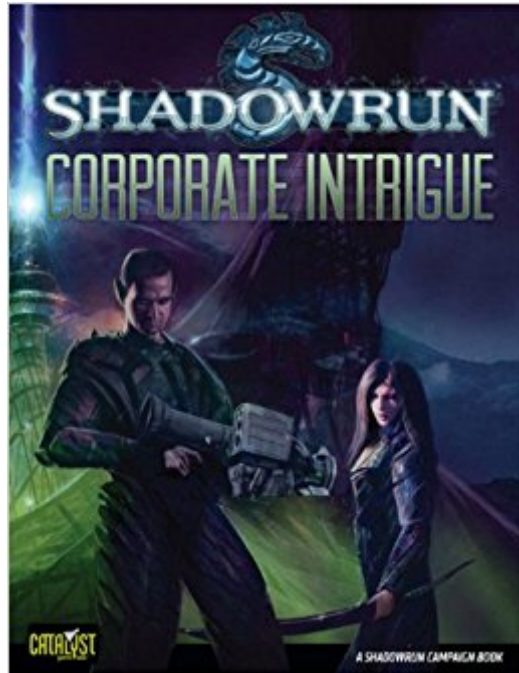




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# Shadowrun Corporate Intrigue (Shadowrun (Catalyst))



## 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

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

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## 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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