BHG07-03 Run Deep

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Contents

Introduction

Supplements

The adventure 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*)
- Run Faster (*RF*)
- Shadow Spells (*SSP*)
- Howling Shadows (*HS*)

Although items and settings from these supplements are used in the adventure, they are not essential as stats are usually given for any items used.

Setting

It is set in Summer of 2075, and begins in Lillehammer, Norway. It continues on from BHG07-02 Norwegian Blue, and is intended to be run as part of the series (BHG 07-01 to -03). It would take some work to adapt it as a drop-in, mainly due to the amount of plot covered so far.

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

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 not so long ago.

NSPS

The Saeder-Krupp subsidiary Rosneft is actively looking for new oil reserves in the Norwegian Sea. However, drilling for oil in a sea already affected by the Black Tide is an environmental disaster, affecting PR. To this end, S-K Prime have arranged for the Ancients biker gang to create a shell company, Norges Selvik Petroleum Services (NSPS).

This shell company allows deniability by Saeder-Krupp when conducting their drilling. But unknown to Saeder-Krupp, the company is now partly owned by the Vory, due to bungling by a, now dead, Ancients member.

One Astrid Verdal, a magician who was working for NSPS, discovered it was Vory owned, but more disturbingly, how the drillships' 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.

The runners may have encountered Verdal in the previous adventure, as they joined the dots.

There is still a contract out on her by the Vory, as no-one has yet collected.

Recent Events and the Vory

Everything until now is all history. In the last couple of weeks, a geologist has been contracted to look at the backlog of data from the drillship and has made a quite startling find – a vein of Orichalcum. Although at pre-

sent, no-one knows how much is there, it could potentially be worth billions.

Daniil Petrov, a troll and head of the Vory operating the NSPS, saw in this an opportunity to prove himself once and for all. Against all common sense, he kidnapped the geologist, Hans Ogrim, and removed all geological survey data from the NSPS host, so that no-one else could learn of the discovery. By doing so, he is effectively stealing from Rosneft, a Russian oil firm, and Saeder-Krupp, its parent. It is a very dangerous move. His motive however, is not just greed – it is to prove himself to his Vory father, Boris Petrov.

However events surrounding the find have generated enough gossip around the company, that they all genuinely think that a substantial oil reserve has been found.

Daniil, realizing that time is short, has begun to make overtures to Maersk in Denmark, who are suitably equipped to take on such a partnership.

However, there are several complications.

Firstly, Daniil has taken the geological survey data to a partner in Trondheim, Roman Kasyanov. He is a vampire and porn king who lives a precariously legal life overseeing half a dozen porn hosts around the matrix, which means he has plenty of places to hide data.

However, Kasyanov has taken it to an offline data haven up in the mountains near Trondheim, which he calls Bran. It is very hard to reach, and Kasyanov usually goes into mist form to take data there. This location also serves as an emergency hideout should things get hot.

Secondly, Boris Kasyanov, another local Vory mob boss, has found out about his son Daniil's actions, which is an affront to Rosneft, a close ally of his.

He has a mole in Daniil's group, who can tell him that the data has been taken out to Kasyanov for safe-keeping, and Boris and his men will eventually seek out Kasyanov as a route to the data.

However, they only know that it is an oil find, not Orichalcum.

Thirdly, Anne Haga an undercover, freelance journalist (essentially a blogger with an attitude), has managed to infiltrate NSPS as a low paid office worker. She is in touch with Astrid Verdal, the whistleblower, and will provide the runners with most of their initial clues.

However, in the long run her idealism may not mesh well with the objectives of the runners' employers.

Fourthly, Saeder-Krupp are beginning to smell a rat. Although at present, Saeder-Krupp are still none the wiser that the Vory are now a major shareholder in their deniable shell company, they have noted some unusual transactions and communications from the company.

In due course, an S-K Prime "audit" team makes a visit. Rudely rebuffed by one of Daniil's men, this will trigger S-K to contact the Ancients in Oslo who will then ride up to NSPS in Trondheim for a confrontation.

This will eventually lead S-K to Daniil, the boss behind these Vory upstarts, and thus to Kasyanov.

A mind mage in the S-K team will be able to scan Haga and discover the truth (her truth in any case) and rush to Trondheim to retrieve the data.

Plot Synopsis

Three weeks after the previous run, *Norwegian Blue*, the runners are hired again by Njord, this time to investigate rumors of a sizeable oil find by NSPS, Rosneft's deniable drilling company. If the rumors are true, then Njord would like the runners to obtain the data and verify the find.

They will initially meet up with Verdal, who will explain that she is in contact with Haga, the undercover journalist. Making contact with Haga, she will explain that the find is completely denied within the company, and **all** the geological data is missing.

Haga's only lead is that Daniil, the Vory's Tsar, came into the company and left with the geologist, and all the data.

The runners will be able to track down Daniil, and eventually may discover that he has been meeting with another Vory in Trondheim, Roman Kasyanov. As an online illegal porn king, Kasyanov would be in a perfect position to hold the data securely.

During the ensuing chaos, the runners will discover that Kasyanov has a secure offline facility up in the mountains, which seems the most likely location for the data. This information can be found from Kasyanov himself, or from various records in his property.

Getting to the mountain data haven is no mean feat, and the wilds of Norway are inhospitable. With bridges out, and severe weather, the runners will then need to confront the insane AI who acts as guardian for Daniil's deepest haven.

Finally, upon retrieving and analysing the data, they will discover that only the *location* of the find is apparent, whereas their sponsor will be insistent on their retrieving a fresh sample to *verify* the find.

This will involve the runners potentially hijacking the drillship, Sleipnir, and taking it out to the previous drill location. However, the area is renowned for missing ships, and the crew will be hard to convince.

On arriving, the runners will face their final challenge. A kraken rears itself from the deep, and tries to take the ship down to the bottom with all hands on deck...

The Hook

One More Job...

Three weeks after the end of *Norwegian Blue*, and before a Coyote back to the UCAS becomes available, the runners get another call from Njord.

He meets them in AR again, with another job. The exact wording of the offer may need to be altered, depending on how far the runners investigated in the previous adventure. Suffice it to say that Njord knows everything, but will reveal as little as necessary.

Tell It To Them Straight

Njord is sat in someone's kitchen, and family voices can be heard nearby. He is eating some sort of fish dish.

"Greetings my friends, and thank you for the work you have completed for me so far. As a result, I have become aware of a significant oil find, by the drilling company, Norges Selvik Petroleum Services.

"This is nothing but a shell company for Rosneft, a part of Saeder-Krupp. If they gain a substantial oil find such as this, then it will make it that much harder to dislodge them from the Scandinavian Union.

"I would like you to obtain the drilling data which has identified this discovery and pass it to me, so that my local colleagues can take advantage of it, before the Saeder-Krupp machinery can become involved.

"I am authorized to offer you each a further twenty thousand nuyen to obtain and verify this data, should you accept."

It is down to the runners to ask more questions about the mission, but Njord actually knows very little about this latest development.

Negotiation of the fee is possible of course. Recall that Njord has a dice pool of 12. For every success they get over Njord's they will gain 500 on the 20k on their promised fee, to a maximum of +5 successes.

Once the runners have accepted their mission, they will be passed contact details for Anne Haga (Loyalty 1, Connections 3), who will begin their next briefing. She can meet them in a back alley dive in Trondheim, with Astrid Verdal (Loyalty 1, Connections 2).

Njord will also give the runners contact details for Lucky Leon (Loyalty 2, Connections 3), a Trondheim Vikings biker who has a good knowledge of Trondheim and its underworld.

Haga

Shortly after Verdal left, she was contacted by Haga, who revealed that she was an un-

dercover journalist. They kept in touch, and recently Haga contacted Verdal about the "oil find", who then contacted Njord.

Although Verdal can become involved, it is primarily Haga who will do the talking.

"I'm an undercover journalist trying to expose the causes of pollution in Norway. I've managed to get an office job working for NSPS. I've been there a while, and managed to get a little dirt on them, but I'm still struggling to get the connection between them and Saeder-Krupp.

"Anyhows, last week there was a commotion in the office, and I found out through the grape vine that a big oil find had been made. Before I could get onto their host, and crack into some of the drilling data, Daniil Petrov and his men came in and took all the data. Everything was gone.

"Daniil is the Vory Tsar who runs the company. His hobby is keelhauling his enemies naked behind fast cars.

"You'll need to do some digging to find out where he's taken the data. I'm going to keep looking into the affairs of NSPS, and I'll let you know anything new I turn up, and I hope you'll return the favor.

"This could be a huge story!"

The runners can ask a few further questions, which Haga is happy to answer. Verdal will also hand over her contact details to the runners.

Events

The events below will take place nominally from 1/8/2075, however, the dates can be shifted. They are more to give an idea of the timing of events.

1/8/2075

The runners meet with Anne Haga and Astrid Verdal.

Meanwhile in Trondheim, Boris Petrov, Daniil's father, meets with Vladimir Novikov, an enforcer who works for Daniil. Novikov

gives Boris the goods. He tells him about the oil find, and that he's keeping it secret, and also that the data has been taken to Roman Kasyanov.

As an ally of Rosneft, Boris will take exception to this and begin plotting to retrieve the data for his business associates.

As they are all leaving, however, they encounter Leonid Chagin, another enforcer with Daniil, who immediately spots what's going on. Boris and his men gun down Chagin in the street, and have to hurry away before police arrive.

When Daniil hears of his dead associate, he angrily phones his police contacts, not realising that they are covering for Boris, so he learns nothing.

2/8/2075

An S-K team will arrive at the NSPS offices, showing credentials from Rosneft, saying that they'd like access to NSPS's data, that they're here to make an audit.

They encounter one of Daniil's Vory enforcers and are rudely and roughly sent away.

Anne Haga calls the runners and lets them know what's happened. She also gives them the licence plate to see if they can trace it.

3/8/2075

S-K Prime angrily confront the Ancients in Oslo, about being turned away from NSPS, and belatedly discover that the company has been subverted by the Vory, due to the incompetence of a former Ancient member. The Ancients promise to confront the Vory.

Boris begins to investigate Kasyanov, and discovers he's a vampire. He tracks down a magician who might be able to help.

4/8/2075

Ancients arrive at NSPS offices and beat up the Vory minders present. Anne Haga contacts the runners to let them know what's going on. She leaves her comm on the desk on

speakerphone, and the runners hear her being grabbed and hurried away.

If the runners don't manage to get across and rescue her, the S-K mind mage will learn everything from Haga's mind.

In Trondheim, Boris and his men meet up with the Trondheim Vikings to ask for some muscle from them soon, and also Blodammer, a dwarven magician, known for fighting vampires.

They are told that action will happen tomorrow night. One of the Vikings contact the runners, through the Marauders, just to tip them off that something's going on.

5/8/2075

Angrily, Daniil catches up with his police contact, who is threatened and beaten until he reveals that it was Boris's men who killed Chagin, and that Novikov was there.

Daniil tortures Novikov and learns that he has told Boris everything and that Boris is planning to go up to Kasyanov's place to get the data.

Daniil and his men jump into cars and head up to Kasyanov's, while trying to call him to warn him in advance.

Before they arrive, the Vikings and Blodammer are ordered up to Kasyanov's place, to make it safe. A pitched battle ensues between Kasyanov's minders and the Vikings (with help from Blodammer) and Kasyanov's minders are overwhelmed.

However, it transpires that Kasyanov isn't home and has slipped out.

Shortly after, Daniil and his crew, also arrive at Kasyanov's, and a short conflict erupts between them and the Vikings, until Daniil find out that Kasyanov is in town at the Damnation nightclub. Upon learning this, Daniil and crew break off the combat and hightail it into town.

Boris, by this point, has also learned of Kasyanov's whereabouts, and both groups – Boris and Daniil's Vory – head to the club to seize Kasyanov.

Bullets fly, but Kasyanov turns to mist and makes his escape. His technomancer friend, Potroshit, escapes to a waiting car and uses his matrix skills to ease his escape, and then travels in the matrix to watch over the various systems at Kasyanov's home, to try to prevent anyone gaining access, albeit with a noise penalty due to the distance.

The two groups of Vory engage in the club, and Daniil is killed in the conflict, Boris' own adept taking care of Daniil's magician.

A while later, the S-K Prime team arrive at Kasyanov's to try to retrieve the data, which the runners are looking for. However, upon seeing the Vikings present, they will keep their distance and use surveillance to keep tabs on everyone.

A further time later, Boris and his men will arrive, and a hacking specialist will find the comm present in the office, which contains icons linking to Kasyanov's data havens, and the non-link to the offline haven in the mountains. If the runners have not retrieved the comm, it is now effectively out of reach, passed on to Rosneft to take advantage of the find, who will send a VTOL up to Bran to retrieve the data the next day.

Kasyanov will flee up into the mountains to his data haven to recuperate and wait out the next day, then he will begin to plan his escape.

Leads

The runners will initially have only Daniil's name and the NSPS to go on.

Legwork (thru contacts or matrix search) should be able to locate Daniil. The same result should also reveal Chagin's murder at the same time, giving them another possible lead and also that Boris is his father, and he is also in Trondheim, and very active.

The runners will also hear from Anne Haga about the happenings at NSPS as they occur, which they may become involved in if they wish.

Finally, through their connections with the Vikings, and their knowledge that the runners

are in Trondheim, they will likely get a call from a Trondheim Viking member, about their meeting with Boris, and a strange dwarf called Blodhammer.

Between these leads, a competent runner team should be able to keep up with the action.

Daniil Petrov

Some initial legwork should net the runners Daniil's location, and some other interesting information, such as his relation to Boris. He is accompanied by six minders and Darkwave, a nordic magician who protects him, and will likely spot any astral surveillance (have astral snoopers make a Stealth opposed roll against Darkwave's perception .

It will also lead them to hear about the murder of Leonid Chagin. If the runners doggedly pursue this lead, it will eventually lead them to Kasyanov.

Following Daniil will initially reveal little except for current events. However, he will make calls to a police contact, Sigurd Hansteen, asking about the murder investigation of Chagin, but Hansteen proclaims to know nothing.

Hacking his phone will reveal a long list of contacts, but not knowing who is who will stymy their efforts.

Boris Petrov

Boris, Daniil's father, is similarly engaged. He has heard from Novikov that Kasyanov the vampire has Daniil's drilling data. Boris is nothing if not cautious, quite unlike his rash son.

Surveillance of Boris and his men will reveal that he is calling some old contacts in the Aesir society, until he gets a meet with Blodammer, the dwarven vampire hunter and magician.

They will also notice him making overtures to the Trondheim Vikings, visiting them to talk to the local chapter president. If the runners can be proactive and use their own Vikings contacts to find out what's going on (Legwork,

2 successes), then they can learn that he's approached them for a job of attacking a house in a few nights time (check the schedule for details).

All this information could lead *indirectly* to Kasyanov. However, if they do stick to Boris long enough, Kasyanov's name may get dropped, but just be aware that this will end the city phase quickly.

Boris is based out of a smallholding on the edge of the city, which he has occupied for a long time. It is secured with cameras and movement sensors, but only a rating 6 commlink as master to protect this equipment.

The Murder of Leonid Chagin

Legwork here will lead only to the salient facts, which is no more than that disclosed by the press:

Chagin was found dead in a Trondheim alleyway, at about half past two in the afternoon, riddled with bullets. He'd been there for about half an hour, and was discovered by a delivery man to the metalworking company inside.

The police have checked the cameras in the local area and they either don't cover the area, or they show signs of potential tampering.

Chagin was a known Vory gangster, and the police have already logged it as "gang related" and given up on it.

However, if the runners look with fresh eyes they may notice that all is not as it seems:

- If anyone checks the police records for the metalwork company (Legwork or Matrix, 3 successes), they will discover that one of its staff was convicted of making silencers, and selling them to Boris Petrov's group. Leonid Chagin belonged to Daniil's crew.

- Although the police report mentions that CCTV footage has been examined, if they go to the scene and talk

to a shop across from the alleyway, they will discover that they were threatened by some Russians to delete their footage. It will require a Social roll of at least 3 successes to reveal this. It was Boris's men.

- If they approach the police, potentially through a contact and pay at least ¥1,000, they will learn that the reason that the case is being left alone is simply because Boris Petrov has paid off his contacts within the police. It is a near certainty that his men were responsible. CSI were deliberately called late, so that the crime scene was contaminated. This was done by Hansteen. Hansteen is aware that the reason for the murder was to ensure that Novikov isn't placed at the scene with Boris's men. But to get this out of him, they would have to interrogate him and threaten him with his life.

- If the runners are savvy enough to question the shopkeeper and show him some photos, then they will certainly be able to confirm the presence of Boris's men, but if they show him a picture of Novikov, then it can be confirmed that he too was present. If the runners can get 2 marks on the camera, and make a Hardware test (3), then they can retrieve the missing footage from the camera itself, which would give the same information, but confirm that Novikov was friendly with Boris.

Anne Haga's First Call

Unless the runners are actually present at the time, or have a drone watching, Anne will tell them about the Rosneft audit team, and them being turned away rudely by one of Daniil's Vory.

If the runners run the plate via entering the Norwegian host for vehicle administration (Rating 6 host), and conducting an extended Matrix Search (3, 1 minute) roll, then they will discover that it is registered to Saeder-Krupp Prime.

She can also send them the Matrix id of the vehicle, which will enable them to track it using Trace Icon, if they wish.

This will allow them to see it travel to Oslo, and back again over the next couple of days, and show that they visited the Ancients, if the runners do check.

Norwegian Vehicle Administration
Host rating 6
Located on Oslo's local grid.

Attack: 8
Sleaze: 7
Data Processing: 6
Firewall: 9
Initiative: 12 +4D6
CM: 11 (for each IC)

Programs:
Patrol: 12 [6] **every 1D6 +2 combat turns**. (v Logic + Sleaze if silent, else automatic)
Jammer: 12 [8] (v Willpower + Attack)
Reduces Attack by 1, or causes Net Hits Matrix Damage
Marker: 12 [8] (v Willpower + Sleaze)
Reduces Sleaze by 1, or causes Net Hits Matrix Damage
Blaster: 12 [8] (v Logic + Firewall)
- 8 Matrix DV +1 per net hit, +2 per mark
- With Stun bio-feedback
- Link-locked (p. 240, *SR5* for Jack out action).

Probe: 12 [8] (v Intuition + Firewall)
Adds one mark per successful attack
Scramble: 12 [8] (v Willpower + Firewall)
Requires 3 Marks. Reboots the target instantly, causing dumpshock.
Track: 12 [8] (v Willpower + Sleaze)
Requires 2 Marks. Traces physical location, then calls Police to the address.

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

Description: A huge warehouse a 100m high, filled with shelves of blue lights stretching

away in all directions. Users can fly, and generally look like office or warehouse workers.

If deckers don't take the time to change their icon to blend in, then patrol IC gets +2 to detect them.

IC takes the form of security guards with dogs, patrolling the warehouse.

To find the details for a specific vehicle requires a Matrix Search within the host, for up to a minute (p. 241, *SR5*) and requiring 3 successes.

Patrol IC will be actively looking within this time frame, as outlined above.

Anne Haga's Second Call

A couple of days later, Haga makes her second call. This time, the runners overhear an altercation in the background and angry Russian voices, but no shots.

Haga will report to them live, that a bunch of bikers (the Ancients) have come in and attacked the Vory minders running the company, and interrogated them.

She is then called upon by one of the German sounding voices (Saeder-Krupp Prime), a woman who will be addressing Haga and asking her what her role is in the company. The comm is clearly on speakerphone for the runners' benefit.

Haga will reassure them that she's just an office clerk, but the voice will say "No you're not", and she will be kidnapped and dragged to the car. They will hear her screaming and being taken to the car, before the comm suddenly goes wireless off.

They will need to use the matrix id of the car to track where they take her, which is to a safehouse (a small rented house in the woods) near Trondheim, where mind magic is then used to uncover all of her knowledge. This will include her involvement with the runners and the existence of the oil hit and the missing data.

If the runners go immediately to the safehouse, they can arrive there shortly after the Prime team. There is little security around the house, so the potential for an ambush is good.

If the S-K Prime team continues unmolested, then they will use intelligence garnered through S-K's own intelligence network to find out Kasyanov's name as the likely custodian of the data.

They will unwittingly move on Kasyanov's property on the same night as Boris.

Lucky Leon's First Call

On the afternoon of Haga's kidnap, Lucky Leon will call the runners. He is a member of the Trondheim Vikings, and has heard about the runners from other Viking members.

After the introductions, he'll let them know that Boris Petrov, a local Vory Tsar has contacted them and asked for some muscle the following night.

The weird thing is that, also present at the meeting was a strange dwarven magician, called Blodammer, who's a known member of the Aesir Society. It seems strange that he would be running for the Vory.

He asks the runners for information in exchange, eg. What they are actually doing in Trondheim. It is up to the runners how much information they give to Leon.

Lucky Leon's Second Call

This will happen on the evening of the next night. The Vikings are given an address, and after meeting up with Blodammer the dwarf, they will all ride up to Kasyanov's mountain home.

Just before they set off, Leon will call them to say what they're doing, and the address they are going to. They've now been warned that the owner is a vampire.

If the runners speed to the address, they will arrive scant minutes before the bikers, and Kasyanov's minders will still be there, unsuspecting and hostile to any visitors.

Places of Interest

NSPS Facility

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

drilling data, although most are now missing. These are locked at protection rating 4 (p. 238, *SR5* for Crack File action).

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.

Kasyanov's House

Kasyanov lives in a large, 10 bedroom, modern property secluded in the hills surrounding Trondheim. His safety is assured by his ongoing cooperation with the Vory, although he doesn't count himself among their numbers.

There are usually four Vory bodyguards and a number of beautiful women in attendance at his home at any time.

The property is only one floor, and can only be approached from the wide, front drive, with very little cover except a low stone wall next to the road. It is up in the foothills, and the rear hangs over a steep, rocky slope, supported by concrete posts. If the runners like climbing, then this is a possible means of entry.

As security, there are rating 3 cameras, slaved to a rating 6 commlink, and rating 2 mechanical locks, although most doors are unlocked.

Kasyanov has a hellhound, Mort, who will immediately sense anyone who enters the property astrally. If Kasyanov is home at the time (about 50% of the time), he will switch to astral sight, and attack them.

In an office is a tablet-sized Transys Avalon (Rating 6, locked) set to wireless off, which has various icons leading out to Kasyanov's data havens, six in all.

In addition, however, there is a castle shaped icon, which doesn't link to anywhere on the matrix, but to an ARO up in the mountains. It is labelled 'Bran', and it is the location

of Kasyanov's offline haven, where the data-file of oil finds is located.

In addition to finding this clear clue to the haven's location, the runners can also question the Vory minders, although their extreme loyalty will make this a difficult proposition (+4 dice to resist). Mind magic may help here, although it may not be initially clear what the runners are looking for – the minders only know that the "boss" turns to mist, then goes up into the mountains to hide some of his data. The road to take can be gleaned from their vague knowledge, however.

The final option is to question Potroshit – the most dangerous option of all, as Potroshit will be very difficult to track down, and quite deadly in the matrix.

The GM may wish to have Potroshit on matrix overwatch for Kasyanov's property from time to time, and possibly on the final night. Although, without a host, there is very little to watch over, especially since the comm is wireless off.

Typical Kasyanov Data Haven – Host rating 7

Each is located on a different grid, eg. A Chinese local grid, the Horizon grid, etc.

Attack: 8
Sleaze: 9
Data Processing: 10
Firewall: 7
Initiative: 17 +4D6
CM: 12 (for each IC)

Programs:
Patrol: 14 [10] **every 2D6 combat turns**. (v Logic + Sleaze if silent, else automatic)
Marker: 14 [8] (v Willpower + Sleaze)
Reduces Sleaze by 1, or causes Net Hits Matrix Damage
Probe: 14 [8] (v Intuition + Firewall)
Adds one mark per successful attack
Scramble: 14 [8] (v Willpower + Firewall)
Requires 3 Marks. Reboots the target instantly, causing dumpshock.
Killer: 14 [8] (v Intuition + Firewall)
Causes 8 Matrix Damage +1 per net hit, +2 per Mark
Sparky: 14 [8] (v Intuition + Firewall)

Causes 8 Matrix Damage +1 per net hit, +2 per Mark **with biofeedback damage**.
Jammer: 14 [8] (v Willpower + Attack)
Reduces Attack by 1, or causes Net Hits Matrix Damage

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

Description: From the outside, Kasyanov's havens look nondescript, typically corporate blocks of grey and mirrored glass.

On the inside, however, each one is like a miniature red light district, with narrow data alleyways running between the parade of establishments. Inside each one, is data corresponding to the business. Eg. A bunraku parlor may contain the accounts for several real world establishments, along with their associated devices in a WAN. Or they may contain a mountain of geisha porn.

There are few users. Those that are here, either look like bouncers and smart "toughs", or gorgeous porn models. The IC continues this paradigm.

Regardless, some of this data is worth hard currency. Each successful Matrix Search (3 successes) inside a haven will net an item of pay data worth 1D6 x ¥1,000. Up to 3 such items can be obtained from each host.

Half of the files have a data bomb attached of 1D3 rating (p. 242, *SR5*) and half are protected at rating 3 (p. 238-9, *SR5*). Roll for each possibility for each file (so some might have both, or neither).

In addition to IC, these data havens also enjoy the protection of Potroshit. Whenever a Patrol IC notices a runner, roll a D6:

1 Potroshit is present and joins next turn

2-3 Potroshit is available and arrives in 1D6 minutes

4-6 He arrives in 2D6 +3 minutes, or not at all (GM's call)

Scandic Nidelven Hotel

Daniil has rented out a small section of the hotel (about 5 rooms in total), but is occupying only the suite at the end. He has two minders at the end of the corridor leading to his room at all times. Darkwave will stay with Daniil as long as possible, although sleep and other necessities will cause breaks.

Hacking the fairly weak host, will allow a runner to Matrix search the guest register, and notice the block booking on 4 successes. However, Daniil and his men are all booked in on rating 5 fake sins.

The group travels in two cars, which always meet Daniil at the front door.

Scandic Nidelven hotel host – Host rating 4

On the Trondheim local grid.

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

Programs:
Bloodhound: 8 [5] **every 1D6 combat turns**. (v Willpower + Sleaze if silent, else automatic) Once discovered, it tries to get marks as per Probe. After this, it tries a track, as per Track. The hotel will report the location to the Police, who will arrive 2D6 minutes if it is in Trondheim.
Binder: 8 [5] (v Willpower + Data Processing) Reduces Data Processing by 1, or causes Net Hits Matrix Damage.
Jammer: 8 [5] (v Willpower + Attack) Reduces Attack by 1, or causes Net Hits Matrix Damage
Tar Baby: 8 [5] (v Logic + Firewall) When it hits it Link-locks. If already Link-locked, then it adds a Mark (up to 3).

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

Description: The hotel looks even grander on the city grid than in real life. Courteous staff bustle about, although only registered guests are allowed beyond the front desk.

A WAN of devices ensure the establishment's smooth running, and a consierge will take bookings and answer questions in any question (Language skill 3).

As previously mentioned, the block booking in the guestbook is of interest, although the cameras and other devices might also be useful.

Midnight Voyage Shipping

Boris has this three storey townhouse, as his main offices. He relies mainly on electronic security, and even has a host, to which his various devices are slaved.

Boris has up to 10 minders at any time.

His personal offices are on the top floor. The whole building is secured by rating 3 cameras and maglocks.

The main offices are secured with a rating 6 SIN scanner, and MAD detectors.

The secure top floor, is additionally secured with a cyberware scanner, white noise generators and bug detectors, all rating 6.

Two spirits patrol in astral (Arysin and Majidis), with orders to attack any astral intrusions. The mage is off-site as Boris tends to hire magical backup as and when he deems it necessary.

Midnight Voyage Shipping host
Host rating 5
Located on Trondheim's local grid.

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

Programs:
Patrol: 10 [6] **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

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

Tar Baby: 10 [7] (v Logic + Firewall)
When it hits it Link-locks. If already Link-locked, then it adds a Mark (up to 3).

Killer: 10 [7] (v Intuition + Firewall)
Causes 5 Matrix Damage +1 per net hit, +2 per Mark

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

Description: A very smart country house, finely furnished. The central house of the room is a great hall, with their central database in AR in the middle of the room. It allows anyone to consult the various comings and goings of shipments and freight. Perhaps a dozen users fly around this and some other rooms, during office hours.

The various scanners and cameras are located in a WAN room, which is watched over by a security guard jacked in with trodes.

The only real use of this host is to help with surveillance of Boris and his clan, possibly for short periods.

Boris Petrov's Villa

Behind an 8' wall, topped with rating 4 movement sensors, and cameras, the villa is a modest affair at around 12 bedrooms. It is very modern, with open rooms with huge windows.

Minders wander the grounds with mundane dogs. Devices are slaved to a rating 5 commlink, as no-one has been foolish enough to come here.

The guards have assault rifles here, as well as 2 doberman drones, also armed with assault rifles.

There are FAB sprays around the place, which will show up anyone in astral. It might take the guards a few minutes to notice the color, after which Pope the adept will be on hand using astral perception, and a call will go out to a magician with summoning who will

arrive, with spirits, in 1D6 minutes to confront anyone astral on the grounds.

The Damnation Club

This is a haven for vampires in the city. It pairs up hungry vampires with willing metahumans who seek out the ecstasy of the feeding. Although this subculture is not uncommon in various cities around the world, but since Kasyanov settled here a few years ago, his money and influence has birthed this club.

It is not popular with locals, and a constant stream of payoffs is required to keep it open, and out of the press. It also keeps vampires from becoming predatory.

Due to Norway's extremes of daylight hours, vampires have had to make arrangements to stay out of sunlight, but remain fed.

Although Kasyanov does not have a direct financial interest in the club he pays "membership" to Daniil's organization. The club's official position is that it cannot control who comes to the club or what they do there, but it is quite obvious to all what the truth is.

The security is modest here, with Vory bouncers. The bulk of the patrons are poseurs and voyeurs, but up to a dozen vampires and many more groupies can be found here on a busy night.

Bran Data Haven

Getting There

The route up to the data haven begins as a road up to a viewing and picnic area. The road beyond this is little more than an old, rutted trail, that quickly becomes overgrown.

Small vehicles such as motorbikes, and drones, can travel the route unhindered, providing they can make a Control Vehicle test with at least one success, between encounters. Normal sized vehicles need to get 3 successes to succeed on this. If either fail, they need to make a crash test.

The road certainly classes as off road.

Noise up here is 5. Wireless bonuses to devices with a rating of less than 5 (ie. Most of them), will be lost.

If anyone sends a flying drone ahead to scout the area, they will see the physical places along the way, and the eventual destination: a blocky looking concrete building without windows, surrounded with a barbed wire fence full of holes.

Bear Trail

As the runners are making their way up the trail, they wander into the territory of a Piasma. It will sneak up to them along the treeline, and bowl onto the trail attacking the first metahuman it sees. If it is badly injured, say at least half its physical track used up, then it will flee. If it gets angry enough, it could even tip over a vehicle such as a car or van.

Bridge

A deep chasm about 150m deep, and about 60m wide, is spanned by an old bridge with rotting iron struts, and heavy wooden planks as the platform. However, at least half of the planks are either lost or damaged, to the extent that small shrubs grow from the detritus which makes up what's left of the bridge.

There are several approaches that can be made to get across. However, the skill checks here are absolutely critical. If a roll fails, then they fall down the crevasse and are killed. Edge can be used to reroll failures as usual. Vehicle rolls use the Handling (off road) limit.

Although for roleplaying purposes, this GM would normally never let a player know the threshold for a test before the runner actually tries to roll, in this circumstance where their characters' lives are on the line, it would be advisable to give them the thresholds for all the tests given. If a character is then lost, it is a risk they chose to take.

Bear in mind, that they still need to make it back again when they return.

#/ By foot: A standing jump of 2m is needed, ie. Agility + Gymnastics (2) to make the crossing in just a few minutes.

#/ On a two-wheeled vehicle: Reaction + Ground Vehicle (4) is necessary to pull off a stunt crazy enough to make it across.

#/ With any other ground vehicle: This is a nearly impossible task. Reaction + Ground Vehicle (8) is required to get across the bridge. It will require an incredible jump combined with driving on two wheels for part of the remainder. Just the prospect of it will make any sane person queasy.

Other alternatives include flying across using magic or some flying drone or vehicle. They could also come up with some alternative form of bridge, such as a constructed rope bridge.

If the group is determined to get a four-wheeled vehicle across, they could start to rearrange the planks which form the road of the bridge, into a safer and more structured pattern. But this is extremely hazardous for those taking part, who must each make a roll as for "On foot" above, or fall and die. In addition, they must make a roll of Logic + Structural Engineering Knowledge (or similar), defaulting to Logic as common sense can still be used here. Every hit obtained will reduce the threshold required by vehicles crossing by one. However, this will take 4 hours divided by the number of people taking part.

Collapsing Road

After the bridge, the runners find themselves on a pitted rocky trail, even worse than before. Reaction + Ground Vehicles [Off Road Handling] (4) is required for anything larger than a bike. Failure this time, however, indicates that part of the road has collapsed, leaving the vehicle stranded.

This will cause 6 damage to the vehicle, and ruin a wheel. Only repair will be sufficient to get the vehicle moving again.

The Data Haven

Further on through the trees and rocks, the runners will eventually arrive at a wide clearing in the mountains. It is surrounded by a deep 6-meter ditch, with only one route in, over a packed dirt bridge which safely spans the ditch.

Inside the ditch is a perimeter fence of chainlink and coils of barbed wire, designed to keep out wildlife, although in such a state of disrepair it wouldn't prove much of a challenge to the runners, with entire sections flattened down.

In the center is a squat concrete block, one storey high, with no windows and solid steel doors. Although at one time, there was likely room to land a helicopter, enough foliage has overgrown the clearing, including short trees, making it untenable. Rappelling from a hovering vehicle might be possible, which would enable enterprising runners to get here by helicopter or VTOL.

Getting Inside

There is an old ventilation shaft, big enough to fit a pixie, on one side, which is how Kasyanov gains entry in mist form.

The steel doors (Structure 8, Armor 12) are protected by a keypad maglock (Rating 5), with no wireless presence, it is hard-wired.

A decker can still direct connect to it, and gain marks and use Control Device to cause it to open. However, a failed hacking roll of any kind, will cause the unit to lock up. It will reset after an hour, but the runners won't find this out unless they wait and try again.

The lock is not wired to anything else inside the building.

The more traditional route here is to make two lockpicking rolls with an Electronics Toolit (impossible without):

Locksmith + Agility [Physical] (10, 1 combat turn) extended test.

The first roll is to get the case off, the second to pick the lock (p. 363, *SR5*). The second roll can be made using a maglock sequencer instead (using 2x rating as its dice pool).

If all else fails, the runners will have to take out the doors.

Meeting Svalin

Inside, the building is completely dark, apart from any light coming through the doors. Once they can see (with flashlights, lowlight, etc) then they will see that it is a small collection of offices, all long abandoned for decades. Anyone looking at the equipment, such as chairs and lighting, may discover that the place is untouched in about 40 years.

Beyond the cramped offices, is a large hall taking up the rest of the building filled with rows of server racks. They seem to be mostly inactive, although the occasional light here and there can be detected. The equipment here only confirms the age of the place.

It used to be part of the Norwegian maritime network, but got cut off during the Euro Wars in 2034, and has been here ever since. It has wired connections to a solar panel bank further away in the mountains, but even so, it has had to run on very low power for a long time.

The place is home to an AI called Svalin. After so long alone, he has gone quite mad, and is convinced that the war is still going on. He will treat all intruders as possible Russian hostiles, come to destroy him.

Leftover here, is a small cache of Pepper Punch riot grenades (p. 410, *SR5* for the gas, p. 435 for the grenade) which Kasyanov is immune to, as a vampire. Svalin has one small drone (a "remote") called Hercules, which will roll up to the runners, and drop a grenade from its manipulator when they first enter the server room. If the runners make a Perception + Intuition [Mental] (2) roll with environmental penalties for total darkness (p. 175, *SR5*), typically -6 without Thermographic or Ultrasound.

In addition, Kasyanov may also be present if he is laying low after Boris' attack on his home and then the Damnation nightclub. If encountered here, Kasyanov will have travelled here by mist form, but will still have his

knife, armor and clothes. His comm and pistol will be absent however (Essence Test vs Item Resistance for carrying items in ist form, as suggested in a thread).

Svalin will address the runners from clunky speakers on the drone in halting Norwegian, saying that they are now prisoners of war, and should immediately drop all their weapons.

Kasyanov will hang back, but may attack or flee depending on his assessment of the group's strengths and intentions, and whether it is dark outside or not and also, the GM's preferences. He has some blankets to sleep in the furthest corner of the server room.

Svalin's Host

The machines here run on the oldest matrix protocols imaginable. Just plugging into this museum piece, will require a Hardware toolkit and Logic + Hardware [Mental] (3, 10 minutes) roll.

It will then require a further Logic + Software [Mental] (6, 10 minutes) to get the device to translate the old protocols into something that their deck can understand.

Abandoned Maritime Admin – Host rating 2
Located on Kristiansund's local grid.

Attack: 5
Sleaze: 4
Data Processing: 2
Firewall: 3
Initiative: 4 +1D6*
CM: 9 (for each IC)

Nodes:
I/O Port: Blue/ Barrier. Need at least 2 Marks to move past this.
CPU: Red/ Blaster. As per **Blaster**: 4 [5] (v Logic + Firewall) Causes 5 Matrix DV +1 per net hit, with Biofeedback (Stun).
Storage: Blue/ Killer. As per **Killer**: 4 [5] (v Intuition + Firewall) Causes 5 Matrix DV +1 per net hit.

Description: This ancient system uses the outdated structure of nodes, and the runner needs to go from one to the next, until reaching Storage, defeating IC as they go.

There is no convergance, and the "host" can't get Marks on the decker at all. The first time a runner attempts a Matrix action, they'll need to make a Logic + Software [Mental] (2) roll and a complex action, before they can attempt that Matrix action.

The graphical rendering here is shoddy, verging on the laughable. The low ratings and initiative dice reflect just how old this system is. In its day, it was somewhat dangerous.

The AI, Svalin, will take the form of a demented dwarf, who will appear in each node, demanding that they leave immediately in Norwegian, and releasing his IC upon them.

If the runners wish to try to reason with Svalin, they may use social skills such as Con + Cha [Social] (3), but must be in his host. They will be at an initial -2 dice, as he will be very suspicious that they are enemy infiltrators. This may be cancelled out if they can either provide evidence that the war is over, or go along with his delusion, and convince him that they are Norwegian hackers, seeking his help.

Alternative skill rolls might include Etiquette, Negotiation or Leadership, depending on their approach to Svalin's psychology. Anyone with a relevant Knowledge of the Eurowars or of Psychology, may use these skills to teamwork test the social roll.

All communication must be in Norwegian, else they are at an additional -2 to any social rolls.

In the final storage node, there are a number of odd and unusual files including the drilling data that the runners are after, as well as 3 items of pay data. Each is worth up to 1D6 x ¥1,000. All of the files have data bombs (Rating 3, p. 242, *SR5*) on them, which will cause Matrix damage, then delete the file.

Outcome

The data itself (easily the biggest file there, and quite clearly labelled, eg. NSPS Drilling Data), contains the top level of the drilling only, that is the locations of each sample taken, which covers many many square miles of ocean bed, and over many months.

The actual geological results for these don't seem to be present.

However, there are several points which are marked among the data as "High Importance." The dates of these drill samples are within the most recent weeks as well, indicating that they are likely to be the samples which triggered the current crisis.

Why the actual geological data should be removed from the data file is a mystery, as simply having the file gives the locations of the successful finds.

Of course, this was actually done so that anyone with the data would assume that it was an oil find, rather than orichalcum.

If the runners return to their Johnson, Mr Njord, with this data alone, he will thank them profusely for their work so far, but regretfully inform them that he does need the geological data for the samples at these locations if they are indeed the locations of the successful drilling finds.

He would offer to supply a drillship himself to go out and make the samples, but it would take weeks to secure such a ship and to get it in the vicinity, but they appear to have only days. He needs the direct drill data, or someone who knows what was in it, in detail.

Run Deep

Geological Data

The runners have only two ways of getting hold of the actual geological data:

1. Locate the kidnapped geologist, and get it from the comm of one of the Vory he is with.

2. Steal or hijack a drillship and take it out and replicate the original sample.

Either of these scenarios can be played out. The more dramatic would be the ocean going voyage, as it culminates in an attack by a Kraken. However, this doesn't mean that the runners should be railroaded into taking this course of action.

Both are outlined in brief below.

The Geologist

Tracking Him Down

Hans Ogrim, the geologist, was kidnapped at the same time that the data went missing. Many within NSPS will assume that he was killed by the Vory, but this isn't true. He has been pressed into service by them to assist in negotiations with Maersk, the Danish shipping company on behalf of Daniil Petrov's organizatsiya.

Even though Daniil has been slain in a gun battle in a Trondheim night club, his network lives on, and is now negotiating with a fervor, knowing that unless they secure the sale with Maersk, and gain a significant warchest, they will be swept away by Boris Petrov and his clan.

Assuming that he survived, Potroshit, the technomancer close to Kasyanov will fly out to Copenhagen to join them knowing that his fate is now tied to their success.

There are two ways that the runners can gain Ogrim's existence, and location:

1. Assuming that Anne Haga is still alive, she can fill in the runners, that when the data was taken, the geologist Hans Ogrim was hustled out with them. She can provide his comm number also.

2. Legwork with at least 4 successes by a contact (most likely "Asking around", p. 388, *SR5*) will net them the information that some of Daniil's men are in Copenhagen, and have a meeting with Maersk shipping the next day.

Either the geologist's comm (Rating 2, Sony Emperor) can be discovered in the Matrix, then traced with Trace Icon, or legwork will turn up the name of the hotel they are staying at: the Hotel Bethel.

If Matrix action takes place, be sure to note the noise of 8 for decking at a range of about 1,000 km (p. 231, *SR5*). Ogrim's comm is currently on the local Copenhagen grid, for a possible -2 due to being on a different grid.

Once the runners know the location, their next challenge will be getting there without going through customs. It is a 13 hour drive or a 1½ hour flight.

The best default method of getting through is by going with one of the Vikings chapters. They will do this for ¥1,000 apiece, and they'll need to ride motorbikes alongside the other bikers, with just small concealed items. If they want to bring a van or something bigger, then the price will go up to ¥5,000 for each runner or larger vehicle.

Capturing The Quarry

The Vory minders, there are four, are waiting in their hotel room with Ogrim til the next day, when they have an appointment with some Maersk executives.

At 10am the next day, a small boat, an Aquavida I (p. 91, *R5*) will pull up, with a driver at the front of the hotel, and make a quick call up to the Vory to let them know he's ready.

The group will then be taxied into the Free Trade City of Christiana a short distance away, where they will moor up, and be lead into the

private meeting room at a hotel there. Tyr Security polices the area with methodical security (Rating 4 for SIN and cyberware scanners, etc), so getting in here will be problematic to say the least.

The geologist will stay with the Maersk party, after the meeting, and the Vory will return with a very valuable contract and prepayment.

Getting hold of the data after this will be very difficult and ultimately futile for Njord, as the mineral rights will have been passed over to Maersk.

At the GM's whim, Boris Petrov's group will also arrive at a similar time, and move to intercept the group, firing an Aztechnology Striker with a HE rocket, which will destroy the boat and kill everyone on board.

The runners should be given the opportunity to spot the sniper, on the roof of the hotel opposite, but unless he is quickly disposed of, he'll be able to get the shot off.

The Drillship

Sleipnir

The NSPS drillship, Sleipnir, heads out each day (weather permitting) to drill points on the seabed for exploration. It has little by way of security, and drills according to a pattern laid out in the NSPS computer systems. Despite the Vory taking all the drilling data, the captain has simply continued to drill on around the pattern, aaccording to his contract.

If the runners want the ship to drill in particular places, they have three (or more) choices:

- Hack into the NSPS host, and change the location for the day's drill. Knowing that data has been taken it wouldn't be too surprising.

- Disguise themselves as NSPS executives or officials, and board the ship when it leaves, and tell the crew to drill in specific locations.

- Hijack the ship by force of arms, and force cooperation at gunpoint.

This last option would be the most risky, and would require communications to be jammed. If it happens in port, then a HTR team could be scrambled within 2D6 +3 minutes, with spirits arriving soon after this time. If the team is out at sea, then they wouldn't likely have much trouble until they go back in port.

The boat itself has a skeleton crew of 55 at present. They are unarmored, and have a weapons locker with 4 shotguns. 4 other random crew members have pistols.

The Kraken

The ship's crew will likely cooperate with the runners, and head out to the tagged locations from the data recovered from Kasyanov's offline haven.

However, their biggest problem will soon materialize when they arrive at the location. Soon after beginning the drill, the ship will encounter a kraken, which will swim up from the deep and attack the ship.

The runners will need to help out, else the ship will be overcome and destroyed.

Their first clue of the attack will come when one of the crew is grabbed by a tentacle and whisked off the deck to disappear into the sea forever.

Picking up the Pieces

Pay

Njord will pay the agreed upon fee upon receiving the correct data from the runners. There aren't really many bonus payments here, but he will be amazed and delighted that the find is actually orichalcum, rather than oil.

Any intel about NSPS and recent events might be worth an additional 2,000¥ each, but nothing further.

Karma

Situation	Karma
Character survived	1
Getting hold of Kasyanov's comm	3
Obtaining the detailed data	2
Getting across the broken bridge	2
Defeating the Kraken	3
Overall adventure challenge	4

Legwork

The runners may not have many contacts apart from those initially given, but matrix searches may substitute.

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 drillships, 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.

Daniil Petrov

Contacts to Ask: Underworld, Police.

Th	Time	Information
0	-	Who?
1	1 min	Local troll Vory mobster.
2	5 min	His father is Boris Petrov, another troll Vory Tsar in Trondheim. They don't get along.
3	30 min	One of his men was gunned down yesterday but no-one knows why.
4	2 hr	He's currently staying at the Scandic Nidelven hotel.

Boris Petrov

Contacts to Ask: Underworld, Police.

Th	Time	Information
0	-	Who?
1	1 min	Local Vory mobster.
2	5 min	Father of Daniil Petrov, another Vory Tsar in Trondheim. They don't get along.
3	30 min	Daniil and Boris fell out a few years back. Daniil wanted to go white collar, but Boris was more interested in drugs and guns. Boris has offices downtown, at Midnight Voyage Shipping. He also has a small villa in the hills.
4	2 hr	Boris has a lot of traditional Vory friends, including the Vikings, and Rosneft, the Russian oil company.

Blodammer

Contacts to Ask: Aesir society, Magicians, Hunters.

Th	Time	Information
0	-	Who?
1	1 min	A dwarven magician who belongs to the Aesir society.
2	5 min	He knows a lot about paracritters, and specializes in hunting them.
3	30 min	His main target of choice is vampires. He's killed no end over the years.
4	2 hr	Vampires killed his wife when he was out hunting. He's sworn to wipe them out.

Trondheim Vampires

Contacts to Ask: Underworld, Infected, Police.

Th	Time	Information
0	-	A what now?
1	1 min	There's a nightclub downtown called the Damnation. It's for vampires to meet willing blood groupies.
2	5 min	The Vory Tsar, Daniil Petrov runs the vampire scene in Trondheim, and keeps the police well paid.
3	30 min	A main vampire on the scene is Roman Kasyanov. He's a vampire porn star.

Roman Kasyanov

Contacts to Ask: Underworld, Infected, Police.

Th	Time	Information
0	-	Who?
1	1 min	A wealthy vampire porn star. His trids and sims are all the rage.
2	5 min	He's friends with Daniil Petrov, the Vory Tsar. Daniil runs protection for Kasyanov's porn operation.
3	30 min	Kasyanov runs data havens to keep his illegal porn safe, and offers data haven services to those who can afford it.
4	2 hr	Kasyanov has some bad mojo protecting his data havens. More than one decker has died trying to get in.

Cast of Shadows

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

Norwegian N, English 4

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).

Anne Haga

Edge 2

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

Metatype: Female human.
Initiative: 8 + 1D6
Movement: 10/ 20/ +2
Condition Monitor: P10/ S10
Limits: Mental 6 Physical 4 Social 7
Armor: 0
Skills: Blades 2, Computer 4, Con 5, Cyber-combat 1, Electronic Warfare 1, Escape Artist 3, Etiquette 5, Forgery 2, Gymnastics 2, Hacking 1, Hardware 4, Locksmith 3, Palming 4, Perception 3, Pilot Ground Craft 1, Pistols 2, Sneaking 4, Software 4
Qualities: First Impression
Gear: Hermes Ikon (with Stealth Dongle 1), 10 Stealth tags, 10 Sensor tags.
Weapons:

  Fichetti Tiffani Needler [Pistols, Acc 5, DV 8P(f), AP +5, SA, RC (2), 4(c)] 2 clips regular.

  Unarmed [Unarmed, Acc 4, Reach 0, DV 2S, AP -]

Description: Haga is a driven woman. Since the pollution of her beloved Trondheim, and the betrayal to the corps, she has become almost fundamentalist in her crusade against the corps.

  Quite an accomplished spy, she is adept at social engineering, which she uses to get into systems. Recently, however, she has started out as a hacker.

  She is at +2 on all Social tests for first encounter, due to First Impression.

Daniil Petrov

Edge 2

B 9(12)	A 4	R 5(6/7*)	S 9	W 3
L 3	I 3	C 4	Ess 4.5	

Metatype: Russian Male troll.
Initiative: 8(9) + 2(4*)D6
Movement: 8/ 16/ +2
Condition Monitor: P13/ S10
Limits: Mental 4 Physical 11(12*) Social 6
Armor: 8(9)
Skills: Automatics 5(7), Computer 1, Con 3, Etiquette (Street) 4(6), Intimidation 3, Leadership 3, Negotiation 4, Perception 3, Pilot Ground Craft 1, Unarmed Combat 2
Languages: Russian N, Norwegian 4, English 4
Qualities: Toughness
Augmentations: Cybereyes (Low-light, Smartlink, Thermographic vision), Datajack, Bone Density 2, Synaptic Booster 1
Gear: Actioneer Business Clothes, Erika Elite (4), 6 doses Jazz*
Weapons:

  Ingram Smartgun X [SMG, Acc 4(6), DV 8P, AP -4, BF/FA, RC 2(6), 32(c)] 2 clips APDS.

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

Description: Immaculately dressed, designer mirrorshades, his horns sawed off, he is the very part of the businessman troll on the way up. Very impulsive, he won't hesitate to start a fight if he feels slighted, or a point needs to be made.

Darkwave

Edge 1

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

Metatype: Russian Male troll.
Initiative: 6(7) + 1(3*)D6
Movement: 8/ 16/ +2
Condition Monitor: P11/ S11
Limits: Mental 7 Physical 6(7*) Social 5
Armor: 12(13)
Skills: Assensing 3, Automatics 3, Binding 5, Blades 2, Counterspelling 6, Etiquette 2, Leadership 2, Negotiation 2, Perception 2, Pilot Ground Craft (Wheeled) 2(4), Pistols 2, Sneaking 2, Spellcasting 5, Summoning 5
Languages: Russian N, Norwegian 4, English 4
Tradition: Hermetic (Drain 10)
Spells: Analyze Truth, Combat Sense, Fireball, Flamethrower, Imporved Invisibility, Manabolt
Gear: Armor Jacket, Sony Emperor (2), 6 doses Jazz*
Weapons:

    Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2(6), 32(c)] 2 clips APDS.

    Combat Knife [Blades, Acc 6, Reach 1, DV 7P, AP -3]

    Unarmed [Unarmed, Acc 6, Reach 1, DV 5S, AP -]

Description: A pale and sallow troll in an ill-fitting suit. Although he appears shifty and cautious, he will explode with magic at the smallest threat.

Vory Minders

Professional Rating 4

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

Metatype: Russian 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, Longarms 2, 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:

    AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 3, 38(c)] 2 clips regular.

    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.

Vehicle:
BMW 400GT
(Handl 5/4, Speed 6, Accel 3, Bod 10, Armor 6, Pilot 1, Sensor 2, Seats 4, CM 17)

Roman Kasyanov

Edge 2

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

Metatype: Russian Male human/ vampire.
Initiative: 7(10) + 2D6
Movement: 8/ 16/ +2
Condition Monitor: P11/ S11
Limits: Mental 6 Physical 7 Social 7
Armor: 0/9
Skills: Assensing 4, Astral Combat 4, Blade 4, Computer 3, Counterspelling 6, Etiquette 4, Gymnastics 4, Hacking 2, Intimidation 4, Negotiation 3, Perception 5, Pilot Ground Craft 2, Pistols 4, Sneaking 2, Spellcasting 6, Unarmed Combat 6
Languages: Russian N, Norwegian 4, English 4
Qualities/ Powers: Lightening Reflexes, Essence Drain, Immunity (Age), Immunity (Toxins), Infection, Regeneration, Allergy (Sunlight, Severe), Allergy (Wood, Severe), Dietary Requirement (Metahuman Blood), Essence Loss, Induced Dormancy (Lack of Air, 6 Minutes), Mist Form (just himself), Regeneration (Magic + Body (+ Body hits) at end of turn, p. 400, *SR5*)
Tradition: Hermetic (Drain 11)
Spells: Death Touch (p. 284, *SR5*), Manabolt (p. 284, *SR5*), Detect Life (p. 286, *SR5*), Increase [Attribute] (Strength) (p. 288, *SR5*), Improved Invisibility (p. 291, *SR5*), [Element] Wall (Fire) (p. 115, *SG*)
Gear: Lined Coat, Sony Emperor (2)
Weapons:
    Ares Predator V [Pistols, Acc 5, DV 8P, AP -1, SA, RC (3), 15(c)] 2 clips standard.
    Combat Knife Weapon Focus [Blades, Acc 7, Reach 1, DV 6P, AP -3]
    Infected Bite [Unarmed, Acc 7, Reach -1, DV 5P, AP -1]

Description:
    Kasyanov is a Russian-born vampire, who was "made" some twenty years ago. He is well built, with long black hair.
    He is also a Magician, aspected to Sorcery.

Mort the Hellhound

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

Metatype: Critter.
Initiative: 10 + 3D6
Movement: 10/ 30/ +4
Condition Monitor: P11/ S10
Limits: Mental 4 Physical 8 Social 6
Armor: 2
Skills: Exotic Ranged Weapon 4, Intimidation 3, Perception 3, Running 4, Sneaking 5, Tracking 5, Unarmed Combat 3
Powers: Armor 2, Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon
Weapons:
    Elemental Attack [Exotic, Acc 8, DV 10P, AP -5, SS]
    Bite [Unarmed, Acc 8, DV 7P, AP -1]

Description: A faithful guardian of Kasyanov's home.

Sigurd Hansteen

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

Metatype: Male elf.
Initiative: 7 + 1(3*)D6
Movement: 6/ 12/ +2
Condition Monitor: P10/ S10
Limits: Mental 4 Physical 5(6*) Social 5
Armor: 12
Skills: Clubs 3, Perception 3, Pistols 4(5), Running 3, Unarmed Combat 4
Knowledge: Law Enforcement 4, Local Crime (Trondheim) 3
Gear: Armor Jacket, Renraku Sensei (3), Sunglasses (Image link, Smartlink), 2 doses of Jazz*
Weapons:
>Ares Predator V [Pistols, Acc 5(7), DV 8P, AP -1, SA, RC (2), 15(c)] 2 clips standard.
>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]

Description: Dirty cop for Boris Petrov's outfit. He will investigate the murder of Leonid Chagin, and find no evidence and list it as gang-related violence. He will admit to being dirty if pushed by the runners, but not that he has covered up for Boris. If he does, he will leave town later that day.

Boris Petrov

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

Metatype: Russian Male troll.
Initiative: 7 + 1D6
Movement: 6/ 12/ +1
Condition Monitor: P12/ S10
Limits: Mental 6 Physical 8 Social 6
Armor: 8
Skills: Blades 6, Computer 3, Con 6, Etiquette (Street) 6(8), Negotiation 4, Perception 4, Pistols 3
Languages: Russian N, Norwegian 4, English 4
Knowledge: Business 4, Law 5, Local Politics 4, Mob Politics 6, Police Procedures 4
Gear: Actioneer Business Clothes, Transys Avalon (6)
Weapons:
>Ares Predator V [Pistols, Acc 5, DV 8P, AP -1, SA, RC (4), 15(c)] 2 clips standard
>Combat Knife [Blades, Acc 6, Reach 1(2), DV 9P, AP -3]

Description: Boris is the underworld alpha male for most of northern Norway. A very successful businessman, he supplies arms and drugs to the Vikings, local hoods and beyond. Causing him any problems will have considerable negative consequences, to anyone remaining in Norway.

He has any number of Vory minders, and his personal bodyguard is the adept, Pope. He pulls in magical and matrix help as required, often hiring runner teams out of Oslo.

Pope

B 5	A 6(8)	R 5(7)	S 5	W 4
L 1	I 5	C 1	M 6	Ess 5.05

Metatype: Male human.
Initiative: 10(12) + 3D6
Movement: 16/ 32/ +2
Condition Monitor: P11/ S10
Limits: Mental 4 Physical 9(10) Social 4
Armor: 13
Skills: Assensing 2, Astral Combat 4, Automatics 4, Blades 6, Running 2, Throwing Weapons 2, Unarmed Combat 6(8)
Adept Powers: Astral Perception, Enhanced Accuracy (skill) (Unarmed Combat), Improved Ability (skill) (Unarmed Combat) 2, Improved Reflexes 2, Attribute Boost (BOD) 1 (Simple action)
Augmentations: Spurs, Muscle Toner 2, Orthoskin 1
Gear: Hermes Ikon (5), Weapon Focus (3) (Katana), Glasses (4, Image link, Smartlink, Thermographic vision, Low Light vision)
Weapons:
   Spurs [Unarmed, Acc 10, DV 8P, AP -2]
   Katana [Blades, Acc 7, Reach 1, DV 8P, AP -3]
   Ingram Smartgun X [SMG, Acc 4, DV 9P, AP -1, BF/FA, RC 2(5), 32(c)] 2 clips explosive.

Description: Short hair, extremely serious. He is wired up and ready to kill. Nobody likes him. His main weakness is the joygirls which the Vory run, and who he takes liberal advantage of.

Arysin

B 7	A 8	R 9	S 4	W 6
L 6	I 7	C 6	M 6	Ess 6

Metatype: Force 6 Fire spirit.
Initiative: 15 + 2D6
Astral Initiative: 12 + 3D6
Movement: 16/ 32/ +5
Condition Monitor: P12/ S11
Limits: Astral 9 Mental 9 Physical 8 Social 8
Armor: 12/0
Skills: Assensing 6, Astral Combat 6, Exotic Ranged Weapon 6, Perception 6, Unarmed Combat 6
Powers: Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience, Fear, Noxious Breath
Weapons:
   Elemental Attack [Exotic, Acc *, DV 12P, AP -6, SS]
Weaknesses: Allergy (Water, Severe)

Description: Note that he will never materialize, but will only attack in the astral (these are his orders). He may therefore make good use of Astral Combat, etc. His master is muslim, and he has strong leanings toward Ifrit.

Majidis

B 8	A 2	R 3	S 8	W 4
L 3	I 4	C 4	M 4	Ess 4

Metatype: Force 4 Earth spirit.
Initiative: 7 + 2D6
Astral Initiative: 8 + 3D6
Movement: 2/ 4/ +2
Condition Monitor: P10/ S10
Limits: Mental 8 Physical 9 Social 8
Armor: 11
Skills: Assensing 4, Astral Combat 4, Exotic Ranged Weapon 4, Perception 4, Unarmed Combat 4
Powers: Astral Form, Binding, Elemental Attack, Guard, Materialization, Sapience, Search
Weapons:
Elemental Attack [Exotic, Acc *, DV 8P, AP -4, SS]
Weaknesses: None

Description: Appearing as a black-skinned earthy warrior, he assists Arysin in defending astral space.

Blodammer

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

Metatype: Male dwarf.
Initiative: 7 + 1D6
Astral Initiative: 8 + 2D6
Movement: 6/ 12/ +1
Condition Monitor: P11/ S11
Limits: Astral 8 Mental 5 Physical 6 Social 8
Armor: 12
Skills: Assensing 2, Astral Combat 4, Binding 4, Blades 2, Counterspelling 2, Etiquette 1, Perception 2, Pilot Ground Craft (Bikes) 1(3), Spellcasting 5, Summoning 5, Survival 1
Spells: Ball Lightening (p. 284, *SR5*), Lightening Bolt (p. 284, *SR5*), Manabolt (p. 284, *SR5*), Sunbeam (p. 17, *SSP*), Clairvoyance (p. 286, *SR5*), Increase Reflexes (p. 288, *SR5*), Astral Armor (p. 21, *SSP*)
Gear: Sony Emperor (2), Armor Jacket
Weapons:
Combat Axe (Rating 3 Weapon Focus) [Blades, Acc 4, DV 9P, AP -4]

Description: Grim and determined, Blodammer is a hunter of vampires. He is quite young, with only a short beard, merely facial hair. He wears quite modern clothes, and can be mistaken for a short, stocky human. He has 2 services remaining from a bound Force 6 Fire Elemental.

Potroshit

| B 3 | A 2 | R 2 | S 1 | W 5 |
| L 5 | I 5 | C 5 | R 6 | Ess 6 |

Metatype: Russian Male human.
Initiative: 7 + 1D6
Matrix Initiative: 10 + 4D6 (Hot sim)
Movement: 4/ 8/ +2
Condition Monitor: P10/ S11
Limits: Mental 7 Physical 3 Social 7
Armor: 6
Skills: Compiling 5, Computer 4, Con 1, Cyber-combat 2, Disguise 2, Electronic Warfare 3, Etiquette 1, Hacking 5, Hardware 2, Palming 2, Perception 2, Pilot Ground Craft 1, Pistols 1, Registering 5, Sneaking 2, Software 6
Languages: Russian N, Norwegian 4, English 4
Complex Forms: Cleaner, Diffusion of Matrix Attribute (Firewall), Puppeteer, Resonance Spike, Tattletale
Gear: Armor Clothes, Hermes Ikon (5)
Living Persona: Rating 6, Attack 5, Sleaze 5, Data Processing 5, Firewall 5
Weapons:

> Ares Predator V [Pistols, Acc 5, DV 8P, AP -1, SA, RC (1), 15(c)] 2 clips standard

Description: Young, smartly dressed young man, with glasses and shoulder length black hair. His face is somewhat pockmarked, and there is a day's stubble showing.

He has a registered Level 6 Fault Sprite called Haywire (see below), with 3 services.

Haywire

| L 6 | A 9 | S 6 | D 7 | F 8 |

Metatype: Sprite.
Matrix Initiative: 13 + 2D6
Condition Monitor: 11
Skills: Computer, Cybercombat, Hacking
Powers: Electron Storm

Description: A young man, who appears normal, but when perceived more closely, appears to be made up of fractals.

Piasma

Edge 2

B 12(15)	A 5	R 5	S 12	W 4
L 2	I 4	C 1	Ess 6	

Metatype: Critter.
Initiative: 9 + 1D6
Movement: 5/ 15/ +2
Condition Monitor: P17/ S10
Limits: Mental 4 Physical 14 Social 4
Armor: 12
Skills: Intimidation 8, Perception 4, Sneaking 4, Tracking 5, Unarmed Combat 7
Powers: Armor (12), Enhanced Senses (Thermograohic Vision, Wide-Band Hearing), Natural Weapon (Claws/ Bite), Toughness 3
Weapons:

Claw/ Bite [Unarmed, Acc 14, DV 12P, AP -2]

Weaknesses: Allergy (Sunlight, Mild)
Note: +1 Reach

Description: A huge brown bear, nearly ten feet tall. It is hyper aggressive, and will stalk the runners as they travel along the road, and try to attack with surprise.

Hercules the Drone

Handl 3, Speed 1, Accel 1, Bod 3, Armor 2, Pilot 2, Sensor 2)

Description: Vaguely resembling a crude version of Jonny 5 from Short Circuit, this basic maintenance drone has only one manipulator, but it can reach quite high. To the runners, it is a slow drone which will rumble up to them and drop a Pepper Punch grenade in their midst. Beyond that, it is an ancient curiosity.

Wolf

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

Metatype: Male human.
Initiative: 7(11*) + 1(3*)D6
Astral Initiative: 8 + 2D6
Movement: 6/ 12/ +1
Condition Monitor: P10/ S11
Limits: Astral 7 Mental 5 Physical 4 Social 7
Armor: 9
Skills: Assensing 2, Banishing 6, Binding 4, Etiquette 2, Perception 2, Pilot Ground Craft 2, Pistols 2, Sneaking 1, Spellcasting 5, Summoning 6
Spells: Manaball (p. 284, *SR5*), Manabolt (p. 284, *SR5*), Heal (p. 288, *SR5*), Increase Reflexes (p. 288, *SR5*), Improved Invisibility (p. 291, *SR5*), Silence (p. 291, *SR5*), Armor (p. 292, *SR5*), Mana Barrier (p. 294, *SR5*)
Languages: Russian N, Norwegian 4, English 4
Gear: Lined Coat, Renraku Sensei (3), Sustaining Focus (4, Carved wolf head, *Increased Reflexes)
Weapons:
   AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 3, 38(c)] 2 clips regular.
   Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

Description: Wolf is a Vory Wolf shaman, and combat mage. He has a bound F6 Wolf spririt, Stalker, with 3 services.

Stalker

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

Metatype: Force 6 Beast spirit.
Initiative: 12 + 2D6
Astral Initiative: 12 + 3D6
Movement: 14/ 28/ +5
Condition Monitor: P12/ S11
Limits: Astral 8 Mental 8 Physical 10 Social 8
Armor: 12/0
Skills: Assensing 6, Astral Combat 6, Perception 6, Unarmed Combat 6
Powers: Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Sapience, Natural Weapon, Concealment
Weapons:
   Bite [Unarmed, Acc 10, DV 8P, AP -]

Description: Fiercely loyal wolf spirit, he is on astral patrol for the Vory.

Ship Crew

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

Metatype: Human (mostly).
Initiative: 6 + 1D6
Movement: 6/ 12/ +2
Condition Monitor: 10
Limits: Mental 4 Physical 4 Social 4
Armor: 0
Skills: Blades 3, Clubs 3, Longarms 3, Pistols 3, Unarmed Combat 3
Weapons:

Colt America [Pistols, Acc 7, DV 7P, AP -, SA, RC (2), 11(c)] 2 clips standard
Defiance T-250 [Shotgun, Acc 4, DV 10P, AP -1, SS/SA, RC (3), 5(m)] 10 rounds standard
Knife [Blades, Acc 5, DV 4P, AP -4]

Description: The crew are just merchant seamen, trying to do their job. From cook to captain, they are all similar and may not choose to fight. A sufficient show of force will cow them. Having said this, 4 have pistols and 4 have shotguns, although they are poorly trained and uncoordinated as a unit.

Sleipnir
(Handl 3, Speed 2, Accel 2, Bod 36, Armor 14, Pilot 6, Sensor 5, Seats -, CM 33)

Kraken

Edge 1

B 13	A 5	R 4	S 20	W 5
L 3	I 3	C 1	M 3	Ess 6

Metatype: Critter.
Initiative: 7 + 1D6
Movement: 30/ 90/ +2 Swimming
Condition Monitor: P15/ S11
Limits: Mental 5 Physical 20 Social 5
Armor: 12
Skills: Perception 2, Sneaking 4, Unarmed Combat 5
Powers: Armor (12), Natural Weapon, Adaptive Coloration
Weapons:

Tentacle [Unarmed, Acc 20, DV 22P, AP -2]

Weaknesses: Allergy (Sunlight, Mild)
Note: +6 Reach

Description: An enormous octopus, some 25 meters in length, the tentacles another 30-40 meters. Although initially it will attack the crew, it will soon move on to attacking the ship proper, occasionally diving beneath the waves for 10-15 seconds before re-emerging to continue its attack.