## **Jackpot Jung**

An adventure for 3 to 6 Family Associates or Gang Members. (The adventure can be for just about any organization, but its best suited for Triads, but probably not the Tri-Fives.)

**Set up**: You are sitting in the sauna of a massage parlor called "The Golden Empress" (*it's about six blocks south of Area 23, the Society House for the Thousand Fists and it's at the edge of their turf*). The girls there are cheap, easy and give great massages. The sauna room is one of the best. While you and your associates are enjoying a good steam, in walks Jung Luchow. "Jackpot Jung", as he is sometimes calls, has an unbelievable knack for falling into opportunities. He once stole a car that had a box of diamonds in the trunk. He is also a notorious degenerate gambler and incredibly shifty. He greets you warmly and smiles with a large mouth full of crooked teeth.

"Ah, gentlemen!" says Jung. "I was just looking for you! You know about the Golden Empress too, I see! Yes! Excellent choice! Men of discerning taste always come here! May I have a word with you here? This seems like a safe place to discuss business?"

(Let the PC's discuss here or wherever they feel safe. Jung trusts them that far.)

"A few days ago, I was on a hike. My doctor said I needed to get more exercise, so I took up hiking in the desert. Nothing too big. Just long walks. One day, I am walking along this dried river bed and I see this plastic sticking out of the dirt. When I go over there, I see there is something buried. I do a little digging."

Jung looks around and makes sure none of the girls are in the room. He lowers his voice.

"I found a cache of 20 kilos of cocaine. Buried right there in the desert! Like treasure it was! I bundled it up in my jacket and brought it back to civilization. The thing, such a large amount of drugs I cannot move. I need some protection and people with the proper connections. You see I contacted associates of the Triple Fives and they are very interested in making a purchase, but I do not trust them. They're all muscleheads! They'll break my head open and give me nothing! However, with you and your associates, I think they will listen to reason. Now, I am not a greedy man. All you have to do is stand there during the exchange. Simple, you see? For that, I will pay you 20%. That's a lot of money. \$20,000 just to stand there. (Approximately 28 out of 34 Wealth.) What do you say?"

The Real Story: Jung's story is partly a lie. Although he did find the drugs in an empty riverbed, they were not buried a long time ago as he suggest. One of the Mission Street Hombres attempted to rob his own gang. He escaped in a car during a shoot out. He bled to death on the road and his car rolled into a ditch that was discovered by Jung days later. He took the drugs, the small amount of money and left the car and the body. He left the door open, hoping that animals would eventually consume the carcass. It has yet to be discovered. Two weeks from now, another hiker will discover the car and some bloody-half eaten remains. The cops will investigate.

He did call the Triple Fives. Unknown to Jung, the drugs were part of an exchange with the Hombres. The Triple Fives suspect the cocaine is the same cocaine that is stolen, but they have to test it to be sure.

Likely questions for the PC's:

Why are you selling it to the Triple Fives? "They deal a lot of cocaine. They already have distribution networks and they seemed very interested."

**How interested?** "I contacted an associate of theirs I know. His name shall remain secret until our meeting. You understand. I wouldn't want you to know all my contacts."

What will the Triple Fives pay for the cocaine? "\$120,000 perhaps, maybe more." (This is 34 Wealth. Jung will negotiate as splitting the money into shares: three for himself and the rest for the PC's. He requires a successful intimidate to go higher. He'll go as high as equal shares. He has no choice.)

**Are the Triple Fives armed?** "Of course! But they are all martial art fanatics and body builders. They probably won't have many guns."

When and where do we make the exchange? "There is a gym called the Iron Cactus (about 7 blocks east of Area 24 and two blocks south). We can make the change within the next two days or whenever you're ready."

**Other Information**: Jung doesn't know much else. He buys into his own hype. He just thinks it was luck that he found the drugs and needs the money. Using connections or skills at a DC 15 will reveal the Triple Fives recent loss, as well as Jung's debt, which is to the Red Pockets. The other Triad Families won't give the PC's a very good price and some don't want to be bothered with a drug thing right now. If the PC's go to one of the Brutezio's sons, he might be foolish enough to purchase the drugs and sell them or the PC's can attempt to negotiate directly with one of the street gangs.

**The Iron Cactus**: The Iron Cactus was once a gym for boxers, but it has seen better days. A few aging boxers still work out here, but most of the newcomers quickly move on to better gyms. The place is on the verge of closing, but the owner, an aging boxer by the name of "Slacks" also lives here. The place is empty when you arrive. (Ricky has sent a group of equal to double the number of PC's. Their mission is to beat the drugs out of their possession, without the use of guns or purchase the drugs back at the cut rate price of 20 Wealth. If the PC's agree to fight the Triads in unarmed combat, they will agree to no fatalities. However, due to their steroid abuse, their might be accidental ones. They will even agree to fair fights and up to 25 Wealth for the drugs.)

Average Triple Five Triad: 3rd level Strong Mook/2nd level Family Associate/3<sup>rd</sup> level Triad
Str: 19/+5, Int: 10/+0, Wis: 12/+1, Dex: 12/+1, Con: 14/+2, Cha: 11/+0, Defense 17, 48 HP, Attack Bonus: +7/+2, Fort: +5, Ref: +2, Will: +2, Skills: +9 Intimidate, +5 Bluff, +4 Sense Weakness, +7 Hide, +7 Move
Silently, +4 Knowledge (streetwise), +3 Drive, +4 Craft (Pharmaceuticals), +3 Sense Motive, +4 Diplomacy,
Feats: Simple Weapon Proficiency, Speak Language (English), Combat Martial Arts, Improved Combat
Martial Arts, Personal Firearms Proficiency, Combat Reflexes, Martial Arts Weapon Feat (Fu), Advanced Two-Weapon Fighting, Weaknesses: Drug Addict (Stage 3, Steroids), Muy Macho!, Respect: 800, Bank: 230,
Talent: Ignore Hardness x2, Know Respect, Absolute Loyalty, Guanxi Network, Wealth Bonus: +10 (These Triads are bursting with muscles and are extremely aggressive. They don't like it when things don't go their way. Unless the PC's arrive very visibly armed, these guys will take their heads off, literally.) Weapon of
Choice: two Fus (Short handed battle-axes) 1d10

## Jackpot Jung Luchow (32): 2nd level Dedicated Mook/4th Level Family Associate/Wiseguy:

Str: 12/+1, Int: 15/+2, Wis: 15/+2, Dex: 12/+1, Con: 10/+0, Cha: 14/+2, Defense 13, 37 HP, Attack Bonus: +3, Fort: +4, Ref: +1, Will: +4, Skills: +8 Bluff, +5 Knowledge (streetwise), +6 Gamble, +5 Sense Motive, +4 Exploit, +4 Disable Device, +4 Sense Weakness, +7 Diplomacy, +4 Intimidate, +4 Gather Information, Feats: Simple Weapon Proficiency, Brawl, Know Someone's Heart, Legitimate Businessman, Personal Firearms Proficiency, Weaknesses: Greedy, Gambling Addict, Talent: Skill Emphasis: Intimidate, Know Respect, Balls, Absolute Loyalty, Respect: 600, Bank: 100, Wealth Bonus: +3 (Jung is only as loyal as the money you're paying him.) Weapon of Choice: Walther PPK .32 autoloader, D2d4, 30ft range, 7 mag.

Awards:	Experience	<b>Respect Points</b>	<b>Suspicion Index Points</b>
Negotiating with Jung	100		
Selling to another buyer	200		
Killing a Triple Five Triad	650 each	30	+5
Making the drug sale at 20 Wealth	1000	20	+3
Stiffing Jung	250	25	+2

**The Aftershocks**: What happens after largely depends upon the PC's. Ricky Chin may target them for retribution or he may decide that they are worthy opponents. It's unlikely the Triads will go to war over this, but they might if the GM decides the situation warrants it. Additionally, the PC's may set up their own drug operation through another gang, but keeping a street gang under control and keeping them from ripping you off requires a great deal of concentration and intimidation.