

# SHADOWS OVER SEATTLE: THE SPRAWL IN 2050

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## A BRIEF HISTORY OF THE SIXTH WORLD:

In 2011, the world changed forever. Magic returned, awakening ancient forces and reshaping humanity. People began transforming into elves, dwarves, orcs, and trolls—a phenomenon known as Goblinization. Dragons soared across the skies, and long-forgotten spirits stirred once more. The Matrix, a global digital network, revolutionized communication but also gave rise to deadly cyber warfare.

The world's governments faltered, and megacorporations rose to power, becoming nations unto themselves. They control everything from security to politics, and their rivalries turn cities into battlegrounds. Seattle, a corporate hub and smuggler's paradise, became a melting pot of cultures, gangs, magic, and tech.

Now, in 2050, Seattle's streets are ruled by those who can adapt—or those who can kill. Megacorps fight shadow wars, magic and cyberware reshape reality, and the city's shadows teem with opportunity for those daring enough to seize it.

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## CAMPAIGN THEME & FLAVOR:

The year is 2050, and Seattle is a city teetering on the edge. Towering corporate arcologies claw at the smog-choked sky while neon lights flicker in the perpetual rain. Beneath the glittering facade of wealth and technology lies a sprawling underworld of crime, magic, and broken promises. Megacorporations rule from above, their enforcers crushing dissent, while the streets below pulse with life, danger, and opportunity.

In the shadows, mercenaries known as Shadowrunners risk it all for nuyen, reputation, and survival. They're deniable assets—ghosts hired to sabotage, steal, and assassinate for corporations, syndicates, and anyone with enough cash. Magic and machine intertwine, ancient spirits walk alongside cutting-edge cyberware, and trust is a currency more fragile than glass.

This campaign drops you into the underbelly of the Seattle Sprawl—where alliances are temporary, betrayals are inevitable, and every run could be your last.

*Welcome to the shadows. Let's see if you can survive.*

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## **WHAT MAKES THIS CAMPAIGN UNIQUE:**

1. **Corporate Overlords:** The megacorporations—Aztechnology, Renraku, Ares Macrotechnology—are untouchable sovereign powers. Their wars are fought in boardrooms and back alleys, and you're the weapon they hire when deniability is key.
2. **Magic Reawakened:** Magic returned with a vengeance. Street Shamans commune with urban spirits, Combat Mages unleash destructive spells, and dragons own corporations. Magic and tech coexist, but not always peacefully.
3. **The Matrix is Dangerous:** Deckers dive into the digital underworld where ICE (Intrusion Countermeasures Electronics) can kill you as easily as a bullet. Information is power, and data is always for sale.
4. **The Sprawl Never Sleeps:** Seattle is a city of contrast—corporate skyscrapers shadow lawless zones like Redmond Barrens. Gangs, syndicates, and political factions all fight for control of these streets.
5. **Trust No One:** Loyalty is rare, and betrayal is common. Fixers, Johnsons, and teammates may all have hidden agendas. Every deal has strings attached.
6. **Diversity is Power:** Metahumans and humans alike fight for scraps. Prejudice is real, but everyone bleeds the same. Play who you want and carve your story in the shadows.

## CHARACTER ARCHETYPES:

- **Street Samurai:** Cybered warriors who blend martial skill with cutting-edge augmentations. Guns, blades, fists—they're lethal with any weapon.
- **Combat Mage:** Masters of destructive and defensive magic, wielding spells with deadly precision.
- **Street Shaman:** Mystics who channel urban spirits and wield nature's power in the sprawl.
- **Decker:** Digital infiltrators who crack corporate systems and steal secrets from the Matrix.
- **Rigger:** Drone masters and vehicle specialists who turn machines into deadly extensions of themselves.
- **Weapon Specialist:** Masters of every firearm and explosive, adaptable in any combat situation.
- **Face:** Silver-tongued negotiators and con artists who thrive in social manipulation.
- **Elf:** Graceful and charismatic, excelling in agility and charm.
- **Troll:** Massive and tough, built for brute force and battlefield dominance.
- **Orc:** Strong and resilient, feared and underestimated by many.
- **Dwarf:** Durable and resourceful, blending toughness with technical expertise.
- **Human:** Versatile and adaptable, equally at home in any role.

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*"The streets don't care who you are. The corps will use you and toss you. But in the shadows, if you've got the guts, the skills, and a little bit of luck, you just might come out on top."*