



CONTENTS

INTRODUCTION 4

BUTTERFLY IN OZ..... 6

THE WEIGHT OF FREEDOM..... 10

Ancient History..... 10

West Coast UCAS.....10

Stuff From Your Lifetime 12

Strange Days.....14

New Guard, New Mission 14

Government.....15

Culture16

Diplomacy Under Fire..... 17

Nations17

Salish-Shidhe Council..... 17

Tír Tairngire 17

The Japanese

Imperial State18

Corporations18

Ares Macrotechnology18

Aztechnology18

Horizon19

Mitsuhama Computer Tech.....19

Renraku Computer Systems19

Saeder-Krupp.....20

Shiawase.....20

Wuxing20

The Dark Horses20

Lone Star Security Services20

Federated-Boeing21

Gaeatronics.....21

Global Sandstorm22

Sony Corporation22

Telestrian Industries Corp.....22

Yakashima Technologies.....22

Brackhaven Investments.....23

Microdeck Industries.....23

KSAF.....23

Eta Engineering.....24

Pantheon Industries24

SEATTLE BASICS.....26

Transportation 26

Private Security..... 32

Law Enforcement..... 32

Regional Geology33

AUBURN 34

The Vibe 34

Extremely Local Forecast35

Hotspots 36

Algona Community Hospital36

The Aurora.....37

Bowman Metal Works37

Community General38

Enumclaw Moneymaker Hotel38

Enumclaw Second Chance38

Federated-Boeing

Auburn Facility.....39

The Green River Arcology39

Humanis Policlub:

Auburn Chapter HQ.....39

John Buck's Deer and Ducks39

Pleasant Hills40

Shigeda Tower.....40

Stuck's Carnival.....40

The Supermall.....40

White River Research.....41

Wuxing Park.....41

Wynaco Correctional Facilities.....41

Allies and Enemies42

Enemies42

Allies43

Frenemies43

Local Character46

Hunting Permit46

Union Man.....46

You Get Used to It46

BELLEVUE.....47

The Vibe48

Extremely Local Forecast49

Corp Scene.....49

Green Scene.....50

Housing Scene.....50

Social Scene50

Street Scene51

On the Horizon.....51

Hotspots51

Where to Shop52

Where to Kick Back53

Only in Bellevue..... 54

Faces in the Crowd 57

Local Character.....60

Guardians at the Gates60

I Belong Here60

So Many Rich Friends.....60

COUNCIL ISLAND 61

Island Gone Native..... 61

The Vibe 62

Extremely Local Forecast64

Hotspots 65

Embassies65

Lodges.....68

Allies and Enemies.....71

Local Character72

DOWNTOWN 73

Overview 73

The Vibe 73

Extremely Local Forecast 75

Hotspots 76

Club Penumbra76

Dante's Inferno77

The Arcology77

Mitsuhama Computer

Technologies Complex78

The Aztechnology Pyramid.....78

Bosco's79

The Eye of the Needle79

Evergreen Kingdom Arena.....79

SeaSource Archives,

Downtown Branch.....80

Seattle Coliseum80

Seattle-Tacoma

International Airport80

University of Washington.....80

Wuxing Towers.....81

Allies and Enemies.....81

Allies82

Local Character..... 85

Big Brother's Blindspot.....85

Corp Flash85

Paparazzi Savvy85

EVERETT 86

Caution Be Damned 86

Raising the Titanic87

Jobs87

Beyond Gentrification.....88

The Snohomie Run.....88

Everett Hotspots..... 89

Docks and Ports89

Dining, Driving and Diving.....89

Government and

District Services.....90

Medical Care for All!90

Industries Big and Small.....91

Living and Shopping91

Spotlights on the Bigger Boys.....91

Everett's Frenemies 94

Salish-Shidhe Seattle

Customs District.....94

Lone Star Forces Everett.....94

The Union Halls.....94

Ganging Up on Syndication.....95

Gangs at the Top of the Sprawl...96

Local Character 97

FORT LEWIS..... 98

The Basics 98

Current Public Perceptions	99	Extremely Local Forecast	142	Local Character.....	168
District Status and Concerns ...	99	Hotspots	145	Good Ol' Folks	168
The New Army.....	99	The Jackal's Lantern	145	Socialite	168
Metroplex Guard:		Olympic Park	146	Suburbanite	168
New Boss Same as Old Boss	101	Crusher 495	146	SNOHOMISH	169
Black Market		The Bargain Basement.....	146	The Vibe	169
Boom for Red Items.....	101	Hollywood Correctional Facility ...	147	Extremely Local Forecast	171
Buried Secrets.....	104	The Rat's Nest	147	Hotspots	172
One With Nature	105	Novelty Hill Sleep and Eat.....	147	The Coliseum.....	172
Hotspots	106	Stoker's Coffin Motel.....	148	Nat'at Farms	173
Urban Combat Simulator	106	Dr. Bob's Quickstitch Clinic	148	Aqua Arcana's Stillwater	
AWOL Station	107	The Skeleton	148	Island Facility.....	173
Zoological Gardens	107	Funhouse	148	Downtown Snohomish	174
Parkland Mall.....	108	The Body Mall	148	Blackstone's Museum and Zoo... 174	
Blue Forest Gardens.....	108	Plastic Jungle.....	149	Allies and Enemies.....	175
House Of "O"	108	Carnation-Seattle Ranch.....	149	Tomil "Skythunder" Cavalara ... 175	
Allies and Enemies.....	108	Downfall.....	149	Jassila Feddersen	175
General Charles J.		Glow City	149	Benson "Gets" Jameson.....	176
"Kami" Causey	108	Yoshiro's.....	150	Trent "Touchdown" Dade	176
Colonel Wendell X. Buckner	109	Allies and Enemies.....	150	Garrett West.....	177
"Katrina".....	109	Gangs	150	Kurgon Gaines.....	178
Samson DiAngelo	109	Sonya Scholl.....	152	Agribusinesses.....	179
Local Character.....	110	Urubia	153	Local Character.....	180
Stolen Valor	110	Local Character.....	153	Heart of Humanis.....	180
Advanced Combat Training	110	Big Dreams.....	153	Clean Living.....	180
Bilko Contact.....	110	School of Hard Knocks.....	154	Black Fence Farmer	180
OUTREMER.....	111	Beat In.....	154	TACOMA	181
Islands in the Sound.....	111	Beat Out	154	Overview	181
Bainbridge Island.....	112	Snitch	154	The Vibe	181
Vashon: Still in Fashion.....	115	RENTON.....	155	Extremely Local Forecast	183
Fox	117	Overview	155	Hotspots	184
McNeil Island: Stars and Bars.....	120	The Renton Vibe.....	156	Allies and Enemies.....	188
Anderson Island:		Extremely Local Forecast	157	"Donnie"	188
Aging Gracefully.....	122	The Changing Face of Renton	157	Charlie Gage.....	189
The Minor Islands:		The Olympic City Problem	157	Crime Report.....	189
Small But Mighty.....	124	Renton's Awakened Boom	157	Yakuza.....	189
Local Character.....	126	The New Sheriff		The Gangs	191
Vashonista	126	is the Old Sheriff	158	Allies	192
Water Born.....	126	Who Will Watch the Watchers? ...	158	Local Character.....	193
PUYALLUP	127	Renton Hotspots.....	158	Import/Export	193
Exhumed from the Ashes.....	127	North Renton	158	Golden Cage	193
The Vibe	127	East Renton.....	159	Earner	194
Extremely Local Forecast	128	Northwest Renton.....	160	Connected	194
Hotspots	129	Central Renton	162	Made	194
Puyallup Sites	133	South Renton	163	THE UNDERGROUND.....	195
Tarislar	134	Allies and Enemies.....	164	The Vibe	195
Trashtown	135	Blood Mountain Boys	164	Extremely Local Forecast	197
Miscellaneous Other Sites	136	Crimson Crush.....	165	Hotspots	198
Allies and Enemies	136	Night Hunters.....	165	The Depths.....	202
Mafia	136	Validus Magus	165	Allies and Enemies	203
Yakuza.....	137	Olympic Guerrilla		Renraku.....	203
Gangs	138	Resistance (OGR)	166	The Sea Dragon.....	203
Everyone Else.....	139	Renton Neighborhood Watch.....	166	Politicos	204
Puyallup Rangers.....	139	Renton Contacts	167	Crime Under Ground.....	205
Local Character	140	Black Knight.....	167	Local Character	206
What Doesn't Kill You.....	140	Denton Jacobs.....	167	Event Horizon Access.....	206
The Briar Patch	140	Dorothy Simms/Momma Dot	167	Mental Mapmaker	206
Carbonado Smuggler	140	Jean Trudel	167		
REDMOND	141	Tracy Talbot	167		
Overview	141	Vanessa Sanderson.....	168		
The Vibe	142	Wanda Dato.....	168		

INTRODUCTION

You run in Seattle for the same reason a baseball player in the minor leagues busts their hoop to get a shot at the big show, or a boxer works their way up the ladder to get a title fight. If there's a top to any structure, there are some people who will do whatever they can to make it there. Seattle is the top of the shadowrunning world, so some runners are committed to working there as much as possible, if only to show that they can.

While its status as a capital of shadowrunning and a home to many rich and powerful people is unchanged, Seattle is nevertheless still evolving. Now free of the faltering nation of the UCAS, Seattle has the chance to plot its own future. It's supported by millions of people and billions of nuyen, which is enough to make it as powerful as many small nations. It's problem, though, is that it's surrounded by a few not-small nations who wouldn't mind adding Seattle's billions to their economies. The city will have a tricky waltz ahead of it, convincing multiple rivals that the city's independence is in everyone's best interest—even though many of its residents don't believe that for a minute.

The Weight of Freedom brings readers up to date on the current state of Seattle and how independence is weighing on it and shaping it. **Seattle Basics** then provides the essential information about the sprawl as a whole.

After that, Seattle's thirteen major districts are described in individual chapters. Those chapters contain an **Overview** to ground you in the basics of that area, a brief description of **The Vibe** of the district, followed by the **Extremely Local Forecast** to help readers understand where the district is headed. The **Hotspots** section covers key locations in each district everyone should know about, including places of particular interest to shadowrunners. The **Allies and Enemies** section details some of the powerful individuals and groups in each district, with some thoughts on how they might help or hinder work in the shadows. Finally, **Local Character** provides some qualities that people in the district might have, helping shape PCs and NPCs who might spring out of these areas.

Emerald City is a great guide to the sprawl on its own, and it also works with the *Shadowrun, Sixth World City Edition: Seattle* to use the city as a springboard for adventures and campaigns. Seattle has long had darker shadows, deeper pockets, and murkier secrets than any other place in the Sixth World, and none of that has changed. It's only intensified, as the powers of the city realize it can be tough to rally against a common enemy when just about everyone is against you. There's plenty of tension, but that also means intrigue and shadow work, particularly for runners who can rise to the top.

CREDITS

Writing: Kevin Czarnecki, J. Keith Henry, Erika Hoffman, Adam Large, Mak Meurer, Louis Ray, Scott Schletz, R.J. Thomas, Malik Toms, Thomas Willoughby

Cover Art: Ben Giletti

Illustrations: Bruno Balixa, Wagner Chrissante, Brent Chumley, Tyler Clark, Angga Dwipayana, Lukasz Matuszek, Victor Moreno, Marco Pennacchietti, Júlio Marc Sintes, Rocha, Rob Ruffolo, Bruno Senigalha

Design & Production: Matt "Bass Solo" Heerdt

Shadowrun Art Director: Ian King

Shadowrun Line Developer: Jason M. Hardy

Proofing: Bruce Ford, J.M. Comeau, Jim Greene, Mason Hart, J. Keith Henry, Louis Ray

© 2021 The Topps Company, Inc. All Rights Reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
7108 S Pheasant Ridge Dr
Spokane, WA 99224

FIND US ONLINE:

Shadowrun questions: info@shadowruntabletop.com
Catalyst Shadowrun website: shadowruntabletop.com
Catalyst Game Labs: catalystgamelabs.com
Catalyst/Shadowrun orders: store.catalystgamelabs.com



////////////////////////////////////
CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
////////////////////////////////////

>LOGIN
>ENTER PASSCODE

---BIOMETRIC SCAN CONFIRMED
CONNECTED TO <ERROR: NODE UNKNOWN>
////////////////////////////////////

“Just because things may not be pretty does not make them any less real.”
— Professor T.R. Stealth
////////////////////////////////////

Welcome back to JackPoint, chummer; your last connection was severed **36 hours, 52 minutes, 43 seconds** ago

TODAY'S HEADS-UP

All roads seem to take us back to Seattle. Time to find out what's up in the Queen City of the shadows.
—Glitch
////////////////////////////////////

INCOMING

>>> Crack the code, own the world. But do you really want it? [TAG: THE KECIBI CODE]
>>> Shadowrunners literally come in all shapes and sizes. [TAG: SIXTH WORLD COMPANION]
>>> Two critical facts all runners should know: how to get in and how to get out. [TAG: SHADOW POINTS]
////////////////////////////////////

TOP NEWS ITEMS

>>> World futures markets agree that occasional trading freezes are better for their ongoing health and stability.
>>> Leaked audio of conversation between Saeder-Krupp executives refers to their “ongoing deal with the devil.”
>>> Perianwyr announces Dragonpalooza 2082 lineup.
////////////////////////////////////

JACKPOINT STATS

84 Users are active on the network.

LATEST NEWS

Brackhaven Investments insist leaked documents showing political donations to anti-meta organizations are forgeries.

PERSONAL ALERTS

>>> You have 5 new private messages.
>>> You have 8 new responses to your JackPoint posts.
>>> Taco Temple is running their three-burrito special again.
There are eleven Members online and in your area.

YOUR CURRENT REP SCORE: 801 (77% Positive)

CURRENT TIME: 1 March 2082, 1441 hrs
////////////////////////////////////



BUTTERFLY IN OZ

BY KEVIN R CZARNECKI

SENSITIVITY READ BY MAK MEURER

The floor was sticky, the lights were strobing, and Aponi had a headache. The kind that came from too much noise in too small a space, the noise that transcended sound and became painful sensation. Bugstomp was an acquired taste, as far as music went, and they had never acquired it. Sounded too much like a *KnightRaid IV* end boss mixed with a psychotic street festival for zonescavers, but Penumbra's special guest DJ was pounding it out like it was going out of style. If anyone felt like Aponi did, going out of style wouldn't happen soon enough. Make it Pariah Soul any day.

EB seemed to enjoy it. Unlike the rather suspect vintage schoolgirl apparel they'd seen her in before, today's outfit called upon the fetishistic finest of modern club sensibilities, with enough latex and fishnet to suggest a parody of the media's idea of a shadowrunner. They'd wondered if that would stand out, but here among the writhing socialites and glitchkids, they felt far more out of place in modest street clothes. EB was infinitely more in her element, scanning the crowd as though speaking with looks at the figures who glanced her way. *You're not worth my time. Hey, didn't expect to see you out*

tonight. You, you're coming home with me. Not a word, but everything said. They'd seen faces work their magic before, but the fact she was an actual summoner as well spoke to the expectations placed on shadow assets in Seattle.

Aponi had come a long, long way from Saskatoon, indeed.

Behind them, Mr. Johnson was nervously pulling at his tie, gesturing for attention in futility as they ignored him on purpose. It seemed disrespectful and counterintuitive, but EB promised it was how the dance was done in Seattle. One more difference from the Algonkian-Manitou Council lands. It seemed incredibly roundabout and wasteful, but then, what wasn't in this surviving vestige of the UCAS? After an internal count as their companion had instructed them, he turned to acknowledge the short Japanese corporate. If they'd felt somewhat out of place, this man might as well have been a troll at a Humanis rally. He stunk of middle management, apprehensive and sweating.

"Excuse me, are you, ah, Aponi?"

A single nod, inspiring a relieved slump of the shoulders. Mr. Johnson shouted just as the music rose to a brain-splitting trash drum crescendo, absorbing his words entirely before simply gesturing for them to follow. Around the thrashing dance floor to a mid-range booth, itself a VIP luxury, he guided them to sit. The leather felt new and soft, and as they allowed EB to take the middle position, she produced a small box, setting it at the center of the table and flicking the activator.