

SHADOWRUN 10 GANGS

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DELINQUENTS

POSTED BY: RISER

FastJack tagged me to work on his Vice project—which really sounds like a lot more fun than it was. I worked up some gang profiles from my experiences, and I did a fair bit of digging to gather intel on gangs that I hadn't dealt with. But I also decided that it'd be a good idea to talk to a few friends, and friends of friends, to get some other opinions. This file represents a compilation of what I heard. My sources have all at least been guests here before, so they knew the drill.

Now, I owe some favors, so my Rep Score better go up from this one.

- I'm leaving this in, but I don't want to see a run of members begging for reputation. It's childish and unprofessional.
- Fastjack
- You're calling a ganger childish and unprofessional, 'Jack. Think about that.
- Slamm-0!
- Coming from a punk hacker. Pot:Kettle
- Riser

I haven't dealt with all of these gangs, but I've met some of them. I also asked around after I looked through the profiles. My fact-checking came back pretty confident, so I've got faith that this intel is solid. If

your life's on the line, though, you might want to double-check that. Gang membership and leadership can change abruptly. This information is current, but a lot of it won't be in three months. Don't blame me if you don't do your homework.

This file ended up covering a pretty diverse group of gangs. Most aren't the stereotypical turf gangs that runners like to use as distractions. They do, however, all play roles in the shadows. In many cases, I've heard of gangs that fill the same niches in other sprawls, too. Keep the nature of those roles in mind when you're working with these—or any other—street gangs. Different gangs can help out best with different aspects of a job. They're not all just raving, gun-toting, bike-riding lunatics, but they're not shadowrunners either.

If you approach a ganger to hire his crew, make sure you know what you're getting beforehand. There's the right tool for every job—not that you want them to think they're your tools. Sometimes you need a smuggler, sometimes you need a fence, and other times you need a monofilament-chainsaw-wielding lunatic. Getting the wrong one is going to lead to people getting hurt, and that's going to affect your reputation and your bottom line.

To a ganger, reputation and the gang are the most important things in life. If you're trying to persuade gangers to help you, make sure you're offering something that will help their cred without much risk to the gang. Nuyen's always good, but headlines, novahot gear, or anything with a high street value can be even better. Just like you need to find a gang that's suited for the job, make sure you tailor your offer to the gang.



I sent out a rating system when I put out my call for summaries. Here's the skinny: These gangs are rated from one to five, in four fields, plus a membership estimate. Fives are experts; ones are wannabes.

Resources covers their gear, magic, and numbers. Gangs with bleeding-edge gear and major mojo rate a five. Those with a one probably have some salvaged chains and run with their tails between their legs when they see a wizkid.

Threat Rating covers their street rep. If they'll kill you as soon as look at you, especially if you're a heavily chromed troll, then they'll get a five. Those that don't maintain a turf, and have a strategy that starts out with running and hiding get a one.

Numbers is a best guess for the total membership. This one ain't a rating, it's a raw number. In most cases, though, gangs have contacts or alliances that let them bring many more than this to a rumble.

Professionalism covers their reliability. If they're true to their word, consistently accessible, and know their stuff, then they're scored a five. If you can't count on them or communicate with them, or if they're chipped out of their minds, then they get a one.

Training links to Professionalism. If you can get in touch with them, but they don't know what they're doing, then they're not a great resource. Those with sophisticated training—or good skillsofts—get a five. Those who are as likely to blow themselves—or you—up as their target score lower.

BABAKKU

POSTED BY: BLACK MAMBA

The Babakku are a native Lagos criminal organization that specializes in kidnapping and metahuman trafficking, but has developed an unsavory reputation for disproportionately high violence against their victims and enemies. While relatively small, the Babakku are a cut above the rest in terms of the coordination that goes into their crimes, and the brutal way they are carried out.

Babakku members are predominantly human, drawn exclusively from young adolescent males of the Hausa people. Information on the gang is sketchy, both because of the close-knit nature of Hausa culture to outsiders and because their victims are rarely left in any state to talk.

The hallmarks of the gang and its current mode of operation can be traced back to five Hausa brothers (the Five Stripes), who publicly tortured the leader of an Igbo gang in 2066 that had been working its way into Hausa-controlled Oshodi-Islo. They disappeared back into the Hausa-controlled neighborhoods, where their close-lipped extended family protected them from retaliation.

- From what I heard, the Babakku's punishment was at least partly sexual in nature. As a tactic, the public defilement of an enemy in this manner carries terrific shock value. The victim, if they survive the initial assault, is also often ostracized by their friends and family and unable to seek proper medical care for their injuries.
- Fianchetto

Underground, the Five Stripes began recruiting their cousins for sophisticated low-tech, large-scale procurement operations under the nominal guise of Hausa tribal nationalism using the image of the *babakku*, the pre-Muslim spirits of the syncretic Bori religion to which many Hausa in Lagos ascribe. The majority of the gang's activities were committed discreetly in and around Hausa neighborhoods until 2068, when the Babakku faced their first real challenge.

The Apostles of Allah, a strident Muslim gang, were cracking down on prostitution and other violations of Islamic law in Lagos. After many individual Babakku brothers were assaulted by the Apostles, the Babakku responded with the infamous Rape of Ajegunle. In the largest mass kidnapping in Lagos history, the Babakku rounded up as many of the Apostles' brothers and sisters as they could and beat, abused, and defiled them in the public market within the urban slum of Ajegunle. Thirty minutes into the event, the Babakku began broadcasting the spectacle to the Apostles, who converged on the area, only to find that they had been set up. Babakku brothers were watching all entrances to the market and killing the Apostles as they came into view. Most of the Apostles died, and the few remaining members haven't dared to move against the Babakku for fear of subjecting their kin to the same fate.

Without major opposition, the Babakku have intensified their human-trafficking operations. Some of their victims show signs of imprisonment, starvation, sleep-deprivation, repeated brutalization, and forced consumption of various street drugs.

- Common and effective tactics to “break” a victim; typically used by law enforcement and intelligence agencies to wear down the subject's resistance and make them more compliant. This suggests they must have a house, apartment, or basement room where they can condition their victims until ready for sale.
- Fianchetto

- Those who don't survive probably supplement Tamanous's successful biz in Lagos.
- Hannibelle

Prior to 2071, community pressure against the gang did not develop because of the Babakku's strict targeting of non-Hausa and the Five Stripes paying a portion of their profits to the family elders. This changed when a copycat gang began a series of public crimes while wearing Babakku colors and stocking-masks. Their victims included a number of Hausa and half-Hausa targets. The Babakku have yet to find the perpetrators of these crimes and were forced to make restitution to the victims and their families to save face and retain the goodwill of the community.

COLORS

The Babakku rarely wish to advertise their status except when intimidating an enemy during a public assault. At that time, members wear five handkerchiefs or cloths tied around their left arms: **red, yellow, black, green, and brown; the colors of the Hausa flag.**

HIERARCHY

In the context of the Babakku, all of the gang members—who must be ethnic Hausa and male—are brothers, and are nominally equal. There are no ranks in the gang, but senior members are denoted as “elder brothers” or “big brothers” and take the initiative in executing assaults and kidnappings.

The Five Stripes are the leaders of the Babakku, planning the large-scale activities. They control the gang's finances from the backrooms of houses in Hausa-controlled neighborhoods using a network of cheap and disposable commlinks. The brothers emerge only to induct new members in their first activities.

Fa'izu Danlami Bayajida, 33, is the eldest brother; a competent strategist and tactician. He handles the coordination of the gang's activities in Lagos. Fa'izu takes it upon himself to set the example for how the gang should operate and to impose discipline in his brothers. In Fa'izu's case, this normally involves ensuring Babakku protect their identities to maintain anonymity, and teaching new members how best to dominate their victims without damaging them past sale value.

Faisal Danjuma Bayajida, 32, handles the logistics and money for the Babakku operations—commlinks, vehicles, safe houses, food, clothing, and currency go through him. Faisal has strong ties to the Hausa hacker community and regularly relies upon them to set up virtual private networks to facilitate the Babakku's crimes and launder any electronic currencies that the gang acquires.

- Simple two-way radio links are cheaper and more reliable than commlinks in much of Lagos, and the Babakku use a frequency-hopping scheme borrowed from last century's intelligence and military agencies as an additional layer of security. It's nothing a competent hacker couldn't handle, though.
- Fianchetto

The date-rape twins—Hassan Danladi and Hussain Danladi Bayajida, 28—interact directly with the brothels, pimps, and other metahuman traffickers the Babakku deal with. Unlike their brothers, the twins are openly bisexual and licentious, frequenting many clubs and brothels throughout Lagos. Together, they oversee the bulk of the Babakku's recruitment and initiations, as well as interactions with the greater Hausa family.

Isa Dansade Bayajida, 25, is the youngest of the Five Stripes. He Goblinized into a hobgoblin at the age of twelve. Beaten and allegedly molested by his older brothers during his youth, Isa Dansade has developed into the most physically imposing, predacious, and brutal of the brothers. The gang uses him as their public enforcer when it becomes necessary.

TURF

The Babakku lack a well-defined territory. Their kidnapping operations can target nearly any part of Lagos, though they strictly avoid high-security sections like Victoria Island. When faced with opposition, the Babakku flee into Hausa-dominated neighborhoods like Oshidi-Islo and Festac Town.

PRIMARY OPERATIONS

The Babakku make a business of metahuman-trafficking operations. Any given job consists of five to eight active kidnapers and an equal number of look-outs, spotters, sugarmen, and drivers. Likely subjects (male and female) are identified by spotters and communicated immediately to sugarmen through disposable commlinks or even crude radio links. Victims in well-protected or public areas are usually enticed by offers of khat or eX to static or dead zones where they can be captured.

Initial encounters last for up to sixteen hours, with the victim being moved constantly to disorient them, and subject to periodic physical and mental abuse. After that, they are subject to confinement and further degradation for a period of three to sixteen days before being sold to a brothel, factory, or other metahuman traffickers. Awakened and Emerged individuals are not intentionally targeted, and the Babakku will discreetly abandon victims who display any magical or technomantic abilities.



RISER'S RANKING

BABAKKU

Territory: Hausa-controlled Lagos

Colors/Symbol: Red, yellow, black, green, and brown bands

Resources: (Firepower) 1; (Magic) 1; (Personnel) 1

Threat Rating: 2

Numbers: 25–45

Professionalism: 1

Training: 1+

PLOT HOOKS—BABAKKU

A surviving member of the Apostles of Allah is attempting to identify Babakku members to attain long-overdue vengeance. Garnering this information means infiltrating at least a segment of the Hausa population of Lagos. The team is hired to perform this infiltration, but discreetly and without identifying Mr. Johnson.

SAMPLE NPCs—BABAKKU

BABAKKU BROTHER

The typical Babakku members are driven by their hatred and loathing. Loyalty to their people and their gang is much less important than the anger that they keep bottled up.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	3	3	4	4	2	4	6	7	1	1
Armor Rating: 4/0											
Condition Monitor Boxes: 10											
Skills: Close Combat Group 2, Infiltration 2, Intimidation 3 (Physical+2), Perception 3, Shadowing 3											
Gear: Armor clothing (4/0), Microtransceiver (Rating 3), 3 doses of eX, strip of condoms											
Weapons: Ceramic Knife [Blade, D 3P]											

FIVE STRIPE

The Five Stripe brothers train other Babakku members and coordinate the public gang rapes. Though they are undoubtedly depraved, they also are driven and scheme towards a better life for their people.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	3	4 (6)	4	5	5	3	6	3	9(11)	1(3)	1
Armor Rating: 6/4											
Condition Monitor Boxes: 11											
Skills: Close Combat Group 4, Pistols 3, Intimidation 5 (Physical +2), Instruction 4 (Sex Ed +2), Negotiation 4, Perception 3, Shadowing 4											
Cyberware: Wired Reflexes (2)											
Gear: Armor vest (6/4), Contacts (Rating 1 with Smartlink), Disposable Commlink, 2 Doses of Galak, Box of Condoms											
Weapons: Ceramic Knife [Blade, D 3P], Walther PB-120 [Pistol, DV 4P, smartgun link, 30 rounds regular ammunition]											

BLINDFISH

POSTED BY: 2XL

If you've traveled around North America as much as I have, you've probably seen a go-gang called the Blindfish. If you have, I hope it was from a distance. Up close, the Blindfish can be plain nasty. I mean, most of the time they're fine and are content to ignore those who don't actively annoy them. But, from time to time, they're violent and merciless. Whether peaceful or not, they're always inscrutable. They wear full-body biking leathers and opaque full-faced helmets, so you can't identify them, and sometimes you can't even tell what metatype or sex you're looking at. Here's some information I've compiled on the Blindfish.

HISTORY

In the height of the orxploitation craze back in '64, a large biker club calling itself the Orkland MC appeared in the California Free State. They were a go-gang, but insisted on using the older term, "one-percenter club." They were a mixed crowd, but about half of them were orks. They drove around the western half of North America, picking up individual members and absorbing smaller go-gangs. Shortly after Crash 2.0, the Orkland MC imploded, and the Blindfish was one of the fragments that broke off from the main group.

- Imploded is the wrong word for what happened. A better word would be hyperexplodingdeathblossomrunninggunfight. Nobody knows why it happened, though.
- Slamm-O!
- It happened because there were a number of philosophical disagreements between internal factions. Some believed the gang should switch to wireless control rigs with the rest of the world, while others believed they should stay with the tried-and-true cable interfaces. Some wanted to allow only orks to join, some orks and trolls, and some wanted to leave it open to anyone. There was even a faction that wanted to ditch all of the female members. Lively debate gave rise to heated words, which gave rise to heated gun muzzles. After reading the rest of this post, I believe the Blindfish are of the wireless-adopting faction.
- Riser

A group of bikers just broke off from the fighting and rode away. Not long afterward, the Blindfish's signature look appeared in Western North America. They started recruiting solitary riders or subsuming other go-gangs, building to their current numbers.

I should note that the Blindfish did not name themselves. The earliest use of the name comes from a go-gang fan site run by a then-teenage blogger. The name caught on, but no one knows what the gang calls itself.

DESCRIPTION

The Blindfish colors are white, gray, and black ... sort of. Each member dresses in a single shade of one color from head to toe; each member's motorcycle is the same color as his or her leathers. They never remove their helmets, at least in the presence of outsiders. I have never seen a report of a Blindfish eating or drinking (even with a straw).



RISER'S RANKING

BLINDFISH

Territory: Western North America

Colors/Symbol: Black, white, and gray

Resources: (Firepower) 4; (Magic) 2; (Personnel) 2

Threat Rating: 3

Numbers: ~1000

Professionalism: 2

Training: 3

- That's because the Blindfish are actually anthropoid drones riding remotely controlled motorcycles.
- Plan 9

- Nah. Blindfish bleed red.
- Stone

Another chillingly distinct feature of the Blindfish is the fact that they do not speak. At all. To anyone. A repair shop owner once told me about a time when a group of them rolled into town. One of them just left his bike in her garage and walked away. She poked around it and found it had a timing problem, fixed it, and made up an invoice. When the ganger came back, she greeted him and offered the invoice, but he ignored her and started his bike. Just as she started to protest, he dropped a credstick on the floor and drove off with his buddies. It more than covered the cost of the repair, but she couldn't help but feel the man had been rude.

- She's smart—or lucky. There's a similar tale about a guy in Colorado, but he didn't take the hint. They beat the crap out of him and shot up his shop when they came back and the bike hadn't been serviced.
- Turbo Bunny
- I've seen them beat up a guy. They started out hassling him and pushing him around and finally beat him until he pissed himself. Then they laughed and left him sobbing in an alley. The eeriest thing was that none of them uttered a sound, even when they were laughing. The taunting, the jeering, all of it was pantomimed perfectly, but you could clearly hear the scrape of boots on the pavement, the creak of sythleather, and the poor sod weeping. It was chilling.
- Traveler Jones
- Sounds like they communicate with each other wirelessly.
- /dev/grrl
- Duh. Just another part of their psychotic little group thing. I don't let 'em near my shop.
- Banshee
- Not psychotic, just different. Different things set them off. Their violence is just a result of a culture clash, that's all.
- Haze



AETHERPEDIA SEARCH KEYWORD: ONE-PERCENTER CLUB

This term refers to motorcycle clubs who embraced their identity as outlaws. It was coined when an American Motorcyclist Association representative stated that 99 percent of motorcyclists were law-abiding citizens, after an incident in 1947.

AREA OF OPERATIONS

The gang's membership is close to a thousand, give or take a few hundred. It travels around North America in groups of six to twelve. Once a year, they all gather in one place, a city or a town that usually isn't ready for them. There they meet and ... do something. No one really knows why they meet, or why they even need to with the modern wireless Matrix.

Gang members are always armed, often heavily. They take great pains to follow local carry and concealed carry laws, or at least appear to, so law enforcement grudgingly leaves them alone. This goes double for their bikes.

Aside from weapon possession, the Blindfish also participate in various types of criminal activity of the sort one would expect from a free-riding go-gang: drug smuggling, gun running, petty theft, and even some strong-arm enforcement.

- How can they get these jobs if they do not make deals with the outside world? Perhaps they do the deed and then stand around until they get paid, hoping their reputation precedes them? No, someone from the inside must talk to someone from the outside. This is how commerce works.
- Am-mut

NOTABLE MEMBERS

THE BIG BLACK BLINDFISH

The Big Black Blindfish is reputed to be the largest member of the go-gang, topping out at nearly three meters by most accounts. He (or maybe she) is likely a giant, or a large troll who has had his horn(s) removed. He is notable because he has patience with outsiders who cannot guess what he wants. He doesn't exactly communicate, but he's willing to let people make guesses and even react to them a little bit.

PLOT HOOKS—BLINDFISH

Zach Hong was the star forward for the Texas Rattlers combat biking team, and kept up a reputation as a rich playboy for the media. Secretly, Zach was married with three adopted children. When the paparazzi discovered his family, he panicked and fled. His agent thinks he joined Blindfish. The Rattlers have a game in three days that decides whether or not they'll make the playoffs. The agent needs a team to track Zach down and make sure he plays on Thursday.

SAMPLE NPCs—BLINDFISH

BLINDFISH BIKER

The Blindfish's opaque visor and eerie silence are as distinctive as their riding abilities. The thick racing leathers conceal any distinguishing characteristics, and their commlinks, running stock iconography, stay in hidden mode.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	4	3	2	3	3	4	5.4	7	1
Armor Rating: 8/8										
Condition Monitor Boxes: 10										
Skills: Dodge 2, Electronic Warfare 1, Firearms Skill Group 2, Gunnery 3 (Ballistic +2), Intimidation 3, Pilot Ground Vehicle 3(Bike +2), Unarmed Combat 3										
Qualities: More than Metahuman										
Augmentations: Commlink (Firewall 3, Response 4, Signal 3, System 3), Control Rig										
Gear: Armored Synthleather Biker Armor, Full-Face Helmet (Image Link, Smartlink, Flare Compensation), Motorcycle (any type w/ concealed visibility weapon mount and rigger adaptation), Analyze 3, ECCM 3										
Weapons: Ares MP-LMG (mounted) [LMG, DV 6P, AP -1, 250 rounds regular ammunition, smartlink], Ares Predator IV [Pistol, DV 5P, AP -1, 30 rounds regular ammunition] or Ingram Smartgun X [SMG, DV 5P, RC 2(3), 60 rounds regular ammunition]										

BLINDFISH LIEUTENANT

As silent as their fellows, Blindfish lieutenants are often difficult to identify, as they do little to distinguish themselves. Visually, their hand gestures are the most significant identifier.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5	3	4	4	3	4	5.4	9	1
Armor Rating: 8/8										
Condition Monitor Boxes: 10										
Skills: Dodge 2, Electronic Warfare 1, Firearms Skill Group 3, Gunnery 4 (Ballistic +2), Intimidation 4, Leadership 2, Pilot Ground Vehicle 4 (Bike +2), Unarmed Combat 3										
Qualities: More than Metahuman										
Augmentations: Commlink (Firewall 4, Response 5, Signal 4, System 4), Control Rig										
Gear: Armored Synthleather Biker Armor, Full-Face Helmet (Image Link, Smartlink, Flare Compensation), Motorcycle (any type w/ concealed visibility weapon mount and rigger adaptation), Analyze 3, ECCM 3										
Weapons: Ares MP-LMG (mounted) [LMG, DV 6P, AP -1, 250 rounds regular ammunition, smartlink], Ares Predator IV [Pistol, DV 5P, AP -1, 30 rounds regular ammunition] or Ingram Smartgun X [SMG, DV 5P, RC 2(3), 60 rounds regular ammunition]										



THE GENTLEMEN

POSTED BY: LEI KUNG

The Gentlemen are a gang that developed out of the Kwun Tong district. In the heart of Hong Kong's manufacturing center, Kwun Tong is a harsh, working-class district that offers little future for workers aside from long hours of tedious manual labor on assembly lines. The Gentlemen are a product of this oppressive environment. They began as a group of friends, local orphans who kids survived through petty shoplifting and picking pockets. They would obsessively watch old American gangster movies and dream of becoming old-style crime lords like Al Capone or Don Corleone.

They wouldn't have amounted to much, except that the leader of the then fledgling gang, David Long, Awakened at puberty and landed a corporate scholarship. He left Kwun Tong for several years, riding his scholarship through graduate studies.

A few years later a well-educated Long returned to his home.

Long never forgot where he came from, and, despite the opportunities his education offered him, he eschewed the good life of a wagemage. Instead, the well-educated Long returned to his childhood neighborhood and his old friends. Life in the factories had been hard on them, but Long resurrected their old dreams and reformed the gang. The group started wearing the 1930s tuxedos and hats of the classic American gangsters and went to work making money.

The gang, masterminded by Long, had a flair for planning industrial B&E jobs against the factories in Kwun Tong. They had no trouble recruiting youths willing to do the actual work for them. This turned out to be a winning formula for them. After a few early successes, they began calling themselves the Gentlemen.

The Gentlemen rarely get their hands dirty. They plan the jobs meticulously, then outsource all of their grunt work, both physical or Matrix-based, to eager up-and-comers. The best and brightest are recruited as new members. The Gentlemen are effectively a gang of unusual fixers. They command a lot of respect in Kwun Tong—almost every local hood has worked for them at one point or another, and they've kick-started a few shadowrunning careers.

Image is a way of life for members of the Gentlemen. Members take the 1930s mobster image to extremes. They dress like gangsters, act like gangsters, and talk like gangsters. They spread money around their communities, gaining the gratitude of the locals, and party with their "dames" in the nightclubs. All of the Gentlemen know some English from their favorite flatvids, so they even speak the part.

- If you're a gwaילו, you can get on a Gentleman's good side by acting the part yourself. Just watch a couple of movies and talk about it like you were there. They love that.
- Traveler Jones

The disadvantage of their model is that the gang has limited growth potential. Also, outsourcing all of the work means less money in their pockets. However, the Gentlemen seem content to stay small-time, earning enough money and respect to live like gangster barons.

The Gentlemen's home turf of Kwun Tong is also the breeding ground for the anti-corporate 9x9 movement. The Gentlemen are said to be intertwined with the group. Many of the Gentlemen's hirelings are also card-carrying 9x9 members. However, none of the core members of the Gentlemen are thought to be 9x9 members, as ideology separates the two. The Gentlemen steal for profit; 9x9 seeks affirmative



RISER'S RANKING

THE GENTLEMEN

Territory: Kwun Tong district, Hong Kong
Colors/Symbols: Retro 1930s suits
Resources: (Firepower) 2; (Magic) 2; (Personnel) 1
Threat Rating: 2
Numbers: 20
Professionalism: 4
Training: 1

actions against the corps to better the lives of the working class. 9x9 leaders consider the Gentlemen selfish and arrogant, while the gangers consider 9x9 idealistic fools. However, as they find each other mutually useful, they coexist peacefully.

LEADERSHIP

The Gentlemen are led by David Long, a magician following the Wuxing way. He goes by the name Gentleman Long. Each of the members of the gang uses an appellation of "Gentleman" followed by



a name of their choosing. Long chose to keep his last name, but most take a different one. Gentleman Long's second in command, a childhood friend, is called Gentleman Corleone, for example.

- Corleone and Long grew up together as best friends. But there are rumors that Long and Corleone are in fact more than friends. It would explain why Long came back to form the gang. Maybe there was something—or someone—else waiting for him there.
- Ma'fan

Long is a man of few words, but he has an intense, forceful presence and commands absolute loyalty from his gang. The senior members, who were with him as kids, never forget how he threw away his ticket to an easy life and came back for them. Newer members may not feel the same attachment, but Long's commanding presence and the loyalty of the core members ensures that no one can gain enough momentum for a leadership challenge. It helps that Long is an accomplished ritual sorcerer rumored to fry people in their sleep when they step out of line.

The gang's organization is basically a pyramid structure based upon length of membership. Members must come up with money-making jobs, though cooperation between Gentlemen is common. Senior members receive kickbacks from the profits of newer members. In return, the older members share resources and contacts with their underlings.

TURF

The gang operates from the industrialized Kwun Tong district of Hong Kong, though they claim no turf. Gentlemen "fixers" usually meet in the small noodle shops nestled in residential areas. Each member favors his or her own locations for meets. The Gentlemen thrive on respect. When meeting a Gentleman, it is essential to be respectful and even bring small gifts. Gentlemen may not seem tough, but they close ranks when threatened and can bring overwhelming support from their small armies of petty crooks, hitmen, and enforcers.

- I knew a razorboy with more brawn than brain who gave a solid beating to a Gentleman one day, because he thought he could. He didn't make it two days before getting caught up in an alley by a flow of street urchins who stabbed him from all sides. The Gentleman he'd beaten finished him with a .38 shot between the eyes.
- Jimmy No

The Gentlemen do not like paying tribute to the bigger fish, such as the Triads. They try to plan jobs on unclaimed turf, but they don't let that stop them. Their usual line is to claim they had nothing to do with a job, should a Triad come looking for a cut of the profits. This has not endeared them to the bigger syndicates, but so far they've managed to avoid any lessons in humility.

OPERATIONS

The Gentlemen specialize in industrial B&E, hijackings, robberies, and computer crimes. Their modus operandi is to carefully plan out jobs, then have them executed by hired guns. The gang is ill-equipped to perform any activities that require a sustained presence—racketeering, drugs, prostitution, etc.—due to their small membership. In a way, this is a good thing, as they avoid stepping on the toes of the Triads.

The Gentlemen do not appreciate it when assets deviate from their carefully laid plans. Even successful operatives who disregard their instructions never get work from the gang again. Those that fail because they deviated from the plan tend to disappear. The Gentlemen will sometimes work with non-members who come to them with plans for a heist. If the plan is solid and the job works out, the associate may be offered membership. In effect, this is the gang's initiation rite.

PLOT HOOKS—THE GENTLEMEN

The Black Chrysanthemums have decided that the Gentlemen are infringing upon their business. They want a clear message sent to the Gentlemen, and then an agreement to start giving the triad a cut of all their jobs. The runners may be hired as enforcers for the triad or bodyguards for the Gentleman, or they may simply be caught in the middle when they try to collect payment on a job that came from either party.

SAMPLE NPCS—THE GENTLEMEN

GENTLEMAN MEMBER

Most gentlemen are low-level fixers, who coordinate wannabes to work small-scale heists, cons, and computer crimes.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	3	3	3	5.5	6	1
Armor Rating: 5/3										
Condition Monitor Boxes: 10										
Skills: Perception 3, Computer 2, Data Search 2, Pistols 2, Influence Group 3, Shadowing 3										
Augmentations: Datajack, Skillwires (Rating 2)										
Gear: Tailored 1930s gangster suit, Novatech Airwave (with Iris Orb and FTL Matrixware Net Wizard program suite)										
Weapons: Streetline Special [Hold-Out Pistol, DV 4P, AP 0, SS, RC 0, 6c]										

GENTLEMAN LIEUTENANT

Experienced members of the gang are better-connected operatives, who oversee the less-experienced members while managing their own scams.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	4	4	4	5.05	7	1
Armor Rating: 5/3										
Condition Monitor Boxes: 10										
Skills: Perception 4, Computer 3, Data Search 3, Pistols 3, Automatics 3, Influence Group 4, Shadowing 3, Intimidation 2, Forgery 2										
Augmentations: Attention Coprocessor (Rating 1), Math SPU, Datajack, Skillwires (Rating 2)										
Gear: Tailored 1930s gangster suit, Hermes Ikon (with Novatech Navi, FTL Matrixware Net Wizard, Agent Rating 3 with Blackhammer 3)										
Weapons: Cavalier Scout [Hold-Out Pistol, DV 6S(e), AP 0, SA, RC 0, 7c, 14 rounds Stick-n-shock]										

KONTON-SHI

POSTED BY: MIHOSHI ONI

HISTORY

This Tokyo-based turf gang can be summed up in three words: Thrill Kill Psychos. They didn't start out that way. They were anarchists, challenging the authorities' right to limit or monitor their movements. They followed the *bōsōzoku* and *sukeban* in their rebellious mannerisms. They tried to get many of their activities on the air, giving them a daring reputation. This was until a westerner, William Lox, became leader of the Konton-Shi in the late forties.

- A little history: Konton-Shi, or Chaotic Death, challenged all the rules that the Nippon government applied, including suicide. They dressed up as anime characters, rebelling against conformity with wild colored hair, mismatched clothes, etc. They banded together, breaking repressive laws covering things like curfew and noise levels. They also assisted each other in holding suicide parties.
- Baka Dabora
- William Lox grew up in Japan as a son of a retired electronics CEO. Lox was obsessed with anime, especially hentai. He got the idea of creating live action anime, reenacting his favorite episodes. He managed to hook members of the Konton-Shi on the idea. They started making money though viral trids that Lox filmed. This was the beginning of Konton-Shi becoming a gang.
- Riser

He was a few sandwiches short of a picnic. He wanted other gangs to fear the Konton-Shi as well as the corps and took random acts of violence to the extreme. It wasn't just a challenge anymore; it was a strike against everything in Tokyo. The political motives were gone, and the Konton-Shi became a turf gang as they consolidated power. Their criminal activities combined destruction of private property and aggravated assault.

- He appealed to the darker side of people. He gave purpose to those wanting death with macabre challenges and a trideo epitaph. To consolidate his power, he challenged other gangs and established a territory that he could work from.
- Riser

The Konton-Shi financed themselves by stealing from other gangs. They would hijack cars or drive motorcycles in their attacks in Kawasaki or firebomb gang turfs in Tokyo. Lox made up life-and-death games and aired them on pirate trid channels. Few would challenge Lox and the Konton-Shi, lest they end up a victim in their games. By 2050, the Konton-Shi were one of the largest and most dangerous gangs on the Pacific Rim.

In 2053, Lox was finally caught and put in a maximum-security prison. The Konton-Shi staged several attempts to break him out, but they never succeeded. They finally gave up when Lox died in a prison riot four years later.

- It's rumored that Lox was offered a deal by one of the Yakuza families where they would help him if the Konton-Shi would pledge allegiance to their gumi. He refused and the rest is history.
- Riser

Taking Lox's place over the Konton-Shi required an ambitious and deviant mind; enter Xian Sugiura. Xian had the habit of dressing himself as an Oni when conducting business. He reorganized the Konton-Shi into what it is today. He took the Konton-Shi games and



RISERS RANKING

THE KONTON-SHI

Territory: Neo-Tokyo

Colors/Symbol: No specific colors/Biohazard symbol of skulls is their trademarked symbol on their products

Resources: (Firepower) 3; (Magic) 1; (Personnel) 3

Threat Rating: 3

Numbers: 3000

Professionalism: 2

Training: 2

pirate trid and set up a business of making mayhem and snuff trids as well as adrenaline-rush BTLs. He gave the games a darker twist by hooking victims up to simrigs to make terror recordings. Under Xian, the Konton-Shi engendered fear through attacks such as immolating themselves and driving their vehicles into malls or down sidewalks while randomly striking pedestrians—all recorded, naturally. To protect the Konton-Shi from an all-out war with every other gang in Neo-Tokyo, Xian eventually made a deal to ally with the Kodachi-gumi.

- This was a smart move. Konton-Shi couldn't sit on the fence between families any longer. Every other gang had ties to the Yakuza in some form. They would've been pinched sooner or later. It's surprising that they survived that long.
- Rigger X

Initiation into the Konton-Shi can be brutal. The most common ceremony is a gladiatorial combat between candidates—the one still breathing at the end is accepted into the gang. Several Konton-Shi members are current or former urban brawlers. Drug use and abuse are prevalent; a variety of chemicals help them ignore the risks they take, enhance the rush, and escape the consequences. In spite of the gang's high mortality rate, there are currently over three thousand Konton-Shi members in East Asia, from Neo-Toyko to Hong Kong.

- If you don't make it, well, at least there's a nice recording of your demise to give to your next of kin.
- Slamm-O!



There is an established order in the Konton-Shi. The lowest ranks are thrill-seekers and meat. Both are doing the same thing; causing chaos. Most meat don't seem to care if they survive. Above them are local bosses who control territories, then senior advisors and second lieutenants managing money and products, and finally Xian himself. Movement up the ranks is limited by the survivability of the experienced members.

- If a boss seems weak—or god forbid, compassionate—thrill seekers will often create a vacancy above them.
- Riser
- At least meat are only in it for the ride.
- Baka Dabora

PRIMARY OPERATIONS

Through Xian's plan, the Konton-Shi make most of their profit by selling sims, trids, and poorly done BTLs based upon their activities. They handle the ideas, the recordings, and setting up sites for the shoots. They generally contract out to have others perform the editing, post-production, and manufacturing. Then they handle their own local distribution and get a cut of the global sales from their manufacturers.

Most of the funds from these sales are used to purchase drugs—either for their own use or to cut and resell. Since there's not an equal distribution of money and goods to its members, some of them also rely on raiding other gangs. Others manage their own protection rackets rather than appear in Konton-Shi recordings.

- What's most popular are the game shows on the trid. They have a pirate subscription network where they sell all kinds of deviant games. Their distribution extends across the Pacific Rim, where they run and sell variations of the games Xian created. A few of their current shows include:
 - DeathRace*—Contestants are thrown in a car rigged without brakes and unable to go under 80 kph as they speed through a course in Toyama.
 - Rats!*—Victims are trapped in a warehouse without lights. These involuntary contestants must survive until dawn in the company of numerous of demon and devil rats.
 - LifeBoat*—Left on a derelict ship adrift in international waters, contestants must survive until they are picked up by authorities.
- Slamm-0!

KNOWN MEMBERS

At sixty, Xian Sugiura still leads the Konton-Shi. He could be considered an ork poser as he loves the fear he instills in those around him when he dresses up as an oni. His deviant mind has come up with many of the “games” that the Konton-Shi record and distribute.

- His artistry has mixed results. Sure people fear him, but his peers don't respect him. It's a mix of prejudice and dislike of his conduct.
- Riser

Second in command is Kuni “Max” Makino. While the typical Konton-Shi member is a garden-variety, adrenaline-pumped psychopath, Max is a smart, quiet deviant. He oversees the production of the trids and sims and manages sales on the Matrix. He also purchases equipment and materials for the Konton-shi gang.

Yuko Tonda, a Troll from Yomi, runs the protection rackets and finds contestants for the game shows. Still bitter from exile, he takes a particular pleasure in destructive activities. Both of Yuko's horns were broken when he was sent to Yomi, and he has kept them sharp and jagged since then.

- Don't mess with Yuko. He's got a separate deal with one of the Yakuza clans. I don't know all the details, but if Xian goes, Yuko might become the next Konton-Shi leader, regardless of anything Xian sets up.
- Riser

PLOT HOOKS—KONTON-SHI

Mr. Johnson's wife and son were bystanders killed during a high-speed Konton-Shi chase through a supposedly secure district. He's given up hope on the police finding and punishing those responsible, so he has turned to the shadows. He wants to stare into the eyes of the guilty parties as he dispenses justice. The problem—the gangers involved died a few days later, and Mr. Johnson won't pay nearly as well for dead bodies.

SAMPLE NPCS—KONTON-SHI

KONTON-SHI MEAT

These maniacs dress in garish colors and often flagrantly brandish their weapons. They have no respect for any authority outside of their gang, and gleefully risk—and often lose—their lives to show their disrespect.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4(5)	4	3	3	3	4	4.9	7(8)	1
Armor Rating: 7/5										
Condition Monitor Boxes: 10										
Skills: Blades 3, Etiquette 2 (Street +2), Infiltration 1, Intimidation 3, Perception 2, Pilot Ground Craft 3, Pistols 2, Shadowing 2, Unarmed Combat 2										
Augmentations: Cybereyes (Rating 2 with Low-Light Vision, Smartlink, Thermographic Vision), Dermal Plating (Rating 1), Nanotattoos, Reaction Enhancers (Rating 1)										
Gear: Armored Vest, Suzuki Mirage (Handling +2, Accel 20/50, Speed 200, Pilot 1, Body 6, Armor 4, Sensor 1)										
Weapons: Ares Predator IV [Pistol, DV 5P, AP -2, 15(c) EX Explosive rounds], Survival Knife [DV 3P, AP-1]										

KONTON-SHI SECOND LIEUTENANT

Marginally saner than the Meat, these gangers remain just as garish in their clothing choice, but are less aggressive with their weapons and their threats towards outsiders. Those who survive to reach this rank tend to at least give some forethought to their plans.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4(5)	5	3	3	3	4	3.2	7(8)	2
Armor Rating: 6/4										
Condition Monitor Boxes: 11										
Skills: Athletics Skill Group 2, Blades 3, Etiquette 2 (Street +2), Infiltration 1, Intimidation 3, Perception 2, Pilot Ground Craft 4, Pistols 3, Shadowing 2, Unarmed Combat 2										
Augmentations: Cybereyes (Rating 2 with Low-Light Vision, Smartlink, Thermographic Vision), Dermal Plating (Rating 1), Nanotattoos, Wired Reflexes (Rating 1)										
Gear: Armored Vest, Harley-Davidson Scorpion (Handling +2, Accel 15/30, Speed 120, Pilot 2, Body 8, Armor 4, Sensor 1)										
Weapons: Ares Predator IV [Pistol, DV 5P, AP -2, 15(c) EX Explosive rounds], Survival Knife [DV 3P, AP-1]										



LAÉSA

POSTED BY: FROSTY

The Laésa were born from the remnants of the Rinelle ke'Tesrae, political revolutionaries who were instrumental in toppling the Tír regime. A portion of the Rinelle ke'Tesrae, extremists who found no place in the new Tír government, fled the country, blending in with the Tír refugees who flooded Tarislar and found places among the Sinsearach tribe in the Salish-Shide. These revolutionaries already had a strong relationship with Sinsearach smugglers, who had supported and supplied their revolution. Removed from their original cause, but still criminally inclined, the original members slowly abandoned their political leanings. The core group renamed themselves the Laésa, “The Forgotten” in Sperethiel.

Based in Tarislar, the insular elven community in Puyallup, Laésa have an ideal power base that the government of Seattle had abandoned. The people of Tarislar saw the Laésa as a blessing—many of the refugees, and their families, were political exiles. The group merged with a number of Sinsearach smugglers and talisleggers. In the last few years, younger members of the Ancients and a few smaller elven gangs have joined the new organization, the promise of advancement opportunities a tempting lure. With the influx of new members, the political purpose has faded, and the gang has become more profit-oriented, elevating them from a small criminal operation to a second-tier gang.

- The Organized Crime Division at Lone Star classifies these guys as a “second-tier political/ethnic gang,” because they wanted to differentiate them from the “terrorist” Rinelle ke'Tesrae. I'd call them a minor ethnic syndicate—except members have **no** common cultural ties. They're a new breed of organization, and law enforcement has had zero luck in figuring out how they tick.
- Riser
- One group has figured them out. **Supposedly**, a Dawkin's Group adept infiltrated them. Since they're still up and running, and profiting more than ever, I guess that whatever the adept found, he or she liked—not a lot of groups survive Dawkin's scrutiny.
- Dr. Spin

Laésa are all elven. They don't have any colors or symbols, but they all speak Sperethiel and train in the martial arts of carromeleg. They don't have an initiation rite, either, or at least not like any other gang. Potential members must agree to meet with the leaders of the Laésa and take a dose of laés after the meeting, regardless of the outcome. If they're not accepted, they never hear back—and don't remember anything that might incriminate the group or leaders. If they are accepted, they're contacted later by the organization. Either way, whatever happens at that meeting remains a mystery.

The group doesn't have titles among their members, but they are *highly* aware of *social status*—both inside the organization and in their greater community—and expect the type of respect that status would normally demand. This is likely a leftover from the Tír political scene, blended with the Sinsearach's rigid tribal class system.

KNOWN MEMBERS

The leadership of the Laésa remains unknown, although the rumors suggest someone with legitimate businesses and local influence. Membership includes people from all walks of life—ex-Tír military, Sinsearach shamans, Tír government clerks, accountants, doctors, even police officers. There aren't a lot of members, but they're spread across the Pacific Northwest. There's no concentration anywhere outside of Tarislar, but there are members *everywhere*. A large part of their success in smuggling and in obtaining their goods—like the Tír-government-controlled drug, laés—comes from their extensive network of members and contacts.

Laésa's leaders aren't known, but a few of the more active members are:

Driscoll is an ex-Tír military officer, who lost his post for supporting the wrong person at the wrong time. He's a taciturn, surly, and grouchy SOB, with a short fuse and a nasty temper. He's also an enforcer for the Laésa, the guy they call if a “problem” needs to be removed. The younger ex-Ancients members of the Laésa look up to Driscoll—I assume because he's a master of carromeleg, not because of his charm.

Amanda Brooks (née Telestrian) is the widow of Richard Brooks, executive VP of Telestrian's Willamette Orchards conglomerate. She lives outside of Portland and remains closer to her large, extended family. Willamette Orchards has the lucrative government contract for processing and refining laés—and although Brooks is no longer with the company, her contacts likely provide Laésa with their trademark drug.

- Brooks's known involvement with Laésa also fuels rumors that Telestrian covertly supports them.
- Kay St. Irregular

Star Crow is a Salish shaman who follows Crow. He's the Salish elf with half his face covered in a tribal crow tattoo. Star Crow is a public contact, of sorts, for the Laésa in Tarislar—he's easy to find and most people in the elven community know he's involved in the group.

If you're trying to track them down, look for him at any of the small bars or nightclubs in the area. He can also be found at Underworld 93. Just be aware that he's not above using his talents to judge you ...

FRIENDLY RELATIONS

The Laésa are known in the Seattle area for relying on negotiation more than most gangs. The truth is, they don't have the resources to go toe-to-toe with any sizable street-gangs, and certainly can't challenge any of the syndicates. To compensate, they've made alliances with groups interested in the products the Laésa move. They have a good working relationship with the Kumon'go, using their shared Salish connections. Based out of Tarislar, they've been forced into working with the Ancients—although the antagonism between the two groups is rumored to have evolved into a much more *positive* relationship since Green Lucifer's recent promotion took him out of Tarislar. In addition, the Laésa have members—and contacts—in a variety of strategic positions, from inside the new Tír government, to inside the Salish-Sidhe council.

- It's said that Knight Errant patrols Tarislar through a contract negotiated by the Laésa, and Laésa works with them in the elven community to keep the peace. They're also rumored to be connected to Horizon, Charisma Associates, and Telestrian.
- Cosmo

BUSINESS INTERESTS

The Laésa are smugglers, transporting people, drugs, and telesma throughout the Pacific Northwest. They provide a major pipeline for goods of all sorts into Tarislar, one that keeps the people of Tarislar loyal to the group. They bring a variety of Sinsearach-gathered telesma, as well as Sinsearach-produced foci, fetishes, and other magical goods, into Seattle. They're best known for their monopoly on the underground market for laés, as well as their home-brewed leäl, although they prefer to sell their product to others for the actual dealing.

- The Laésa developed a laés brothel; a place where patrons could spend an evening with an elven beauty in guaranteed privacy and anonymity—because after their session, their host or hostess would be dosed with laés. The brothel flopped, but the idea turned out to be immensely profitable. They've shifted to providing high-priced call girls and boys for businessmen who want to take their "companions" to evening business dinners, and after-hours activities, and know that at the end of the night, their date will be dosed with laés. Service starts at 5k an *hour*. Perfect discretion comes with a high price tag.
- Kat O'Nine Tales

PLOT HOOKS—LAÉSA

A Laésa courier was the victim of a recent Spikes assault. The body was found, but her package wasn't. Laésa agents are looking for someone to recover the package and garner a little vengeance. The runners get to play middlemen between a gang of orks and trolls with a passion for killing elves and a syndicate of elves with no qualms about extreme action.

SAMPLE NPCS—LAÉSA

LAÉSA COURIER

These messengers know are focused on safely delivering their package of the moment. They'll go to great lengths to make certain that it reaches its destination, and won't hesitate to call in support. Upon delivery, they'll immediately find a safe place and dose themselves with laés so that they have no memory of the assignment.



LAÉSA

Territory: Pacific Northwest (Tír Tairngire, Salish-Sidhe, Seattle)

Colors/Symbol: None

Resources: (Firepower) 3; (Magic) 4; (Personnel) 1

Threat Rating: 2

Numbers: > 500

Professionalism: 5

Training: 2+

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	4	4	3	5	4	2	4	6	8	1	1
Armor Rating: 6/6											
Condition Monitor Boxes: 10											
Skills: Dodge 2, Etiquette 3 (Underworld +2), Perception 3, Palming 3, Pilot Ground Craft 3 (Bike +2), Pistols 3, Negotiation 3, Running 3 (Urban +2), Shadowing 3 (Tail Evasion +2), Survival 2 (Urban +2), Unarmed Combat 2 (Caromeleg +2)											
Qualities: Common Sense, School of Hard Knocks, Sense of Direction											
Gear: Urban Explorer Jumpsuit, Urban Survival Kit, Commlink (Device Rating 5, running Analyze 5 and Fetch Module), AR Glasses (Rating 3 with Smartlink, Image Link, and Vision Magnification), 2 Fake IDs (Rating 5, Salish citizen, UCAS citizen), 1 pack laés cigarettes											
Weapons: Survival Knife [DV 3P, AP -1, Reach 0], Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC 0, 15 (c), regular ammunition and laés-filled capsule rounds]											
Vehicle: Suzuki Mirage [Bike, Handling +2, Accel 20/50, Speed 200, Pilot 1, Body 6, Armor 4, Sensors 1]											

LAÉSA SENIOR MEMBER

Senior members of the organization have the authority to negotiate necessary deals with outsiders. They're reliable sources for drug smuggling and can offer an array of elves who can be made to forget their actions on an assignment.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	5 (7)	3	5	4	4	4	6	9 (11)	1
Armor Rating: 8/6										
Condition Monitor Boxes: 10										
Skills: Athletics Group 3, Electronics Group 2, Firearms Group 3, Influence Group 4, Mechanic Group 3, Outdoors Group 4, Infiltration 4, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 3, Unarmed Combat 4 (Caromeleg +2)										
Qualities: Lightning Reflexes										
Gear: Armor Jacket, Commlink (Device Rating 5, running Analyze 5 and Fetch Module), AR Goggles (Rating 3 with Smartlink, Image Link, and Vision Magnification), 2 Fake IDs (Rating 5, Tír Citizen, UCAS Citizen), 1 pack laés cigarettes										
Weapons: Survival Knife [DV 3P, AP -1, Reach 0], Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC 0, 15 (c), regular ammunition and laés-filled capsule rounds]										

THE LÁÍYÀ

POSTED BY: TRAVELER JONES

Gangs in Lagos are a nuyen a dozen. Between the omnipresent Area Boys—which is a gang or a tribe or a boys club, take your pick—and the various slum gangs, Lagos probably has the highest gang affiliation per capita. However, if you're looking for something unique—rape gangs, mugging gangs, flesh-traders, drug runners, human traffickers, and others of that ilk are found on every other corner—the Láíyà are the gang to know. I've traveled to Lagos specifically to meet with these men and women—and more importantly, brought clients to Lagos to do business with them.

Why? The Láíyà provide a product that's hard to come by, for a reasonable price. Nah, it's not drugs. It's paracritters. The Láíyà hunt paracritters, bring them to market. Alive or dead, doesn't matter. The jungles and mangrove swamps around Lagos are teeming with exotic animals. Corporations, research facilities, public and private zoos, telesma sellers, and private individuals pay well for paracritters. The suppliers of these lucrative rarities need their wares ... and believe me, if you've ever hunted an Enwontzane through the awakened jungles of Africa, you'd be pretty happy to pay someone *else* to get the goods for you to resell.

GANG ORGANIZATION

The Láíyà are all Yoruba, with a range of families, tribes, and regional origins—although they are all based out of Lagos. Like most Yoruba, the Láíyà do not discriminate on metatype.

- Maybe they don't care if your ears are pointed or round, but they sure as hell care if your plumbing's on the inside or outside. *Especially* for their magic-types. To be fair, if a woman can hold her own, they'll respect her.
- Black Mamba
- By "hold her own" Black Mamba means capture and milk an adult Ekyelebenle barehanded, which they still talk about, you know. You're a bit of a legend to the gang, Mamba.
- Traveler Jones
- Not one of my more intelligent moments.
- Black Mamba
- You *have* intelligent moments?
- Ma'fan

The gang itself has around a hundred members, with their families forming an extended membership who help handle the more mundane aspects of being big (and little) game hunters: skinning the pelts, harvesting the valuable parts, selling the exotic bits and pieces in the markets. Hunting groups are generally five to ten members, although when the Láíyà take a particularly dangerous (or lucrative) commission, they'll form larger hunting parties for safety (or to get a share of the wealth).

They have a well-organized and consistent hierarchal structure. Many small gangs consider leadership a nebulous concept, and leaders are frequently disposed by their own more-ambitious gang members. Which, of course, can make it a pain in the ass to deal with them—an agreement made with the leader-of-the-day may turn into smoke when said leader is disposed and a new guy takes the role. Not so with the Láíyà. Maybe because of attrition or maybe because of their tribal ties, the Láíyà follow their leaders without the vicious infighting you see in other gangs.

The current leader—at least as of the last time I was in Lagos—is a burly dwarf they call Abiodun. When hunting groups go out, Abiodun puts the most experienced hunter in charge, based on the prey they seek, the territory they're traveling through, the omens of the gang's *Olorishas*, any prophetic dreams by the hunters themselves, and, oh, hell, probably the weather or the shape of the steak Abiodun had for breakfast. (I once saw a hunting party led by a twelve-year-old boy. Since they came back with a pair of shapeshifter pelts, and no deaths, I guess Abiodun knew what he was doing. Beats the hell out of me why twelve grown men would listen to a kid who wasn't even old enough to shave, but there you go.) The hunting parties obey the lead hunter with an unquestioning manner that would make any army sergeant proud.

- None of them have military training, but they use small-group tactics surprisingly well.
- Black Mamba

The Láíyà also capture live critters for sale, or even training. They have more than their share of animal-adepts—who are identifiable by their trained hunting "partners." Like, oh, a fucking *lion*. And yeah, that's a story for another day.

Finally, the Láíyà deal with the various potion-makers and poison sellers in Lagos. Many of the critters in the jungles and savannahs around Lagos are highly toxic and their venoms are in high demand. Mostly because getting said venom is *very* dangerous ...

- They also use potions to enhance their abilities, potions specific to West Africa. One is a distilled potion of the Akwukuo-Nwosinaka's flowers. They say a drop in each eye opens your vision to the astral plane ... even for mundanes. Steaming the leaves of the Aroro tree in water supposedly protects against magical spells—useful if you're hunting critters with the ability to bespell you.
- Black Mamba

WHERE TO FIND THEM

If you want to deal with the Láíyà, you'll need to go to Lagos. They don't have a central node or a main number you can call. You can wind your way through contacts—assuming you have the right contacts—to get a message to them, but it's frequently easier to just track them down directly.

- The Hawala system works fairly well. It isn't particularly fast—might take anywhere from a few days to a few weeks to get a response—but at least you can trust the Hawalas not to lie or "forget" your message.
- Am-mut

In Lagos, you can always find some of the extended gang family at the Amulet Market of Oshodi-Isolo. If they've got material to sell, they'll have a booth or tarp set out with their wares for display. Of course, there are dozens of vendors selling "real" Ammit teeth or the pelts of a "real" Enwontzane. The ones selling authentic ones are likely part of the Láíyà, or purchased their wares from them. Ask around, and word will get back to the Láíyà. If they think you have a commission, and a way to pay, they'll find you. Although they generally stick to the Yoruba kingdom for their hunting ventures, with the right commission they've been known to travel further abroad.

- If you have to travel into the Interior, you can't do much better than traveling with one of the Láíyà hunting parties. They know the jungle, they know the political nightmare of the warring tribal factions, they know the dangers, and they're the top predators out there. I've hired them before simply to escort

LÁÍYÀ

Territory: Lagos & Yoruban Kingdom

Colors/Symbol: Cured leather jackets from first kill

Resources: (Firepower) 1; (Magic) 2; (Personnel) 1

Threat Rating: 1

Numbers: 100

Professionalism: 1

Training: 2



RISER'S RANKING

me and my crew to specific places. They'll take the money, and you can be somewhat assured of getting in (and out) alive.

- Elijah
- Yeah, but they also have a rather brutal philosophy. I've seen them shoot a teammate in the head when bitten by a venomous snake. They believe that what the jungle takes, the jungle keeps.
- Traveler Jones

PLOT HOOKS—THE LÁÍYÀ

Several dilettantes from the Grand Tour have decided that it would be “simply smashing” to spend a vacation engaged in a classic big-game expedition. They've hired the runners to serve as bodyguards for the job, and their fixers recommended the Láíyà as the perfect guides for the hunt. Things get interesting when one (or more) of the dilettantes becomes the target of a politically-motivated assassination or kidnapping during the expedition.



SAMPLE NPCS—THE LÁÍYÀ

LÁÍYÀ HUNTER

Hunting venomous paracritters is lucrative job, but one with a high attrition rate. Only those with the best instincts and skills survive past their first hunts.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5	4	2	4	2	3	6	9	1
Armor Rating: 6/4										
Condition Monitor Boxes: 11										
Skills: Athletics Group 4, Blades 5, Longarms 3, Outdoors Group 4, Perception 5, Heavy Weapons 4, Shadowing 3, First Aid 2										
Qualities: Guts, Resistance to Pathogens and Toxins, High Pain Tolerance, Uneducated										
Gear: Survival Kit, Tribal Remedies, Armor Vest										
Weapons: Survival Knife [DV 3P, AP-1], Remington 990 [Shotgun, DV 7P, AP -1, 8 (m), regular ammo], Ingram White Knight [LMG, DV 6P, AP -1, RC 5 (6), 100 (belt), regular ammo]										

HUNTING PARTY LEADER

A hunter by nature, this dwarf's adept abilities are focused to make him tougher than the prey he hunts. Together with his attuned animal, a leopard, and the men who follow him, he can bring down the most dangerous of paracritters in the West African jungles. He takes full responsibility for the men he leads, but he knows that the jungle extracts a price for the bounty she gives.

B	A	R	S	C	I	L	W	Ess	M	Edg	Init	IP
5	4	5	5	3	4	3	5	6	4	4	9	1
Armor Rating: 10/8												
Condition Monitor Boxes: 10												
Skills: Animal Handling 3, Animal Training 3, Athletics Group 4, Close Combat Group 4, Etiquette 1, First Aid 4, Leadership 4, Longarms 4, Outdoors Group 6, Perception 6, Heavy Weapons 3, Infiltration 3(Wilderness +2), Shadowing 3 (Wilderness +2)												
Qualities: Animal Empathy, Quick Healer, Resistance to Pathogens and Toxins, Uneducated												
Metamagics: Animal Attunement (Leopard)												
Adept Powers: Combat Sense 2, Mystic Armor 4, Natural Immunity 4												
Gear: Survival Kit, Tribal Remedies, Armor Vest, Leopard Hunting Partner												
Weapons: Survival Knife [DV 3P, AP-1], Remington 990 [Shotgun, DV 7P, AP -1, 8 (m), regular ammo]												

LOS HERMANOS DEL MAR

POSTED BY: SKINNY DIPPER

- Some of you may remember Skinny Dipper from our file on Los Angeles. I've asked her back to fill us in on this waterborne gang that works on the southern outskirts of Tinseltown.
- FastJack

Los Hermanos del Mar (the Brothers of the Sea) are a group of thrill-seeking modern day pirates who “sail” the waters surrounding the decimated remains of San Juan Capistrano to the south of LA.

- Don't let them hear you call them pirates. They prefer the term “wave runner.”
- Traveler Jones
- Why? They got a problem with pirates?
- Kane

Their turf puts them just south of the no-man's-land where the PCC keeps a close eye on the Aztlan forces moving north from San Diego. Neither side considers *los Hermanos* large enough to constitute a problem. When they want to move supplies north or south to their supporters, they sometimes find the need to work with those whose fingerprints don't always inform others of one's country of origin.

OPERATIONS

Los Hermanos smuggle just about anything you can move on watercraft. They focus on three areas of expertise: water, shadow gear, and underwater exploration. The first—and smallest—outfit moves potable water out of the LA sprawl and to surrounding areas. They'll move food, when they have the chance, and have even been known to take supplies out to the Kingdom of Hawai'i when the price is right. Water, while harder to move due to its weight, brings in a better profit. The gang's connections in Azzie-controlled southern California handle transporting the water inland towards the Mojave, while their networks to the north help keep Free State communities hydrated as well. These guys like to call themselves “the Water Boys,” but they're all a part of *los Hermanos*.

- Don't let the fact that providing water seems downright humanitarian fool you into thinking these are the good guys. Water's expensive to move and it's expensive to buy. If you need it, you have to find it. I've moved water for a few groups in my day and they can be more cutthroat than the guys who move your guns.
- 2XL

In addition to water, the group does more run-of-the-mill smuggling activities. They'll move weapons through the cold warzone between the PCC and the Azzies, and they have some contacts within the PCC's mercenary units to deliver drugs, hookers, and other vices. Most of the time, these guys act as couriers for larger or more organized syndicates. They've got some triad connections to buy CalHots, for example, and move them into areas where the triads won't send their own people. This relationship isn't formal, and *los Hermanos* aren't afraid to work with other syndicates, including the Koshari, if the mood hits them. Their offshore mobility and their knowledge of the Deep Lacuna give them enough places to hide if they piss off the wrong person.

Speaking of the Deep Lacuna, these guys might know it as well, or better, than just about anyone else in LA. I've been down there a few times myself, but if I'm headed underwater, I'm not above asking for a little help from the Brothers. After smuggling, the next biggest



RISER'S RANKING

LOS HERMANOS DEL MAR

Territory: Los Angeles (San Juan Capistrano)

Colors/Symbol: Blue wave pattern on a field of black

Resources: (Firepower) 2; (Magic) 2; (Personnel) 1

Numbers: 60

Threat Rating: 2

Training: 3

cash cow for these guys is exploring and recording areas of the Lacuna. Sometimes, their sims end up on P2.0, especially when they catch something alive or lucrative. Other times, the gang has been hired by legitimate agencies that don't want to go in on their own. Since the PCC has been turning away all legitimate requests to explore the Deep, except those from universities, everyone from the Dunklezahn Institute to the Atlanteans needs someone to do their dirty work.

Los Hermanos focus on smaller craft, even single-person vehicles. Think of them as a go-gang, but without roads or wheels. They replace bikes with jet-skis, cars with speedboats, and vans with small cargo ships. Since their operations usually keep them close to LA, they don't need much larger than that. However, I've heard that they've got a few bigger ships that can move cargo longer distances holed up in some coves north of the sprawl. For their underwater gigs, they do have a two-person mini-sub. Rumor has it that they “liberated” it from the Japanese when they were ousted from San Francisco and the Central Valley.

- That's not all they have. *Los Hermanos* shows a surprising lack of prejudice when it comes to their work. Just because you look a little funny—like you have gills or something—doesn't mean you can't be useful.
- Sounder

CULTURE

The gang started life in the late fifties, far as I can tell, when they organized to try and bring water and supplies into *El Infierno*. Some early troubles with the Burning Angels pushed them out of the East LA area and further south. While their leadership is Hispanic, ethnicity is not a requirement for joining the gang. You can find Native Americans, Caucasians, Pacific Islanders, and others either within the gang or supporting them as mechanics, fences, information brokers, etc. They're not too worried about metatype, either.

Joining up is hard. *Los Hermanos* consider themselves a family and, in some cases, live and work on their boats, while their relatives remain safely on shore. This separation makes the group close-knit and distrustful of outsiders. Browse up some information on the fishing communities of Massachusetts from back in the day, and you'll see similar patterns. Dedicated individuals have been known to successfully join the gang, while others have been recruited for specific skills or knowledge.

LEADERSHIP

The gang is run by a Mestizo ork by the name of Jorge. Styled *el Capitán* by members, he's getting a little long in the tooth for an ork.

- Watch it, pinky ...
- Butch
- Sorry, I couldn't resist.
- Skinny Dipper

Luckily for him, his seven kids—four men, three women—are all members of the gang as well. There's no clear indication who'll take up the reins from *el Capitán* when he decides to retire, but the kids get along well together so violence is not expected. Jorge's past is murky, though it's said that he smuggled himself out of *El Infierno* back in the fifties and put together *Los Hermanos* to support friends and family still inside.

He runs most of the day-to-day activities of the gang, but now leaves the water smuggling to a human woman by the name of Jill. She's one of those rare individuals who joined the gang rather than be born into it. Seems she came out of the Pacific one day with six or seven ships claiming to have left Hawai'i after "business troubles." Her gift of the ships and her piloting skills made her an asset the gang couldn't ignore. Since then, she's run the Water Boys for Jorge. Several of her more exciting run-ins with the local authorities have shown up on the Pito networks, and her notoriety garners her high Membership and Subscription ratings.

No one is quite sure if there's another officer who handles the underwater gigs. Rumors of amphibious changelings or disaffected Japanese submarine commanders have been bandied about, but so far nothing's come to light. *El Capitán* doesn't seem to get personally involved, nor does Jill, but someone pulls the strings and makes the connections for the gang, so I suspect there's someone else in charge that we don't know about yet.

- The insular nature of the gang makes it easy for them to hide members from the authorities. It's only about 7 km to the horizon line and a ship with a low profile can hide pretty quickly just over the curve of the Earth.
- Traveler Jones
- Sounds like you speak from experience ...
- Skinny Dipper



PLOTHOOKS—LOSHERMANOSDEL MAR

Jorge's crew has had a ship fall off the map when making a cargo run to Hawai'i. He doesn't have the resources right now to send his own people out to investigate, so he hires a team of runners. When the team tracks down the ship, they find it abandoned and discover that it was badly damaged in a lightning storm. Once they're able to get things back online, they discover that a clan of merrows has captured the crew and much of the cargo.

SAMPLENPCS—LOSHERMANOSDEL MAR

LOS HERMANOS DEL MAR MEMBER

Most members are capable combatants, equally adept on the deck of a ship or while diving.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5	3	3	4	3	3	4.75	9	1
Armor Rating: 8/6										
Condition Monitor Boxes: 10										
Skills: Con 3, Exotic Ranged Weapon 3 (Gyrojet Pistol +2), Infiltration 3, Perception 4, Pilot Watercraft 4, Swimming 3, Unarmed Combat 2										
Gear: Armored Jacket, SeaDoo Bolt [Handling +2, Accel 15/25, Speed 45, Pilot 2, Body 5, Armor 4, Sensor 1], Sony Emperor with Renrak Ichi										
Cyberware: Cybereyes (Rating 2 with Low-Light Vision, Vision Enhancement 2, Vision Magnification), Cyberears (Rating 1 with Balance Augmenter), Cyberfins, Internal Air Tank, Orientation System										
Weapons: FN-AAL Gyrojet Pistol [Exotic Ranged, D 6P, AP -1, 10(c)]										

DEEP-SIX

One of Jorge's senior members is a changeling who is naturally well-suited to managing the gang's underwater recovery and smuggling assignments.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5	3	5	4	4	3	4	6	7	1
Armor Rating: 0/0										
Condition Monitor Boxes: 10										
Skills: Blades 3, Etiquette 3, Intimidation 3, Leadership 4, Pilot Watercraft 5, Swimming 5, Unarmed Combat 4 (Underwater +2)										
Metagenetic Qualities: Gills, Paddle Tail, Electrosense, Bioluminescence, Scales (fishlike)										
Gear: Diving Gear, Novatech Airware (with Iris Orb and modified with waterproof case)										
Weapons: Harpoon [Thrown, DV 5P, AP -], Survival Knife [Blades, DV 4P, AP -1]										

MERLYN'S PRIDE

POSTED BY: HAZE

HISTORY

Merlyn's Pride had its early beginnings in Manhattan. It was not named after the legendary wizard Merlin, but rather for Abigail Merlyn, a latent magically-talented child of blue-collar parents. Abigail was born in February 2021, had minimal education, and worked with her parents on the lower west side. Once she realized that she had magical talents, she tried to find someone to teach her. She attempted to join the Children of the New Crusade, but was rejected because of her blue-collar background and limited magical skills. They called her a "hedge witch." So, she headed back to her home turf to find someone to teach her magic.

Enter Otis "Bags" O'Malley. He was a hermetic magician living on the streets of the Pit, earning money recycling cans and making wards of protection. It took Abigail a while to cajole Otis into teaching her, but he finally relented. She was a good student and learned fast. Word spread about Bags and Abigail, and soon there were others who wanted to join them—untalented Awakened, criminally marked wizards and adepts, and young people from families afraid of the corporations. By 2050, Merlyn's gang had begun.

- They don't care about race or species. Abigail was tolerant of everyone.
- Jimmy No

Initially called Aether Eyes, the crew had four core members: Otis, Abigail, Pherris, and NightSight. Another eight Awakened were regular associates. While Abigail initially considered it a club, it soon became a turf gang as a matter of self-defense. They created astral sigils to mark places of safety or danger, performed rituals to attack other gangs, and funded themselves with petty theft by magic.

- NightSight was originally from a Triad. His previous history is unknown, but he provided Aether Eyes with specific rituals related to attacking other gangs. These rituals were crucial to the gang's success in 2050.

Pherris is a bastard thief who mastered kinetic manipulations for picking pockets and shoplifting. She set up a loft for a while with a telescope and would pass her lifted goods to other members or hiding spots. A few of her caches can still be found around NYC.

Bags O'Malley was an interesting character. While he lived on the street, some of the items he is rumored to have had in his bags could have made him comfortably wealthy. I heard that he made a collapsible doorframe that allowed him to bypass any wall or ward without detection.

- Jimmy No
- Bags was supposed to have a lot of toys tucked into each bag. Rumors either connected him to dragons, or said he was one.
- Plan 9

It was 2060 when the Children of the New Crusade became interested in the group and wanted to recruit them. Abigail remembered how they had treated her and snubbed their representative. The New Crusade didn't take this too kindly and staged an assassination of Abigail. The Children trapped Abigail and two others in a safe house and burned it down on them.

Instead of disbanding, it catalyzed the gang. Bags O'Malley became leader and, under him, renamed the gang, Merlyn's Pride. No



RISER'S RANKING

MERLYN'S PRIDE

Territory: Manhattan Westside

Colors/Symbol: Blue is their gang color. Each wears a picture of a merlin hawk, generally as a crest for their symbol.

Resources: (Firepower) 1; (Magic) 4; (Personnel) 1

Threat Rating: 3

Numbers: 30–50

Professionalism: 3

Training: 3

one knows how powerful Bags was, but he and a few others went to the Cloister and stole some very personal items from members of the New Crusade. To make sure that he had their attention, he killed the one who burned down the building while he attended a New Crusade meeting. O'Malley told them that he held each of their lives in one of his many bags and not to mess with Merlyn's Pride again.

- As the story goes, there were no effective ways of stopping Bags. The news described the horrific death of Mr. Hucks when his face melted before his body ignited, courtesy of NightSight. The material links to each of the members of the New Crusade from that time are still believed to be held at the Society of Hawks.
- Plan 9

Bags O'Malley eventually retired and joined the Society of Hawks. He passed away recently, but his bags are said to still be in Belvedere Castle. Merlyn's Pride continues on with 30–50 members. The gang has branched out into the Westside, Lower West Side, and Southside as a turf gang. Initiation into the Merlyn's Pride requires committing to an Oath. This magical oath is meant to prevent corporate infiltration.



Ranks are very loose with fledglings and hawks comprising most of the members. Fledglings become hawks when they turn eighteen. Teachers hold a nominally higher rank, given to those who have the gang's permission to educate others in magic. They are led by masters and the headmaster. Masters each oversee an aspect of the gang's livelihood: magic, theft, espionage, etc. The headmaster makes sure everything works together.

PRIMARY OPERATIONS

By Abigail's wishes, Merlyn's Pride supports members of their group for initiation. While the gang has evolved, the core ideal of teaching magic and support remains the same. Educating those outside of the gang is not unheard-of for teens or the children of gang members.

The gang's funding used to come from picking pockets and petty theft, but now extortion is their primary operation. They use magic as well as hacking existing security systems to spy on corporate executives, watching for information that's marketable. With these same tools, they burglarize homes and steal from delivery trucks. Theft and burglaries are kept small so as not to bring NYPD, Inc., down on them. On the whole, their criminal activities are basic; however, they are very much into manipulating magic as far as possible for their goals. Their surveillance work has gotten the attention of runners and Johnsons alike allowing them to sell information for cash.

- I've seen them pull off some sweet jobs. For instance, I saw a whole deli truck arrive at Prometheus Spire totally empty and still locked. The driver didn't notice anything either and never stopped along the route.
- Mika
- Pherris still keeps a condo downtown for a bird's-eye view of NYC. She's probably got a little Clairaudience/Clairvoyance blackmail going on for the gang to keep some execs turning a blind eye.
- Glasswalker

KNOWN MEMBERS

Current Headmaster is Phoetaspí, a dwarf from a Greek family. He isn't believed to be a skilled magician, but he's effectively coordinated the talents of the gang. He has a thick accent and a receding hairline, but those hardly detract from his charismatic smile and manners. Phoetaspí has worked to expand Merlyn's Pride and maintain its success.

One of the unusual teachers in Merlyn's pride is a pixie named Master Mairead. How this blonde pixie got to New York still eludes the gang, as she doesn't speak of it. There's no question of her devotion to the gang in educating those who wish to learn magic, however. In return, Merlyn's Pride has created a classroom for her with as much greenery as possible in the Lower West Side.

Leading the Gang's magical activities is Master Danny O'Malley, grandson of Bags. He follows in the footsteps of Bags, but has had the support of Merlyn's Pride since childhood. His red hair and lanky body makes him the spitting image of Bags in his youth. He's been studying from his grandfather's notes for years, though he's believed to be less skilled. He hopes to petition the Society of Hawks to release some of his grandfather's items to him.

- Don't they have a few Free Spirits in their gang?
- Plan 9

- I wouldn't be surprised, though I haven't seen any. Of the original leaders, Pherris and NightSight are still alive, but neither takes a very active role. Master Pherris is a kleptomaniac and just can't get away from the good old days of picking pockets. Master NightSight has moved on, presumably his organized crime obligations caught up with him and he headed back east.
- Glasswalker

PLOT HOOKS—MERLYN'S PRIDE

A newly Awakened teen has fled from her parent's corp-sponsored housing complex. The corp wants her back—she's a valuable asset. However, she's found a home and an education in Merlyn's Pride that she doesn't wish to leave. Runners are hired by the corp to recover the girl and make an example of the meddling gang.

SAMPLE NPCS—MERLYN'S PRIDE

MERLYN HAWK

Hawks are still learning their magic. Most come from a background with another gang, only having gained membership once they Awakened. They tend to be showy and very cocky about their talents.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	2	2	4	3	4	4	6	3	5	1
Armor Rating: 8/6											
Condition Monitor Boxes: 10											
Skills: Etiquette 3 (Street +2), Assensing 3, Conjuring Group 3, Sorcery Group 3, Infiltration 2, Blades 2, Shadowing 2, Perception 2, Data Search 1											
Qualities: Magician (Hermetic)											
Gear: Fake Travel Pass (Rating 3), Armored Jacket, Fake SIN (Rating 3), Lockpick Set, Sony Emperor Commlink (Renraku Ichi OS)											
Spells: Improved Invisibility, Stun Bolt, Armor, Ignite, Magic Fingers, Stun Ball											
Weapons: Survival Knife [Blades, D 3P, AP -1]											

MERLYN TEACHER

Teachers help to train Hawks in the hermetic ways. Hardly experienced magicians, these wizkids have still proven themselves to a certain degree, and demand respect from outsiders and their fellows.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	3	3	4	3	3	4	6.0	4	6	1
Armor Rating: 8/6											
Condition Monitor Boxes: 10											
Skills: Etiquette 3 (Street +2), Assensing 3, Conjuring Group 3, Sorcery Group 4, Infiltration 2, Dodge 1, Unarmed Combat 2, Blades 2, Pistols 2, Shadowing 2, Perception 2, Data Search 2											
Qualities: Magician (Hermetic)											
Gear: Fake Travel Pass(Rating 3), GloMoss, Armored Jacket, Fake SIN (Rating 3), Sustaining Focus (Rating 3), Sony Emperor Commlink (Renraku Ichi OS),											
Spells: Improved Invisibility, Stun Bolt, Armor, Fireball, Magic Fingers, Influence, Increase Reflexes, Ball Lightning											

MIDWEST PIRATES GUILD

POSTED BY: PISTONS

When somebody says gang, everybody thinks of alleys and synthleather jackets, switchblades and streetline specials, and maybe a motorbike. I'm here to tell you that not every gang member is a knife-wielding, chain-wearing punk with shades and big hair. You can find gangs in cyberspace just as easily as in the meat, if you know where to look. The best example I can think of is the Midwest Pirates Guild.

HISTORY

The Midwest Pirates Guild started as a social network of about two dozen hackers in the Twin City Sprawl. Its initial members were enthusiasts for the 2064 Wireless Matrix Initiative. Over time, the group became more fascinated with the WMI copy protection protocols, which, without going into too much nerdy detail, do some clever things to maintain updates while managing intellectual property rights. It didn't take long for members to start comparing cracking methods and trying to one-up each other.

MPG was one of the first groups in the world to start selling cracked versions of programs intended for wireless use. The amount of money that poured in startled them, I think. They began to sink some real resources into cracking programs, but also into Matrix security and digital territory. This was about when they crossed the line between social network and gang.

The MPG had a few problems over the next few years. It lost two members to Crash 2.0, but since the group was local, it managed to get through it without falling apart. Two years later, its main servers were raided by the UCAS FBI and GOD, and the gang lost another five members to arrest and thousands of nuyen in equipment.

The Twin City Sprawl was getting too hot for the gang. They took what they had left and moved to Chicago's Northside. There, they turned their hacking genius to securing and defending turf. Their borders are protected by a hodgepodge of defensive emplacements, sensors, and drones; one will often encounter jury-rigged equipment operating right next to cutting-edge technology, all of it deadly to the unwelcome intruder.

DESCRIPTION

The Midwest Pirates Guild is an informal group, even for a gang. They don't wear colors, but they all use an identifying ARO that looks like a cybernetic gopher with an eye patch and pirate hat that you can see in AR. Most of the group's muscle wear some sort of physical patch; however, so that interlopers without AR know on whose turf they're treading.

The gang is made up of two *de facto* divisions: the Matrix and the Meat. These divisions aren't all that separate—there's plenty of overlap. The Matrix division handles all of the business, cracking, and hacking the gang needs to do. The Meat division is pretty much everyone else in the gang, including physical security, transportation, and even the odd magician.

In terms of real estate, the Midwest Pirates Guild controls about a hundred hectares of Harwood Heights, about seven clicks east of O'Hare Airport. They patrol this territory regularly, and offer real protection to those trying to eke out a living there.

THE SAFEHOUSE

The Safehouse is the main headquarters for MPG. It is located on the Northside in Harwood Heights. It's a solid building, formerly a five-story mall. It is highly defensible, complete with reinforced doors, automated defenses, and its own water supply and power generation. The area around it is patrolled by members of the Meat division. The gang is on friendly terms with its neighbors, but likes to be careful.

On the inside, the Safehouse is a true hacker's den. It is a maze of technology old and new, from tape drives to quantum computers. It is heavily decorated in AR and real life with an array of geeky imagery and toys. The building houses nearly half of the computing power in Chicago.

In the Matrix, the Safehouse is a massive icon that dominates the Chicago grid (such as it is). They've hacked out most of the Northside and O'Hare Subsprawl grids as their digital turf. For all their dominance of the more civilized networks, they have been either unable or unwilling to make inroads towards controlling NooseNet. They do provide some connectivity to the Zone, although I don't know whether it's just plain old-fashioned hacker altruism or the opening moves in a new game.

AREA OF OPERATIONS

As you would expect, the MPG doesn't really go in for much in the way of physical crime. The occasional tussle with the other natives leads to some violent crime, of course, but they acquire most of their supplies through legitimate means.

- I heard about the MPG hacking the UCAS military once. They created a fictional operation and fooled them into airdropping a month's supplies for a combat brigade into Harwood. They did it cuz one of the locals said that you couldn't make food rain out of the sky.
- /dev/grll

In the Matrix, it's a different story. MPG is involved in the usual digital criminal activity—phishing, ID erasure, forgery—but their real specialty is cracking copy protection. They are the foremost distributor of cracked warez. Nearly forty percent of all warez sold in 2071 displayed one of the MPG's trademark splash screens when they were run. This is the Guild's main source of income.

The hackers of the MPG have a friendly rivalry going, and are quite competitive. Each new hack is placed before a randomly selected review board, who issue a number of points for the feat. Hacks are judged on merit, originality, difficulty, and "coolness factor," which are



MIDWEST PIRATES GUILD

Territory: Harwood, Chicago

Colors/Symbol: Cybernetic Pirate Gopher

Resources: (Firepower) 2; (Magic) 1; (Personnel) 1

Numbers: ~120

Threat Rating: 3

Professionalism: 2

Training: 3

- I think your rating system is a bit misleading in this case, Riser. Your numbers are good for stacking them up against other gangs in the physical world, but that's not where this gang operates. You should add "Chicago Grid" to your territory listing, and add Matrix resources around 5. Their threat rating and training should also be around 5 in the Matrix, and while they are a bunch of goofballs at times, if you're actually doing business with them their professionalism is 4 or 5.
- FastJack

RISER'S RANKING

then added to a random number (just to keep things interesting). Since almost everything a member does can be considered a hack, including cracking commercial programs, optimizing outdoor patrol routes, or erecting astral wards, most members have scores in the millions.

- They'll also give points to non-members. I've got the highest score for an outsider at the moment.
- Clockwork

NOTABLE MEMBERS

MIKEY

Michael Desmond was one of the founding members of the Midwest Pirates Guild. He was in the Matrix during the Crash 2.0 and flatlined. After the gang moved to Chicago, they discovered an icon claiming to be Desmond, confused and frightened, in one of their new nodes. Though none of its members actually believe he is Desmond risen from the dead, the gang adopted this "ghost in the machine," humoring him and calling him Mikey after the person he resembles.

CMOS

CMOS is the leader in the MPG's point system. She cranks out cracked software almost daily, and with such flair that her work includes some of the most highly valued warez on the black market. She is also extremely popular in nightclubs on the Matrix and in Seattle, her hometown.

PLOTHOOKS—MIDWESTPIRATESGUILD

Mr. Johnson has some data, but it's stored on some archaic magnetic media. He's heard rumor that there's a crew of technophiles in North Chicago that might have the tools to read it. He needs the team to track down the people with the talent and persuade them to bring their gear to a private meeting. He assumes that the runners should be able to arrange this with an appropriate amount of force—they're just hackers after all.

SAMPLENPCS—MIDWESTPIRATESGUILD

MIDWEST PIRATES GUILD MEAT

The gang's physical enforcers are well equipped for gangers, especially by Chicago standards. They're always aware of the latest Matrix memes, and more adept with their commlinks than their physical presence would suggest.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	3	3	2	3	2	3	6.0	6	1
Armor Rating: 6/4										
Condition Monitor Boxes: 10										
Skills: Athletics Skill Group 2, Blades 2, Clubs 1, Computer 2, Data Search 1, Dodge 2, First Aid 1, Gunnery 1, Infiltration 1, Intimidation 2, Longarms 3, Pistols 2, Survival 1, Unarmed Combat 2										
Gear: Armor Vest, AR Glasses (Rating 3 with Low-Light, Image Link, Smartlink), Commlink (Device Rating 3).										
Weapons: Franchi SPAS-22 [shotgun, DV 7P, AP -2, SA/BF, RC 1, Ammo 10 (magazine), smartgun, explosive ammo], Monofilament sword [melee, Reach 1, DV 5P, AP -1]										

MIDWEST PIRATES GUILD VETERAN HACKER

A veteran hacker may coordinate several novices on a larger hack or may work solo in cracking through megacorporate systems to get new warez to release. In either case, they always have access to the latest software and hardware that's capable of running it.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	5	4	4	5.1	8	1
Matrix Init: 10										
Matrix IP: 3										
Armor Rating: 6/4										
Condition Monitor Boxes: 10										
Skills: Artisan 1, Computer 4, Con 3, Cybercombat 4, Data Search 3, Electronic Warfare 3, Etiquette 2, Forgery 1, Gunnery 3, Hacking 5, Hardware 3, Locksmith 1, Pilot Aircraft 3, Pilot Ground Vehicle 3, Pistols 1, Software 4, Unarmed Combat 1										
Augmentations: Custom Commlink (Firewall 5, Response 5, Signal 3, System 5), Sim Module (Hot Sim), Control Rig										
Gear: Armor vest, Analyze 5, Armor 5, Attack 5, Bio-Feedback Filter 5, Black Hammer 5, ECCM 4, Exploit 5, Spoof 5, Track 5, combat drone, random junk.										
Weapons: SA Puzzler [light pistol, DV 4P, AP -4, SA, Ammo 12 (clip), APDS ammo]										

THE PANOPTICONS

POSTED BY: SKINNY DIPPER

GANG HISTORY

The Panopticons started life as a Neo-Anarchist thrill gang, operating primarily from the Matrix. Members were typical bored corp kids and burnouts, priding themselves on “Guerilla Reporting;” unmasking the hypocrisy of corporate culture through gonzo tabloid reporting. Their trid and screamsheet reports became a hit throughout LA in the late fifties. Despite their popularity, the gang nearly died out after the Twins. After the twins hit, victims of their past reporting took the Panopticons to task for their work. Gang numbers plummeted amidst bouts of violence, both on and off the Matrix. As the new decade dawned, their numbers hovered in the teens after a particularly vicious run-in with the Los Angeles Ardientes.

After the introduction of P2.0, the Panopticons reinvented themselves. Learning from the past, they built upon their strengths in the Matrix while expanding their presence in the meat world. Turning from reporting to production, they have honed their technical skills to provide services to aspiring LA runners. Today, the Panopticons appear content to operate on the fringes of LA society. They have established a shadow Hollywood that provides a way for runners, writers, producers, and technicians to make a big splash in the highly competitive P2.0 scene.

- Horizon might have quietly pointed those “interested parties” in the right direction. From the Panopticon’s background I doubt they were willing to play ball when Horizon made LA its personal playground. Sounds like the current leadership made their peace with Horizon. Almost all the senior members are on P2.0.
- Dr. Spin
- That’s not really how they do business.
- Sunshine

ORGANIZATION

The Panopticons closely resemble a trade association. The leaders are specialists in a given field: trideo operations, editing, hacking, etc. Senior members typically take titles like Production Manager or Cinematographer. Each senior member has a handful of “assistants” who learn the trade in the field and under fire. These assistants work like slaves for the senior members until they’ve proven that they are capable of working on their own. Burnout rates are high, but this only serves to drive competition as assistants attempt to climb the ladder of success. Most members start out as “stringers,” little more than hopefuls with souped-up commlinks. Stringers often risk life and limb to record a feature intriguing enough to attract the attention of the Panopticons. They get a few nuyen for their footage and feedback on their style. It’s becoming a popular past time for the desperate and the terminally bored. There’ve been rumors that the gang will let stringers buy into positions as assistants for the right price.

There are a lot of stringers. Even in a city with vast P2.0 membership, it isn’t hard to see how the Panopticons can benefit from their independent surveillance net.

- They seem to attract technomancers who have been psychologically damaged. These technomancers are apparently rehabilitated and serve as a vital element of their Matrix presence. Dark rumors run rampant of course ...
- Nephrine

- Psychologically damaged technomancer is redundant.
- Clockwork

OPERATIONS

The Panopticons occupy an important niche in LA. Runners looking for a secure way to add professional production values to their reels can contract the Panopticons to shadow them on jobs. Relying heavily on handheld trideo cameras and drones, teams of Panopticons closely, but discreetly, monitor the team. Typically, this footage is edited afterwards to create a reel runners can use to build a rep and enhance the ratings on their P2.0 accounts.

On the fly editing is also an option, but it is costly and, of course, incredibly dangerous for both runner and crew. Generally speaking, the Panopticons charge a straight fee paid in advance. However, if you’ve got the street cred, they may negotiate for a cut of the sales and credit for the footage. Their Matrix resources allow them to torch the footage and planning info if the situation gets too hot.

- Don’t bank on it. The stringers that do their camera work don’t have the most secure equipment. I had a “friend” who was on a run when one of the stringer’s ‘links got hacked.
- Mihoshi Oni

Despite this focus on production, the gang still does a fair amount of reporting. Their small army of stringers is the gang’s eyes and ears. They use their commlinks to capture developing stories and to summon operators and their assistants as the stories break. Stringers are incredibly aggressive about covering a scene, even by LA standards. News nodes are constantly buzzing about the latest Panopticon stringer to be shot, stabbed, run over, or blown up while trying to get the best footage of a run gone sour.

The gang also sells BTLs of runs to help cover their production costs and to promote the runners who have exclusive deals with them. They do some drug dealing, mostly providing comfort drugs for their runners or professional drugs for their crews. If you’re looking to score long haul or a cognitive accelerator, these guys generally have plenty of hits of the stuff on hand. After a brush with elimination, this gang knows that survival is predicated on filling their niche and avoiding the big boys. Instead of growing their power through numbers, the Panopticons depend upon the influence their most successful members exercise via P2.0. In fact this is the primary draw of this gang—actively marketing themselves as a springboard into legitimate business.

LEADERSHIP

Rorz: This ork Executive Producer is the head of the Panopticons. In his mid-thirties, he’s one of the gang’s oldest members and is generally thought to be a blackballed company man. He’s surprisingly amenable to discussing new script ideas with friends—both his own and his contacts’ ideas. The Panopticons probably don’t have the funding to organize a major production, but he seems to be familiar with the process.

Mackie: Exotic and beautiful, even by elf standards, this girl is rumored to have fled Awakened Yakut for political reasons. Despite being under twenty, she’s risen rapidly through the ranks with her overwhelming presence and ice-cold nerves under fire. She also has a knack for being in the right place at the right time to be the first on the scene to cover breaking stories.

- Her timeliness is more likely from all the mods on her racing bike, than any knack for divination. The girl rides fast.
- 2XL

The Eye: The jury is out on whether the Eye is an extremely secretive hacker or something else entirely. What is known is that the Eye has been around since the Panopticons' founding and his assistants conduct virtually all the trideo editing and hacking for the gang.

- The Eye is a weird one, but he has a fascination with optics and recording equipment. His assistants pay good nuyen for antique cameras or SOTA trideo equipment. Never met him personally though.
- Dr. Spin

PLOT HOOKS—THE PANOPTICONS

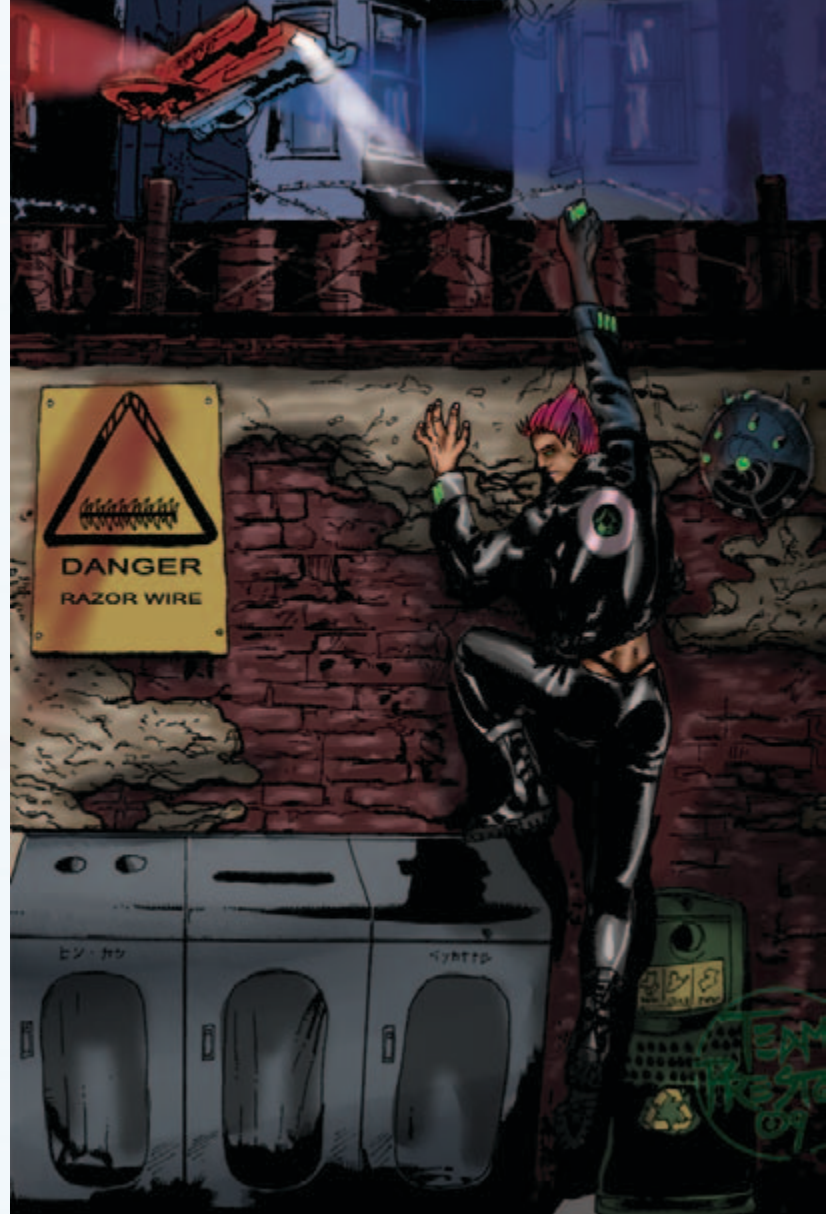
A headhunter at Amalgamated Studios recently saw some footage on Pito that impressed them, and they want to find the person responsible for the camera work. The team is hired to track down the cameraman, who turns out to be a producer for the Panopticons. They'll need to convince the ganger that a career at Amalgamated really is a good idea and Mr. Johnson that the brilliant cameraman really is the ganger.

SAMPLE NPCs—THE PANOPTICONS

PANOPTICON ASSISTANT

Assistants are either proven stringers or people with enough native talent to vault into the junior ranks of the Panopticons. At this level, members can begin to draw upon gang resources like trideo equipment. This equipment is very basic so it is a rite of passage among assistants to acquire their own personalized gear.

B	A	R	S	C	I	L	W	Ess	Init	IP
2	3	3	2	3	4	3	3	6	7	1
Armor Rating: 6/4										
Condition Monitor Boxes: 10										
Skills: Athletics Group 1, Dodge 2, Electronics Group 3, Etiquette 3, Infiltration 2, Perception 3, Pistols 1										
Qualities: Addiction (Mild)										
Gear: Armor Vest, Novatech Airware (with Iris Orb, Edit 3)										
Weapons: Ares Viper Sliver Gun [Pistols, DV: 8P(f), AP +5, 30(c)]										
Note: Novacoke is usually the drug of choice, but Long Haul and persona fix BTLs are also popular.										



PANOPTICON JUNIOR PRODUCER

This is a Panopticon's first crack at the big leagues. Having been judged worthy by their producer, they are now delegated tasks that require independent operations. If a junior producer can manage these tasks easily, then they will likely be cut loose with their producer's blessings, free to roam the streets of LA looking for the next big thing.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	3	4(5)	5	3	4	5.8	8	1
Armor Rating: 8/6										
Condition Monitor Boxes: 10										
Skills: Athletics Group 2, Con 2, Dodge 2, Electronics Group 4, Etiquette 4, Infiltration 3, Leadership 3, Negotiation 2, Perception 4, Pistols 2										
Qualities: Addiction (Moderate)										
Augmentations: Tailored Pheromones (Rating 1)										
Gear: Armor Jacket, Micro-Transceiver 6, Satellite Link, Transys Avalon (with Novatech Navi, FTL Matrixware Power Suite)										
Weapons: Morrissey Alta [Pistols, DV 5P, AP -1, 12 (c)]										
Note: It really does not matter what they are addicted to, as long as it is expensive and plays well at parties.										

THE PANOPTICONS

Territory: Los Angeles

Colors/Symbol: Bloodshot eye

Resources: (Firepower) 1; (Magic) 1; (Personnel) 1

Numbers: 200

Threat Rating: 2

Professionalism: 3

Training: 3



RISERS RANKING

10 GANGS CREDITS

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