

BHG08-01 Shelter

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Introduction

Supplements

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

- Seattle 2072 (*SEAT72*)
- Street Grimoire (*SG*)
- Howling Shadows (*HS*)

Setting

Set in Spring of 2076, Seattle, but can be adapted to most cities and times.

Adventure Background

Ares has always been strongly involved with R&D surrounding insect spirits, and how best to fight them. To further this research, they are in constant need of test specimens. Sometimes they are lucky enough to find a nest to fight, and take live specimens. In recent years, however, insect nests have become harder to find. To this end, they have engaged in actively cultivating specimens, which would require people to be made into insect spirits. So a top secret nest is being created in the Redmond barrens at a homeless shelter, to create as many specimens as possible. The insect mage, Lewis Wetherfield, alias Euderus, was captured a short time ago, and has been forced to cooperate as the “leader” of the homeless shelter.

At least this is what Ares thinks. Actually, an exec has been manipulated by the magician’s mind magic, using Influence and Alter Memory, to allow him back out into the world.

This disturbing project not only has the backing of Ares R&D, but also the backing of the UCAS government.

Although the magician is nominally working with Ares, he is also planning on summoning a Queen to take over, and have

the nest of wasp spirits take flight. Ares are unaware of this.

Despite there being no shortage of lost souls to abduct for the nest (and with a homeless shelter, they practically invite themselves in) the body-snatching has been taken a stage further. Ares has offered a steady supply of Fentex, a very addictive, and debilitating drug, and Euderus is ensuring that a local gang distributes it in Redmond.

Because Euderus isn’t interested in profit as such, he “sells” it very cheaply. He gets it from an Ares subcontractor, Moseley, and then sells it to the Long Shadows gang, who operate in the Squatter Mall area (p. 122, *SEAT72*). Euderus’ homeless shelter, “The Beacon”, is nearby.

In addition to abducting homeless who wander into the Beacon, the Long Shadows have brought captured enemies and non-paying addicts to the Beacon to be disposed of, although they are unaware of their true fate in the basement below.

This influx of a cheap and addictive drug into the slums of Redmond has not gone unnoticed. It has displaced some other drugs, costing dealers money, and it has meant that many users in nearby Bargain Basement (p. 116, *SEAT72*), have been unable to make rent payments, or have overdosed. This has affected the business of the Mafia in the area (who operate through their proxy, the Crimson Crush).

The Mafia are none too happy about this situation, but without good intel are not ready to act. The runners are hired to find out the chain of command for the Long Shadows but mainly to find out their suppliers, so that the Mafia can make them an offer they can’t refuse.

Little does anyone realise that the supplier is a wasp insect mage, backed by an off-books Ares black project...

Plot Synopsis

The runners are approached by a Mafia representative, Frankie Banion from the Finnigan Family (p. 176, *SEAT72*), who explains

that a fairly unknown gang, the Long Shadows, in the barrens, is making something of a name for itself by supplying impressive amounts of the addictive drug Fentex to the barrens population.

They want to know who this gang is, and where they are getting such quantities of the drug from, particularly who their suppliers are.

Banion explains that the final part of the job will be for the runners to help him make the supplier, and the gang, an offer they can't refuse.

The Hook

Foreshadowing

At this stage, if the runners have any contacts in the barrens, or friends there, they may learn that one of them went missing recently, perhaps with their child. Ideally, this could happen as foreshadowing in the previous adventure.

Then at the Beacon later on, they could see a photo of that person on the notice board.

What's Up Chummer?

The runners are hired to look into the Long Shadows gang's Fentex dealing, and to find out who's supplying them.

Tell it to Them Straight

You are invited to a meet at the Gates Casino in Bellevue (p. 69, SEAT72) in a private back room.

There you are met by a smartly dressed man smoking a cigarette, who introduces himself as Frankie Banion from the Finnigan family, then explains the job with an Irish twang.

"It seems that a gang in the barrens, known as the Long Shadows, is taking advantage of my family's generous nature, and have taken it upon themselves to independently supply Fentex to the local population, without our sanction.

"We'd like you to investigate them, and find out how they operate, and mostly where they are getting their supply from. We'd like to

make them an offer they can't refuse, but we need to know what we're dealing with first."

He pauses long enough to send you each a file containing some images and surveillance information.

"Their leader is an elf called Void, who runs the outfit from an abandoned tenement, near the Squatters' Mall. The dealing is carried out by two lieutenants: Fagan and Ciqala."

Checking them out, Fagan is a white human, Ciqala a Native American.

"We'd like you to follow them and check their activities, as well as those of Void himself.

"When you've tailed them, and found their supplier, call us in, and you can assist us with the squeeze.

"We can pay you 15k¥ each, once the issue has been dealt with."

(Negotiation against a dice pool of 8 is possible, gaining an additional 750¥ per net hit.)

Long Shadows Tenement

What's Up Chummer?

This is a first look at the Long Shadows, their heavily defended base, and how they operate before the runners begin to recon the gang.

Tell It To Them Straight

Deep in the barrens now, away from the clubs and bars, the roads are barely passable in the pouring rain, the buildings beyond disrepair. Plastic sheeting covers bare windows and street market stores consisting of nothing more than a makeshift table or a blanket in the dirt, sell essentials such as food, clothing and cooking gas.

This is a third world society, with no safety nets.

Not far South from Bargain Basement, lies the territory of the Long Shadows. Their symbol, a black beast with red eyes and claws, becomes more common on the walls of the crumbling buildings as you pass.

Their clubhouse is at the centre, a tenement with black shutters, covered in dark

graffiti. The gang members, in black hoodies, some in black hockey masks, seem particularly well-armed. Many of them carry expensive assault rifles.

It seems you've found your marks.

Behind The Scenes

A few blocks from the edge of Bargain Basement, to avoid stepping on the turf of the Crimson Crush, lies the turf of the Long Shadows.

They are actually quite well organised, and their leader Void has reinvested their recent winnings into better weaponry and armour, which Euderus has fronted once again from Ares.

The gang deals in drugs, usually Bliss and Novacoke, but more recently in high purity Fentex. They keep some quantity in their fortress tenement. To protect their investment there are usually about 20 gang members around, including a couple on the roof keeping an eye on things below. Only gang members go in and out.

If the shit goes down, they all don black hockey masks which are actually gas masks, and start tossing tear gas grenades. They will retire to the upper floors and use the ground floor as a killing floor. The fire escape has long since been removed.

The door to the first floor is a secure iron shutter, with a slit to fire through. There are also slits from the upper floor down to the ground floor, likewise for firing, or tossing grenades through.

In addition to drugs, they deal in necessities such as food and water, and a small trading community has sprung up around them, including a bar and brothel called the Slag Wagon

Legwork can be done in the area without seeming too obvious. Use Cha + Etiquette to ask around, taking a half hour for a roll, further rolls deducting a die as usual.

This can be a handy way to scope out the gang, Void and the Lieutenants.

The gang get around on beat up old motorbikes, and the occasional car or even van. Staking the gang out will require Sneaking

+ Agility (2) for every 4 hour period. If they can find a hide (eg. the brothel, or an abandoned room in a disused building), then the roll is no longer necessary.

Observing, they will see that the gang makes use of a network of couriers on Dodge Scoots, who clearly aren't gang members. They carry messages, and make deliveries of small quantities of money or contraband (never more than 200¥).

A small, independent garage up the street maintains the gang's small fleet of vehicles, and caters to the public as well.

This should give the runners the opportunity to get a rough overview of the gang, and scope out the lieutenants they are meant to be following.

There is a Noise of 4 out here, and a Background Count of 2 (Fear and Death).

Tell It To Yourself Straight

This is the Redmond Barrens. Buildings are often 3 or 4 stories high, built from scavanged building materials such as corrugated iron and plastic sheeting. There are adverts everywhere for Canon, Coca-Cola, Stuffer Shack and the latest MCT comm link. Food is available, at a price, such as soy milk and soy burgers.

The people here are on the lower rungs. They are taxi and scooter drivers, stall owners, commlink repairmen, prostitutes, pistol and ammo traders, drug dealers, BTL dealers, factory workers, scrap metal dealers and industrial chemical workers.

People push along rails of cheap clothes, trade in the street, and rob each other. Cyclists go past balancing 100 boxes of fake perfume, a camper van with huge racks of cheap building material tied on with rubber tubing. The air is thick with the smoke of trash fires in the morning as the early risers keep warm.

This is the daily bustle of the barrens.

Radhounds

Scan This

A pack of 6 Radhounds (p. 100, *HS*) up from Glow City is prowling the area at night, and the runners may get their attention. They can pop up whenever the GM thinks most appropriate, probably when the runners are trying to be stealthy and quiet late at night XD

To give a real punch, they can fight as 2 groups of 3, teamworking to give a better bite.

Fagan

Scan This

This lieutenant has sold out to the Crimson Crush, and is selling a quantity of Fentex to the Crush, as well as his usual customers in Bargain Basement.

Behind The Scenes

Fagan is a bearded gang member, who gets around on a well cared for motorbike. When followed, he travels around Bargain Basement, keeping a low profile, and making deliveries to various residences.

Depending on how the runners tail Fagan, they will need to make a Sneaking + Agility opposed by Fagan's Perception + Intuition. Some stretches will be quite devoid of life, making it that much harder to stay out of sight. A drone is possible, but will have to contend with noise.

Later on in the day, the runners will see him take off his gang colours, then ride further North in Redmond, up to Aces (p. 118, *SEAT72*). Runners can make a Gang Knowledge + Intuition (1), or similar (eg. *Underworld*), to realise that it would be suicidal for a rival gang member to go into the home bar of the Crimson Crush.

He finds a back booth, then a short while later, in walks Vulgash, a lieutenant of the Crimson Crush (see also *BHG06-01 Dirty Little Hearts*). Fagan makes a deal to Vulgash, passing him a bag containing a quantity of Fentex, and is given a cred stick in return.

Partly to ensure safe passage, but mainly to make cred, Fagan is selling the drug on to the Crush, behind his own gang's backs. If found out, he would be hacked to pieces by his gang.

The runners can use this as leverage if they wish, to try to get info out of Fagan. However, he hasn't as yet managed to get invited along to one of Void's trips to their supplier.

The runners' biggest danger here, is getting spotted by the Crush, as they are aware of the risks that Fagan is taking and are actively trying to protect him from any onlookers, to safeguard their supply.

A separate Sneaking + Agility (3) is required to get in the bar and witness the deal go down, else a group of six Crush gang members will threaten and/ or attack the runners.

Ciqala

Scan This

Void is a bad judge of character – this 'lieutenant' is actually an undercover cop! Using his cyberware, he records conversations and interactions between the gang.

Behind The Scenes

Following Ciqala on his daily drug drop will show some interesting behaviour, as he makes a few drops, then heads into Touristville, to the Redmond Center (p. 121, *SEAT72*). There he goes to the hotel bar, where a hooker entices him up to a hotel room.

A roll on one of Con, Etiquette or Impersonation (5) will reveal that this interaction is a chirade, that the two likely know each other and the body language is completely off for a seduction.

Indeed, once alone in the hotel room, it becomes quickly apparent that the hooker is actually Sergeant Hollis of Knight Errant police, and Ciqala is actually Sergeant Wicasa, an undercover cop.

If the runners manage to overhear, he informs his handler that Void is going to get another supply of Fentex tonight, and he's going to follow him.

He then hands over his latest recordings, and heads back to Redmond to continue with his drop offs.

Upon returning back to the clubhouse, he leaves an electric Dodge Scoot hidden in an alleyway nearby. This is what he'll use for tailing Void later (see below).

Following Void and Ciqala

Scan This

Although Fagan and Ciqala are the main dealers for the Fentex, they are not privy to who the supplier is. This makes it harder to remove Void as leader.

That night, Void makes a trip to the Beacon to get fresh supplies of Fentex. Unknowingly, he is followed by his own lieutenant, Ciqala, who is also trying to find their suppliers. Ciqala will ride an electric moped to stay quiet.

It would actually be easier to tail Ciqala, than to tail Void directly.

The runners don't see the deal directly, only that they go in a side door, then come out a short while later.

Since it's a homeless shelter, the supplier could be anyone.

Behind The Scenes

Void travels SouthEast from near Bargain Basement (where the clubhouse is) to near to the Squatters' Mall (where the Beacon is). He travels by car, with a trusted gang member, Whisker, and trailed by Earl, who rides a motorbike, and keeps a look out for tails.

Unknowingly, they are tailed by Ciqala, the undercover cop, on an electric Dodge Scoot for quiet travel.

If the runners try to tail Void and his compadres, then they will firstly need to be staking out the clubhouse.

When they break out to follow, allow Perception + Intuition vs Ciqala's Sneaking + Agility to see if they notice Ciqala following Void.

If not, then next roll the team's Sneaking + Agility (teamworked if they wish) vs Ciqala's Perception + Intuition, to see if he spots them.

Note that the limit for Sneaking while driving, is the Handling of the vehicle.

If Ciqala notices the group he will break off from tailing Void, and instead go for a drive out towards Bargain Basement. He figures that the runners are with Void, and he doesn't want to blow his cover. If he can double back and tail the runners, he will.

Next, they need to tail Void, if they're not just tailing Ciqala. They'll need to make Sneaking + Agility vs the trailing gang member's Perception + Intuition, which shouldn't be too hard.

If they're noticed, Earl will peel off and hide, and wait for them to pass, then make a surprise attack at the runners. This isn't intended to kill, just to distract and delay, and also to identify.

Void will wait further on for Earl to join them and give the all clear, before carrying on to the Beacon. If there are issues, he'll try again the next night instead.

On the way, they'll also get caught in a group of about twenty feral ghouls, who will swarm across the road like deer. If they are on an open vehicle, then they will need to make a vehicle control test to get through, else they will end up as food.

An enclosed vehicle will only be targeted if they stop or go slow enough for them to jump on. If so, they may try a door to gain entry, otherwise it will just make for a brief but terrifying encounter.

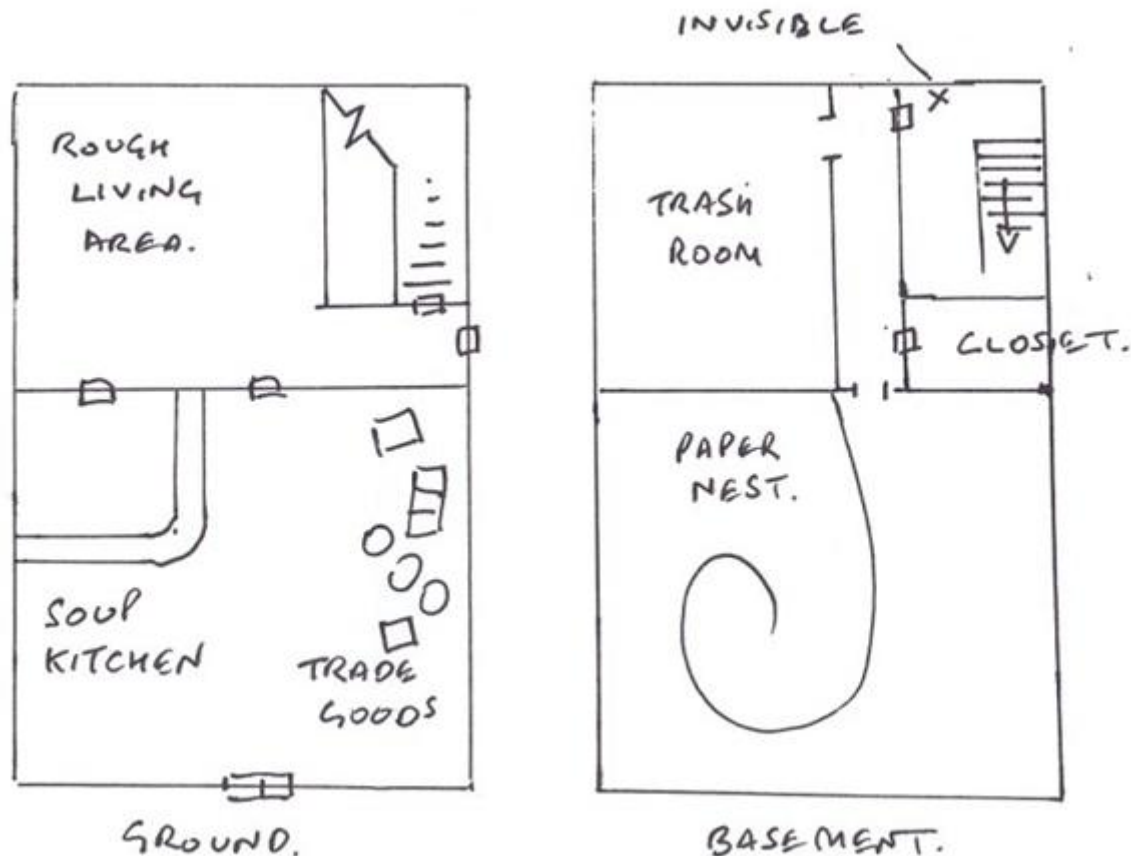
When Void arrives at the Beacon, their vehicles go down the side and stop, leaving the lights on. Void alone gets out with a satchel, and knocks at a reinforced metal side door, which is opened from inside. He's allowed in, and the door is shut and bolted.

There is a wait of some 10-15 minutes, when he reappears, and gets back in his car. The group then return to the clubhouse through the pitch black streets.

Hopefully, this should be enough to indicate to the runners that the Beacon is home to the suppliers.

However, this won't be enough for Banion, their Mr Johnson. He wants to know who is dealing to the Shadows, and if possible, who is supplying them.

The Beacon



Scan This

Probably the most dangerous part of the adventure. The leader of this homeless shelter is Euderus, an insect magician, and in the basement is his wasp nest, consisting of a dozen spirits now.

The runners can check the place out, and hopefully not get eaten.

Tell It To Them Straight

About fifty years ago, this building was likely a grocery store, but now it is a homeless shelter called, "The Beacon".

A small bazaar can be found just inside, where folks come in to buy or barter simple

items. Next to this, is a soup kitchen, which provides a barely edible bowl of "soup" several times a day.

A small number of alley rat helpers seem to be running both the bazaar and the soup kitchen, while a haggard-looking asian guy with a scraggy grey beard oversees the activities, smoking hand-rolled cigarettes with nicotine-stained fingers.

Behind The Scenes

On the surface, this is just a homeless shelter, ran by a worn down old Chinese guy called Euderus. However, it is actually a dangerously active insect spirit nest. A dozen

spirits occupy here, and another 4 are busy growing in the basement nest.

The soup kitchen and trade goods area look normal and functional. Three flesh forms are helping out here, while genuine helpers also lend a hand, unknowing where they truly are.

There is a message board up in the soup kitchen, where a number of folks have pinned up pictures of lost friends and relatives. It has a "refugee" feel to it. In an area with Noise 4, and commlinks in short supply, a physical message board makes sense.

While looking at this, one of the runners (pick at random, ideally one who has spent time in the barrens, and likely has friends there) will spot a photo of himself with an old friend from the barrens. It is a photo which can only have come from one particular friend – one they have lost contact with over the years.

If they ask where the photo came from, the people there will just shrug. In actuality, their old friend is now an insect spirit tending the nest beneath their feet...

Alternatively, or in addition, an old friend can be one of the flesh form spirits serving out hot soup. He will remember them, and will talk amiably enough, but will seem worn down, and somewhat distant. If asked where they've been, they may become evasive and say they were "lost" for some time, until Euderus helped them out.

If the runners talk to Euderus himself, he will appear innocent enough, genuine and just worn out.

If asked about the drugs, he'll just glare at them and tell them to mind their own business.

If he's threatened, then the flesh forms (one of them a troll), will step in and subdue them, using a metal pipe if necessary.

Euderus will use mind magic, typically Influence, to make them think that leaving is a very good idea. If fighting gets rough, then an additional couple of flesh forms will arrive to help out in a couple of rounds. Euderus

himself will retreat into the living area behind the soup kitchen if necessary.

A Caretaker spirit (and there are 2 flesh forms) can always use their physical barrier power and Workers have concealment. To the runners' uninitiated eyes these will likely appear as spells by Euderus.

If fighting goes really bad, they will all flee down into the cellar and once down to the nest, the entire swarm will set about them, with several spirits materialising behind them to prevent their escape.

This attack will likely be the death of them.

The rough living area is just that. It contains some sleeping bags, buckets for washing and as toilets. It is where the six flesh forms and Euderus sleep.

The whole cellar is a Force 7 lodge for the spirit magician, Euderus. This means that any spirits, foci, dual beings, or spells that the runners try to bring down into the cellar will need to break through a Force 7 mana barrier (p. 316, SR5).

Downstairs in the cellar, at the foot of the stairs (marked by 'x', labelled 'invisible') is spirit 'K', the worker true form, in the astral, and using concealment to be hidden even there. It will immediately communicate to all other hive members using hive mind that intruders are on the way, but will remain quiet and follow them.

As the runners come down here, it will be damp, warm and quiet. They may here a child's voice from the end of the corridor in the darkness saying pitiful things such as, "Is anyone there? Please, help me!"

The trash room contains items dumped over the years, and will only be used by spirits hiding while the runners go down the corridor.

The closet contains two 1kg packets of Fentex and some 30k¥ in credsticks on a dirty shelf at the back.

The end of the corridor actually *becomes* a tubular, white corridor. Half out of view around the curve of the corridor, is a smooth, white ovoid, about the size of a dwarf. Moving

closer, they will find a child's face peering out, and calling for help.

By the time the runners get to this point, the entire nest will now mobilise. Two huge, Soldier true forms will materialise behind them, preventing their escape, and the battle for their survival will begin. A Caretaker will use physical barrier to prevent them getting any closer to the nest, or throwing grenades, etc.

There are actually four hapless humans in cocoons, two children, and two human adults, a male and a female. The irony is, that even if the runners manage to rescue the child (or any of them), removing them from the Beacon will kill them. They should die quite dramatically, suddenly mutating into hybrids and perhaps leading the runners into thinking they're going to attack, but then suddenly dying.

Meeting with Moseley

Scan This

Weirdly enough, a confrontation with the nest is not actually required for the adventure, but may easily occur if the runners decide that sneaking inside is necessary.

The runners should actually be surveilling Euderus and the location to see where the Fentex is coming in to the Beacon.

Moseley at the Beacon

Shortly after Void's visit to the Beacon, Moseley the Ares representative will make a visit. He will arrive late one night in an Ares Roadmaster. Although it looks battered and scarred, a careful observation (Perception + Intuition (3)) will notice that this is superficial, and the van is merely disguised to look like a barrens van.

Moseley will get out wearing a synthleather duster carrying a cheap satchel, and covered by two mercenaries with shotguns, wearing civilian clothes.

He knocks at the side door, then goes in, and emerges about 15 minutes later, after dropping off fresh supplies of Fentex, and being probed by Euderus to see if he is in any

danger. After using some fresh Influence, Moseley will be sent on his way.

After the meet, he drives back to Touristville, to the Dover Hotel. Tailing him will be difficult through the barrens, without using a drone or matrix tracking, as he is well versed in counter-surveillance.

This is actually as far as the runners need to go. Banion will be content that this is a major connection, and will want to put the squeeze on him directly. If they hand him a photo of Moseley, have the runners make a Judge Intentions against Banion's Composure. If the runners succeed, they'll notice Banion's recognition of Moseley, although Banion will refuse to acknowledge this.

If the runners go a stage further and track Moseley yet further, then they'll see him drive up to Everett to the Ares Regional Headquarters and walk in like a regular worker there. He's going for a meeting to discuss the Beacon with their special ops handlers.

If Banion is apprised of this information, he won't comment but merely say that they should now approach Moseley.

The Squeeze

It will be Banion's preference to approach Moseley at the Dover Hotel in his room. The place has little security, other than cameras and basic security guards. Banion will gesture to the team's runner to wirelessly open the door, or send a text on his comm to a mob runner. Either way, the rating 2 maglock will easily yield, and the runners should be in fast enough to surprise Moseley.

When the initial shock has worn off, the two principals will acknowledge each other almost casually by name,

"Banion."

"Moseley."

"To what do I owe the pleasure?"

"Well," says Banion sitting down and lighting a cigarette, "I'm just wondering what Ares is doing supplying pure Fentex in the barrens. To a bug spirit nest."

Moseley will take a deep breath and explain that Ares is engaged in research to fight bug spirits, and for this they need test

subjects. The nest is for harvesting subjects, nothing more. “Only gutter rats, after all.”

Moseley will also explain that the project has full government backing as an off-books project. The UCAS government apparently also has a pragmatic attitude of breaking eggs to make ommelettes.

Banion will retort by pointing out that the “arrangement” between the Family and Ares would require Ares to notify the Family about this engagement, and to pay licence for.

Moseley will nod his acquiescence at this, and apologise for the oversight. The two will end the conversation by arranging for their respective superiors to meet and discuss terms.

If the runners balk at any of this, Banion will calm them and offer them hush money, up to an additional 10k¥ each for a “job well done.”

Moseley will only show respect to Banion, not so much to the runners. If the runners make any accusations about Moseley or the callous nature of the project, then he won’t pull any punches, and will reply with insensitive comments such as “cry me a river”.

If the runners make threats against Moseley, or worse Banion, Banion will remind them that they are working for the Family, who have a long reach in this city, and that Ares, and by extension Moseley, are friends of the Family and would take a dim view of any harm coming to their friends.

The bonus money may alternatively be offered at this stage.

Once the Squeeze has been made, Banion will pay off the runners and they will part ways at the hotel.

Picking up the Pieces

Pay

Banion will pay the agreed fee upon making the Squeeze on Moseley. If the runners appear uncomfortable about aiding and abetting a bug spirit nest, then extra money is available.

Karma

Situation	Karma
Character survived	1
Followed Fagan	2
Followed Ciqala	2
Followed Void	2
Uncovered the Nest	5
Followed Moseley	2
Overall adventure challenge	3

Pickup Skills

Each runner will pick up a free skill point in either Area Knowledge (Seattle) or the (Barrens) specialisation, Insect Spirits, Sneaking or one of the Sneaking specialisations: Vehicle or Urban.

Legwork #todo

#todo – the Long Shadows

Cast of Shadows

Frankie Banion

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

Initiative: 6 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/S10

Limits: Mental 5 Physical 5 Social 6

Armor: 8

Skills: Computer 4, Etiquette (Mafia) 4(6), Hardware 4, Intimidation 4, Leadership 6, Perception 4, Pistols 5, Software 4, Unarmed Combat 2

Knowledge Skills: Corporate Business 4, Law 4, Local Politics 4

Gear: Actioneer Business Clothes, Erika Elite (4)

Weapons:

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

Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)] 1 spare.

Long Shadow Gang Member

Professional Rating 1

B 4(5) A 4 R 3(4*) S 4 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 5(6*) Social 5

Armor: 12 (13 with mask)

Skills: Automatics 3, Blades 4, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Longarms 3, Perception 1, Pilot Ground Craft 2, Pistols 4, Unarmed Combat 3

Qualities: Toughness

Gear: Armor Jacket, Ballistic Mask, Metalink (1), Jazz*

Weapons:

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP -3, SA/ BF/ FA, RC 2, 42(c)] 2 clips AP.

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

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

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

Ride: Yamaha Growler

Handl 4/5 Speed 3/4 Accel 1

Bod 5 Armor 5 Pilot 1

Sensor 1 Seats 1

Description: Description given in text. Wear hoodies with their logo on, sometimes with black hockey masks. The assault rifles they carry seem very expensive for their place in the world.

Void, Fagan

Professional Rating 1

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

Metatype: Male human.

Initiative: 8 + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: 10

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

Armor: 12 (13 with mask)

Skills: Automatics 3, Blades 4, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Leadership 2, Longarms 3, Perception 2, Pilot Ground Craft 2, Pistols 4, Unarmed Combat (Cyberimplants) 3(5)

Qualities: Toughness

Augmentations: Spur

Gear: Armor Jacket, Ballistic Mask, Sony Emperor (2), Jazz*

Weapons:

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP -3, SA/ BF/ FA, RC 2, 42(c)] 2 clips AP.

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

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

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

Ride: Yamaha Growler

Handl 4/5 Speed 3/4 Accel 1

Bod 5 Armor 5 Pilot 1

Sensor 1 Seats 1

Ciqala

Professional Rating 3

B 4 A 4 R 4(6/7*) S 4 W 4
L 3 I 5 C 4 Ess 5.1

Metatype: Male human.

Initiative: 9(11) + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 6 Social 5

Armor: 12

Skills: Acting 5, Automatics 4, Blades 6, Clubs 6, Con 5, Etiquette (Street) 3(5), Intimidation 4, Leadership 5, Longarms 3, Perception 5, Pilot Ground Craft 2, Pistols 6, Sneaking 3, Unarmed Combat 6

Knowledge Skills: Law Enforcement 6

Augmentations: Cybereyes [Rating 2, w/ flare compensation,

image link, low-light vision, smartlink, thermographic vision), reaction enhancers 2

Gear: Armor Jacket, Ballistic Mask, Erika Elite (4), Jazz*

Weapons:

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP -3, SA/ BF/ FA, RC 2, 42(c)] 2 clips AP.

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

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

Description: Big Amerind tough guy with the Long Shadows colours. Actually police undercover, but good at hiding it.

Ride: Yamaha Growler

Handl 4/5 Speed 3/4 Accel 1

Bod 5 Armor 5 Pilot 1

Sensor 1 Seats 1

Radhounds

Professional Rating 3

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

Metatype: Dual-natured critters.

Initiative: 11 + 2D6

Movement: x2/ x8/ +4

Condition Monitor: P11/S10

Limits: Mental 5(2) Physical 7(9) Social 6(5)

Armor: 4

Skills: Gymnastics 5, Intimidation 4, Perception 8 (Smell +2), Running 6, Tracking 6, Unarmed Combat 8

Powers: Armour (4), Enhanced Senses (Hearing, Low-Light Vision, Smell), Immunity (Pathogens), Mutagen, Natural Weapon, Regeneration

Weaknesses: Dietary Requirement (Radiation)

Weapons:

Bite [Unarmed, Acc 7(9), DV 6(9)P, AP -1]

Description: Diseased animals with peeling flesh.

Ghouls

Professional Rating 1

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

Metatype: Ghoul.

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: 12

Limits: Mental 5 Physical 8 Social 5

Armor: 1

Skills: Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6

Powers: Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 7P, AP -1), Sapience

Weaknesses: Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind).

Weapons:

Claws [Unarmed, Acc 8, DV 7P, AP -1]

Description: Dressed in a variety of dirty clothes scavanged from dumpsters, these are feral ghouls. They are cunning, and have no intention of dying.

Typically, getting scratched by a ghoul is often going to cause the victim to become a ghoul (p. 143, *RF*). If the GM doesn't want to deal with this, they can handwave and ignore this. Personally, I think they should suck it up.

Bear in mind, as per the rules, a runner who doesn't want to become a ghoul can always burn edge to avoid it.

Crimson Crush Gang Member

Professional Rating 1
 B 7(8) A 4 R 3(4*) S 6 W 2
 L 2 I 3 C 3 Ess 6

Metatype: Male human.
Initiative: 6 + 1(3*)D6
Movement: 8/ 16/ +2
Condition Monitor: P12/ S9
Limits: Mental 3 Physical 7(8*) Social 5
Armor: 9
Skills: Blades 4, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Pistols 4, Unarmed Combat 3
Qualities: Toughness
Gear: Armor Vest, Metalink (1), Jazz*
Weapons:
 Browning Ultra Power [Heavy Pistol, Acc 6, DV 8P, AP -2, SA, RC 3, 15(c)] 2 clips AP.
 Knife [Blade, Acc 5, Reach 0, DV 7P, AP -1]
 Unarmed [Unarmed, Acc 6(7*), Reach 0, DV 5S, AP -]

Description: The Crush are a big gang out in the barrens. Their physical size means they should be accorded some respect.

Euderus

Insect Magician, Professional Rating 3
 B 3 A 3 R 4 S 3 W 6
 L 3 I 4 C 5 M 6 Ess 6

Metatype: Male human.
Initiative: 8 + 1D6
Movement: 6/ 12/ +2
Condition Monitor: P10/ S11
Limits: Mental 6 Physical 5 Social 7
Armor: 9
Skills: Assensing 2, Banishing 3, Binding 6, Blades 3, Con 2, Counterspelling 3, Etiquette 2, Perception 2, Spellcasting 6, Summoning 6
Spells: **Lightening Bolt** (p. 284, SR5), Mind Probe (p. 287, SR5), Heal (p. 288, SR5), **Increase Reflexes** (p. 288, SR5), **Improved Invisibility** (p. 291, SR5), Trid Phantasm (p. 291, SR5), **Armour** (p. 292, SR5), **Alter Memory** (p. 20, SSP), **Control Thoughts** (p. 293, SR5), **Influence** (p. 293, SR5),
Gear: Armour Vest, Erika Elite (4) *still no use in the barrens.*
Description: Aging Chinese guy who looks like he's seen better days.

Bug Spirit Summary:

Name	Type	Inhab	Force	Qty
A	Nymph	Flesh*	6	
B, C	Worker	Flesh	4	X2
D, E	Caretaker	Flesh	4	X2
F	Soldier	Flesh**	7	
G, H	Soldier	True	6	X2
I	Caretaker	Hybrid	7	
J	Nymph	True	5	
K	Worker	True	6	
L	Caretaker	True	5	

*Dwarf

** Minotaur

Bug Spirit A

Mildred Jefferson

Professional Rating 3

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

Metatype: Female dwarf/ Flesh form F6 Nymph.

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ W11

Limits: Mental 6 Physical 6 Social 6

Armor: Immunity to Normal Weapons (12)

Skills: Assensing 6, Astral Combat 6, Blades 3, Clubs 3, Etiquette (Street) 3(5), Gymnastics 6, Perception 6, Pistols 3, Spellcasting 6, Unarmed Combat 6

Powers: Animal Control (Wasps), Aura Masking (9 dice vs Assensing), Compulsion, Dual-Natured, Enhanced Senses

(Thermographic Vision), Fear, Hive Mind,

Innate Spell (Trid Phantasm),

Immunity to Normal Weapons, Realistic Form, Sapience

Gear: Metalink (1)

Weapons:

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

Combat Knife [Blade, Acc 5, Reach 0, DV 7P, AP -3]

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

Description: Friendly female dwarf, with oversized ears.

Bug Spirits B, C

James Lemon, Joseph Farrel

Professional Rating 3

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

Metatype: Male human/ Flesh form F4 Workers.

Initiative: 7 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ W10

Limits: Mental 6 Physical 4 Social 6

Armor: Immunity to Normal Weapons (8)

Skills: Assensing 4, Astral Combat 4, Blades 3, Clubs 3, Etiquette (Street) 3(5), Perception 4, Pistols 3, Unarmed Combat 4

Powers: Animal Control (Wasps), Aura Masking (6 dice vs Assensing), **Concealment**, Dual-Natured, Enhanced Senses (Thermographic Vision), Hive Mind, Immunity to Normal Weapons, Movement, Realistic Form, Sapience, Search

Gear: Metalink (1)

Weapons:

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

Combat Knife [Blade, Acc 5, Reach 0, DV 5P, AP -3]

Unarmed [Unarmed, Acc 4, Reach 0, DV 3S, AP -]

Description: A pair of middle-aged men, with a jungle of facial hair. Janitors in a previous life.

Bug Spirit D, E

Melvin Messerley, John Webb

Professional Rating 3

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

Metatype: Male human/ Flesh form F4
Caretakers.

Initiative: 7 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ W10

Limits: Mental 6 Physical 4 Social 6

Armor: Immunity to Normal Weapons (8)

Skills: Assensing 4, Astral Combat 4, Blades 3, Clubs 3, Etiquette (Street) 3(5), Leadership 4, Perception 4, Pistols 3, Spellcasting 4, Unarmed Combat 4

Powers: Animal Control (Wasps), Aura Masking (6 dice vs Assensing), **Binding**, Dual-Natured, Enhanced Senses (Thermographic Vision), Guard, Hive Mind, Immunity to Normal Weapons, **Innate Spell (Physical Barrier)**, Realistic Form, Sapience

Gear: Metalink (1)

Weapons:

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

Combat Knife [Blade, Acc 5, Reach 0, DV 5P, AP -3]

Unarmed [Unarmed, Acc 4, Reach 0, DV 3S, AP -]

Description: Ex-gang members, they have tattoos of the Spiders. They look forlorn like reformed addicts.

Bug Spirit F

Eric Galindo

Professional Rating 3

B 8 A 3 R 3 S 7 W 7
L 7 I 7 C 7 M 7 Ess 6

Metatype: Male human/ Flesh form F7
Soldier.

Initiative: 10 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P12/ W12

Limits: Mental 8 Physical 8 Social 9

Armor: Immunity to Normal Weapons (14)

Skills: Assensing 7, Astral Combat 7, Blades 3, Clubs 3, Counterspelling 7, Etiquette (Street) 3(5), Gymnastics 7, Perception 7, Pistols 3, Unarmed Combat 7

Powers: Animal Control (Wasps), Aura Masking (11 dice vs Assensing), **Concealment**, Dual-Natured, **Fear**, Hive Mind, Immunity to Normal Weapons, **Noxious Breath**, Realistic Form, Sapience

Gear: Metalink (1)

Weapons:

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

Sword [Blade, Acc 8, Reach 2, DV 10P, AP -2]

Unarmed [Unarmed, Acc 8, Reach 1, DV 7S, AP -]

Description: Huge minotaur with a sword, he wears mechanic's overalls.

Bug Spirit G, H

Fazzzr, Gridzzzl

Professional Rating 3

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

Metatype: True form F6 Soldier.

Physical Initiative: 13 + 2D6

Astral Initiative: 12 + 3D6

Movement: 14/ 28/ +2

Condition Monitor: P13/ W11

Limits: Mental 8 Physical 12 Social 8 Astral 8

Armor: Immunity to Normal Weapons (12)

Skills: Assensing 6, Astral Combat 6, Counterspelling 6, Gymnastics 6, Perception 6, Unarmed Combat 6

Powers: Animal Control (Wasps), Concealment, Fear, Hive Mind, Sapience, Venom

Weapons:

Sting [Unarmed, Acc 12, Reach 0, DV 8P, AP -1] Venom is Speed 1 Combat Turn, 6P, Resisted with Body + Willpower.

Description: Wasp spirits in the astral. If the nest is threatened, they materialise around the runners, attacking to kill.

Bug Spirit I

Nkzzlrzz

Professional Rating 3

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

Metatype: Human/ Hybrid F7 Caretaker.

Physical Initiative: 15 + 2D6

Astral Initiative: 15 + 3D6

Movement: 14/ 28/ +2

Condition Monitor: P12/ W12

Limits: Mental 10 Physical 10 Social 9 Astral 10

Armor: Immunity to Normal Weapons (14)

Skills: Assensing 7, Astral Combat 7, Leadership 7, Perception 7, Spellcasting 7, Unarmed Combat 7

Powers: Animal Control (Wasps), Binding, Enhanced Senses (Thermographic Vision), Guard, Hive Mind, Innate Spell (Physical Barrier), Sapience

Weapons:

Bludgeon [Unarmed, Acc 10, Reach 0, DV 7S, AP -]

Description: Wasp spirits in the astral. If the nest is threatened, they materialise around the runners, attacking to kill.

Bug Spirit J

Jd'zzbl'zz

Professional Rating 3

B 4 A 5 R 8 S 4 W 5
L 5 I 5 C 5 M 5 Ess 6

Metatype: True Form F5 Nymph.

Physical Initiative: 13 + 2D6

Astral Initiative: 10 + 3D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ W11

Limits: Mental 7 Physical 7 Social 7 Astral 7

Armor: Immunity to Normal Weapons (10)

Skills: Assensing 5, Astral Combat 5, Gymnastics 5, Perception 5, Spellcasting 5, Unarmed Combat 5

Powers: Animal Control (Wasps), Enhanced Senses (Thermographic Vision), Fear, Hive Mind, **Innate Spell (Trid Phantasm)**, Sapience

Weapons:

Bludgeon [Unarmed, Acc 10, Reach 0, DV 5S, AP -]

Description: Wasp spirits in the astral. If the nest is threatened, they materialise around the runners, attacking to kill.

Bug Spirit K

Nx'zzYk'zz

Professional Rating 3

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

Metatype: True Form F6 Worker.

Physical Initiative: 12 + 2D6

Astral Initiative: 12 + 3D6

Movement: 12/ 24/ +2

Condition Monitor: P11/ W11

Limits: Mental 8 Physical 8 Social 8 Astral 8

Armor: Immunity to Normal Weapons (12)

Skills: Assensing 6, Astral Combat 6, Perception 6, Unarmed Combat 6

Powers: Animal Control (Wasps), Enhanced Senses (Thermographic Vision), **Fear**, Hive Mind, Movement, Sapience, Search

Weapons:

Sting [Unarmed, Acc 10, Reach 0, DV 7S, AP -] **Venom** is Speed 1 Combat Turn, 6P, Resisted with Body + Willpower.

Description: Wasp spirits in the astral. If the nest is threatened, they materialise around the runners, attacking to kill.

Bug Spirit L

Nx'zzYk'zz

Professional Rating 3

B 5 A 6 R 6 S 5 W 5

L 5 I 5 C 5 M 5 Ess 6

Metatype: True Form F5 Caretaker.

Physical Initiative: 11 + 2D6

Astral Initiative: 10 + 3D6

Movement: 12/ 24/ +2

Condition Monitor: P11/ W11

Limits: Mental 7 Physical 7 Social 7 Astral 7

Armor: Immunity to Normal Weapons (10)

Skills: Assensing 5, Astral Combat 5, Leadership 5, Perception 5, Spellcasting 5, Unarmed Combat 5

Powers: Animal Control (Wasps), Enhanced Senses (Thermographic Vision), Guard, Hive Mind, **Innate Spell (Physical Barrier)**, Sapience

Weapons:

Bludgeon [Unarmed, Acc 10, Reach 0, DV 5S, AP -]

Description: Wasp spirits in the astral. If the nest is threatened, they materialise around the runners, attacking to kill.

Moseley

Also, his mercenaries

B 4(5) A 5 R 4(6*) S 4 W 4

L 3 I 4 C 3 Ess 6

Metatype: Male human.

Initiative: 8(10) + 1(3*)D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 6 Social 6

Armor: 12

Skills: Automatics 5, Blades 5, Etiquette 5, Intimidation 6, Longarms 5, Perception 2, Pilot Ground Craft 2, Negotiation 5, Pistols 4, Unarmed Combat 6

Qualities: Toughness

Gear: Armor Jacket, Sunglasses (Image link, Smartlink), Erika Elite (4), Jazz*

Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -3, SA/ BF/ FA, RC 2, 42(c)] 2 clips AP.

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

Combat Knife [Blade, Acc 5, Reach 0, DV 6P, AP -3]

Description: Moseley and his two mercenaries carry themselves as obvious military men. Moseley has disdain for civilians, and it shows.