

SHADOWRUN

DARKEST HOUR DAWN OF THE ARTIFACTS 3

Adventure

ISBN: 978-1-934857-61-8

MSRP: 14.99

Pages: 56 [softcover]

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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:

- Puts players in the middle of a fast-paced plot to recover an artifact that had been stolen and get their hands on an item that has drawn the attention of some of the most powerful people in the Sixth World.
- Works with the other *Dawn of the Artifacts* adventures in gradually uncovering some of the secret history of *Shadowrun*'s setting. The *Dawn of the Artifacts* series can be bought and ran in any order!
- Takes players on an international journey to cities that have been featured in previous *Shadowrun* publications, including Hamburg, Europort, and Sarajevo.
- Can be played alone or as the third part of the Dawn in the Artifacts series, which will build to a dramatic conclusion in 2010.
- 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:

- *Dusk: Dawn of the Artifacts* [CAT26400]
- *Midnight: Dawn of the Artifacts 2* [CAT26401]
- *Corporate Enclaves* [CAT26201]
- *Feral Cities* [CAT26202]
- *Runner Havens* [FPR26005]



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