BY BAD MOON STUDIOS

DANGER GAL DOSSIER+

EXTRA CONTENT FOR DANGER GAL DOSSIER

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V1.0

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You know how, when you buy a movie for viewing at home, it might come with deleted scenes, concept art galleries, and other bonus content?

That's what ***Danger Gal Dossier+*** is, but for TTRPGs. To make page count, we had to cut some excellent content from our NPC & Faction Guide, ***Danger Gal Dossier***. The cut content isn't going to waste, though! We're presenting it here. Enjoy the plot hooks for each Faction and extra information from the Incident mission. Plus, a bonus Bozo! Because you can never have too many clowns.

PLOT HOOKS

Presented here are plot hooks for each faction, with ideas you, as GM, can spin into full scale missions, fun side quests, or news broadcast background noise in your campaign.

6TH STREET

- **Contracts, Contracts, Contracts**: A Neocorp start-up offers 6th Street a lucrative contract, but the money is too good, the job too easy, and no one can track down the origins of the company's founder. So X needs a crew of off-the-books Edgerunners to track down the truth.
- **Cyber-Serial Killer**: Every four days, a killer leaves a gruesomely carved-up body in public. The only Modus Operandi? Each victim is between 20 to 35 and the cuts are done with surgical precision and inhuman speed. 6th Street is recruiting a team to put down this killer before MAX-TAC swoops in and steals the glory.
- **NCPD Strikes**: A sanctioned NCPD squad has gone undercover, creating trouble and tension in the district to show that 6th Street can't hack it. They escalate their antics daily and ultimately plant a bomb at a NCART station with evidence pointing to 6th Street as the culprit. Del, a Zoner, overhears the plan, but no one believes them. Is your Crew ready to save some lives and earn a little 6th Street gratitude?

BOZOS

- **Big Top, Big Money**: Video footage of Big Top using a Militech Tactical Umbrella in some unspeakable ways has hit the Data Pool and the Megacorp isn't happy to see their brand associated with the killer clown. They're willing to pay through the nose to make sure Big Top is taken down, publicly, using Militech gear.
- **Bozo Bounty**: Following the MAE, NCPD has offered a reward for information on and the capture of any high-ranking member of the gang. Alive. A dead body will get you nothing.
- **Oh God! Clowns!**: The Crew takes a job to transport large bricks across the city in the dead of night. Their Fixer's paid off all the appropriate parties so it should be a smooth run. Then the Bozos show up.

DANGER GAL PUMA SQUAD

- **Fear and Loathing in Otaku City**: It's Nightkon – Night City's most-attended geek convention! One of the developers of Elflines Online is attending the convention live and in person, but a bloc of players from the local server have planned an offline player kill after their favorite weapons were nerfed in the last patch. In response, Puma Squad have tapped the Crew to dress up in Elflines Online cosplay and mingle as hidden bodyguards while they try to track down the ringleader of the bloc.
- **Fearful Symmetry**: A Jane Doe washed up on the beach recently, a perfect match of Lynx's physical and genetic profile, but Lynx happens to be safe and well at the Danger Gal HQ. Worried they might be internally compromised, Danger Gal's willing to hire outside contractors to investigate.
- **Please, Puma – Leave those Kids Alone**: Various YoGangers have been talking amongst themselves about a nice, cat-eared lady who bails them out of bad situations, and there are rumors among the kids of an apartment they can borrow to bathe or sleep in as long as they don't abuse their absent host's hospitality. Why are they doing this, and is it truly altruistic, or just another recruitment ploy?

DIGITAL DIVAS

- **DMSketchy**: Why is DMS grooming Sizzle Jams? Does DMS have a secret agenda or is Albert Rudd a rogue element with his own plans?

- **Stealing the Music**: Who's been stealing supplies from the band's provider Matt? A common thief or someone who doesn't want the Digital Divas to play their next gig?
- **Unanswered Questions**: What prompted Bev Hatric to start fires after Digital Divas shows? Was she simply a crazed fan or is there a conspiracy working behind the scenes?

Edgerunners

- **Data Gather**: Michiko Sanderson wants more detailed intel on the Edgerunners here than the initial dossiers provide, so Danger Gal hires the Crew to collect it — discreetly, of course. In some cases, their employer may ask the Characters to stage some situations where evaluations can be performed under more "real-life field conditions." If the new-hires do well, they might even find themselves subject to similar evaluations before Michiko decides to entrust them with other jobs, or even a full-time employment offer.
- **Data Merge**: Danger Gal is interested in acquiring the substantial data and media files accumulated by Edgerunners like Crasher and CrAB Lord, knowing there could be all sorts of potentially useful information in them. They might hire the Characters as go-betweens to make an initial offer or to steal the files, if the initial answer is "no." Of course, word may get out, interesting other parties in whatever Michiko's people are after, or one of the Edgerunners might try playing multiple potential buyers against each other, or faking the theft or destruction of their own data to throw people off the trail.
- **Data Theft**: Several of the dossiers in this section were lifted from the Danger Gal secure server, and the hunt is on for whoever took them. The thief uses the info in the dossiers in an attempt to blackmail the Edgerunners, tipping them off that someone has intel on them. The Crew might be hired to retrieve them, or they might be included in the dossiers and the blackmail attempt! Then it's a race for the files between Danger Gal, the various Edgerunners, and the Crew. To raise the stakes, make sure one of the endangered Edgerunners is Tetsuo, and hint that the former Solo will do whatever is necessary to ensure his new identity isn't compromised.

Generation Red

- **Do You Know Where Your Kid Is?**: Those members who have adult guardians don't get much in the way of supervision but someone may want their spawn back under their thumb – or may even be honestly worried about their kid spending their free time in the Old Combat Zone.
- **Help a Kid Out**: The little menaces have been doing a good job defending their territory so far, but not one of them is legally an adult yet. If the city comes knocking, they might need to get creative – and if a bigger boostergang decides to start poking around, they're going to need to get creative and lucky. Or they're going to need some outside help.
- **Help a Kid Up?**: Danger Gal's always on the lookout for new recruits, and these kittens have proven they have claws. Blades is halfway in the company's pocket already, but Apex and her second-in-command Lookout may not be nearly as accommodating. Pressure from a third party might knock them into Danger Gal's paws – or it might unite them against outsiders. Good luck!

Maelstrom

- **Burn Notice**: An NCPD detective named Mauser has word a dirty cop plans to "out" an informant of his within Maelstrom. Mauser wants the cop zeroed before he can blab, and the famed "cyberpsycho hunter" is willing to pay.
- **Dead Guys Is Parts**: Maelstrom is always looking for spare cybernetics. They pay extra for working or refurbished ones that have visible scars or burns from the Nuke.
- **Lebentanz**: Flenser wants would-be real estate agents to find Maelstrom (and Totentanz) a new home that's not constantly at risk of falling over. She has a list of places up in Watson, with a bonus if you can provide her with "motivated sellers," no questions asked. Another hotel would be ideal. Pays a decent rate in cash or a better rate in cybernetics.

Network 54

- **Escape from Night City**: Fiona wants to publicly fake her death after becoming disillusioned with the network. She knows that Net54 will not

want their schemes ruined and has hired Crew to help her escape from the city. Of course, Net54 might pay even more if they bring her to them instead.

- **Hostage Situation!**: While investigating Maelstrom gang ties with Rocklin Augmentics, Fiona and her team have been taken hostage! Net54 is refusing to pay the gang's exorbitant ransom and would rather hire Edgerunners for a retrieval.
- **Pay the Price**: A Petrochem Exec is refusing to pay the "fees" needed to keep a Fiona Hayes story regarding a fertilizer formula stolen from Biotechnica off the air. An exec at Net54 has hired Crew to convince them to accept the blackmail price.
- **Will the Real Fiona Please Stand Up?**: There have been multiple sightings of a person who looks just like Fiona Hayes around Night City. Stringer has hired the Crew to find out if it's "his" Fiona, somehow alive after her fatal "accident." If so, Angle will want her dead.

NCPD Precinct #1

- **Block Party**: NCPD has been ordered to move a group of Reclaimers out of a ruined block claimed by Zhirafa for gentrification. The Reclaimers ask the Team for help, saying they've got a municipal grant to renovate the site.
- **The Competition**: While investigating a Neocorp Exec in the Upper Marina, the Team finds an NCPD detective unit is conducting its own operation on their target. Do they cooperate, compete, or risk interfering with the police?
- **New Drug, Who This?**: Gang clashes have radically increased in the Old Combat Zone. While normally the CZs are no-man's land, the NCPD requests the Team's help investigating rumors that a new drug is winding up The Street.

Piranhas

- **Blood in the Waters**: There's a Piranha at every major Edgerunner party tonight. That's not unusual. What is? The Piranha are out for blood. Rumor has it someone in the Edgerunner community stole one of Dirty Shirley's formulas and when the party gang finds out who? The thief will be the final pinyata of the night.
- **A Different Kind of Party**: Rumor has it there's an extra fee someone can pay to make a Piranhas party a little less blissful and a little more bloody. No one can say where they get the victims from, but it's been suggested that there's a good chance they're the kidnapped elite.
- **The Party Girl**: Mister Kernighan's 20-something heir, Epiphany, has been living in a party for three months. Someone needs to get Epiphany out or help them run away from their overbearing father.

Sightseers

- **Digging for Dirt**: In an effort to avoid large-scale conflict between the NCPD and Nomads, Racer contacts Aldecaldo Media Trace Santiago, urging him to shed light on the situation and the treatment of Endo and Swirl in hopes of putting public pressure on the cops. Trace hires the Edgerunners to investigate Sarge and his squad, hoping to uncover the truth behind the arrest.
- **Flatline and Frame Up**: Sarge, hoping to hide his involvement in the altercation, hires the Edgerunners to flatline Pitbull and frame a local gang, hoping Pitbull's death defuses the tension.
- **Jailbreak**: With Endo and Swirl in custody, Racer, Glare, and Gaze plan to break them out. To avoid implicating the Aldecaldo pack, Racer enlists the help of the Edgerunners to assist in the jailbreak.
- **Pick a Side**: As tensions between the NCPD and the Nomads rise, the leaders of a few packs plan a guerrilla strike against the local precinct. The Edgerunners can choose to assist the Nomads in their attack, or attempt to intervene and prevent losses on both sides.

Team Monster

- **Bunny Business**: The Subatomics, a group of underground hacktivists in Night City, have discovered Biotechnica is conducting unethical research on a nearby private island. They're looking for a group of Edgerunners to provide physical evidence

and shut down their activities. You've heard weird stories at bars about Team Monster, Biotechnica and... death rabbits? You've brushed it off as drunken tall tales but maybe Team Monster has some inside info that could be of use.

- **Missing Musicians**: Several local artists performing in the city's club scene have gone missing. Rumor has it they've all been recently hired to perform at an elite private party. Bruce Maxis, owner of The Paradox, has long residency contracts with a few of his singers and will pay handsomely for their safe return. Nox Arya is a well-known headliner of The Paradox. She may have seen or heard something.
- **Rival Crews**: Three days ago a Nomad cargo ship was hijacked by a group of sea-going Raffen Shiv. It's the second time this month that transportation has been intercepted. The Thelas Nation has posted a reward for the recovery of the cargo. Your Crew's on the case. The problem? So is Team Monster. Will they work together or blow each other apart?

Trauma Team Squad NC4-2

- **Help Me Find My Lost Cousin?**: The PCs are hired to find a "missing person", the Media called Flashes, and pointed in Stick's direction but the employer is a hitman out for Twist, not the "grieving relative" they pretend to be.
- **Landlord Trouble**: Protection racketeers are hassling Penitent and Paddles to get out of their building in favor of someone who will pay up and a Crew Member or someone they care about is caught in the crossfire.
- **Trauma Card Fraud**: A Crew member receives Trauma Team bills, tagging Squad NC4-2 as the provider, for non-existent extractions. Someone is spoofing cards. The PCs need the debt collectors off their backs and NC4-2 wants to get paid.

Tyger Claws

- **Deliver with Tyger Eats!**: You must grab some quick cash to pay your rent! Luckily, the Tyger Claws offer a job with immediate pay: The service delivers meals (and perhaps something a bit extra) from contracted eateries to customers' designated locations.
- **The Invisible Hand**: There are many Kusa (sleeper spy ninja) lurking within the Tyger Claws and the Japanese community. They are secretly preparing for the day when Arasaka returns to the Night City. Danger Gal needs them taken out.
- **Repel the Land Sharks**: Continental Brands opened a new Oasis store in Tyger Claws territory, and have hired muscle to threaten and raid food stores and stalls. Will the Crew take a Continental Brands payday or side with the community?

Zoners

- **The Cybermole**: Zoner secrets and movement plans have been getting out. Do they have a spy within their midst? FreeFall is calling in the favor the Edgerunners owe them to solve this mystery.
- **NCPD Crackdown**: The Night City Council has incentives for the NCPD to harass the Zoners until they stop protesting and accept their fate. Can a crew of brave Edgerunners find out who is targeting the Zoners and using the NCPD as the tool?
- **We are Night City!**: A Petrochem transport flipped over in South Night City while carrying valuable cargo. The cargo could be used for defense, food, or as a bargaining chip with a bigger power. What does the movement need most?

ORGAN GRINDER

The Doctor Will Saw You Now

Orson Grand was an up-and-coming Medtech a few years back. He worked for Savage Docs, specializing in limb and secondary organ replacement. Then, in 2044, he dressed up as a clown for a "company" Halloween party. He thought it would be funny.

During the party, Grand had to go into emergency surgery. Like a story out of a soap opera, his brother's heart was giving out and he was the best person available to switch it out for a new one. With no time to change, Grand attempted to replace the heart and other organs as they began to shut down while wearing the stupid clown costume. I don't need to tell you – it went wrong.

Part of his costume got in the way. He fell forward, The bonesaw whirred at full speed, severing his brother's spine. There on the operating table, his brother and his best friend since childhood, took his last breath sputtering blood.

The incident broke Grand. He left work and vanished for months. When he reappeared, he was with the Bozos, wielding what he referred to as a "surgical chainsaw," and acting as Big Top's medical assistant. He goes by the name Organ Grinder now, and all his medical know-how means he knows just where to cut to make it really bleed, and he'll laugh while doing it.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED 18	HP	35
ROLE	Medtech: Medicine 2 (Surgery 2)		DEATH SAVE 6		

STATS

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

WEAPONS

Very Heavy Melee Weapon	ROF1	4d6
PQ Heavy Pistol	ROF2	3d6

ARMOR

HEAD	Skinweave	SP 7
BODY	Skinweave	SP 7

SKILL BASES

Athletics 9 • Basic Tech 7 • Brawling 9 • Concentration 6 • Conversation 5 • Cybertech 8 • Education 10 • Evasion 12
First Aid 7 • Handgun 5 • Human Perception 5 • Language (English) 7 • Language (Streetslang) 5
Local Expert (Little Europe) 5 • Melee Weapon 13 • Paramedic 10 • Perception 6 • Persuasion 5 • Surgery 9

GEAR

Junk H Pistol Ammo x16 • Agent • Medtech Bag

CYBERWARE

Exotic Bodysculpting • Skinweave

SPOILER FOR THE INCIDENT.
DO NOT READ IF YOU AREN'T A GM!

Bloodhound has always had a somewhat long, sad face, hence the nickname. The Olfactory Boost came later, and comes out of his unlikely hobby — cooking. Bloodhound is a born-and-bred Shroomer, a descendant of psychedelic mushroom-growers and survivalists who allied together to survive in the Time of the Red.

The Shroomers live in certain abandoned and cut-off sections of Night City's subway system. They grow large amounts of culinary mushrooms and actually have enough fresh food to cook meals that taste like something, hence Bloodhound's hobby.

During his wander-year, Bloodhound developed a taste for topside life and began collecting media and music he didn't have access to on the Shroomers' local, home-built Data Pool, which is what led him to befriend Mallard and Capo.

Bloodhound is very excited about the infiltration job — just keep an eye out for a flash Corp Netrunner while he deep-dives some archives for information? Easy money! If he keeps this up, he might actually be able to pay the rent on a conapt and live the topside life full-time.

BLOODHOUND

Body #2

LEVEL	Hardened Mook	REP	0	SERIOUSLY WOUNDED	15
ROLE	Media: Credibility 2			DEATH SAVE	4

HP 30

STATS

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

WEAPONS

PQ Very Heavy Pistol	ROF1	4d6
Light Melee Weapon	ROF2	1d6

ARMOR

HEAD	—	—
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Brawling 6 • Composition 8 • Concentration 6 • Conversation 6 • Education 6 • Endurance 8 • Evasion 10
First Aid 7 • Handgun 10 • Human Perception 6 • Language (English) 8 • Language (Streetslang) 6
Local Expert (Night City Tunnels) 6 • Perception 8 • Persuasion 8 • Resist Torture/Drugs 8 • Science (Culinary) 8
Stealth 6 • Wilderness Survival 10

GEAR

Basic VH Pistol Ammo x16 • Disposable Cell Phone • Memory Chip • Radio Scanner/Music Player • Shroomer Token

CYBERWARE

Cybereye x2 *w/ Low Light/Infrared/UV x2*

CAPO

Patient #1

SPOILER FOR THE INCIDENT.
DO NOT READ IF YOU AREN'T A GM!

Capo is a genuine, born-and-bred Night City native, from a safe, boring Corporate family in Little Europe. Caponever really had a safe, boring kind of personality, however, and was in constant trouble at her Corporate vocational school. Her parents remained loving, but didn't really have the time to address her aggressive tendencies.

Instead, a family friend saved her by introducing her to the sport of roller derby. Be as nasty and mean as she needs to be in order to get all her excess energy out, and win at sports while she's at it?

Capo was hooked. Her fierce playing style and violent flourishes soon got her a small covey of fans which she grew into a bona fide Rockerboy V-idol lifestyle, leading to collaboration with a smalltime band named The Razor Squad.

Capo is currently hanging out with her new output, Bugout, and bothering his cousin Bloodhound... and, sure, she'll tag along if he needs another warm body on a job or two.

She needs her nice clothes and fashionware, and neither roller derby nor the band bring in much eb.

LEVEL	Hardened Mook	REP 1	SERIOUSLY WOUNDED	20	HP 40
ROLE	Rockerboy: Charismatic Impact 2		DEATH SAVE	7	

STATS

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

WEAPONS

PQ Heavy Pistol	ROF2	3d6
Light Melee Weapon	ROF2	1d6

ARMOR

HEAD	—	—
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 10 • Brawling 10 • Concentration 6 • Conversation 7 • Dance 8 • Education 5 • Evasion 10 • First Aid 5
Handgun 10 • Human Perception 7 • Language (English) 7 • Language (Streetslang) 5 • Local Expert (Little Europe) 5
Melee Weapon 10 • Perception 5 • Personal Grooming 7 • Persuasion 10 • Stealth 6 • Wardrobe & Style 7

GEAR

Basic H Pistol Ammo x16 • Agent • Inline Skates

CYBERWARE

Contraceptive Implant • EMP Threading • Grafted Muscle & Bone Lace • Techhair

SPOILER FOR THE INCIDENT.
DO NOT READ IF YOU AREN'T A GM!

Born Jayce Ballard, Mallard got his street name for two reasons: the particular hue of his Techhair mohawk, and the way it rhymes with his last name. An up-and-coming Fixer, he hangs out mostly in the Marina district, which brings yet more waterfowl comparisons.

This particular ducky is, however, strictly shore-side, as he lacks the Nomad family contacts and the sea legs to live comfortably offshore.

Mallard plies his trade skimming and scooping up things found by various scavengers and salvagers, as well as repackaging omnipresent gossip into "information" for sale. He's also assembled a small crew of friends and contacts to help him secure his small business and find jobs worth their collective time. Rumor has it he works for Mister Amaze, the guerrilla marketer and Fixer working out of Dock 13.

Mallard met Bloodhound during the Shroomer's wander-year. At first, Mallard was hoping to turn their relationship into a steady stream of edible fungi to sell but, after a while, it blossomed into a real friendship. Or, at least, as real a friendship as one can have in Night City.

MALLARD

Body #1

LEVEL	Hardened Mook	REP	1	SERIOUSLY WOUNDED	15
ROLE	Fixer: Operator 2			DEATH SAVE	4

HP 30

STATS

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

WEAPONS

PQ Assault Rifle	ROF1	5d6
PQ Heavy Melee Weapon	ROF2	3d6

ARMOR

HEAD	—	—
BODY	Light Armorjack	SP 11

SKILL BASES

Athletics 6 • Basic Tech 10 • Brawling 6 • Concentration 6 • Conversation 6 • Education 7 • Evasion 10 • First Aid 7
Human Perception 6 • Language (English) 9 • Language (Streetslang) 7 • Local Expert (Heywood industrial District) 7
Melee Weapon 10 • Perception 7 • Persuasion 10 • Shoulder Arms 11 • Stealth 6 • Trading 10

GEAR

Basic Rifle Ammo x25 • Carryall • Disposable Cell Phone • Flashlight

CYBERWARE

Neural Link *w/ Chipware Socket & Skill Chip (Accounting)*

BUGOUT

Patient #2

SPOILER FOR THE INCIDENT.
DO NOT READ IF YOU AREN'T A GM!

Another Shroomer, Bugout was just an ordinary tunnel-sweeper, dealing with ganger and vermin incursions into his family's underground world, until his childhood friend Bloodhound introduced him to some new topsider friends. That was when he fell head-over-heels in love with Capo.

There are cuties in the Shroomer community but, after two decades underground, almost everyone Bugout's age is his cousin in some way or another, and he knows them much too well to see them as anything other than family.

Capo is new. Capo is different. And, more than that, she's funny, she likes fights, she punches and kicks with the best of them, and she's tough enough that Bugout thinks she would make a great tunnel-sweeper too, if she ever wanted to move underground with him. And if she wants to stay topside, that's fine with him too — he'll go up into the city with her, and never mind the neon; he only has eyes for her.

LEVEL	Hardened Mook	REP 0	SERIOUSLY WOUNDED 18	HP	35
ROLE	Rockerboy: Charismatic Impact 2		DEATH SAVE 5		

STATS

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

WEAPONS

PQ Shotgun	ROF1	5d6
Light Melee Weapon	ROF2	1d6

ARMOR

HEAD	Kevlar®	SP 7
BODY	Kevlar®	SP 7

SKILL BASES

Athletics 6 • Brawling 6 • Concentration 6 • Conversation 6 • Drive Land Vehicle 10 • Education 6 • Evasion 12
First Aid 6 • Human Perception 6 • Language (English) 8 • Language (Streetslang) 6 • Local Expert (Night City Tunnels) 6
Perception 10 • Persuasion 6 • Shoulder Arms 12 • Stealth 8 • Tracking 10

GEAR

Basic Shotgun Shell Ammo x4 • Basic Shotgun Slug Ammo x4 • Disposable Cell Phone • Shroomer Token

CYBERWARE

Cybereye x2 *w/ Low Light/Infrared/UV x2*

SPOILER FOR THE INCIDENT.
DO NOT READ IF YOU AREN'T A GM!

THE SHROOMERS

According to Pa Saddlefoot (the oldest living member of the group), the Shroomers started out as two separate bands of survivors. His side were a group of amateur mycologists from Night City University who had taken to growing hallucinogenic mushrooms for personal use. When their hobby proved they were largely unprepared for the vicissitudes of the Time of the Red, they turned their fungiculture skills towards edible mushrooms instead. Their supply of food made them a target for boostergangers, but they cut a deal with a neighborhood protection gang turned survivalists: food in exchange for protection. In time, the two groups merged.

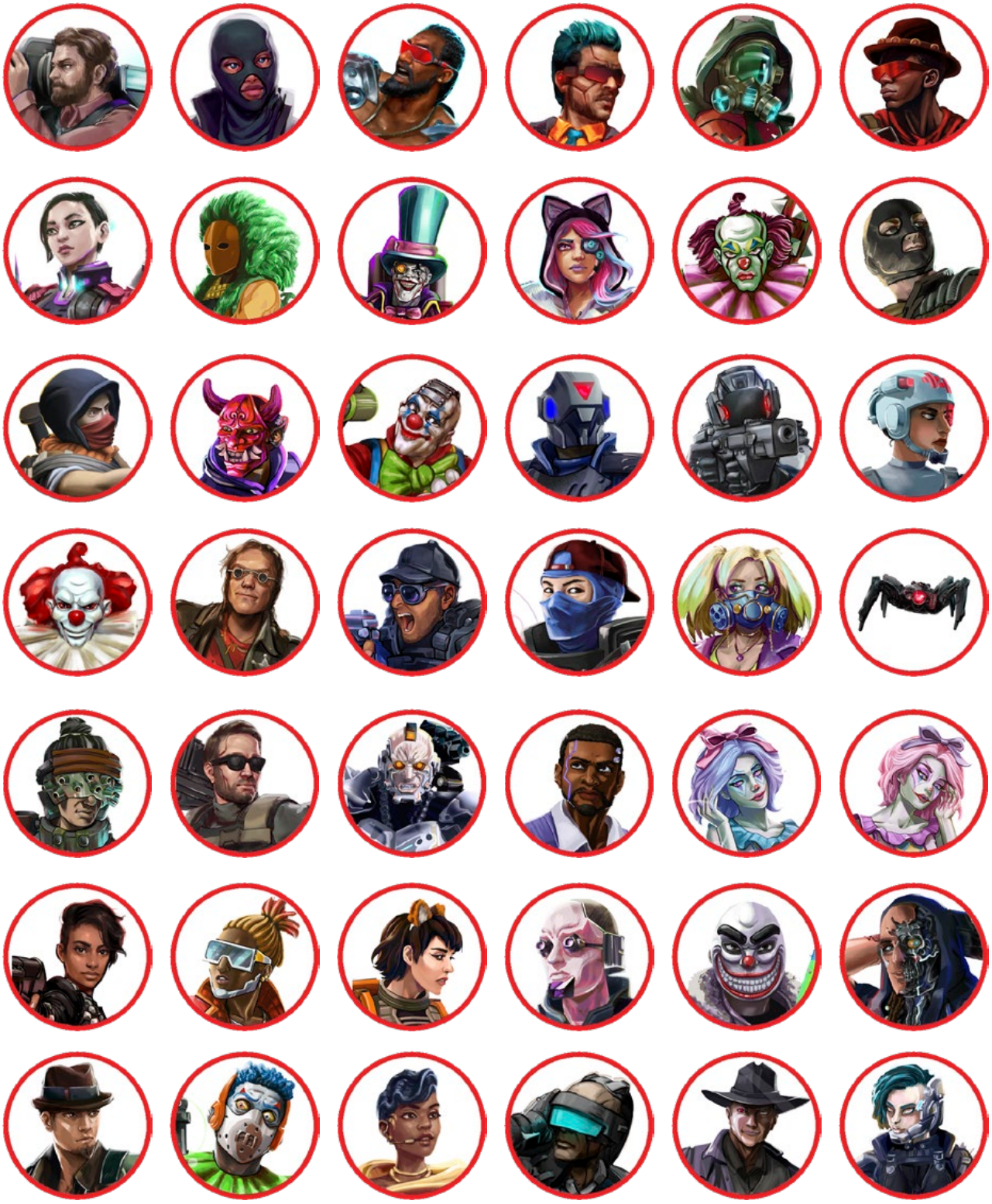
The proto-Shroomers abandoned the topside world after an act of arson destroyed their armory and food storehouse — to this day Pa Saddlefoot has no idea who really did it. It was May, another living elder, who made the suggestion to go underground. In her youth she had been an avid urban spelunker, and she knew maintenance tunnels that would lead to the subway under Night City. It was May and her late brother Emrys who led the Shroomers to the abandoned subway depot that they converted into their main dwelling place after they lost everything to outside aggression.

The Shroomers have been hiding underground in their highly defensible village since 2025, coming topside to trade mushrooms and goods fabricated from high-quality scrap for other necessary goods. While most of the Shroomers are completely willing to trade with outsiders, they do insist on their privacy and don't casually admit guests to their subterranean neighborhood. It is possible to marry into or become adopted by the Shroomers, but that depends very much on the personalities involved — some of the older leadership still refuse to entrust errands of any importance to someone not of Shroomer stock going back to the founding.

As of 2045, the Shroomers are best described as Reclaimers — they work hard over their mushroom racks and grow many varieties of fungus and lichen, all of which form an ample and nutritious diet. They make their own tools and weapons from scrap metal, and scavenge or trade for goods they can't make or grow themselves. Their children are educated in a train car school-house, and then apprenticed at age twelve. At eighteen a young Shroomer is allowed to go on their wander-year — a pilgrimage of sorts where the young adult is goes topside and mingle with strangers to learn about the outside world.

This has led to a small amount of brain drain as several young Shroomers never returned from their wander-year and, instead, left permanently to work in the above-ground sections of Night City. They're still family, however, and aren't cast out forever. There will always be a bunk and a meal for them if they need it underground. This movement outwards keeps the Shroomers connected to The Street, which means they can find outside expertise should they need it.

The Shroomers as a whole also have a formidable ally in the form of Mrs. Suzuki, a Fixer whose fondness for culinary mushrooms exceeds that of many gourmands. She has kept a single bodega open in the Old Japantown Combat Zone for the past fourteen years just for to maintain her connection to the Shroomers and their delicious harvests.

NPC TOKENS

Whether you're playing at a physical table or a digital one, tokens can help you keep track of the action. To help, we've created a token for each NPC from ***Danger Gal Dossier***. Of course, many of them aren't likely to show up in a combat scenario but you're free to use them to represent different NPCs in other missions as well.