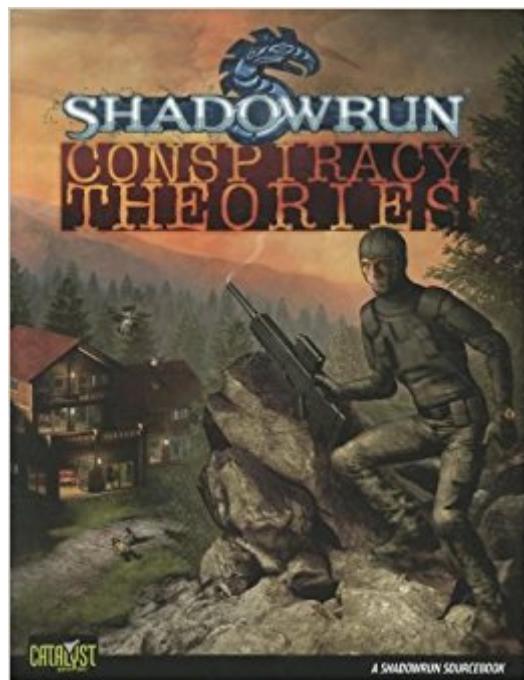


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# Shadowrun Conspiracy Theories



## Synopsis

Requires Shadowrun, Twentieth Anniversary Edition; the third in a new line of sourcebooks that combines setting, plot, and gear information in one book to give players and gamemasters a whole host of new options to use in their campaign while developing new plot hooks for Shadowrun games. **Plots** Looks at the intrigue and paranoia spreading across the Sixth World in the wake of the Aztlan-ia war, the renegotiation of the Treaty of Denver, and the pursuit of powerful ancient artifacts. **London** Provides details on London, giving a look into this legendary city at a level Shadowrun has not offered since the game's first edition. **Universal Brotherhood** Revisits some of the legendary shadowy organizations from Shadowrun's past, including the Universal Brotherhood. **Secrets** Offers a look at the powers behind the curtain and the crazy theories about who really controls things in the Sixth World and what they are trying to accomplish. **Plot Elements** Introduces new plot elements that tie into Shadowrun's past while opening up new avenues for future developments. **Plot Hooks** Presents plot hooks and other ideas that gamemasters can use to easily adapt the elements of the book into their game. **Magical Gear** Includes information on new magical gear, spells, and reagents that will enhance the options players have for how magic is used in the shadows. **Fiction** Presents fiction that will help immerse gamemasters and players in the setting and the ongoing Shadowrun plot.

## Book Information

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## Customer Reviews

There is some dark information covered in this book. More information on Daviar and Dunklezahn as well as bug spirits. A dragon civil war is explored which I found cool as well as turmoil in the

ARES corporation. London and DeeCee have their own sections. I found those sections a bit dry but if you are into the Black Lodge or IOND its good. If you are a 4th edition player looking to move into 5th, get this book by all means as it gives you a good way to segue players into the 2070's. I am a long time fan of Shadowrun but missed out on 4th edition and jumped right into 5th. I found this to be a good resource to keep up with the current environment to give players a good detail of what the world around them is like.

Good art, decent story hooks. Look forward to more offerings. Good campaign ideas and background data. Hope 5th ed rocks and launches soon.

Conspiracy Theories discusses various conspiracy theories (imagine that!) in 4th Edition Shadowrun, and provides some details about 2073. I would prefer that they issue a 2073 sourcebook instead, but I get why they are doing it this way. The conspiracy theories look rich to me in potentials for plot devices, so I would definitely suggest picking it up, but it's not at all required by any means. If I recall correctly, there about 11 explanations for the Nadja Daviar disappearance.

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