INTERFACE

RED

A COLLECTION FOR Cyberpunk RED ENTHUSIASTS

VOLUME 2

Interface RED volume 2 is the second compilation book of ***Cyberpunk RED*** DLCs — free monthly online content for the game you can find by scanning or clicking the QR code below. The DLCs have been reedited and polished, hot and fresh for your table, with a brand new article thrown in to sweeten the deal. Since the ***Cyberpunk RED*** Core Book was released in 2020, we've been adding new content to the game in this manner on a monthly basis — so much so that it's getting hard to keep it all straight. That's a good problem to have, but it's also why the ***Interface RED*** series exists — to compile it all in one easy-to-access place, preserving it in amber for the future.

This volume, we've got eight spicy articles for your reading pleasure:

- **Hardened Mooks and Hardened Lieutenants**: The first two levels of opponents from the ***Cyberpunk RED*** Core Book get upgraded to provide a challenge to combat-optimized crews.
- **Night City Weather**: Learn how to defend yourself from the Night City weather forecast using new gear, and how to incorporate weather into your campaign.
- **Jumpstart Kit Conversion Guide**: With our conversion guide, The Apartment and the Screamsheets of the ***Cyberpunk Jumpstart Kit*** become totally compatible with ***Cyberpunk RED***.
- **Cargo Containers & Cube Hotels**: You'll visit ten Cargo Containers and ten Cube Hotels spread all across Night City here. Do you live there, choomba, or perhaps, do your enemies?
- **Daeric Sylar's Guide to ELO**: A guide to leveling your Elf to Max Rank on Elflines Online, Night City's most popular MMO. Every Dungeon and Raid of the popular MMO is detailed, including new Elflines monsters and new loot.
- **The 12 Days of Gunmas**: Twelve fan favorite weapons from ***Cyberpunk 2020*** are updated to ***Cyberpunk RED***, leaked by the notorious Netrunner S.A.N.T.A for the Techs of Night City to reproduce.
- **Exotics of 2045**: This volume's exclusive article brings Exotics — a 2020 fan favorite — into ***Cyberpunk RED***. Read the fine print carefully before you book a stay at The Zoo — or don't. Biotechnica doesn't care.

We're not gonna stop — the Free DLCs are just going to keep coming. Keep your appetite up, and keep a look out for the monthly drops at rtalsoriangames.com. I hope you enjoy this second volume of ***Interface RED*** twice as much as we enjoyed making it for you. But I'll settle for half.

Good Hunting,
James Hutt
Senior Game Designer
& Mayor of Balance Town

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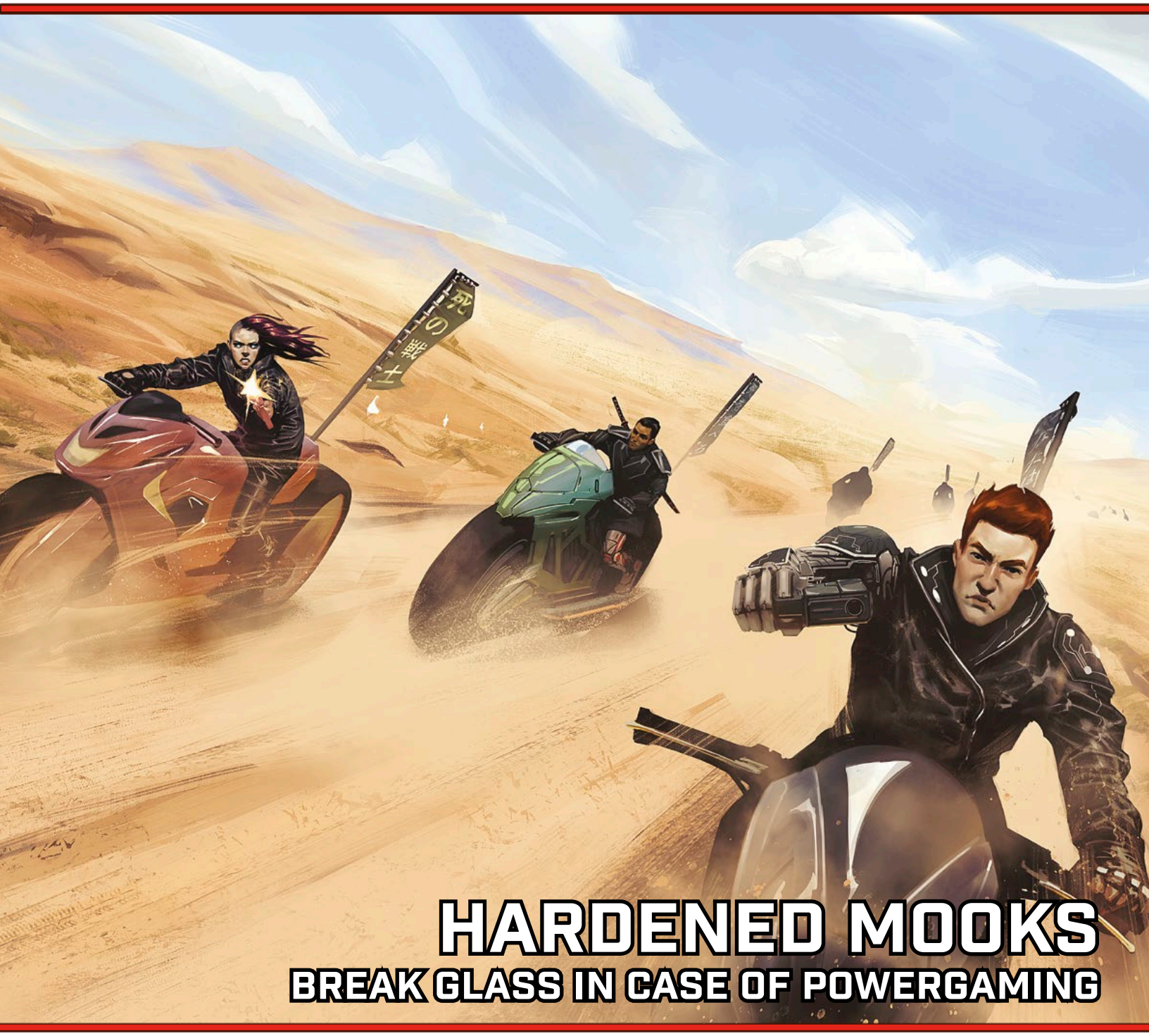
BY SEBASTIAN SZMYD



HARDENED MOOKS

BREAK GLASS IN CASE OF POWERGAMING

Writing and Design by James Hutt

Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach

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HARDENED MOOKS

Welcome, Gamemaster. Is your party full of bullet-dodging, explosive-chucking, head-shotting death merchants? If you've found that the Mooks from ***Cyberpunk RED*** core rulebook are failing to challenge your powergamers, and you don't want to increase the size of your encounters to compensate, you've come to the right place. Let's take these Mooks to the gym. It's time for them to get Hardened.

Hardened Mooks are balanced when used as replacements for the Mooks in the ***Cyberpunk RED*** core rulebook... but only if your party is full of combat-optimized Characters, and at a rate of one per Edgerunner. They are also economically balanced to have similar loot. Against a crew including any non-combat-optimized characters, they should be used sparingly, sprinkled in with regular Mooks from the ***Cyberpunk RED*** core rulebook. These NPCs are not designed to wipe the floor with PCs, but instead to challenge them while allowing them to still feel like the combat badasses they wanted to roleplay.

Try them out in your game and see how your Players respond. If they still need it spicier, roll on the table below to add additional challenge to your Mook encounter.

1d10	Mook Encounter Complication
1	One Mook is firing incendiary ammunition (SEE CP:R PAGE 346), but only has 10 rounds.
2	Add 2 additional Mooks to the encounter at the start of the second Round.
3	Two Mooks are currently experiencing the primary effect of Black Lace (SEE CP:R PAGE 227).
4	One Mook has an Armor Piercing Grenade (SEE CP:R PAGE 345) and a Athletics Skill Base of 12.
5	One Mook is wearing Heavy Armorjack (SP13) Body Armor. Increase their REF, DEX, and MOVE by 2 (before calculating the Armor Penalty).
6	The Mooks are unusually organized. One Mook has a Tactics Skill Base of 13, and a Smoke Grenade (SEE CP:R PAGE 347).
7	Add an additional Mook of a different type to the encounter.
8	Add 2 Mooks to the encounter. Give each a Critical Injury to the head.
9	Add 1 additional Mook to the encounter at the start of Rounds 2, 3, and 4.
10	One Mook has an SMG, no sense of self preservation, an Autofire Skill Base of 16, and no head armor.

NAME	HARDENED BODYGUARD	SERIOUSLY WOUNDED	20
ROLE	NONE	DEATH SAVE	7
		HP	40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	6	2	4	4	5	7	3

WEAPONS

POOR QUALITY SHOTGUN	ROF1	5d6
BRAWLING	ROF2	3d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 9 • Brawling 13 • Concentration 6 • Conversation 5 • Drive Land Vehicle 10 • Education 6 • Endurance 9 Evasion 8 • First Aid 4 • Human Perception 5 • Interrogation 6 • Language (Native) 8 • Language (Streetslang) 6 Local Expert (Your Home) 6 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 8 • Shoulder Arms 10 • Stealth 8

GEAR

Slug Ammo x25 • Radio Communicator

CYBERWARE

None

NAME	HARDENED BOOSTERGANGER	SERIOUSLY WOUNDED	15	HP	30
ROLE	NONE	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	6	5	2	4	4	6	4	3

WEAPONS

POOR QUALITY VERY HEAVY PISTOL	ROF1	4d6
WOLVERS	ROF2	3d6

ARMOR

LEATHER (HEAD)	SP 4
LEATHER (BODY)	SP 4

SKILL BASES

Athletics 9 • Brawling 9 • Conceal/Reveal Object 6 • Concentration 8 • Conversation 5 • Drive Land Vehicle 10 Education 6 • Endurance 6 • Evasion 7 • First Aid 4 • Handgun 12 • Human Perception 5 • Interrogation 6 Language (Native) 8 • Language (Streetslang) 6 • Local Expert (Your Home) 6 • Melee Weapon 12 • Perception 8 Persuasion 6 • Resist Torture/Drugs 8 • Stealth 7

GEAR

Very Heavy Pistol Ammo x30 • Black Lace x1 • Disposable Cellphone

CYBERWARE

Techhair • Wolvers

Another sneaky trick you can use for customizing your Mooks is to write each of them a single line of canned dialogue for combat in advance. Even if they don't end up saying the line, and it would be kinda cheesy if they all did, it will help take roleplaying weight off your shoulders while you do the hard work of presenting an interesting combat scene. A Mook with the line "I'll hold them off!" is going to feel different to your players than "This one looks full of parts..." or "Melvin, get your ass in here!".

Never let them forget that they are killing people, even Mooks. Especially when they deserve it.

NAME	HARDENED ROAD GANGER	SERIOUSLY WOUNDED	15	HP	30
ROLE	NONE	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	6	6	4	3	3	5	3	3

WEAPONS

POOR QUALITY VERY HEAVY PISTOL	ROF1	4d6
POOR QUALITY HEAVY MELEE WEAPON	ROF2	4d6

ARMOR

KEVLAR® (HEAD)	SP 7
KEVLAR® (BODY)	SP 7

SKILL BASES

Athletics 8 • Brawling 8 • Concentration 5 • Conversation 6 • Drive Land Vehicle 12 • Education 8 • Endurance 5 Evasion 11 • First Aid 6 • Handgun 10 • Human Perception 5 • Land Vehicle Tech 10 • Language (Native) 10 Language (Streetslang) 8 • Local Expert (Your Home) 8 • Melee Weapon 12 • Perception 10 • Persuasion 5 • Stealth 8 Tracking 10 • Wilderness Survival 8

GEAR

Very Heacy Pistol Ammo x20 • Flashlight • Rope

CYBERWARE

Neural Link *w/ Interface Plugs*

HARDENED MOOKS

NAME	HARDENED SECURITY OPERATIVE	SERIOUSLY WOUNDED	15	HP	30
ROLE	NONE	DEATH SAVE	5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
5	7	4	2	2	3	4	5	3

WEAPONS

POOR QUALITY ASSAULT RIFLE	ROF1	5d6
POOR QUALITY VERY HEAVY PISTOL	ROF2	4d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 8 • Autofire 14 • Brawling 8 • Concentration 7 • Conversation 5 • Education 7 • Evasion 6 • First Aid 4
Handgun 12 • Human Perception 5 • Interrogation 6 • Language (Native) 9 • Language (Streetslang) 7
Local Expert (Your Home) 7 • Melee Weapon 6 • Perception 8 • Persuasion 4 • Resist Torture/Drugs 8
Shoulder Arms 12 • Stealth 6

GEAR

Rifle Ammo x40 • Very Heavy Pistol Ammo x20 • Radio Communicator

CYBERWARE

None

BY NEIL BRANQUINHO

NAME

SERIOUSLY WOUNDED

HP

ROLE

DEATH SAVE

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

SKILL BASES

GEAR

CYBERWARE

MAKE YOUR OWN MOOKS!

NAME

SERIOUSLY WOUNDED

HP

ROLE

DEATH SAVE

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

SKILL BASES

GEAR

CYBERWARE

HARDENED MOOKS

NAME

SERIOUSLY WOUNDED

HP

ROLE

DEATH SAVE

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

SKILL BASES

GEAR

CYBERWARE

MAKE YOUR OWN MOOKS!

NAME

SERIOUSLY WOUNDED

HP

ROLE

DEATH SAVE

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

SKILL BASES

GEAR

CYBERWARE

BY PEDRAM MOHAMMADI

HARDENED LIEUTENANTS

BREAK GLASS IN CASE OF POWERGAMING

Writing and Design by James Hutt

Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

HARDENED LIEUTENANTS

Welcome Gamemaster to the second in the Hardened series. In this issue, we'll give the ***Cyberpunk RED*** core rulebook's Lieutenants the Hardened treatment. But first, we have to make some clarifications:

What is Hardened?

Hardened is a prefix that means "combat-optimized". It defines a tier of play that is designed to provide adequate challenge to combat-optimized characters while still letting them be combat badasses, all without disrupting game economy or scaling up the number of enemy combatants in an encounter.

What is a Hardened Crew?

A Hardened Crew is a crew filled with Hardened Player Characters. **If even one member of a crew isn't considered Hardened, you don't have a Hardened Crew** and need to be careful: Hardened material will likely cause the death of your Non-Hardened Characters.

What is a Hardened Character?

A Player Character is considered Hardened when they meet any of the following criteria:

- A REF of 8 combined with a Dodge Skill of 6 or higher.
- Ability to attack with Stat + Skill + Mod of 15 higher.
- WILL + BODY of 16 or Higher.
- Owns a Weapon with a value of Luxury or higher.
- A DEX of 8 combined with a MOVE of 8.
- Autofire or Martial Arts Skill of 6 or higher.
- Solo Rank 4 or higher.

Hardened Lieutenants

The following Hardened Lieutenants are balanced when used as replacements for the Lieutenants in the ***Cyberpunk RED*** core rulebook (**SEE CP:R PAGE 414**), but only against a Hardened Crew (see above), and at a rate of one per two Edgerunners.

For a classic mixed encounter, one Hardened Lieutenant is worth two Hardened Mooks. These NPCs are not designed to wipe the floor with a Hardened Crew, but instead to challenge them while allowing them to still feel like the combat badasses they want to roleplay.

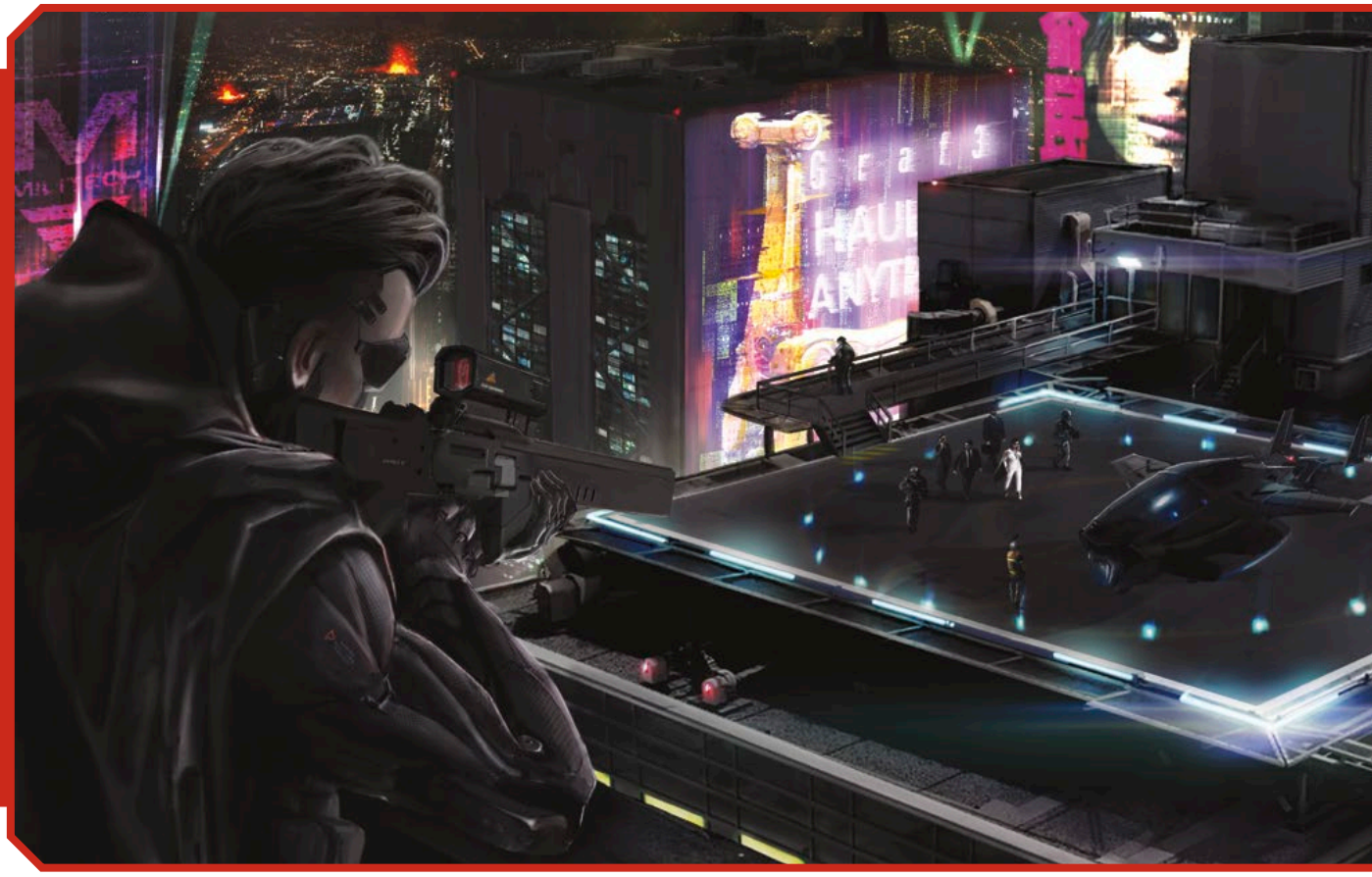
Unlike with Hardened Mooks who can be mixed in sparingly against Non-Hardened Crews with minimal balance issues, fielding Hardened Lieutenants against Non-Hardened Crews is a recipe for a Character funeral.

Hardened Lieutenant Tactics

If you want to add an additional garnish to your Hardened Lieutenant encounter, roll on the table below to determine their tactics:

1d10	Hardened Lieutenant Tactics
1	Lieutenant and their allies ambush the party (SEE CP:R PAGE 399).
2	Lieutenant is grappling a human shield (SEE CP:R PAGE 184).
3	Lieutenant orders their allies to focus on a particular player.
4	Lieutenant orders their allies to charge wildly at the party.
5	Lieutenant is in a highly defensible position, making use of cover.
6	Lieutenant has First Aid and Paramedic Skill Bases of 14 each.
7	Lieutenant has rigged an Armor-Piercing Grenade (SEE CP:R PAGE 345) as a trap before the combat, somewhere on the field. Noticing it requires a DV15 Perception Skill Check. Disarming it requires a DV9 Demolitions Skill Check. The grenade goes off if any Character moves into the square in which it is hidden.
8	Lieutenant has done extensive research into the combat capabilities of the party.
9	Lieutenant has a COOL of 6, a Reputation of 2, and attempts a Facedown. (SEE CP:R PAGE 194) either before combat begins or right at the beginning.
10	Lieutenant has a Tactics Skill Base of 16 and is in command.

BY RICHARD BAGNALL



NAME	HARDENED NETRUNNER (ANTI-PERSONNEL)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NETRUNNER (INTERFACE 4)	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	5	4	7	4	7	5	4	4

WEAPONS

VERY HEAVY PISTOL	ROF1	4d6
BRAWLING	ROF2	1d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 9 • Basic Tech 13 • Brawling 6 • Conceal/Reveal Object 11 • Concentration 11 • Conversation 6
Cryptography 11 • Deduction 11 • Education 12 • Electronics/Security Tech 11 • Evasion 10 • First Aid 9 • Forgery 13
Handgun 12 • Human Perception 6 • Language (Native) 11 • Language (Streetslang) 9 • Library Search 13
Local Expert (GM's Choice) 13 • Local Expert (Your Home) 9 • Perception 11 • Persuasion 6 • Pick Lock 11
Resist Torture/Drugs 9 • Stealth 12 • Tactics 12

GEAR

Very Heavy Pistol Ammo x50 • Cyberdeck • Flashlight • Virtuality Goggles. **Programs**: Armor x2 • Banhammer
DeckKrash • Hellbolt x2 • Shield

CYBERWARE

Neural Link *w/ Interface Plugs*

NAME	HARDENED NETRUNNER (ANTI-PROGRAM)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NETRUNNER (INTERFACE 4)	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
7	5	4	7	4	7	5	4	4

WEAPONS

VERY HEAVY PISTOL	ROF1	4d6
BRAWLING	ROF2	1d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 9 • Basic Tech 13 • Brawling 6 • Conceal/Reveal Object 11 • Concentration 11 • Conversation 6
Cryptography 11 • Deduction 11 • Education 12 • Electronics/Security Tech 11 • Evasion 10 • First Aid 9 • Forgery 13
Handgun 12 • Human Perception 6 • Language (Native) 11 • Language (Streetslang) 9 • Library Search 13
Local Expert (GM's Choice) 13 • Local Expert (Your Home) 9 • Perception 11 • Persuasion 6 • Pick Lock 11
Resist Torture/Drugs 9 • Stealth 12 • Tactics 12

GEAR

Very Heavy Pistol Ammo x50 • Cyberdeck • Flashlight • Virtuality Goggles. **Programs**: Armor • Killler
Speedy Gonzalvez x2 • Sword x2

CYBERWARE

Neural Link *w/ Interface Plugs*

NAME	HARDENED RECLAIMER CHIEF (LIGHTNING)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NONE	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	8	6	5	4	5	6	6	4

WEAPONS

HEAVY MELEE WEAPON	ROF2	3d6
SHOTGUN	ROF1	5d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 12 • Basic Tech 9 • Brawling 8 • Conceal/Reveal Object 5 • Concentration 7 • Conversation 6 • Deduction 7 Demolitions 7 • Drive Land Vehicle 12 • Education 5 • Electronics/Security Tech 9 • Endurance 11 • Evasion 12 First Aid 7 • Human Perception 6 • Land Vehicle Tech 7 • Language (Native) 7 • Language (Streetslang) 5 Local Expert (Your Home) 5 • Melee Weapon 14 • Paramedic 7 • Perception 8 • Persuasion 6 • Pick Lock 7 Resist Torture/Drugs 10 • Shoulder Arms 14 • Stealth 10 • Tactics 10 • Weaponstech 9 • Wilderness Survival 7

GEAR

Slug Ammo x25 • Agent • Radio Communicator • Tent and Camping Equipment

CYBERWARE

Neural Link *w/ Kerenzikov*

Both Lightning and Thunder make great commanders for Hardened Mooks.
While Lightning can lead their Mooks from the front, Thunder is designed to support theirs from the back.

NAME	HARDENED RECLAIMER CHIEF (THUNDER)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NONE	DEATH SAVE	6		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
3	6	6	5	4	5	4	6	4

WEAPONS

HEAVY MELEE WEAPON	ROF2	3d6
VERY HEAVY PISTOL	ROF1	4d6
POPUP GRENADE LAUNCHER	ROF1	6d6

ARMOR

L ARMORJACK (HEAD)	SP 11
L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 12 • Basic Tech 9 • Brawling 8, • Conceal/Reveal Object 5 • Concentration 7 • Conversation 6 • Deduction 7 Demolitions 12 • Drive Land Vehicle 10 • Education 5 • Electronics/Security Tech 9 • Endurance 11 • Evasion 12 First Aid 7 • Handgun 14 • Heavy Weapons 12 • Human Perception 6 • Land Vehicle Tech 7 • Language (Native) 7 Language (Streetslang) 5 • Local Expert (Your Home) 5 • Melee Weapon 14 • Paramedic 7 • Perception 8 • Persuasion 6 Pick Lock 7 • Resist Torture/Drugs 10 • Stealth 10 • Tactics 10 • Weaponstech 9 • Wilderness Survival 7

GEAR

Very Heavy Pistol Ammo x25 • Agent • Radio Communicator • Tent and Camping Equipment

CYBERWARE

Cyberarm *w/Popup Grenade Launcher (AP Grenade x1 • Smoke Grenade x1)*

NAME	HARDENED SECURITY OFFICER (RAID)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NONE	DEATH SAVE	7		

STATS

INT 5 REF 8 DEX 6 TECH 4 COOL 6 WILL 5 MOVE 6 BODY 7 EMP 5

WEAPONS			ARMOR	
ASSAULT RIFLE	ROF1	5d6	L ARMORJACK (HEAD)	SP 11
UNDERBARREL SHOTGUN	ROF1	5d6	L ARMORJACK (BODY)	SP 11

SKILL BASES

Athletics 12 • Autofire 12 • Brawling 12 • Concentration 7 • Conversation 6 • Deduction 7 • Drive Land Vehicle 12
Education 7 • Evasion 10 • First Aid 6 • Handgun 12 • Human Perception 6 • Interrogation 8 • Language (Native) 9
Language (Streetwise) 7 • Local Expert (Your Home) 7 • Perception 7 • Persuasion 8 • Resist Torture/Drugs 10
Shoulder Arms 12 • Stealth 8 • Tactics 12

GEAR

Rifle Ammo x50 • Expansive Slug Ammo x2 • Flashbang Grenade x1 • Agent • Flashlight • Grapple Gun
Radio Communicator

CYBERWARE

Cyberleg x2

Raid and Seige are great at tactical combat revolving around area-based objectives.
They would be perfect for combat in an indoor area with lots of interesting cover and terrain.
Bonus points for fountains and skylights.

NAME	HARDENED SECURITY OFFICER (SEIGE)	SERIOUSLY WOUNDED	20	HP	40
ROLE	NONE	DEATH SAVE	7		

STATS

INT 5 REF 8(6) DEX 6(4) TECH 4 COOL 6 WILL 5 MOVE 6(4) BODY 7 EMP 4

WEAPONS			ARMOR	
HEAVY SMG	ROF1	3d6	H ARMORJACK (HEAD)	SP 13
BRAWLING	ROF2	3d6	H ARMORJACK (BODY)	SP 13

SKILL BASES

Athletics 12 (10) • Autofire 14 (12) • Brawling 12 (10) • Concentration 7 • Conversation 6 • Deduction 7
Drive Land Vehicle 12 (10) • Education 7 • Evasion 10 (8) • First Aid 6 • Handgun 12 (10) • Human Perception 6
Interrogation 8 • Language (Native) 9 • Language (Streetwise) 7 • Local Expert (Your Home) 7 • Perception 7
Persuasion 8 • Resist Torture/Drugs 10 • Stealth 8 (6) • Tactics 12

GEAR

Heavy Pistol Ammo x80 • Teargas Grenade x2 • Agent • Bulletproof Shield • Flashlight • Grapple Gun • Handcuffs x2
Radio Communicator

CYBERWARE

Cybereyes x2 • Nasal Filters

BY RICHARD BAGNALL

NIGHT CITY WEATHER

THE SKY IS CRYING BLOOD

Writing and Design by J Gray and James Hutt

Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Your Weather. Your Call.

Night City Weather *is a tool to help make your* ***Cyberpunk RED*** *game more vibrant and interesting. How it gets used at your table is up to you. If your group wants to stick to the tables, randomly roll the weather every day, and follow all the presented rules? That's great! Go for it. Not interested in turning your campaign into a day-to-day weather simulator but you want to consult* ***Night City Weather*** *occasionally for a change of pace or to make a particular scene more interesting? That's jake, too.*

Heck, if all you want to do is use these rules and this lore for inspiration while you do your own thing, we support you.

The point is, we're giving you these rules but you choose what to do with them. Use them as little or as much as you want. The weather presented here can add atmosphere to the landscape and change up how a ***Cyberpunk RED*** *crew performs their jobs, but it should never get in the way of the story you and your group are trying to tell.*

You call the weather.

The 2020 edition of Fax on File's Night City guidebook described the metropolis' climate as "temperate". Decades of climate change, compounded by a flood of gas and particles into the atmosphere during the 4th Corporate War, has made the word "unstable" a better adjective when talking about Night City's weather.

The average temperature ranges from the low 40s F in the winter months to low 90s F in the summer but extremes dropping into the low 30s For high 110s F aren't uncommon. Misty fog, often tinged yellow as it picks up various pollutants, often blankets the city in the early mornings and late evenings. Precipitation is relatively rare, with an average of 19 inches of rain per year. There are an average of two to three thunderstorms per year. The last recorded snowfall was in 2022, shortly after the destruction of Arasaka Tower.

A combination of factors, including coastal positioning, a decades-long drought, the 2022 nuclear explosion, rampant pollution, and a battered worldwide climate makes Night City home to several unusual weather conditions. In addition to the acid rain and inversion smogs found in many cities, Night City residents and visitors can also expect to encounter the occasional dust storm, blood rain, and radioactive wind. Anyone expecting to spend time out of doors in Night City should consider purchasing personal protective equipment.

Forecasting the Weather

When it comes to setting a scene, weather can be a key factor. Anyone who has watched a movie knows the sun shines when people are happy and the rain falls when they're sad. Mechanically speaking, weather can have a real impact on Actions performed outside due to excessive temperatures, limited visibility, and other factors.

To determine the weather, roll twice on the Weather table appropriate for the in-game month: once for the Temperature and once for Current Conditions. If you roll a 6 for Current Conditions, roll twice on the Strange Weather table, once for the Condition and once for the duration.

Gamemasters who prefer less randomness and more control over Night City's weather can use the table as a guide to what the Temperature and Current Conditions might be like at any given point in the year.

"Good morning, Night City! Today is gonna be hot, hot, hot! We're looking at a high of 112, so don't be surprised if you see your local food truck frying up food on the sidewalk instead of the grill! All that heat should boil away yesterday's blood rain but if you don't have nasal filters, don't spend too much time outside, because the smell's gonna hit you like a drunk Exec driving an overpriced luxury car through a crowded intersection!"

—Wacky the Weatherman, 107.3 Morro Rock Radio

Weather: December to February

1d6	Temperature	Current Conditions
1	Cold (Around 35°F/2°C)	Clear
2	Cold (Around 40°F/4°C)	Light Rain/Sleet
3	Cold (Around 40°F/4°C)	Overcast
4	Cool (Around 50°F/10°C)	Overcast
5	Cool (Around 50°F/10°C)	Heavy Rain/Sleet
6	Cool (Around 60°F/15°C)	Strange (go to Strange Weather)

Weather: March to May

1d6	Temperature	Current Conditions
1	Cold (Around 40°F/4°C)	Clear
2	Cool (Around 50°F/10°C)	Light Rain
3	Cool (Around 50°F/10°C)	Overcast
4	Cool (Around 50°F/10°C)	Light Rain
5	Warm (Around 60°F/15°C)	Heavy Rain
6	Warm (Around 70°F/21°C)	Strange (go to Strange Weather)

DATA

You'll see the term CP:R PAGE at several points in ***Night City Weather***. That's guiding you to a specific page in the ***Cyberpunk RED*** core rulebook.

Weather: June to August

1d6	Temperature	Current Conditions
1	Warm (Around 60°F/15°C)	Light Rain
2	Warm (Around 70°F/21°C)	Clear
3	Warm (Around 70°F/21°C)	Overcast
4	Hot (Around 80°F/27°C)	Overcast
5	Hot (Around 80°F/27°C)	Clear
6	Hot (Around 90°F/32°C)	Strange (go to Strange Weather)

Weather: September to November

1d6	Temperature	Current Conditions
1	Cool (Around 40°F/4°C)	Light Rain/Sleet
2	Warm (Around 60°F/15°C)	Clear
3	Warm (Around 60°F/15°C)	Overcast
4	Warm (Around 60°F/15°C)	Overcast
5	Warm (Around 70°F/21°C)	Clear
6	Hot (Around 80°F/27°C)	Strange (go to Strange Weather)

Strange Weather

1d10	Current Conditions	How Long Does It Last?
1	Radioactive Windstorm	1d6 x 10 Minutes
2	Ash Storm	1d6 x 10 Minutes
3	Flooding	1d6 Days
4	Blood Rain	1d6 Hours
5	Acid Rain	1d6 Hours
6	Deadly Thunderstorm	1d6 x 10 Minutes
7	Inversion Smog	1d6 Days
8	Cold Snap (if Temperature Cool or Cold) ***OR*** Heat Wave (if Temperature Warm or Hot)	1d6 Days
9	Dust Storm	1d6 x 10 Minutes
10	Blackout	1d6 Days

DATA

If the GM so chooses, they can roll again on the appropriate table for a new Current Condition after a Strange Weather event ends, or even while it is ongoing. There's no reason it can't be Overcast during Flooding or Sleeting during a Cold Snap.

Caught in an Ash Storm

Major fires to the north have blown an ash storm south into Night City, and Jay the Solo is caught outside without his Anti-Smog Breathing Mask. The GM asks Jay's Player for a DV13 Resist Torture/Drugs Check as if the Solo had been exposed to a Vial of Poison, which Jay fails thanks to an unlucky roll of 1 followed by a roll of 9. The GM rolls 7 on 2d6, the damage of a Vial of Poison, and applies it directly to Jay's HP. Jay also gains the Foreign Object Critical Injury (but not the initial 5 Bonus Damage). Until the Critical Injury is treated, Jay takes 5 damage to his HP every time he moves more than 4 m/yds in a Turn. Too bad he's currently on the run from a mob of Bozos. It just isn't Jay's day.

Ruling the Weather

Gamemasters who want to use the weather to not only set mood but impact their game mechanically can use the following rules to guide them.

Temperatures

Cold Temperature: The temperature is below normal tolerance limits for the average person. Anyone who spends most of the day outside or inside but in non-heated environment without proper protective gear suffers damage via Exposure (**SEE CP:R PAGE 181**).

Cool/Warm Temperature: The weather feels fairly comfortable, if a touch chilly or muggy on some days.

Hot Temperature: The temperature has risen to an uncomfortable degree. Increase any preexisting Armor Penalty to REF, DEX, and MOVE by 1. For example, a -2 penalty becomes a -3 penalty.

Conditions & Weather

Acid Rain: Almost all rain that falls in Night City is lightly acidic but occasionally a storm brings precipitation so corrosive it can cause damage in a matter of hours instead of years. For each full minute spent in Acid Rain without protection, ablate all worn armor by 1 SP.

Ash Storm: Fires, in both urban areas and in the Badlands, aren't uncommon in the Time of the Red. Occasionally, they burn so hot, long, and large that the wind blows the toxic ashes and smoke across Night City. Treat anyone who spends more than one minute in an Ash Storm without Nasal Filters, Anti-Smog Breathing Mask, or a similar device as if they have been exposed to a Vial of Poison (**SEE CP:R PAGE 355**). They also suffer the Foreign Object Critical Injury as the ash clogs their lungs and sinus passages, though they do not take the initial Bonus Damage. This Critical Injury can't be tended to until the patient leaves the Ash Storm. Also GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Blackout: While not an actual weather condition, loss of power, CitiNet access, and communications often happens due to extreme meteorological activity. The GM can determine where the outage is (1d10 blocks or neighborhood zones centered on the crew's current location, if determining randomly). For the duration of the outage, any building in the area without a generator won't have electricity and Agents won't be able to make calls or connect to the Data Pool.

Blood Rain: An aftereffect of the 4th Corporate War, Blood Rain is a greasy, pinkish-red form of precipitation known to carry various caustic substances, toxins, and radioactive particles. Roll 1d6. On a 1 to 3, the Blood Rain acts just like Acid Rain, although it smells much worse. On a 4 to 6, once per minute treat anyone exposed to the Blood Rain without protection as if they we dosed with a Vial of Biotoxin (**SEE CP:R PAGE 355**). Also GMs can, at their discretion, apply a -1 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Cold Snap: The weather has turned incredibly cold, dropping below freezing. This overrides any roll made for Temperature on a Weather table. The rules for Exposure (**SEE CP:R PAGE 181**) apply. In addition, black ice forms everywhere, making conditions treacherous. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check made while on icy surfaces.

Deadly Thunderstorm: While thunderstorms are rare in Night City, when they happen they trend towards incredibly destructive. Once per ten minute period during the storm, the GM should roll 1d6. On a 1 to 3, the lightning strikes far away. On a 4 to 6, the lighting strikes the tallest nearby structure or natural feature. If there is no such structure or natural feature nearby, it strikes either the tallest Character or the Character holding a two-handed metal weapon. If the Character struck is touching another Character (for example, via a Grapple) they are both struck. Anyone hit by lightning takes 6d6 damage to their body and the lightning strike counts as a flashbang grenade (**SEE CP:R PAGE 346**) centered on the struck Character. Also GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Dust Storm: Northern California has been in a drought since at least the 2020s, transforming much of the land outside of Night City into desert often known as the Badlands. Strong winds occasionally pick up loose particles of dust and debris from those erosion-prone wastes and blows them into the city proper. Anyone who spends more than five minutes in a Dust Storm without Nasal Filters, Anti-Smog Breathing Mask, or a similar device suffers the Foreign Object Critical Injury as the dust clogs their lungs and sinus passages, though they do not take the initial Bonus Damage. This Critical Injury can't be tended to until the patient is removed from the Dust Storm. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Flooding: The nuclear blast that destroyed the Arasaka Tower back in 2022 also destabilized the fill on which much of Night City is built. Repairs have been made over the years but, occasionally, ocean water seeps up through the cracks and floods a section of the city. At street level, the water levels rarely rise to above more than a few inches, making it more a nuisance than a real problem. Below ground, the flooding can fill basements and tunnels. Wading through a deeply flooded area uses the rules for an "other form of movement" (**SEE CP:R PAGE 169**).

Heat Wave: Thanks to climate change, more and more often the temperature in Night City spikes into the low 100s and 110s. This overrides any roll made for Temperature on a Weather table. In such oppressive heat, those who wear bulky gear like heavy armors can suffer tremendously. The rules for Exposure (**SEE CP:R PAGE 181**) apply. Increase any preexisting Armor Penalty to REF, DEX, and MOVE by 2. For example, a -2 penalty becomes a -4 penalty.

Heavy Rain/Sleet: Not only does heavy rain (or sleet in colder weather) make surfaces slick but it also impacts visibility. GMs can, at their discretion, apply a -2 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Inversion Smog: Despite the switchover from gasoline to CHOOH2, intense smog "as thick as pea soup" remains a problem in Night City due to lax regulations, regular fires, and industrial toxins spilling into the atmosphere. Treat anyone who spends more than one minute in an Inversion Smog without Nasal Filters, Anti-Smog Breathing Mask, or a similar device as if they have been exposed to a Vial of Poison (**SEE CP:R PAGE 355**). GMs can, at their discretion, apply a -4 penalty to any appropriate Skill Check, including Perception Checks to see and ranged attack Checks to hit a target at a distance.

Light Rain/Sleet: A Cyberpunk classic, light rain (or sleet in colder weather) doesn't reduce visibility but can make surfaces slick. GMs can, at their discretion, apply a -1 penalty to any appropriate Skill Check such as an Athletics Check to climb a slippery fence or a Drive Land Vehicle Check to perform a maneuver on wet roads.

Radioactive Windstorm: Good news? The Hot Zone isn't as radioactive as it used to be. Bad news? The Hot Zone is still somewhat radioactive and strong winds occasionally blow radioactive particles into other parts of Night City. Anyone exposed to the Radioactive Winds who is not protected by a Radiation Suit or similar item is treated as if they are exposed to high level radiation (**SEE CP:R PAGE 181**). Radioactive wind burst begin at the GM's discretion and last for 1d6 Rounds.

DATA

Some public places, like Corp HQs and upscale nightclubs, have wash/decon stations near the entrance to get the worst of the toxic weather off your person.

NEW GEAR

People have been inventing gear to help mitigate the bad effects of weather since the very beginning and that hasn't changed as humanity rolls along in the Dark Future.

In addition to the Nasal Filters, Anti-Smog Masks, and Radiation Suits available in the ***Cyberpunk RED*** core rulebook, the following purchases might help the savvy Edgerunner fight off Mother Nature's fury.

Item	Cost
Cold-Weather Jacket Lining	500eb (Expensive)
Hot-Weather Jacket Lining	500eb (Expensive)
Militech Tactical Umbrella	1,000eb (Very Expensive)
Umbrella	10eb (Cheap)
Waterproof Jacket Lining	500eb (Expensive)

Cold-Weather Jacket Lining: A lining of insulated material you can apply to an existing jacket (SEE CP:R PAGE 356). It protects against extremely low temperatures. This counts as appropriate gear when dealing with Exposure (SE CP:R PAGE 181).

Hot-Weather Jacket Lining: A lining you can apply to an existing jacket (SEE CP:R PAGE 356) that wicks sweat and vents heat using a low power ducted fan system. It protects against extremely high temperatures. This counts as appropriate gear when dealing with Exposure (SEE CP:R PAGE 181) and lowers the additional Armor Penalty due to hot temperatures or a Heat Wave by 1.

Militech Tactical Umbrella: Part of Militech's Armed Executive line, the Tactical Umbrella is perfect for anyone who wants to look top-shelf without sacrificing the protection promised to them by the Constitution. Militech's Tactical Umbrella protects against Acid and Blood Rain just like a regular umbrella but is also two weapons in one: an Excellent Quality Exotic Heavy Melee Weapon and a Poor Quality Exotic Heavy Pistol that can load both Basic and Non-Basic ammunition. The Militech Tactical Umbrella's clip holds two bullets and must be reloaded just like a typical Heavy Pistol.

DATA

For more information on Poor and Excellent Quality weapons, see CP:R PAGE 342.

Umbrella: Any umbrella sold in Night City is designed to minimize the effects of the intense weather there. Being under an umbrella negates the armor ablating effects of Acid Rain and gives the wearer a +2 to Resist Torture/Drugs Checks made to resist the effects of Blood Rain. It also keeps you mostly dry and comes in a variety of colors and styles. A hand holding an umbrella cannot hold anything else.

Waterproof Jacket Lining: A lining treated with special chemicals you can apply to an existing jacket (SEE CP:R PAGE 356). It protects against certain weather conditions. Waterproof Jacket Linings negate the armor ablating effects of Acid Rain and gives the wearer a +2 to Resist Torture/Drugs Checks made to resist the effects of Blood Rain. Despite the name, this jacket lining will not keep you dry if you are completely submerged in liquid.

"A FEW WEEKS BACK MY MAINLINE, RANDI K, NOTICED A COUPLE OF JOYTOYS SOLICITING NEAR OUR PLACE. IT WAS RAINING OUT AND THEY WERE HUDDLED TOGETHER UNDER A BLACK UMBRELLA. RANDI NODDED TO THE JOYTOYS AND SAID, 'SOMETHING'S UP'. I ASKED HOW THEY KNEW. 'THEIR CLOTHES. ALL BRIGHT AND HAPPY ASIA POP BUT THE UMBRELLAS? MILITECH TACTICAL. EXECS LIKE THEM 'CAUSE THEY GO GREAT WITH A SUIT'. TEN MINUTES LATER, IT ALL WENT DOWN. A CONTINENTAL BRANDS STRIKE TEAM ROLLED IN TO HIT OUR LOCAL BODEGA. AND BECAUSE OF RANDI'S FASHION SENSE? WE WERE READY."

—BABYFACE K

BY ANSELM ZIELONKA

JUMPSTART KIT CONVERSION GUIDE

JSK ADVENTURES USING CORE RULES

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HOLD ON WHAT IS THIS?

This, dear reader, is a guide to running all the missions included in the ***Cyberpunk RED Jumpstart Kit*** using the full rules found in the ***Cyberpunk RED*** core rulebook. But think of it as an expansion for the ***Jumpstart Kit***, too, because we also re-balanced these missions to fit into the start of a full core rulebook campaign, instead of their previous incarnation as a series of quick ***Jumpstart*** oneshots. That includes statistics for every named character in **The Apartment** just in case they need to show up later. Good luck in there, GM!

JAMES HUTT
MAYOR OF BALANCE TOWN

THE APARTMENT

GM Tip: *A connection between the PCs and the building makes The Apartment a more satisfying adventure. One of the best ways to accomplish this is by letting them decorate their apartments. Not only does it help them slip into the minds of their Characters ("What would my Character's place look like?"), it helps them invest in the well-being of the building. So, during session zero, surf over to an appropriate website, grab a blank piece of paper, and start doing some interior decorating.*

Introduction

Unlike in the ***Jumpstart Kit***, a Player Character shouldn't own the building. We recommend Doctor George Carver as the owner instead. There's also a change to the way starting housing works if you begin a campaign with The Adventure.

Instead of starting out of Character Generation with a Shipping Container, each of the Player Characters rents a Studio Apartment (**SEE CP:R PG. 379**)in the building from Dr. Carver for 1,500eb a month and rent has already been paid for the first month. Any Exec starts the campaign with both this Studio Apartment and the Corporate Conapt from their Role Ability. Should the PCs prevent the destruction of the building at the hands of WorldSat, Dr. Carver will comp them their next month's rent and patch them up should they get seriously injured while defending it.

Part One

We recommend you introduce all the potential neighbors instead of selecting them.

For Gina Zepada, Rico Robinson, Molly Anderson, Dr. George Carver, and Grant Jung (aka Royal), use the statistics provided (**SEE PAGE 25**). For the other four members of the Anderson Family, use the Boosterganger statblock (**SEE CP:R PG. 412**), but lose the Rippers. We've also provided a statblock for Rex Royale, but it probably won't be necessary in this mission.

GM Tip: *You could run this as a single scene, maybe as a poker party on the building's roof, but you might build a better bond by running several small, quick scenes. Some possibilities: Helping Gina carry her groceries up to her apartment, acting as security at one of Rico's gigs, helping one of the Andersons out of a jam, getting patched up by Dr. Carver after a job goes south, and sharing a beer at the local bar with Royal.*

Part Two

For the man behind the easel, use the Bodyguard (**SEE CP:R PG. 412**), but lose the Shotgun and give him a MultiOptic mount loaded with five cybereyes. Your choice of options. For his security detail, use 2 Security Operatives (**SEE CP:R PG. 413**) and a Bodyguard (**SEE CP:R PG. 412**). If the man behind the easel is captured or unable to escape, WorldSat sends 6 Security Operatives (**SEE CP:R PG. 413**) wearing Light Armorjack to secure him.

GM Tip: *The neighborhood the building sits in is known as a One Block (as in "One Block from the Combat Zone"). Good locations include the southern border of the University District, close to the Glen or the western border of the Glen. If you want to add a little spice, put it on the southern border of the Upper Marina right next to the Old Med Center. The PCs will have the Little China Combat Zone on one side and the Hot Zone on the other.*

Part Three

To keep things spicy, WorldSat should undertake two separate strategies instead of just one as noted in the Jumpstart Kit. We recommend you choose WorldSat's strategies based on the Roles at your table.

▶ Where There's Smoke ◀

Seeing through the fake firefighters costumes is a DV15 Perception or Human Perception Check.

Defusing the bombs is a DV13 Demolitions Check. If one of the bombs explodes, treat it as an Armor Piercing Grenade (**SEE CP:R PG. 345**). For the firefighters, use Security Operatives (**SEE CP:R PG. 413**), but give them Heavy Melee Weapons to represent their fire axes and add Melee Weapons 10 to their Skill Bases.

▶ Unknown Caller ◀

Instead of wanting to talk to the building owner, the unknown caller wants to talk to a Fixer, Exec, or a Character with the highest COOL on the crew. Streamline's strike team consists of himself and Security Operatives (**SEE CP:R PG. 413**) wearing Light Armorjack. Add Autofire 12 to their Skill Bases. Use the statblock provided (**SEE PAGE 25**) for Streamline. Spotting him before he gives away his position is a DV17 Perception Check. If you want to use Streamline as a future antagonist in your campaign, he can escape easily by either never using his zipline, or by jumping out the window using his cyberlegs to absorb the fall.

▶ It's Just Business ◀

Use the Security Operative (**SEE CP:R PG. 413**) for the lone ambushers, but give them Light Armorjack. The neighbor's statistics are provided (**SEE PAGE 25**). Don't have Grant Jung (aka Royal) betray the crew unless there is a Solo present. Dr. Carver shouldn't betray them since they are defending his building.

▶ Hack Attack ◀

For Crunch's strike team, use Security Operatives (**SEE CP:R PG. 413**). For Crunch herself, use the statblock provided at the end of this guide. For the apartment building's NET Architecture, use the version provided at the end of the document. Dr Carver will give the Netrunner his password if asked, but it cannot assist the Netrunner, as the elevator maintenance people came by last week and accidentally reset the password to the factory default while re-connecting the elevator to the NET Architecture. The factory default password can be found with creative roleplaying and a DV13 in an applicable Skill.

Conclusion

No changes needed here, other than that Dr. Carver will let them off the hook for rent next month if the building is still standing and will patch them up for free should they need it after the mission. **Precious Cargo** is a great Screamsheet to use as a follow up, but **Wood Pirates** from the core rulebook is another fantastic choice, especially if the building ends up destroyed.

The Screamsheets

GM Tip: *Assuming they save the building in* ***The Apartment****, word will get around about the ordeal. That's good enough to boost the PCs to a Reputation of 3 and catch the attention of Rex, who can broker deals to get them other jobs like* ***Precious Cargo****.*

Precious Cargo

Instead of offering the characters a stake, the Fixer offers each character 1,000eb, the standard rate for a typical job. They'll also offer to loan the crew a Roadbike (**SEE CP:R PG. 190**) for use during the job. It doesn't need to survive the job, but the Fixer offers them a bonus of 500eb to split amongst themselves if it does.

The Fixer will still offer minor concessions if haggled with successfully (their COOL + Trading + Operator is 14 unless you already have a specific Fixer's statblock to use), such as an additional loaned Roadbike or doubling the bonus if the bike comes back unharmed. The Fixer will punish betrayal by hiring a pair of assassins to attack when they least expect it. Put Streamline and Crunch (or other NPCs using their statblocks) up to the task. Their stats are provided (**SEE PAGE 25**).

During the job, 2 Security Operatives (**SEE CP:R PG. 413**) are driving the Compact Groundcar (**SEE CP:R PG. 190**), which has the Armored Chassis upgrade, giving it SP13. The car is escorted by an Outrider (**SEE CP:R PG. 415**) on a Roadbike (**SEE CP:R PG. 190**). Should the crew forget to disable the tracker in either vehicle within an hour, they will encounter two more Outriders on Roadbikes.

Just Like Real

Instead of 300eb, the NCPD pays 500eb per person for this job. A DV13 Electronics/Security Tech Check will determine the Segotari RUSH Revolution systems are malfunction-free. Officer Lantz's gift in the simulation is an Excellent Quality Rocket Launcher (**CP:R PG. 341**) loaded with a single rocket. For the 9 average police academy students in the simulation use Local Beat Cops, as generated by the Lawman's Backup Role Ability (**CP:R PG. 158**).

During the raid at the end of the simulation, equip them with Bulletproof Shields (**CP:R PG. 351**). Ten Gallon is in a Gyrocopter (**CP:R PG. 191**) with an Armored Chassis, giving it SP13. For Ten Gallon, use the statblock provided (**SEE PAGE 28**). A statblock for Officer Lantz has also been provided in case it is needed (**SEE PAGE 28**).

BY ALEXANDER DUDAR

Definitely Not Kansas

Biotechnica is willing to pay each player 2000eb on delivery of the drugs, and will offer no payment upfront. Treat each of the four packs of C-9 the Characters receive as an Armor Piercing Grenade (**CP:R PG. 345**) should they explode. A DV13 Demolitions Check can remove the second receiver in each of the C9 packs. A DV17 Perception Check is required to notice the shadow, a Security Officer (**CP:R PG. 415)** with a Sniper Rifle.

For the Yellow Brick Road gang, use Boostergangers (**CP:R PG. 412**) for the scarecrows, and Bodyguards (**CP:R PG. 412**) with Skin Weave (SP7) instead of Kevlar® for the tin men. For Dorothy, use the statblock provided at the end of this guide. A DV15 Athletics Check allows a Character to escape the building before the roof collapses. Should the roof collapse on a Character, it deals 8d6 damage. For Dorothy's Private NET Architecture, use the version provided at the end of this document.

If using Emerald City as a Street Drug, use the following rules.

Emerald City

Cost per Dose: 100eb (Premium)

Primary Effect

- Lasts 8 Hours.
- For the duration of the Primary Effect, the user ignores the effects of the Seriously Wounded Wound State.
- For the duration of the Primary Effect, The GM will occasionally tell you that you are experiencing hallucinations. While hallucinating you may not be able to tell friend from foe. Do your best to roleplay accordingly.

Secondary Effect (DV15)

- If the user wasn't already addicted to Emerald City, they are now. While addicted, the GM will occasionally tell you that you are experiencing hallucinations, although you can tell friend from foe. Do your best to roleplay accordingly.

NAME	Crunch	SERIOUSLY WOUNDED	20	HP	40
ROLE	Netrunner (Interface 4)	DEATH SAVE	4		

STATS

INT 8 REF 6 DEX 5 TECH 7 COOL 5 WILL 7 MOVE 5 BODY 4 EMP 3

WEAPONS

Heavy Pistol	ROF2	3d6
Brawling	ROF2	1d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Accounting 12 • Athletics 11 • Brawling 7 • Bureaucracy 12 • Concentration 9 • Conversation 5 • Drive Land Vehicle 10 Education 10 • Electronics/Security Tech 13 • Evasion 11 • First Aid 11 • Forgery 13 • Handgun 12 • Human Perception 5 Language (Finnish) 12 • Language (Streetslang) 10 • Library Search 14 • Local Expert (Your Home) 10 • Perception 10 Persuasion 7 • Pick Lock 13 • Stealth 11

GEAR

Heavy Pistol Ammo x20 • Cyberdeck *w/ Insulated Wiring* • Virtuality Goggles. **Programs**: Armor • DeckKrash Hellbolt x2 • Shield • Sword

CYBERWARE

Neural Link *w/ Interface Plugs*

Crunch and Dorothy are both Lieutenants.

NAME	Dorothy	SERIOUSLY WOUNDED	18	HP	35
ROLE	Tech (Maker 4: Fabrication Expertise 4, Field Expertise 4)	DEATH SAVE	5		

STATS

INT 6 REF 6 DEX 4 TECH 8 COOL 7 WILL 5 MOVE 4 BODY 5 EMP 6

WEAPONS

Very Heavy Pistol	ROF1	4d6
Brawling	ROF2	2d6

ARMOR

Subdermal (Head)	SP 11
Subdermal (Body)	SP 11

SKILL BASES

Acting 13 • Air Vehicle Tech 10 • Athletics 6 • Basic Tech 10 • Brawling 6 • Concentration 7 • Conversation 8
Cybertech 10 • Education 8 • Electronics/Security Tech 16 • Evasion 10 • First Aid 14 • Handgun 12
Human Perception 8 • Land Vehicle Tech 10 • Language (Italian) 10 • Language (Streetslang) 8
Local Expert (Your Home) 8 • Library Search 14 • Perception 8 • Personal Grooming 15 • Persuasion 13 • Sea Vehicle Tech 10
Stealth 6 • Streetwise 9 • Wardrobe & Style 17 • Weaponstech 10

GEAR

Very Heavy Pistol Ammo x8 • Agent • High Fashion Footwear • Techscanner • Tech Bag

CYBERWARE

Biomonitor • Chemskin • Light Tattoo x3 • Subdermal Armor • Techhair

NAME	Dr. George Carver	SERIOUSLY WOUNDED	20	HP	40
ROLE	Medtech (Medicine 2: Surgery Base 12) Tech (Maker 2: Fabrication Expertise 2, Field Expertise 2)	DEATH SAVE	5		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	6	5	8	4	6	5	5	4

WEAPONS

Heavy Pistol	ROF2	3d6
Stun Gun	ROF2	3d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Air Vehicle Tech 12 • Athletics 11 • Brawling 7 • Concentration 8 • Conversation 6 • Cybertech 14 • Deduction 12 Education 10 • Electronics/Security Tech 14 • Evasion 11 • First Aid 10 • Handgun 12 • Human Perception 6 Language (English) 12 • Language (Streetslang) 10 • Library Search 10 • Local Expert (Your Home) 10 • Paramedic 14 Perception 10 • Persuasion 6 • Pilot Air Vehicle 10 • Stealth 7

GEAR

Expansive Heavy Pistol Ammo x10 • Agent • Medtech Bag

CYBERWARE

Nasal Filters • Tool Hand

Dr. George Carver and Gina Zeppada are both Lieutenants.

NAME	Gina Zeppada	SERIOUSLY WOUNDED	18	HP	35
ROLE	Nomad (Moto 4)	DEATH SAVE	4		

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
8	7	4	5	5	6	6	4	7

WEAPONS

Very Heavy Pistol	ROF1	4d6
Shotgun	ROF1	5d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Acting 9 • Animal Handling 14 • Athletics 6 • Brawling 6 • Concentration 8 • Conversation 9 • Education 10 Evasion 10 • First Aid 11 • Forgery 11 • Gamble 12 • Handgun 11 • Human Perception 9 • Language (Education) 12 Language (Spanish) 12 • Language (Streetslang) 10 • Library Search 10 • Local Expert (Your Home) 12 • Perception 10 Persuasion 7 • Resist Torture/Drugs 10 • Riding 11 • Shoulder Arms 13 • Stealth 6 • Tracking 12 • Wilderness Survival 12

GEAR

Very Heavy Pistol Ammo x40 • Shotgun Ammo x40 • Agent • Roadbike *w/ Bulletproof Glass x2 and NOS*

CYBERWARE

Biomonitor • Techhair

NAME	Royal (Grant Jung)	SERIOUSLY WOUNDED	20	HP	40
ROLE	Solo (Combat Awareness 4)	DEATH SAVE	6		

STATS

INT 7 REF 8(6) DEX 8(6) TECH 3 COOL 4 WILL 6 MOVE 6(4) BODY 6 EMP 4

WEAPONS

Very Heavy Pistol	ROF1	4d6
Assault Rifle *w/ Drum Magazine*	ROF1	5d6

ARMOR

H Armorjack (Head)	SP 13
H Armorjack (Body)	SP 13

SKILL BASES

Athletics 14 (12) • Autofire 14 (12) • Brawling 14 (12) • Concentration 8 • Conversation 6 • Education 9
Evasion 14 (12) • First Aid 9 • Gamble 4 • Handgun 14 (12) • Human Perception 6 • Language (Korean) 11
Language (Streetslang) 9 • Local Expert 9 • Perception 13 • Persuasion 6 • Shoulder Arms 14 (12) • Stealth 14 (12)
Tactics 11 • Tracking 11

GEAR

Rifle Ammo x45 • Very Heavy Pistol Ammo x8 • Agent

CYBERWARE

Techhair

Royal is a Hardened Lieutenant. Molly is a Lieutenant.

NAME	Molly Anderson	SERIOUSLY WOUNDED	20	HP	40
ROLE	Fixer (Operator 4)	DEATH SAVE	4		

STATS

INT 7 REF 5 DEX 8 TECH 5 COOL 6 WILL 7 MOVE 6 BODY 4 EMP 4

WEAPONS

Brawling	ROF2	1d6
Light Melee Weapon	ROF2	1d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Athletics 14 • Brawling 14 • Concentration 9 • Conversation 6 • Demolitions 10 • Education 9 • Endurance 13
Evasion 14 • First Aid 7 • Human Perception 10 • Language (English) 11 • Language (German) 11
Language (Streetslang) 13 • Local Expert (Your Home) 13 • Perception 9 • Persuasion 8 • Pick Lock 11 • Stealth 10
Streetwise 10 • Trading 12

GEAR

Incendiary Grenade x2 • Smoke Grenade x2 • Disposable Cell Phone

CYBERWARE

Cyberarm w/ Realskinn™ Covering • Cyberleg x2 w/ Realskinn™ Covering • Light Tattoo x2

NAME	Officer Lantz	SERIOUSLY WOUNDED	23	HP	45
ROLE	Lawman (Backup 4)	DEATH SAVE	7		

STATS

INT 7 REF 4 DEX 8 TECH 4 COOL 5 WILL 6 MOVE 5 BODY 7 EMP 5

WEAPONS

Very Heavy Pistol	ROF1	4d6
Martial Arts	ROF2	3d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Acting 7 • Athletics 10 • Brawling 14 • Concentration 8 • Conversation 7 • Criminology 13 • Deduction 9 Drive Land Vehicle 10 • Education 9 • Evasion 14 • First Aid 6 • Handgun 10 • Human Perception 7 • Interrogation 11 Language (English) 11 • Language (French) 9 • Language (Streetslang) 9 • Library Search 9 • Local Expert (Your Home) 9, Martial Arts (Judo) 14 • Perception 9 • Persuasion 7 • Play Instrument (Singing) 10 • Resist Torture/Drugs 8 • Riding 10 Stealth 10 • Tracking 9 • Wardrobe & Style 7

GEAR

Armor Piercing Very Heavy Pistol Ammo x8 • Agent

CYBERWARE

Audiovox • Enhanced Antibodies • Toxin Binders

Officer Lantz is a Hardened Lieutenant. Rex Royale is a Mini-Boss.

NAME	Rex Royale	SERIOUSLY WOUNDED	20	HP	40
ROLE	Fixer (Operator 8)	DEATH SAVE	6		

STATS

INT 7 REF 7 DEX 7 TECH 4 COOL 8 WILL 6 MOVE 4 BODY 6 EMP 6

WEAPONS

Excellent Quality Heavy Pistol	ROF2	3d6
Kendachi Mono-Three	ROF1	4d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Athletics 9 • Brawling 13 • Bribery 12 • Conceal/Reveal Object 13 • Concentration 8 • Conversation 8 • Education 9 Evasion 13 • First Aid 6 • Gamble 13 • Handgun 13 • Human Perception 8 • Language (Chinese) 11 Language (English) 11 • Language (Italian) 11 • Language (Japanese) 11 • Language (Korean) 11 Language (Russian) 11 • Language (Streetslang) 9 • Language (Spanish) 11 • Local Expert (South Night City) 13 Local Expert (University District) 13 • Local Expert (Your Home) 13 • Melee Weapons 16 • Perception 9 • Persuasion 14 Resist Torture/Drugs 10 • Stealth 9 • Streetwise 14 • Trading 16 • Wardrobe & Style 10

GEAR

Armor Piercing Very Heavy Pistol Ammo x16 • Smoke Grenade x2 • Agent • Disposable Cell Phone x2 Smart Glasses *w/ Low Light/Infrared/UV*

CYBERWARE

None

NAME	Rico Rico (Rico Robinson)	SERIOUSLY WOUNDED	23
ROLE	Rockerboy (Charismatic Impact 4)	DEATH SAVE	7

HP 45

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
6	4	6	7	7	5	4	6	6

WEAPONS

Heavy Melee Weapon	ROF2	3d6
Brawling	ROF2	2d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Acting 11 • Athletics 8 • Brawling 8 • Bribery 11 • Composition 12 • Concentration 7 • Conversation 8 • Dance 12 Education 8 • Evasion 12 • First Aid 9 • Human Perception 8 • Language (English) 10 • Language (Spanish) 10 Language (Streetslang) 8 • Library Search 8 • Local Expert (Your Home) 12 • Melee Weapons 12 • Perception 8 Persuasion 9 • Pick Pocket 11 • Play Instrument (Guitar) 13 • Stealth 8 • Streetwise 13 • Wardrobe & Style 15

GEAR

Agent • Electric Guitar • Pocket Amplifier

CYBERWARE

Cyberaudio Suite *w/ Audio Recorder*

Rico Rico is a Lieutenant. Streamline is a Hardened Lieutenant.

NAME	Streamline	SERIOUSLY WOUNDED	20
ROLE	Solo (Combat Awareness 4)	DEATH SAVE	7

HP 40

STATS

INT	REF	DEX	TECH	COOL	WILL	MOVE	BODY	EMP
4	7	8	4	4	5	8	7	2

WEAPONS

Assault Rifle	ROF1	5d6
Wolvers	ROF2	3d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Acting 10 • Athletics 14 • Brawling 14 • Bureaucracy 8 • Concentration 7 • Contortionist 14 • Conversation 4 Education 6 • Evasion 14 • First Aid 6 • Human Perception 4 • Language (Russian) 8 • Language (Streetslang) 6 Local Expert (Your Home) 6 • Melee Weapons 14 • Perception 10 • Persuasion 6 • Resist Torture/Drugs 11 Shoulder Arms 13 • Stealth 14 • Tactics 10

GEAR

Rifle Ammunition x15 • Agent • Grapple Gun

CYBERWARE

Cybereye *w/ Targeting Scope* • Cyberleg x2 • Wolvers

NAME	Ten Gallon	SERIOUSLY WOUNDED	20
ROLE	Lawman (Backup 4)	DEATH SAVE	6

HP 40

STATS

INT 5 | REF 8 | DEX 6 | TECH 6 | COOL 4 | WILL 6 | MOVE 5 | BODY 6 | EMP 4

WEAPONS

Assault Rifle *w/ Infrared Nightvision Scope*	ROF1	5d6
Stun Baton	ROF2	3d6

ARMOR

L Armorjack (Head)	SP 11
L Armorjack (Body)	SP 11

SKILL BASES

Animal Handling 10 • Athletics 8 • Brawling 12 • Concentration 8 • Conversation 6 • Criminology 10 • Deduction 10
Drive Land Vehicle 14 • Education 7 • Evasion 8 • First Aid 8 • Handgun 14 • Human Perception 6
Land Vehicle Tech 12 • Language (English) 9 • Language (Spanish) 9 • Language (Streetslang) 7
Local Expert (Your Home) 7 • Perception 11 • Persuasion 6 • Pilot Air Vehicle 11 • Riding 12 • Shoulder Arms 14
Stealth 8 • Tracking 8

GEAR

Rifle Ammo x25 • Agent • Grapple Gun • Smart Glasses *w/ Targeting Scope and TeleOptics*

CYBERWARE

None

Ten Gallon is a Hardened Lieutenant.

NET ARCHITECTURE: APARTMENT BUILDING

Use this NET Architecture for **The Apartment.**

Floor		DV
1	**Password**	8
2	**Control Node**: Fire Alarm, Sprinklers	8
3	**Control Node**: Elevators	8
4	**Control Node**: Lights	8

NET ARCHITECTURE: DOROTHY'S PRIVATE NET

Use this NET Architecture for **Definitely Not Kansas.**

Floor		DV
1	**Password**	8
2	**File**: Turn Back Last Warning	8
3	**Black ICE**: Hellhound *Custom Icon: Lion*	—
4	**Control Node**: Cameras	8
5	**Password**	8
6	**Black ICE**: Hellhound *Custom Icon: Terrier*	—
7	**Control Node**: Projector, Speaker, Dorothy's Microphone	8

THE Garden Dating

Are you ***lonely***? **HOT** Edgerunners in Night City want to meet ***you***!!!

Using our monopoly on NET data *The Garden Dating* makes finding weekend plans as simple as 1-2-3!

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2. Our keyword optimized profiles have minimal text for *easy* dating!
3. Connect to your ideal *input* or *output* today!

BY ADRIAN MARC

CARGO CONTAINERS & CUBE HOTELS

Writing and Design by James Hutt and J Gray

Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach • **Cartography by** J Gray

Business Management by Lisa Pondsmith • **Layout by** J Gray

NIGHT CITY CIRCA 2045

DATA

The white circles on the above map correspond to locations in CP:R (**PAGES 310-314**). The red pins are locations in this document. **CH** stands for Cube Hotel. **CC** stands for Cargo Container.

AFFORDABLE NIGHT CITY LIVING

We all know you want to live in Night City, but who can afford it? If you find yourself asking this question, then boy do I have a deal for you! That's right, you don't need to live on the street anymore! As long as you can scrounge a measly 500eb a month, you too can experience the safety and security of shelter. For only 500eb a month, you can live in the cozy luxury of a Cube Hotel nearly anywhere in the city; that's right—even the safe parts! Or for 1,000eb a month, you can experience the rustic utilitarian charm of a Cargo Container, and see why all the coolest Edgerunners swear by them when they are just starting out. You don't need to be wealthy to experience all Night City has to offer. You just need to be there! The start of your Night City story is here! This is a city of dreams, where cultures clash and creativity is needed for survival!

'Rent's Due, Choomba!'

It's that time again. The GM looks over at you and says, 'Rent's due, choomba!', so you fork over those hard-earned Eurobucks to keep your Character in their home for another month. But do you actually know where they live? What their housing is like? Now you do! Just pick a Cube Hotel or Cargo Container from the lists below. Or, if you're feeling spicy, roll 1d10 and determine where your Edgerunner's bunking out at random. Either way, it'll add more flavor into your game.

DATA

For more information about Housing go to CP:R PAGE 377.

Cube Hotels

1d10	Description	Map Marker
1	**Orbital Air Housing Block #3**: You live on Morro Rock, in a Cube Hotel built to house engineers and other specialty staff who work at the Orbital Air Massdriver. Despite not needing a permit to live here, you actually can't get any closer to the Orbital Air Massdriver without an employee pass. Unfortunately, there isn't a restaurant on Morro Rock where you can eat at without a pass either, leaving you with the option of either getting used to vendit food for breakfast, or waiting for the next ferry. At least it's extremely quiet here, and nobody comes asking any questions.	CH 1
2	**Scenic Cubes**: You live in the Pacifica Playground, in a Cube Hotel with a beautiful view of Night City from the roof. Otherwise, there are no windows in your building, so some of your neighbors like to hang out there and drink. They've even laid out some lawn chairs and a hammock or two up there, so it's quite the choice spot. Unfortunately, they are all members of a local boostergang, so you might have to take the good with the bad. At least they aren't Bozos.	CH 2
3	**University Cubes**: You live on the water in the University District, in a Cube Hotel just outside of Night City University's fortifications. NCU rents half of the building as overflow housing for adjunct professors and teaching assistants, who make for interesting neighbors. You, in all likelihood, are their weird neighbor, perhaps the one who keeps them up while they are grading problem sets.	CH 3
4	**Cube-A-Rama**: You live in Little Europe, in a Cube Hotel that kept the original building's historical brick façade during its renovation, and is actually quite charming. If you are technically minded, you might be interested to know that Short Circuit is within walking distance. Despite all this, it's still quite a shame to live in a cube.	CH 4
5	**Cubeland by the Sea**: You live in the Pacifica Playground, in a Cube Hotel that was originally built for temporary construction worker housing before the Time of the Red, and is still standing in spite of it. The construction of the building is shoddy, and likely the flatpack furniture in your walls is too. However, you are close enough to Playland by the Sea to qualify for a discounted ticket to the park, half off, which is only valid Monday through Thursday during the day.	CH 5
6	**A Dilapidated Cube Hotel**: You live in a Cube Hotel at the edge of the Hot Zone, near the Totentanz. Leaving and entering your cube, you step over bodies in the hallway. Living on the street would be safer. But if you live here, you probably don't mind it. Certainly, many of your neighbors seem to enjoy it, or at least that's what you can hear after the sun goes down. On a Saturday night, it's like living inside a blender that's been switched on.	CH 6
7	**Watson Central Cubelife**: You live in the heart of Watson, in a Cube Hotel of middling quality, in a passable state of repair. This is probably the world's most average Cube Hotel, in the barest sense of the word. Your neighbors are low level Corporate employees who are not yet senior enough to merit a Corporate Conapt, and perhaps never will be.	CH 7
8	**Seafoam**: You live in a Cube Hotel in The Glen near Club Atlantis, a burrow infested chiefly by club rats. After last call at Club Atlantis, the lounge of your Cube Hotel is a hot afterparty spot, and when it occasionally goes supernova, there isn't a bouncer in sight to calm things down.	CH 8
9	**McCartney Cubes**: You live in a Cube Hotel in Upper Marina, just across the street from the McCartney Field Stadium. Each of the building's floors are themed after one of Night City's professional sports teams, and the walls are painted garishly in team colors. There's not much soundproofing, so game nights can get pretty loud. Especially when the Death Dealers (combat soccer) or the Nuke (murderball) are playing.	CH 9
10	**Unnamed Cube Hotel**: You live in Old Japantown, in a Cube Hotel with only a single reinforced door for entry. Unlike many other Cube Hotels, your building has no staff, no cameras, and is cleaned via ceiling mounted water jets that drain through gutters placed in the corners of every room. Worse, not every floor is properly sloped for drainage. These jets are also used to evict delinquent tenants, so please try not to miss a payment.	CH 10

DATA

Want to know more about the Zones your new home is located in? Check out CP:R PAGES 297-299.

Cargo Containers

1d10	Description	Map Marker
1	**University Cargo Bay**: You live stacked seven Cargo Containers high in the cheapest off-campus housing a NCU student can get on the northern border of South Night City. Despite residing near the University, you still live in a Combat Zone, so expect occasional gunfire to go along with the chanting during those difficult-to-sleep-through weekend keggers.	CC 1
2	**Dock Cargo Community**: You live nestled between the docks, in an incredibly dangerous piece of waterfront property in South Night City. The Sea Nomads who dock here are often indistinguishable from pirates, and the only good place to get a drink not on a boat is The Slammer. When your nautical neighbors are out at sea, and not keeping what passes for peace in your neighborhood, it becomes the very definition of gang violence. This typically happens during the weekends, so make sure to plan ahead.	CC 2
3	**South Cargo Village**: You live in South Night City, in a Cargo Container bordering The Glen. You can see the snazzy new buildings on the other side of the road but patrols from City Police Precinct #1 remind you that you're not part of Night City's renaissance. There's a wild bar nearby, Jessie James' Kosher Deli, but it's in the Old Combat Zone, a somehow even more dangerous neighborhood than the one you live in.	CC 3
4	**Eagle Rock Stadium**: You live on the border of Rancho Coronado and Heywood, in a repurposed football field transformed into a Cargo Container community. Despite being just down the road from City Police Precinct #2, crime is prevalent. Cars routinely get broken into, and anything not secured in your Cargo Container is at risk. However, being able to walk to MetalStorm to grab a drink is a plus.	CC 4
5	**The Precipice**: You live in a Cargo Container overlooking the edge of the Hot Zone in Old Japantown. Nearby is the Crisis Medical Center, which is a real bonus, because you probably should get checked for radiation poisoning, occasionally.	CC 5
6	**North Cargo Village**: You live in New Westbrook, in one of many Cargo Containers stacked tall in an abandoned parking lot. This is the closest you can get to living in Watson without stuffing yourself into a Cube Hotel or paying for the privilege. Living near the highly defended WorldSat compound, the SovOil and Petrochem offices, and the NorCal Military base, you see plenty of Corp Security driving by every day. That means the local boosters are the least of your problems.	CC 6
7	**NC Ionic Semiconductor Building**: You live at the northern tip of the Old Combat Zone, in a community of Cargo Containers shoved into a partially renovated, but still mostly collapsed factory. The owner has wreathed it in barbed wire to cover up holes in the concrete shell of a building which you count on for safety. Every night, at midnight, the reinforced steel doors to the factory are locked. They stay that way until 7 a.m. the following morning.	CC 7
8	**Old Ironworks Building**: You live in the Heywood Industrial Zone, in a Cargo Container stacked on the roof of an abandoned factory overlooking the Zhirafa Office Park. Many of your neighbors are Techs who supply Zhirafa with parts and contract labor.	CC 8
9	**Bridgetown**: You live in Little China, in a Cargo Container stacked underneath an overpass on the waterfront. Just down the street is The Forlorn Hope. Gunfights are common at night, but usually over quickly. Living here, you've learned that when weighted and thrown into the water, bodies float to the surface approximately three days after. Tuesday mornings are especially rough on the nostrils.	CC 9
10	**East Cargo Village**: You live in a dusty strip of Cargo Containers on the edge of Heywood, near the Aldecaldo camp. Your neighbors are mostly Nomads and reclaimers, many of whom do business with the family.	CC 10

Furniture Sets

When it comes to Cube Hotels, you don't have much of a choice. Your furniture's all flatpack, folding down from the walls to give you either A) a chair and a desk or B) a bed with a television nook. With Cargo Containers, though, you've got options! You can stick with whatever furniture came already crammed in your metal-walled home or you can pick up a new furniture set and try to make it a little more comfortable. Your average Cargo Container furniture set consists of a bed, a desk and chair, a dresser, and an armchair. The standard microwave, fridge, and sink come bolted into the Cargo Container walls and can't be switched out unless you use some tools.

Set	Cost
Second-hand Special	50eb (Costly)
Cargo Container Chic	100eb (Premium)
A Touch of Luxury	500eb (Expensive)

Second-hand Special: With a little creative shopping and some time spent scrounging, you can furnish your Cargo Container with the bare minimum. Sure, the bed's a cot, the desk is a folding card table, and the "dresser" is plastic boxes set on stacked cinder blocks and planks, but it all works. Just pretend you don't notice the stains on the armchair. Or the smell.

Cargo Container Chic: This might be the cheapest furniture money can buy but at least it really is furniture. A single-sized bed, plastic dresser, desk with an attached shelving unit, and an armchair with a hint of padding. You can rest easy knowing your Cargo Container is loaded with the same furniture the first year students at Night City University get in their dorm room. **This is the starting furniture set for most Cargo Container housing but your landlord won't replace anything if you break it**.

A Touch of Luxury: With this, you've probably got one of the nicest Cargo Containers in the community. The bed has some give to it, the dresser and desk almost look like real wood, and the armchair is comfortable. Hell, you've even managed to put a bit of art on the walls to make it feel less like a metal box and more like a home. Just watch your back. When your place looks nice, the local gangs usually take notice.

HOME ACCESSORIES

Need more than the basics? Here's a few extras to help make your housing something special.

Item	Cost
Continental Brands Koff Popper	50eb (Costly)
Fire Safe	100eb (Premium)
Hidden Compartment	100eb (Premium)
Smart Vanity	500eb (Expensive)
Wall Art	20eb (Everyday)

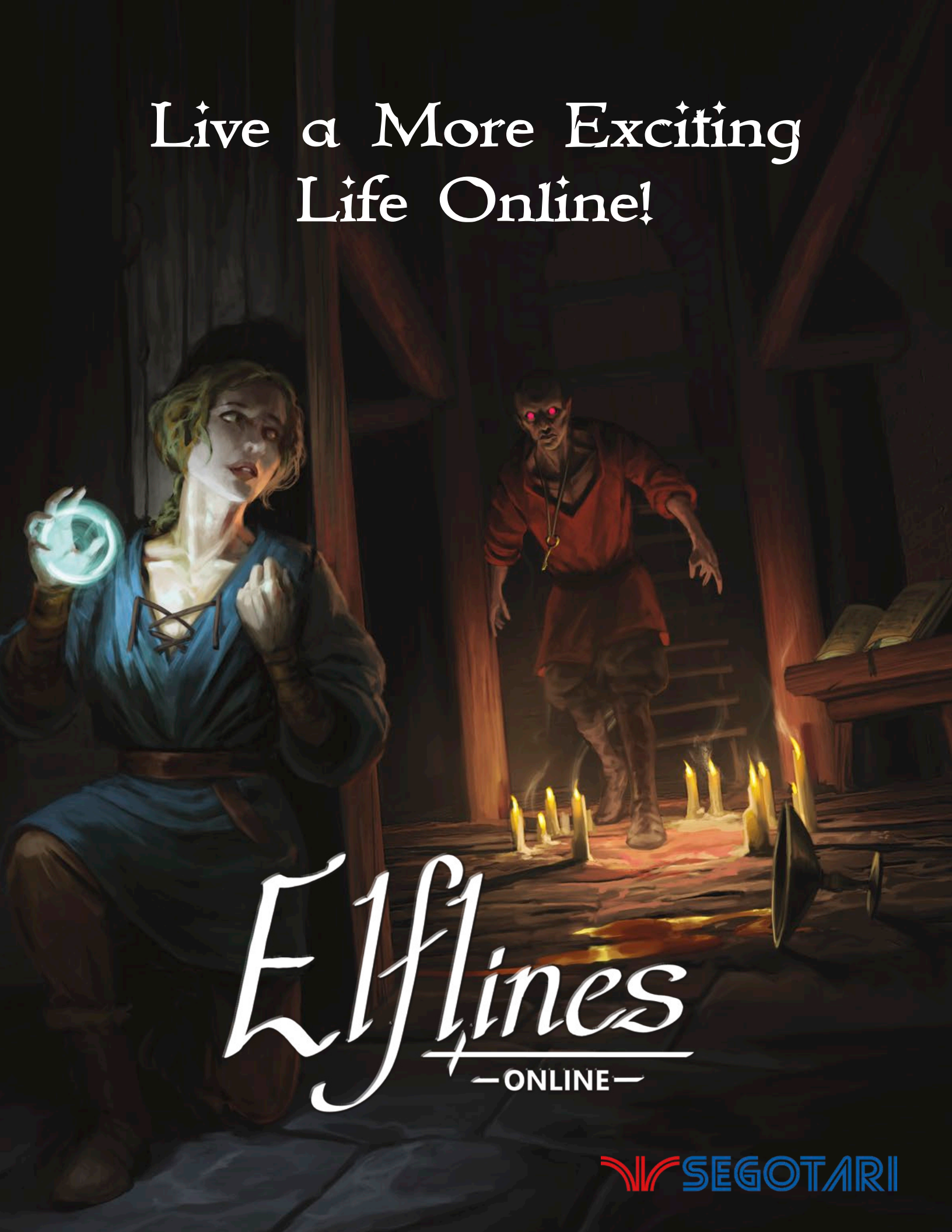
Continental Brands Koff Popper: The Koff Popper is a specialty thermos. Stuff a Koff Pop into a compartment built into the lid, pour in some water through the top, and press the button. In less than a minute you've got 8 ounces (237 ml) of thin, warmish brown liquid. Sure, it barely tastes like coffee but at least it is loaded with caffeine. Just ignore the slight numbness on your tongue after you drink it. Continental Brand Koff Pops, pre-packaged light brown tablets roughly the size of an adult thumb, can only be purchased at Oasis markets and cost 10eb (Cheap) for a pack of 10. Koff Pops are included in any Kibble lifestyle but the Koff Popper is not.

Fire Safe: A small lockbox, roughly 1 foot (.3 meters) cubed. Designed to securely store important papers in case the worst happens, the safe is fireproof and has a solid construction that counts as Thick Steel (50 HP). Cracking the mechanical lock requires a DV15 Pick Lock Skill Check. The downside? The whole thing's pretty portable. It even comes with a handle for easy carry.

Hidden Compartment: It might be built into the bed, the desk, or the dresser, but no matter where it is, finding this 6x12x3 inch (15.25x30x7.5 cm) compartment requires a DV15 Conceal/Reveal Object Skill Check.

Smart Vanity: A station custom built for grooming and style. A vanity comes with storage drawers for makeup, accessories, and grooming tools as well as a nice digital mirror with built-in lights to help you look your best. The mirror can sync with your Agent to download various fashion filters and display synced video of you with different cosmetic and hair styles displayed in real time.

Wall Art: You probably can't afford a Monet for your wall, but you can at least buy a poster of one done up on a nice oversize printer and put in a cheap plastic frame. Or maybe you prefer Dogs Playing Poker. Either way, it costs the same.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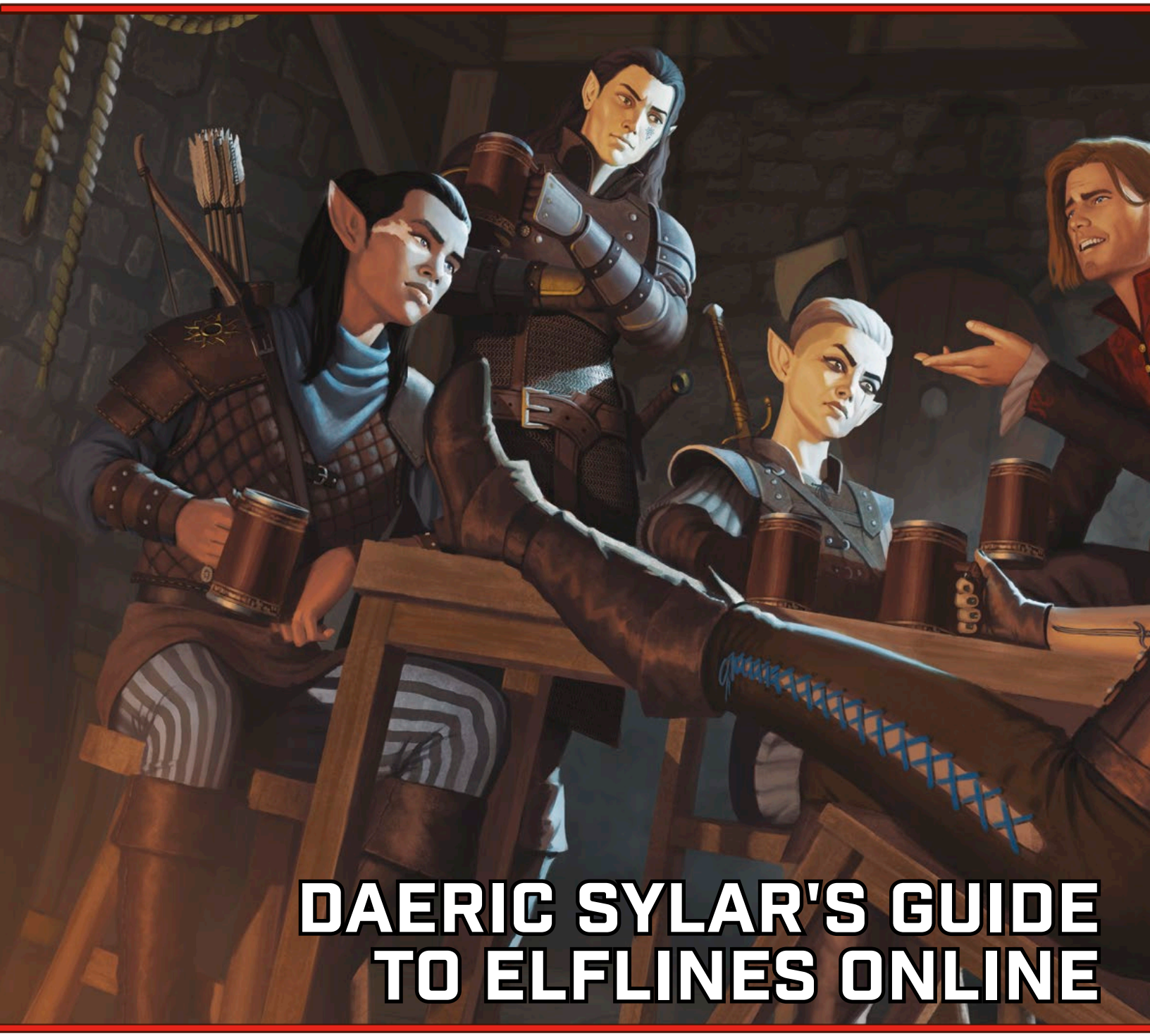
BY ROBSON MICHEL



DAERIC SYLAR'S GUIDE TO ELFLINES ONLINE

Writing and Design by James Hutt • **Editing by** Carol Darnell

Art Direction by Winterjaye Kovach • **Cartography by** Jon Abbiss

Business Management by Lisa Pondsmith • **Layout by** J Gray

Introduction

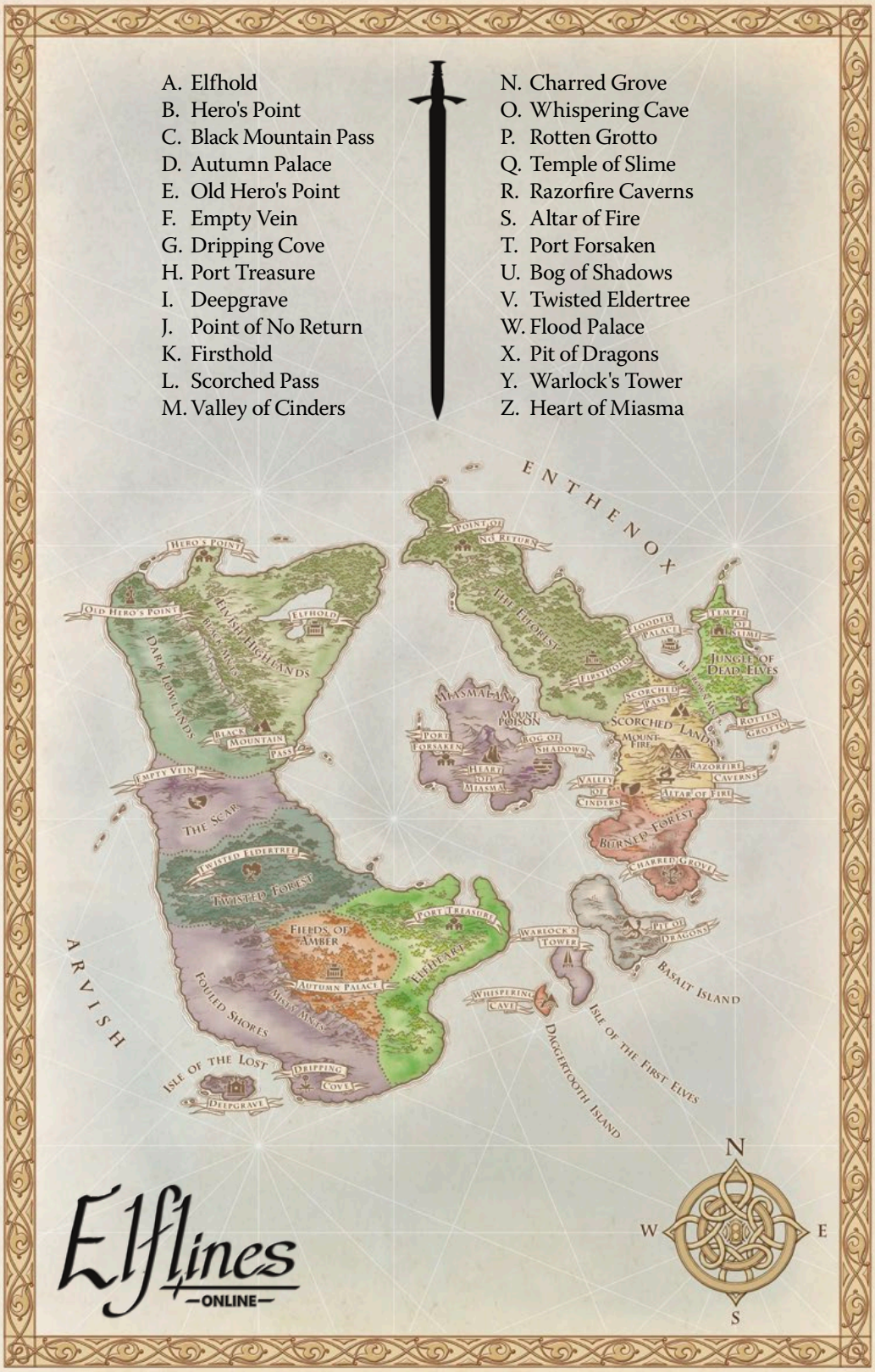
Hi, I'm Daeric Sylar, and welcome to my leveling guide. I've been playing ELO pretty religiously since launch, and am enjoying it even more now that it's my full time job. I lead {Nature's _ Thorns} on the Night City server. We've run Heart of Miasma in under two hours and have the pauldrons to show for it. I wear them even on my cosmetic sets.

If you are experiencing The Elflands for the first time, you'll likely want to take your time leveling your elf to Rank 10. This guide isn't about getting to Rank 10 as fast as possible. Most people who want that will just buy their account anyway. Don't worry about these gonks. You'll always be able to tell who bought their elf by how easy it is to kill them in PVP. Since dungeon loot from early dungeons is still relevant even at Rank 10, you'll likely outgear them anyway. With this guide you'll be able to experience all ELO has to offer... and you won't end up farming for dungeon loot that you missed while leveling at Rank 10. You? Your elf will be decked out in preem pre-raid best in slot gear.

But for me, the most prized loot I've ever acquired on ELO is love. Writing this guide has been a journey in itself for me, which started with me getting laid off. It would not have been possible without the loving support of my girlfriend, Morlissa Eversoul. Thanks are also due to my neighbor Susan Miller who helped immensely with copyediting and layout. I really couldn't have done it without either of you.

So, strap your Rush Revolution on tight, because we are about to take a journey from the Elvish Highlands to Mt. Poison, fighting every monster and clearing every dungeon along the way!

— Daeric Sylar


A. Elfhold
B. Hero's Point
C. Black Mountain Pass
D. Autumn Palace
E. Old Hero's Point
F. Empty Vein
G. Dripping Cove
H. Port Treasure
I. Deepgrave
J. Point of No Return
K. Firsthold
L. Scorched Pass
M. Valley of Cinders
N. Charred Grove
O. Whispering Cave
P. Rotten Grotto
Q. Temple of Slime
R. Razorfire Caverns
S. Altar of Fire
T. Port Forsaken
U. Bog of Shadows
V. Twisted Eldertree
W. Flood Palace
X. Pit of Dragons
Y. Warlock's Tower
Z. Heart of Miasma
ENTHENOX
ARVISH
Hero's Point
Point of No Return
Old Hero's Point
Elfhold
Harvest Highlands
Dark Lowlands
Black Mountain Pass
Empty Vein
The Scar
Twisted Eldertree
Twisted Forest
Fields of Amber
Autumn Palace
Fouled Shores
Misty Marsh
Isle of the Lost
Dripping Cove
Deepgrave
Port Treasure
Elfheart
Warlock's Tower
Whispering Cave
Daggertooth Island
Isle of the First Elves
Basalt Island
Pit of Dragons
Half Eldorest
Flood Palace
Firsthold
Temple of Slime
Jungle of Dead Elves
Scorched Pass
Scorched Lands
Rotten Grotto
Miasmaland
Mount Poison
Port Forsaken
Bog of Shadows
Heart of Miasma
Mount Fire
Razorfire Caverns
Valley of Cinders
Altar of Fire
Burned Forest
Charred Grove
N
W
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S
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DAERIC'S LEVELING PATH

By following this path, I promise you'll be able to level up your elf to Rank 10 in twenty-six easy steps, starting with A (Elfhold) and ending with Z (Heart of Miasma).

If you have any questions, visit my Garden Patch, {Nature's_Thorns_HQ}. There, you'll find detailed tutorial videos about elf builds, dungeon-crawling strategies, and monster -ighting tactics.

Link: {Nature's_Thorns_HQ}

Good luck, new elf! I look forward to seeing you on Elflines Online!

DATA

Elflines Online is a MMO made by Segotari and popular in Night City. For more background and rules on ELO, check out the free DLC on the *R. Talsorian Games* website. Use the QR code at the start of this book!

A. Elfhold (City)

The mighty city of Elfhold on the shores of Lake Arvish in the Elvish highlands.

You'll spawn just outside of Elfhold on a fresh elf. You'll want to do the tutorial quest but break off at the point where you would first enter the Miasma. People constantly camp this area to kill new players. So, instead, make your way up to Hero's Point.

B. Hero's Point (Village)

The village of Hero's Point, founded by the survivors of the tragedy of Old Hero's Point.

You're underleveled for these quests right now, but the monsters should be farmable even at Rank 0. Kill them until you reach Rank 1, get some usable armor from the quest Reinforcements for Hero's Point, then make your way to Black Mountain Pass.

C. Black Mountain Pass (Dungeon)

A thin pass through the Black Mountains, choked by monsters and closed to trade.

Remember how players were trying to kill you outside Elfhold? Black Mountain Pass is worse, and it's non-optional. Luckily you don't have to kill all the monsters in the dungeon to get to the other side. Only 2 enemy packs are required, and one boss, Raging Gremlin, an Elite Gremlin who always has Bloodrage active. The rest you can sneak past. Weekday nights are the best time to attempt your first clear of Black Mountain Pass without interruption.

D. Autumn Palace (City)

The tarnished capital of Elvish civilization, beset on all sides by Miasma, only a fraction of its former glory.

Once you get through Black Mountain Pass, it is tempting to immediately relax and enjoy questing in the Dark Lowlands. First, you should run through The Scar and Twisted Forest to get to the Autumn Palace, the largest city and player hub in the Elflands. Joining a beginner-friendly Elfline is a good idea at this point. Level up to at least Rank 2 in the Dark Lowlands before heading to Old Hero's Point for your first real dungeon experience.

E. Old Hero's Point (Dungeon)

A ruin crumbled around a golden statue to the great hero. Once a beacon of hope, now a den of monsters.

You'll want a group of at least 3 to tackle Old Hero's Point. Don't listen to other guides that tell you to skip it; you'll want to full clear Old Hero's Point. To fully clear the dungeon, you'll need to beat all 3 bosses, and return the gems they drop to the gold statue in the middle of town. Then, you'll have to beat the final boss, Shadow of Pain, a Restless Spirit with 70HP. The Shadow's Charm hides you on the map from item scrying effects, which will save your life from PKers while you are solo leveling later on. Trust me.

F. Empty Vein (Dungeon)

A fissure torn by the Warlock's magic, from which miasmatic bile and monsters flowed into The Scar

Once you hit Rank 3 in The Scar and get your title, you are ready to take on Empty Vein, the first subterranean dungeon in ELO. These types of dungeons all have the same massive problem: They create a choke point at the entrance that attracts PKers. If it's a weekend, try to take a higher ranked player from your Elfline with you for defense. Empty Vein is a linear story-based dungeon, where you follow a ghost who explains the backstory of The Scar and its creation. After beating the Miasma Golem, a Golem with a purple color swap, the final challenge is a timed section, where you must escape the dungeon as it crumbles around you, while being constantly attacked by Zazzolifs. Barkshields will want to run this dungeon until they get Golemheart, a two-handed shield with 15 HP that regenerates out of combat.

G. Dripping Cove (Dungeon)

Before it was corrupted, the cove was responsible for 70% of Sacred Herb production. Now, it only produces monsters and death.

Another Rank 3 Dungeon. Dripping Cove is extremely popular because it is the most efficient way to farm Sacred Herbs in ELO. It's easy to find a group, but competition for Gremlin Gardener spawns can quickly turn into PVP. The final boss, Child of Slime, an Elite Slime that summons two Elite Slimes when killed, drops Elemental Slime, which you'll want to save up to run Rotten Grotto later. Also keep your eye out for the Emerald Slimebow, dropped from Children of Slime. It fires an endless supply of slime instead of Arrows (but not poison arrows), great for saving your gold for big purchases!

H. Port Treasure (Village)

A port of ill deeds converted into a trade hub out of necessity. It's original reputation still lingers just below the surface.

Port Treasure is the second most popular player hub on ELO. You have to be Rank 4 to board the ships, at which point the game really opens up and you have several options for leveling. Many Elflines who can't afford housing in the Autumn Palace have their headquarters here. Since it's a central location for transportation, it is common to gather here before going on a raid.

I. Deepgrave (Dungeon)

A once sacred burial site for the most revered elves who now suffer eternally from its monstrous infestation.

A Rank 4 dungeon, but one many players skip entirely, since it's long, and its best drop, Ghostfinger Gloves, giving +2 to Pick Lock/Pick Pocket, are only relevant to Quickhands (who aren't all that common to begin with). Personally, I play this game to have fun, unlike some people, and I love Deepgrave. It's winding layout makes you feel like you are exploring a labyrinth, and the fact that it changes its layout every month keeps it fresh. The final boss being the Ghost of Amberina, an Elite Restless Spirit with 70 HP, the Hero's love interest from the original single-player games is also super cool.

J. Point of No Return (Village)

The only elvish settlement remaining on Enthenox, a rough and tumble frontier town run by adventurers, for adventurers.

Once they get access to the boat transportation network at Port Treasure, most players are overeager to travel to Enthenox for the first time and die a lot just outside of this town, either to the crazily difficulty-spiked monsters on or to other players (*Equip that Shadow's Charm now, choom*). My recommendation is you level to Rank 5 in Deepgrave before making the journey. The Elite Cursed Heads and Bearwolves of the Elforest are only the beginning of the difficulty spike you'll learn to love.

K. Firsthold (Dungeon)

Once the capital of the Elflands, originally founded by the first elves, now overtaken by monsters. Few who seek to liberate its remaining treasures ever return.

Firsthold is the first Dungeon on Enthenox, and is one of the most challenging dungeons in the game, especially considering you can enter it as early as Rank 5. In the dungeon, you'll be hunting down Elite Zazzolifs guarded by Gremlins and Bearwolves through the streets of Firsthold, looking for one that has the key to the Treasury. Then, you'll have to defeat the Treasure Golem, a Golem who summons two Cursed Heads at half health. One of these heads must be killed for the boss to be killable, but it's impossible to tell which one. Morlissa and I had to farm this dungeon for weeks to get her Poisonknife, a dagger with a permanent poison coating to drop.

L. Scorched Pass (Dungeon)

A hunting trail caved through the Elfcrown Mountains by the first elves, now made almost impassable by slime and cinders.

Scorched Pass is Rank 5 dungeon that connects the Scorched Lands to the Jungle of Dead Elves. Like Black Mountain Pass, it is a PVP hotspot. Except Scorched Pass is much worse. During peak hours, expect it to be shut down by an entire PVP Elfline. Not only does this mean that access to the Jungle is blocked, it also means that if you are on the other side when this happens, you likely won't be able to escape the Jungle of Dead Elves

without paying the Elfline in the pass, if they are even accepting tolls. I've lost count of the amount of times {Nature's_Thorns} has had to cancel a raid because a crucial elf was "passlocked". Segotari is constantly asked to patch this in interviews, to the point where the devs always repeat the same answer: "PVP is a core part of ELO's player experience and Scorched Pass is intended to facilitate emergent world PVP". Basically, don't log out in the Jungle of Dead Elves before raid night or on a Thursday.

M. Valley of Cinders (Dungeon)

The lowest point in the Scorched Lands where the miasmatic lava rivers terminate in a grand lavafall into darkness.

The Valley of Cinders is notorious for its horrible drop rates. A Rank 6 dungeon, its quirk is that each time you run the dungeon, the final boss behind the lavafall is chosen randomly from a list of 10 possible options, all with their own loot tables. In practice this means that if you are looking for a specific drop you have a 1 in 10 chance that the boss you wanted to show up is there, and then you need to get lucky. What's worse is that it's not uncommon for players to leave upon discovering the final boss isn't the one they wanted, instead of helping kill it. Don't be that elf.

BY CLAUDIO POZAS

N. Charred Grove (Dungeon)

The charred remains of the once proud Eldertree of Enthenox, whose arson doomed the continent, is now infested by monsters.

Charred Grove is a Rank 6 dungeon most elves fully clear only once, as talking to the Spirit of Enthenox after beating the final boss is required to enter Twisted Eldertree. The dungeon is linear and story-driven like Empty Vein, except you follow the Spirit of Enthenox throughout the dungeon, fighting them twice as they go mad with grief while reliving their burning at the hands of the Warlock.

These boss fights against an Elite Restless Spirit with 60 HP which catches targets hit by its Spectral Shriek attack Deadly on Fire (**SEE CP:R PAGE 180**) are the highlight of the dungeon. Unfortunately, the rest of the dungeon is nothing but waves of Draglins and Elite Draglins, perhaps the most annoying monsters in ELO due to their explosive death mechanic. If you are going after the Sword of Enthenox, the Longsword that catches a target Deadly on Fire (**SEE CP:R PAGE 180**) whenever it deals a Critical Injury, I wish you good luck, because nobody is going to want to run this with you. Even I don't have that sword.

O. Whispering Cave (Dungeon)

A hidden cave sacred to the first elves, where they recorded their oral history in whispers that echo endlessly throughout.

A Rank 7 dungeon added during the first Continental Brands cross-promotion. Its most notable loot is the Whispering Orb, a guaranteed drop from The Whispering Ones. Once every five minutes, the Orb allows you to determine the direction of the closest player outside your Elfline who is not wearing a Shadow's Charm. It goes without saying that this item is required for serious PVP. The Whispering Ones are eight Elite Cursed Heads, each with a different rune on their forehead (Star, Circle, Diamond, Triangle, Moon, Square, Cross, Skull) To beat the boss, every head must be killed in a specific order, which changes whenever Continental Brands re-releases *Sacred Herbs Kibble*. The new code is printed inside every bag at the bottom, and is specific to the server that the batch was originally intended for.

It isn't always easy to find this info on the Data Pool. Complications can cause a server to go for weeks without access to this necessary PVP tool. The codes change the moment a new promotion is announced, and shipping delays are common. Entire batches have arrived with codes unreadable due to bag grease. Once, Night City codes were swapped with Tokyo's and it was two months before a Sea Nomad choom came through for the community.

Bottom line, when you hit Rank 7, don't wait to do this dungeon, or you will regret it.

P. Rotten Grotto (Dungeon)

A cave dug by the first elves for agricultural purposes, where they first domesticated Sacred Herbs, and later tragically unleashed semi-animate slime upon the Elflands.

A Rank 7 dungeon that is very rarely run due to its proximity to Scorched Pass, and because it requires one Elemental Slime (dropped in Dripping Cove) each time you want to enter. This is a shame, because I love this dungeon. I love the satisfying squishing noises the slimes make when you kill them and how it echoes on the cave walls. It's just unfortunate that you are always one Whispering Orb ping from being neck deep in the sweatiest PKers you've ever seen whenever you run it. Bare minimum, do it once to get the key to the Temple of Slime, and keep that SFX slider all the way up, then sneak back in late at night to farm it properly.

Q. Temple of Slime (Dungeon)

The great temple to Enthenox, revered leader of the first elves, now drenched in the viscous slime that oozes from its halls into the Jungle of Dead Elves.

Temple of Slime is a Rank 8 dungeon split up into three wings, all of which must be completed in succession each time you run it. With a combined clear time of 6 hours, it is by far the longest dungeon in the game. Whenever a player enters Temple of Slime(which requires the key from Rotten Grotto), the door locks behind them and their character has their respawn locked to the antechamber. Only by completing the third wing of the dungeon can a character leave the temple.

You better believe people get their elves stuck here. According to the devs, this is "intentional game design". I'm not a game designer, but in practice this is pretty stupid. It just leads to a lot of people clustered in the antechamber constantly trying to get out of there... and when PVP breaks out among the temple prisoners, there is absolutely no escape.

R. Razorfire Caverns (Dungeon)

A sweltering hot cavern riddled with traps that guards the entrance to a deeper evil.

Razorfire Caverns is a Rank 8 dungeon located in Mt. Fire. Its layout is full of twists and tunnels that go nowhere. Any seasoned elf will know the correct and efficient route through the dungeon, which leads directly to the entrance to Altar of Fire, but new elves sometimes get lost. The bosses in Razorfire Caverns are uniquely scripted to only appear once you corner yourself in one of the cavern's dead ends. Cloak of Shadowfang (Morlissa's favorite) drops here, a cape that can allow you to Dash without an Action once every 24 hours. You'll be running this dungeon a lot just to access Altar of Fire.

S. Altar of Fire (Dungeon)

The Warlock's abandoned secret laboratory hidden at the core of Mt. Fire, dripping in secrets guarded by failed experiments.

A Rank 9 dungeon, and the former pre-raid dungeon before the release of the Miasmalands. Accessed by opening the secret door at the back of Razorfire Caverns, Altar of Fire is still the best place to get properly geared for endgame raiding. Why? Because the new drops from the Bog of Shadows are meant to complement Altar of Fire loot, not replace them. Sword of Arvish, a Longsword that makes you immune to being on fire while wielded and Heart of Mt. Fire, a shield that doubles as a one handed Heavy Pistol firing Incendiary Ammunition with Archery which is reloaded and restored to full HP by dipping it in lava/magma are standout drops, although there are so many more.

T. Port Forsaken (Village)

A port hastily constructed by brave adventurers to act as a final staging point against the forces of evil.

At rank 9, assuming you've bought the Miasmalands Expansion, you'll gain access to a new boat at Port Treasure that takes you to Port Forsaken. This is the

current endgame town, but it is almost always totally deserted due to it not being a major meeting point like Port Treasure or a huge city to hang out with your Elfline in like the Autumn Palace. You'll pass through here for quests and to access the expansion content on the rest of the Miasmalands, but likely not do more than that.

U. Bog of Shadows (Dungeon)

Amid belches of miasma and swirling quicksand stir the first victims of the Warlock, trapped forever in the moment of their death.

A rank 9 dungeon and the new pre-raid dungeon after the Miasmalands Expansion. Most of the loot here is extremely overpowered, designed to brute force less organized elflines through Pit of Dragons and onto the new raid content in Warlock's Tower and Heart of Miasma. When it released, the community initially disliked this, and derided it a "yet another ghost escort dungeon", but changed their mind once Warlock's tower was released with its massive difficulty spike. If you are a tank, you'll want to get the Shadowplate here, a Full Plate Armor that instantly repairs itself to full SP after you suffer a critical injury. Quest chains started from the ghosts here lead you into the Twisted Eldertree and Flooded Palace Raids, so be sure to pick those up, When completed, you can access a secret area in a crypt below the quicksand pit at the beginning of the dungeon, with Zarzamel the Cursed, an Elite Dragon that drops the Ring of Dragonkind. It was added in the Miasmalands Expansion to make the Pit of Dragons Raid easier.

V. Twisted Eldertree (Raid)

Bent but unbroken, you must defend the final Eldertree of the Elflands, to spare Arvish the doom of Enthenox.

Once you hit rank 10, endgame raiding content opens up to you. Most elves aren't ready to jump right in the second they hit 10. You, of course, aren't most elves, having followed my leveling guide. You already have access to Twisted Eldertree, having completed Charred Grove.

Once you have gathered 6 other members of your Elfline, talk to Tree Guardian Selina to begin the siege.

When the raid starts, hordes of monsters will spawn and rush the base of the tree. Defeat them and two packs of elite monsters will spawn, one at the top of the giant tree, and one at the bottom of the tree. You'll need to split the party and fight both at the same time. The gimmicks don't stop there. Once one group of elite monsters is slain, a pair of dragons flies over the Eldertree, dropping a random boss from the Valley of Cinders lavafall at each end of the tree. Infuriatingly, when killed here they drop no loot. Once both bosses are slain, the Elite Dragons Miasmafire Chedul and Miasmafrost Narvix land at the top and bottom of the Eldertree. The dragons must be fought separately. When the first dragon is slain, the weapon that was used to strike the killing blow begins to glow. At 1 HP, the remaining dragon becomes immune to all damage except damage caused by that glowing weapon. If you are this player, you've got to dash to the other end of the Eldertree, or the resulting wipe will be all your fault.

The most valuable drop from this raid is the coveted Scarlet Blackbow, the only 2 ROF Bow in the game. If it drops, expect a loot argument to break out.

W. Flooded Palace (Raid)

The wonder of the first Elves, which sunk to the bottom of the sea. Slime now rules its throne... no longer merely semi-animate, having taken drowned elves as hosts. This infestation must not be allowed to spread.

This is the shortest raid in the game, lasting only two hours. Two white-knuckled, sweaty, stressful hours that can ultimately be all for nothing. This is the raid that breaks fledgling raiding Elflines over its wet and slimy knee.

First off, it isn't even available all the time. The raid can only be entered while the Flooded Palace's entrance is above the water, at which time a special boat becomes available at Port Treasure. Only one boat is available per day. Nobody has managed to work out what triggers this, but while available, the first Elfline to sign up 7 participants with Captain Pointy-Ear Ravish is swiftly teleported onto the one way boat to hell.

Once the boat arrives, the three hour timer starts, a message is sent to the entire server, and recording

begins. That's right, in this raid, not only are you timed, but you also have an audience. Anyone on the server can watch the raid live in any tavern.

In two hours, your 7 member team has to defeat 4 randomly generated bosses with the abilities of an Elite Slime tacked onto them hidden in randomly generated locations inside the labyrinthine palace and acquire their orbs, then take them into the throne room, and summon the final boss, Mother of Slime, an Elite Slime with 70HP, who summons one Child of Slime (**SEE G. DRIPPING COVE**) at 75% Health, and two at 50% Health, all three of which explode like Draglins when they die.

Remember how all this effort can be for nothing? That's because none of the bosses in Flooded Palace drop any loot. All of the loot received is from the chest in the room that opens up after Mother of Slime dies... and if time runs out before then, the palace sinks, you get nothing... and are teleported in shame to the Temple of Slime antechamber. Once your raiding Elfline gets publicly humiliated like that... gets slimed... it's hard to recruit. Consider paying the 20eb to have your Elfline name changed.

X. Pit of Dragons (Raid)

Betrayed by the Warlock, the dragons of the pit blame all elves for the actions of one. We must earn their forgiveness through ritual combat.

Pit of Dragons is accessed via a boat at Port Treasure which requires at least one member of your Elfline to have completed the Twisted Eldertree Raid to charter.

The raid is divided into three rounds with cutscenes between them. Each round of the ritual combat is unique, and must be completed in order and in one attempt, or the raid is failed and cannot be retried by anyone in your Elfline again for a week.

In the first round, two players will be selected from your party at random to face the Elite Dragon Karvox the Wise. Should they succeed, those elves can pat themselves on the back and go make a sandwich, because they won't be needed for the rest of the raid. In {Nature's_Thorns} we assign the first round elves to be tournament announcers for the rest of the raid. It keeps morale up and is a ton of fun.

In the second round, the dragons choose four of the remaining pool of elves to fight the hardest boss of the raid, Vexrom the Ancient, an Elite Dragon with 120HP.

This fight is made much easier if your tank has the Sword of Arvish, but it isn't as required as the forums seem to think.

In the final round, the elf who has not yet gotten to fight is pitted against the upstart Dragon Wolvar the Brash, who interrupts his mother just as she is about to forgive all of elfkind, demanding single combat. Despite being a non-elite dragon, this is by no means easy and one slip can mean disaster, especially if the final elf in your raid is a less experienced player or has a less combat optimized build.

Just like with the Flooded Palace, all the loot in Pit of Dragons is saved until after the final round, giving this 1v1 fight high stakes.

After listening to player feedback, the devs introduced the Ring of Dragonkind in the Miasmalands Expansion. It allows an elf with the Ring to interject during the cutscene to fight Wolvar the Brash instead of the final elf in the party. Personally, I don't like this

BY KAI CARPENTER

change. I think it was more exciting the old way and my Elfline never got bent out of shape about it even when we lost a week.

Wolvar's Blessing is a fantastic necklace that drops from here. It allows an elf to wield a Greataxe in a single hand. Dragonscale Armor and Helms are also super important pieces of loot from this raid. They're Leather Armor with a whopping 10 SP. You'll need them in Warlock's Tower!

Y. Warlock's Tower (Raid)

The seat of evil on the Elflands must be toppled. Only the bravest elves will be up to the task that even the Hero could not complete.

Warlock's Tower is hardcore. Without 7 skilled elves in the right gear, success is impossible. In the career of a raiding Elfline this is where progress becomes slow and all about filling in the gaps in your Elfline's gear. You won't succeed in this raid until everyone is dripping in loot. Likely, you'll need to backtrack into previous raids to remedy this.

Warlock's Tower is a huge jump in enemy quality. Even the trash monsters here are Elite. As you progress through the Parlor, War Room, and Void Library on your way to the Warlock's Astrolabe, you'll struggle through some of the toughest boss content ELO has to offer.

The Majordomo, an Elite Zazzolif is the first roadblock you'll face. Throughout the fight, they will teleport randomly and summon one Golem per turn in addition to making their own attacks. Worse, for the first two turns of the fight, the Majordomo cannot be damaged. Golems summoned by the Majordomo are programmed to attack an elf chosen at random when they are and can be ignored unless that elf cannot outrun them or until after the Majordomo has been killed. The boss fight is completed only after you kill all of the Golems.

The War Room is unique. As soon as you cross a certain point in the room, everyone except one member of your raid shrinks down and teleports to the top of the strategy table and into a scale model of Firsthold during its assault by hordes of Elite Gremlins riding Bearwolves, whose pieces move by unseen force. The lone normal-sized elf must both communicate the positions of their enemies and direct the measly remaining NPC elf forces defending the doomed city. When the shrunken elves succeed in defending Firsthold, the strategy table flips, cracking in half and revealing the loot for the boss. I wish other bosses in ELO could be this creative.

The Void Library looks awesome, a non-Euclidean patchwork of floating aisles and jumping puzzles, but its boss is disappointing, both from a design standpoint and a lore standpoint. It seems cool at first: a fight against the Warlock's failed attempt to recreate the Hero after their death, fully decked out in Shadowplate and wielding the Scarlet Blackbow, the Sword of Arvish at their side... but then you realize that they used the likeness of the actor from *The Elflines Online! Chronicles* show instead of the model of the main character from the original games. It makes no sense! The statue in Old Hero's Point uses the correct model. Get it together Segotari.

The final challenge against the Warlock luckily makes up for it. You face them on top of a giant floating astrolabe. The Warlock is set up as an Elite Restless Spirit with 100 HP in three phases. In between phases, the Warlock drains the member of your party with the most health to 1 HP and heals for all health stolen. Once reduced to 0 HP, the Warlock will continue to fight until inflicted with a Critical Injury, which will cause their soul to be pierced, spraying inky purple, while in the distance Mt. Poison erupts. Anticlimactic, right? We had to wait 2 years on this cliffhanger in the base game. Nowadays, this cutscene sets up Heart of Miasma nicely.

Z. Heart of Miasma (Raid)

Muster all your strength, your virtue, your guile, your heart, and all of the Elflines, for tonight we will end this scourge upon our Elflands, and become Heroes!

Well, look at you. I told you I'd get you to Heart of Miasma, and look where you are, together with your whole Elfline at the foot of Mt. Poison. Heart of Miasma isn't like the raids you've done up until now. It will feel easier than Warlock's Tower, but that's just because you are properly geared. It's actually rather similar in difficulty. Are you ready for the catch? Heart of Miasma requires four Elflines to fully complete, so you'll need to form alliances across your server. The

raid is divided into four chambers, each dedicated to the four main cornerstones of the game and with separate entrances on Mt. Poison.

Once per week, an Elfline that has completed Warlock's Tower can enter one of these chambers, assuming it is unoccupied, for 3 hours.

It is possible to complete a chamber with only a single Elfline all the way up until the final boss, which is inaccessible unless all four chambers are completed simultaneously within the same 3 hour period. More on that in a second.

Right Atrium is considered the easiest chamber, because the bosses are straightforward DPS races with minimal mechanical complexity. Just don't stand in the fire during the chained Elite Dragon fight or the rising lava in the Golem room and you should be fine.

Left Atrium is the hardest chamber, because it's actually a simulated PVP battle. I don't know how Segotari managed it, but it's always different. Perhaps it's been generated weekly by the devs since launch, or they coded so many variant behaviors that they are indistinguishable from real players, or maybe, they've harnessed a really powerful AI, but whatever the dev-team did, it's an awesome test of your Elfline's PVP skills. It's also a pretty popular pick when setting up a four-chamber clear, so make sure your Elfline has a second favorite chamber to run in case you end up allying with a dedicated PVP Elfline.

Right Ventricle is a totally randomized test of game knowledge. After fighting randomly generated monsters from previous dungeons, the final fight takes place in a cloud of fog where two boss fights from two different dungeons are stitched together. The catch is that you have to fight both at the same time. Each of the bosses is scaled up to hit like a kombi, too! If you get lucky, this can be the shortest chamber, but usually it will be somewhere in the middle.

Left Ventricle is unique. It's filled with slime and takes place on a boat. The community is 90% sure that it is built entirely from cut alpha content, but I think it's by no means less worthy because of it. It's the only place in the game where the Pilot Sea Vehicle Skill is remotely useful and is unfortunately required. Each chamber run, you must pilot the boat around a small generated slime lake, and fight three Treasure Golems (copy and pasted from K. Firsthold) to break the forcefield surrounding the door to the final boss. It's worth determining early who in your Elfline will build the Pilot Sea Vehicle skill into their elf, so that multiple people don't waste points in it. You would be surprised how few Elflines actually have a dedicated "sailor", and having one will get you invited to lots of Heart of Miasma alliances.

Once all four chambers have been completed, Mt. Poison erupts, firing all four Elflines into the stratosphere and onto four platforms which form a ring around a cloud of inky purple gas in the shape of the Warlock's head. Warlock's Soul is not a mechanically challenging fight. It's more of a set piece than anything, and most of the difficulty comes from maintaining communication across four Elflines. Only the back of the Warlock's head takes damage, and only for a limited time after a meteor is directed into their mouth.

There's a giant mouth laser to jump over, falling meteors to redirect into the Warlock's mouth by holding a melee attack, and the boss will spin its head at random intervals, both with and without laser fire. Once you master hitting the buttons simultaneously on each platform to spin the platform ring, you'll be able to clear it no problem, with only occasionally accidentally hitting meteors into the other Elflines.

I won't spoil the ending cutscene except to say it does tease the next expansion. At the end of the day, it's scheduling four Elflines to raid at the same time that's the real final boss of ELO. At least for now.

MONSTERS OF ELFLINES ONLINE

ELO is my favorite game. I think at this point, that much should be obvious. So, when I criticize it, know that I do so from a place of love. ELO is awesome at so many things, but one thing it lacks is enemy variety. With only nine or so enemy types, the dungeons can sometimes feel same-y. The myriad of color variants for these models do help, but I think it's certainly an area in which Segotari could improve. Luckily, enemy behavior is great, even quite lifelike at times, and monsters often have variants with minor model changes, like the Gremlin Gardeners in Dripping Cove, or Shadowfang in Razorfire Caverns. My hope is that in the next expansion, they'll introduce some new enemy types, and not lean on random generation for content as much as they have in The Miasmalands, using it as just another cool tool in their design toolkit, instead of as their favorite one. The forums are always full of people making new monster concepts too, so maybe they should just implement some of our ideas!

BEARWOLF

INT 2	REF 5	DEX 7	TECH 2	COOL 3
WILL 4	MOVE 4	BODY 7	EMP 3	
HIT POINTS 40		SERIOUSLY WOUNDED 20		

Weapons	
Bearwolf Claws (1 ROF • 1/2 SP)	4d6

Armor: Bearwolf Hide	
Head	SP 5
Body	SP 5

SKILL BASES: Athletics/Contortionist 11, Brawling 11, Endurance/Resist Torture/Drugs 12, Evasion/Dance 11, Melee Weapon 13, Perception 10, Tracking 10

ABILITIES: **Elite**: An Elite Bearwolf has 50 HP and a SP 7 (Head and Body) Hide.

In the high forests and mountains of the Elflands, the Bearwolf is the apex predator, defending its territory from both elf and monster alike with their razor sharp claws. Though fiercely protective of their cubs, some Gremlin tribes mange to steal them, raising the cub as personal mounts of the strongest Gremlins, or their spiritual leaders.

IN THE BETA, THESE WERE CALLED WOLFBEARS, BUT SEGOTARI CHANGED THE NAME WHEN BIOTECHNICA THREATENED TO SUE THEM FOR TRADEMARK INFRINGEMENT. HONESTLY, I'M GLAD THEY CHANGED THE NAME, BECAUSE THERE'S JUST SOMETHING MUCH MORE ICONIC ABOUT BEARWOLF. BUT THAT'S A MATTER OF PERSONAL TASTE.

— DAERIC SYLAR

Cursed Head

INT	REF	DEX	TECH	COOL
5	6	2	—	—

WILL	MOVE	BODY	EMP
1	4	1	—

Hit Points	Seriously Wounded
10	5

Weapons	
Spectral Arrow (1 ROF)	3d6

Armor: None	
Head	SP 0
Body	SP 0

Skill Bases Archery 12, Endurance/Resist Torture/Drugs 7, Evasion/Dance 4, Perception 11, Stealth 4

Abilities

Floating Head: Only Aimed Shots targeted at the Head can hit a Cursed Head.

Elite: An Elite Cursed Head has an Evasion/Dance Base of 12, and their Spectral Arrow is 2 ROF.

Legend says that all of the Warlock's victims in Firsthold were beheaded. At the mercy of dark magic, their severed heads rose from the mass graves to serve the Warlock as sentries for their army.

Draglin

INT	REF	DEX	TECH	COOL
2	6	7	4	3

WILL	MOVE	BODY	EMP
3	4	3	3

Hit Points	Seriously Wounded
25	13

Weapons	
Claws (2 ROF • 1/2 SP)	3d6
Fangs (1 ROF • 1/2 SP)	4d6

Armor: Scales	
Head	SP 7
Body	SP 7

Skill Bases Athletics/Contortionist 9, Brawling 10, Endurance/Resist Torture/Drugs 7, Evasion/Dance 10, Melee Weapon 13, Perception 8, Stealth 9

Abilities

Unstable Chimera: When a Draglin reaches 0 HP, they explode like an Armor Piercing Grenade (centered on them).

Elite: An Elite Draglin can reduce themselves to 0 HP as an Action.

The results of The Warlock's attempt to create an army to rule The Elflines by infusing the Gremlins they captured with blood donated from the traitor dragon Miasmafire Chedul. Though the experiment was a failure, the unstable dragon-gremlin chimera have served an important part of The Warlock's army, as equal parts infantry and artillery.

Dragon

INT 7	REF 10	DEX 10	TECH 4	COOL 5
WILL 9	MOVE 5	BODY 15	EMP 4	

Hit Points	70
Seriously Wounded	35

Weapons	
Bite (1 ROF • 1/2 SP)	5d6
Claws (2 ROF • 1/2 SP)	3d6

Armor: Dragonscales	
Head	SP 10
Body	SP 10

Skill Bases Animal Handling 10, Archery 16, Brawling 14, Composition/Education 11, Endurance/Resist Torture/Drugs 15, First Aid/Paramedic/Surgery 11, Melee Weapon 16, Perception 13, Persuasion/Trading 12

Abilities

Breath Weapon: A Dragon's breath weapon is 3 ROF and does 3d6 damage. It is fired using the Archery Skill but using the Shotgun Range Table. In addition to taking damage, any target hit by a Dragon's breath weapon is also Deadly on Fire.

Natural Weapon Versatility: A Dragon cannot attack with the same weapon two Turns in a row.

Elite: An Elite Dragon's Dragonscale Armor is SP 14 (Head and Body).

Long ago, the elves lived in peace with the dragons. They traded artisan goods and medicine. It was from the dragons that the elves learned medical science and economic theory. When the Warlock came, they corrupted many of the dragons, first with rhetoric, and later with magic. By the time they realized the danger the Warlock posed, it was already too late. As the war raged, the species was ultimately reduced to under a hundred. Many who remain hold grudges, and few dragons are seen outside of basalt island.

There is nothing quite like slaying your first dragon on ELO. You dodge the bite, and manage to get that last hit in, only to very likely receive nothing as loot. But you don't care. Because you've just killed a dragon, the same enemy type that has been harassing you since you started. Dragons are rare spawns in every part of the game, but since veteran players seldom re-visit early areas, are often left unkilled for weeks. So, when you do put one down, it makes leveling in that area easier for everyone. The first time I killed one though, another spawned within a minute and killed me.

That might have been a bug.

— Daeric Sylar

Golem

INT 1	REF 3	DEX 10	TECH 2	COOL 1
WILL 8	MOVE 4	BODY 15	EMP 1	
Hit Points 70		Seriously Wounded 35		

Weapons	
Brawling (2 or 3* ROF)	5d6

Armor: Golem Body	
Head	SP 7
Body	SP 7

Skill Bases Brawling 16, Endurance/Resist Torture/Drugs 18, Evasion/Dance 11, Perception 11

Abilities

Momentum: A Golem's Brawling Attack is ROF 3 instead of 2 if it hit a target with a Brawling Attack on it's previous Turn.

Temporary Shutdown: Instead of taking a Critical Injury, a Golem will shut down, and be unable to dodge attacks or make attacks until the end of their next Turn.

Elite: An Elite Golem's Armor is SP 13 (Head and Body).

After the Warlock failed to create a perfect dragon-gremlin hybrid, they turned their attention elsewhere, retreating into their tower on the Isle of the First Elves. After months of research, time which allowed to elves to regain a foothold on Arvish, The Warlock succeeded in magically disassembling a Zazzolif and reprogramming it to build larger constructs of itself using basalt from their neighboring island instead of difficult to source zazzolite. Thus, the first Golem was born.

Big. Mean. Hard hitting. Slow.

You would think, "just kite it" but they always seem to be in these claustrophobic little arenas. That's why you bring a Barkshield to soak up the hurt. Unfortunately, there never seems to be enough of them to go around. Or Druids, Sages, Quickhands, and Warmhearts for that matter. We are up to our very long ears in Bowmasters.

Please send help.

— Daeric Sylar

Gremlin

INT	REF	DEX	TECH	COOL
4	6	6	4	3

WILL	MOVE	BODY	EMP
3	6	BODY 3	EMP 3

Hit Points	Seriously Wounded
25	13

Weapons	
Gremlin Dagger (1 ROF • 1/2 SP)	2d6
Gremlin Shortbow (2 ROF)	3d6

Armor: Gremlin Armor	
Head	SP 5
Body	SP 5

Skill Bases Animal Handling 8, Archery 12, Athletics/Contortionist 10, Brawling 8, Endurance/Resist Torture/Drugs 9, Evasion/Dance 10, Melee Weapon 12, Perception 10, Pick Pocket/Pick Lock 10, Riding 10, Stealth 12

Abilities

Bloodrage: Increase the ROF of all of the Gremlin's Weapons by 1 while they are in the Seriously Wounded Wound State.

Elite: Elite Gremlins have SP 10 Armor, their Gremlin Dagger deals 3d6 damage, and their Gremlin Shortbow deals 4d6 damage. While mounted, they cannot be hit except by Aimed Shots.

Gremlins are small, green, pasty-faced demons who have been at war with the elves since Firsthold on Enthenox was founded too close to one of their mountain settlements. Gremlin numbers were culled dramatically by The Warlock, who captured roughly half of their population, sending those who remained into a warlike nomadic pattern which continues to this day.

Restless Spirit

INT	REF	DEX	TECH	COOL
4	7	7	3	1

WILL	MOVE	BODY	EMP
10	3	5	3

Hit Points	Seriously Wounded
50	Immune

Weapons	
Spectral Arrow (2 ROF)	4d6

Armor: None	
Head	SP 0
Body	SP 0

Skill Bases Archery 15, Brawling 10, Endurance/Resist Torture/Drugs 16, Evasion/Dance 14, Language (Elven) 10, Perception 12, Stealth 14

Abilities

Spectral Shriek: Spectral Shriek is a 2 ROF attack that affects enemies like the Shrieker (**SEE CP: R PAGE 349**) and uses the Bow/Crossbow Range Table.

Elite: An Elite Restless Spirit's Spectral Shriek is 4 ROF.

Elvish ancestors whose burial sites have been corrupted are sometimes ripped back into the Elflands. Their forever-sleep interrupted, they rise again as Restless Spirits, taking on a ghastly image that mirrors the moment of their decomposition. Once in this vengeful form it is only by slaying them their souls can be returned to rest.

Slime

INT	REF	DEX	TECH	COOL
1	6	6	—	—

WILL	MOVE	BODY	EMP
5	5	2	—

Hit Points	Seriously Wounded
30	15

Weapons	
Goop [Brawling] (2 ROF)	3d6

Armor: None	
Head	SP 0
Body	SP 0

Skill Bases Athletics/Contortionist 11, Brawling 12, Endurance/Resist Torture/Drugs 16, Evasion/Dance 12, Perception 6

Abilities

Pop!: Instead of suffering a Critical Injury, a Slime dies immediately.

Elite: An Elite Slime deals 4d6 damage with Goop, has Brawling Base 14, and cannot die except through its Pop! Ability.

The legacy of a failed experiment to mutate sacred herbs and allow them to be grown above ground, these squishy, glorpy monsters have infested most of The Elflands. Capable of near endless replication, all efforts to eliminate them have failed.

Zazzolif

INT	REF	DEX	TECH	COOL
1	8	6	3	1

WILL	MOVE	BODY	EMP
8	6	2	1

Hit Points	Seriously Wounded
35	18

Weapons	
Flying Spikes [Bow] (1 ROF)	4d6

Armor: Zazzolite	
Head	SP 10
Body	SP 10

Skill Bases Archery 14, Brawling 7, Endurance/Resist Torture/Drugs 16, Evasion/Dance 12, Perception 7, Stealth 12

Abilities

Zazzolite: A Zazzolif is made out of pure zazzolite, a magically charged material which is indescribably hard. Thus, a Zazzolif's SP cannot be ablated.

Elite: An Elite Zazzolif has 50 HP and their Flying Spikes are ROF 2.

Rogue earth spirits spontaneously animate a magical material known as zazzolite whenever the nearby natural world is imperiled by Miasma, acting in a similar fashion to a white blood cell. Given the current state of the Elflands, elves can find active Zazzolifs converging at nearly every major source of corruption. Unable to distinguish between friend and foe, these angry spirits are a danger both to adventurers seeking to end the corruption of the Elflands and the forces of The Warlock.

INT	REF	DEX	TECH	COOL
WILL	MOVE	BODY	EMP	

Hit Points	Seriously Wounded

Weapons	Armor

Skill Bases

Abilities

MAKE YOUR OWN MONSTERS!

INT	REF	DEX	TECH	COOL
WILL	MOVE	BODY	EMP	

Hit Points	Seriously Wounded

Weapons	Armor

Skill Bases

Abilities

BY ANSELM ZIELONKA

THE 12 DAYS OF GUNMAS

A CYBERPUNK RED HOLIDAY SPECIAL

Writing and Design by James Hutt • **Based On Work by** the many designers of ***Cyberpunk 2020***
Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach
Business Management by Lisa Pondsmith • **Layout by** J Gray

Original Weapon Art by Lee Brimmcombe-Wood, Malcolm Hee, Chris Hockabout, Eric Hotz, Sean Howell, Karl Martin, Matteo Resinanti, Scott Ruggells, Mark Schumann, Benjamin Wright and Louis Zutavern

FOR THE TWELVE DAYS OF GUNMAS

MY CHOOMBA PRINTED FOR ME:

TWELVE ARASAKA WAA BULLPUP ASSAULT WEAPONS AUTOFIRING
ELEVEN CONSTITUTIONAL ARMS MULTIPLE AMMUNITION PISTOLS RELOADING
TEN IMI CHAINKNIVES A'REVVING
NINE KENDACHI DRAGON FLAMETHROWERS BURNING
EIGHT MAGNUM OPUS HELLBRINGERS A'BRINGING
SEVEN MALORIAN ARMS SUB-FLECHETTE GUNS A'ABLATING
SIX MILITECH CRUSHERS A'CRUSHING
FIVE MUSTANG ARMS ARS-5 SUBMACHINE GUNS
FOUR NOMAD PNEUMATIC BOLT GUNS
THREE NOVA MODEL 757 CITYHUNTERS
TWO STOLBOVOY ST-5 ASSAULT RIFLES
AND A FRESHLY MELTED TEEN DREEM

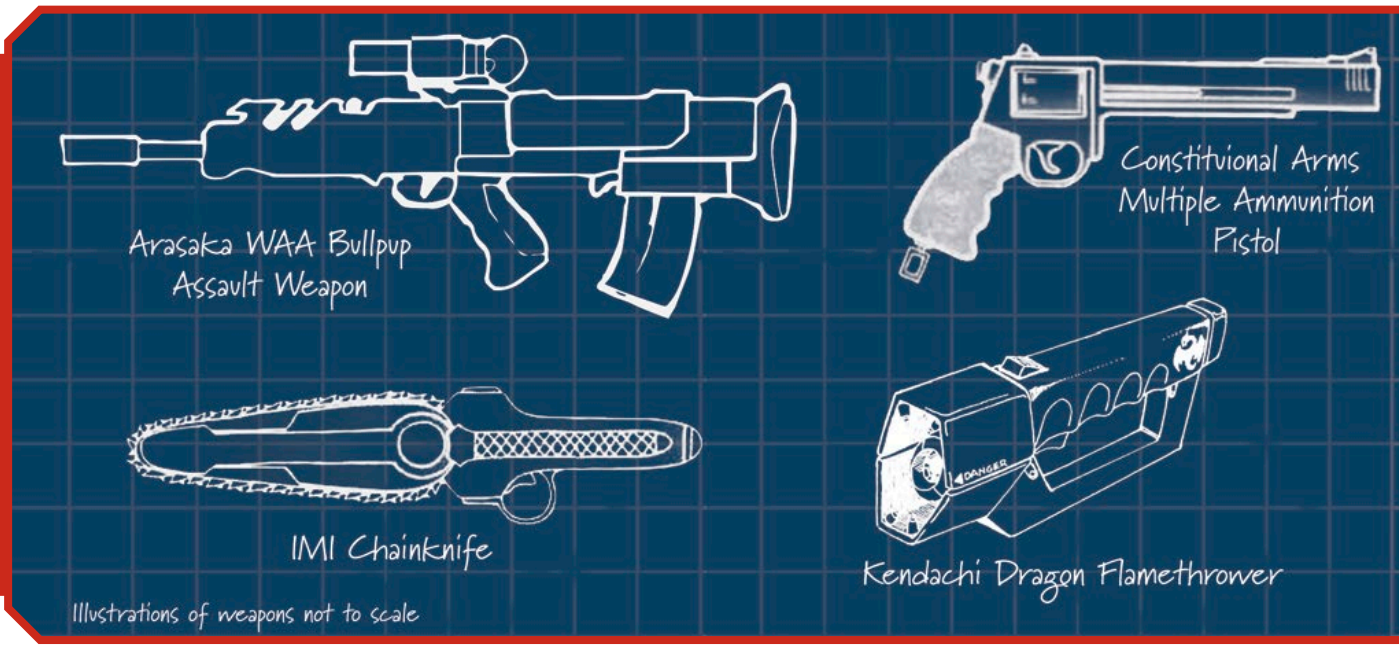
DATA

Don't be shy, choomba! Sing along at home!

ON THE NIGHT BEFORE GUNMAS...

'TWAS THE NIGHT BEFORE GUNMAS, WHEN ALL THROUGH SHORT CIRCUIT
ALL THE EDGERUNNERS WERE DANCING, AND BOY DID THEY WORK IT;
THE LIBRARY WAS WIRED UP BY THE BAR WITH CARE,
IN HOPES THAT S.A.N.T.A. SOON WOULD BE THERE;
THE NETRUNNERS WERE CELEBRATING A JOB'S WORTH OF CREDS,
WHILE HORRORS OF BLACK ICE DANCED IN THEIR HEADS;
AND MY CHOOMBA IN HER BODYWEIGHT SUIT, AND I IN MY LIGHT ARMORJACK,
HAD JUST PICKLED OUR BRAINS AFTER A LONG WINTER'S HACK,
WHEN ON THE STREET OUTSIDE THERE AROSE SUCH A CLATTER,
I SPRANG FROM THE BAR TO SEE WHAT WAS THE MATTER.
AWAY TO THE WINDOW I FLEW LIKE A FLASH,
TORE OPEN THE SHUTTERS — AND I THREW UP MY SMASH.
THE MOON ON THE BREAST OF THE OFF-COLOR SNOW
GAVE THE LUSTRE OF CHROME TO OBJECTS BELOW,
WHEN, WHAT TO MY CYBEREYES SHOULD APPEAR,
BUT A LIGHT TATTOO OF A MINIATURE SLEIGH, AND EIGHT TINY REINDEER,
ON A RED CYBERBIKE, A HEAVYSET MAN FROM MONTANA,
I KNEW IN A MOMENT THAT THEY MUST BE S.A.N.T.A.
MORE RAPID THAN A SABERTOOTH HIS PROGRAMS THEY CAME,
AND HE JACKED IN, AND USED PATHFINDER, AND CALLED THEM BY NAME;
"NOW, ARMOR! NOW, SPEEDY GONZALVES! NOW, KILLER AND DRAGON!
ON, SHIELD! ON, SWORD! ON, SUPERGLUE AND SCORPION!
TO THE BOTTOM OF THE NET ARCHITECTURE! TO THE CORE OF IT ALL!
THEN HE JACKED OUT AND DASHED AWAY! DASHED AWAY ALL!
IN THE RESULTING CHAOS AS WE PICKED UP THE PIECES
WE FOUND A HEFTY FILE LEFT BEHIND IN THE LIBRARY'S CREASES:

MERRY GUNMAS TO ALL, AND TO ALL I RELEASE TO THEE
PRINT SCHEMATICS THAT SURELY ALL WISH TO SEE,
HO HO HO, NIGHT CITY, INFORMATION WANTS TO BE FREE!



Arasaka WAA Bullpup Assault Weapon

Cost: 1,000eb (Very Expensive)

A bullpup assault rifle that was standard issue for Arasaka soldiers in the 2020s. Tough, reliable, and chipped for Smartgun use.

The Arasaka WAA Bullpup Assault Weapon is an Exotic Assault Rifle with a 30-shot capacity and a Smartgun Link. Despite being an Exotic weapon, it is still capable of loading Non-Basic Ammunition.

Constitutional Arms Multiple Ammunition Pistol

Cost: 500eb (Expensive)

Designed by Constitutional Arms in the 2020s to take advantage of advances in the field of ordnance technology, this revolver was designed to offer the user a choice between lethal and non-lethal response to a situation. The Multiple Ammunition Pistol is equipped with a rapid selector switch and a readout display under the rear sight, which informs the user of the round selected.

The Constitutional Arms Multiple Ammunition Pistol is an Exotic Very Heavy Pistol with a 5 shot capacity. Unlike other weapons, you can load this weapon with a mix of up to five different kinds of Very Heavy Pistol Ammunition and select which ammunition you want to fire with each shot.

IMI Chainknife

Cost: 500eb (Expensive)

Designed and manufactured in Israel, the Chainknife saw a great deal of use by Mossad agents in the 2020s. Shaped somewhat like a survival knife, this hand-held combat saw can still chew through armor like cheesecloth.

The IMI Chainknife is a One-Handed Exotic Medium Melee Weapon with 1ROF. As an Action it can be revved up and, once revved, it will remain so until it is dropped, stowed, or until revved down as an Action. While revved, the Chainknife is an Excellent Quality One-Handed Exotic Very Heavy Melee Weapon.

Kendachi Dragon Flamethrower

Cost: 1,000eb (Very Expensive)

A 2020 classic. Everyone's favorite hand-held flamer still provides fiery destruction at your fingertips.

A One-Handed Exotic Shotgun with a 2 shot capacity that is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill.

Mechanically, this flamethrower is a Shotgun that can only fire Incendiary Shotgun Shells (ammunition cost for this weapon is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend

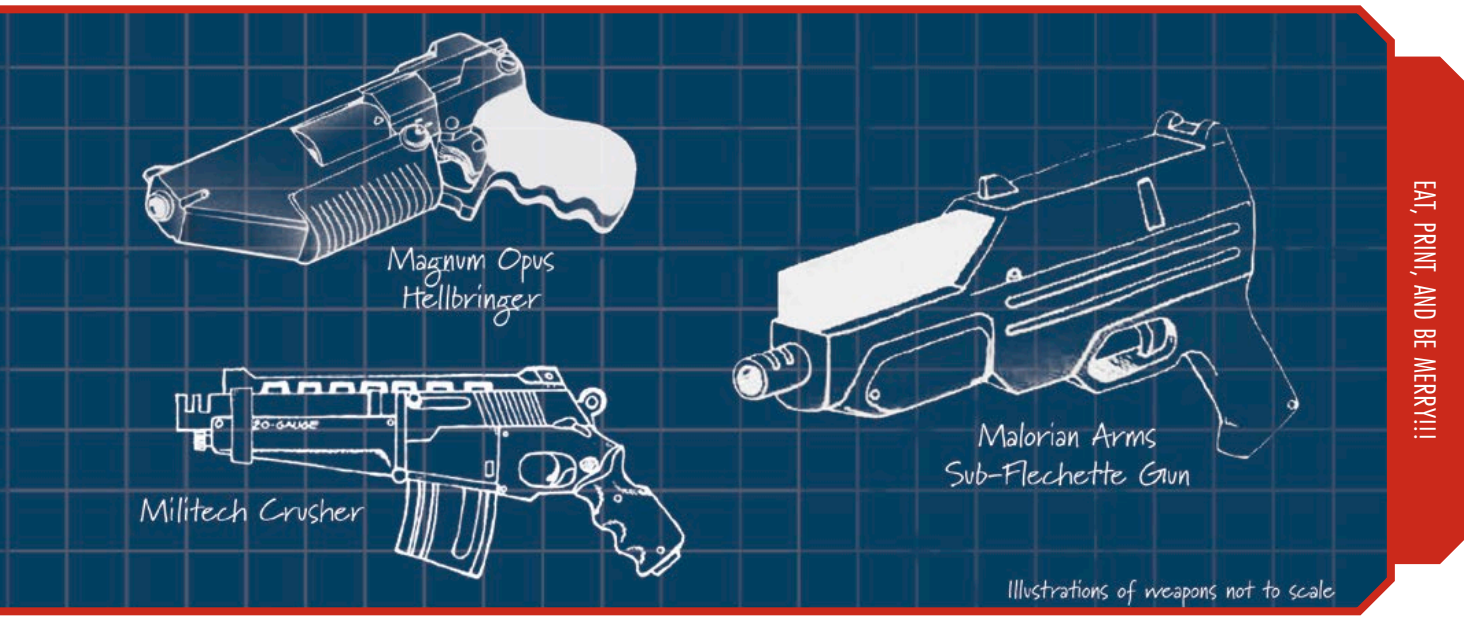
DATA

There are a lot of Arasaka weapons floating around Night City, leftover from the 4th Corporate War.

DATA

Who is the mysterious Netrunner known as S.A.N.T.A.?

Truth be told, we don't know. According to Brain, the owner of Short Circuit, S.A.N.T.A. shows up every December 24th and downloads a file full of secret Corp info onto The Library, the bar's NET Architecture dedicated to shared information and then leaves without saying a word.



an Action to put themselves out, they take 4 damage to their HP at the end of their turn. If they were already on fire, this fire effect replaces one that would deal less damage. Multiple instances of this effect do not stack. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

Magnum Opus Hellbringer

Cost: 1,000eb (Very Expensive)

A massive double-action revolver, this huge weapon holds only three rounds in its solid titanium-steel cylinder, but each one is a man-killer. It's a break-action design, engaged by a left-side thumb button.

The entire handgun is composed of steel and ultra-strong hybrid alloys, and the ported barrel has a heavy, full-length underlug for balance.

Just like in 2020, the Hellbringer comes with no fancy electronics, and with only three shots, you still have to make each one count!

The Magnum Opus Hellbringer is an Exotic Very Heavy Pistol with a 3-shot capacity. It deals 5d6 damage with a single shot, but if fired by a user without BODY 10 or higher, the weapon jams after each shot. Unjamming the Hellbringer requires an Action to reverse the malfunction before it can be used again.

DATA

Back in the day, the Hellbringer was also known as the .666.

DATA

The Crusher gets a retooling every few years. This is the 2020 edition.

Malorian Arms Sub-Flechette Gun

Cost: 5,000eb (Luxury)

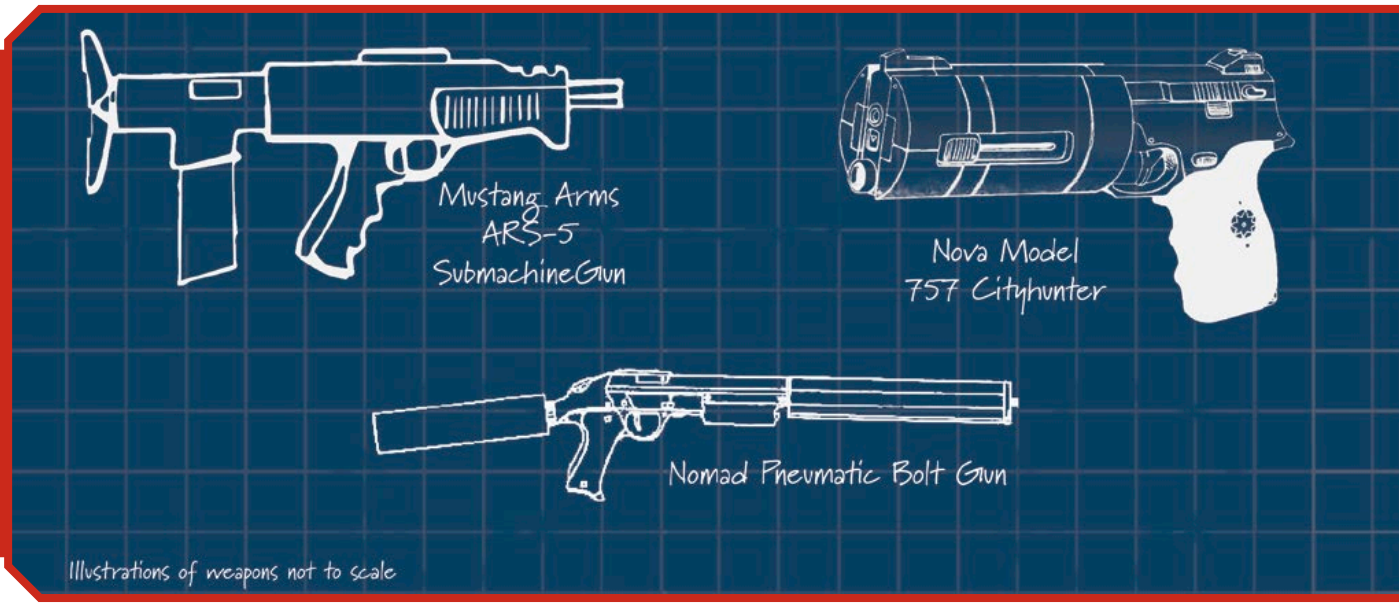
In 2020, Malorian Arms beat their competition to the punch with the Malorian Arms Sub-Flechette Gun, a flechette submachine gun semi-bullpup that used a rotary bolt system. Firing its own proprietary caseless flechette round, this weapon is still capable of defeating any body armor in present use.

The Malorian Arms Sub-Flechette Gun is an Excellent Quality Exotic Heavy SMG with a 25-shot capacity, Smartgun Link, and Autofire (4). The weapon is only capable of firing its own unique Armor-Piercing Ammunition which ablates armor by 4 instead of 1 whenever you would ablate armor. This ammunition costs the same as typical Armor-Piercing Ammunition does, and can only be fired by the Malorian Arms Sub-Flechette Gun.

Militech Crusher

Cost: 500eb (Expensive)

This pistol-sized shotgun was developed during the second Central American Conflict for close combat and room-sweeping duties. Since then, the Crusher's whippet silhouette and box magazine have cemented themselves as an iconic piece of gun culture – one that won't be going out of style anytime soon.



The Militech Crusher is an Exotic Very Heavy Pistol with a 6 shot capacity that can only fire Shotgun Shell Ammunition.

Mustang Arms ARS-5 Submachine Gun

Cost: 1,000eb (Very Expensive)

In 2020, the ARS-5 was the hot new gun for the young Corps and popular among law enforcement agencies and corporate armies. Nowadays, those young Corps have moved on to newer, shinier weapons platforms, and what original ARS-5s remain have since been passed down into younger, greasier, second hands. Time to print some new ones!

The Mustang Arms ARS-5 Submachine Gun is an Exotic Heavy SMG with a Smartgun Link, Infrared Nightvision Scope, and a Sniping Scope.

Nomad Pneumatic Bolt Gun

Cost: 500eb (Expensive)

An air weapon conceived of by Nomads in the 2020s based on pre-collapse paintball technology. With four rotating barrels, it fires a much larger bolt than a typical crossbow which is capable of traveling over greater distances. Nowadays, the gun is used by Nomads for the same thing it was used for in 2020: harassing drivers and shooting tires.

There has been one upgrade though, an air compressor has been built into the stock for easy reloading.

The Nomad Pneumatic Bolt Gun is an Exotic Sniper Rifle with a 8 shot capacity that deals 4d6 damage with a single shot. Instead of firing bullets, it instead fires Arrows, and is capable of loading all Non-Basic Ammunition despite being an Exotic weapon.

Nova Model 757 Cityhunter

Cost: 1,000eb (Very Expensive)

An unusual double-action design from Nova Arms, the Cityhunter is a revolver that strays from regular conventions in several ways, but mainly in that it fires caseless trounds, bullets embedded in triangular blocks of propellant. Within the breach is an electrical igniter, which fires the tround's propellant when triggered by smartgun link. Twenty-five years later, it still feels like a brand new gun.

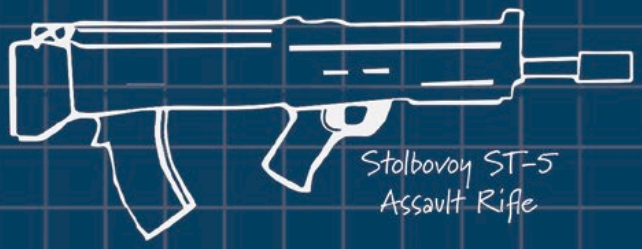
The Nova Model 757 Cityhunter is an Exotic Heavy Handgun with an 18-shot capacity and a Smartgun Link. Despite being an exotic weapon, it can fire Smart Ammunition. Ammunition bought for this gun can only be fired by this gun and is purchased in increments of 18 which cost the same as ammunition does when purchased in increments of 10 for other weapons.

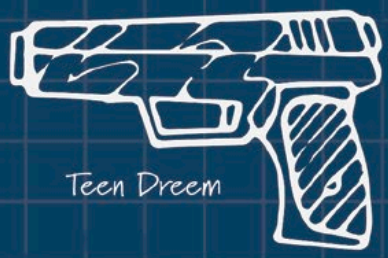
DATA

If you come across an antique ARS-5 at a Night Market, there's a good chance it still has the original Exec owner's name engraved on the grip.

DATA

Nomads are proud of their tech and decorate their weapons accordingly. No two Pneumatic Bolt Guns look alike.





Illustrations of weapons not to scale

DATA

Teen Dreems come in a variety of garish colors and can be found for sale in Vendits and Bodegas across Night City.

Stolbovoy ST-5 Assault Rifle

Cost: 100eb (Premium)

In the 2020s, Stolbovoy created a weapon that could operate reliably under the most adverse conditions, including heat, cold, mud, dampness, sand and grit, lubricant contamination, and corrosive environments. It isn't a surprise that most ST-5s issued are still in service today.

The Stolbovoy ST-5 is a Poor Quality Exotic Assault Rifle with a 20-shot capacity. While jammed, firing the weapon has a 50% chance of still working as normal, which also clears the jam. If you lose the coin flip, the weapon fails to fire and your Action is used, but the jam is still cleared. Despite being an Exotic Weapon, it is still capable of loading Non-Basic Ammunition.

Teen Dreem

Cost: 20eb (Everyday)

A relic of 2020s pop culture, the Teen Dreem might be a fun print for a nostalgic Tech, as it's just as much of a gun for posers now as it was in its mallrat heyday of 2020. Watch out, or you might get burned!

The Teen Dreem is a Poor Quality Exotic SMG with a 10-shot capacity. Unlike other weapons, this weapon can use Autofire and Suppressive Fire as long as it has at least 2 bullets in the clip, both of which drain the clip entirely. Most importantly, whenever you use Autofire or Suppressive Fire with a Teen Dreem the front of the barrel sloughs off like a block of melted cheese after it finishes firing, destroying the weapon beyond repair.

Attention all Militech Information and Security Technology Employees:

We have recently become aware of a breach in secure server 1001B23X79 (codenamed Chrome Eagle). As you are no doubt aware, the security of this server is paramount as it contains blueprint assets, including one for our most iconic firearm, the Militech Crusher SSG. Discovering how the server was breached and preventing any future breaches across all 937 of our servers is of the utmost priority. As such, Corporate Mandate 2SK-9 has been implemented. All leave, including for the December 25th holiday, has been canceled. As is standard, all days worked while 2SK-9 is in effect will be considered part of a normal pay schedule and do not qualify for overtime. Good luck team, I know we can do it!

Please direct any questions to my assistant, as I will be out of the office until the end of the year.

—Bradford Davis III, Chief Executive Information and Security Technology Officer

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Arasaka WAA Bullpup Assault Weapon	Shoulder Arms	5d6	30 (Rifle)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link							
Constitutional Arms Multi-Ammo Pistol	Handgun	4d6	5 (VH Pistol)	1	1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Mixed Ammo (up to 5 types)							
IMI Chainknife	Melee Weapons	2d6/4d6	N/A	1/1	1/1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Switch from Medium Melee to Excellent Quality Very Heavy Melee w/ Action							
Kendachi Dragon Flamethrower	Heavy Weapons	N/A	2 (Shell)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Incendiary Shell Ammunition only							
Magnum Opus Hellbringer	Handgun	5d6	3 (VH Pistol)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: None							
Malorian Arms Sub-Flechette Gun	Handgun	3d6	25 (H Pistol)	1	1	NO	5,000eb (Luxury)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Smartgun Link • Unique Ammo							
Militech Crusher	Handgun	N/A	6 (Shell)	1	1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Basic Shotgun Shell Ammunition only							
Mustang Arms ARS-5 Submachine Gun	Handgun	3d6	40 (H Pistol)	1	1	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire • Smartgun Link • Infrared Nightvision Scope • Sniping Scope							
Nomad Pneumatic Bolt Gun	Shoulder Arms	4d6	8 (Arrow)	1	2	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Arrows							
Nova Model 757 Cityhunter	Handgun	3d6	18 (H Pistol)	2	1	YES	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo							
Stolbovoy ST-5 Assault Rifle	Shoulder Arms	5d6	20 (Rifle)	1	2	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Autofire (4) • Suppressive Fire • Poor Quality							
Teen Dreem	Handgun	2d6	10 (M Pistol)	1	1	YES	20eb (Everyday)
Alt. Fire Modes & Special Features: Autofire (3) • Suppressive Fire							

DATA

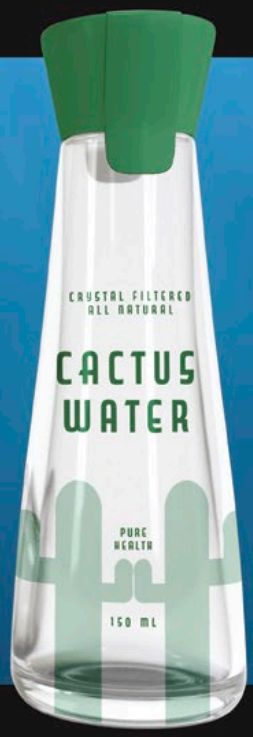
Check each weapon's full description for additional rules and information.

The 12 Days of Gunmas Playtesters

Azalah, Bug, Célestin Vieu, Dannyb2525, David "Dryss" Berland, David Mager , Florian Garcia, Iceo (M.K) Bergins , Jared Doyle Barnes, JCapp, jennyglitz, John Cochran, Kaidyn Kravetz, Karolka "FoxxyMama" Kmieć, Twizt, Ryan St. John, Sasho Coates, and Shawn Gregory.

YOUR WATER

CACTUS WATER



IF IT ISN'T GREEN IT ISN'T CLEAN

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A BRIGHT MARKET

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BY BAD MOON ART STUDIO

EXOTICS OF 2045

THERE'S NOTHING YOU CAN'T BECOME

Writing and Design by James Hutt

Editing by Carol Darnell • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Fixer Availability

Rarely but occasionally in ***Cyberpunk RED****, cost doesn't equate to how easy it is for a Fixer to get their paws on something.*

An item or service might be pricey but easy to get or cheap but hard to get. In such cases, the cost and the price category can be different.

For example, snagging a ticket to the Zoo to get the full AquaForm Bioexotics® treatment costs 4,500eb but GMs should treat it as Very Expensive for the purposes of availability. In other words, if someone wants to be a shark, they'll need the help of a Fixer with an Operation Rank of 7 or higher.

Lifestyle, Housing, and The Zoo

You don't need to pay for Lifestyle during your month at The Zoo. That's included in the cost of the package.

Do you need to pay for Housing? That's up to you. Don't be surprised, though, if you come back to find all your stuff stolen or sold off because you weren't around to protect it.

"So, you wanna be one of us? It's not easy or cheap and I worked hard to be perfect. Saved up for it, had to call in a favor with a Fixer to get to The Zoo. Hustled nights and weekends, plucking bullets out of unlucky Edgerunners, even took gigs with REO Meatwagon (ugh, never again) under a fake name. It was all for my dream. Not for any sappy reason, I was just sick of feeling like a normal girl, because inside, I wasn't normal, I was me. Now I match. The Muscle and Bone Lace put me up two sizes, so I threw out my old wardrobe. Bought a new one in all matte black synth leather and got my light tattoos resized to sew the look up.

It's uh, a lot of chrome, Choomba. It took some adjustment. Maybe not for the faint of heart, but it's not for everybody, that's not the point. Going Exotic was for me. Sure, I feel different than I did before The Zoo, but that's okay with me; I wanted to feel different when I came home. You don't become an Exotic to stay the same. You do it because you want to feel different; for transformation. When I enter a room, I'm something the public is unfamiliar with. Something they aren't comfortable with.

Yeah, you got a linear frame? I'm a tiger with a doctorate in bulletproof jacket, let's go outside and see about it."

—Tora

Bioexotic Bliss

Biotechnica's Bioexotics® program has grown in popularity since its introduction in the 2020s. In 2035, it evolved into a month-long intensive "Zoo camp" in Southern Washington; combining innovative drug cocktails, revolutionary surgery techniques and cyberware installation. Most of the marketing for The Zoo focuses on amenities like all-you-can-eat ice cream, massages, and fun ropes courses.

While the exact itinerary isn't known, those who return from it have memories consisting of lots of ropes courses, odd-tasting ice cream, and without an exception, a three-day hole in their memories. Many suspect the Bioexotics® program has a secondary research benefit for Biotechnica, in addition to being a ready source of organic human parts, because it does not appear to make them a lot of money.

It's pretty hard to get a slot these days to join the program without either friends in high places, or a Fixer in all the right low ones. Still, sound like a good deal? Don't worry, there's always a street alternative: the incredible unmet demand for tickets to Bioexotics® camp has led many ripperdocs to try to do it their own way, only they can't offer the same savings as Biotechnica can, nor do they have access to their as of now unknown therapy technique.

Let's just say that when someone else does it, MaxTac gets called real quick. Could always stick to Exotic Bodysculpting to get the look without any chrome underneath to help you be a real animal, it's safer. The only problem is that it is so incredibly boring. You aren't boring, are you?

How Do They Work?

When you buy an Exotic Package, you are signing up for a month-long trip to The Zoo. The cost of your Exotic Package is independent of its price category, which is listed purely for Fixer availability purposes. At Character Generation, you may pool the 1,500eb from your Crew choosing to sell your souls during Character creation (**SEE CP:R PAGE 118**) with any non-fashion/fashionware locked money you get at character generation for the purpose of affording an Exotic Package. Biotechnica hopes you do.

At The Zoo, all of the cyberware in the Exotic Package you purchase is installed into your body. The Humanity Loss for each package is reduced by the therapy you receive at The Zoo to the amount listed and assumes all pieces of cyberware in the package are installed. If you already have some of the package implanted, reduce the Humanity Loss by 2 for each piece of cyberware or 4 for each piece of Borgware already installed in your body.

If you already have a piece of cyberware listed as part of your package, Biotechnica will not install duplicates unless the effects stack with multiple installations. They will also rip out any existing cyberware they need to in order to make the package fit; so be sure you have enough Option Slots open.

If for some reason you do not complete your full month of treatment at The Zoo, you do not take the listed Humanity Loss for the package but must roll for the Exotic Biosculting and for each new piece of cyberware in your Exotic Package individually as if it was all being installed simultaneously. Yikes!

What Does Exotic Bodysculpting Do?

Exotic Bodysculpting covers all of the cosmetic changes to your form needed to become the Exotic of your dreams. We're talking whiskers, muzzles, manes, reptilian skin, fur, cosmetic tails, hooves, antennae, cosmetic claws, fins, and paws. Cosmetic fat and muscle can give you a bulkier or more shaped appearance. So, you'll look just like the real thing but it will be all style and no substance. To duplicate the senses, weapons, and natural abilities of your chosen form you'll need chrome.

Biotechnica replaced the Playbeing Bioexotic package with the Demonique in 2042 due to a news story by Fiona Hayes accusing the Megacorp of looking the other way when criminal syndicates forced the package on unwilling victims.

—Phoenix Redwyne

Minor Bioexotics® Packages

"It's all in the attitude. At The Zoo, there aren't any bad decisions. It's your skin, you make the rules. All Exotics are cool."

—Tora

Demonique™

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 14

Dark and Mysterious, Demonique™ is Biotechnica's most sensual Exotic currently on the market. If you desire to be the X factor at any function, you want to be Demonique™. Never worry about shoes again when you can wear hooves. Be the devil on your own shoulder.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Combat Tail*
- *Cyberaudio Suite w/ Voice Stress Analyzer*
- *Cyberleg x2*
- *Neural Link*
- *Subdermal Armor*

Embrace Rodentia®

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 16

You've always been a street rat. Better make it official. Embrace Rodentia® is the latest generation of our legendary rodent Bioexotic® that's been newly remodeled for 2045. It's our most customizable edition to date, featuring custom Sensor Array ears that can be ordered in a full catalog of rodent shapes, from Chipmunk to Mink, Ferret, Classic Field Mouse, and so much more.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cyberaudio Suite w/ Amplified Hearing*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Sensor Array*

KatNip®

Cost: 2,200eb (V Expensive) • **Humanity Loss**: 18

Feeling feline? Maybe a little catty? Don't settle for just the ears! You want to be able to land like a cat, and no kitty is complete without their claws. Our best-selling Exotic Bodysculpt for 25 years running, you'll love your new KatNip® body from Biotechnica, complete with all the fixings that Bioexotic® imitators often lack.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Cyberleg x2*
- *Grafted Muscle and Bone Lace*
- *Scratchers x2*

LagoForm®

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 16

Be your own good luck charm! Hop on over to Bioexotics® Camp and discover a whole new you. LagoForm® uses only premium Rocklin Augmentics Jump Boosters which are sure to put a spring in your step. Fluffy tail optional.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cyberaudio Suite w/ Amplified Hearing*
- *Cyberleg x2 w/ Jump Booster x2*
- Sensor Array

I've heard there's an entire Nomad Pack out there sculpted to look like bunnies. Don't know if its true but there's at least one LagoForm on the Night City street race circuit.

—Rex Royale

LupaForm®

Cost: 2,200eb (V Expensive) • **Humanity Loss**: 20

Not everyone is a cat person, but there's a big difference between being a dog person and being a dog person. For 25 years, LupaForm® has been the Exotic Package trusted by dog people to keep their allegiance clear. It's also Biotechnica's most cosmetically customizable Bioexotic®.

If it has four legs and could theoretically catch a ball and return it, there's a LupaForm® for that.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Chipware Socket w/ Olfactory Boost permanently installed*
- *Combat Jaw*
- *Cyberaudio Suite w/ Amplified Hearing*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Neural Link*

Serpentize Yourself®

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 16

Do you find mammals unappealing? Do your veins run cold? The 25th anniversary edition of Serpentize Yourself® is Biotechnica's most seductive snake form to date!

Get your tongue forked today and become a true champion of cataglottism!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Chipware Socket w/ Olfactory Boost permanently installed*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Neural Link*
- *Vampyres*

MAJOR BIOEXOTICS® PACKAGES

"These aren't for everyone. You gotta be ready. Respect the change. Don't go in with any baggage. Work yourself out first. Don't book a Zoo ticket after a big breakup. It won't go well."

—Tora

AquaForm®

Cost: 4,500eb (V Expensive) • **Humanity Loss**: 22

Biotechnica's luxurious AquaForm® has been the delight of ocean lovers and lawyers alike for 25 years! Now remastered with newly re-textured and aquadynamic shark skin, celebrate passing the bar with a brand new body from Biotechnica! Now also available in Seal, Dolphin and Orca!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Combat Jaw*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Cyberleg x2 w/ Web Foot x2*
- *Gills*
- *Radar / Sonar Implant*

BigKatt®

Cost: 7,000eb (Luxury) • **Humanity Loss**: 36

When KatNip® isn't enough for you, go big with BigKatt®. Become the concrete jungle's latest predator in your choice of feline form. BigKatt® comes in lion, tiger, liger, tigon, puma and cheetah, and oh my, so many more.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Combat Jaw*
- *Cybereye x2 w/ Low Light / Infrared / UV*
- *Cyberleg x2 w/ Grip Foot x2 and Jump Booster x2*
- *Grafted Muscle and Bone Lace x2*
- *Neural Link w/ Reflex Co-Processor and Sandevistan*
- *Wolvers x2*

Bughouse®

Cost: 6,600 (Luxury) • **Humanity Loss**: 48

Taking a step sideways on the evolutionary scale has never been easier with the 25th anniversary Bodysculpt. A truly rare and exotic form, Bughouse® purchasers are constantly Biotechnica's number one most satisfied Bioexotics® responders in our yearly surveys, despite their low response numbers. When it comes time to bug out, trust Biotechnica!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Combat Jaw*
- *Cyberarm x2 w/ Extra-Jointed Cyberlimb Upgrade x2*
- *Cybereye x6 w/ Image Enhance x2, Low Light / Infrared / UV x2m and MicroOptics*
- *Cyberleg x2 w/ Extra-Jointed Cyberlimb Upgrade x2 and Jump Booster x2*
- *MultiOptic Mount*

LET ME TELL YOU. I GET THE CATS. I GET THE BUNNIES. HELL, I EVEN GET THE SHARKS AND THE ELVES AND THE OTHER FANTASY SHIT. YOU KNOW WHAT I DON'T GET? THE BUGS! RAN WITH ONE ON AN OP ONCE. GUY BY THE NAME OF CRICKET. CREEPIEST CHOOM I'VE EVER WORKED WITH AND I DID A RUN WITH FOX, ONCE! GIANT EYES. JOINTS BENDING ALL THE WRONG WAY. AND THESE MANDIBLES HE WAS ALWAYS CLICKING LIKE A NERVOUS TIC. I'VE GOT MORE NIGHTMARES THANKS TO CRICKET THAN I DO FROM THE OP ITSELF!

—512
SOLO FOR HIRE

NeuHuman™

Cost: 4,000eb (V Expensive) • **Humanity Loss**: 32

Embrace the Neu. The NeuHuman™ is your form perfected, defended, and confident. Become the perfect you with a custom made NeuHuman™ Bodysculpt from Biotechnica. You'll come home turning heads, ready to take action on the street and in the boardroom. As a free gift, Evey package includes a Health Monitor to keep track of the Neu you!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Bodysculpting*
- *Appetite Controller*
- *Biomonitor*
- *Chipware Socket w/ Pain Editor permanently installed*
- *Cybereye x2 w/ Anti-Dazzle x2 and Chyron x1*
- *Cyberaudio Suite w/ Level Damper and Internal Agent*
- *Enhanced Antibodies*
- *Heuristic Health Monitor*
- *Nasal Filters*
- *Neural Link w/ Reflex Co-Processor*
- *NeuTongue*
- *Toxin Binders*

If you ever encounter a bodyguard so gorgeous they must be biosculpted, they might be a NeuHuman. The sheer amount of protection this package offers makes it popular among professionals in that field.

—Phoenix Redwyne

UrsaForm®

Cost: 8,200eb (Luxury) • **Humanity Loss**: 52

Biotechnica's most enhanced Bioexotic® to date, UrsaForm® is the pride and joy of our research division, and is ready to change your life in a beary good way. A psychological evaluation is provided with every UrsaForm® package. Not everyone is a good fit for UrsaForm®. Unseen side effects can result in brief episodes of cyberpsychosis. Biotechnica will not install Linear Frame Sigma in a purchaser without at least BODY 4.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Chipware Socket w/ Pain Editor permanently installed*
- *Chipware Socket w/ Olfactory Boost permanently installed*
- *Combat Jaw*
- *Cyberarm x2 w/ Wolvers x2*
- *Cyberaudio Suite w/ Amplified Hearing*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Cyberleg x2 w/ Grip Foot x2*
- *Grafted Muscle and Bone Lace x1,*
- *Implanted Linear Frame Sigma*
- *Neural Link*

FantaForms™

"FantaForms™ Exotics are cool. So they tend to be younger than old school Exotics, so what? We were young too once, remember? Stop gatekeeping. We could have been them, too, if we had been born in The Time of The Red. Wouldn't you have wanted to escape?"

—Tora

All FantaForm™ packages come with an exclusive Live Action Role Playing itinerary at the Zoo as part of the month-long implementation and transition process.

Draconic FantaForm™

Cost: 11,000eb (Super Luxury) • **Humanity Loss**: 34

The original and ultimate FantaForm™, Draconic has been in steady development by our research teams for over 25 years, evolving with each generation. We are proud to announce the release of our latest dragon bodysculpt, complete with a fire breathing mouth!

You'll spend Bioexotics® camp training to be the best dragon you can be by other past surgery participants, and get to fight some no-good Dwarven FantaForm™ adventurers in a real mountain lair in a big LARP finale.

Biotechnica will not install Linear Frame Beta in a purchaser without at least BODY 4.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Combat Jaw*
- *Combat Tail*
- *Cyberarm x2*
- *Cybereye x2*
- *Cyberleg x2*
- *Firebreather*
- *Grafted Muscle and Bone Lace x2*
- *Implanted Linear Frame Beta*
- *Neural Link*
- *Subdermal Armor*
- *Wolvers x2*

Dwarvish FantaForm™

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 12

The heartiest and bravest Dwarves are made at Bioexotics® camp! Like your other FantaForm™ campmates, you'll enjoy an exclusive LARP! You'll go on a trek through the Blue Mountains with your fellow dwarves. We won't spoil the rest, but there might be dungeons deep, caverns old, and long forgotten gold!!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Grafted Muscle and Bone Lace*
- *Toxin Binders*

Elvish FantaForm™

Cost: 2,100eb (V Expensive) • **Humanity Loss**: 16

You've played the hit MMO, now take your Elf Life Offline with Elvish FantaForm™, and live full time as your Elflines Online® character. You'll enjoy the forest LARP of a Lifetime, and come home a real Elf!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cyberaudio Suite w/ Amplified Hearing*
- *Cybereye x2 w/ Image Enhance x2 and Low Light / Infrared / UV x2*

Merish FantaForm™

Cost: 3,600eb (V Expensive) • **Humanity Loss**: 24

Are you just as at home under the waves just as you are on land? The Merish FantaForm™ is for you. Spend a whole month underwater off the coast of Oregon in Biotechnica's LARPlantis, getting used to your new body alongside your campmates and solving a murder mystery. One lucky participant is always chosen to be the murderer!

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Chipware Socket w / Tactile Boost permanently installed*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Cyberleg x2 w/ Web Foot x2*
- *Gills*
- *Neural Link*

Ogrish FantaForm™

Cost: 4,000eb (V Expensive) • **Humanity Loss**: 12

You'll feel invincible in your new Ogrish FantaForm™ by Biotechnica, with the same military grade Pain Editor that Militech trusts.

During Bioexotics® camp, you'll be trained to lead Orcish Fantaform™ soldiers in a LARP campaign by a real Militech Operative!

Biotechnica is not responsible for injuries sustained.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Chipware Socket w/ Pain Editor permanently installed*
- *Enhanced Antibodies*
- *Grafted Muscle and Bone Lace*
- *Neural Link*
- *Subdermal Armor*

Orcish FantaForm™

Cost: 2,500eb (V Expensive) • **Humanity Loss**: 12

Do you crave blood and battle? At Bioexotics® camp, you'll become forged in the heat of war and death alongside your Ogrish campmates in a martial campaign Live Action Roleplaying adventure against an enemy force of bodysculpted actors, and earn your place as a real Orc.

It would be shameful to become an Orc in any other manner!

Biotechnica is not responsible for injuries sustained.

▶ Package Contains ◀

- *31 day stay at The Zoo*
- *Exotic Bodysculpting*
- *Cybereye x2 w/ Low Light / Infrared / UV x2*
- *Grafted Muscle and Bone Lace*
- *Skin Weave*

Cyberware

"It's no secret. Exotics love chrome. We've always been on the forefront of cyberware installation for better or worse. Just remember, friends don't let friends fall off the Edge."

—Tora

Only some of this Cyberware is new. A few items originated in one of our free, monthly DLCs (available on our website) or in ***Black Chrome*** and we're reprinting it here for convenience.

▶ Appetite Controller

500eb (Expensive) • HL 7 (2d6) • Hospital

Internal Body Cyberware. Requires Biomonitor. Allows the user to manage and ignore hunger at the touch of a button using their Biomonitor. This allows the user to ignore Humanity Loss from the Long-term Environmental Stress Factor (**SEE CP:R PAGE 231**) *associated with it. Starvation is still an issue, however. After seven days without food, the user must roll a Death Save at the start of each day with a cumulative +1 to the roll for each additional day.*

▶ Combat Jaw

500eb (Expensive) • HL 14 (4d6) • Hospital

External Body Cyberware. Requires 2 Option Slots. User's jaw is replaced with a sizable hydraulic jaw capable of delivering devastating bite force with a two rows of reinforced teeth. The Combat Jaw functions as a Very Heavy Melee Weapon.

▶ Combat Tail

1000eb (V Expensive) • HL 14 (4d6) • Hospital

External Body Cyberware. Requires 2 Option Slots. User's spine is extended to connect the nerves to a weaponized tail module. Requires Neural Link.

The tail functions as a Heavy Melee Weapon. At the GM's discretion, a Character may use their Combat Tail for a task other than bludgeoning an opponent with a -4 penalty. While being utilized in this way the Combat Tail cannot be used as a weapon.

Extra-Jointed Cyberlimb Upgrade

500eb (Expensive) • HL 3 (1d6) • Clinic

Cyberlimb Option. The user gets +2 bonus to their Contortionist Skill Checks. Only one can be installed per cyberlimb. A user can only benefit from four such Cyberlimbs at once for a total possible bonus of +8.

Firebreather

1,000eb (V Expensive) • HL 14 (4d6) • Hospital

Internal Body Cyberware. Requires 2 Option Slots. An exotic shotgun, installed in the user's throat, fired by opening the mouth and hyperextending the tongue It is incompatible with all weapon attachments and may only load a single incendiary shell. This necessitates a complete rebuild of mouth, nose and throat to protect against accidental fire swallowing. The Firebreather can be successfully concealed without a Check.

Heuristic Health Monitor

500eb (Expensive) • HL 0 (N/A) • Clinic

Fashionware. Requires Biomonitor. A system of sensors is installed in the user's body to gather precise data on their health. The data allows a user's Biomonitor Fashionware to track tissue health, bone density, and – most popularly – recent gains by muscle grouping. The data is also used to rank the person using a proprietary Healthy Persons (HP) heuristic, which it tracks in real time. This cyberware allows a Character to know their own Hit Points at a glance.

NeuTongue

100eb (Premium) • HL 7 (2d6) • Hospital

Internal Body Cyberware. Cybernetic tongue alters the user's sense of taste. Using a linked Agent, virtual seasoning can be added to food. Can be deactivated by the user at any time without an action, eliminating the user's sense of taste.

Reflex Co-Processor

500eb (Expensive) • HL 14 (4d6) • Hospital

Neuralware Option. Requires Neural Link. Assists the Neural Link in its processing duties, freeing it up to focus entirely on enhancing the user's reflexes. A user with a Reflex Co-Processor can dodge bullets regardless of their REF. Requires Neural Link.

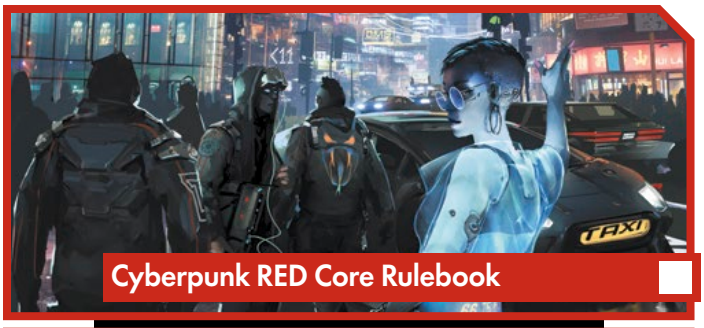
Bioexotics Packages

Name	Type	Install	Description & Data	Cost	HL
AquaForm®	Major Bioexotics	The Zoo	Explore the ocean depths and be right at home while doing it.	4,500eb (Very Expensive)	22
BigKatt®	Major Bioexotics	The Zoo	Be the monarch of the urban jungle. All claws, all jungle fury.	7,000eb (Luxury)	36
Bughouse®	Major Bioexotics	The Zoo	Leave the animal kingdom behind and join the insect revolution!	6,600eb (Luxury)	48
Demonique™	Minor Bioexotics	The Zoo	Dark and mysterious. Wear the hooves, lash the tail, be the demon..	2,100eb (Very Expensive)	14
Draconic FantaForm™	FantaForms™	The Zoo	Slaying the dragon? No. Being the dragon? Yes!	11,000eb (Super Luxury)	34
Dwarvish FantaForm™	FantaForms™	The Zoo	Take up your axe, drink mead by the barrel, and slay evil!	2,100eb (Very Expensive)	12
Elvish FantaForm™	FantaForms™	The Zoo	If you don't have this package are you really an Elflines Online fan?	2,100eb (Very Expensive)	16
Embrace Rodentia®	Minor Bioexotics	The Zoo	Be a Street Rat for real. Or a Street Chipmunk or a Street Mink...	2,100eb (Very Expensive)	16
KatNip®	Minor Bioexotics	The Zoo	The classic Catgirl/Catboy and the best-selling package for 25 years running.	2,200eb (Very Expensive)	18
LagoForm®	Minor Bioexotics	The Zoo	Be your own good luck charm! Hear better, jump father, and be cuter!	2,100eb (Very Expensive)	16
LupaForm®	Minor Bioexotics	The Zoo	Prove you're loyal and the bestest ever or go full wolf to howl at the moon.	2,200eb (Very Expensive)	20
Merish FantaForm™	FantaForms™	The Zoo	Walk on land if you must but beneath the waves because you can!	3,600eb (Very Expensive)	24
NeuHuman™	Major Bioexotics	The Zoo	You deserve to be the most perfect you possible, don't you?	4.000eb (Very Expensive)	32
Ogrish FantaForm™	FantaForms™	The Zoo	Crunch! Crush! Smash! Embody the invulnerable monster you were meant to be!	4,000eb (Very Expensive)	12
Orcish FantaForm™	FantaForms™	The Zoo	Crave blood! Crave battle! Earn your place as a warrior of excellence!	2,500eb (Very Expensive)	12
Serpentize Yourself®	Minor Bioexotics	The Zoo	Slither your way into everyone's heart with this seductive snake package.	2,100eb (Very Expensive)	16
UrsaForm®	Major Bioexotics	The Zoo	Become the biggest, toughest, meanest Exotic on the block.	8,200eb (Luxury)	52

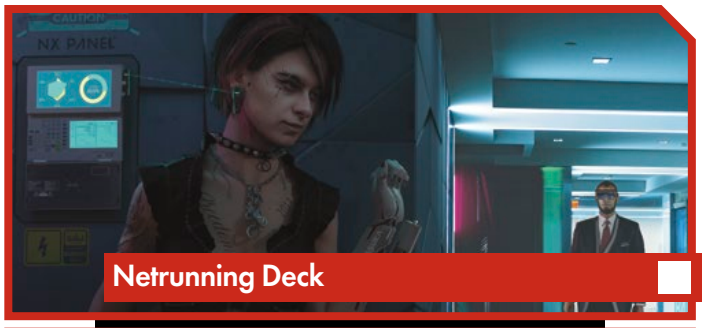
BIOTECHNICA

CYBERPUNK RED CHECKLIST

As of Q1/Q2 2023



Cyberpunk RED Core Rulebook ☐

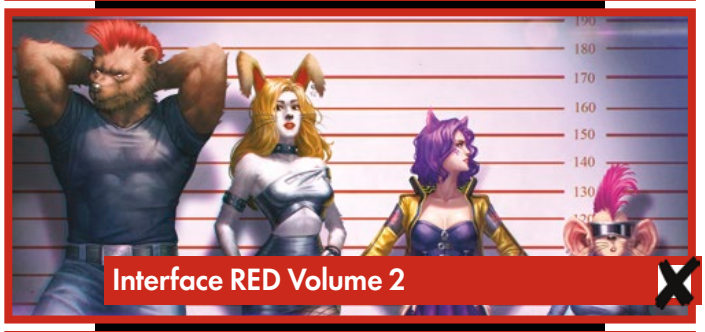


Netrunning Deck ☐

Cyberpunk RED Data Screen (GM Screen) ☐

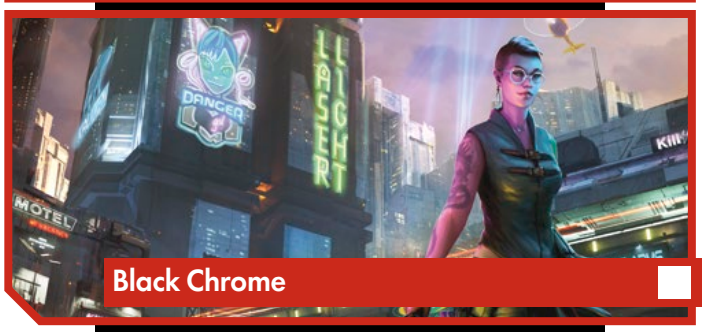
Tales of the RED: Street Stories ☐

Cyberpunk RED Data Pack ☐



Interface RED Volume 2 ☒

Interface RED Volume 1 ☐



Black Chrome ☐

Micro Chrome ☐

Cyberpunk RED Jumpstart Kit ☐

Syrinscape

Listen up, chooms!!

Download Syrinscape today and explore the official sounds of Cyberpunk RED

syrinscape.com

The Dark Future Never Sounded So Good

Cyberpunk RED

COMBAT ZONE™

Take control of your gang and make a name for yourself in the streets of Night City's **Combat Zone™!** Featuring the **[RE]action™** System: easy-to-learn skirmish rules with fast-paced, high-stakes tabletop action.

Cyberpunk RED

Bring your adventures to the tabletop with these detailed *Cyberpunk RED* models. These figures are perfect to use as player characters and NPCs. Each model is made from durable plastic and includes a base.

Talsorian Games

Visit our site for details!

MONSTERFIGHTCLUB.COM

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MONSTER FIGHT CLUB®

INTERFACE RED

Night City's voracious, choomba! It needs more places, more people, more things. More! More! More! It's never satisfied and we know you aren't either. Your campaigns can always use a little something extra to push it right over the Edge.

That's what ***Interface RED*** is all about. In this second volume you'll find a collection of short articles custom-crafted to improve your ***Cyberpunk RED*** experience. We've featured many of these articles on our website as free DLC for you to download to your data storage device of choice but this is the first time we've collected them into a single book! Plus, we've thrown in a new, exclusive article. The time has come to live your furry/scaly/finny/elfy dreams to the fullest!

Volume 2 of ***Interface RED*** adds the following to your ***Cyberpunk RED*** game:

- **Hardened Mooks & Hardened Lieutenants**: If your Crew's all about the combat, you'll need these tougher opponents to hit harder, shoot straighter, and stab deeper.
- **Night City Weather**: Get the atmosphere of Night City just right with this complete system for generating weather, with rules for everything from mild days to Blood Rain soaked nights.
- **Jumpstart Kit Conversion Guide**: Take the ***Cyberpunk RED Jumpstart Kit*** missions to the next level with this conversion guide to the full core rules.
- **Cargo Containers & Cube Hotels:** Twenty new places to live, designed to fit perfectly into any Edgerunner's budget.
- **Daeric Sylar's Guide to Elflines Online**: You've got the rules for playing Night City's most popular MMO. Now, you'll have a full list of dungeons, settlements, and raids, plus a whole bunch of monsters to throw at your digital players.
- **The 12 Days of Gunmas**: S.A.N.T.A.'s visited Short Circuit and brought with them a sack full of classic weapons updated for ***Cyberpunk RED***!
- **Exotics of 2045**: Bring out your inner beast or true fantasy self with Biotechnica's Bioexotics® line. With seventeen packages and the rules for treatment, there's nothing you can't become!

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