

## THE CARIBBEAN LEAGUE

> Usually, the author who sent me this info about the Carib League would need no introduction. Just about anyone who even has a trid has heard of the Gingerbread Man, the self-proclaimed pirate star of the Caribbean. But with this introduction comes a bit of a somber note: two weeks after he dropped this data my way, the Gingerbread Man and his crew vanished in the Bermuda Triangle. The rumor is that he was about to pull off a mega-heist, but whether it happened or not, no one is sure. There hasn't been a peep from his crew in two months, and that's unheard of, considering who we're talking about.

> Captain Chaos

### >>>> INSERT TIMELINE BOX

**2010:** Kingston, Jamaica becomes the first Caribbean city infected with VITAS I, which eventually causes the deaths of 1 in 3 Caribbeans.

**2011:** John Hopkins University develops the first treatment cocktails for VITAS I.

**2014:** Unusual weather patterns caused by the Great Ghost Dance cripple the Caribbean sugar industry.

**2015:** Natural Vat Food Technologies builds its first mycoprotein fungus farm in Puerto Rico.

April, 2021: Aztechnology acquires Natural Vat Food Technologies.

**October, 2021:** The Caribbean League is formed at the urging of Guadalupe Martinez of Cuba.

**February 2022:** VITAS II hits the Caribbean, but new vaccines developed by Johns Hopkins University prove valuable in curbing deaths.

**June 2022:** The UCAS government learns of unethical experiments committed by Johns Hopkins on metahuman research subjects. Johns Hopkins loses its university status but files for incorporation in Haiti and becomes the John Hopkins Institute of Health.

**2034:** South Florida secedes from the CAS and joins the Caribbean League as the Sovereign State of South Florida.

**2048:** The second phase of the Corporate Court's "Operation Reciprocity" actions against Aztechnology is launched from Mayagüez, Puerto Rico.

**2055:** The Morlocks gang in Miami starts violently attacking tourists, leading to Gunderson-led crackdown on street gangs. Casualties of the "Night of Law", as it is later called, number in the thousands.

**November, 2061:** Hurricane Rebekah ravages the Dominican Territories.

### >>>> END TIMELINE BOX

## JUST ANOTHER DAY AT THE BEACH

Welcome to the sunny Caribbean, chums! Har, I guess I should tell you right off the bat that "chum" isn't a friendly nickname around these parts. Chum is shark food, and that's what you'll be if you come to the Caribbean League before you finish reading my little primer here. And who am I? If you don't already know that, you must have been living in a cave for the past decade. I'm none other than the Gingerbread Man, legendary pirate of the Seven Seas (more like nine, but who's counting?) and your gracious host to the shady underbelly of the Caribbean.

I've only got limited time before my next extravagant maritime heist, so I'll dive right in. But keep your eyes on the trid for me, and you'll see something soon, I promise. So you want to know how the Caribbean League came into being? Well, it's basically equal parts desperation and distrust that founded the League. Oh sure, it's all parties on the surface, but the undercurrent around here has always been dark and bloody. The Cap'n (what is he the captain of, anyway?) wanted me to skip straight to the twenty-first century, so let's start at the event that really set the balling rolling: VITAS.

The Caribbean nations were never known for their rock-solid governments; it was common place for them to overthrow their leaders every few years. But when VITAS swept into these largely-poor islands and took with it millions of lives, everything fell apart. And I mean everything. The tourists fled home and governments shattered under the weight of weak health care systems and shabby beauracracies. The violence that erupted in the wake of VITAS killed nearly as many as the disease itself

> For once, GBM isn't exaggerating. If you're of strong stomach, take a look at the old footage sometime. Violent gangs shooting at each other over stretches of ghetto marked by pyres of burning VITAS-plagued bodies. A lot of smart people just got on their boats, sailed out into the blue sea, and never came back to land. Some are still out there.

> Darwin

The suffering Caribbeans called out for help, but with the Awakening, the world had its own problems. The only "help" that answered the cry came from the corporations. And they were not so interested in the welfare of the people as they were in cheap, unregulated land, labor, and resources. The late twenty-teens came to be known as

the "Island Grab", as the corps came rushing into the Caribbean to snatch up anything they could get their profiteering mits on.

> Hah, a pirate calling the corporations profiteering! The corporations might have had their own agenda, but they did bring some stability, money, and health care to the islands when they desperately needed it.  
> Runners Without Borders

> They also brought racial segregation, unregulated pollution, and human rights violating experimentation.  
> Dr. Bones

> The voodooists answered the cries for help too, though quietly for the local people, as the loa instructed us. We are still in the hearts of the Caribbeans as they remember the dark times.  
> Voodoo Lou

The Island Grab became such a rapidly spiraling situation that by 2020, the larger Caribbean islands began to fear a complete privatization of the region. Feeding off of this fear, Guadalupe Martinez's **Partido De la Fundación De Cuba** (Cuba Foundation Party) neo-Communists rose to power and tried to sell the other islands on an idea of a cooperative regional alliance. Rightfully so, they were skeptical of Lady Guadalupe and lukewarm to her idea...until ORO aggressively took over Natural Vat in 2021 and with it a good section of Puerto Rico's farmland. Overnight, the larger islands changed their tune and banded together to form a loose confederation named the Caribbean League.

> As a League, the islands were able to get better trade agreements, more regional influence, and global recognition. The League may look like it's about to fall apart at any moment, but the individual islands know that they are all better off working together.  
> Professional Student

> The League also shares one currency: the doubloon. The nuyen is also widely accepted, as is the dollar, the pesos, bars of gold, ammunition, drugs, water...you get the picture.  
> Moneymaker

> The Sovereign State of South Florida joined the League later, in 2034. South Florida had long been a haven for refugees fleeing from chaos and poverty in the Caribbean, and the decades before the League's formation were no different. Miami's population became so flooded with Caribbean and metahuman refugees that it strained their relations with the central CAS government. Miami found itself getting the short end of the stick far too often in CAS policy and negotiated a better deal in the League.  
> Tiburón

## GOVERNMENT GONE WILD

Don't let the trid announcements fool you; in the Carib League, the governments and pirate crews are two sides of the same coin. The only difference is that the politicians traded in their sea legs for a larger following. The Caribbean League Legislature is quite possibly the most dysfunctional body of government on the face of the planet...but strangely enough, it works here. And the most fundamental rule to understand about the League Legislature is that "words" and "reality" are two vastly different things.

> No kidding. The League Speaker proclaims to the United Nations every year about the ongoing war on piracy. Hah...war on piracy my hoop; the islands of the League make too much money from piracy to ever crack down on it more than a token showing. Hell, half the politicians are pirates and the rest are crooks!  
> Tin Lizzie

The League Legislature meets once every six months for a two-week stretch in the unofficial League capital, Havana. These meetings are 10 percent legislating and 90 percent social gathering and posturing. The few League-wide issues that come up are voted on using a one-island, one-vote policy (which is actually far from the reality, as usual) and quickly passed or discarded. These laws are mostly for show since there's no central enforcement that binds individual islands to them. You'll learn fast around here that *everything* is for show.

> The only thing that really binds individual islands to Legislature decisions is the threat of expulsion from the League, which has never actually happened. The League islands need each other too much to start booting people out. Despite the empty threat, when it comes to agreements on how to deal with foreign relations, the islands tend to back whatever passes. They need to put up some image of a united front to the world, after all, to keep their influence.  
> Poly Tick

> The "one island, one vote" policy is a total joke. Essentially, anyone with enough power to get the respect of the other players can show up to the Legislature meetings and get a vote. Sometimes, that results in more than one representative per island (Hispaniola's representation has fluctuated from one to five reps, depending on the meeting) and sometimes the smaller islands don't send anyone or send one person to represent a grouping of islands. Some pirates have shown up who don't even represent an island! The "votes" are just a fictional cover for what is basically raw influence brokering.

> Carousel

Lemme speak from experience here: these Legislature meetings are a wildly fun scene. Corp executives, mob bosses, pirates, and politicians all gathering in Havana with their respective entourages, more often than not carving out policy over bottles of rum. The list of players changes from one meeting to the next, but it's always an eclectic crowd guaranteed to entertain.

> The League Legislature used to meet every three months, but they changed it in 2060 because Havana just couldn't take these gatherings descending on the city four times a year and no other cities were willing to welcome the craziness that comes with each one.

> Salt

> Even if you're not a bigshot, it's worth it to schedule a Caribbean vacation during these meeting weeks if you can. With all the wheeling and dealing, there are piles of shadow-work coming down the pipe as one power player tries to get a leg up over another. After one night on the town, I woke up with a dozen new leads for work and a cute young Aztlaner lawyer whose name I can't even remember.

> The Vacationer

> Chances are the "cute young lawyer" was an Aztechnology plant sent to report back to her corporate masters about those leads for work you got.

> Kane

## A PIRATE'S LIFE FOR ME

Listen up seniors and senioritas, because 'Bread is going to tell you about being a criminal in the Caribbean. Yes yes, I know you're Mr. Badass Cyberspur Sammie back in Seattle or Denver or Neo-Tokyo, but let me drop a bomb on you. It don't mean squat here. The chromed professional act will just get you tossed off the ship for the amusement of the crew as they watch your million-nuyen limbs sink you to Davy Jones' locker.

Mention the Gingerbread Man anywhere in the Caribbean, you'll get a reaction. Some will laugh and joke. Some will swoon and giggle. Some will froth with hatred. *But they all know me.* And that, my friend, is everything in the Caribbean. Back in the Sprawl, you gotta hide what you do, because you're a criminal making a living in a society that pretends to be civil on the surface. In the Caribbean, we have no use for civility. It's the law of the jungle here; the badge isn't going to hunt you down because there is no badge. We're all crooks here, and the way you stay above the others is by being known and having friends.

> It's totally counter to the thinking of most shadowrunners, but to build a rep around here you often need to be as flashy as possible. Pull off the big runs with swagger and a smile and make sure you have the media video-drones rolling. It's a balance of displaying power and knowing your audience, you want to look big enough to be hard to take down while not making yourself a larger target than you can handle.

> Domino

> Also, the more you're known, the more friends you tend to make. The more friends you have and favors you can chip in, the longer you'll live around here. Ain't that right, Scorp?

> Wake

> Keep smiling, hombre, next time you won't be so lucky.

> Scorpio

> Fortune favors the bold! Thanks for the ship, hope the raft ride home wasn't too bumpy.

> Wake

The criminal food chain in the Caribbean is why all this reputation stuff is so damned important. There's no need to look over your shoulder for the police. The law is local here and the only thing that separates the law from the criminals is that they serve the criminal who currently poses as politician. Even Interpol, the only League-wide law enforcement agency that existed, closed up shop around here when it was transformed into EuroPol recently. I knew I'd outlast those slitches.

- > Most of the local ex-Interpol agents found new work in the Cuban intelligence service or Atlantic Security. A few even went pirate!
- > Rasputin

Down here, you need to watch out for your fellow criminals. The shadow industry really is a self-starter industry here, from top to bottom. When you pull off a heist or a run, there are hundreds of smaller-time crooks under you looking to feed off your success any way they can. They are thieves, pure and simple, but that's how we all start out here. Reputation is what separates you from them, but they are more than willing to rise through the ranks by stabbing you in the back if they can get away with it. Oftentimes, keeping an eye on your goods *after* the run is harder than the run itself.

- > While it's not uncommon for Johnsons to double-cross runners back home, here you need to watch out for other runners and crooks operating freelance. A couple months ago, a guy I knew extracted a JHIH scientist for a Yamatetsu Johnson. The run went just fine, but on the way to the handover, he got jumped by Batista mobsters who geeked him and intended to ransom the scientist themselves. JHIH paid out the ransom, but the meet between the Batista and JHIH was interrupted by a freelance runner team who made off with the scientist and left a bunch of bodies behind.

> Cruz

- > That was Blacktooth's crew. They filmed the hit on the mobsters and JHIH through their own cybereyes; it's a huge hit on the Round Square!
- > Media Watcher

- > Yeah, but a couple weeks later, Blacktooth himself was shipped to the rest of his team in four different priority mail packages, courtesy of the Batista Family. I hear the rest of them are living large though, and the scientist has a cushy new job at Shiawase Biotech.

> Salt

- > Keep in mind that the nature of shadowrunning in the Caribbean will be alien to a lot of continental runners. There are still Johnsons and fixers down here, but most runners are "self-employed." They pick a lot of their own jobs and initiate them, then deal with Johnsons and fixers in the aftermath as they try to unload the goods, whether it's data, contraband, or an extracted executive.

> Picador

## SWIMMING WITH THE SHARKS

The Caribbean League is a messy patchwork of dozens of islands large and small, and since so much of the action is local in the League, it's good to know what makes one island different than the other. And as the pirate who is wanted by nearly every single one of them, there's no one better than yours truly to give you the scoop on 'em. But keep on your toes, things have a habit of changing overnight in the League, so if you're not up to date, you may find yourself sunk.

### BAHAMAS

**Population:** 345,000 (80% Afro-Caribbean, 10% Caucasian, 3% Asian, 7% Hispanic)

**Major Languages:** English (82%), Creole (32%)

**Major Religions:** Protestant (30%), Catholic (30%), Voudoun (14%), Other/None (26%)

The Bahamas are where you go to disappear, whether intentional or not. With 23 civilized islands and literally thousands of tiny inlets and coves, the Bahamas are the haven of both corporate interests and freebooting pirates. Most of the larger islands were snatched up during the Island Grab by the wealthy and are governed by proxy through privateer governments paid off by the island's owners. The smaller inlets are where many pirate crews go to lay low and hide their goods until sale. It's all too easy to operate under the radar in the Bahamas, and that's its main attraction.

- > In some cases, the pirates and corps work hand in hand. The island of Eleuthera is owned by Hyatt Host Marriot, the real estate investment giant. It runs the show on its resorts, but off the resorts it has outsourced governing to Vincent Trahan's Silverfin crew, former pirates. Now they pull down a nice paycheck from HHM and get to keep whatever they take from any local troublemakers.

> Keynesian Kid

However, there are two islands to avoid unless you want to accidentally vanish. Andros is the largest island in the Bahamas, but is uncivilized and wild, overgrown with mangroves and dotted with blue holes, underwater cave systems that connect the inland lakes to the ocean. Aside from a handful of natives, the locals give the island a wide berth, because the phrase "off to Andros" has become synonymous for vanishing off the face of the Earth.

> Andros reeks of latent power and is a tempting treasure trove for arcane poachers, but very few who head that way ever come back. If you ask me, the chickcharnies are to blame. They are awakened owls that can cause magical disorientation, which can be fatal on an uncivilized tropical island.

> Deep Blu

> It's not *just* the chickcharnies. There are some real back-to-nature natives on the island with some serious mojo who pay homage to Lusca, a sea serpent they say lives in the blue holes and guards great mysteries.

> Weebly

New Providence is also off-limits, but for a whole other reason. The entire island is under quarantine currently, a state enforced by the World Health Organization and a biomed outfit called Metaluxa. The authorities aren't letting anyone on or off the island, period. I know a few pirates who tried to chase the quick doubloon by running the quarantine and they were dealt with harshly and permanently. The city of Nassau lies on New Providence along with most of the Bahaman population, so the lockdown is a big deal.

> I heard Nassau is crawling with bug spirits! They locked the island down to prevent the bugs from getting out while they figure out how to destroy the hives.

> Tomtom

> The story I heard is a bit more mundane (though no less scary). I know a pirate who has cut through the quarantine twice successfully, and he tells me the place is closed due to some new and highly infectious lethal virus. The WHO has no idea yet where it came from or exactly how it is spreading, but I bet it has Metaluxa's name all over it.

> Swash and Buckle

> That's possible. Metaluxa is a wholly-owned subsidiary of Shiawase, a corporate research lab complex jointly operated by Shiawase Envirotech and Shiawase Biotech. With the relative remoteness and free-wheeling government, it'd be a great place for bioweapons research.

> The Chromed Accountant

> The Bahaman islands don't usually send a representative to the League meetings. The corporate and syndicate owners aren't terribly interested in the pseudo-policy so long as they can continue to exploit the territory. The last meeting was an exception; a very serious doctor from the WHO named Dr. Susan Bergnois attended, but just long enough to ensure the League that the situation in New Providence was contained but would need to remain under quarantine indefinitely.

> Props

> Boy does that sound fishy.

> Cruz

## **BORINQUEN**

**Population:** 4,680,000 (80% Hispanic, 7% Afro-Caribbean, 5% Caucasian, 8% mixed and other)

**Major Languages:** Spanish (89%), English (64%), Creole (12%)

**Major Religions:** Roman Catholic (76%), Voudoun (8%), Protestant (7%), Path of the Sun (3%), Other/None (6%)

Now, I knew Maria Francisca had some serious brass ones, but I think we all underestimated her. When the former pirate of fifteen years declared herself *La Presidenta* of Borinquen (that's Puerto Rico to anyone with a seven year old map) we all figured that would last about as long as it took the corporations to care, and then they'd reassert themselves and Maria's political ambitions would be sunk, literally.

Fast forward to today, and whoever bet on Maria is cashing in the chips. Half the corporations who set up private fiefdoms on the island have left, unable to run profitable businesses under constant raiding from Maria's pirates. The other half have "re-negotiated their terms" with *La Presidenta*; in other words, they have given up portions of cash and power in order to be left alone.

> The corps had their chance to stop Maria back in 2057, but I'm guessing they humored her, figuring she was just another temporary power that would need to eventually beg for corporate support to survive, like all the other Puerto Rican politicians for the past few decades. Oops!

> Bluebeer

> They were so busy stabbing each other in the back that they weren't prepared for Maria's pirate raids, which were truly bloody and vicious...and popular. She became a folk hero around here with the way she'd lead the charges personally with a wave of her orichalcum-plated rapier against corporate security forces.

> Salt

A big factor in Maria Francisca's success is the way she's brought together disparate groups on the island under her anti-corporate banner. With an iron fist and promises of power, she brought the warring barrio gangs of San Juan under her heel. Popular support came with her dashing raids that appealed to the downtrodden natives. Even the Church has given a silent nod of tacit approval; they still remember how the corporations stole power out from under them on the island.

> The Archdiocese of San Juan is very conservative compared to the Vatican. They don't entirely agree with Maria's methods, but they hate the corporations and realize that Maria's popular support contains many more Catholics than the corporate resorts do. So it's in their best interests to quietly back Maria, for now.  
> Cruz

Maria regularly attends the League meetings for Borinquen and there's no one left that's powerful enough to stop her. But the one snag in her rise to power seems to be that her raids have slowed down lately. Some say she's running out of enemies and others say she's just getting fat off of political power, but I think there's something more to it. I've known Maria for a decade, and the woman has an unquenchable fire that doesn't burn out. I bet the decision to slow down the raids isn't her own.

> Maria's support is made up of a lot of pirate crews that came flocking to Borinquen as her successes kept rolling in. But these same pirate crews often have checkered pasts that can come back to haunt them, and Maria. Take Salvador's Saints; they are a crew that claims to have recently escaped from an Aztlan prison. That's no small baggage to drag to Borinquen.  
> Jaxon

> Novilunio also moved its operations from South Florida to Borinquen. How those novacoke fiend pirates escaped being wiped off the planet by the Azzies, I have no idea.  
> Megalo Don

> It's interesting how so many of Maria's pirate allies have past links to Aztlan when you consider that she's hardly raiding the NatVat fungus farms, which are owned by Aztechnology.  
> Corona

> That fact hasn't gone unnoticed. The new Archbishop of San Juan, Eli Manual Arroyo-Lopez, is heavily tied to the Toledo-Borinquen-Aztlan route that the New Jesuits use in their operations against the Big A. Going easy on the Azzies is not part of the deal the San Juan Archdiocese had in mind when backing Maria and I doubt they'll let it go.  
> Vat-Icon

## CUBA

**Population:** 13,334,000 (42% Mulatto, 31% Caucasian, 12% Afro-Caribbean, 7% Hispanic, 4% Chinese, 4% Other)

**Major Languages:** Spanish (97%), English (45%)

**Major Religions:** No Affiliation (54%), Roman Catholic (32%), Voudoun (10%), Other (4%)

The fact that Cuba has had a stable government for the past four decades almost seems at odds with the rest of the Caribbean, until you realize that the Cuban government is just as two-faced and crooked as the rest of us. The whole thing is run by the **Partido De la Fundación De Cuba** (or Cuban Foundation Party), a neo-communist regime run by the Martinez dynasty. 'Course, these guys are about as communist as the Corporate Court; they are actually just a totalitarian technocratic elite lining their pockets with wads of illicit cash.

> Cuba actually holds free elections, but the popularity and power of the Martinez family and their pet party keeps the spotlight fixed firmly on them. It doesn't hurt that the armed guards at the polls are paid for by corporations who like the status quo.  
> Poly Tick

> There's a polyclub of real Communist believers in Cuba that aren't happy with Martinez. The **Fraternidad Verdadera** (True Brotherhood) is technically a political party, but they've been so frustrated facing Martinez in the polls that they've turned to sabotage, worker strikes, and riots. These guys are increasingly unpredictable, but they often hire runners and pirates for muscle.  
> Groucho Marxist

Enrique "Pretty Boy" Martinez is the head honcho now, and he has a real knack for balancing all the favors that the megacorps and mafiosos buy in Cuba while still retaining his own power. Martinez may be kneeling to the Almighty Nuyen, but he's no puppet. His suave charm, dashing Latin looks, and fiery vision for Cuba's future have made him the second most eligible bachelor in the Carib League (after yours truly, natch).

> The biannual League meetings in Havana happen to fall at the end of the Grand Tour seasons, so a lot of Grand Tour players swing by Havana for extended schmoozing. Pretty Boy Martinez is always a big hit in these circles and he's made a lot of European friends this way.

> Cindy Kit

> Claudia Romanov was recently attributed with setting up a number of meetings between Martinez and Admiral Lev Rybalkin of the Russian Pacific Fleet. The two have worked out a military partnership between Cuba and Russia that doesn't hurt Saeder-Krupp one bit.

> October Red

Martinez is focused like a hungry shark on turning Cuba into a formidable military power in the region, and he's pulling in the money, influence, and talent to make it happen. Sadly for us pirates, the Cuban Navy has grown into a considerable power, led by Almirante Rodolfo Serraza, the "Wizard of Az." Not to mention they have some decent marines and a nosy intelligence branch that seems to know a bit too much about the pirate trade for my liking.

> Serraza is a former Jaguar Guard from Aztlan, who had some sort of falling out. He's a good naval commander, but his real strength has been in teaching the Cubans how to integrate magic with their naval forces. Expect any sizable crew to include a hermetic, a santeros, or both.

> Megalo Don

> The Cuban General Intelligence Directorate specializes in military intelligence and counterintelligence; mainly because of the Azzies being right next door, but the disinformation campaigns tend to hurt local pirates too. Their amphibious special forces, the Tigersharks, are surprisingly well-trained, and are rumored to cross-train with Navy Seals at Ares/UCAS-controlled Guantanamo Bay.

> Picador

I'd be remiss if I didn't mention Havana's thriving underworld. The big fish is the Batista family, run by Raul Batista. They control most of the white collar crime, illegal gambling, and protection rackets in the Carib League and have close ties to the dozens of overseas banks operating here. The Batista family is infamous for indebting mages to them and exploiting them for talislegging operations or magical actions against their enemies.

> The Sixty-Six Dragons are a Chinese gang operating out of Havana's Barrio de Chino (Chinatown). They have the human trafficking trade through the Caribbean fiercely cornered and it's rumored they maintain links between Henan and the Fraternidad Verdadera communists.

> Down Lo

### THE DOMINICAN TERRITORIES

**Population:** 9,628,000 (15% Caucasian, 12% Afro-Caribbean, 10% Hispanic, 58% Mixed heritage, 5% Other)

**Major Languages:** Spanish (71%), English (21%), Creole (13%)

**Major Religions:** Roman Catholic (65%), Voudoun (22%), Other/None (13%)

The Dominican Territories are, to put it bluntly, a damned nightmare. It's a patchwork of turfs carved out in blood and chaos, peopled by metahuman refugees, criminal warlords, Haitian dissidents, and *worse*. What tenuous order existed here crumbled in November of '61 when Hurricane Rebekah slammed into the southeastern corner of Hispaniola (the island the Territories share with Haiti) with the Four Horsemen of the Apocalypse riding in on its wake.

The eastern half of the Dominican Territories is known as the Black Shallows; it's the ruined and flooded remnants left after Hurricane Rebekah. Anyone who could get out of the area did, and what remains are the truly desperate and those attracted to the death and despair that hangs here even three years later. Disease and famine are rampant and a number of apocalyptic cults have made this area their home; the largest being one known as Rebekah's Dead, who claim that they hear whispers of the coming end times in the eternal winds of the hurricane.

> The higher-ups in Rebekah's Dead are actually dead...they are shedim. They increase their numbers by culling the bodies of still-living followers and by raiding villages. As for what lies at the top of the cult's power structure, no one knows, though some think Rebekah might be a toxic or shadow free spirit or a powerful master shedim.

> Spyder

> The Black Shallows have a frighteningly large concentration of wraiths drawn in by the constant death. It's hard to tell if the atrocities that take place daily here are homegrown or influenced by the wraiths.

> Juju B

> A number of petro voodoo cults also operate in the area; the most influential ones serve Simbi, a water snake loa who oversees the flooded marshlands and is one of the three "cosmic serpents" who hold the secrets of just about everything. The sacrifices I've heard they offer for a glimpse at these secrets make my skin crawl.  
> Monkeyboy

Surrounded by the Black Shallows is the besieged and battered city of Santo Domingo. The survivors of Rebekah huddle in this sprawl behind cobbled-together barricades built to keep out raiders, cultists and paracritters. The strongman that keeps the city in line is Iago Garza, a very rough-around-the-edges dwarf who used to be a lieutenant under Geraldo Montenegro, the previous warlord here.

> Garza is more than a little "rough." He's a terrorist member of the Sons of Sauron, responsible for the murder of hundreds of people. I hope the wraiths devour what remains of his soul.  
> Angelos

> Unfortunately, in Santo Domingo, they don't have the luxury to worry about those distinctions.  
> Salt

The western half of the Dominican Territories is divided up between two warlords, Chocolaté in the north and Esfinge in the south. Chocolaté is an ork and former pirate who operates his criminal empire out of Santiago. He used to manufacture BTLs for the Batista mafia, but these days his "Carib Moodies" are moving through the Jamaican Posses.

> The Batistas got burnt on the BTL biz by the Posses, literally. I hear the Jamaicans tracked down the local Batistas and burnt them alive to make a point, hanging them out as human torches in the yard of their boss.  
> Fumado

> The Batistas have struck back by hiring pirates and runners to sink any ship trying to smuggle the Posses' Moodies, but a lot of runners are shying away from the work given how messy the Jamaicans are when it comes to retribution.  
> Tin Lizzie

Esfinge, the elven woman who leads the eco-terrorist group Verde Manana, technically calls the city of Barahona her home turf. However, her group operates out of camps in the Enriquillo Basin and Pedernales Peninsula, among tropical beaches and dry, inland lagoons. Since the hurricane hit, her people have increasingly retreated from Barahona (which lies close to the Black Shallows) and into the wilderness.

> Esfinge has some sort of agreement with Tir Tairngire that is hard to completely understand. They supply her with money, guns, and supplies, and in exchange she supposedly lets the Ghosts and Paladins train on her land and use her camps.  
> Banshee

## HAITI

**Population:** 8,574,000 (92% Afro-Caribbean, 4% Caucasian, 3% Mulatto, 1% Other)

**Major Languages:** French (92%), Creole (84%), English (34%), Spanish (15%)

**Major Religions:** Voodoo (44%), Roman Catholic (31%), Protestant (10%), Other/None (15%)

I don't think anyone shed a tear when "Le Prof" Barbin, Haiti's previous dictator, met a spectacular end in a magical explosion in Port-au-Prince. Isabella Fontenot, a cold-hearted slitch from Haiti's *gendarmes*, sure didn't, and she rose to fill the void. Around here, Fontenot is known as *Kouto-La*, which is Creole for "The Knife." She's sharp and deadly, so it's an apt moniker.

> And she carries on the same anti-metahuman prejudice that Haiti has fed off of for decades. The hatred for people they don't understand keeps the Haitians distracted from the misery they live in.  
> MoleMan

Behind the curtain, though, the John Hopkins Institute of Health owns Haiti. They keep it on a tight leash through their patents for HIV and VITAS medications and their ownership of the hospitals and clinics that so many Haitians desperately need. Haiti would collapse without their health care and they know it and remind the dictator-du-jour of that often.

> Patents obtained through unethical experimentation on metahumans. These monsters were caught in 2022 by the UCAS, who yanked their taxpayer money and university status. So they incorporated and moved to a more welcoming climate. Sick fraggers are still at it; the lucky SURGED left Haiti, the unlucky ones are in JHIH labs.  
> Bayou Blood

> News flash for ya: JHIH is now effectively a subsidiary of Yakashima. It happened real quietly, just a shuffling around of some shares and proxy control of others; it didn't even make the news.

> The Chromed Accountant

> It might not stay quiet for long. Zeta Imp-Chem was in the process of courting a buyout of JHIH when Yakashima pulled the rug out from under them. Expect some shadowruns coming down the pipe to rob JHIH blind.

> Espion

> The white knight act was a defensive action; the Human Nation high-ups didn't want to lose control of JHIH, so they put it in the hands of another corporation they control: Yakashima.

> Anonymous

> What's downright scary is that the JHIH is still one of the best medical schools in the world and doctors from around the world come out of their hospitals. Gotta wonder how many of them get brainwashed by JHIH's way of practicing medicine.

> Dr. Bones

> Speaking of downright scary...I was paid to raid a JHIH clinic once and while I was there I noticed some weird drek. Metahumans all lined up on tables hooked up to machines that seemed to be monitoring—I drek you not—extra organs.

> Skreed

> Living organ farms? Sick, but it wouldn't surprise me.

> Bayou Blood

If you listen to the whole Voudoun Wars affair, it comes down to Claude-Michael Flaubert versus Marcus Cross. That's right and wrong. It does come down between those two on the world stage, but Flaubert is from down south in Trinidad and Cross is from up north in Houston, and somewhere in between is the spiritual heart of voodoo, Haiti. Port-au-Prince was ground zero for the Voudoun Wars, which in turn brought Le Prof's crackdown on the houngans. There was a lot of bloodletting, but after a year the religious infighting settled down and Barbin claimed victory over the "religious warlords."

Then a magical explosion turned Barbin into ash. There was no claim of responsibility and no manifesto, but all eyes turned to the quiet hounfours. Flaubert's frequent visits to Haiti had him pegged for the act, but I don't really see what he would get out of it. Regardless, numerous magical-tinged incidents have continued to plague the regime since Barbin's assassination and no one has come forward to be the voice of the insurgency.

> It's not Flaubert, it's local. Haiti's houngans vocally got in behind Flaubert, but while Flaubert is island-hopping, they are listening to someone else in the streets of Port-au-Prince.

> Carousel

> He calls himself Dokte Blan, which is Creole for "Dr. White." I can tell you it is not his real name, and he ain't a doctor of medicine, but he's a well educated, soft-spoken mulatto who always dresses in white. All he wants is the government of Haiti to represent the voudoun-practicing people.

> Sugar Cain

> He speaks for Obatala, the loa of purity and balance, and the loa calls for Haiti to be cured of her ills.

> Maman Sangre

> Enough of the juju-jive drek. Dokte Blan simply wants to replace the current regime with a voodoo regime.

> Tex-Mex

> They operate much like the Palestinian Hamas of the last century. The assassinations and terrorist strikes make the news, but the locals talk proudly of the houngans providing charity, clinics, and schools to the people. Most of the locals don't trust the institutions of JHIH or the regime, but they had no alternative until the houngans provided one.

> Socio Pat

> That must be where Flaubert's backing comes in. He came to Haiti a number of times early on in his bid for power and managed to get the Haitans' pledge of support. Having Haiti in his back pocket boosts Flaubert's legitimacy and in return he must be siphoning money into Dokte Blan's local movement to put governance in the hands of the Voudoun-practicing people.

> Megalo Don

> Motivations aside, they employ some interesting tactics. Though the Barbin explosion was flashy, most of their action is subtle. Curses, ritual magic, and sympathetic magic are common, as well as planting serviteurs in the ranks of the regime for loa to possess when necessary.

> Faktè

## JAMAICA

**Population:** 3,120,000 (85% Afro-Caribbean, 3% East Indian, 2% Caucasian, 2% Chinese, 8% Mixed/Other)

**Major Languages:** Patois English (88%), English (72%), Creole (18%)

**Major Religions:** Protestant (48%), Voudoun (25%), Other and Assorted Spiritual Cults (19%), None (8%)

Ah, Jamaica, home sweet home. There is no possible way to describe the land that birthed yours truly except to say that it's a little bit of everything. Everybody can find a home in Jamaica regardless of race, metatype or affiliation and everything, illicit or otherwise, passes through this nation at some point or another.

> And there's a long line of middlemen waiting to cash in on those goods through each stop on the island.

> Offred

Raj Makhija is the current representative for Jamaica at the League meetings, but he's in no way the leader of the island. Power is local in Jamaica and very often loosely defined; if you ask the average Jamaican who leads them, they will either say "I do" or refer to their religious higher power (which changes on a monthly basis).

> Raj is a slick customer. He was once a banker for a very successful overseas banking operation in the Bermudas, but he announced his retirement and started personally investing in Jamaica. It's hard to trace where much of his investment went but he's garnered a lot of influence through it, enough so that the many regional Jamaican powers are fine with the idea of Raj representing them for the League.

> Domino

> Before he was a banker, Raj was a decker. He was the infamous Lion of Punjab, renown for some impressive hack-and-snatch hits on Renraku datastores. I have to wonder if it's a coincidence that he retired from banking right after Renraku took over that bank through four fictional front companies.

> Demonseed Elite

Aside from Raj, there are four main notable powers in Jamaica that showcase the character of the island. Ed Patterson is the de facto head honcho of Kingston, a gunrunner-turned-fixer whose network controls upwards of a third of all illicit guns and money flowing through Jamaica. He's richer than most megacorp execs, but the man still lives his life through a bottle at his favorite dive, The Sargasso.

> Don't let the drunken ex-pat act fool you (though it's not really an act). Ed has friends everywhere and damn near everyone owes him big-time for something, and that is what keeps him alive and in power.

> High Stakes

De Mon runs the Black Light Posse, the largest pirate crew in Jamaica and one of the larger ones in the League. Even I got my start with De Mon, and though I've moved on to bigger things, I don't regret a day there. If you ever see an Afro-Carib dwarf with thick dreads and red eyes leading a pack of pirates sporting lots of UV lighting, you've met De Mon. They are ferocious raiders and control Jamaica's sea ways, but they are always willing to let you do business if you pass them a cut. If you don't, they'll have a "cut" for you.

From pirates to preachers, David Lloyd Ford is Jamaica's favorite messiah and his custom religion, Fordianism, is still a big craze. His not-so-little cult is a sort of apocalyptic lovefest; they preach that the Awakening was a signpost to the nearing of the End Times, but that mankind, united by love and acceptance, can defeat the "legions of Hell's judgement" and live to see the "light of Heaven's Dawn". It sounds fruity, but the man has thousands of adherents and quite a bit of influence, even after the recent falling out he had with some members of his Hell's Teeth bodyguard.

> The fallout involved a number of HMMVV-infected that were in his inner circle, and took his acceptance for everyone to mean they had a free meal ticket to eat people. Their actions started to seriously hurt Ford's image and when he told them to curb their hedonism they threw a fit and took off, but not before leaving a bloody mess in their wake, literally.

> Fumado

> For a happy love cult, Ford has quite the fanatical freakshow surrounding him. Faeries, SURGED metavariants, vampires...hell, some even say there are paracritters and free spirits in the Hell's Teeth that guard him. And I'm not

even quite sure why he needs a special bodyguard; aside from the beating he got from Azzie guards in Tenochtitlan, there haven't been any attempts on his life that I know of.

> Kino

> Aside from the recent shakeup, there doesn't seem to be any dirt on Ford that anyone can find. In a world where everyone seems corrupt, that is one of Ford's largest draws. That and the fact that he offers haven to all those the world holds prejudice against.

> Whistler

> So did the Universal Brotherhood.

> Bung

The new faces in Jamaica's power scene are the Jamaican Posses, the loose network of criminal syndicates that have burned a swath of control in the Caribbean League through unrestrained violence and persistence. Bloody and mean, the Posses control the drug and BTL trade through the region now and have strong links to the Ghost Cartels in South America, Africa, and Portugal and are part of the Black Trade Triangle.

> The Posses are essentially large and violent gangs, often named after their most infamously gory method of enforcement. The Cut Eye Crewe is the most influential in Jamaica and is based in Kingston, led by a man called Bull Locke. They control a number of smaller posses through a pyramid of intimidation which puts them at the top of a mean criminal heap here.

> Tiburón

> These guys are not to be confused with the Kingston Machine Posse, who met their end during this syndicate's rise to power. Some wonder if Ed Patterson had a role in that, since the Machine was his main competition and others wonder if it's a coincidence that the Posses skyrocketed about the same time Raj "invested" in Jamaica.

> Props

#### **SOVEREIGN SOUTH FLORIDA**

**Population:** 2,380,000 (61% Hispanic, 24% Caucasian, 12% Black or Afro-Caribbean, 3% Other)

**Major Languages:** English (98%), Spanish (45%)

**Major Religions:** Protestant (36%), Roman Catholic (35%), Voudoun (18%), Jewish (5%), Other or None (6%)

Have you landlubbers ever seen a shark feeding frenzy? If not, take a look at South Florida and you'll see an example. The entire fabric of South Florida was meticulously controlled by the Gunderson Corporation, and when that corporation unexpectedly imploded, all hell broke loose.

> Gingerbread Man doesn't keep up with the conspiracy theories, but Gunderson's collapse wasn't unexpected for everyone. Art Dankwalther, and his money courtesy of Dunk's will, orchestrated the whole thing, simply as an experiment before taking on Novatech.

> The Chromed Accountant

When Gunderson started shedding assets in a futile attempt at survival, the other corporations zeroed right in. Piracy and shadow ops peaked as the former tried to take everything not bolted down and the latter moved the pieces in the great corporate game. Crime boiled over in the region as Atlantic Security's iron grip on law enforcement slipped in the confusion. Neo-Anarchists flocked in to witness the spectacle of a corporation's death throes first-hand and Everglades eco-terrorists even blacked out Miami for a week after an attack on the Turkey Point power plant.

> Damned fools came too close to causing a meltdown, which wouldn't have been too pretty for the Everglades. I don't know what they were thinking.

> Miami Dice

> Scary thought, but maybe the "eco-terrorists" were actually toxics and that was their intent.

> Jacare

Miami is a city in anarchy, effectively. Without Gunderson's support, the government is too weak to function and the criminal elements have taken over while the corporations settle their scores. It's a pirate's playground, with lucrative smuggling up through the Orange Curtain to the CAS, as long as you avoid getting caught in the corporate crossfire.

> Here's the corporate scorecard so far: Montclair Industries got snatched up by Global Oil, who is using them to augment their Gulf of Aztlán oil rig operations and expanding into manufacturing at the same time. Wuxing bought TransSea whole, which was easy given how wrecked their fleet was. Knight-Errant swept in to take the place of the

failing Atlantic Security, but then Aztechnology surprised everyone by somehow convincing former Gunderson CEO and primary shareholder J.J. Harvin, Jr. to sell Atlantic to them.

> Scoop

> No one knows how the Azzies convinced Harvin to sell. The man simply would not part with his shares, which were a controlling interest in Atlantic Security. Ares, Lone Star, and MCT all tried and were denied. Threats or blackmail would be my guess, given the Azzies' modus operandi.

> Corona

> Actually, I have heard something more interesting. That in addition to being retained as Atlantic Security CEO, he was given a decent share of Aztechnology shares and a seat on the board.

> Pyramid Watcher

> Now Atlantic Security and Knight-Errant are fighting it out for law enforcement contracts. Atlantic Security, through previous contracts, was able to keep most of the Miami and shipping defense contracts, but Knight-Errant slipped in and was able to snatch many of the contracts to operate the private prisons in South Florida.

> Tex-Mex

> Knight-Errant is actually passing many of those prison contracts to their fellow Ares subsidiary, Hard Corps. I hear the KE execs are focusing on other avenues (like Havana) while arranging for shadowruns to make life as difficult as possible for Atlantic Security in Florida.

> Paddy

> Don't think for a second that the idea of Aztechnology running Atlantic Security hasn't made the Caribbean League and the CAS nervous as a long-tailed cat in a room full of rocking chairs.

> Good Ole Boy

While most of the action takes place in Miami these days, that sprawl isn't the whole of Sovereign South Florida. The Everglades make up a large and ungovernable portion of South Florida, largely occupied by SINless transient tribes, eco-action groups, and paracritters. Magic isn't my thing, but I've been told the 'Glades are rich in magical materials, but that the local occupants don't much care for intruders. I do know that the SINless tribes are a good method to smuggle goods up to the CAS if you want to avoid dealing with the Gambione family.

> The Gambione Mafia operates out of Miami and is the second largest mob family in the region after the Batistas. They flaunt their wealth, but they run a clean ship, taking a cut of smuggling operations and running prostitution and gambling in the tourist traps.

> Cindy Kit

> The Gambiones used to be run by an eight-person council, but in the recent upheavals, a power struggle broke out, and Bianca Gambione came out on top, with the others killed or fled. Bianca's a strange one, eccentric and superstitious, and insists on binding her criminal family together through elaborate blood rituals.

> Coral Reefer

Trapped between the Miami sprawl and the expanding Everglades is a field of dying suburban towns dating back to the turn of the century. The towns that aren't sinking into the 'Glades have become the homes to a major side industry in South Florida: private prison complexes. Keep this in mind if your pirating or running down here, because the Carib League islands usually don't have their own prisons and send their undesirables to these.

> Half these fragging prisons are sinking into the swamp, which makes conditions horrible. Not that Atlantic Security cared before and Knight-Errant isn't any more sympathetic in their place.

> Caged Bird

## TRINIDAD

**Population:** 1,560,000 (43% Afro-Caribbean, 38% East Indian, 19% Mixed/Other)

**Major Languages:** English (96%), Spanish (18%), French (16%), Hindi (15%)

**Major Religions:** Roman Catholic (29%), Hindu (27%), Protestant (10%), Voudoun (10%), Muslim (8%), Other/None (16%)

Normally Trinidad wouldn't make the list of important places in the Caribbean League, but not only has it undergone some real growth lately, but I've also been hearing lots of strange rumors coming out of it. Trinidad is an odd place to begin with, populated by the descendants from two different indentured cultures, Africans and East Indians. The resulting culture is a bizarre mix of Asia, Africa, and South America that is unlike anything else I've seen.

It's not unusual to walk down the streets of Port-of-Spain under the neon glare of Hindi script and Chinese characters and among a constant din of Creole and English chatter. All of this less than fifty miles from the coast of Amazonia.

- > The channel between Trinidad and Amazonia might seem like a great way to illegally enter Amazonia, but think again. The Amazonian government has the channel littered with so many sensors that if a fish breathes, they know it.
- > Ghost on the Coast

Just five years ago, Trinidad was crippled with unemployment, corruption, and instability. Then the **Trinidad United Growth (TAG)** party swept the parliamentary elections on a promise of accountability and national development. The amazing part is that, so far, it's working. Through borrowed money and corporate backing, Trinidad paid for public works projects that employed its people and cleaned up the country, specifically working to maintain (and even capitalize on) their cultural diversity. Tourism is booming and some advantageous trade deals with nearby Amazonia make it a great destination for corporations that can't afford to operate in the crowded Amazonian cities.

- > The current prime minister is Claire Sun, an economist of Chinese/East Indian descent who negotiated the trade deals with Amazonia. Trinidad's Carib League representative is also their Minister of Foreign Affairs, Nathalie Nieves, and she's been working very hard to increase Trinidad's influence in the League.

> Poly Tick

- > Nieves also looks remarkably young for her position. She's a very dark-skinned beauty, and though anti-aging treatments can fudge the numbers significantly these days, I wouldn't peg her as over thirty.

> Don Juan

So everything sounds peachy, right? Wrong. Something about Trinidad just isn't right, and you know if you visit there. For such a beautiful, tourist-filled island thriving on a better standard of living than most of the League, the people seem haunted. The local atmosphere, once you get out of the tourist traps, is private and edgy. The locals don't talk and seem afraid. Of what, I don't know, because they won't say. But a number of governments have noted high rates of kidnappings and disappearances among tourists; not enough to kill the tourism trade, but enough to make a note. I personally have lost contact with a number of pirates I knew from the area, it's like they just dropped off the face of the Earth in the past couple of years.

- > The disappearances are more than a freak occurrence. The *sukuyan* are behind them; the Vanished are becoming food for the Trinidad vampires.

> In the Dark

- > They have their fangs sunk into the TAG party too. The power structure of the whole island is infested with them. By day, thriving success story of the Caribbean; by night, feeding orgy for the real island powers.

> Stalker

- > Let's not go overboard here. Even if it were true, do you think Amazonia would put up with that so close to their shores?

> Castaway

- > It's Amazonia, chummer. Have you noticed who runs the show there? Besides, word is that Amazonia has been exporting its own HMMVV problems to Trinidad in exchange for those trade favors.

> In the Dark

- > And where do you think those vampires that David Lloyd Ford had his falling out with went to? That's right, down south to Trinidad. That place needs to be cleaned out.

> Stalker

- > Good luck rocking the boat too much in Trinidad. The corporations like it just fine the way it is, regardless of what is causing the disappearances. Choice real estate near Amazonia with preferential trade deals doesn't appear often.

> Sarafina

- > Who knows, maybe the *sukuyan* are even involved with the corps. It brings a whole new meaning to "corporate bloodsucker." Har!

> Malefic

#### **OPEN FORUM**

- > The Gingerbread Man's report was extensive, but there are still many secrets in the Caribbean League he didn't touch upon. So I've opened a forum for any other insights anyone wants to share.

> Captain Chaos

> What about the Dragon Isles?

> Deep Blu

> You must mean the Caymans? A lot of tourists call them the Dragon Isles since Dunkelzahn's will revealed they were owned by the late wymm. It's believed Dunk bought them to help establish a network of offshore banking that allowed him to shuffle his money and assets around secretly.

> Keynesian Kid

> Not to mention the old training grounds for his "special assets" and a handy place for them to lay low and vanish after an operation.

> Prime Runner

> Grand Cayman is run by the Draco Foundation these days. The western end of the island is still a resort strip and the eastern end hosts a vast botanical garden that Dunkelzahn restored and expanded to include awakened plants. The center of the island is off-limits to unauthorized personnel and the Foundation isn't saying much about it.

> Bluebeer

> Officially they claim it's an exclusive retreat area for Draco Foundation employees and guests, but that doesn't hold water. For one, there's far too much cargo shipping moving to the central region and too few people. Second, satellite imaging shows a few buildings that could be recreational, but it also shows what appear to be bunkers built into hillsides and underground.

> Kino

> Little Cayman Island is also held by a Dunk legacy group: the Dunkelzahn Institute of Magical Research. The tiny island is locked up tight; it doesn't accept any sea transport and spirits patrol the waters up to a few miles out. There is one small airstrip, but good luck landing there if you're not expected. No idea what they are doing there, but it must be serious.

> ParaSci

> It's called the Magellan Project. What it is exactly I couldn't tell you. What I can tell you is that according to some patents that have come out of it related to "deep projection", that is, astral projection for extended periods of time. The name attached to the techniques is Dr. Edward Oden, a professor from the University of Chicago and a DIMR director.

> Marley

> I traced some funding back to the DIMR for a lobbying outfit that is pushing for laws regarding discovery rights for astral space. Curiously enough, this has pit them against the Astral Space Preservation Society, which is publicly fighting the idea of anyone privatizing sections of astral space. I have to wonder if this connected to the Magellan Project.

> The Almighty Nuyen

> The island also houses a top-notch team of psychologists who specialize in catatonic disassociation brought on by trauma or sensory deprivation. Led by Dr. Isabella Monta, who published a number of famous research documents on this topic while under the pay of the National Security Agency back in the days of Echo Mirage. And that's just the data that the NSA allowed to reach the public.

> Syzygy

> The Draco Foundation passed Cayman Brac into the hands of Transys Neuronet. There was a line in Dunk's will that gave the island to whomever set up communication with dolphins, elephants or satyrs first. Transys had a successful program that enabled communication with dolphins through a headware rig. Now they are retrofitting the island as a research center for this technology, including a large aquatic center off the southern coast.

> DC Insider

> They aren't just chatting with the dolphins either. They are preparing to license the technology to military outfits and corporate entities who wish to use dolphins to scout and map coastal areas and rumor has it they are also researching how dolphins interpret and interact with the Matrix.

> ParaSci

> Why am I not surprised that Celedyr chose Cayman Brac as his prize? The island not only has a Welsh name, but is unique in the Caribbean League for its historically Welsh culture. Probably the dragon's home away from home.

> People Watcher

> The Caymans aren't the only dragon islands. Don't forget that Lofwyr owns Curacao in the Netherlands Antilles. The island isn't open to the public, but the personnel there are from the relatively small Saeder Krupp South America division, as a support station for the French Guiana launch site.

> Belle

> Except for the special S-K Prime extension there that keeps tabs on Aztlan and Amazonia.

> Grey Knight

> It's not technically an island, but you shouldn't forget about the Round Square. It's the Carib League's own homegrown data haven, specializing mostly in pirate media and software of all stripes, but like any haven, it tends to packrat anything valuable. To find it though, you need to get the latest address, which is passed mouth-to-mouth. Like most things in the League, this is where it pays off to have friends and a rep.

> Kino

> If the Round Square is even online tomorrow. It's been trashed by someone about a half dozen times in the past three months. I hear Mills and Siren are scrambling to keep the haven afloat. They are asking for help from the local deckhead community, but some of them are still holding a grudge over their mutiny against Double Take, the haven's founder.

> Smiley

> Some of them are even helping Double Take hack the haven. Mills and Siren should have finished him off when they had the chance.

> Cold Soup

> Chum, take the Double Take ghost stories elsewhere. The Azzies are the ones trying to take down the Square; the way the haven keeps rubbing their faces in it by re-broadcasting uncensored pirate Aztlan newsfeed.

> Diamondback

> I dunno 'bout that scan. Word around my rock is that the Cubans are behind the whole smokescreen; using a takedown of the Round Square as a test for a new batch of military deckers they've been training. It's a good target that won't catch them much flak, since the big boys don't care much if a pirate datahaven goes down.

> Cruz

> Despite the crashes, don't worry about the juicy feeds and data. Mills and Siren learned from their own mutiny to distribute the stuff. A dozen buoys, floating out in the Caribbean in undisclosed locations in the middle of nowhere that periodically receive burst transmissions, back up the files, and go silent again. Even if the main servers are ruined, the data will be safe out there in the ocean until Mills or Siren go and pick it up.

> Dipper

> Has anyone else noticed how many resources Global Oil has been pulling into the region? Global Oil cargo stopovers in Havana and Miami are up five hundred percent. What's going on?

> Agent 68

> Look roughly three hundred kilometers northwest of Havana. They have a new project going with Sandstorm Engineering, with whom they are merging. It's called Station Deep Never, and from what I can gather from a little data mining in their hosts, it's an ultra-deep sea resource drilling and mining platform. A record-setting offshore well to be specific: 7,000 meters deep. It's using cutting-edge automated expert systems and drones; word is they got the systems cheap from Renraku. They just not selling well after the Arcology incident.

> Whistler

> There's something more to Station Deep Never. The platform is completely automated now. They moved the living personnel off the platform recently, all very hush-hush, but I heard that they've resurfaced in a Cuban mental asylum. If something they are working with caused that, it would explain why they'd rather use expert systems and state of the art drones.

> Link

> Speaking of deep water operations, the Atlantean Foundation has something going in the Puerto Rican Trench, the deepest part of the Atlantic that runs parallel to Borinquen's northern coast (yeah, the trench kept the old name). Don't know why they would be interested, but they hired a salvage team to bring something up.

> Deep Blu

- > The salvage team did bring something up. However, all ten employees of the salvage team then died mysteriously over the next month. Looks like whatever they brought up was cursed.
- > Capricorn
  
- > Yeah, the curse of the Atlantean Foundation getting rid of the witnesses.
- > Arclight
  
- > That's not AF's only project in the area. They are also studying the undersea Bimini Road off the Bahamas, which the locals have said has been emitting a visible glow which can be seen from the air. The old new age theory is that the Bimini Road (which looks like a stone road underwater) was a remnant of Atlantis, and the Atlanteans are apparently taking it seriously enough to check it out. Both of the AF operations fall within the Bermuda Triangle.
- > Digger
  
- > Which is where the Gingerbread Man's crew vanished a couple months ago. Is there any link here?
- > Curious George
  
- > Captain Chaos has gotten a flood of requests from people who owe GBM some favors and want to help find his crew. He asked me to share what I know. GBM hired me to watch the Matrix from the Bahamas during his operation and to arrange for pirate media crews to be in place when he sailed triumphantly home. The heist was supposed to nab a cargo ship bringing agricultural drones from Athens to Veracruz. We already had a deal to sell the goods to Borinquen and GBM was going to intercept the ship at sea. The interception went fine, from what I know, but I was called and told to scrap the media coverage. The ship was a ruse; it had no agricultural drones on it, just a few crates from the Apep Consortium and a shipping log that said something about "scales." They had transferred those crates to their ships and were on their way back when they mentioned unexpected fog conditions and heavy weather and then that was the last I or anyone else heard from them. That was thirty-six days ago.
- > Tres

## GAME INFORMATION

The Caribbean League is a wild and diverse place that precariously balances itself on the line between unity and dissolution. On its thousands of islands and in the vast stretches of water between them, countless players engage in a complex game of reputation and power brokering, and if any one entity ever got the upper hand, it could completely skew the balance of power in the western hemisphere.

### GETTING IN/OUT

Due to the composition of the League, getting in or out of the Caribbean is relatively easy compared to most other places on the globe. The League does maintain a network of sensors and patrol vehicles which keep an eye on its oceanic and aerial borders, and anyone who enters the League must present a destination plan. If the destination plan is approved by the island government, then responsibility for enforcing the visitor's status falls to the island. If no approval is given, the visitor is turned back at the borders by the patrols. Some islands, like Cuba, have an extremely strict immigration and visa system that attempts to account for anyone entering or leaving their island. Others, like Haiti, are notoriously easy to pass through as long as the visitor in question isn't averse to using bribery. And many of the thousands of private islands in the League either don't account at all for who visits or leaves their shores or maintains lethal levels of security to prevent unauthorized visitors.

The islands of the Caribbean League maintain dozens of large seaports and airports. Each major island has at least one urban center with an international airport and there are hundreds of small airstrips dotting the League, many of them falling under private ownership.

### RUNNING IN THE CARIBBEAN LEAGUE

Reputation and self-initiative determine a non-native runner's ability to work in the Caribbean shadows. Particular exceptions like Haiti aside, non-native runners do not face prejudices based on origin, race, or metatype, but the pecking order of the shadows in the League comes down to those with the best reputations and the best ability to find the juiciest jobs.

#### Building a Reputation

Runners visiting the Caribbean League will find that their street reputations back home don't mean squat here. Building a reputation in the League is key to one's influence in the shadows and the system works differently than in most places in the world. Instead of being secretive, runners here earn reputation by being flashy and

generous, pulling off the primetime gigs and spreading the wealth around. However, at the same time, they need to carefully balance their public image with the mistake of making themselves too tempting a target for other Caribbean runners to resist.

### Shadowrunning Entrepreneurs

Shadowrunning in the Caribbean is a self-starting business. Runners who wait for Johnsons and fixers to hand them jobs will find themselves living on the street, as that's not how it works in the League. Runners are expected to research valuable (and illegal) avenues and proactively do the job, and then seek out fixers and Johnsons who will deal with them on turning a profit. Instead of being hired by Mr. Johnson through a fixer to extract a corporate scientist, here in the League a shadowrunning team finds out about the rising star corporate scientist and extracts him themselves, then works through their network of contacts to find a fixer or Johnson to ransom the scientist to. At the same time, the runners must watch out for other shadowrunners who see an easy route in leeching off another team's success and letting them do the hard work while they stab them in the back later.

### A Cast of Thousands

The Caribbean League is full of countless influential characters representing hundreds of interests, from corporations to political parties to terrorist groups and pirate crews. Non-native shadowrunners can find lucrative work assisting one power player in their bids against others, and it is a quick way to increase one's reputation and network of friends (and enemies) in the League. Getting involved in this type of employment will pull the runners into a complex world of temporary allegiances, secret island hideaways, wild Havana nights and posh resorts, war-torn streets and battles at the high seas. Their success and survival is tied to the success and survival of their patron which ties their lives to the politics of the League.

### Smuggling and Piracy

The Caribbean League's porous borders and complex political landscape make it an ideal base of operations for smugglers and pirates. Smugglers can find lucrative work getting wanted rebels out of Aztlan, running guns up through the Orange Curtain from South Florida to the CAS, or bringing illegally-gathered teslas out of the Amazonian rain forest and into Jamaican markets. The popular sea lanes that ply through Caribbean waters make it a tempting realm for piracy, whether the crew is hijacking an ocean liner traveling to Amazonian resorts or a corporate cargo ship making its way to the Panama Canal Zone. Both the smugglers and pirates utilize the thousands of unmapped and unnamed inlets and coves as hiding places for their loot and places to lay low from pursuit.

### ANDROS

The island of Andros, despite being the largest in the Bahamas, remains uncivilized and largely off-limits. Efforts to develop the island always suffer from terrible (and often fatal) bad luck, which can be attributed to the high population of free spirits and faerie creatures that visit or make their homes on the island. One reason for their presence are the blue holes, underwater cave systems that twist through the island and local waters, which in some cases are dotted with temporary astral rifts. More than one unfortunate visitor has gone from scuba diving in the blue holes to suddenly projecting into astral space, which is especially dangerous when you leave your body underwater and in a confusing twist of tunnels.

### Chickcharnies

The chickcharnies are awakened owls that cause no limit of mischief to those who would visit Andros. Chickcharnies appear similar to great horned owls, but with very large eyes and a prehensile tail. They are capable of short distance flights and make their homes in the branches of jungle trees deep in the island's interior. Occasionally they find their way to nearby islands, but there is a standing bounty on chickcharnies on other Bahaman islands, which keeps their populations down there. The reason for the bounty is the chickcharnies' fierce territoriality, enforced through its magical powers, which can make life very difficult for anything that lives near them.

>>BEGIN CRITTER STATS

B	Q	S	C	I	W	E	R
2	5x2	1	5	3/6	4	6Z	5

Initiative: 5+3d6

Attacks: 5L

Powers: Accident, Confusion, Glamour

Notes: The quickness multiplier while the Chickcharnie is flying is 5.

>>END CRITTER STATS

### THE NEW PROVIDENCE VIRUS

The island of New Providence's quarantine is quite justified, because the population of the island has been host to a dangerous new magical virus. The New Providence Virus (NPV), as it is being called, causes an allergic

reaction to develop in the victim's aura to the energies of astral space, which can translate to cell damage in the victim's body.

The virus is spread through physical contact, but its 48 hour incubation period makes it hard to notice in carriers before it is spread by them. After 48 hours, the victim must make an opposed Body Success Test versus the virus' Power, which is typically 5. Three or more successes from the victim means the victim's body defeats the virus and no further checks are necessary. A successful roll with fewer than three successes means the victim must make another roll in 24 hours, but no other effects manifest. If the disease achieves more successes than the victim, the victim begins to develop fatigue symptoms and headaches, and takes 1 box of Stun damage per success the diseased achieved, every 12 hours. Once the victim's stun condition monitor fills up, the unconscious victim starts to take Physical damage until death.

No vaccine yet exists for NPV, but aggressive drug treatments can allow the victim an additional roll after they begin to take damage from the virus, which if successful, can halt further damage, either temporarily (if less than 3 successes) or permanently (if 3 successes or more). NPV is very easy to identify in a victim's aura if the perceiver knows what to look for, requiring only one success on an Astral Perception Test to notice and only 3 to successfully diagnose. However, because it integrates itself in the victim's aura, it is difficult to cure magically, doubling its Infection Power when spells like Cure Disease or Prophylaxis are used against it.

### **THE BLACK SHALLOWS**

The physical land called the Black Shallows is a dire and desperate place. The debris of ruined villages pokes up through flooded plains, and disease and famine are rampant. But the effect this has had on the astral space in this region is perhaps even more dangerous. The background count in many sections of the Black Shallows reaches levels of 2 to 3, and some of it is aspected towards death magic and summoning of shedim or petro loa. In addition, on some occasions, the Black Shallows have even manifested alchera (*Target: Awakened Lands*, pg. 113) of destroyed villages...or other unknown locales.

### **THE ROUND SQUARE**

The Round Square is a popular data haven in the Caribbean League, infamous for its collection of pirate media, from uncensored news reports to the transcripts of speeches given by Yucatan rebels. Any character who has the Round Square data haven as a contact (*Matrix*, pg. 128) receives a -2 reduction to any target numbers in information searches for archived media clips and filings. However, recently the Round Square has come under attack from entities unknown and has been suffering from periodic downtimes.