting out potential scientists from universities and other corporations. This is why he is in Thailand. During his vacation there is a conference, the International Symposium on Robotics. Roger hopes to convince a Renraku scientist to move to Shiawase and is worried that Renraku security will get involved—hence the extra bodyguards.

Runners can negotiate with Roger for a higher pay with a successful Charisma + Negotiation (3) Test, with each hit over the threshold increasing the daily stipend by 100¥. Roger is already



providing airfare, lodging at the Sheraton Grande, and as much food and drink as they want from the hotel restaurant (up to 200¥ a day per person—they can't go ordering rare and expensive wines on his account).

The team has twelve hours to pack and prepare for Thailand. Roger encourages them to be subtle. Bangkok is a wild city, but obvious weapons will attract trouble. Vehicles will be taken care of in Bangkok, where Roger plans on renting two armored sedans. Since the runners will be flying on a Shiawase corporate airplane, they are not restricted by SINless status or other restrictions. When the team gets on the plane, he gives each runner access to a personal Shiawase House Bank account with the first two days of their stipend deposited. Roger will provide the team with his commlink number and that of Koga Kannon, his driver and personal guard.

The staff at the Sheraton Grande is accustomed to corporate executives coming through, so they do not question Roger and the team unless the runners look particularly unsavory. If this is the case, Roger will recommend that the team play down their street-tough nature while in the hotel.

PUSHING THE ENVELOPE

This introductory assignment can be as easy or hard as you want it to be. By default, nothing happens until after the conference, when Roger Tanaka gets a call from an old school friend, Shinoda Yoshinori.

If you want to challenge your players and give a bit more preamble to the main adventure, though, it is easy enough to role-play through the week with more detail. Perhaps a Renraku corporate security team investigates Tanaka, or maybe a riot breaks out when gangs attack the Sukhumvit shopping district. Tailor this to your group's play style.

DEBUGGING

Although this scene is straightforward, players can make the best laid plans go awry. If the team declines the offer, go out of their way to offend Roger, or otherwise cause complications, they do not get the job and it is time to move on. They get a black mark on their rep and have annoyed their regular fixer.

On the other hand, word of this could leak out, and a rival to Roger Tanaka's group could hire the team to follow him and find out what he's up to. You would have to change some of the affiliations later in the adventure, but with a bit of tweaking, all is not lost.

PLACES OF INTEREST

Bangkok Skytrain/Mass Transit

The major areas of Bangkok are connected to each other by the Skytrain, a monorail system of ten lines. It connects to the airport, train stations, and bus stations and runs twenty-four hours a day. A one-way ticket is 2¥, but most people buy a multiple trip pass on their commlink. This costs at least 50¥, but it reduces the per trip price to 1.5¥.

Note that taxis and buses are also common in Bangkok, as well as the notorious tuk-tuks, three-wheeled motorcycle taxis that are extraordinarily dangerous and piloted by con artists and criminals. Buses cost 1.5¥ one way, and taxis start at 3¥ for up the

first two kilometers. Tuk-tuks have no fixed rate, requiring you to bargain for how much you pay.

Khaosan Road

Close to the Grand Palace and the famous temples, Khaosan Road is home to numerous hostels, cheap hotels, and some of the most famous clubs in Bangkok.

Siam Square/Sukhumvit Road

This is the central shopping district of Bangkok, where most of the high-end hotels and upscale bars are located. It is also close to the main red-light districts.

GRUNTS AND MOVING TARGETS

ROGER TANAKA

Male human

Roger is an HR exec for Shiawase Advanced Robotics and is familiar with the shadowrunners. He's Eurasian and nearly two meters in height. Good looking and friendly, he dresses and acts like a playboy millionaire rather than a traditional business executive.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	4	2	5	4	5	3	3	6	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 4/3

Skills: Computer 4, Con 3, Corporate Law 3, Corporate Rumors (Japanese) 6 (+2), Data Search 4, Etiquette (Corporate) 5 (+2), Intimidate 2, Negotiation 5, Perception 3, Pilot Watercraft (Sailing) 2 (+2), Pistols 3, Psychology 5, Shinto 2, SOTA Technology (Robotics) 3 (+2)

Languages: English (N), Japanese 5, German 3

Qualities: First Impression

Gear: Contact lenses [Rating 2, w/ image link, smartlink], Shiawase Electronics commlink (Rating 5), Synergist Business suit (with short jacket)

Weapons:

Yamaha Pulsar [Taser, 6S(e), AP -half, SA, 4 (m), smartgun]

Koda Kannon

Male human

Mr. Koga is Roger's personal chauffeur and bodyguard. He is full-blooded Japanese, and although he follows politeness to the extreme and is professional, he dislikes working for a half-blood. He likes working with shadowrunners even less, but does his best to hide it.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	4(7)	4	3	5	3	5	2	5	9(12)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/3

Skills: Automatics 4, Clubs 4, Etiquette (Corporate) 4 (+2), First Aid 2, Intimidation 3, Perception 4, Pilot Ground Craft 5, Shadowing 2, Unarmed Combat (Karate) 3 (+2), Vehicles (Japanese) 3 (+2)



Languages: Japanese (N), English 2

Augmentations: Reaction Enhancers (Rating 3), Smartlink (Retinal Modification)

Gear: CommLink (Rating 4), Synergist Business suit (longcoat, shirt, slacks)

Weapons:

Extendable Baton [Club, Reach 1, DV 3P, AP —]

Ingram Smartgun X [Submachine Gun, DV 5P, BF/FA, RC 2 (3), 32 (c), w/ folding stock, smartgun, sound suppressor, 2 extra clips]

BOTTLED UP

SCAN THIS

While in Bangkok, Roger Tanaka gets a call from his friend, Shinoda Yoshinori. Roger asks the team to meet with Shinoda's representative, the famous fixer Nicole Triumph, immediately. The Kuroiban-gumi has an emergency. The meet is at the Quay Bar, an upscale nightclub down the street from the team's hotel.

TELL IT TO THEM STRAIGHT

You are lounging in Tanaka's suite after a particularly grueling morning of doing not much of anything besides drinking little drinks with umbrellas in them. Roger Tanaka is unlike any suit you have ever met; he genuinely likes working with people, and he has invited you to his room to watch the Seattle vs. Portland game. The Lords are winning, and Tanaka is booing along with the rest of you. Room service just deposited a three-course lunch, and several cases of beer are in the fridge. Real food and real beer, not a drop of soy or synthetic anywhere (except for the tofu dish, of course). And you are still getting paid for this. Life is good.

Roger's commLink chirps, and he takes the call on the balcony. The twentieth-floor balcony is a bit windy, but that makes the evening fresh and cool, since it sits above the the smog settled in the lower levels of the sprawl.

"What? Yeah, they're good," Tanaka says. He seems upset. "I don't know. I'll ask them. Yeah, well, if it's serious, then of course I'll do without. The conference is over anyway, and Koga should be able to keep things under control for a couple of days."

He walks back in and turns off the trid.

"Sorry," Roger says. "I just got a call from a university friend of mine. He's a bigwig in Bangkok now. He's having some problems, the sort that folks like you fix. He's wondering if you'd be willing to set up a meet with his representative. You might have heard of her—Nicole Triumph."

When the runners arrive at Quay Bar:

You did not get many details besides the fact that the job was urgent. You head down to Quay Bar down on Sukhumvit Soi 11. It is right off the main road, near Nana Station. The nicer places do not open until evening, so it is mostly tourists shopping and drinking afternoons away in bars. A few girls wave to you and try to get you into their establishments. Curry and lamb from a dozen Middle Eastern restaurants scent the air, which would otherwise smell like stale beer. One persistent Ethiopian man tries to get you to come into his restaurant as you approach Quay Bar.

"Come, eat good food," he says. "Very clean. Very delicious."

Quay Bar's door opens as you approach, and the Thai bouncer tells the Ethiopian man to get lost.

"Come on in," he says to you. "You're right on time."

Cleaning staff and cooks scurry all over the place, trying to get the club ready for the evening. A DJ plays with the sound system, and a bartender practices his fire show. The bouncer takes you back to a private room near the kitchen and leaves you with the elf occupant.

"Nice to meet you," she says, shaking your hands. She's blonde, tan, and speaks with a crisp English accent. "I'm Nicole Triumph. I hope you're as good Mr. Tanaka says you are, because I've got a crisis here." She gestures to the table. "Please have a seat. You know that Mr. Tanaka's friend is in trouble. I'm here to vet you. My employer respects Tanaka, but this is a delicate matter, and we have to make sure." Nicole looks around the room, studying all of you.

"We want to hire you to do an investigation. We don't expect you to tackle our problem directly, although you'll be looking for some dangerous people. And you won't have a lot of time to search. These are harsh conditions for you to be in, and as such, the compensation will match the risk. We'll take over accommodations—although perhaps at a somewhat diminished location—and pay you 2,500 nuyen apiece per day. Also, you'll get a ride home at the end of the contract, should you so choose. If you can close the investigation quickly, there will be a substantial bonus for you, including the personal respect of myself and my employer for doing us a favor. Are you in?"

Once the team accepts the contract:

"Great! I knew you were my kind of people. Let's go meet the boss. He can fill you in on the rest of the details."

Nicole leads you out the back door of the nightclub and into a short alley, where the bouncer that greeted you earlier is waiting next to another door. The path is seven flights of stairs down into what appears to be the parking garage of the Siam Plaza Mall. There are only four cars parked here: a moving van and three trendy Rover SUVs. A cluster of Japanese suits nervously point submachine guns at you.

One of them looks less nervous than the others; he simply looks miserable. He's flanked by two thugs, one in a standard suit, and the other wearing a Hawaiian shirt and sporting a cobalt-blue ponytail.

"These are the prospects," Nicole says to the miserable looking man. She introduces you in turn. Then, she says, "This is Shinoda Yoshinori, oyabun of the Kuroiban-gumi."

"Hello," Shinoda-sama says. "Thank you for helping us. I'm going to be direct with you, because we don't have time for great subtlety or protocol. Someone has been attacking my gumi. So far, we've lost nearly thirty men in five days. I didn't find out about the attacks until the day before yesterday, when I went to a meeting with the former oyabun. I found him and his council of advisors like this."

Shinoda-sama motions to the moving van. The Yakuza in the Hawaiian shirt opens the rear door. Inside you see two large jars about one meter wide and one-and-a-half meters tall. Each jar contains a human body floating in a yellow fluid.

"These two were found in an opium processing operation in Siam Plaza. Every incident has had identical results. This is a fight for survival, and you'll be well rewarded for helping us."



HOOKS

Stress the personal favor from the oyabun of Bangkok and a prominent fixer in Southeast Asia if anyone on the team is having second thoughts. If they are nervous about investigating a possible magical threat, remind them they are only investigating and not are required to fight it.

BEHIND THE SCENES

Nicole handles all of the price negotiations. She starts out offering 2,500¥ per day. Players can roll a Charisma + Negotiation (3) Test to increase the daily rate by 500¥ per net hit. The per diem is deposited into the same Shiawase account that Tanaka set up.

When Nicole introduces the team to the oyabun, he is polite and answers any questions about the attacks that he can. Shinoda doesn't know much about the attackers, except that he knows they employ good tactics and he suspects they use magic. The Kuroiban-gumi's only magician was one of the first victims, so he is willing to defer to any of the PCs with magical knowledge. If asked to share his opinions on the matter, he mentions that the Triads have been aggressively expanding within the Khaosan Road area over the past several months. Watanabe says that there is another Yakuza clan in Bangkok, a renegade group called the Hodo-kai who broke off a few years ago because they valued the New Way, accepting metahumans and women into the organization.

Nicole suggests that the Whites, the followers of Niranam, might be behind the attacks, since they have the magic and manpower to carry out these attacks, and they hate the Japanese-sponsored junta. Keep in mind that Shinoda is desperate, new to being the oyabun, and eager to deal with this situation before it gets back to the Watada-rengo leadership in Japan.

The runners have several options available to them. They have leads to go on (the Triads, the Hodo-kai, the Whites) or they can investigate the actual crime itself. The two jars represent only the most recent attack; Shinoda has the rest of them, twenty-eight in all, stored in a warehouse in the suburbs.

If the team investigates the jars, a successful Logic + Artisan (2) Test tells them that the jars are not from industrial manufacture, but rather are handmade. An Intuition + Perception (5) Test provides the same information. When viewing the jars with astral perception, the characters have to get three hits on the Assensing Test to notice the faint astral signature still present on the jars, as the most recent attack is only a few hours old. Getting four or more hits provides an indication that some specialized combat spell was used in the attack, and ritual sorcery was likely involved as well. A character can make a Logic + Arcana (4) Test to determine that the astral signature is related to the Hindu tradition unless the character happens to be a practitioner of this tradition or familiar with it, in which case she knows this automatically.

An examination of the office where the Yakuza processed opium can turn up more information. The Yakuza trampled through the area and destroyed most of the evidence, but careful examination of the room helps. An Intuition + Perception (2) Test lets the character realize that there are no bullet holes or damage to the room itself. With four or more hits on the Perception Test, they can tell that the door's electronic lock no longer works and the mechanical lock—normally just a backup—was picked. Assensing the room shows the same sort of astral signature as on

the jars, and indicates that an area-effect spell was used, because the entire room is saturated with the signature.

DEBUGGING

If the runners refuse the job, Nicole thanks them and has them watched. If they go about their business and do not hinder the Yakuza in any way, they merely get a black mark to their rep and can go about their lives. Roger Tanaka is disappointed, but he allows them to fly home as per the original agreement. Their fixer doesn't call them with new work for some time.

If Nicole finds out the team is actively working against the Kuroiban-gumi's interests, she places a hit on them for 20,000¥ per head.

THE WAY WE ROLL

SCAN THIS

This scene assumes the runners go looking for the Hodo-kai. They discover that the splinter group of Yakuza hangs out in a private room at the Nightworks Go-Go Club.

TELL IT TO THEM STRAIGHT

Ironically, the Hodo-kai work right under the Kuroiban-gumi's nose, less than two kilometers away near Asok Station, on the infamous Soi Cowboy district. For such a short stretch of real estate, Soi Cowboy has every imaginable vice and temptation. Lots of seedy expats drinking and smoking drugs alongside girls who are most likely too young for what they are doing. A few tourists wander around, taking pictures. A number of the girls flip tourists off, while others try to entice them into the dance clubs, karaoke bars, and brothels. There is so much neon you could get a tan.

Of course, Nightworks Go-Go Club isn't exactly where the high-rollers go. The place is dark, grimy, and filled with wall-to-wall ladyboys. Plenty of people here though. A burly troll of uncertain gender asks you to sit and order a drink.

"We've got beer and whiskey. I recommend the whiskey. Tastes worse, but gets you drunk quicker, honey."

Once the team makes arrangements to meet the Hodo-kai leadership

You take your "date" a long flight of stairs, where a series of curtained cubicles run along a balcony. You try not to think too much about the sounds behind the curtains. The dancer leads you to the end of the balcony and through one of the curtains. Inside, she puts her finger to her lips and passes her other hand over the left wall, which opens up into another room.

"End of the bar," your dancer says, then closes the door behind you. The room is full of expats playing card games. Lots of Japanese metahumans are here, and several non-Japanese too. Some of the people in here look like Yakuza suits, including a couple of orks. No one pays you much attention.

At the end of the bar, where the dancer indicated, are a young man and woman. They look alike, although the man is clearly augmented. He motions you over.

"I hear you've been looking for the Hodo-kai. What do you want?"

HOOKS

If the team didn't arrange an official meeting through contacts, they can get the same result if they spend at least 250¥ on bribes and make a Charisma + Etiquette (4) Test.

BEHIND THE SCENES

Hodo Kisho and his younger sister Kameko sit around a bar along with a few other Hodo-kai toughs. Depending on how the team approaches them, the siblings could be hostile or supportive. They certainly have no love of the Kuroiban-gumi, but if they discover the leadership has been removed, they do not have anything against "Yoshi-san" specifically. In fact, they both have fond memories of him from when they were children, when he gave them New Year's gifts. They are also worried about the threat presented by the attacks, and how ritual sorcery may be involved.

If the team remains friendly and polite through the encounter and manages to roleplay things well, have them attempt a Charisma + Negotiation (3) Test. Success gets them information and cooperation. The Hodo-kai denies responsibility and suggests they look into the Yellow Lotus Triad. Kisho remarks that the Triad has been aggressive lately and probably has the magic to carry out the attacks, but they seem to have gained new gear in the last few months. He directs them to investigate Old Chinatown, specifically a foot-massage parlor called Massage Now! that is close to the main thoroughfare.

If the first Negotiation Test succeeds and the roleplaying is going well, have the runner with the highest dice pool make a Charisma + Negotiation (4) Test. If the runners succeed with this test, Kameko or Kisho (whoever they most impressed) offers aid in attacking the Kalakedar at the Imperial Saffron plant, a move that could help reconcile the two Yakuza groups.

DEBUGGING

If the players are hostile or rude, the Hodo-kai responds in kind. These are tough people, having survived an internal war, and they do not tolerate belligerence. It is also possible that the runners never make it to the backroom, in which case they need to go on to investigate another faction of Bangkok's underworld.

Another way to pass information to the players is to converse with the gamblers. A lot of the people here are well connected in the shadows, and it might be possible to learn some of the information they need. If the team lacks a particular kind of contact, feel free to insert such an individual here, should the players decide to chat with the card sharps around the tables.

GRUNTS AND MOVING TARGETS

HODO KAMEKO

See *Cast of Shadows*

HODO KISHO

See *Cast of Shadows*

HODO-KAI ORK KUMI-IN

(Professional Rating 4)

These orks are pure-blooded Japanese recruited from street gangs back in Neo-Tokyo by Hodo Hinata. They are grateful for their chance to join the Yakuza as kumi-in, and they remain fiercely loyal to their benefactor's children. There are three orks in the Hodo-kai.

B	A	R	S	C	I	L	W	Ess	Init	IP
7	4 (5)	4	5 (6)	2	4	2	3	4.75	8	1

Condition Monitor Boxes: 12

Armor (B/I): 8/6

Skills: Automatics 3 (SMGs +2), Blades 3 (Cyber-Implant Blades +2), Black Markets 3, Dive Bars 4, Etiquette 1 (Yakuza +2), Perception 2, Pilot Ground Craft 2 (Bike +2), Pistols 3, Simstars 3

Languages: Japanese (N), English 2, Thai 4

Augmentations: Hand Blade, Muscle Replacement (Rating 1)

Gear: Armor Jacket, Commlink (Rating 3)

Weapons:

Hand Blade [Blade, Reach —, DV 5P, AP —]

Uzi IV [Submachine Gun, DV 5P, AP —, BF, RC (1), 24 (c), w/ folding stock, laser sight]

HODO-KAI HUMAN KUMI-IN

(Professional Rating 4)

These are the rank-and-file of the Hodo-kai, seven men and women who were loyal to Hodo Hinata and are now loyal to his children. They survived the clan war because they were tough and quick on their feet.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4 (5)	4	3 (4)	3	4	3	3	4.75	8	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Automatics (SMGs) 3 (+2), Blades (Cyber-Implant Blades) 3 (+2), Black Markets 3, Dive Bars 4, Etiquette (Yakuza) 1 (+2), Perception 2, Pilot Ground Craft (Bike) 2 (+2), Pistols 3, Simstars 3

Languages: Japanese (N), English 4, Russian 3, Thai 4

Augmentations: Hand Blade, Muscle Replacement (Rating 1)

Gear: Armor Vest, Commlink (Rating 3)

Weapons:

Hand Blade [Blade, Reach —, DV 4P, AP —]

Uzi IV [Submachine Gun, DV 5P, AP —, BF, RC (1), 24 (c), w/ folding stock, laser sight]

THE SON OF IBRAHIM

GM'S NOTE: If the characters do not investigate the Dawood Syndicate on their own, Falah Almarri contacts the team after the Kuroiban-gumi has lost half its membership and asks for a meeting.

SCAN THIS

One of the major players in Bangkok is the Dawood Syndicate, based out of Pakistan and the Indian Union. If the runners identify the flavor of magic used in the rituals (Hindu), they might decide to check out the Dawood, whose members include some Hindus.

READ IT TO THEM STRAIGHT

You take the trip down to Pattaya, the beachfront resort town just southeast of Bangkok. The streets are crowded with bikini-clad tourists, and the beaches are full of umbrellas and beer coolers. As in Bangkok, there are numerous clubs and bars, but the atmosphere is relaxed. In some ways, Pattaya is the sort of place that time forgot, and the music coming from the beach bars proves it: lazy, good-time surfer rock over a hundred years old blended with Euphoria and other classic '50s rockers. Everyone knows the words and sings along.

The fuzz use a more plain-clothes approach here so as to not scare the tourists. You make a mental note to be vigilant.

The area also seems to have a high number of Indian and Pakistani immigrants. Practically every restaurant serves food from the subcontinent, and dark-skinned men try to get you to buy tailored clothes. Come to think of it, this is just like Bangkok, only denser.

You pick your way through the crowds of backpackers, street trash, and beach folk until you find the Soi Post Office. There, nestled in between a shop selling "authentic nagahide" and a go-go bar, you find Ali's. This little Yemeni restaurant is barely a hole in the wall, a door at the top of a narrow flight of stairs. Little electronic bells chime and then die as if the battery went dead as you enter. Ali's consists of a counter and stool for the cashier and four small tables. The cashier, a young Arabic boy of twelve, smiles at you when you come in and points to a grey-haired man eating some sort of chicken and rice curry.

The old man wipes his mouth and motions you over. "I'm Falah Almarri," he says. "I hoped you would come by sooner rather than later."

If Shinoda accepts Almarri's offer

"We found this address on some cultists a few days ago. They had some of the Kuroiban-gumi's property in their possession. It's a Buddhist temple over in Bang Chak. Not sure what they want with the place, but you might find something if you go over and talk to the monks. I hear that the monks there are adept at glassblowing."

HOOKS

This is a straightforward negotiation. The team might try convincing Shinoda to take Almarri's offer, or they can continue investigating other sources in Bangkok.

BEHIND THE SCENES

Almarri has heard about the Yakuza's woes early on and has been spying on the team since their arrival at Quay Bar (the Ethiopian restaurateur was one of his men). He's willing to give the runners some information for a price, providing they are respectful.

The Dawood Syndicate has been fighting against Kalakedar for some time in the Indian Union, although until recently, they believed their enemies were Hindu nationalist gangs. Last week some of Almarri's men got into a firefight in the Bang Chak district of Bangkok with Hindu cultists. Searching through the cultist's belongings after the battle, the Dawood thugs found an address for a temple, Wat Rajsingkorn, and some gear embedded with RFID tags identifying it as belonging to a known Yakuza member.

Almarri is willing to share this information with the team, but he wants the Kuroiban-gumi operations in Pattaya in exchange. If the Yakuza have suffered large numbers of casualties at this point, Shinoda will be willing to agree to this, but he will negotiate hard if the runners get to Almarri early in the adventure before many of Shinoda's men have fallen. Should the runners or the Yakuza offend Almarri, he will politely withdraw from negotiations and secretly watch the team as they move forward with their investigation, waiting to set them up or ambush them.

If the runners attack Almarri, three of his men rush from the kitchen to aid their boss, and the young boy pulls a gun.

DEBUGGING

If the runners attack Falah Almarri, they must contend with several hidden guards. A careful and savvy hacker or technomancer could find the information they need on Almarri's commlink.

GRUNTS AND MOVING TARGETS

FALAH ALMARRI

Male human

Falah is Arabic and a member of a long line of syndicate managers. At 66, he is well past his prime, but he has earned the respect of the Dawood Syndicate for his careful planning and detail.

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	2	2	5	5	4	4	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 5/3

Skills: Business 3, Computer 2, Data Search 2, Etiquette (Dawood Syndicate) 4 (+2), Instruction 4, Islam 3, Law 4, Leadership 3, Negotiation 4, Perception 3, Pistols 1, Psychology 4, Thailand Politics 3, Underworld Politics 5

Languages: Arabic (N), English 4, Japanese 3, Thai 4

Gear: Actioneer Business Clothes, Commlink (Rating 4)

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11 (c)]

DAWOOD ENFORCERS (Professional Rating 2)

Male humans

These men are Falah Almarri's go-to men when he needs some muscle. They are not subtle, but they are effective.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	4	3	3	2	3	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 4/0

Skills: Athletics skill group 3, Close Combat skill group 3, Perception 2, Pistols 3

Languages: Arabic (N), English 2, Thai 2

Gear: Armor Clothing, commlink (Rating 3)

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, SS, RC —, 6 (cy)]

Survival Knife [Blades, Reach —, DV 3P, AP -1]

CASHIER BOY

Male human

This young boy does not run if things get ugly. For better or worse, he pulls the SMG behind the counter.

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	4	1	4	2	2	2	6	6	1

Condition Monitor Boxes: 9

Skills: Automatics 1, Con 3, Manga Heroes 4, Palming 3, Pattaya Restaurants 3, Pistols 1, Shadowing 2

Languages: Arabic (N), English 2, Japanese 1, Russian 1, Thai 1

Gear: Commlink (Rating 1)

Weapons:

AK-97 Carbine [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC (1), 30 (c), folding stock]

OLD CHINATOWN

SCAN THIS

One of the obvious suspects is the Yellow Lotus Triad, which has been expanding aggressively over the last several months and is known to have a potent magician at their disposal. Things get more complicated, however, by the presence of Marcus Lent, a NeoNET special operative who is trying to convince the Triad to help overthrow the Japanese stranglehold on the local economy.

READ IT TO THEM STRAIGHT

Chinatowns across the world seem to have the same buildings and people in them. Block one: traditional apothecary and a knick-knack store selling "authentic jade" Buddha figurines and "pieces of the Great Wall." Block two: three silk shops, a store selling wall scrolls, and a restaurant. Block three: a massage parlor, a bar, and a "KTV Palace," also known as a karaoke bar. Each block will also have at least five venerable men and women, a few dozen children around five years old running wildly around, young women in last decade's fashion, and jobless men with their shirts rolled up over their stomachs.

In Bangkok, Old Chinatown is about five times larger than similar districts in most cities. It seems to stretch on forever and is one of the busiest places outside of the main tourist traps of Sukhumvit and Khaosan Road. Every street and alley has an outdoor market, and the shadow markets spill over onto the main streets. Numerous street thugs wander through the markets, either keeping an eye on you or trying to size you up—it's hard to tell.

It doesn't help that the place is a maze. As is the case in most of Bangkok, side streets and alleys crisscross the district, but it seems like there are twice as many in Chinatown. Rope bridges and makeshift platforms connect the buildings above street level, and the narrow streets prevent smog from escaping.

You finally find the place you are searching for. Massage Now! is a chain store that provides traditional foot massage and acupuncture. There are six old men in the main lobby, getting their feet worked over by people young enough to be their grandchildren. A middle-aged Chinese woman watches soaps from a chair next to the door.

"You want foot massage?" she asks. She makes a suggestive motion with her fingers. "Or special massage?"

After the team asks about Fan Wei or the Yellow Lotus

"Eh? I know nothing," the woman says. On the other hand, the half-dozen toughs that have been following you since you arrived in Chinatown seem to know a lot. It does not look like they want to talk.

"Hey, *pengyou*," one of them says. "This isn't your part of town. Let's get you a taxi so you don't get lost again." Behind the street toughs, the block looks empty, and the windows are shuttered.

HOOKS

The runners aren't going to have a lot of positive interactions here unless they have some connections with the Triads. The Yellow Lotus is not friendly with the Yakuza at all and will not appreciate runners interfering with their operations. Add in Marcus Lent, and things can get messy quickly.

BEHIND THE SCENES

Marcus Lent, the NeoNET operative, has been supplying the Yellow Lotus with high-tech gear and weapons, giving them an edge against the generally better-equipped Yakuza. Right now, he is upstairs in this Massage Now! shop talking to Fan Wei about the next phase of their operation. NeoNET is going to help the Triads distribute their Golden Triangle drugs in exchange for several hits against Renraku's Matrix infrastructure in Bangkok.

When the team approaches the massage parlor, there are five Yellow Lotus Triad members watching from the street, and one upstairs with Fan Wei and Marcus Lent. If the runners ask about Fan Wei or the Yellow Lotus Triad, they do not get far with the shopkeeper. It does, however, alert Fan Wei, who instructs some of his men to escort the runners out of Chinatown. If the players decide to act aggressively, the Triad reacts with overwhelming violence. They know the police will not respond quickly.

Initially Fan Wei sends the men outside and the one from upstairs. If the team gets violent or refuses to leave, an additional eight men arrive after two minutes. In this part of town, triple the response times for the Bangkok Police.

If the team holds its own against the Triad forces, Marcus Lent arranges for a meeting later on so that he can try to recruit them in his fight against the Japanese. In any event, this encounter will likely leave them with enemies among the Triads.

Neither the Triads nor Marcus Lent know who is behind the attacks—they haven't heard any details about them.

PUSHING THE ENVELOPE

If the runners have too easy of a time with the Triad, have Fan Wei and Marcus Lent get in on the action. Both are fairly powerful in their own right and should give the players pause, especially with continuing Yellow Lotus reinforcements.

DEBUGGING

If the characters have Triad connections, this scene could go differently. In this case, you might consider having Marcus Lent try to convince the team that it is in their best interest to turn against their employer.

Another possibility is that the Triad proves too powerful for the team. A particularly kind gamemaster might fudge a few rolls if the team tries to escape, allowing them to get away. If the runners are clearly outmatched and refuse to back down, they deserve whatever fate awaits them.

FAN WEI

Male human

Fan Wei is an underboss for the Yellow Lotus Triad. He is in charge of setting up meetings with other organizations and running the south end of Old Chinatown.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	6	5 (6)	5	3	4	3	3	4	6	9 (10)	2

Condition Monitor Boxes: 10

Armor (B/I): 7/5

Skills: Athletics skill group 3, Close Combat skill group 5, Con 3, Feng Shui 4, Infiltration 3, Perception 3, Pistols 3

Languages: Chinese (N), Thai (N), English 3, Japanese 2

Qualities: Adept, Bilingual, Toughness

Adept Powers: Astral Perception, Great Leap 2, Improved Reflexes 1, Mystic Armor 1

Gear: Lined coat, Transys Avalon commlink (Device Rating 4)

Weapons:

Cavalier Deputy [Heavy Pistol, DV 5P, AP -5, SA, RC —, 7 (cy), w/ APDS ammo, speed loader]

Sword [Blade, Reach 1, DV 6P, AP —, Force 1 weapon focus]

MARCUS LENT

Male human

Marcus Lent is a corporate troubleshooter for NeoNET, specializing in systems penetration and weakness analysis. In other words, he's a saboteur. Rugged looking and fit, he is in Bangkok to disrupt the Japanese control of the SE Asian economy.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	5 (8)	4	5	6	5	6	3	11 (14)	4

Condition Monitor Boxes: 11

Armor (B/I): 9/4

Skills: Athletics skill group 3, Close Combat skill group 5, Cracking skill group 4, Electronics skill group 5, Firearms skill group 5, Leadership 3, Negotiation 5, Perception 5, Stealth skill group 6

Languages: English (N), Chinese 4, Welsh 5

Qualities: Blandness

Augmentations: Commmlink (implanted, Rating 5), cyberears [Rating 3, w/ audio enhancement 3, balance augments, damper, spatial recognizer], cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, vision enhancement 3], hand spurs, skillwires (Rating 5), synaptic booster 3

Gear: Berwick suit (w/ shirt, suit jacket, trousers), FFBA half-body suit

Programs: Analyze 4, Armor 5, Blackout 4, Browse 3, Decrypt 4, Encrypt 4, Exploit 5, Scan 3, Stealth 4, Track 4, Linguasofts 4 (including Japanese, Khmer, and Thai)

Weapons:

Hand Spurs [Blade, Reach —, DV 5P, AP —]

HK Urban Combat [Submachine Gun, DV 5P, AP -4, SA/BF/FA, RC 2, 36 (c), w/ smartgun, sound suppressor, APDS ammo, 2 extra clips]

Shock Glove [Unarmed, Reach —, DV 5S(c), AP -half]

Notes: In Marcus Lent's commmlink, there is 1D6 x 5,000¥ in paydata and proof that he has been ripping off the Yakuza casinos in order to pay the Triads and upgrade their gear.

TRIAD POSSE

(Professional Rating 3)

The street toughs that patrol Old Chinatown are actually Triad members. They rush to do Fan Wei's bidding and generally keep undesirables from causing trouble.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5 (7)	4	3 (5)	3	4	3	4	4	8	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Blades 3, Dodge 3, Firearms skill group 4, Intimidate 3, Unarmed Combat 3

Languages: Chinese (N), English 3, Thai 3

Augmentations: Muscle Replacement (Rating 2)

Gear: Armor vest, Transys Avalon commlink (Rating 4)

Weapons:

Ceska Black Scorpion [Machine Pistol, DV 4P, AP -4, SA/BF, RC (1), 35 (c), w/ folding stock, APDS ammo, 2 extra clips]

Sword [Blade, Reach 1, DV 6P, AP —]



CLOSE TO HOME

GM'S NOTE: This scene should take place after four days have passed since the runners were hired, or after the runners have exhausted their leads, whichever comes first.

SCAN THIS

The team gets a call from Shinoda, who is extremely upset. The attackers have killed several people in his casino on Khaosan Road, in the middle of his security. He asks the team to go over and check things while the trail is fresh.

TELL IT TO THEM STRAIGHT

Your commlink buzzes with Shinoda's number while you are taking a break to get some chow. A few flies buzz around in the heat, but the pad thai is good and the synthahol is cheap.

"I'm glad I reached you," Shinoda-sama says. "There's been another attack, just minutes ago. They hit my casino on Khaosan Road! I don't know the damages yet, but they managed to do it without alerting anyone in the casino proper. Get over there and take a look at the scene while it's fresh."

Well, you were almost done with lunch anyway. You grab a couple of Singhas and head to Khaosan Road.

Khaosan Road is one of the busiest places in the city. Families and tourists stroll around, taking pictures and eating at restaurants. Dozens of hotels and hostels fill every nook and cranny of the district, serving some of Bangkok's most popular tourist destinations. Since the Royal Grand Palace and the Temple of the Emerald Buddha—two of the most significant places in Thailand—are in the area, security is tight. Police wander the streets, and military surveillance drones observe strategic intersections. You self-consciously adjust your weapons, but the police don't bother you beyond a few cold looks.

Shinoda's casino, The Divine Dragon, towers over the rest of the area. The first seven floors are dedicated to slots, card games, sports betting, and billiards. Rumor has it illegal Muay Thai and boxing goes on here too; maybe you'll have to ask Shinoda-sama about that later. The security guards are Thai locals, not Yakuza, but it seems they've been briefed about your status. One of them hands you a maglock passkey.

"Eighth floor. Mr. Hohiro is on his way."

You make your way through the first floor of the casino. Elevators sit along the back wall. You pass through the lounge and bar before coming to the slots. There are even AR interfaces to access virtual machines—the spam is intense. When you reach the elevator, you swipe the passkey and head to the eighth floor.

The doors open into the reception area for Shinoda-sama's office. A secretary's desk is directly in front of the elevator, and a couple of sofas line the walls. A potted plant stands in each corner, some sort of fern. Beyond the desk are two open doors. Through one of them, a Thai man, one of the security guards, sticks his head out the door.

"I didn't touch anything," he says.

Inside the office, there are four more jars. Same as before—within each jar is a Yakuza member.

"Found them like this about twenty minutes ago," the guard says. "I went down for my rounds at about 11:30, then came back

up for some coffee and to shoot the shit with Mr. Saga. We both had bets on the races this afternoon."

If any of the runners or Hohiro see through the Concealment power:

What's that? You look at the screen closely. A delivery van bearing a logo on the side: Imperial Saffron, Ltd. Two Indian men get out of the van and unload a jar on a dolly. Each of the jars is almost full of golden liquid. The men carry swords on their backs. Another being leaves the van, a floating, blue, four-armed figure that has to be a spirit. He carries some sort of case, about the size of a briefcase but made of metal.

In the elevator, the man driving the van flicks a passkey just like yours and punches the eight button. They repeat the process one more time, going back down and getting two more jars. Sadly, there aren't any cameras in Shinoda-sama's office. When the men leave, they drive off in the van.

HOOKS

This is a chance for the team to investigate the attacks when they are fresh, without any "help" from the Yakuza brute squad. The runners should be eager to do this.

BEHIND THE SCENES

The offices have not been trashed or otherwise vandalized. A successful Intuition + Perception (3) Test reveals that the jars were carted in via the elevator—there are two thin lines from a dolly's tires running from the elevator to the office.

The guard is upset. It turns out he liked one of the Yakuza members a lot, this Mr. Saga that he was going to chat with. If interrogated, the guard tells the team that most of the Yakuza in the casino were polite and friendly with the Thai help, and a few of them even learned to speak the Thai language.

In the other office is a fifth body, but this one is not in a jar. It is Miss Kinjo, Shinoda's personal secretary. She was clearly hacked to death, and her body was unceremoniously dumped.

If viewed astrally, the room is saturated with residual magic. It appears a single area spell was used, with the same astral signature as before, and this time there is indication of a powerful spirit, probably a spirit of air. With an Arcana (3) Test, the character discovers that the spell used was likely a modified Slay Human spell. Five hits reveals that some sort of symbolic metamagic was also used.

The particularly revealing clue is Miss Kinjo's body. She is human, but the spell did not kill her. Characters that succeed with a Logic + Medicine (3) Test estimate that the woman was alive when the jars were rolled in. She died from slashing wounds, delivered without a great deal of skill.

About ten minutes after the characters get to the eighth floor, Hohiro arrives. He is obviously angry at the death of more of his gumi, but he is infuriated by the death of Miss Kinjo, going on a cursing rampage through the office. Hohiro brings up the security records in the casino if the team hasn't already done so.

When the team looks at the logs, the elevator goes to the eighth floor twice in the time between the security guard's departure and return to discover the bodies, the first about five minutes after he left the office and again ten minutes later. The origination and destination point both times are the third



sub-basement, the lowest level of the parking garage. If the characters watch the security footage of that level, make a secret Intuition + Perception Test, subtracting 6 dice from each viewing character's dice pool (due to the Force 6 air spirit using the concealment power). If the team does not watch the footage, have Hohiro make the roll. Success indicates the team sees the Kalakedar thugs enter and leave the casino.

If the team investigates Imperial Saffron at this point, they might discover the cult's hideout early. That's a good result, since it means that more Kuroiban-gumi are alive, and that translates to more money for them. If not, or they do not see the attackers through the Concealment power, they can still discover the connection in other ways.

DEBUGGING

If the team is having a hard time getting information on the cult, you might throw them a hint with this scene. Let Hohiro succeed on the video Perception Test so he can give them the trail to follow.

BETRAYAL

GM'S NOTE: This scene can happen at any time after the runners have their encounter with the Triads.

SCAN THIS

Marcus Lent is impressed with the team for fending off the Yellow Lotus. He tries to convince them to betray the Yakuza and work for him. Meanwhile, Bangkok's political turmoil is about ready to boil over as the Whites attack the meeting place.

TELL IT TO THEM STRAIGHT

Your email notifier beeps at you. The message is routed anonymously, which means your spam filter normally would stop it. For some reason this one got through. You almost delete it before you catch a bit of the message in the preview window. "Good work with the Yellow Lotus."

The full text of the email reads:

Runners, good work with the Yellow Lotus. I watched you fight them off and I've got to say I'm impressed. In most circles, that would be an empty statement, but from me it's a job offer. Meet me tonight, 8pm @ the Latino Lounge. I can pay better than the Yaks.

Let's make nuyen together,
Mac

Strange email. Who could this be, to have found you so easily? And what kind of job does this guy think he can get you to do for him? And will you do it?

When the runners get to Latino Lounge

Just down the street from The Divine Dragon, the Latino Lounge is all zoot suits and South American electronica—a weird combination. Drinks flow freely, with the house sangria only half a nuyen per shot, and the air is thick with marijuana smoke. While

there are a few Latin patrons here, most of the customers are Thai or Europeans.

You pay the lousy cover charge and make your way through the club. The AR feed says it's always Siesta Hour, with two-for-one specials on drinks and bar food. Later, there's supposedly going to be an honest-to-ghost mariachi band that the owners imported from Chihuahua.

An ARO pings you, with a tag that says it's from Mac. It opens up an encrypted video feed. A very clear, hi-rez avatar appears. That's strange—if this Mac wanted to meet you in a particular place, why meet in AR?

"Runners, it's nice to see you. You can call me Mac," the avatar says. "This is a short-range signal, and I wanted safety for all parties involved. I know you are working for the Kuroiban-gumi. I want to buy your contract. I'll pay you ten thousand nuyen each and a flight to anywhere in the world if you leave Bangkok tonight."

Seriously, who is this guy?

"Talk amongst yourselves and then make your choice. I'll give you ten minutes to decide. Just ping me using this ARO."

It's decision time.

After the runners have sent their decision back to Mac

You send your reply back to this mysterious Mac, and just as you do so, you hear shouts and automatic weapons fire. People scream and stampede, but no one seems to know which direction to go. It creates a great churning within the club as people are knocked down and trampled. You stand your ground against a surge in the crowd before getting pushed next to the bar.

Clink, clink, clink.

A grenade rolls across the dance floor.

BEHIND THE SCENES

Have the characters make a Surprise (2) Test, then roll Initiative. Characters that are not surprised get a single Initiative Pass to act. The grenade (a standard fragmentation grenade) goes off at the end of the first Initiative Pass.

Mac is Marcus Lent. He is serious about his offer. If the players accept it, they immediately receive instructions to exit the club and go to the airport. The instructions also indicate that upon arrival, they will receive their tickets, with an open destination to anywhere outside of Thailand. Once on board the plane, they will be given certified credsticks worth 10,000¥. Of course, their attention is diverted by the Whites' attack on the club.

If the runners ignore Marcus Lent's offer or refuse it, the ARO terminates and Marcus doesn't contact them again. He understands that the team has multiple things to consider, and since he is not risking anything by giving them this offer, their choice is not relevant to him. He does not know what's going on with the Yakuza yet; only that something serious is happening and that the runners are involved. If he can manage to annoy or hurt the Yakuza, so much the better.

The Whites do not care about the runners either, and in fact have no idea who they are. They are just out to terrorize the city and the junta. Latino Lounge is a busy place, and it is not the only place attacked. Several other restaurants and clubs have a few grenades tossed into them. The Whites stay for five Combat Turns, causing as much damage as possible before running off. Their goal



is not to kill a lot of people; it is to cause property damage. That said, they do not care if people get killed as a result of their actions.

PUSHING THE ENVELOPE

If you want to be especially cruel, feel free to throw a couple of Force 6 fire spirits into the mix, or to add in more terrorists. You could also have the police show up, pointing big guns and asking pointed questions of everyone in sight (in whichever order seems most fun).

DEBUGGING

The players might suspect a trap or otherwise not want to hear Lent's offer. This is okay. Go on to the next scene. Marcus is not anywhere near the Latino Lounge. He is viewing them through security camera feeds from his own hotel room at the Sheraton Grande. Clever players might be able to track him down and confront him.

The team could also tell Shinoda about the offer. This will certainly earn them points for not jumping ship. Include a 3,000¥ bonus for each runner at the end of the adventure should they do this and complete the assault on the Kalakedar compound.

Of course, if things went very unexpectedly, the runners could have killed Marcus Lent in the earlier scene against the Triad. It is quite conceivable that he gets involved in that fight, although he will not seek out such a confrontation. If that happens, just skip this scene.

GRUNTS AND MOVING TARGETS

CLUB PATRONS

There are over 100 people in Latino Lounge when the terrorists attack, and they panic when the gunfire starts. Many of these people die or are wounded when the grenade goes off, or in the fighting that follows. Feel free to play this loosely, taking advantage of the players' sympathy or ignoring it entirely if they do not seem interested in the plight of their fellow metahumans.

TERRORISTS

There are ten terrorists. Remember they are not gunning specifically for the party; they just want to cause damage.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	3	3	2	3	3	3	6	6	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Athletics skill group 2, Automatics 3, Blades 3, Navigation 2, Perception 2, Police Procedures 2, Throwing Weapons 3

Languages: Thai (N), English 1, Japanese 2

Gear: Armor Vest, commlink (Rating 2)

Weapons:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38 (c), 1 extra clip]

2 Flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m]

Forearm snap-blades [Blade, Reach —, DV 4P, AP —]

2 Fragmentation grenades [grenade, DV 12P(f), AP +2, Blast -1/m]

CONCERN

SCAN THIS

If the runners get the information from Falah Almarri, they find the address of a temple that might be connected to the attacks on the Kuroiban-gumi. Alternatively, they could get this information from certain contacts.

TELL IT TO THEM STRAIGHT

You head to the temple in Almarri's information. It's a pretty big one, but it's off the beaten track and not well maintained. No golden Buddhas, no impressive architecture in the complex except for one building which seems to be the central shrine. The rest of the area is utilitarian. In fact, it seems to be a refurbished factory, which would make sense based on the other buildings in the district. You passed at least seven plants producing car parts and some sort of city utility building.

A man comes over to you. He wears yellow coveralls that are splattered with what appears to be paint.

"Can I help you?" he asks. "Do you wish to purchase something?"

When the team asks about the jars

"You should talk to Saksiri," he says, pointing to one of the auxiliary buildings. "He handles all the glass. You might have to wait a while though; he's been very busy the last few weeks."

It's only a short walk over to the glassworks. A garage door hangs open, and you can see ten jars near the opening. They look exactly like the ones used on the Yakuza hits.

Another monk in coveralls appears to be doing some sort of paperwork when you enter. Junior monks make assorted bottles and vases in the back of the room. An old monk looks up at you, pushing his glasses further back on his nose.

"What can I make for you today?"

If the team notices the Kalakedar cultists

While you are talking to the monk, a pair of vehicles pulls into the temple compound. They are a white van and a truck, both with blue and yellow logos on the sides that read "Imperial Saffron, Ltd." Six tough men get out; they all appear to be Indian. Suddenly, Saksiri can't seem to speak straight, falling into a mess of stuttering. Looks like you may have found your quarry.

BEHIND THE SCENES

Wat Rajsingkorn is a place for Buddhist priests with artistic interests. They have several facilities for painting, ceramics, metalwork, and glassblowing. The Kalakedar cult has been purchasing their large jars here because the shrine is also dedicated to Ganesha as a bodhisattva.

If asked about glass jars, the monk points to one of the auxiliary buildings and tells the runners to talk to Saksiri. Saksiri does not know what the cult is up to, but he does know they are hard people who should not be messed with. The team will have to convince him that the Kalakedar cult has been committing horrible acts using his jars for him to leak information.

Awakened characters that assense Saksiri will note he is an adept following the Artist's Way. His aura has a very particular Buddhist feel, unlike the signature present in each of the attacks.

Saksiri knows the cult is at the Imperial Saffron plant in northern Bangkok. He also knows that their leader is a nartaki named Skanda Nair. It was Nair who contacted the temple about their jars. Now he just sends lackeys, getting ten new jars every week. The last batch is ready today. Twenty minutes after the runners arrive at the temple, a Kalakedar team rolls in with a Step-Van and a truck to pick up the order. Perceptive characters might notice them first. Make a secret Intuition + Perception (2) Test for the characters to take notice of the cultists' vehicles. Either way, by this time the cultists will have heard of the runners, or at least know the Yakuza have hired someone to investigate, and Saksiri's nervousness will tip them off.

PUSHING THE ENVELOPE

If you think the team will handle the Kalakedar with ease, you can step up the challenge by including a couple of bound spirits with the cultists. Add a Force 6 bound air spirit (2 services) and a Force 6 bound beast spirit (3 services). This should give the team an extra challenge. Alternatively, you could replace one or more of the thugs with a cultist magician, giving the Kalakedar a different magical edge.

DEBUGGING

The players might not know the significance of the Imperial Saffron van or truck if they have not seen the van on the security footage of the casino attack (or that scene has not happened yet). The Kalakedar cultists are suspicious of shadowrunners talking to the monks, and if the team has stirred up trouble in Bangkok, they will have been warned.

PLACES OF INTEREST

Wat Rajsingkorn

The whole temple is a Rating 2 power site, aspected to Buddhism and Hinduism. This puts the Kalakedar at a significant advantage. Most of the complex is prefab industrial ferrocrete. One building, however, is in a traditional Thai style, with red gables and white wooden walls. It appears old but well maintained.

GRUNTS AND MOVING TARGETS

MONKS

(Professional Rating 0)

Forty monks live and work in the temple. All of these are mundane except for Saskiri and none are combatants. They will flee at the earliest opportunity and call the police. Eight of them are working in the glassworks with Saskiri when the runners arrive.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	2	2	3	3	4	3	3	6	6	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Athletics skill group 1, Buddhism 4, Etiquette (Buddhism) 3 (+2), Perception 3

Languages: Thai (N), English 2, Sanskrit 3

Gear: Commlink (Rating 1)

SASKIRI

Unlike the other monks at Wat Rajsingkorn, Saskiri is an adept, although not the sort that most runners encounter. He follows the Artistic Way, channeling his magical energy into glassblowing, painting, and sculpture.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	3	3	2	3	4	3	4	3	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Arcana 3, Artisan (Glassblowing) 6 (+2), Assensing (Aura Reading) 4 (+2), Athletics skill group 2, Buddhism 4, Etiquette (Buddhism) 3 (+2), Forgery 3, Negotiation 2, Perception 3, Unarmed Combat 1

Languages: Thai (N), English 4, Japanese 2, Sanskrit 3

Adept Powers: Astral Perception, Enhanced Perception 1, Improved Ability (Artisan 3), Kinesics, Pain Resistance 1

Gear: Commlink (Rating 1)

KALAKEDAR CULTIST

(Professional Rating 4)

This Hindu magician will send a message to Mahadevan as soon as he realizes the players are looking for them.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	4	2	2	4	3	4	4	4	6	5	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Arcana 4, Assensing 4, Astral Combat 3, Conjuring skill group 4, Dodge 3, Hinduism 5, Perception 2, Pistols 3, Sorcery skill group 5, Throwing Weapons 3

Languages: Hindi (N), Tamil 4, English 3

Qualities: Magician (Hindu)

Spells: Fireball, Heal, Manabolt, Mob Mood, Slaughter Human, Stunbolt, Stunball

Bound Spirits: 1 Air spirit (Force 4, 4 services)

Gear: Armor jacket, commlink (Rating 3), 3 doses of kamikaze Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16 (c), laser sight]

KALAKEDAR THUGS

(Professional Rating 4)

The bulk of the Kalakedar consists of laymen like these, with little understanding of the cult's goals but a fanatical devotion to their religion, ethnicity, and national identity. Five of them arrive to help load the jars.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4	4	2	3	2	2	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Close Combat skill group 3, Dodge 3, Firearms skill group 4, Perception 3, Pilot Ground Craft 3, Throwing Weapons 3

Languages: Hindi (N), Tamil 4, English 3

Gear: Armor jacket, commlink (Rating 3), 3 doses of kamikaze
Weapons:

AK-97 Carbine [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC (1), 30 (c), w/ folding stock, laser sight, 2 extra clips]

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16 (c), laser sight]

2 flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m]

2 fragmentation grenades [Grenade, DV 12P(f), AP +2, Blast -1/m]

Sword [Blade, Reach 1, DV 5P, AP —]

FINISHING THE JOB?

SCAN THIS

The runners have discovered that the organization behind the attacks on the Kuroiban-gumi is the Kalakedar, either through the attack on the casino or through the encounter at Wat Rajsingorn. They contact their employer to get their payout.

TELL IT TO THEM STRAIGHT

It appears the attackers are based out of the Imperial Saffron plant. The terms of your contract are technically finished. You give Shinoda-sama a call, explaining the situation.

“This is excellent news,” he says. “Come back down to the Quay Bar in an hour. I’ll have the rest of your payment ready.”

You take a taxi over to Quay Bar, speeding through Bangkok traffic. You pass tuk-tuks and temples, bar streets, and fancy shopping malls. You’re going to miss paradise, but it hasn’t been all that easy. In fact, now that you think about it, this trip was a lot harder than you signed on for. But you’re getting paid, and paid well.

The same Ethiopian man is here, but this time he just watches you from his restaurant across the street. Rain has started, a vicious downpour that lasts just long enough to get you wet as you go from taxi to the eaves over the bar’s doorway. The Thai bouncer from your first visit lets you in.

“Miss Triumph is in the back, where you saw her last time,” he says, then locks the door behind you. “Go on, I’ve got to get ready for opening.”

The bar is much as you remember from your first visit. Wait staff and performers are preparing for the evening. But there is a tension in the air, provided by the Yakuza. Every member of the Kuroiban-gumi left in Bangkok is here, sitting at tables and cleaning their weapons. They look up at you as you enter and you see something in their faces: grim determination and respect. Respect for you, since you have given them a chance to fight back.

When you enter the conference room, Nicole isn’t alone. Shinoda-sama and his two bodyguards, Hohiro and Watanabe, are there as well. Hohiro has several weapons on the table in front of him, and he’s loading a Nitama Optimum II assault rifle. Watanabe is polishing a hand razor and has a katana strapped to his back. Shinoda and Nicole seem to be unarmed. Shinoda stands when you enter.

“I am very thankful,” he says, surprising you by shaking hands. “You have saved all of us.” He pulls out several certified credsticks.

“These are yours. Miss Triumph has the documentation you need to leave Thailand. There will be no complications. I have seen to it.”

You take the credsticks, and Nicole downloads the appropriate information to your commlinks. You’ll be flying first class back home, and your tickets contain notes telling security not to look too closely at your baggage. The tickets are good for up to a year. Your time is now yours.

“I do have an additional proposition for you, however,” Shinoda says. “You have discovered who is attacking us. But my men are few in number and we lack magical resources. The Kuroiban-gumi will pay you handsomely to help us further. Help us destroy these fiends!”

BEHIND THE SCENES

The credsticks contain 5,000¥, plus 1,500¥ per remaining member of the Kuroiban-gumi. For the attack on the Kalakedar, Nicole offers the team an additional 15,000¥ each. Nicole and Shinoda will negotiate hard for their help. Have the players make a Negotiation (2) Test. Each hit increases the pay by 1,000¥. In addition, if the team scores five or more hits, Shinoda offers them access to a Shiawase clinic where they can purchase betaware (though they have to go to Japan to get it).

Of course, the team is under no obligation to stay. They are aware of the dangers involved, and the oyabun will not gloss this over.

If the runners sufficiently impressed the Hodo-kai, one of the Hodo siblings will call them and offer assistance. The Hodo-kai are much tougher than the Kuroiban-gumi as individuals, and they have access to magic besides.

If the players accept the offer, Watanabe asks if they need any ammunition or weapons. The Yakuza can supply Nitama Optimum II assault rifles, Jianshi QBZ-14 assault rifles, SCK Model 100 submachine guns, and Yamaha Sakura Fubuki light pistols. They will provide up to 500 rounds of regular ammo or 50 rounds each of APDS or explosive rounds (total for the team). They can also provide armor jackets for characters, if needed.

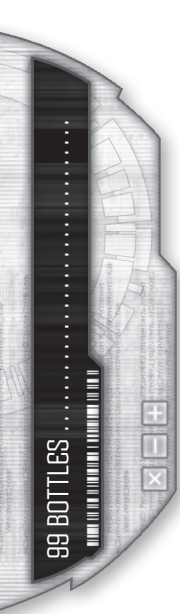
Urgent Message.....

JIANSHI QBZ-14 (ASSAULT RIFLE)

The QBZ-14 has been in sporadic production for nearly sixty years. Originally procured for the Chinese Communist regime, the QBZ-14 was manufactured in several different factories across the former nation. The dual-feed magazine was a revolutionary addition when the rifle first debuted; however critics claimed the ergonomics were not conducive to prolonged firing. The rifle was designed to use various advanced optics selected by the user or their organization.

Additional clip, powered slide mount (Rtg. 2)

Damage	AP	Mode	RC	Ammo	Avail	Cost
6P	-1	SA/BF	1	2 x 25 (c)	9R	4,625



This would be a good time for the characters to scout out the plant. The Kuroiban-gumi have a few surveillance drones, and so have a good understanding of the exterior of the plant, but very little detailed information about their opposition. Watanabe and Hohiro estimate forty cultists, with only a few magically active. They are very wrong.

A player that wishes to use their own drones or to physically scout out the plant can do so, but the Kuroiban-gumi's plan is to hit the Kalakedar cult fast and hard, throwing as many bullets at them as possible. If the players have access to astral projection, this will yield them a great deal more information. For details on the Imperial Saffron plant's security, see *Imperial Saffron* (below). If the players can provide an alternate plan to a direct assault, Shinoda-sama will listen to it. If the Hodo-kai join them, Hodo Kisho suggests that one group attack the main gate while a second sneaks in to eliminate the group's leaders.

DEBUGGING

If the players decide they want to leave, Shinoda says he can't fault them for it. The team gets their money and plane ticket, and Shinoda suggests that they leave town quickly. By now, word on the street has the runners helping the Yakuza, and they won't be safe in Bangkok if the Kuroiban-gumi fail in their assault. The runners are done, and it is time to award Karma.

IMPERIAL SAFFRON

SCAN THIS

The runners, along with the Kuroiban-gumi (and perhaps the Hodo-kai) attack the Imperial Saffron plant, where the Kalakedar have made their headquarters in Bangkok. Get ready for a really big fight.

TELL IT TO THEM STRAIGHT

If the team arrives with the Kuroiban-gumi

It's time. You follow the Yakuza into the back alley and down to the parking garage beneath Siam Plaza, just like your first day at Quay Bar. But this time, instead of going to see a van filled with embalmed men, you find the garage filled with black sedans and SUVs.

Hohiro points to one of the SUVs. "I'll drive you," he says. Watanabe gets into a sedan with Shinoda. Apparently the oyabun is going to fight with his men.

The Imperial Saffron factory is in the northern district of Lam Sai. Hohiro and the convoy of Yakuza move swiftly along the Chalong Rat Expressway, weaving through the thick evening traffic.

"Shinoda-sama has made an arrangement with the police," Hohiro says. "They will delay investigating the noise we are about to make."

Well, that's good you suppose. Too bad he couldn't get the police to actively help.

Lam Sai is home to dozens of factories that specialize in beverages. Beer, distilled spirits, some distribution companies. Much of the construction is new, but a few older buildings

remain from the dark years of the Southeast Asian border wars. The Imperial Saffron plant is one of these older buildings, a vast ferrocrete complex stained and eroded by acid rain and use. An iron gate and a low concrete wall surround the place, and a couple of guards with submachine guns lean against the guardhouse,

"Get ready," Hohiro says. A few seconds later, the gate explodes, and your convoy drives into the compound.

If the team arrives with the Hodo-kai

It's time. You follow the Yakuza into the back alley and down to the parking garage beneath Siam Plaza, just like your first day at Quay Bar. But this time, instead of going to see a van filled with embalmed men, you find the garage filled with black sedans and SUVs. You idle for a minute, before twelve racing bikes, all red and gold, roll into the garage. It's the Hodo-kai.

Hohiro points to one of the SUVs. "I'll drive you," he says. Watanabe gets into a sedan with Shinoda. Apparently the oyabun is going to fight with his men.

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You and the Hodo-kai slip around back while the Kuroiban-gumi attack the main gate. You certainly didn't like the idea of being in the front of things. While the larger group distracts the cultists with their surprise (you hope) attack, you'll snip these wires or hop the fence.

Boom! That's the main gate going down. You can hear Watanabe over your commlinks, giving directions.

"Let's go," Kisho says, scaling the wall. You follow, jumping down in front of a surprised quad of cultists.

BEHIND THE SCENES

The Kalakedar are surprised by the attack—they didn't think the Kuroiban-gumi would be so bold. That said, they will organize quickly, using their superior numbers and magic to counterattack the Yakuza.

Mahadevan orders his magicians to summon spirits and call spirits already bound. Skanda Nair will direct the defense from within the entrance of the main distillery, ordering a small group to patrol the rear of the compound while the rest of the cultists attack the Yakuza. The cultists fight as hard as they can here, treating their Professional Rating as one higher than normal because of the fanatical fervor that Nair and Mahadevan have inspired in them.

This is a large fight. Do not try to make rolls for every combatant. Instead, use the players' success to help determine the success or failure of the Yakuza. Alternately, you can assign groups of Yakuza and cultists a single set of condition monitors, treating them as a single entity.

The police won't show up on scene until thirty minutes have passed, thanks to the deal with Shinoda. If the Yakuza won the day, Shinoda talks to the police captain and waves them off. If the Kuroiban-gumi is defeated, the police come loaded for bear, ready to take out a "terrorist training camp." The players have hopefully fled at this point. If he remains alive, Skanda Nair flees, as does Mahadevan. The rest of the cultists die spectacularly when the APCs and the milspec gear rolls in.

DEBUGGING

It will be very easy for the characters to die here. Try to give them a way out. The Kalakedar don't really care about them—they want the Yakuza dead. If the players run, the cultists will not follow them.

Also, it is entirely possible that the players will come up with a plan of their own. Let them improvise. This is going to be a difficult test of their abilities, so it is unlikely things will go according to script.

PLACES OF INTEREST

Imperial Saffron Processing Plant

Most of the Imperial Saffron plant is just that, but there is a Hindu shrine dedicated to Ganesha and Shiva in the main distillery. The shrine is a Rating 8 Hindu hermetic circle, and it is the spot where the cultist magicians under Mahadevan have been using ritual sorcery to track and kill the Kuroiban-gumi Yakuza. If the cultists are defeated, players can try to salvage some of the materials here. If the character follows the Hindu or Buddhist tradition, they automatically receive 3D6 x 1,000¥ worth of spirit summoning materials, magical lodge materials, or fetishes. Other characters must make an Arcana (3) Test. Each net hit gives them 500¥ worth of materials. In each case, the exact materials are determined by the gamemaster.

GRUNTS AND MOVING TARGETS

Hohiro, Mahadevan, Shinoda Yoshinori, Skanda Nair, and Watanabe

See *Cast of Shadows*.

KALAKEDAR CULTISTS (Professional Rating 4)

There are eleven cultists in the compound. The mundane thugs follow their orders without question.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	4	2	2	4	3	4	4	4	6	5	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Arcana 4, Assensing 4, Astral Combat 3, Conjuring skill group 4, Dodge 3, Hinduism 5, Perception 2, Pistols 3, Sorcery skill group 5, Throwing Weapons 3

Languages: Hindi (N), Tamil 4, English 3

Qualities: Magician (Hindu)

Spells: Fireball, Heal, Manabolt, Mob Mood, Slaughter Human, Stunbolt, Stunball

Bound Spirits: 2 x spirits of air (Force 4, 4 services)*

Gear: Armor jacket, commlink (Rating 3), 3 doses of kamikaze

Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16 (c), w/ laser sight]

Note: there are two spirits of air total, not two per cultist.

KALAKEDAR THUGS (Professional Rating 4)

There are fifty-four mundane Kalakedar thugs in the compound. Attacked in their home, they are fearless and devoted to Skanda Nair and Mehadevan.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4	4	2	3	2	2	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Close Combat skill group 3, Dodge 3, Firearms skill group 4, Perception 3, Pilot Ground Craft 3, Throwing Weapons 3

Languages: Hindi (N), Tamil 4, English 3

Gear: Armor jacket, commlink (Rating 3), 3 doses of kamikaze

Weapons:

AK-97 Carbine [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC (1), 30 (c), w/ folding stock, laser sight, 2 extra clips]

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 16 (c), w/ laser sight]

2 flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m]

2 fragmentation grenades [Grenade, DV 12P(f), AP +2, Blast -1/m]

Sword [Blade, Reach 1, DV 5P, AP —]

KUROIBAN-GUMI KUMI-IN (Professional Rating 4)

Any surviving Kuroiban-gumi members arrive with the runners, launching an all-out attack on the Kalakedar. They are outnumbered and have severely underestimated the number of cultists.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	3	3	3	4	3	3	6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Athletics skill group 2, Automatics (SMGs) 4 (+2), Blades (Katana) 3 (+2), Perception 2, Pistols 3, Throwing Weapons 3, Unarmed Combat 2

Languages: Japanese (N), English 4, Thai 3

Gear: Armored vest, commlink (Rating 4), sunglasses [Rating 3, w/ image link, low-light vision, smartlink]

Weapons:

3 fragmentation grenades [Grenade, DV 12P(f), AP +2, Blast -1/m]

Katana [Blade, Reach 1, DV 6P, AP -1]
 SCK Model 100 [Submachine Gun, DV 6P, AP -1, SA/
 BF, RC (1), 30 (c), w/ EX-ex rounds, folding stock,
 smartgun, 4 extra clips]
 Yamaha Sukura Fubuki [Light Pistol, AP —, DV 4P, SA/BF,
 RC (1), w/ 10 (ml) x4, folding stock]

AFTERMATH

If the Yakuza win, the runners have thwarted a powerful new player in the underworld. They have befriended the oyabun of Bangkok, and possibly helped repair the rift between the Kuroiban-gumi and the Hodo-kai. It should be noted that the Kalakedar will eventually figure out who helped the Yakuza defeat their operation in Thailand. If Skanda Nair survives he will consider this a personal defeat and become a personal enemy of the players. If not, the Kalakedar will take a less active role in pursuit of the team, but eventually will get around to trying to take them out.

If the Kalakedar cult wins, the Kuroiban-gumi is eliminated. Nicole Triumph sends word to the Watada-rengo leadership in Japan of the situation and makes herself scarce. Eventually the Watada-rengo will send new Yakuza to Thailand, reinforced with a “terrorism response force” supplied by the Japanacops. Meanwhile the Kalakedar run amok in Bangkok. They will attack any remaining Yakuza (if the Hodo-kai survives), the Triads, and the Dawood Syndicate. Bolstered by their success with the Kuroiban-gumi, Skanda Nair receives hundreds of additional cultists as reinforcements. The ensuing chaos emboldens others too; Niranam’s Whites launch more aggressive attacks on the Thai government and the Japanese corporations. Bangkok, financial jewel of Southeast Asia, collapses into open revolution and anarchy.

TEAM KARMA REWARDS

Situation	Award
Performing duties for Roger Tanaka	1
Discovering the Kalakedar cult’s operation	2
Casualties:	
Over 75 percent of the Kuroiban-gumi survive	3
Over 50 percent of the Kuroiban-gumi survive	2
Over 25 percent of the Kuroiban-gumi survive	1
Convincing the Hodo-kai to fight the Kalakedar	2
Fighting with the Yakuza against the cult	2
Shinoda survives	1

Individual Karma Rewards	Award
Surviving	2
Good roleplaying	1–3
Guts/Bravery	1
Humor	1
Pushing the storyline along	1

CONTACTS

Regardless of the team’s overall success, they receive Roger Tanaka as a Connection 4, Loyalty 1 contact as long as they go to the meet with Nicole Triumph. He does not work as a Mr.

Johnson much anymore, but he sometimes needs runners for odd jobs.

If the runners provide the Kuroiban-gumi with information on the Kalakedar, they receive Nicole Triumph and Shinoda Yoshinori as Connection 5, Loyalty 1 contacts. Of course, only Nicole is guaranteed to survive the clash with the Kalakedar, and she goes into hiding at the end of the adventure if the Yakuza fail.

Should the team help the Yakuza in the fight with the Kalakedar and succeed, the Loyalty rating on both contacts increases. Nicole Triumph becomes Loyalty 2, while Shinoda Yoshinori becomes Loyalty 3. The team really saves his hoop, and he likes them. On the other hand, to maintain that level of Loyalty, the runners will have to keep in contact with the oyabun of Bangkok in some way as time moves on. If they don’t, after six months the Loyalty rating of Shinoda-sama lowers to Rating 2.

LEGWORK

CONTACTS

If the runners are not based in Southeast Asia or Thailand, many of their normal contacts will not be useful for local knowledge. Apply a +2 Threshold modifier for contacts that are not in the region or do not have a specific background associated with Bangkok or Thailand. If the contact has a background from a neighboring country, apply a +1 modifier instead. For Matrix research, add +2 to the threshold on the Data Search check.

Dawood Syndicate

The local branch of the Dawood Syndicate tries to maintain a low profile—they do not want to attract the attention of the Yakuza and the anti-terrorism security forces.

Hits	Results
0	Huh?
1	Dawood ... isn’t that a Bollywood action star?
3	Ah, right. The Dawood Syndicate runs a lot of contraband and extortion rackets. See a falafel stand or a Muslim restaurant? That’s them. They’re all over the place. They run some tailors, too.
4	I heard their main operations are in Pattaya. Check out the restaurants there. That’s where the bigwigs meet to talk shop.

Hodo-kai

The Hodo-kai are a small Yakuza group dedicated to preserving the memory and values of Hodo Hinata, the father of the current leaders of the group. Hodo wanted to follow the New Way, and he embraced women and magic. A bitter feud between Hodo and the traditionalists in the Kuroiban-gumi left Hodo dead with most of his followers. Those that remain are tough, street-savvy folks under the leadership of Hodo’s son and daughter.

Hits	Results
0	Never heard of them.
1	Aren’t they a Yak group? Seems like there’s a hundred of them around town these days.

- 3 Those guys? Some splinter group. They died out a few years ago when they challenged the oyabun.
- 5 Hodo Hinata's folks. Tough sons-a-bitches. Bit weird for yaks. Lots of magic and they even allow metas and women! They're more like a gang these days, though. There are just not enough of them after the faction war.

Kuroiban-gumi

The Kuroiban-gumi became the most powerful syndicate in Bangkok after Crash 2.0. Until recently, they were staunch traditionalists, tied to the Watada-rengo. They run most of the tourist traps and casinos in the city.

Hits	Results
0	Yup, sounds like they're yaks.
1	They've been the major players in the Bangkok underworld since Crash 2.0. They get lots of help from the megas on that one.
2	The Kuroiban-gumi is old fashioned. No metas, no women, very few that aren't full-blooded Japanese.
5	I heard they had a shakeup a few years ago, right after Crash 2.0. One of the underbosses had it out with the oyabun. Some pretty intense in-fighting, but it seems to be stable now.

Nicole Triumph

Nicole Triumph is one of the most active fixers in Southeast Asia, and although she does work for a number of different organizations, all the important Johnsons she deals with are with the Japanacorps or the Kuroiban-gumi.

Hits	Results
0	Cool name. Is she hot?
1	Heard she's a fixer. Reputation says she's a straight shooter for both Johnsons and runners.
2	Oh, yeah. She's been around for at least a decade. One of those expats who just couldn't leave paradise, ya know?
3	Works with a lot of the Japanese megas and the Yakuza. People don't fuck with her.

Roger Tanaka

Caucasian and Japanese, Tanaka is a former Mr. Johnson for Shiawase Advanced Robotics, now a corporate headhunter. He's relaxed and informal, dressing more like a playboy than an executive.

Hits	Results
0	He was in a Bond movie, right?
3	He worked the shadows for a while as a Johnson for Shiawase.
4	He works in the HR Department of Shiawase Advanced Robotics' Special Projects Division.

Shinoda Yoshinori

Shinoda was promoted to oyabun only a little over a week ago. He prefers crunching numbers to actual criminal activities. Being the leader of all Bangkok's yakzua is not helping his ulcer.

Hits	Results
0	Who?
1	I heard he worked for some Shiawase subsidiary here in town.
3	Oh yeah, he's the manager over at The Divine Dragon, that casino over on Khaosan Road.
4	He's been with the Kuroiban-gumi a long time, and he's one of the favorites of the oyabun. Heard some stuff was going down with them, so watch out.

The Whites

The Whites, named for the white shirts they wore during demonstrations in the early 2060s, follow Niranam the Nameless One; the revolutionary leader that claims he is the rightful heir to the Thai throne. Since Crash 2.0, the Whites and Niranam have staged an insurgency against the Japanese-supported government.

Hits	Results
0	Yeah, the Whites. Bunch of wackos that don't like making money.
1	They've holed up in the wilds where they follow a man they claim is the true king. Hah! They attack the military sometimes, even a few civilian targets in Bangkok. But mostly they're a nuisance.
2	The nagas over in Angkor supposedly don't like them. Who can tell though, with snakes?
4	People say the Whites receive funding from various anti-corp radicals like 9x9.

Yellow Lotus Triad

The Yellow Lotus Triad is responsible for most of the drug traffic from the Golden Triangle into Bangkok, and from there to the rest of the world. The rise of the Kuroiban-gumi has hit their operations hard.

Hits	Results
0	They run Chinatown, of course. Why do these guys always have such fancy names?
1	I hear they can move through walls, and they all know kung fu. They're adepts, every last one of them.
2	They run a lot of backroom gambling in Chinatown. They used to be top dog before the Yaks came in.
3	Drugs, people, talismongering. They've got the distribution networks covered.
4	The Yellow Lotus have been packing some serious gear lately. Wonder what they're planning?
5	Word is that Fan Wei, the head Chinaman, has an apartment above a massage parlor in Chinatown. Not like there aren't a million of those though.

CAST OF SHADOWS

HODO KAMEKO

Female human

Kameko is streetwise and fearless. She doesn't have much experience being a Yakuza soldier, but she grew up in the culture. Before the clan war she ran the shadows a little bit. Though only 21, she is tough, like the rest of the Hodo-kai. She is attractive, but not especially so; her real charm is her witty manner and skill in seduction. Her tendency to use her charm to get what she wants and her unconventional ways have gotten her into trouble before, but Kisho always manages to get her out of it. She has a tattoo of a heron on her right forearm, and her nose is pierced.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	4	4	2	5	3	2	5	4	3	6	7	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Skills: Arcana 1, Assensing 3, Astral Combat 4, Bangkok Street Food 3, Con (Seduction) 4 (+2), Conjuring skill group 4, Etiquette (Street) 3 (+2), The Infected (Ghouls) 4 (+2), Leadership 1, Longarms 2, Perception 4, Shinto 4, Sorcery skill group 5

Languages: Japanese (N), English 4, Thai 4

Qualities: Magician (Shinto tradition), Mentor Spirit (Seductress)

Spells: Detox, Heal, Improved Invisibility, Manabolt, Mindlink, Mind Probe, Physical Mask, Stunball, Trid Phantasm

Bound Spirits: Spirit of air (Force 4, 2 services)

Gear: Commlink (Rating 3), counterspelling focus (Force 2, a silver loop nose ring), Zoé Executive Line suit (blouse, long jacket, and skirt)

Weapons:

Mossberg AM-CMDT [Shotgun, DV 9P(f), AP +5, SA/BF/FA, RC —, 10 (c)]

HODO KISHO

Male human ghoul

Kisho had quite a bit more practical experience running operations than his sister; he ran a smuggling operation for his father prior to the clan war. He is also thoroughly pragmatic, not caring if you are New Way, Old School, or even Japanese. If you can get things done, you get hired. While he is the nominal leader of the Hodo-kai, he prefers to consult his sister on important matters.

Hodo Hinata loved his children very much, and while Kameko's magical talent certainly played a huge factor in his decision to follow the New Way, it was his son's transformation into a ghoul that cemented his commitment to that path. Kisho fell to a feral ghoul's bite while on an assignment for the former oyabun of the Kuroiban-gumi, which also triggered his latent magical abilities. He managed to hide his nature from everyone except for his father and sister. Hodo Hinata's love for his only son surpassed any fear or shame for his condition. Today, all of the Hodo-kai knows of Kisho's nature, but they maintain strict secrecy of this fact. In public, Kisho normally wears a latex mask or his racing bike helmet.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
7	5	5(6)	6	2	3	3	6	3	2	2.7	8(9)	2

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 5/9

Skills: Assensing 2, Athletics skill group 2, Con 4, Etiquette 4 (Yakuza +2), Firearms skill group 3, Hospital Procedures (Morgues) 2 (+2), Illegal Fighting Circuits 2, Intimidation 3, Leadership 3, Negotiation (Bargaining) 3 (+2), Pilot Ground Craft 2, Stealth skill group 2, Unarmed Combat (Muay Thai) 4 (+2), Underworld Politics (Bangkok) 3 (+2)

Languages: Japanese (N), English 4, Khmer 2, Thai 3

Qualities: Adept

Initiate Grade: 1

Metamagic: Masking

Adept Powers: Critical Strike 4, Pain Resistance 2, Improved Ability (Con 2, Leadership 2)

Powers: Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (DV 8)

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh)

Augmentations: Cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink], wired reflexes 1

Gear: Bike racing armor w/helmet, commlink (Rating 3), latex face mask (Rating 3)

Weapons:

Ares Predator IV [Heavy Pistol, 5P, AP -1, SA, RC —, 15 (c), w/ smartgun, 1 extra clip]

Claws [DV 4P, AP —]

HK 227-X [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC (1), 28 (c), w/ retractable stock, smartgun, sound suppressor, 2 extra clips]

HOHIRO DAIKE

Male human

Hohiro Daike likes being in the Yakuza and likes the attention he can garner with it. He's always wearing loud, Hawaiian shirts and sporting some crazy hairstyle—lately this is a cobalt blue ponytail similar to the one worn by the latest anime characters. Hohiro grew up on the streets of Japanese-controlled Manila, but before long his gang attracted the notice of the Watada-rengo and he was sent to Japan for training. Always a technophile, Hohiro has become quite the hacker. He respects Shinoda, and he loves his assignment in Thailand.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	3(6)	3	4	4	5	3	3	2.5	7(10)	2

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills: Athletics skill group 2, Automatics (SMGs) 3 (+2), Blades 4, Brothels 3, Con 3, Cybercombat 3, Electronics skill group 4, Electronic Warfare 3, Etiquette (Street) 4 (+2), Gambling (Online Casinos) 4 (+2), Gang Culture (Filipino) 5 (+2), Gunnery 2, Hacking 4, Matrix Gangs 4, Perception 3, Pilot Ground Craft 2, Pistols 3, Yakuza Culture 3

Languages: Japanese (N), English 6, Tagalog 6, Thai 4

Qualities: Codeslinger (Hack on the Fly)



Augmentations: Cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink], internal commlink (Rating 4), reaction enhancers 2, wired reflexes 1

Gear: Armor jacket

Programs: Analyze 4, Armor 3, Attack 3, Biofeedback Filter 3, Browse 4, Command 3, Decrypt 4, Edit 3, Encrypt 4, Exploit 3, Medic 2, Scan 4, Sniffer 2, Stealth 3, Track 3

Weapons:

Nodachi [Blade, Reach 2, DV 6P, AP -2]

SCK Model 100 [Submachine Gun, DV 6P, AP -1, SA/BF, RC (1), 30 (c), w/ EX-ex rounds, folding stock, smartgun, 4 extra clips]

Yamaha Sukura Fubuki [Light Pistol, DV 4P, AP —, SA/BF, RC (1), 10 (ml) x4, w/ folding stock]

MAHADEVAN

Male human

One of the Kalakedar's best ritual magicians, Mahadevan worked his way through the cult's ranks from occult researcher to ritual leader. Skanda Nair handpicked him for this mission, and it was Mahadevan's idea to use the similar irezumi tattoos to locate and kill the Kuroiban-gumi Yakuza. Mahadevan is dedicated to the Kalakedar and the concept of liberating Southeast Asia from the influence of foreign religions and ethnic groups.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	2	3	2	4	4	6	6	6	2	6	7	1 (2)

Astral Initiative: 12/3 IP

Drain Resistance Dice Pool: 13

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Arcana (Combat Spell Design) 5 (+2), Assensing 4, Astral Combat 3, Conjuring 4, Counterspelling 4, Dodge 2, Hinduism 5, Magical Theory 5, Perception 1, Pistols 1, Ritual Spellcasting (Combat Spells) 5 (+2), Soccer 4, Spellcasting (Detection Spells) 5 (+2)

Languages: Hindi (N), English 4, Punjabi 3, Sanskrit 5, Tamil 4

Qualities: Focused Concentration 1, Magician (Hindu), Mentor Spirit (Ganesha/Dark King)

Initiate Grade: 3

Metamagics: Centering (Hindu Chanting), Shielding, Sympathetic Linking

Spells: Dream, Fireball, Heal, Increase Reflexes, Manabolt, Mindlink, Mind Probe, Mob Mood, Shapechange, Slaughter Human, Spatial Sense Extended, Stunbolt, Stunball

Bound Spirits: 2 spirits of air (Force 6, 3 services), 2 spirit of beasts (Force 6, 2 services)

Gear: Armor jacket, commlink (Rating 3), sustaining focus (Force 2, a gold chain, used to sustain Increase Reflexes)

Weapons:

Colt Manhunter [heavy pistol, DV 5P, AP -1, SA, RC —, 16 (c), laser sight]

SHINODA YOSHINORI

Male human

Now that he is in his forties, Shinoda Yoshinori has been a Yakuza shingiin—an accountant—for fifteen. Recruited out of university by Shiawase, when the former oyabun of the Kuroiban-gumi needed a top-notch accountant in his Bangkok operations, he asked a friend in the local Shiawase subsidiary to send him someone. The young accountant and Shinohisa Takuro, the oyabun, become close acquaintances. Yoshi's expert management skills earned him a place few accountants achieve. He became the general manager of all of the Kuroiban-gumi casinos. Now that Yoshi is the oyabun of Bangkok, he is feeling out of his element and a little overwhelmed. If he manages to survive, however, he will do well running the Yakuza operations in Bangkok. Philosophically, he is more of a New Way follower than a traditionalist, but he has honestly never given much thought to the issue before now.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	3	3	2	5	6	5	5	3	6	9	1

Condition Monitor Boxes (P/S): 9/11

Armor (Ballistic/Impact): 5/3

Skills: Artisan (Calligraphy) 2 (+2), Buddhism 3, Business Management 5, Corporate Culture (Shiawase) 5 (+2), Economics 5, Electronics skill group 4, Etiquette (Corporate) 5 (+2), Gambling 4, History (Japanese) 4 (+2), Instruction 3, Leadership (Strategy) 5 (+2), Negotiation 4, Perception 1, Pistols 2, Thai Culture 4, Yakuza Culture 4

Languages: Japanese (N), English 6, French 2, German 4, Khmer 3, Thai 5

Qualities: Aptitude (Leadership), College Education, Combat Paralysis, Photographic Memory

Gear: Commmlink (Rating 5), Synergist Business Suit (w/ shirt, slacks, suit jacket)

Weapons:

Yamaha Sukura Fubuki [Light Pistol, AP —, DV 4P, SA/BE, RC (1), 10 (ml) x4, w/ folding stock]

SKANDA NAIR

Nartaki male

From the moment of his birth in the slums of Orissa, Skanda Nair has been blessed. Given to the Brahmins at a local temple to Shiva, he was raised by monks until his tenth birthday. The Kalakedar took him away from the monks, training him in martial arts and firearms. He excelled and eventually became one of the ranking members of the Kalakedar. The cult put him in charge of expanding operations into Thailand. While Skanda Nair absolutely believes in the goals of the cult, he considers Buddhism, Jainism, and other religions native to the Indian subcontinent to be acceptable, if inferior, choices to Hinduism since they share a common body of mythology and wisdom. Nair is immediately identifiable by his shocking blue skin color and the extra pair of arms.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	5	4(6)	5	5	4	4	5	7(3)	2	6	8(10)	3

Drain Resistance Dice Pool: 9

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Action Movies (Bollywood) 4 (+2), Assensing 2, Athletics skill group 5, Automatics 3, Blades (Swords) 5 (+2), Con 3, Conjuring skill group 2, Geography (Indian Union) 3 (+2), Hinduism 4, History (Southeast Asia) 2 (+2), Leadership (Tactics) 4 (+2), Magical Theory 2, Perception 3, Pilot Ground Craft 2, Pistols 4, Sorcery skill group 4, Stealth skill group 3, Throwing Weapons 4, Unarmed Combat 5

Languages: Assamese (N), Bengali 4, English 5, Hindi 6, Nagamese 4, Oriya 4, Thai 3

Qualities: Ambidexterity (Rating 1), Linguist, Mystic Adept (Hindu), Shiva Arms, Striking Skin Pigmentation (Cobalt Blue)

Initiate Grade: 4

Metamagics: Adept Centering (Hindu Chanting), Extending Masking, Masking, Shielding

Adept Powers: Astral Perception, Improved Reflexes 2

Spells: Analyze Truth, Heal, Improved Invisibility, Mana Barrier, Mindlink, Mind Probe, Stunball

Gear: Armor jacket, commlink (Rating 3), 2 doses of kamikaze

Weapons:

2 swords [Blade, Reach 1, DV 6P, AP —, Force 2 weapon focus]

2 Ruger Thunderbolts [Heavy Pistol, DV 5P, AP -1, BE, RC 2, 12 (c), w/ laser sight, 4 extra clips]

WATANABE YUUDAI

Male human

Watanabe Yuudai is a seventh-generation Yakuza member, his family tracing their history to the underground societies of the 19th century. He prefers to dress in expensive suits and normally has a very reserved manner. Ironically, his best friend is Hohiro, who is his polar opposite in terms of personality. Watanabe respects Shinoda-sama, although as a strict traditionalist, he is uncomfortable with metahumans in the Yakuza and letting outsiders (such as the runners) learn Yakuza secrets. He is comfortable with women in the Yakuza, but only if they prove themselves capable of the responsibility.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5 (7)	4 (6)	4 (6)	4	4	3	4	2	0.8	8 (10)	1 (3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/3

Skills: Athletics skill group 3, Blades 5, Computer 3, Con 3, Data Search 2, Etiquette (Yakuza) 4 (+2), Firearms skill group 4, First Aid 3, Intimidation 4, Perception 4, Pilot Ground Craft 3, Pilot Watercraft 3, Shadowing 4, Throwing Weapons 3, Unarmed Combat 2

Languages: Japanese (N), English 3, Thai 3

Qualities: Addiction (Mild, Alcohol), SINner (Criminal)

Augmentations: (All alphaware) Cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink], muscle replacement 2, reaction enhancers 3, wired reflexes 2

Gear: Commlink (Rating 4), Synergist Business Suit (w/ longcoat, shirt, slacks)

Weapons:

4 flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m]

2 Fragmentation grenades [Grenade, DV 12P(f), AP +2, Blast -1/m]

Katana [Blade, Reach 1, DV 6P, AP -1]

Nitama Optimum II [Assault Rifle, DV 7P, AP -2, SA/BF/FA, RC 1, 30 (c), w/ EX-ex ammo, shock pad, smartgun, 4 extra clips]

Underbarrel shotgun [Shotgun, DV 7P, AP -5, SA, RC 1, 5 (m), w/ APDS slug ammo]

Yamaha Sukura Fubuki [Light Pistol, DV 4P, AP —, SA/BF, RC (1), 10 (ml) x4, w/ folding stock]

Magnification

Auxiliary Building

Furnace

Utility

Rolling Door

Roof Access

Loading Dock

Unused Industrial Building

Parking Lot

Living Quarters

Auxiliary Building

Buddhist Temple

IMPERIAL SAFFRON

Office

Storage

Alley

Concrete Wall

Guard Shack

Brewery

Concrete Wall

Industrial Building

Concrete Wall

Industrial Building

