

# THREATS™

- FACT?
- FICTION?
- PARANOIA?

## YOU MAKE THE CALL—AND PRAY YOU'RE RIGHT!

"They're out there, chumlies. You know they're out there—the puppeteers who pull the strings on everybody from CEO Damien Knight to the scroffiest born-yesterday street rat. I'm talking bug spirits you can't tell apart from human beings ... magical cabals who want to make us all slaves in their mage-o-cratic utopia ... hate groups so powerful they make the megacorps look like kiddie crooks ... artificial intelligences jerking our chains from so deep inside the Matrix that the hottest decker can't reach them. They're taking over the world—and NO ONE CAN STOP THEM. In fact, you just might be working for them right now ... "



**Threats** describes fourteen of the most powerful and influential people, organizations and entities in the Awakened world of **Shadowrun**. These threats are the biggest of the big players—magical secret societies, mad scientists, astral monsters and other frightening forces with the power to change the world. Gamemasters and players can decide which threats are real and which are lunatic fantasies from paranoid minds—or even create their own threats using the guidelines in this book. Any threat, from this sourcebook or from the gamemaster's imagination, can become the ultimate villain in a single adventure or an ongoing campaign. For use with **Shadowrun, Second Edition**.

WIZKIDS GAMES



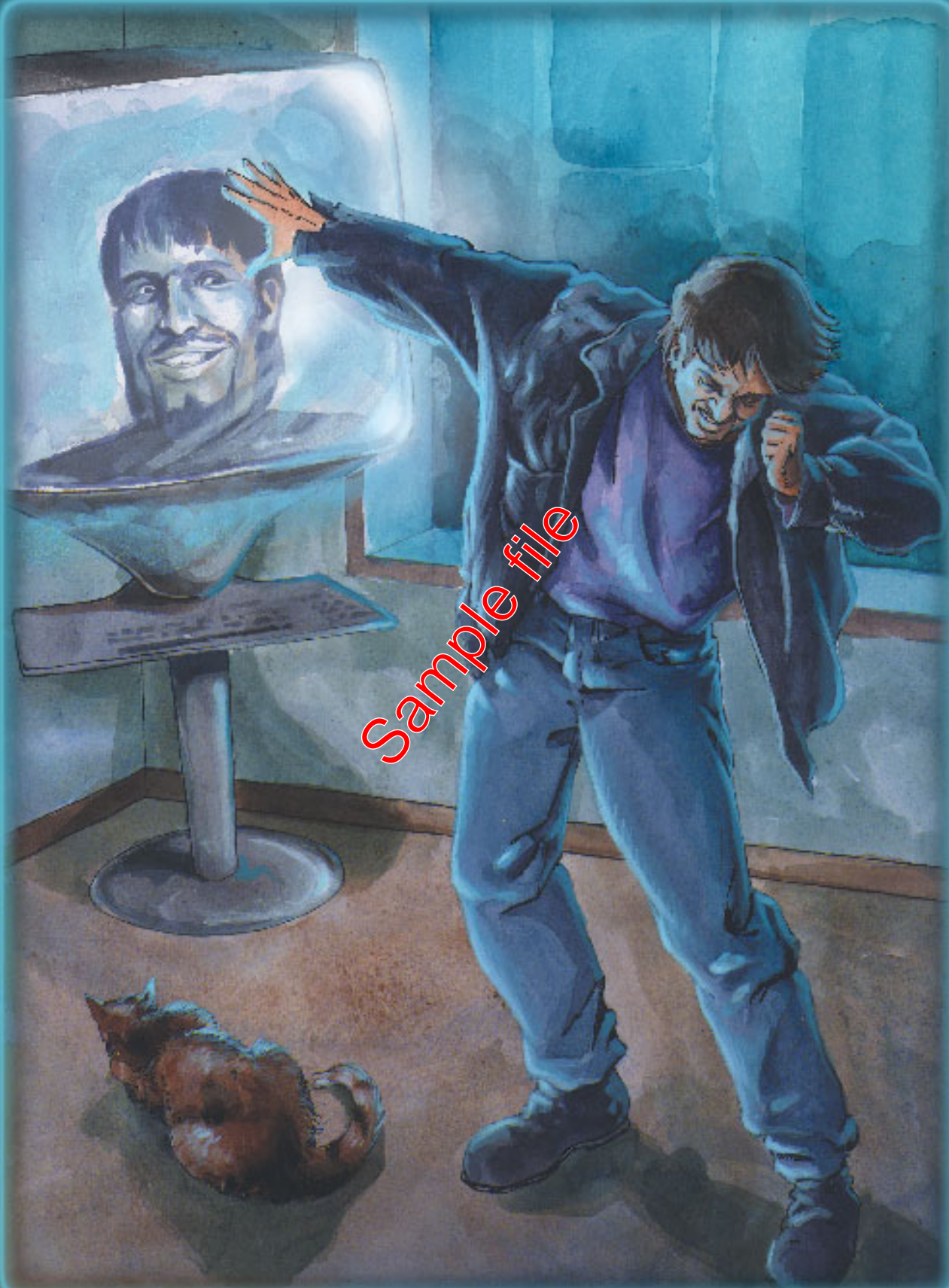
FANPRO®





Bugs





Mr. Darke





Tutor









Halberstam's Babies