

SHADOWRUN

MIDNIGHT DAWN OF THE ARTIFACTS 2

Adventure

ISBN: 978-1-934857-47-2

MSRP: 14.99

Pages: 56 [softcover]

Catalog #: 26401

Release: Available Now

Compatibility: Requires *Shadowrun, Fourth Edition*; offers the character statistics, setting information, and plot points needed for gamemasters to take players on an international journey chasing a stolen artifact.

Selling Points:

- Allows players to visit two of Shadowrun's popular settings, Chicago and Denver, while also exposing them to the dangers of a transformed Los Angeles.
- Begins a series of adventures that will have Shadowrun players searching for powerful artifacts and uncovering some of the secrets of the game's long-running setting.
- Begins the four adventures of Dawn in the Artifacts, which will build to a dramatic conclusion in 2010.

The *Dawn of the Artifacts* series can be bought and ran in any order!

- Provides complete non-player character statistics, player handouts, and all other information needed to let players dive into the adventure immediately.

Target Market:

- Current Shadowrun gamemasters.
- Shadowrun fans interested in keeping up with the game world's always-developing plotline.
- Fans of other role-playing games interested in using plot points from *Dawn of the Artifacts* for their own games.

Up-Sells & Cross-Sells:

- *Feral Cities* [CAT26202]
- *Corporate Enclaves* [CAT26201]
- *Dusk: Dawn of the Artifacts* [CAT26400]
- *Darkest Hour: Dawn of the Artifacts* [CAT26402]



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