**Campaign**

Synopsis

Adrian Marienburg, CEO of Transhuman International. One of the few edifices to rise above the Seattle Sprawl.

His company appeared from nowhere and rose to A status seemingly overnight. Coincidently there has been a rise in crime perpetrated by cyberdised runners lately.

Collecting your payment from Silent Tz in an abandoned warehouse down by the docks this was supposed to be a quiet night, but as you find out, but things hardly ever go to plan.

**\*\* Just a synopsis. Rewrite everything.**

**\*Change to focus more on the rise in cyber crime. Lead into Marienburg's company later on in the campaign (ie finding a note about Tz's cyber parts being from his company).**

It turns out Marienburg's company were puppets for a larger corp. Marienburg's cybernetics were spying on him (hence the Truman Show ref), but he suspected that the spies were coming from within (his CEOs trying to take over), not without. The larger corp sought to destabalise the market by allowing Marienburg to produce faulty cybernetics (they upped the rage at the push of a button), so they could take it over when share prices in cybernetics dropped.

Cue final level trudging through the parent company's skyscraper, floor by floor all the way up to the top. You'll first fight basic security, then the more elite ones, before entering a floor where the staff get their bodies jacked and they turn into crazies. Then a mix of crazies and the elites, before reaching the top floor and having a confrontation with the CEO (just after an epic boss fight, the CEO's a pushover).

Marienburg got roped in by the cybernetics. Originally he was more down to earth, but over time they subtly changed his outlook. Only recently has be begun to realise this. The Mana tree on the roof is him trying to reach back to his former self (his magic powers have all but wittered away by the cybernetics, as is the case with \*most, but not all of the CEOs).

My daddy used to say, “You only need to fish for so long before you need to chuck a stick of dynamite in the water”. Well I’m done fishing.

**Scenes**

**Intro**

**Silent Tz, Dock Warehouse**

Turns out Tz was jacked up on cyberware that was putting him over the edge. When you ask the CEO about this he admits that he was using the Runners to discredit the cyberware. Some of them were being paid to do this intentionally, the others just went a bit mad/paranoid (ie Tz killing everyone who’s had dealing with him-your mission was to destroy data on him). Which Tz was is questionable however. …Erring towards the later (people in the Broken Crow comments on his change of personality lately (since he got the cyberware).

Dead runner in Tz was to destroy info on Tz cyber surgery, and then to go see about a job with the Employer. He doesn’t care about the details, just the cash. He comes across as gullible.

\*Force PC to check Runner’s corpse before leaving

Tz is performing a “scrub”. A wipe of data on himself. This is due to the paranoia that he’s developed from the brain implants he’s gotten lately.

**Escape the Docks**

Learn from homeless about recent rise in crimes perpetrated by cyborgs. …Then they mention that one of them’s a little out of it and covered in cybernetics. Talking to him reveals a crazy/incredibly paranoid/twitchty individual. If you choose the wrong dialogue choices he attacks. The right ones and he gives an early hint to Marienburg’s products, and that there’s something wrong with them. One of the homeless asks for cash via dialogue, you can give him it or not. Giving him a large amount will cause the others to ask you for some too. Giving them it causes them to attack (cause your loaded), saying no causes them to press towards you at which point you can \*aim your weapon at them\* or use a charisma check to get away without a fight + plus other dialogue choices, some resulting in fights, some not.

**Find the Broken Crow**

Docks area, small warehouses (use regular building set).Get attacked by street gang (The Day Breakers), thus why you don’t have your bike (in the intro note that on the way to the Broken Crow you’re fire upon, taking out the wheels and the engine. Gangers stream out of the nearby buildings and soon enough you realise you’re in an ambush). Once you’re free from the gangers locals comment on it, saying “lucky to get out of that alive”, “you crazy making all that noise in \*gang name\* territory? Had it coming”, further away “woah, sounds like a ruckus down there, what happened?”, “ain’t hell of my business”.

* The Day Breakers. A gang who operate at the break of dawn, catching the end of the clandestine happenings, but not the start of most of the legal ones.

**Intro (cont)**

**The Broken Crow, Setting up the Run to Marienburg’s**

He’s wanting to know what Marienburg’s up to. He’s got someone on the inside, that’s how you can just land on the roof without being noticed/shot out the sky and that they’ll be a party on.

(Odd how this guy has so much info on Marienburg’s secrets. Turns out he’s working for the parent company and is wanting to leak out information that’ll discredit Marienburg’s company)

Oddly convenient how your employer has everything already planned for you (he had another runner set up to do the job, but he died). The run should apparently be ridiculously simple, thus this explains how you can infiltrate an AAA company off the bat.

**Marienburg Tower**

**Tower Roof**

**Penthouse**

Initially you can read false information on his thoughts on the various terminals, painting a paranoid (he’s actually quite savvy).

**Executive Floor**

Can search CEO’s computers for Data on them.

Plenty of hints to them being mages. Charts their loss of power as they got more into cybernetics. As it goes on they talk about their heavier emphasis on cybernetics being a great boon for the company. In the later ones they lament their loss of powers in retrospect/ say that they have new powers /don’t need them, they have underlings for that kind of thing. Instil that some of them might be remorseful about their loss of power and want to discredit cyberware and make magic more powerful. Red Herring of course.

**Party**

Wearing a disguise talk to the various CEOs. You can freely admit you’re a runner in conversation. They’ll even take it as the truth, but think you’re either from another corp, so may feed you false data, or blatantly say how great they are, or something.

**Executive Floor (again)**

Return here after party with a CEO of player’s choice to gain access to penthouse secret area (ie they’ve each been trying to gain access to it, with player’s help they can-via decking, if you can’t then they’ll do it). Its them trying to gain access to it that’s sparked off his paranoia even more

**Penthouse (again)**

Access to secret mainframe later on (ie duplicate cell) detailing what Marienburg think’s is \*really going on (he’s still wrong though, kind of). Marienburg has returned from the party to sleep things off. As you enter the blue room to take the lift back to the roof you wake him. After a short bit of dialogue (mostly “you were sent by “*them”,* don’t play dumb, oh you don’t know anything!”) he goes crazy (referencing what “*they”* did to him/his cybernetics) and you have to fight him.

**Marienburg Tower(cont)**

**Tower Roof**

Exit back to bar via helicopter. Ref, via on screen dialogue that its just where you expected it to be (the loading screen states that you call it in the elevator). Loading screen ponders why

Marienburg when crazy on you like that. Maybe it was stress, or knowing that his secrets got out, but something doesn’t feel right about the whole thing.

**Mages**

**Back at the bar**

Give the data to the employer. You tell him about the notes you found on the mage connection that the CEOs have. He suspects that perhaps the mage scene’s been agitating cybercrime to discredit cybernetics.

-CEOs are all apparently mages so they may be backing the mages downtown

-Told that they’ve probably protected their building with magic somehow, and that you should search the area for an alternative way in.

**Market Street**

Find out about former initiate from locals. He’s been acting weird and they’re distrustful of him. Find him in a backstreet being attacked by gangers. You can bribe the gangers, scare them, use ganger etiquette, or fight them to get rid of them. You can then get him to help you.

**Mage Apartments**

The initiate lowers the barriers around the apartments for you then scarpers. In actuality the mages seen you coming and were inquisitive/cocky so they let you in. You enter a large room (actually multiple rooms that have had their walls knocked out) where the floor is covered in magic symbols and blood/ bones.

They then confront you, and summon creatures in the room. You must fight them. After that you move through the living area of the mages to hunt down the leader on the roof.

**Mage Apartments Roof**

You confront the mage leader only for him to not know what you’re talking about when you ask him about the cyber crime.

“uh, cyber crime? What are you on about?”

“You attacked me, don’t play coy”

“You come in here loaded for bear. Of course we attacked you…”

Depending on conversation choices you could get some aid from him in hunting down the people who’ve tried to discredit him, or if you’re aggressive/judgemental have him attack you:

“So uh. …I’ll just be going then”

“Going? I don’t care if you thought we did something we didn’t, you still killed half of my coven getting in here. They require a blood teeth” <Attacks>

**“Abandoned”/ Cybernetics Warehouse**

**Back at the bar**

Return to bar to find that you’re employer is gone. Asking the barman about him you’re told that there’s some people outside asking for you. Leads to merc ambush scene.

**Outside Bar**

Reuse ambush level. Attacked by mercs sent out to kill you by employer (you don’t know this), wonder who they are. Find a pda on one of them referencing being stationed at a warehouse at the docks.

**Return to the Docks**

Go back to the docks to check out the abandoned warehouse. The homeless people by now have all mysteriously disappeared (some did say they were moving, others though said they were staying put after Tz)

 (Why move? Tz is gone, you’ve got nothing to fear? “nothing to fear? What about the guys you push on him come round looking for him to find us and his corpse? Or someone else wants to use that place as a hangout? What you think Tz was the first to do it? And hell he left a hell of a mess of the last guys and anyone else who got in his way doing it).

**Abandoned/Cybernetics Warehouse**

Turns out that the old warehouse isn’t quite as abandoned as you first thought. It’s the holding area for the faulty cybernetics.

Be ambushed by mercs who were sent to guard the place (explains what happens to the homeless as one of them thought it’d be a good idea to case the place, mentioned earlier via over the head chat). Find hidden files relating to parent company and wonder what they’re doing there. Why there’s so much survelience there by company (via entering a hidden basement that has a terminal with info). Find out that the parent company is happy that the distribution of the faulty product is going to plan.

**Wondering why Parent Company is so invested/ Apartments**

**Back at the bar**

Talk to bar about parent company’s connection. Are linked to former techy for them living in a neighbourhood near the docks. Go to meet him.

**Outside bar**

Duplicate of cell you were ambushed in. This time you take a different exit

**Residential area**

Ghetto like (like original mod area)

**Apartments**

Pushed by gang (though they won’t be hostile unless you choose to piss them off) and go to techy’s apartment. Find him long dead, and most of his computers wiped/trashed. Reading some notes though you piece together (quest object “there must be more here” that there’s a hidden terminal with the dirt on the parent company,

**Infiltrating the parent company**

**Outside**

Infiltrating an AAA company for real is a lot more dangerous this time around

**Reception/ Cafeteria**

Put on disguise (former techy’s clothes) in cupboard. Use this to gain access to Offices 1.

Wearing the Disguise you move about the employees hearing information on the company and how it’s going to make a takeover move on the whole industry apparently.

**Offices 1**

You’re disguise doesn’t cut it for the scanners just outside the lift.

Shooty, shooty begins

**Security Checkpoint**

Elites introduced. Via terminals find out more about the rise in crimes involving cybernetics about Seattle (from a security view, not just news or employee emails). Also that similar occurrences have been happening inside the building (referenced earlier on previous floor’s terminals ie “Dave went crazy today”, on the floor above “some guy apparently went crazy yesterday. Damn newbies, let anyone work down there”). Also note about a recent security problem on the first office floor (ie you breaking in) and questioning your disguise when you entered via security camera footage (every checks out with that guy, but something just doesn’t feel right. “Hey, he’s fine, you aren’t paid for overtime” “Yeah, you’re right”)

**Offices 2**

Crazies introduced, operate similar to ghouls, ie melee only

**Offices 3**

(fancier offices as checkpoint has been passed) Crazies + Elites

**Executive Floor + CEO’s Office**

Boss + Crazies

Afterwards head in back and confront CEO, whole spiel about this is how you do a proper takeover. How its fairly run of the mill. You can question the morality of it, say how you get it, but you know you know too much now (he’ll agree), etc.

**Infiltrating the parent company (cont.)**

**Basement**

Blow up the mainframe. Just loads of crazies. Should be a cake walk to wind down level.

**Outro**

**The Broken Crow?**

**Side Missions**

**Kill the medic**

Kill the medic. You can’t directly target him (he’s from a corp that’s created an anti-aggression field), so instead you must use area of effect weapons and scenery props to kill him. Yup, that’s it. The employer will say that the medic shouldn’t need the anti-aggression field, as they’re still covered by UCAN law, but then again, people like you are trying to kill them…

**The Wild Goose Chase**

A wild goose chase in which there is no bad guy. Your employer instead tells you to go to a location and that there’s something fishy going on there. The player then jumps to conclusions when talking to people, and thus begins to blame them for things/formulating some grand scheme. The employer will then gloat/laugh at you if you return to him telling him you got the bad guys by telling you that there were none, he just sent you out because he knew you Shadowrunners are so paranoid that you’d find someone to blame for a made up crime. This gloating can change to calling you a racist (if you choose the ork librarian) or an anarchist (choosing the corporation goons), etc. If you return to him saying you didn’t find anyone he’ll say you aren’t as good as you said. If you return saying you knew he played you (requires a high charisma for him not to say “look harder”) he’ll say that you’re the first one in a while to actually pick up on that, and reward you with a sum of money it turns out he’s a sadistic corp leader who does this for fun (he really looks down on runners, who he thinks are stupid).

**The “Dead” Girlfriend**

Or maybe its that he thinks she’s dead, but instead she merely just faked her death to get away from him. The whole missions about finding the killer when there is none. You’ll eventually pick up on a man who was shifty looking and seen around the dead woman lately. It turns out he was a contractor who help fake her death. You can either kill him on the spot (which the boyfriend will tell you to do if you tell him about the contractor), kill the girlfriend to spite the ex (he’ll get mad about it, ie, “I found her alive”. “Oh, I’m so relieved”, “she isn’t any more”. The second option allows you to either kill her, fake her death again (she doesn’t want to kill the ex though), or let her be.

**Kill the Shadowrunners**

Contracted to kill a bunch of Shadowrunners who either messed up their runs, stole from the company, played for the other side too much and other reasons you’ll find out when you talk to them (that is if they’re telling the truth, one of them is actually a merc hired by the employer to kill you at the end “to finishing the cleaning”). The group’s hired by the employer (though he’s had reconstructive surgery so they don’t know its him, bar the mage…who doesn’t care). You kill at different points. Like shooting one of them in the back of the head at the briefing for not moving his head so you can see. The whole thing’s meant to play as a paranoia campaign, where the other runners don’t care about the others dying as it just means they’ll get more cash and that having such an entrepreneurial companion isn’t all that bad as you’ll probably be better at the job than the ones who weren’t so good and got killed (the mage will openly say he’s fine with this, though he’ll have to kill you too at the end).

**Mage’s Clone Army**

A mage has been creating a small army by “copying” his subordinates via magic. Every time a person is cloned in this manner their willpower dramatically decreased, as do they become physically weaker. At the start the clone act somewhat like regular people, but as time progresses and the mage becomes more desperate he begins to produce more and more of them from their original hosts until you’re coming up against mindless creatures.

He will comment that cloning in this manner is looked down on by the mage community as it robs a person of their humanity. This quest is available if you were friendly with the mage’s from the main quest, or if you read a note about how the mages were going to assault the cloning mage for his crimes. The former will net you a reward at the end, with the latter you’ll still get a reward (plenty of mage loot), but you want get so much. With the former you can get some free mage allies if you pass a charisma/magic check.

**Basement/ Mainframe**

**Apartments Mages \* 2**

**\*1**

**\*5**

**\*4**

**\*3**

**\*2**

**Parent Tower Exterior**

**Penthouse**

**Executive Offices**

**Offices 3**

**Offices 2**

**Security Checkpoint**

**Offices 1**

**Party**

**Executive Offices**

**Apartment Roof**

**Reception/Cafeteria**

**Techy Apartments**

**Warehouse Floor**

**Mages Apartments**

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**Marienburg Tower Roof**

**Apartments, Techy \*4**

**Residential**

**Silent Tz Warehouse**

**Docks, Warehouses**

**Abandoned Warehouse \*3**

**Docks 2**

**Bar \*1 \*5**

**Market**