

Source of the Rat Problem

Read it to them strait:

Your team is approached by the Mr. Johnson with an interesting proposition. Going hunting and getting paid. He sits down in a booth in a dive bar on the edge of the barrens (GM Picks). He looks over the team and then he starts.

“There are rats everywhere. Big ones, little ones, hairy ones, even nasty ones. The biggest threat of the rats, other than the shamans, is the Devil Rats; at least that is what we thought.

There are a new breed of rats that are plowing through barrens around the world. Chewing through every fleshy body that they can find, hunting in large packs and devouring everything in their path. These new creatures are the HMMV infected rats, to include the Devil Rats.

Little is known about these rats because it was thought that HMMV couldn't affect their species. Somehow it has. There are several theories as to how this has happened. It is up to your team to figure it out.”

I will give you more info if you accept the job.

Info in packet.

These rats are only in Goul populated areas. It is thought that they have been eating the dead and dying gouls and over time the virus mutated to create a strand that not only affects humans/metahumans but rats as well.

The employer is researching the cause of the new outbreak and wants you to grab one of the female HMMV Devil Rats alive if possible and bring it back to the drop point. For each infected rat pair, one for regular rats and one for devil rats along with one other female devil rat they will pay you 10K Y each.

They will also pay bonuses for any information that is pertinent to learning about the spread of this new virus.

So that is 1 male infected rat, 1 male infected devil rat, 1 infected female rat, and 2 infected female devil rats. If they are brought in dead you will receive half pay for each pair.

Behind the scenes:

Here is where the GM has some choices. These rats could be created the way described above, if so increase the number found per encounter. Make the situations more deadly and cause a chance for the characters to be infected if they do anything wrong.

The second way is how I ran this encounter.

These rats are part of a creation for some TOXIC RAT Shaman. This circle is creating these rats to spread the chaos and destruction to more of the barrens in the hops of spreading their domain and

growing in power. These rat shaman not only pervert the way of rat, but they pervert everything they touch.

This circle should be a powerful group that takes a few sessions for the runners to find out about. Then it should take a few more before they get them all broken up. Finally the runners should get the information out there so other barrens that are fighting the HMVV rats can know how to eliminate the problem.

When I ran this we had a 10 member circle who all initiated 4-8 times. They all have familiars that are toxic rat (Spirit of beast) spirits. Of course, GM's need to take into account the skill and mix of the runners. How deadly do you want this run to be? And finally, what outcome do you expect. We lost two characters and had one get infected. It was a rough run, but in the end everyone loved running it.