Shadowrun Campaign

**Story:**

A new substance has hit the streets that’s make all biologically integrated technology go haywire and is lethal to people with too much technology in them. Nobody currently knows where this substance is coming from, but it has spread across the city.

**Notable Events:**

The first job taken will be standard, however, rumours of bionic parts and implants going haywire and a possible substance linked to it.

The second job will have an event where some people – likely some small-time goons or gang members try fighting you, but their bionics start to go haywire. The rumours that were heard previously start to become more obvious across the city and to the players. They realise that it was caused by a drug like the rumours pointed out.