



Sample file

# DARK TERRORS





# CONTENTS & CREDITS

<b>JACKPOINT</b>	4	New Critter Powers	49	Higher Power	93
<b>INTRODUCTION</b>	5	Special Shedim	50	Death	93
<b>DARKER THAN SHADOWS</b>	6	<b>PAINT IT BLACKER</b>	52	Dragon	94
<b>THE HEART OF THE HIVE</b>	10	An Update on the Status Quo	52	The Evidence	94
<b>NEW BUG BREEDS</b>	21	<b>MONADS AND CFD</b>	70	<b>IN CONCLUSION</b>	97
Excerpt From Ares Intel Report	21	<b>SCARRED MINDS AND CRUMBLING TOWERS</b>	70	<b>REVELATIONS</b>	98
Ants	22	<b>UNFRAGGING THE CLUSTER</b>	70	<b>FOLLOWERS OF THE ELDER GOD</b>	102
Locusts	22	On the Defensive	71	<b>FRAGMENTS OF BEYOND</b>	102
Termites	23	Matters of Law	72	Project Bella Detesta	102
Wasps	24	Trouble in Paradise	73	Matribus: Update	102
Beetle	25	Boston	74	Project Nox Lilitu: Ongoing	104
Centipedes	25	<b>REPAIRING A FRAGGED MIRROR</b>	75	Supplemental Report	106
Cicadas	26	Lights in the Tunnel	76	Supplemental Report	106
Primal Spiders	26	Forlorn Hope	78	Theoretical Postulation	106
Firefly	28	<b>LOOSE THREADS</b>	79	The Pages	107
Flies	28	<b>THE FATE OF A GIANT</b>	80	Brown Sanitarium	108
Mantids	29	The Other Villiers Divorce	81	The Watch	108
Mosquitos	30	Family Heirlooms	81	Crawlers	108
Moths	31	<b>FAREWELL</b>	82	Gum Toads	109
Roach	31	<b>GAME INFORMATION (GAMEMASTERS ONLY!)</b>	82	Sin-Eaters	109
Sample Invested Hosts	32	CFD Cures	82	The Lotus People	110
Optional Rules: Playable	32	New Rules for technomancers	85	The Suffering	110
Free Insect Spirit	32	Other Methods	86	Project Mel'thelem: Observation Ongoing	110
<b>MAROONED SPIRITS</b>	34	CFD Survivors	86	Project Bermondsey: Ongoing	111
<b>TALES FROM THE CRYPT</b>	35	NeoNET Collapse	87	<b>DWELLERS OF THE DEEP FOUNDATION</b>	120
<b>A BRIEF HISTORY</b>	38	<b>THE HIDDEN FACTION</b>	88	<b>THEY ARE KILLING US LIKE ANIMALS!</b>	120
Hotspots (for Cold Corpses)	38	<b>COURTROOM DRAMA</b>	89	<b>GARMONBOZIA</b>	125
<b>WHAT WE THINK THEY WANT</b>	43	A Sworn Testimony	89	<b>DEEP DIVE</b>	127
<b>IT'S NOT ALL BAD</b>	45	Viltharion and Aes Sidhe Banrigh	92	Six of Everything, Half a Dozen of Everything Else	127
<b>RUMORED ACTIVITY</b>	48	Duke Flowerpot and the Bastard Faction	92		
<b>RULES INFORMATION</b>	48				
Shedim	48				





The Price	128	Salish-Shidhe Council and Yakut	139	Metaviral Attunement	164
<b>GAME INFORMATION</b>	<b>129</b>	Cavalier Arms	139	<b>NEW MAGIC</b>	<b>165</b>
Using the Null Sect	129	DeBeers-Omnitech	139	Dark Magic Tradition	165
Wild Hosts	131	Draco Foundation	140	Infection-Specific Metamagic	165
Using Garmonbozia	131	Evo	140	Blood Magic Expanded	
Rules for Skimming and the Dox	132	Saeder-Krupp	140	Metamagic Technique	165
<b>THE GHOUL QUEEN</b>		Wuxing	140	<b>INFECTED ARCHETYPES</b>	<b>166</b>
<b>AND HER PEOPLE</b>	<b>134</b>	ZetalmpChem	140	The Vampire PI	166
<b>SOCIETIES OF THE DAMNED</b>	<b>134</b>	<b>HMHVV: A PRIMER</b>	<b>140</b>	The Tamanous Meat Runner	166
162s	134	<b>QUEEN OF THE DAMNED</b>	<b>141</b>	The Ordo Initiate	166
Ghoul Liberation League	134	<b>BLOOD DIAMONDS</b>	<b>148</b>	Fear the Dark Terrorist	167
Fear the Dark	134	The Recent Troubles	149	Pied Piper	167
The Ordo Maximus	135	A Promised Land	150	Escaped Subject	168
Infected Anonymous	135	The Port in the Storm	150	Infected Hitman	168
Tamanous	135	No Man's Land	152	The Mobile Fortress	169
Project Garden	137	Yours and What You Eat	153	Aztechnology Bloodpanther	169
Amazonia	138	Feeding the Disease	153	<b>UNTAMED METAPLANES</b>	<b>170</b>
Asamando	138	<b>GAME INFORMATION</b>	<b>155</b>	The Black Sky	170
Aztlan/Aztechnology	138	Variegated Infected	155	The Shimmering Death	171
CalFree	138	<b>INFECTED QUALITIES</b>	<b>163</b>	The Hunters' Realm	173
Czech Republic	138	Wildcard Chimera	163	Beautiful Death	174
Euskal Herria	138	It Works If You Work It	164	The Mad Plane	175
France	139	Soul Swallow	164	Id	178
Philippines	139			Hudson Valley	180

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# JACKPOINT

## CONNECTING TO JACKPOINT VPN...

...IDENTITY SPOOFED  
...ENCRYPTION KEYS GENERATED  
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXX  
>>>ENTER PASSCODE: XXXXXXXXXXXXXXXX  
...BIOMETRIC SCAN CONFIRMED  
YOU'RE IN. USE IT WELL.

“WORDS HAVE NO POWER TO IMPRESS THE MIND WITHOUT THE EXQUISITE HORROR OF THEIR REALITY.” -EDGAR ALLEN POE

## JACKPOINT STATS

64 Users are active  
on the network.

## LATEST NEWS

• The calendar has been  
reset. It has now been 0 days  
since the last blood rain.

## PERSONAL ALERTS

- You have 17 new private  
messages.
- You have 8 new responses  
to your JackPoint posts.
- The landlord said he could  
not determine what was  
causing the mysterious  
thumping under your  
floorboards.
- There are two Members  
online and in your area.
- Your Current Rep Score: 904  
(77% positive)

**Current Time:** 17 Dec 2079,  
0525 hrs

## WELCOME BACK TO JACKPOINT, CHUMMER:

Your last connection was severed: 18 hours, 44 minutes, 20 seconds ago.

## TODAY'S HEADS UP

• The problem is not that there are scary things in the world. The  
problem is that they keep changing and adapting. -Glitch

## INCOMING

- Some threats are of the more flesh-and-blood variety, but that  
doesn't make them any less of a problem. [Tag: Street Lethal]
- There are people who, despite everything, keep hope alive.  
Here are some of them. [Tag: Better than Bad]
- Fight for your life long enough, and you end up in Seattle.  
Weird. [Tag: Seattle Gambit]

## TOP NEWS ITEMS

- Stark, Theissen, and Van der Mer acquisitions make them the  
third-largest law firm in the DeeCee area. Link
- Johnny Spinrad calls 2080 "The Year of Spinrad," has 365 days  
of celebration planned. Link
- Azania becomes 58th nation to officially label Fear the Dark as  
a terrorist organization. Link

## INTRODUCTION

Shadowrunners, as a rule, are generally not afraid of the things that go bump in the night, since most of the time, they *are* those things. Still, when you're out there enough among the other people and beings who prefer to remain unseen, one unfortunate truth becomes increasingly clear: There are more dark dangers than most of the comfortable wageslaves of the world would ever dream about.

Knowing your opponent is a critical part of shadowrunning, but runners who have been around the block a few times know that understanding the mysterious forces of the world is about more than knowing who you might go up against; it might also be about knowing the people and things that are going to be sending work your way. After all, who is smart enough to know who is ultimately behind every job that comes your way—or rich enough to turn away good-paying work just because the money is coming from an unsavory source? The Sixth World is a complex place, and *Dark Terrors* is your guide to understanding some of the more mysterious parts of it.

It starts with *The Heart of the Hive*, providing new information about an old threat: bug spirits, and the people who hunt them. Next comes *Marooned Spirits*, discussing the strange plight of the shedim, spirits who animate the bodies of the dead and who have lost the connection to their home plane. Their plans are mysterious, but one thing is clear: They are not just going to sit back and accept their exile.

Speaking of mysterious plans, *Paint it Blacker* attempts to shine a light on the shadowiest of shadowy figures—the Black Lodge. Figuring out their ultimate ends is no easier than getting a clear idea who is in their

thrall. That's followed by *Monads and CFD*, an update on one of the newer terrors—cognitive fragmentation disorder, and the head cases and monads who caught it. The good news is, the spread of the disease has been slowed, maybe halted. The bad news? The monads are still out there, working on whatever plans they have cooked up.

The next chapter takes a turn for the weird, looking at the tumult and chaos surrounding a murder trial in the Seelie Court that might have revealed *The Hidden Faction*, a group vying for power in the shadows of the Court that might about to be thrust into the light. Also gaining more exposure—likely far more than they would prefer—are *Followers of the Elder God*, mysterious cultists and the even more mysterious beings they worship. And before you think the Matrix might be a refuge from all this chaos, *Dwellers of the Deep Foundations* has some bad news for you. The Foundations of the Matrix are a considerable mystery, and the mysteries of the Sixth World almost never turn out to be anything pleasant.

Finally, the book journeys to some places that provide shelter to those who may be pushed aside in other places. *The Ghoul Queen and Her People* offers an update on the Infected kingdom of Asamando, as well as a look at changes that have been seen in many Infected. Finally, *Untamed Metaplanes* wanders to some of the wild and woolly spots outside our home material plane, and discusses what might be encountered by those brave enough to venture into them.

Shadowrunners don't need to be looking for new threats—they're skilled at finding danger around the next corner of whatever sprawl they're in—but they need to understand what's out there, and what lurks in the night. With this guide, they might learn enough to stay alive one more night—or know the nature of the thing that devours them.

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# DARKER THAN SHADOWS

Vaquita drummed her fingers on the velvet armrest. She never intended this to become a specialty.

"I understand," said Mr. Johnson, sipping at his bone-china mug, his grey pin-striped suit only one soothing element among many in the natural-fiber-filled flat with a view of the Thames. "But I believe it was your intention to get paid, was it not? So here you are."

"You know there are teams that offer more firepower, don't you?"

"Ms. Vaquita, if I didn't know better, I'd think you were trying to talk your way out of this job."

Vaquita's mouth said, "Of course not," but her mind said, *Maybe I am.*

"Besides, the elimination of the creatures is hardly the most difficult part of this mission. Once you're among them, you may simply plant explosives and leave, or what have you. You do not have to take any care at all for the condition of the area in which they will be found. The whole area can be destroyed." Another sip. "Ideally once you have departed, of course."

"Setting off explosives isn't as easy as you think, especially underground. We want to leave ourselves a way out."

Mr. Johnson waved his hand, French cuffs emerging from under his suit jacket. "The specific niceties are up to you. Money is on the table. Are you prepared to leave it there?"

The most significant problems about taking a meeting in a townhome near the Tower Bridge were first, that Vaquita felt uncomfortable and out of place the whole time, and second, that Strummer couldn't look her in the eye when she came back.

"I think our best bet is to ride the Underground for a while. That means limited weapons, Tumble. No scaring people. You too, Chain."

"I'm my best weapon, and I carry me everywhere."

Vaquita had learned that working with Chainmaker meant letting her more grandiose pronouncements go by without argument, or even acknowledgement.

"Strummer, we'll need spirits on the lookout for anything we can use. We can be nice to them, keep them entirely out of harm's reach. Even tell them they can blink off at the sight of danger. How many spirits do you think we'll need? Strummer?" She snapped her fingers three times. "Strummer!"

Strummer's long, tight face was slightly upturned, and only his eyes moved toward her. "What kind of tea was served?"

Vaquita was ready with an answer, because she knew the question would be asked. "Darjeeling first flush, aged five years, full leaf, from the East India Company."

Strummer closed his eyes. He might have fallen into a dream. "You should have taken me there."

"I wasn't told I could bring a guest."

"Did you ask? Did you *try*?"

