

Sample Campaign

Introduction

This document contains a sample campaign sketch for a Shadowrun game. A campaign should include three items which will be listed below. For more information on campaign design, listen to Episode 4 on FearTheBoot.com.

I. Campaign Events

Describe the general flow of events in your campaign. Don't dig too deep into details and specifics, since it's unnecessary at this point and it's impossible to predict exactly where your players will take the game.

1. *The characters return to the neighborhood and help Mr. Grozy clear the gangers from his store.*
2. *With the store clear, the characters get a mixed reaction from the locals. Some will be happy, others will demand to know where the characters have been all the years this neighborhood was falling apart.*
3. *The characters receive a call from a local councilman who's heard what they did for Grozy. He will accuse an alderman of corruption and offer the characters a modest sum of money to look into it.*
4. *As the characters follow the alderman around, they will indeed see him/her having suspicious meetings with local gangs.*
5. *As the characters continue tailing the alderman, it will become clear that it is actually the councilman who is corrupt. The alderman is merely trying to negotiate peace with the gangs while the councilman wants the chaos to continue. The councilman is setting the characters up, hoping they will harm the alderman and leave sufficient evidence of their own wrong-doing to bring the police down on the characters.*
6. *Whether the characters fall for the trap or not, it will become necessary to gather incriminating evidence against the councilman or deal with him in some other way.*
7. *As the characters make a move against the councilman, his true masters (organized crime) will begin to hit back harder, fearing the characters may blow their operation wide open.*
8. *When the characters finally bring down the councilman, evidence also comes out that he's been receiving pay-offs not just from organized crime members but also from a lesser-known biological research corporation.*
9. *At this point, if the characters have not alienated the locals, many of them will begin to offer material and manpower support in their efforts against the crime syndicate.*
10. *In an attempt to put even more pressure on the characters, the mobsters will take Travis' ex-wife, Jennifer, as a hostage. The characters will have to decide what to do about that, if anything.*
11. *Through a trail of clues, it becomes clear there's a boss responsible for this entire criminal network.*
12. *A local crime lord will offer the characters a deal: he'll tell them where the syndicate's hidden crime boss and mastermind is located. If the group will take him out, thus assuring the crime lord can ascend to that seat, he'll pull his organization out of the neighborhood for good.*
 - a. *If they refuse the offer, they will have to follow a series of clues to find the crime boss and end his reign permanently.*
 - b. *If they accept his offer, they will have an easy time finding the crime boss, but will then have to face down the crime lord who does not keep his word, instead attempting to assassinate the characters (this betrayal will come after event #13).*
13. *The crime boss is actually located right in their own neighborhood. As criminals have been running most of the residents out of the neighborhood, it made the area appealing for hiding illicit activities. Worst of all, a research corporation with organized crime ties has taken over a local factory with significant underground facilities, using it to develop powerful designer narcotics. Inside the factory are mobsters and corporate guards all interested in protecting this investment from the public eye.*

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II. NPC design

NPCs should normally be included in the campaign design. However, since we'll be talking about NPCs in the next episode, we'll be saving most of that material until then. One NPC will be included here just to demonstrate what's needed when preparing your campaign.

Name: Vladimir Grozy

Appearance: 5'8", human. A rotund, balding man with gray hair. He tends to dress in slacks, a nice shirt, and a white apron (obviously no apron when he's at home).

Personality: Tough and strong-willed, but also patient and compassionate. Having been picked on a lot as a child, he's learned to look past appearances and judge by character. Deeply intuitive.

Notes: Vladimir is the owner of Grozy's Groceries. He's also the employer of Bonnie Greenwich.

III. Supplemental Information

While you shouldn't overburden yourself with charts and information, it may be helpful to have maps of the area, force organization charts, equipment lists, or similar material ready. It will help you to find that information quickly and keep the details of your campaign consistent.

For this campaign, I'll need a map of Seattle and a map of the character's home neighborhood. A few sample ganger, mobster, and corporate guard templates would also help.