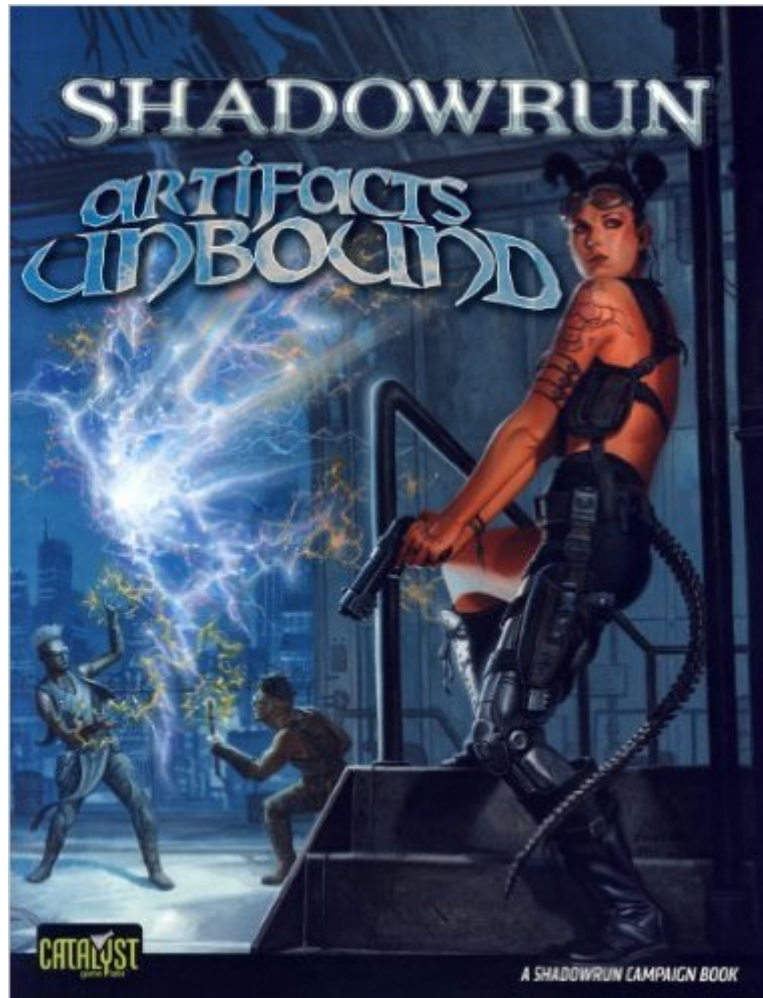


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# Shadowrun Artifacts Unbound



## Synopsis

Compatibility: Requires Shadowrun, Twentieth Anniversary Edition; offers the character statistics, setting information, and plot points needed for gamemasters to build on the story line introduced in the Dawn of the Artifacts series. • Continues the plot strands introduced in the Dawn of the Artifacts series of adventures. • Explores the hidden powers of the artifacts gathered in the previous adventures and shows the effects they are having in the Sixth World, as well as revealing how they have affected past history. • Provides a flexible plot structure that allows players to follow the parts of the campaign that are most interesting to them; gamemasters may also explore locations in the Sixth World that they find compelling for a campaign setting. • Advances the overall Sixth World plot as the world's powers continue to vie with each other for dominance. • Introduces a new form of campaign book that provides the concrete information gamemasters need to run a game while also providing flexibility to design the campaign in a way that suits them.

## Book Information

Series: Shadowrun

Paperback: 160 pages

Publisher: Catalyst Game Labs (December 7, 2011)

Language: English

ISBN-10: 1934857750

ISBN-13: 978-1934857755

Product Dimensions: 8.4 x 0.4 x 10.9 inches

Shipping Weight: 4.8 pounds (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 stars • See all reviews (3 customer reviews)

Best Sellers Rank: #2,025,201 in Books (See Top 100 in Books) #96 in Books > Science Fiction & Fantasy > Gaming > Shadowrun

## Customer Reviews

I didn't buy any of the Dawn of the Artifacts modules, but I like a good Shadowrun book, so picked it up when I found a sale. This is a collection of 18 adventure ideas, and as noted in the other review, it is not a book that you can just run gaming from. It will take a lot of fleshing out to be used, but that isn't the worse thing as that encourages the GM to put their own spin on things. I do appreciate that Shadowrun does encourage the GM to decide their own reasons for things happening, but at times you do wish to know the real reason, heh. There are many NPC stats provided, such as Frosty who makes a good fixer or opponent. A few examples of ideas: A Time of Frost - a good story about an

old Shadowrunner. I'll have to throw SEATEC Sweetie at my wife. I read on a review, that one of the developers really likes writing her dialogue. The Phaistos Killer - what would you do for immortality? Has it been done before? A Tale of Two Princes - Do you really want to steal from Lofwyr?

Excellent book. Version is celebrating 20 years of Shadowrun is the best. Very complete book. Highly recommend. This supplement Shadowrun comes complete some small details that are missing in the basic book. The Work of the publisher is impeccable.

I once had a conversation with a developer of books for Shadowrun. I asked him what ever happened to designing modules that gave stats for character and a plot that was easy to follow that allowed the GM to run a game without having to design it all himself from scratch. Well when I saw the dawn of the artifacts series I was pleasantly surprised to see he listened to me. Those books did just what I needed them to do. Allow me to run a game without having to spend who knows how long designing it myself. I can open it read it and play it. This book was not along those lines. Once again we have a source book that is filled with ALOT of words and no substance. Hearsay and rumors and what ifs and maybes...it is annoying. They dont even tell you what the artifacts actually do or what powers they have. They hint at them. They also make the ending totally a cliffhanger where you have no idea what happened why it happened or what is going to happen next. I wish I had never spent the money on it. But it reminds me not to buy any more sourcebooks.

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