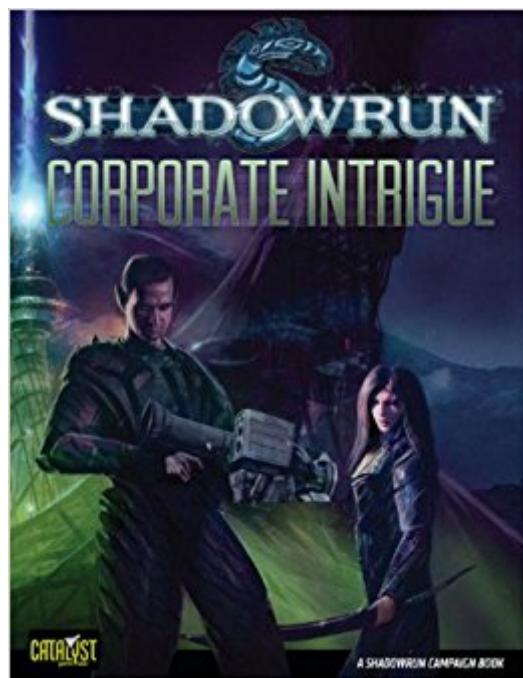


The book was found

Shadowrun Corporate Intrigue (Shadowrun (Catalyst))



Synopsis

Takes the wealth of information presented in CorporateGuide and turns some of the critical plot points into adventure seeds and campaigns for players. • Provides detailed locations that can be dropped into different Sixth World settings, minimizing the work gamemasters have to do to prepare for a session or for a longer campaign. • Details dozens of non-player characters that can be used either in campaigns based on plot points provided in this book or in any other campaign, especially those with a corporate-centered plot. • Builds on existing plot elements in the Sixth World and incorporates them into playable campaigns. • Presents fiction that will help immerse gamemasters and players in the setting and the ongoing Shadowrun plot. Requires Shadowrun, Twentieth Anniversary Edition; the second in a new line of sourcebooks that provides numerous adventure hooks, location details, and non-player character stats to allow gamemasters to easily design short adventures or longer campaigns around a single theme•in this case, intrigue involving the Big Ten corporations of the Sixth World.

Book Information

Series: Shadowrun (Catalyst)

Paperback: 160 pages

Publisher: Catalyst Game Labs (March 7, 2012)

Language: English

ISBN-10: 1934857912

ISBN-13: 978-1934857915

Product Dimensions: 8.5 x 0.4 x 11 inches

Shipping Weight: 13 ounces (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars 1 customer review

Best Sellers Rank: #1,318,671 in Books (See Top 100 in Books) #71 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

Jason M. Hardy lives in Chicago, IL.

Corporate Intrigue is 148 pages long. It opens with a couple pages on the doings of the Mega-Corporations. The main part is 17 adventure ideas. They will need lots of additional work for a regular game, but they work well for the diceless roleplaying I do for my spouse. Nothing Personal - standard extraction, until he doesn't want to sign his new contract. Project Imago - interesting story

including Cerebus, the "e-ghost" of a dragon who flat-lined in Crash 2.0. Runaway Train - Blow up a train in Africa. Just not who you thought it was for. Freedom, Finally - chance to meet Netcat and Puck. Netcat is a good example of what you can do with knowledge skills. I love her Seattle baby-sitter skill. Coins of Luck - update on Wuxing and a magical coin of luck. Catalyst wants to know what happens in your game with it, for future planning. Feng Shu - interact with a Wuxing geomancer. Dreaded Palace - Help Pax in Geneva and find out about AI corruption. Also, a name from the past is reintroduced. C.Y.A - like to people get killed with defective rifles? If so, this is the mission for you. Has two follow ups. Evidence of Bodies - travel to Bogota, but you have to work for Aztechnology. The book completes with a set of four adventures that deal with the current status of the Head of the Corporate Court - basically the high court on Earth. A very important person.

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