

BHG07-02 Norwegian Blue

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Introduction

Supplements

The scenario is written for SR5 core, with errata, and the following supplements:

- Shadows of Europe (*SOE*)
- Run & Gun (*R&G*)
- Rigger 5 (*R5*)
- Data Trails (*DT*)
- Street Grimoire (*SG*)
- Street Magic (*SM*)

Setting

It is set in Summer of 2075, and begins in Lillehammer, Norway. It continues on from BHG07-01 Coyote Run, and is intended to be run as part of the series (BHG 07-01 to -03), but can be adapted as a drop-in.

Noise

Norway is a huge, mountainous country. In most towns, noise is 0 or 1, however, if more than half a kilometre away, noise will rise sharply to 3 or 4.

Adventure Background

Jarnbjörn

Norway in 2075 is a backwater, indebted to the megacorps, its natural assets plundered. Saeder-Krupp is one of the culprits, it's subsidiary, Rosneft, drilling for what's left of the oil off the coast. Careless drilling, dumping and frequent spills have left areas of the coastline a toxic wasteland, particularly near Trondheim.

Around the coast are a number of roundhouses belonging to the Aesir Society (p. 135, *SOE*), and at one such roundhouse, lived the reclusive, young dragon, Jarnbjörn. All was well, until Jarnbjörn began to behave strangely and eventually went berserk, and attacked his fellows and the nearby towns. Unbeknownst to all, he'd become possessed by a powerful toxic spirit.

Drawn from local shadowrunners, hunters and members of the Vikings biker gangs, a hunting party was formed, calling themselves the Sons of Fenris.

In the intervening time, Jarnbjörn had built himself a crude tower, which the Sons attacked and against all hope the dragon was slain, but not before the tower itself collapsed, taking most of the Sons with it.

A rumour began soon after, that Jarnbjörn had been one of Lowfyr's pawns all along, and when the young dragon went out of control, he had created the Sons of Fenris himself through Saeder-Krupp assets in order to kill the dragon.

Transys-Erika is the dominating influence in the Scandinavian Union, a counterweight to Saeder-Krupp. They are interested to know what happened to the young dragon, and if the rumours behind the Sons is true.

To this end, they have contacted a group of runners to investigate for them, through a Johnson in Norway called Njord. Transys-Erika supports the Viking biker gangs (in their ongoing war with the Ancients), and also the Aesir Society.

Great Nordic Biker War

The Vikings biker gang are in an ongoing battle with the Ancients, for control of turf and smuggling routes around the Scandinavian Union. Behind the scenes, the Vikings are backed by Transys-Erika and the Ancients by Saeder-Krupp. Strange bedfellows indeed.

The Asgard Marauders of Lillehammer, a Vikings-affiliated MC, were beset by a large, well-armed group of Ancients.

To counter this threat, Siegfried, the President of the Marauders, got in contact with the Aesir Society to look for magical aid, and came into contact with one Holoki, a conjuror of some repute.

Holoki, it turned out, was a toxic mage, a leftover from the deceased Winternight group even. But Siegfried was so consumed with revenge that he put this aside, and together they hatched a plot to get close to Jarnbjörn, an adult dragon secretly living at a nearby Aesir roundhouse, and conjure a spirit to

possess the dragon for their nefarious purposes.

Amazingly, the possession succeeded, but Holoki's plans for destruction went far beyond the Ancients, as Siegfried soon discovered to his dismay as it destroyed many homes in its rampage. It was actually Siegfried who was the driving force behind the Sons of Fenris who slew the dragon, out of guilt for what he had done.

And although Siegfried would gladly see the treacherous toxic dead, he cannot reveal the truth, for his part in it, and has no chance of slaying the magician single-handedly. So he drowns his regrets in a bottle of Akvavit.

In a drunken stupor one night, Siegfried confided in Ginndall, the VP of the Marauders. Due to the damage it would cause the club, Ginndall has decided to keep this information secret.

Geirrod

Geirrod, an elf and friend of the Ancients, was spying on the Aesir in an attempt to find out where the Vikings had their weapons stored. He was present at the Yggdrasil roundhouse when Jarnbjorn went berserk.

He witnessed Holoki and Siegfried conspiring together and followed Holoki up to the dragon's cave on the evening when Jarnbjorn went insane. He witnessed the corrupt spirit possessing the dragon.

After fleeing the devastation wrought by the dragon, Geirrod returned to Oslo, to report his observations to Halamar, President of the Ancients Oslo chapter.

As a survivor of the Yggdrasil roundhouse and associate member of the Ancients, he will likely be a lead followed up by the runners.

Faelyn

When Geirrod returned from Yggdrasil, he bunked in a house with Faelyn, an Ancients decker, and Sigyn, Ginndall's daughter. Sigyn is known to both groups, and occupies a wary middle ground between them. She has previously been hooked up with Romaris, another Ancients member in Oslo.

As Saeder-Krupp lack a player in Oslo, and the Vikings are arrayed against them, they

have chosen to ally themselves with the Ancients. Saeder-Krupp were actually partially responsible for the Ancients moving into Scandinavia in the first place, and regularly supply the bikers with arms.

In addition to street muscle, the Ancients have acted for Saeder-Krupp in the Black Stock Exchange, setting up a shell company for drilling ships, Norges Selvik Petroleum Services (NSPS), which operates from the port at Kristiansund. Faelyn has been responsible for managing the deals to get the company started. The company's permits were rubber stamped by Sig Moen, a corrupt official in the Norwegian Environment Agency (NEA), known to Saeder-Krupp.

However, he has also been speculating in this stock, and a number of bad deals have allowed the Vory to take possession of a sizeable amount of the stock in NSPS.

In an emotionally charged scene, Sigyn found out about this, and threatened to tell the Ancients, so Faelyn reached for his gun. Geirrod intervened, and in the resulting chaos, Sigyn shot Faelyn.

Police arrived at a difficult moment, and Sigyn got away, but Geirrod was arrested for the murder. The Ancients have quickly found out, and assume the same as the police – that Geirrod is responsible, especially since half of the share certificates for NSPS are missing. If Geirrod goes into general population in prison, he'll likely be killed by the Ancients inside. He's currently being held in the Oslo precinct for questioning.

Before the police arrived, Geirrod looked through the data that Faelyn had been privy to, and stored it in his datalock. He also managed to stash the deck in the house. Through looking at the data, he has discovered that Sig Moen is none other than Holoki the toxic shaman.

Geirrod plans to point the Wolverine police towards the NSPS, and then use the data he secretly holds as a bargaining chip (no pun intended) to cut a deal for immunity. However, the Ancients and Saeder-Krupp plan to have him killed in the cells long before this can happen.

NSPS

Now partly owned by the Vory, this shell company allows deniability by Saeder-Krupp when conducting their drilling.

One Astrid Verdal, a magician who was working for NSPS, discovered it was Vory owned, but more disturbingly, how the drilling ships' activities were creating and reinforcing a toxic domain nearby, along the coast in the hills. Upon discovering a toxic lodge there, she spoke to a manager, but she soon realized that what she had discovered would be worth killing her for, and she never returned to work again.

She now hides out with the Aesir Society at the Jotunheim roundhouse at Fossbergom. Incidentally, this is where the Marauders keep their main arms cache.

Data mentioning Verdal can be found in Geirrod's datalock, or in Faelyn's hidden deck. Also, surveillance of the Ancients will reveal that Saeder-Krupp Prime operators have approached the Ancients to put out a contract on Verdal as well.

Plot Synopsis

The runners start with the Marauders in Lillehammer, where they are introduced to Norgarm, a survivor of the Yggdrasil Aesir Society roundhouse. He will tell them of the only two other survivors, a shaman called Holoki, and an elf from Oslo called Geirrod.

The runners may be able to arrange a meeting with Holoki, or maybe not, at the GM's discretion.

Then they are off to Oslo to track down Geirrod. They will likely find out about Geirrod being held at the police station, and the murder he's involved with. They may get involved with the Ancients, and possibly check out the house where the murder went down. Enterprising runners may break Geirrod out in exchange for information.

At this stage, they may find out what Geirrod witnessed, that Holoki used a toxic spirit to possess the dragon, and that Siegfried assisted him. Geirrod will also reveal that Holoki is none other than Sig Moen of the NEA.

While checking out the Ancients, they may see them with Sig Moen, and Saeder-Krupp executives, possibly determining directly their involvement with NSPS and the drilling at Kristiansund.

At this stage, the runners will have the knowledge they need. They can confront Siegfried, Ginndall or Holoki as they wish. The fallout from this is up to the GM, but they will have enough information to get paid for their investigation by Njord.

They may also wish to pursue Astrid Verdal, investigate the NSPS facility, the toxic lodge, and Sig Moen himself. And although this may attract bonus payments, at this stage these actions aren't required.

The Hook

Arrival

After a few hours of drinking and feasting at the farmhouse where they were delivered into Norway, they will be escorted to the Asgard Marauders' clubhouse which is a bar in Lillehammer, called the Norwegian Blue. Predictably it has a blue neon parrot as the sign outside.

Even though it's getting late, the sun is still out. Sunrise is about 0400 and sunset is about 2230 (conjurers take note). In addition, the weather is quite pleasant.

Inside, there are any number of bikers and other patrons. The ladies serving the tables are all topless, but the runners will be quick to note that no-one molests them in the slightest.

The runners can bunk over for the night, two to a room, vehicles parked in the fenced off car park at the back, amongst dozens of motorbikes.

Shortly after, Fimbuldarr, a troll Marauder, will collect them. He apologises for the President, Siegfried, and VP Ginndall, not being here to welcome them, but they are away on club business.

Instead, he introduces them to a tattooed dwarf called Norgarm in the bar. From his appearance he looks like a hunter, and he's here to tell the runners what happened the night the dragon Jarnbjorn went berserk.

Tell It To Them Straight

"I don't normally come into towns, I live with the Aesir Society or out in the wilds, but the Marauders asked me to talk to you about Jarnbjorn.

"Well, I was staying at the Yggdrasil roundhouse down near Gjovik, when the dragon Jarnbjorn went berserk and tore the place to pieces.

"It happened late one night. I was up supping when I noticed an elf called Geirrodd slipping out the back door. I'd been suspicious of him ever since I met him. He asked too many questions.

"I watched him go out into the forest in the snow, and then I came back in. Everyone knew that Jarnbjorn lived out there. The dragon knew well enough to leave towns alone, there's plenty for dragons to eat in Norway anyway.

"It was about twenty minutes later that I heard the roar, and the roof was torn off, the building collapsing around me. I stayed out of sight, while I watched the others being eaten alive or torn to pieces.

Norgarm drains his beer in one draught, and it's quickly replaced by Fimbuldarr.

"I crawled out from the wreckage and made my way up to the forest and away from the dragon. But before I slipped away, I saw two others leaving in a hurry.

"I saw Geirrodd racing away on his bike, and shortly after that I saw the shaman Holoki hurrying through the snow, keeping to the treeline.

"I've heard about Holoki, he's meant to be a strong shaman, who lives in the more northern roundhouses. If you can track him down, it would be worth getting his opinion on the matter.

Norgarm gestures as if to say more, but is cut off by a blast from outside. A shockwave and broken glass rocks you all.

An Ex-Parrot

What the runners are not aware of, is that the Vikings are currently in a war with the

Ancients over turf rights throughout the whole of the Scandinavian Union.

Even as the runners are listening to Norgarm, an empty car running on auto-pilot pulls up outside the bar and explodes, killing four bikers outside instantly, and showering those inside with broken glass.

How the runners react to this is up to them, but the perpetrators are miles away monitoring the situation from their comms.

If a runner is outside when the bomb goes off, then they may have to potentially resist 18P damage (-2 AP). If they are inside near a window, then they may need to resist 8P (+5 AP) from broken glass.

After the initial shock has worn off, the bikers will become angry and agitated. Some will start contacting other chapters, primarily Oslo, while others will start calling for a raid on the nearest Ancients chapter in Oslo.

However Hagen, the Sergeant-at-arms and a huge ork, will call for silence, and warn against reprisals without a club vote, and that Siegfried the President will be here in the morning.

But Ullvere, an unranked troll will ignore this, and loudly state that he's going to get some Ancients, and if anyone wants to join him, they can. A couple of others will follow.

Ten minutes after the bikers' have reacted, the police (Wolverine) and ambulances (National) begin to arrive. Some of the bikers immediately head off, while others stay around to deal with the authorities and help the wounded.

It is a sorry day for the Marauders. The runners may be able to score some kudos from the MC by helping out.

The runners should make themselves scarce when Wolverine come round, else their fake SINS may get picked up, their UCAS nationalities attracting unwanted attention.

Fimbuldarr will enlighten the runners as to the ongoing turf war between the Vikings and the Ancients in the Union, and relate how this is just one of many bouts in the war.

The Marauders MC has Fimbuldarr accompany the runners to Oslo.

Paranoia

While the runners are in the bar, one of the bikers will put a stealth RFID under a rear wheelarch of their main vehicle. The Marauders don't know the runners, and are wary of their allegiances.

Starting the Investigation

The initial leads the runners can chase down are:

- Holoki – locate and interview.
- Yggdrasil – visit the site
- Geirrod – locate in Oslo

Holoki

As this shaman is actually the corrupt civil servant, Sig Moen, it won't be easy to track him down. However, if the runners have Fimbuldarr put out word that they'd like to speak to him, and why, with the Aesir Society, then 24 hours later, they will get an invitation to meet him at the Hideaway bar in Gjovik.

Holoki is a human, who wears a few obvious magical trinkets. He will meet with them, and confirm Norgarm's story that he was present, and barely got away with his life. He will add that he managed to get a glimpse of the dragon's aura before fleeing into the woods, and it looked corrupted, as if something else was in there with him.

He doesn't recall seeing Geirrod.

Runners may make an opposed Con + Cha roll to notice he's lying, but he will be insistent. This roll should be conducted by the GM behind screen, so that the runners can't metagame.

A further consideration when the runners meet with Holoki, is whether they can assense his aura or not and tell if he's a toxic. If they do at this early stage, then it will short circuit the adventure.

It takes 5 hits on an Assensing + Intuition test to see the toxic taint, which would likely be simple for most magicians. A possibility is giving Holoki the Masking metamagic (p. 326,

SR5), which would likely stymie their efforts at Initiate grade 2, for example.

If there is any risk that the runners may notice the taint at this early stage, then Holoki cannot be reached, and no meeting takes place.

Yggdrasil

There is nothing left of the roundhouse, but a burnt out ruin. Bodies have been removed and interred. Closer examination may show that a bear may have used it for hibernation.

A search further into the forest may discover a cave which was likely used as a dragon lair, but it has long since been taken over by other animals.

However, there is 1D6 x10 drams worth of shaman reagent growing as mushrooms around the cave.

The Black Tower

The strange squat tower that the dragon Bjarnborn built, and which collapsed upon his death, is now simply a pile of large stones, on a patch of headland between Kristiansund and Trondheim. When it was initially built, it was short tower with a dome, made partly from blackened stone, polluted by the Black Tide, and partly from simply pieces of rock nearby.

Upon the dragon's death, the Draco Foundation arrived quickly on the scene, cordoned it off, and removed the dragon's body quickly by cargo container to an unknown destination.

After they left, the curious throngs arrived and picked over what was left.

It is now a minor tourist destination, and perhaps a dozen or so can be found here in high season, taking photographs.

There is a background count here of 3 due to the pollution, and the emotions of the dead in battle.

On The Road

On the way to Oslo, or whenever the GM wishes, the runners notice a group of bikes coming fast behind them. A suitable Perception or Gang Identification roll, will notice that they are Ancients. There are seven in total, on six bikes.

Upon noticing Fimbuldarr, a Marauder, with the runners, the Ancients will immediately attack both the runners and Fimbuldarr.

Out on the open roads of Norway, this will begin as a speed chase at about 100m (long range, p. 204, *SR5*), but the bikes will quickly speed up to close the gap, before attacking.

In the face of heavily armored vehicles, the Ancients will fire full auto with SMGs, aiming for tyres, or maybe the engine block (p. 205, *SR5* and p. 115, *R&G*). If any of them have frag grenades, they will maneuver in front, then lob them behind.

There's a noise of 4 out here.

For a little spice, there are also a couple of obstacles. These are unexpected vehicle handling tests which must be succeeded to avoid a crash. They do not cost an extra action to make, and occur on initiative 6 +1D6.

- Overtaking a truck (round 3):
Threshold 4, Speed test.
- Moose in the road! (round 6)
Threshold 5, Handling test.

Of course, the Ancients will need to make these checks as well, possibly sending several of them into the forest, or river.

The Berserkers

On arriving in Oslo, Fimbuldarr will lead them to a large bar which is the Vikings clubhouse in Oslo for the Berserkers.

They are introduced to the President, Vikar and Vice President Asmund, both humans. The runners can bunk here if they wish.

Asmund can provide the runners with the following information:

- Geirrod is certainly associated with the Ancients
- Geirrod hangs out at the Lucky 8 Pool Hall, which is also an Ancients hangout.
- Geirrod lives at a property used by other Ancients: 14 Abbedikollen in Ullern. This is Ancients territory.
- The Ancients clubhouse is a converted electronics factory, also in Ullern. It is simply called 'The Factory'
- The President of the Ancients is a black elf called Halamar.
- There is a survivalist shop in Haugerud called the Grassy Knoll, a contact point for the Aesir Society, run by a troll called Throndsen. He can supply the runners with arms if they have the right money (Connection 4, Loyalty 1+).

What the Berserkers don't know yet, is that Geirrod is currently in prison charged with the murder of Faelyn, the Oslo Ancients' ex-decker.

Mare Visits The Berserkers

Cafryr, the Ancients witch, will send a Nightmare (p. 92, *SG*) to attack the Berserkers every night at about 0200. It will attack a runner the first night, and there is a 50% chance it will attack a runner each subsequent night (a biker if not).

However, even if a biker is attacked, the ruckus caused by the attack will be enough to keep the runners awake, and potentially start causing fatigue (p. 172, *SR5*. Start taking damage after 24 hours without sleep, and every 3 hours after that).

Lucky 8 Pool Hall

This is an Ancients hangout, fairly close to their clubhouse, the Factory. At any time, there is likely to be 2D6 Ancients here shooting pool and propping up the bar, as well as about 5-20 locals.

If the runners can acquire information carefully here (or brutally, their choice), the following pieces are known by those present.

- They know that Geirrod is in the cells of the Politihøgskolen Wolverine station, for murdering Faelyn, their decker. There's a plan to kill him in his cell.
- Halamar, Romaris and some of the other Ancients are taking some execs out to a strip club tomorrow night.
- A new shipment of guns is due in the next couple of days from their "sponsor", which might free up some older models for sale.

This info is not just known by the Ancients, but also by those relaxing in the pool hall, as the Ancients have loose lips.

Etiquette (Street) + Cha (2) per item of information. +1 die for every 50¥ spent.

Alternatively:

Intimidation + Cha (3) per item of information, and the runners will now be known around the area.

The Factory

The Ancients clubhouse is an old factory, which has been claimed by the Ancients. From here they deal drugs and, sometimes, guns. Due to the enclosed nature of the streets, they have drone lookouts which can warn them of impending raids.

The building is comprised mainly of iron girders. Much of the windows are replaced with black, steel shutters and reinforced glass. Some of the front has been decorated and remodeled to look like the main doors are the mouth of a huge beast.

The central floor which used to be the main factory, is now a huge bar with benches and trestle tables. The front doors are often left open in warmer weather.

Down the side of the building, is a car park, with secure steel gates. Towards the back of the car park are large vehicle doors, which give way to a mechanics area, where bikes are fixed and tuned up (treat as a 'Shop' for repairs)

Bunk rooms are to be found upstairs.

There are always 6D6 Ancients around the

they will retreat inside to retrieve machine pistols and hand grenades.

The first time the runners check the place out, they see a smart suited gent talking to Halamar, the black elf President of the Ancients in the car park. They will shake hands and then the suit will leave in an expensive sedan.

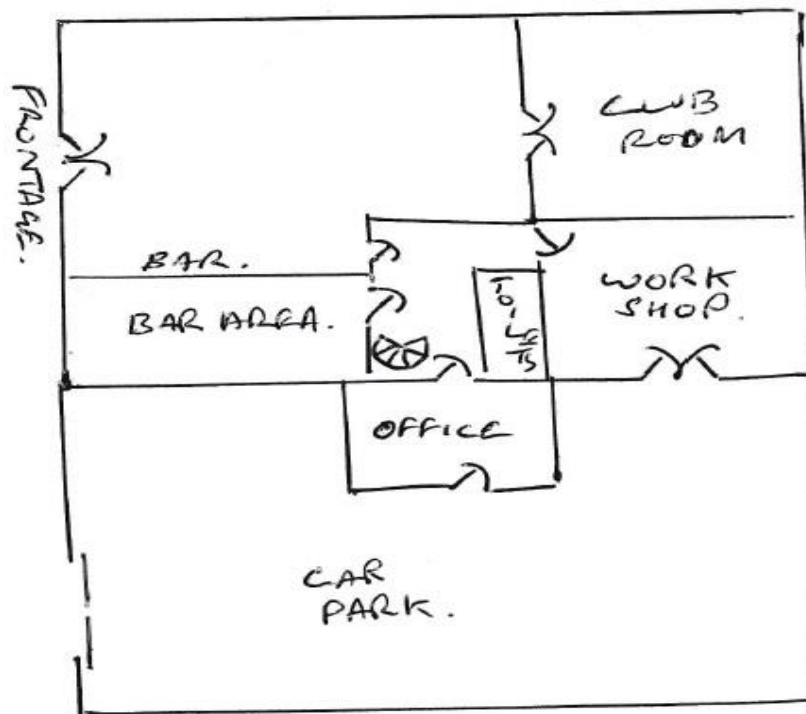
This is the Saeder-Krupp executive, Sebastien Kruger. He has been over to discuss the forthcoming trip out. Halamar, Romaris and some of the other Ancients are taking some execs out to a strip club tomorrow night.

He has also been over to confirm delivery of some arms in a couple of days.

A legwork of 3 successes/ 30 minutes will be sufficient to trace the plates on the vehicle back to Saeder-Krupp.

Security is reasonable, a few cameras, razorwire on the fence, etc. However, the true security is that this is the Ancients clubhouse, and causing trouble here will not be conducive to good health.

The same information as can be found at the pool hall, can also be heard here, but



area, all carrying SMGs. If trouble starts then

thresholds are all at least 2 higher, unless the

runners can somehow convince the Ancients that they are friendly to the Ancients club.

This will likely require some magic or a Con + Cha (4+) and some fast thinking.

Note that in all non-public areas, there are canisters of FAB II (p. 126, *SM*) which spray out timed releases every few minutes like an air freshener. This means that if anyone is astrally wandering through the premises, there is a chance they will be spotted by those present as the bacteria fluoresces. This only lasts for a few minutes, so if there is no-one in that area to see the FAB II then it will go undetected.

However, if this happens in a well-travelled area, it will be spotted quickly, and Cafryr will be summoned in 1D6 x10 seconds who will likely send a spirit in after the offender.

14 Abbedikollen

Since the murder of Faelyn, the place became a circus of police, disturbing the neighborhood. The Ancients have stayed clear of the place, not wanting to get picked up. The police are cruising by it every now and again.

The neighbors are on friendly terms with the Ancients, and will note any comings and goings.

They will also try to put a stealth tag on the runners' vehicles while they are inside the property.

Perception + Int (2) from anyone outside and paying attention will notice them, but make the roll in secret so players don't metagame.

Inside, the runners will find a processed murder scene, complete with blood stains and a white tape body outline. Forensics have given the scene a cursory examination, but not turned every stone over. However, the police are no longer very interested in the property itself.

Clues to be found here are:

Upstairs, in a hastily abandoned bedroom **some photos of a beautiful elven woman**, with her young daughter. Perception + Int (3)

will notice that the photos were taken at the Blue, back in Lillehammer.

If the runners show the pictures to Fimbuldarr or another Vikings member, they will recognize her as Sigyn, Ginndall's daughter and the child as Chandrell.

A front room downstairs evidently has plenty of matrix accessories, but no deck is present.

Searching:

Perception + Int (4)

reveals the deck (Microdeck Summit), between the wall and some furniture.

A matrix perception specifically looking for icons running silently:

Computer + Int [Data Processing] (4)

will also turn up the location of the deck. Searching the room may also:

Perception + Int (3)

turn up two bearer certificates for a company called Norges Selvik Petroleum Services (NSPS), each valued at 1,000¥ each. However, they are recognized mainly by the Black Stock Market.

The deck itself has some interesting data files:

- File #1 – **Deals**. List of dates and deals made for shares in Norges Selvik Petroleum Services (NSPS). **Data Bomb 1, Protection 1.**
- File #2 – **Black Stock Exchange**. List of links of dodgy sites, which can tell the user the location of the next exchange. **Data Bomb 0, Protection 3.**
- File #3 – **Verdal**. Data on Astrid Verdal, including the matrix address of her jeep. **Data Bomb 2, Protection 3.**
- File #4 – **Legal issues**. Data on the NSPS, its permit to operate, court

battles, together with payoffs. Highest paid is Sig Moen of the Norwegian Environment Agency (NEA). Also mentioned are Anders Hennie (a local judge), and Dennis Floberg (Oslo city counsellor). **Data Bomb 2, Protection 2.**

Note that **all** of the Data Bombs are set to delete the file if it goes off.

Sigyn

In light of finding a picture of Sigyn, Ginndall's daughter, at 14 Abbedikollen the runners may wish to contact Ginndall to ask about his daughter's whereabouts.

If they can succeed in Etiquette (Street) + Cha (2), then he will agree to call her and ask. It would be a threshold of 4 to have him give up her comm code.

Ginndall will call his daughter, however, she will reveal very little, only that she's in trouble, and needs to lay low for a while.

If the runners can somehow hack Ginndall's comm (rating 2), then they may be able to look at the recent calls list to get her comm code for a trace.

If they do get to speak to her, then she is very frightened, knowing that if the Ancients find out that she has killed Faelyn, then she and her daughter would be killed. She fled the scene too quickly, however, to realise that Geirrodd has been fingered for the crime. But even if she is told, it won't change her position, and even the Vikings will have no sympathy for the elf.

Secretly, Ginndall is pleased, because this means that his wayward daughter will now be forced to return to the Vikings, her position with the Ancients now untenable.

Geirrodd Inside

Once the runners have established that Geirrodd is currently in the cells at a Wolverine police station, on the west side of the city, they need to decide what to do next.

They can try to contact Geirrodd if they wish. There are a number of ways this can be done:

- Find out who his lawyer is (Erna Willoch), and pass a message to him through them, or get the lawyer to make the call wirelessly while they are there.
- Get a comm smuggled in to him. This can be accomplished either through the Berserkers MC or through Throndsen at the Grassy Knoll. It will cost about 500¥ either way. The comm should be small enough to fit up someone's bottom :)
- A very stealthy drone might evade the Wolverine police defences to make some kind of drop-off.
- Astrally entering and manifesting to chat would likely work. Figure Sneaking + Agi (3) for every 5-10 minutes undetected, else combat with a spirit will begin. Sneaking will be at threshold 5 for the next few hours after a breach is detected.

Devices to detect intrusion are an average of rating 3, including SIN and MAD on the main doors.

The Condemned Man

Once the runners get to talk to Geirrodd, he'll be very skeptical of them at all initially saying that he'll talk to them as soon as they can get him out. He'll want to know more about them than they about him.

Regarding the murder, he'll be open and up front – it was someone else, he can't say who, or they'll be dead. The man's real name was Yan Walker. Besides, the Ancients would never believe him, so he'll be dead as soon as he gets to prison in a few days, when they've finished questioning him.

He'll also say that Faelyn was in way over his head. He was playing with fire and he got burnt.

If they want any more information about this, they'll need to get him out.

Regarding the dragon, he'll state that he had nothing to do with the dragon's sudden turn, but he knows exactly how it happened, he witnessed it all.

He also states that he has a good idea who's behind it all, but if he lets slip the name, they could come after him. It should be made plain here that this person has subverted a dragon.

He is of course talking about Siegfried and Holoki/ Sig Moen. He is also quite paranoid that Ginndall is in with the toxic mage, and that it is no coincidence that it was his daughter who put him in prison for murdering an Ancient.

He is due in court in a couple of days, for his plea hearing. However, it would be an opportune time to stop the prison vehicle once it's left the police station, or to come in the back of the police station, if they can defeat the security.

If the runners ask about his affiliation with the Ancients, he'll admit that he was a spy for them, and that he was trying to find out where the Vikings had their arms cache, as it was rumored to be amongst the Aesir Society.

Whether the runners decide to make the jailbreak is up to them, but he'll be no more forthcoming until he's out (see *Jailbreak* below).

The Grassy Knoll

Thronsen is a hardcore survivalist, and very suspicious of police, to the point of paranoia. By alliance, the Vikings and Aesir Society are on friendly terms. He can act as a fixer for illegal items for their stay in Oslo.

There is a rating 6 jammer running in the shop at all times, preventing any wireless bonuses, and reducing all matrix checks by 6. His comm will be set as an exception.

The shop mainly carries survival and medical equipment, as well as some legal firearms and ammunition.

However, on the runners' second visit to the shop, as they are chatting to Thronsen, he will look suddenly alarmed, then tell the

runners to get in the cellar, a private door off the shop.

They may glimpse some Ancients approaching the shop, and Thronsen will say that he'll get rid of them.

The runners can listen from the behind the door, to the Ancients threatening him to surrender his arms. He will reluctantly tell them that the weapons are down in the cellar, and send the Ancients down.

This conversation will, of course, be in Norwegian.

There are eight (or more if the GM wishes) Ancients here, and this will be a close quarters battle on a rickety staircase, in the dim light from the doorway above. The Ancients will favor blades over guns.

If the runners acquit themselves well, then Thronsen's loyalty will increase by 1.

Jailbreak

The Politihøgskolen station on the west side of Oslo is just outside "The Ring", the defensive perimeter designed to protect Downtown Oslo from undesirables. Since this is outside the ring, then it is managed by Wolverine Security, another subsidiary of Ares. Wolverine are more about brute force than finesse.

The station itself is ferrocrete and tinted ballistic glass (Structure 4, Armor 6). All devices are rating 3, unless otherwise specified and are slaved to the station's host (11 dice pool to defend). From the outside it looks like a three storey office building with narrow windows.

There is a main entrance at the front off the street, open to the public, staffed by about 4 officers. It has cameras, a MAD scanner (p. 366, SR5), a Cyberware Scanner (p. 366, SR5) and a SIN scanner (p. 368, SR5). Anything suspicious is immediately flagged up on the shared system on the front desk. Any wireless item broadcasting which is Forbidden will be immediately checked, and any item Restricted will immediately have licences checked.

Between the front entrance and the cells there are two sets of double doors, secured with maglocks. At busy times, such as a

Saturday night, one or both of these doors will be left open, for ease of transporting reluctant prisoners from the front desk to the cell. On some nights this station is little more than a drunk tank. There are at least three more cameras from the front desk down to the cells, and it is quite likely that an officer may be moving in this area as well.

The police station is well fitted out for trolls and even giants, due to their more common frequency in the Nordic states.

There is also a rear entrance to the cells area from the car park. The car park is surrounded by the police building itself, with just one exit – large, reinforced gates (Structure 8, Armor 12) topped with concertina wire (5P), operated by calling in to the control center in the station. They will see a vehicle waiting, click on their AR tag to call them, then confirm their entrance or exit from the building. Due to familiar routines, this is usually just formality.

The entrance from the car park into the cell bay has a similar procedure. The door is as tough as the car park gate, as are the cell doors.

PolitiHøgskolen station – Host rating 5

Located on the Ares global grid.

Attack: 7
Sleaze: 5
Data Processing: 8
Firewall: 6
Initiative: 13 +4D6
CM: 11 (for each IC)

Programs:

Patrol: 10 [8] **every 1D6 +2 combat turns.** (v Logic + Sleaze if silent, else automatic)

Jammer: 10 [7] (v Willpower + Attack)
Reduces Attack by 1, or causes Net Hits Matrix Damage

Binder: 10 [7] (v Willpower + Data Processing)
Reduces Data Processing by 1, or causes Net Hits Matrix Damage

Probe: 10 [7] (v Intuition + Firewall)
Adds one mark per successful attack

Blaster: 10 [7] (v Logic + Firewall)

- 7 Matrix DV +1 per net hit, +2 per mark
- With Stun bio-feedback
- Link-locked (p. 240, SR5 for Jack out action).

Pattern: Launches programs in order, then returns to the beginning, and restarts the first de-rezzed program.

Description: Corporate office tower, with Police logo on the outside. Inside are icons in black suits and shades. IC takes the form of robotic dogs which leap at the offender.

Filing cabinet icons radiate out from a central pillar of files. The main database is the case database, which is locked at protection rating 4 (p. 238, SR5 for Crack File action). Once inside, the runner will need to make a Matrix Perception roll using Computer + Intuition [Data Processing] (2, 1 minute) (p. 241, SR5). This could be used to destroy the evidence, but it would still be evident that the file had been tampered with.

The WAN is further up the central column, with device icons radiating out. All devices in the station are slaved here.

If a breach is detected, or convergence occurs, then 2D6 +3 minutes later, a Security Spider (p. 76, DT) will sweep the host looking for intruders. He will remain in the host for 1D6 x10 minutes, before leaving.

Prison Van

If the runners do decide to take him on the journey to court, it will need to be quick, else he'll soon be inside the Ring, which is much higher security.

The van is an Ares Roadmaster, and is manned by two Wolverine officers. In addition to shotguns, they are also equipped with stun grenades.

HTR is 2D6 +3 minutes away. Prisoners wear a GPS tracking bracelet, as well as orange overalls and are cuffed into the back of the van.

All wireless devices in the van are slaved to the local police station's host.

Magical Security

A spirit patrols the building at all times, but takes a while to cover the whole building. As previously mentioned, roll Sneaking + Agi (3) for every 5-10 minutes undetected. Anyone discovered in astral will be attacked by the spirit. The mage will automatically sense that something is up with the spirit, and investigate astrally himself in 1D6 x10 seconds.

Spilling The Beans

Once Geirrod is out, he will thank the runners, and give them the full information, downloading the data from his datalock, which still hasn't been detected.

As for the dragon, he will frankly admit that he was working for the Ancients, spying on the Aesir Society to try to find the weapons cache of the Vikings, as it was rumored to be held by the AS for them.

While staying at Yggdrasil roundhouse at Gjovik, he saw Siegfried, the President of the Marauders MC come up and spend a lot of time talking to Holoki the shaman.

On the evening that Siegfried left, Holoki sneaked up to the dragon's lair, and cast some sort of magic on Jarnbjorn, and then the dragon seemed to instantly change, and then instants later, it was attacking the roundhouse. He barely escaped on his motorbike.

He doubts that it was a coincidence that the Ancients chapter in Lillehammer got wiped out by the dragon a short while later.

This all happened in late fall of last year, and he told this all to Halamar, the President of the Ancients.

He'll also tell them about the murder, and that Faelyn, the Ancients decker, was responsible for setting up a shell company for the Ancients – the NSPS. This was done via the Black Stock Exchange, and done on behalf of some execs, which he assumes to be Saeder-Krupp. But Faelyn got greedy. He was holding the certificates and decided to play the stock exchange with them, and lost heavily to the Vory. Sigyn found out, and then shot him when he threatened her, but it was Geirrod who got picked up.

He doubts that it is a coincidence that Sigyn, daughter of the Marauders VP, is the one who killed Faelyn, which got him (Geirrod) into prison.

He's also aware that the shell company got licenced by a corrupt official in the Norwegian Environment Agency (NEA), called Sig Moen. Geirrod has seen a photo of Moen, and he's certain that it's Holoki.

Beyond this, he has no idea what it all means. He just wants to get out of Oslo alive.

Confronting Siegfried

Siegfried, the club president, is a bald-headed ork smoking a cigar. He will meet the runners with Ginndall, an athletic looking elf.

If the runners ask Siegfried about his association with Holoki, both he and Ginndall will look uncomfortable, but Siegfried will initially try to deny any wrongdoing, saying that he spends a lot of time with the Aesir Society. If the runners press the issue, then

Ginndall will suggest that they go somewhere more private to discuss it.

How the runners go about this is up to them, but Intimidation + Cha (3) against Ginndall would be the minimum to get him to open up, particularly if they know his daughter is guilty of murder. Threatening to tell other Vikings would also act as leverage.

If Ginndall does open up, then he will begin by saying that none of this must leave the room, that it would cause great injury to the Berserkers and the Vikings in general if it were widely known (not realizing that Halamar of the Ancients has already been briefed by Geirrod).

Siegfried will then take over the conversation and outline the threat they were under, and that he had met a toxic shaman, and asked for his help. He had helped him to find the location of the dragon, but didn't realize that Holoki would cause such destruction. He just wanted the Ancients gone, it was life or death.

If the runners leak this information, it will be the end of Siegfried, and he will be drummed out of the Vikings.

Ginndall will only later be found out, but he will resign his position as VP straight away.

Painting The Town Red

From spying on the Ancients, the runners may have discovered (and the GM should reward any surveillance with this information) that Halamar and some of the other Ancients are taking some execs out on the town, "the next evening".

On the appointed evening, if the runners are keeping an eye on Halamar, they will see him, and an entourage of six other Ancients set off from the Factory, into Oslo town (but outside the Ring).

They will ride to a bar called Pixels, which has a young, professional crowd. Inside, they will meet with Sig Moen, Sebastien Kruger (of Saeder-Krupp), Anders Hennie (a local judge), and Dennis Floberg (Oslo city counsellor).

Both these latter illuminaries are mentioned in the file 'Legal Issues', provided

either by Geirrod after his jailbreak, or from Faelyn's deck.

A short while later, a Mitsubishi Nightsky will pull up outside the bar, to pick up all of the party, except the Ancients, who will ride behind. The limo, driven by a rigger, heads to a hotel called the Kensington, a hotel notorious for its joygirls. They make their way up to the penthouse suite, where entertainment is provided.

This is an opportunity for the runners to find out the following clues:

Holoki is Sig Moen. If they've previously met Holoki, and see him as a benevolent actor, then here they will see him in his suit, and realize that something is rotten.

The Ancients are associated with Holoki and Saeder-Krupp. Although none of those present are aware that Holoki is a toxic shaman (and might only be moderately concerned at that), they are each aware of the others' roles in the ongoing affairs to drill the Norwegian Sea, via the NSPS shell company, and each of them have played a role to assist.

NSPS ultimately operates drilling ships for Rosneft (a subsidiary of Saeder-Krupp), as successful drilling data is passed directly to them, so this is the ultimate beneficiary, and maestro of the affair.

All this might not come out simply from following the group, but should give some good indications.

The Ancients are being supplied with arms, by Saeder-Krupp. Although much of the evening will be spent carousing, Halamar and Kruger will both take the opportunity to discuss the forthcoming shipment of arms, which will be handed over at this hotel the following day (this will be explicitly stated if the runners are listening in).

Good surveillance may be able to uncover this conversation. This would be extremely interesting information to the Vikings, and also Njord, their original Johnson. As he represents NeoNET and sponsors the Vikings and the Aesir Society with arms against Saeder-Krupp, it would be confirmation for

him, that the Ancients are street assets for the German megacorp.

How the runners handle this, is entirely up to them. There are no “required outcomes” here, but it could be an interesting evening if the runners are paying attention.

Ancients Gun Deal

Technically, this is not on the critical path of this run, and the runners can safely ignore it if they wish. However, it is a side job which could come up if the runners are diligent of their surveillance of the meeting at the Kensington penthouse suite.

The runners could come at this from a number of angles:

- The Vikings MCs will be very interested in the Ancients getting a weapons delivery, and would like to hijack it if possible. The runners could be paid for the information and for assisting. (4k¥ for the information and 6k¥ for assisting with the ambush)
- The runners may wish to confirm for themselves that Saeder-Krupp is supplying arms to the Ancients as part of the ongoing conspiracy.
- The runners may even wish to steal the entire shipment for themselves and sell it, either to the MC, Throndsen or another party. Although ownership and wireless properties could make this problematic.

Regardless of the runners' intentions, the series of events is as follows:

At about 2pm in the pouring rain, a rental truck is driven by two Saeder-Krupp security (in plain clothes) to the Kensington and parked up in the underground car park. It has the guns in the back.

At the same time, Kruger arrives in his Sedan, parks up in the car park and then makes his way up to Room 615, with one of the security and a suitcase containing one of each type of weapon.

A short while later, Halamar, 6 Ancients on bikes, and a car containing an Ancient driving, and Romaris in the back, arrive near the hotel and park up, with Halamar and another Ancient going in.

Halamar and his associate go up to 615, where they meet Kruger and check the weapons. Once they've been examined, they'll shake on the deal, and hand over the Owner credentials for the weapons (no payment is exchanged – this is for services rendered).

They all go down to the underground car park and meet up by the truck. The security hand over the Ownership key for the rental to Halamar's associate, who then gets in the truck.

Kruger and his two security, then get in Kruger's car and drive away. Halamar then heads back out the front of the hotel to his bike and the other waiting Ancients, and prepares to leave.

When the truck comes out of the underground car park, Halamar will signal and the bikers will all pull out and follow, Romaris' car trailing behind. They then drive to the Factory, unload the weapons, then return the rental.

The runners will likely follow Halamar and his retinue when they leave the Factory to go to the meet. Alternatively they could stake out the hotel tomorrow, as they know the location.

The Berserkers preferred involvement will be to stay a short distance away, have the runners mark the truck in AR, then they will make the interception themselves, driving a stolen truck into the lead vehicle, then ambushing down those involved. A dozen bikers, and also Vikar and Asmund (use Viking Biker Senior) will be involved, all armed with SMGs and frag grenades for the day.

If the runners don't take part in the combat, then all the Ancients will be killed except Romaris, whose driver will flee. Three Berserkers will also be killed in the crossfire.

Once the Berserkers are victorious, they will take the weapons out of the truck and load them into a van, then take them to a

safehouse where ownership can be transferred at a more measured pace.

Bear in mind that these events will only play out if the runners pass the info along to the Berserkers and have them involved in the run.

Arms Cache

There is quite a haul to be had:

- 20 FN HAR's (p. 428, SR5)
- 40 assault rifle clips.
- 4000 rounds of regular assault rifle ammo in 100 round boxes.
- 2 ArmTech MGL-12's (p. 431, SR5)
- 100 High Explosive minigrenades (p. 435, SR5)

Note that all the weapons have had serial numbers removed, and are all registered to the same anonymous Owner credentials. In the back of the truck, they will all be wireless-off.

The rental truck, however, will be wireless enabled.

Sig Moen

Moen has an expensive apartment on Gabels Gate in Frogner, which is inside the Ring. Knight Errant police patrol with AAA efficiency, so any runs in Frogner would need to be as quiet as a shadow.

He works at the Norwegian Environment Agency (NEA) which is outside the ring at Grensesvingen 7 in Helsfyr, on a main arterial going up to Lillehammer, the E6. He is Head of Licensing for the Environment, which issues and monitors all licences for mining, logging, drilling, etc.

If the runners are aiming to put him under surveillance, then drones or an astral magician are the wisest choices.

The NEA has average security, and attracts very little attention. It is an average office building, with no magical overwatch, and would rely heavily on Wolverine in an incident. Only the fact that it is a government building even rates it an A security (2D6 +3

minutes response time for HTR), and unless a heavy firefight ensues, there would likely only be patrol cars attending.

Moen works at the Agency about two or three days a week, working from home the rest of the time. He meets with others to further his corrupt business dealings, as outlined elsewhere, perhaps meeting with Saeder-Krupp executives for lunch, etc.

He will visit his toxic lodge at Kristiansund, near the NSPS facility, about once a fortnight. Canny (and very patient) runners can follow him to this location. Those following in astral, are likely to be noticed at some point, as he may shift to astral perception from time to time, unless they are rather stealthy.

If they plan to assassinate him, then on the road outside the Ring, is probably the best location, or on foot. Being of a possession tradition (Qabalah), means that any spirits he summons will need to be into a passerby, or perhaps a runner. Being only human, he should be a simple target to take down with a sniper shot, for example. And being a lone operator, only Saeder-Krupp or the Vory might be interested in the cause of his fate.

Capturing him, however, would be an entirely different matter...

The Black Stock Exchange

Norges Selvik Petroleum Services (NSPS) was funded primarily by Saeder-Krupp, but the funds were moved from Saeder-Krupp to the Ancients, who then used the Black Stock Exchange (BSE) to facilitate converting the cash into share certificates (effectively paying themselves to start up a company). NSPS then took custody of the cash and formed the drilling company (staffed by off books locals through a Saeder-Krupp cutout), and the certificates were held in safe keeping by the Ancients.

However, Faelyn, the Ancients decker of recent demise, held a good deal of the certificates, and decided to attend the BSE himself and speculate with the club's (and Saeder-Krupp's) certificates (ie. Money). He bought and sold on the BSE to try to increase his position, hoping he could then sell back at

a profit, and replace the certificates without anyone being any the wiser.

But he was a poor investor, and lost heavily, with the result that a good proportion of the certificates now lie in Vory hands. The Ancients have only just found out about this, but the Vory have been taking advantage of their part ownership of NSPS to staff it with some of their own people. Saeder-Krupp is beginning to lose control of their shell company to organized crime and are not yet aware.

How much of this the Ancients admit to Saeder-Krupp is a subject for the future. If the runners become fully aware, then this could be very powerful leverage over the Ancients, which the runners can use as they wish.

The runners are likely to have a file by now, **Black Stock Exchange**, either from Faelyn's hidden deck or from Geirrod's datalock. Using this, which reveals certain locations around the city which are regularly used for the BSE to operate, combined with a Matrix Search (4, 2 hours base time, -1 dice pool. Subsequent retries are at -2 cumulative, as you may remember), will reveal the location of the next BSE event in 1D6 -2 days (Minimum of 0, ie. Tonight).

The location will be on floor 14 of a mixed tenancy office block in Lysaker, on Strandveien, from 2200. Although well outside the ring, it is still patrolled quite aggressively (Security A) by Wolverine.

Anyone can walk in to the offices on the night, the floor is empty of furniture and arranged into "pits" for certain trading areas, with the cyberware clinics being the largest market.

Vory minders keep an eye on proceedings. Wolverine has been given its percentage, and will stay clear of the floor, intervening only if unsilenced shots are actually fired – an unwise move.

The Exchange has attracted side businesses on the site, such as refreshments, paralegals and even deckers to act as secure payment facilitators.

Appropriate Etiquette (2) rolls, bribes of a few hundred nuyen and time spent in the Exchange will be required to find out the

details of the story mentioned at the beginning of this section.

Further questioning may lead to someone who knows the name Astrid Verdal, and that she worked for NSPS, until her relationship with the Vory soured. Now the Vory have a price on her head (see below).

Astrid Verdal

Verdal was a SINless magician who came to work, off books, for NSPS a month or so ago, to assist with the drilling ships with tasks such as Clairvoyance, etc.

While working for the company she soon became aware of the toxic astral domain nearby, interfering with her magic, and it soon became apparent, that the drilling was one of the principle causes behind the domain polluting not only the physical world, but also the astral.

After work she investigated the domain astrally, and discovered the giant and the toxic lodge it was protecting.

Treading carefully, she mentioned the toxic domain to the man in charge, a known Vory asset – Nicolai Harris. Unfortunately, she did not tread carefully enough and she could tell from his demeanour that she had become a liability, and astral surveillance of his next phone call only confirmed this.

She left after work, and went to stay at the Jotunheim roundhouse of the Aesir Society at Fossbergom. This particular roundhouse is populated mainly by giants, and is a huge hall. Incidentally, it is also one of the Vikings' main weapons caches.

She tried to get word out about the toxic domain, but this only served to attract the Vory, who now have a 10k¥ contract out on her.

The Vikings are not yet aware of Verdal's location, but could probably find out in a few days if they decided to, the Aesir Society being their allies. However, it would put them in a difficult position, as the Vory are also a strong ally of the Vikings, and they want her dead. But the Society is strongly against those polluting the planet, and Verdal has proven she is too. Killing her, when under the protection of the Society, would put the

Vikings badly at odds with their Society allies. After all, the Aesir Society and Vikings are actively attacking Saeder-Krupp and other assets, for the main reason that they are polluting Norway.

A friendly jotun named Thrym, will serve as envoy to the runners upon their visit to Jotunheim. If they directly ask after Verdal, he'll become guarded and challenge their credentials. If a senior Viking vouches for them, or successful Con or Etiquette rolls (4) are made, then Jotun will arrange a meeting.

Verdal will tell them that she is a diviner, and that many mining and drilling companies used diviners well before the awakening.

She can basically tell her story about her time at NSPS, and potentially give them details about the layout of the facility and its ships. She only knows that it is run by the Vory and doesn't know anything about the Ancients or Saeder-Krupp.

Due to the contract and the toxic domain, she'll be reluctant to assist further, but with successful Leadership (2), she will open up about the toxic lodge, but may forget to mention the giant.

NSPS Facility

Situated on the port of Kristiansund, it is a fairly large facility with three drilling ships, the principle being Sleipnir. The facility itself has a background count of 4, and there will be a persistent bad smell to any awakened who visit the place (roll dice behind your screen to pre-empt metagamers). The smell seems to emanate from elsewhere (see 'Moen's Lodge' below).

The facility boasts a small office, with three storeys, but is mainly for equipment and comfort for those working the ships.

There are about thirty office employees who handle payroll, supplies and process the drilling data itself, along with a couple of geologists on staff. Nikolai Harris also works from here along with about a dozen Vory enforcers who are simply there to keep things running smoothly.

The link to Saeder-Krupp will be strongest here. Although the company is technically a

freelance drilling company, it is an open secret that all the company's drilling paydata goes directly to Rosneft, Saeder-Krupp's oil company, and their payment keeps the company afloat. This can be ascertained from the few physical files in the office or by questioning an employee, either surreptitiously or firmly (Con or Intimidation). But the most clear links are to be found in the company's host.

NSPS Facility – Host rating 4

Located on Kristiansund's local grid.

Attack: 5
Sleaze: 6
Data Processing: 4
Firewall: 7
Initiative: 8 +4D6
CM: 10 (for each IC)

Programs:

Patrol: 8 [4] **every 1D6 combat turns.** (v Logic + Sleaze if silent, else automatic)

Jammer: 8 [5] (v Willpower + Attack)
Reduces Attack by 1, or causes Net Hits Matrix Damage

Probe: 8 [5] (v Intuition + Firewall)
Adds one mark per successful attack

Killer: 8 [5] (v Intuition + Firewall)
Causes 5 Matrix DV +1 per net hit, +2 per mark on successful attack.

Pattern: Launches programs in order, then starts at the top, and restarts the first de-rezzed program.

If Patrol detects any interference with a ship, on the WAN, it will immediately alert a security spider, who will scramble in 1D6 rounds.

Description: From the outside it looks like an expensive yacht, but inside it is a large control room, with a nautical theme. In the center is a map of the Norwegian sea, which also contains the locations of the company's three ships. It is possible to bring up a large AR control panel over a ship and access the ship's devices via this, although this will immediately trigger Patrol to see if it is detected.

To change any devices on a ship will require Nautical Mechanics + Log (2+) to succeed, otherwise the effect is altered or doesn't work.

Other company specific devices not on the ships are accessible from separate control panels around the gantries or on the floor. Almost all company devices are slaved to the host.

On the next floor up of the gantries, there are control panels which give access to the company's pay data – vast reams of drilling data. These are locked at protection rating 4 (p. 238, SR5 for Crack File action). A separate Matrix perception roll (Threshold 2), each taking up to a minute is required to haul in a 1,000€, up to a total of 1D6 such files.

A Matrix Perception (2) to find financial transactions to Rosneft, for example, or to confirm their licence was issued by Sig Moen, should be a trivial affair.

The physical security here is lax, with rating 2 devices, such as cameras. Dogs patrol the port area at night, monitored by Vory guards. There is no astral security, although it is entirely possible that an astrally projecting mage will encounter a toxic spirit, as they are drawn to the place.

Moen's Lodge

The toxic domain extends all around the island, and further out to sea, varying from 2 to 6. Anyone checking astrally with Assensing will discover it goes all the way along the coast to Trondheim. On the island of Kristiansund itself, the peaks are the NSPS facility (4), but also on the westernmost part of the island, which becomes craggy and inaccessible, it peaks further (6).

This lattermost location is Moen's Lodge, and is where Verdal's knowledge or following Moen will lead them to. Also, if they ask around using Etiquette (2), then they will discover that many ships dump waste on the western spur, and this is also blamed for the remaining islanders for the toxic environment.

This is also where the dragon Jarnbjorn stayed for a short while before leaving to lay waste to Lillehammer. Luckily, Kristiansund was spared.

To successfully reach the part of the spur where the lodge is by land vehicle would require Navigation (5), then a drive vehicle (terrain 6) to avoid crashing into a ditch. Tracked, walker or bikes would only require (terrain 3). By boat would actually take longer than simply walking from the nearest road, and entail climbing 10 meters of crags (+0 dice pool modifier, p. 134, SR5).

The simplest way is to use drones to survey the area, then walk through which requires Navigation (2, 4 without drones), although the possessed jotun, Kreft will soon be upon them.

The hideously deformed giant will attack them with a huge sword, without any introduction, and hopefully with surprise, but a creature that size is unlikely to move quietly.

The lodge itself is a huge shelter, built from dumped containers. Huge pieces of rusting metal prop up cracked plastic sheeting. Inside is an altar made of empty plastic bleach bottles, plastic chemical barrels and old car batteries, all held together with twine.

The land itself on the spur is about ankle deep in polluted, brackish sludge.

Large, white, blind fish with needle-like teeth swim in the sludge. Elsewhere, large, sickly-looking dogs prowl around. These are what the locals refer to as Barg Hounds.

The lodge is Force 6.

If the runners attack Moen here, he will have Kreft for protection, and himself gain +6 to his limit for magic from being aligned to the local domain. He will also choose to have summoned spirits possess runners and the Barg Hounds.

Picking up the Pieces

Pay

Njord will pay the agreed upon fee upon hearing that Jarnbjorn was possessed by a spirit, controlled by the magician Holoki.

There are bonuses available of 2,000¥ each for the following items of information:

- Holoki being a toxic, and using NSPS to further his toxic domain.
- Saeder-Krupp is supplying the Ancients with guns.
- NSPS is a shell company for Saeder-Krupp, set up by the Ancients with S-K seed money.

The runners will be paid by the same corporate mercs who they met at the farm upon first arriving in Norway.

Karma

Situation	Karma
Character survived	1
Discovering that it was Holoki/ Sig Moen who corrupted the dragon	3
Springing Geirrod	2
Discovering the toxic lodge	2
Discovering the Saeder-Krupp connection to the Ancients and NSPS	2
If the Saeder-Krupp guns are diverted from the Ancients	1
Overall adventure challenge	4

Pickup Skills

Each runner will pick up a free skill point in either Area Knowledge (Oslo) or Norwegian.

Legwork

The Ancients in Oslo

Contacts to Ask: Police, gangers.

Th	Time	Information
0	-	Who?
1	1 min	All elf go gang originally based out of the UCAS.
2	5 min	Responsible for good part of the drug trade.
3	30 min	Their Lillehammer chapter got wiped out when Jarnbjorn the dragon went berserk.
4	2 hr	Rumors say that they are supplied with arms by a megacorp, possibly Saeder-Krupp.

Geirrod

Contacts to Ask: Bikers, Police, Aesir Society.

Th	Time	Information
0	-	Who?
2	5 min	Elven guy, a “back to nature” type, but he knows how to party.
3	30 min	Spent some time with the Aesir Society.
4	2 hr	He keeps the Ancients informed of events around Norway. Be careful what you say to him.
5	6 hr	Rumor has it that the police have him at the moment.

Norges Selvik Petroleum Services

Contacts to Ask: Businessmen.

Th	Time	Information
0	-	Who?
1	1 min	Speculative drilling company based on the northern coast.
2	5 min	Operates a number of drilling ships, although they are rumored to cause pollution when drilling.
3	30 min	Under normal environmental regulations, they would never obtain permits, it was ushered in with backhanders.

Black Stock Exchange

Contacts to Ask: Underworld, Entrepreneurs.

Th	Time	Information
0	-	Who?
1	1 min	An illegal stock market which frequently changes location.
2	5 min	It trades exclusively in physical certificates, in order to prevent hacking.
3	30 min	The main power behind the Black Stock Exchange is the Vory.

Holoki

Contacts to Ask: Aesir Society, Bikers, Magical community.

Th	Time	Information
0	-	Who?
1	1 min	A shaman and member of the Aesir Society.
4	2 hr	It is rumored that he was once a member of Winternight. Others claim he was merely a sympathizer.

Cast of Shadows

Note! All these NPCs are Norwegian (unless otherwise noted), and have the following languages:

Norwegian N, English 4

Norgarm

B 7 A 4 R 5 S 6 W 5
L 4 I 4 C 2 Ess 6

Metatype: Male dwarf.

Initiative: 9 + 1D6

Movement: 8/ 16/ +1

Condition Monitor: P12/ S11

Limits: Mental 6 Physical 8 Social 5

Armor: 12

Skills: Animal Handling 2, Armorer 3, Automotive Mechanic 3, Blades 4, Clubs 3, First Aid 2, Longarms 6, Medicine 1, Navigation 5, Perception 3, Pilot Ground Craft 2, Pistols 1, Sneaking 2, Survival 5, Throwing Weapons 1, Tracking 5, Unarmed Combat 2
Gear: Armor Jacket, Renraku Sensei (3), Medkit (2), Goggles (6, Vision Magnification, Vision Enhancement 3, Image Link), Survival Kit, Climbing Gear.

Vehicles: Harley-Davidson Nightmare (p. 45, R5).

Weapons:

Ares Desert Strike [Sniper, Acc 7, DV 13P, AP -4, SA, RC 4, 14(c)] 2 clips regular.

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Combat Axe [Blade, Acc 4, Reach 2, DV 11P, AP -4]

Description: Tanned and tattooed dwarf, clearly dressed for living outdoors. He wears a small amount of runic jewelry.

Fimbuldarr

B 9(12) A 5 R 5(6*) S 9 W 4
L 2 I 4 C 2 Ess 5

Metatype: Male troll.

Initiative: 9(10*) + 1(3*)D6

Movement: 10/ 20/ +1

Condition Monitor: P13/ S10

Limits: Mental 4 Physical 11 Social 5

Armor: 17 (with helmet)

Qualities: Toughness, Addiction (Moderate)
Jazz

Skills: Aeronautics Mechanic 2, Automatics 5,
Automotive Mechanic 2, Blades 2, Etiquette
(Street) 2(4), Industrial Mechanic 2,
Intimidation 2, Nautical Mechanic 2,
Perception 2, Pilot Ground Craft (Bikes) 6(8),
Pistols 5, Throwing Weapons 2, Unarmed
Combat 2

Martial Arts: Boxing (classic): Haymaker (p.
121, R&G, +2 defence, +1 DV)

Gear: Armor Jacket, Motorbike helmet,
Renraku Sensei (3), Glasses (4, Image Link,
Vision Enhancement 1, Low Light, Smartlink),
6 Jazz*

Cyberware: Aluminium Bone Lacing

Weapons:

Ingram Smartgun X [SMG, Acc 6, DV 8P, AP
-, BF/FA, RC 6, 32(c)] 2 clips regular.

Ares Predator V [Heavy Pistol, Acc 7, DV 8P,
AP -1, SA, RC 4, 15(c)] 2 clips regular.

Combat Knife [Blade, Acc 6, Reach 1, DV
11P, AP -3]

Ride: Harley-Davidson Scorpion

Handl 4/3 Speed 4 Accel 2

Bod 8 Armor 9 Pilot 1

Sensor 2 Seats 1

Description: Big old grizzled troll, with both
horns intact and protruding through the
helmet.

Holoki/ Sig Moen

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

Metatype: Male human.

Initiative: 7 + 1D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S10

Limits: Astral 6 Mental 5 Physical 4 Social 6

Armor: 8

Skills: Assensing 4, Automatics 2, Banishing 2,
Binding 6, Computer 1, Con 2, Counterspelling
2, Etiquette 3, Intimidation 2, Longarms 3,
Perception 2, Pilot Ground Craft 2, Pistols 2,
Sneaking 2, Spellcasting 5, Summoning 6

Tradition: Qabalah (p. 48, SG. Drain 8). He has
a Pollution Mentor Spirit (p. 86, SG) giving +2
to summon or bind toxic spirits of water (ie.
Sludge).

Spells: Acid Stream, Pollutant Wave,
Clairaudience, Clairvoyance, Mind Probe,
Improved Invisibility, Physical Mask, Armor,
Mana Barrier

Drain: 8

Gear: Actioneer Business Clothes, Fairlight
Caliban (7), Glasses (4, Image Link, Low Light,
Smartlink, Vision Enhancement 1)

Weapons:

Ares Predator V [Heavy Pistol, Acc 7, DV 8P,
AP -1, SA, RC 2, 15(c)] 2 clips regular.

Description: Slim, smartly dressed with slicked
back black hair and a goatee.

Ancients Biker

Professional Rating 1
B 4(5) A 5 R 3(4*) S 4 W 3
L 2 I 3 C 5 Ess 6

Metatype: Male elf.

Initiative: 6(7*) + 1(3*)D6

Movement: 10/ 20/ +2

Condition Monitor: 10

Limits: Mental 4 Physical 5(6*) Social 7

Armor: 11 (With helmet)

Skills: Automatics 2, Blades 4, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 2, Unarmed Combat 3

Qualities: Toughness

Gear: Armor Vest, Motorbike Helmet, Metalink (1), Jazz*

Weapons:

Browning Ultra Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Knife [Blade, Acc 5, Reach 0, DV 5P, AP -1]
Unarmed [Unarmed, Acc 5, Reach 0, DV 4S, AP -]

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Sword [Blade, Acc 6, Reach 1, DV 7P, AP -2]

Frag Grenades [Thrown, Acc 5, DV 18P(f) (-1/m), AP +5] 1D6 carried

Ride: Suzuki Mirage

Handl 5/3 Speed 6 Accel 3

Bod 5 Armor 6 Pilot 1

Sensor 2 Seats 1

Description: Dressed in black leathers, tattooed elf with the green anarchy on the back of his jacket.

All the Ancients have the Browning and Knife. 1 in 6 have a Ceska. 1 in 6 have a Sword. 1 in 6 have 1D6 grenades.

Ancients Mage – Cafryr

B 3 A 5 R 3 S 2 W 6
L 2 I 3 C 7 M 6 Ess 6

Metatype: Female elf.

Initiative: 6 + 1D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S11

Limits: Astral 9 Mental 5 Physical 4 Social 9

Armor: 9

Skills: Assensing 4, Automatics 2, Banishing 3, Binding 6, Blades 3, Counterspelling 3, Etiquette 1, Longarms 2, Perception 2, Pilot Ground Craft 1, Pistols 2, Ritual Spellcasting 3, Spellcasting 6, Summoning 6

Tradition: Shaman (Drain 13)

Spells: Lightning Bolt, Clairvoyance, Mind Probe, Heal, Stabilize, Agony, Chaos, Improved Invisibility, Trid Phantasm, Magic Fingers

Gear: Armor Clothes, Renraku Sensei (3)

Weapons:

Ares Crusader II [Machine Pistol, Acc 7, DV 7P, AP -, SA/BF, RC 4, 40(c)] 2 clips regular.

Description: A beautiful elven woman, who otherwise looks like any other biker chick. However, it should be apparent from watching a short while that she is accorded a deep measure of respect from fellow gang members.

Nightglade (Force 5 Nightmare)

B 5 A 8 R 7 S 5 W 6
L 5 I 6 C 7 M 5 Ess 5

Metatype: Spirit.

Physical Initiative: 13 + 2D6

Astral Initiative: 11 + 3D6

Movement: 16/ 32/ +2

Condition Monitor: P11/ S11

Limits: Astral 9 Mental 8 Physical 8 Social 9

Armor: 10 (Hardened)

Skills: Assensing 5, Astral Combat 5, Con 5, Gymnastics 5, Intimidation 5, Perception 5, Unarmed Combat 5

Powers: Astral Form, Banishing Resistance, Energy Drain (Karma, LOS, Stun damage), Fear, Influence, Magical Guard, Materialization, Mind Link, Sapience, Shadow Cloak, Spirit Pact

Weapons:

While asleep, allow the victim to roll

Willpower + Logic to wake up. They need 5 successes, and can try every minute they are being drained (not extended). When they lose a karma, they wake up screaming from their nightmare, and may see the shadow in the room...

Energy Drain: 11 [8] (10 – target's Essence, 1 minute) Extended. Takes a karma and causes a stun damage.

Halamar

Professional Rating 1

B 4(5) A 5 R 4(5*) S 4 W 4
L 3 I 4 C 6 Ess 5.7

Metatype: Male elf.

Initiative: 8(9*) + 1(3*)D6

Movement: 10/ 20/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 6(7*) Social 8

Armor: 14 (With helmet)

Skills: Automatics 2, Blades 4, Clubs 3, Etiquette (Street) 4(6), Intimidation 4, Leadership 1, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 4, Unarmed Combat (Cyberimplants) 3(5)

Qualities: Toughness

Augmentations: Retractable Spur

Gear: Armor Jacket, Motorbike Helmet, Sony Emperor (2), Jazz.

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Sword [Blade, Acc 6, Reach 1, DV 7P, AP -2]

Spur [Cyberimplant, Acc 6, Reach 0, DV 7P, AP -2]

Unarmed [Unarmed, Acc 5, Reach 0, DV 4S, AP -]

Ride: Suzuki Mirage

Handl 5/3 Speed 6 Accel 3

Bod 5 Armor 6 Pilot 1

Sensor 2 Seats 1

Description: Dressed in black leathers, tattooed elf with the green anarchy on the back of his jacket. He is the undisputed leader of the Ancients in Oslo.

Romaris

Professional Rating 1

B 4 A 7(9) R 5(7) S 2 W 4
L 3 I 5 C 5 M 6 Ess 6

Metatype: Male elf.

Initiative: 10(12) + 3D6

Movement: 18/ 36/ +2

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 7 Social 7

Armor: 12 (14 with helmet)

Skills: Automatics 4, Etiquette 2, Longarms (Sniper Rifles) 6(8/9), Perception 2, Pilot Ground Craft (Bikes) 4(6), Sneaking 2

Adept Powers: Improved Reflexes 2, Improved Physical Ability (Agility) 2, Enhanced Accuracy (Longarms), Improved Ability (Longarms) 1, Danger Sense 1, Attribute Boost (Body) 2

Gear: Armor Jacket, Motorbike helmet, Renraku Sensei (3)

Weapons:

Ares Desert Strike* [Sniper Rifle, Acc 8, DV 13P, AP -4, SA, RC 3, 14(c)] 2 clips regular.

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 3, 35(c)] 2 clips regular.

Unarmed [Unarmed, Acc 7, Reach 0, DV 2S, AP -]

**Wireless off*

Ride: Suzuki Mirage

Handl 5/3 Speed 6 Accel 3
Bod 5 Armor 6 Pilot 1
Sensor 2 Seats 1

Description: Dressed in long black leather duster, collar turned up, with the green anarchy on the back of his jacket. He is their assassin.

Corrupt Officials

This includes Sebastien Kruger, Anders Hennie and Dennis Floberg

B 3 A 3 R 3 S 3 W 3
L 4 I 4 C 4 Ess 6

Metatype: Male human.

Initiative: 7 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 4 Social 6

Armor: 0

Skills: Computer 2, Con 4, Etiquette 4, Perception 1, Pilot Ground Craft 2

Knowledge Skills (Dice Pools): Professional 6 (eg. Accountancy for an accountant)

Languages (Dice Pools): Kruger has German N, Norwegian 6, English 6

Gear: Renreku Sensei (3)

Weapons:

Unarmed 3S.

Viking Biker

Professional Rating 1

B 4(5) A 4 R 3(4*) S 5 W 3
L 2 I 3 C 3 Ess 6

Metatype: Male human.

Initiative: 6 + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: 10

Limits: Mental 3 Physical 6(7*) Social 4

Armor: 11 (With helmet)

Skills: Automatics 2, Blades 5, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 2, Unarmed Combat 5

Qualities: Toughness

Gear: Armor Vest, Motorbike Helmet, Metalink (1), Jazz*

Weapons:

Browning Ultra Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Knife [Blade, Acc 5, Reach 0, DV 6P, AP -1] Unarmed [Unarmed, Acc 6(7*), Reach 0, DV 5S, AP -]

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Sword [Blade, Acc 6, Reach 1, DV 8P, AP -2]

Ride: Harley-Davidson Scorpion

Handl 4/3 Speed 4 Accel 2
Bod 8 Armor 9 Pilot 1
Sensor 2 Seats 1

Description: Dressed in black leathers, strong, tattooed men with the viking and axe logo somewhere on the back of his jacket.

All the Vikings have the Browning and Knife. 1 in 6 have a Ceska. 1 in 6 have a Sword.

Viking Biker Senior

Professional Rating 1

B 4(6) A 4 R 4(5*) S 5 W 4
L 3 I 4 C 4 Ess 6

Metatype: Male human.

Initiative: 6 + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 6(7*) Social 6

Armor: 12 (With helmet)

Skills: Automatics 2, Blades 5, Clubs 3, Demolitions 3, Etiquette (Street) 4(6), Heavy Weapons 3, Intimidation 4, Leadership 1, Longarms 3, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 4, Unarmed Combat 5

Qualities: Toughness

Augmentations: Plastic Bone Lacing

Gear: Armor Vest, Motorbike Helmet, Sony Emperor (2), Jazz*

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Frag Grenades [Thrown, Acc 5, DV 18P(f) (-1/m), AP +5] 1D6 carried

Combat Axe [Blade, Acc 4, Reach 2, DV 10P, AP -4]

Unarmed [Unarmed, Acc 6(7*), Reach 0, DV 6P, AP -]

Ride: Harley-Davidson Scorpion

Handl 4/3 Speed 4 Accel 2
Bod 8 Armor 9 Pilot 1
Sensor 2 Seats 1

Description: The baddest of the Nordic biker gangs, these are the 1%ers of Norway. They will mercilessly hack their way through any opposition.

Wolverine Officer

Professional Rating 3

B 4(5*) A 3 R 4(5*) S 3 W 3
L 2 I 3 C 3 Ess 6

Metatype: Male human.

Initiative: 7 + 1(3*)D6

Movement: 6/ 12/ +2

Condition Monitor: 10

Limits: Mental 4 Physical 5(6*) Social 5

Armor: 12

Skills: Clubs 3, Etiquette 2, Longarms 3, Perception 3, Pilot Ground Craft 2, Pistols 4, Running 3, Unarmed Combat 4

Gear: Armor Jacket, Renraku Sensei (3), Sunglasses (Image Link, Smartlink), 2 doses of Jazz*

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC 2, 15(c)] 2 clips regular.

Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC -, 4(m)]

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

Police Car:

Handl 4/3	Speed 4	Accel 2
Bod 11	Armor 9	Pilot 1
Sensor 2	Seats 4	

Ares Roadmaster:

Handl 3/3	Speed 3	Accel 1
Bod 18	Armor 18	Pilot 3
Sensor 3	Seats 8	

Description: Typical uniformed police officers of Norway. They are known more for their brute force and common sense, and tend to lack in finesse.

Brecke (Wolverine Mage)

Professional Rating 3

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

Metatype: Male dwarf

Initiative: 8 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P12/ S11

Limits: Astral 7 Mental 7 Physical 7 Social 6

Armor: 9

Skills: Arcana 2, Assensing 4, Astral Combat 2, Counterspelling 4, Etiquette 1, Perception 1, Pilot Ground Craft 1, Pistols 2, Ritual Spellcasting 4, Spellcasting 4, Summoning 5

Tradition: Hermetic (Drain 11)

Spells: Mana Ball, Shatter, Clairvoyance, Detect Individual, Chaos, Hot Potato, Remote Sensing

Gear: Armor Vest, Renraku Sensei (3)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Defiance T-250 [Shotgun, Acc 4(6), DV 10P, AP -1, SA, 5(m)]

Description: Well-combed hair and beard, although his eyes look constantly bleary, and his uniform looks ill-fitting. Although he is something of a career mage, he can still pack a punch but prefers to use spirits for fighting. Valdimir is a bound spirit with 4 services remaining, who patrols the station in astral looking for any astral interlopers. There should typically be none but him and Brecke.

Valdamir (Force 5 Earth Spirit)

B 9 A 3 R 4 S 9 W 5
L 4 I 5 C 5 M 5 Ess 5

Metatype: Earth spirit

Initiative: 9 + 2D6

Astral Initiative: 10 + 3D6

Movement: 6/ 12/ +2

Condition Monitor: P13/ S11

Limits: Astral 7 Mental 6 Physical 11 Social 7

Armor: 10 (Hardened)

Skills: Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers: Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search, Elemental Attack

Weapons:

Elemental Attack [Exotic, Acc 11, DV 10P, AP -5]

Unarmed [Unarmed, Acc 11, Reach 0, DV 9S, AP -]

Description: Well-muscled and bearded, earthy form. Cross between and viking and a small mountain.

Security Spider

p. 76, DT

Professional Rating 4

B 2 A 3 R 4 S 3 W 5

L 6(7) I 5 C 2 Ess 5.7

Metatype: Male human.

Matrix Initiative (Cold): DP + 5 + 3D6

Condition Monitor: 11

Limits: Mental 8 Physical 4 Social 5

Armor: 6

Skills: Computer 6, Cybercombat 5, Electronic Warfare 5, Hacking (Personas) 7(9), Hardware 6, Intimidation 2, Perception 3, Pistols (Tasers) 1(3), Software 6

Qualities: Codeslinger (Hack on the Fly +2), Uncouth

Cyberdeck: Sony CIY-720 [Rating 4, Attack 6, Sleaze 6(7), Data Processing 5, Firewall 7(8), Programs 4]

Programs: Armor*, Biofeedback*, Encryption*, Exploit, Guard, Hammer, Sneak, Stealth*.

Augmentations: Cerebral Booster 1, Datajack

Description: A Chinese martial artist, crackling with electrical energy. He alternates between Hack on the Fly (Dice pool 18 [7]) to gain marks and Data spike (Dice pool 12 [6], with Biofeedback) to eradicate them.

Geirrod

Professional Rating 2

B 4 A 5 R 4 S 3 W 3
L 6 I 5 C 5 Ess 5.8

Metatype: Male elf.

Initiative: 9 + 1D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 7 Social 7

Armor: 0

Skills: Computer 5, Con 6, Electronic Warfare 3, Escape Artist 3, Etiquette 4, Hardware 5, Impersonation 3, Palming 3, Perception 3, Pilot Ground Craft 3, Pistols 3, Sneaking 3, Software 5, Unarmed Comat 2

Gear: Nothing (he's in prison)

Weapons:

Unarmed [Unarmed, Acc 7, Reach 0, DV 3S, AP -]

Siegfried

Professional Rating 2

B 8(12*)A 4 R 4(5*) S 8 W 2
L 3 I 4 C 4 Ess 4.6

Metatype: Male orc.

Initiative: 8(9*) + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: P12/ S9

Limits: Mental 4 Physical 10(11*) Social 5

Armor: 16 (With helmet)

Skills: Automatics 5, Automotive Mechanic 2, Blades 4, Con 4, Etiquette (Street) 4(6), Intimidation 4, Leadership 2, Longarms 5, Negotiation 1, Pilot Ground Craft (Bikes) 6(8), Pistols 5, Throwing Weapons 2, Unarmed Combat 5

Qualities: Toughness

Gear: Armor Jacket, Hermes Ikon (5), 6 Doses Jazz*

Augmentations: Aluminium Bone Lacing, Cybereyes (2, Image Link, Smartlink, Low-Light Vision, Thermographic Vision, Vision Enhancement 1), Datajack

Martial Arts: Krav Maga (Releasing Talons)

Weapons:

Ingram Smartgun X [SMG, Acc 6, DV 8P, AP -, BF/FA, RC 6, 32(c)] 2 clips regular.

Combat Axe [Blades, Acc 4, Reach 2, DV 13P, AP -4]

Unarmed [Unarmed, Acc 10, DV 10P, AP -]

Ride: Harley-Davidson Nightmare (p. 45, R5)

Handl 4/3 Speed 5 Accel 2

Bod 8 Armor 8 Pilot 2

Sensor 3 Seats 2

Description: Bald-headed ork, smoking a cigar. Tribal and club tattoos define his huge body. He wears a number of club-related items of gold jewelry.

Ginndall

Professional Rating 2

B 4(5*) A 7(8) R 5(6*) S 4 W 2
L 3 I 4 C 6 Ess 5.3

Metatype: Male elf.

Initiative: 9(10*) + 1(3*)D6

Movement: 16/ 32/ +2

Condition Monitor: P10/ S9

Limits: Mental 4 Physical 6(7*) Social 7

Armor: 14 (With helmet)

Skills: Automatics 5, Blades (Swords) 5(7), Con 2, Etiquette (Street) 4(6), Intimidation 4, Leadership 2, Longarms 5, Negotiation 2, Perception 2, Pilot Ground Craft (Bikes) 6(8), Pistols 6(7), Throwing 2, Unarmed Combat 2

Qualities: Ambidextrous

Gear: Armor Jacket, Hermes Ikon (5), 6 Doses Jazz*, Quick draw bandoliers.

Augmentations: Muscle Toner 1, Cybereyes (2, Image Link, Smartlink, Low-Light Vision, Thermographic Vision, Vision Enhancement 1), Datajack, Reflex Recorder (Pistols)

Weapons:

2x Savalette Guardian [Light Pistol, Acc 7, DV 8P, AP -1, SA/BF, RC (4), 12(c)] 2 clips regular.

Katana [Blades, Acc 7, Reach 1, DV 7P, AP -3]

Unarmed [Unarmed, Acc 7, DV 4S, AP -]

Ride: Yamaha Kaburaya (p. 44, R5)

Handl 5/3 Speed 6 Accel 3
Bod 5 Armor 4 Pilot 1
Sensor 2 Seats 1

Description: Duster jacket, short spikey red hair. Green cybereyes. Wears his pistols in quick draw bandoliers.

Limo Driver

Professional Rating 3

B 7 A 5 R 6(8) S 5 W 3
L 4 I 5 C 2 Ess 4.4

Metatype: Male ork.

Initiative: 11(13) + 1D6

Cold Sim Initiative*: 11 + 3D6

Movement: 10/ 20/ +2

Condition Monitor: P12/ S10

Limits: Mental 6 Physical 9 Social 4

Armor: 6

Skills: Electronic Warfare 2, Etiquette 4, Hardware 2, Perception 2, Pilot Aircraft 2, Pilot Ground Craft 6, Pistols 2, Sneaking 2

Gear: Armor Clothing, Renraku Sensei (3), Glasses (4, Image Link, Low Light, Vision Enhancement 2), Jammer (4, Area)

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP -, SA, RC (3), 16(c)] 2 clips regular.

Unarmed [Unarmed, Acc 9, DV 5S, AP -]

RCC: Vulcan Liegelord (Rating 5, Data Processing 5(6), Firewall 6(7))

Typically: Noise Reduction 4, Sharing 1

Progs: Encryption, Armor, Toolbox

Mitsubishi Nightsky (Handl 4/3, Speed 4, Accel 2, Bod 15, Armor 15, Pilot 3, Sensor 5, Seats 8)

Progs: Maneuvering (3),

Description: Very smartly dressed ork. Upon discovering that he is under matrix attack, he will use full matrix defence (-10 Initiative, +5 to all matrix rolls) to try to stop hackers, and a reboot if necessary. Note that the jammer is also slaved to the RCC, and can be switched on in with a Free action.

In addition to defensive measures, he will also contact a Security Spider (sharing any marks he may have), who will arrive in 1D6 x10 seconds. He will also contact Wolverine police who, given the nature of his passengers, will arrive in force in 1D6 +4 minutes.

As a last defence, he will switch the limo wireless off, jack out and switch to manual, then leave the area for the Ring.

Saeder-Krupp/ Vory Security

Professional Rating 4

B 4 A 5 R 4 S 4 W 4
L 3 I 4 C 3 Ess 6

Metatype: Male human.

Initiative: 8 + 1D6

Movement: 10/ 20/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 5 Social 6

Armor: 9

Skills: Automatics 5, Blades 5, Intimisation 6, Perception 2, Pilot Ground Craft 2, Pistols 4, Unarmed Combat 6

Languages: Russian N, Norwegian 4, English 4

Gear: Lined Coat, Renraku Sensei (3)

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Knife [Blade, Acc 5, Reach 0, DV 5P, AP -1]

Description: Smartly dressed, humorless goons. If appropriate they may carry a rating 3 MAD scanner.

Astrid Verdal

Edge 2

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

Metatype: Female Human.

Initiative: 9 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S11

Limits: Astral 7 Mental 7 Physical 4 Social 6

Armor: 9

Skills: Alchemy 4, Arcana 5, Assensing 6, Counterspelling 4, Etiquette 2, Navigation 2, Perception 2, Pilot Ground Craft 2, Pistols 2, Spellcasting 6(9), Summoning 3, Survival 2, Tracking 2

Tradition: Hermetic (Drain 11)

Spells: Mana Bolt, Clairaudience, Clairvoyance, Detect Individual, Mind Probe, Heal, Improved Invisibility, Shapechange

Initiation: 1 (Divination, Augury & Sortilege, p. 124, SG)

Gear: Lined Jacket, Sony Emperor (2), Survival Kit, Spellcasting Focus (3, Detection)

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP -, SA, RC (2), 16(c)] 2 clips regular.

Unarmed [Unarmed, Acc 4, DV 2S, AP -]

Vehicle:

Off-road subcompact/ 2 seater mini jeep (Handl 3/4, Speed 2/4, Accel 2, Bod 8, Armor 4, Pilot 1, Sensor 2, Seats 2)

Description: Verdal is an outdoors type and dresses appropriately. Wears lots of runic jewelry (including her focus).

Thrym

Edge 1

B 10(11)A 4 R 3 S 9 W 3
L 3 I 4 C 4 Ess 6

Metatype: Male giant.

Initiative: 7 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P13/ S10

Limits: Mental 5 Physical 11 Social 6

Armor: 11

Skills: Blades 6, Con 3, Etiquette 3, Intimidation 3, Leadership 3, Navigation 2, Negotiation 3, Perception 3, Survival 2, Throwing Weapons 2, Tracking 2, Unarmed Combat 2

Qualities: Toughness, First Impression

Gear: Lined Coat

Weapons:

Combat Axe [Blades, Acc 4, Reach 3, DV 14P, AP -4]

Unarmed [Unarmed, Acc 11, Reach 1, DV 9S, AP -]

Description: Disarmingly friendly giant. He tends to act as envoy for the roundhouse. He is at +2 on all Social tests for first encounter, due to First Impression.

Force 6 Sludge Spirit

B 7 A 7 R 8 S 6 W 6
L 6 I 6 C 6 M 6 Ess 6

Metatype: Spirit.

Initiative: 14 + 2D6

Astral Initiative: 12 + 2D6

Movement: 14/ 28/ +2

Condition Monitor: P12/ S11

Limits: Mental 8 Physical 9 Social 8

Armor: 0

Skills: Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat

Powers: Possession, Binding, Elemental Attack (Pollutant), Engulf (Water), Movement, Mutagen, Sapience, Search, Concealment, Fear

Weapons:

Elemental Attack [Exotic, Acc 9, DV 12P, AP -6, SS]

Weaknesses: Allergy (Clean Water, Severe)

Description: (p. 88, SG). This is a *possession* sludge spirit, so has no Materialization power, only Possession (p. 197, SG). Such a spirit possesses the giant Kreft (see below). It is entirely possible that, if attacked, Holoki will attempt to use such a spirit to possess a PC.

Kreft (Possessed Giant)

B 10(13*) A 4(7/10*) R 3(6) S 9 W 6
L 6 I 6 C 6 M 6 Ess 6

Metatype: Possessed male giant.

Initiative: 14 + 2D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

Limits: Mental 8 Physical 9 Social 8

Armor: 11

Skills: Assensing 6, Astral Combat 6, Exotic Ranged Weapon 6, Perception 6, Unarmed Combat 6

Powers: Possession, Binding, Elemental Attack (Pollutant), Movement, Mutagen*, Sapience, Concealment, Fear

Gear: Lined Coat (9)

Weapons:

Elemental Attack [Exotic, Acc 9, DV 12P, AP -6, SS]

Sword [Blades, Acc 6, Reach 2, DV 12P, AP -2]

Weaknesses: Allergy (Clean Water, Severe)

Description: Kreft the giant is possessed by a Force 6 Sludge spirit, which is bound. In combat, it will use Concealment to sneak up on the unwary, use Mutagen (p. 196, SG) to increase its attributes, possibly Binding to prevent their escape, then attack with either its huge sword, or by corrupting its targets with its Elemental Attack (pollution) see p. 195, SG for its toxic after-effects 12 hours later. Although poorly armored, Kreft can be a deadly enemy alone, worse if confronted alongside Holoki. Since it is aligned to the toxic domain, it gains **+6 to limits for magic**. He has milk white eyes, which may lead the runners to wrongly conclude that he is infected.

Barg Hounds

Professional Rating 1

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

Metatype: Critter.

Initiative: 8 + 1D6

Movement: 6/ 24/ +4

Condition Monitor: 10

Limits: Mental 4 Physical 6 Social 5

Armor: 0

Skills: Intimidation 4, Perception (Smell) 5(7), Running 5, Tracking 6, Unarmed Combat 5

Powers: Enhanced Senses (Hearing, Smell), Natural Weapon (Bite).

Weapons:

Bite [Unarmed, Acc 6, Reach 0, DV 5P, AP -]

Description: These sickly-looking dogs are fairly harmless alone. However, they can be encountered in small packs of 1D6 +1, and one or more may be possessed by a Force 6 Sludge spirit (same as Kreft, above). Teamwork for bites, and similar tactics to Kreft could make for a difficult encounter.