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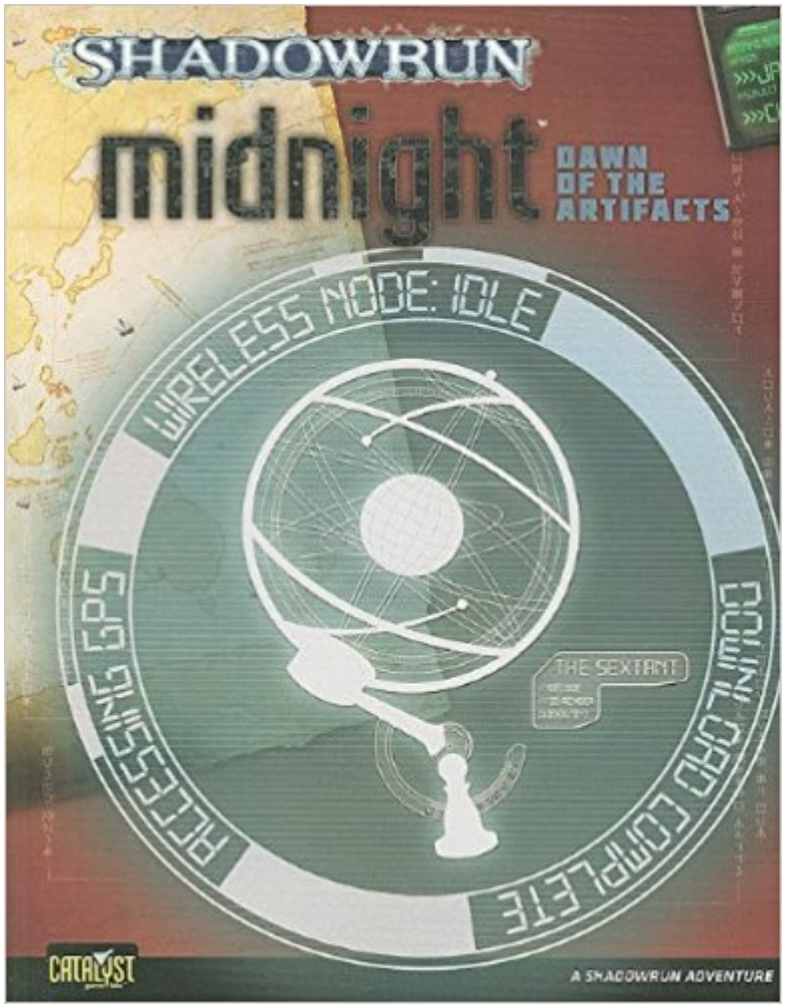
Shadowrun Dawn Of Artifacts Midnight 2 (Shadowrun (Catalyst))



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Synopsis

â ¢ Kicks off a new 2072 Sixth World storyline that will feature four adventures and a full campaign book. â ¢ Features a fully-written, buy-and-play adventure format with numerous useful gamemaster aids (including behind-the-scenes narratives, maps, grunt stats, location and character profiles, and a full Cast of Shadows). â ¢ Designed to introduce new Shadowrun fans to the rich world setting and slowly reveal some of the long-time history and secrets of the Sixth World, while providing long-time fans with a tantalizing hint of nostalgia and tying into one of the best selling Shadowrun adventure campaigns of all time (Harlequin). â ¢ Takes the runners into the dark heart of the most dangerous city in Africa on a fast-paced, dangerous treasure hunt for mysterious Awakened artifacts. â ¢ Set in Lagos, a core setting presented in Feral Cities: designed to maximize potential cross-sales with Feral Cities and all core rulebooks as well.

Book Information

Series: Shadowrun (Catalyst)
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Customer Reviews

This was definitely a fun adventure, and a good follow-up to Dusk. Let me be clear about that. Much of my following post will be criticisms of the published adventure, more as a caution for GMs on what to expect. My rating is 3.5 stars at minimum, if not the full 4 listed. It’s kinda borderline. Also, the next book in the series, Darkest Hour, has been an absolute BLAST so far. Review of that will come when we’re done though. :)Please note, this is a critique of the adventure _as written_. While every written adventure is flexible to a greater or lesser degree (and has to be, since players do the darndest things), I can only objectively review what is, or is not, actually here. That being said, it provides a _great_ base for creative GMs to tweak things and add their own campaign specific

things.The Bad:1) Maps. The maps provided in the book are near useless at best, and there are glaring omissions. There is no even approximation of a map of Chicago, for example - only vague times given for how long it takes to get from one story landmark to another. There is reference to the CZ, but nothing on how big it is, where the borders are except "downtown,", etc. Other sites that appear to be important areas in Chicago are given a passing description. This may have been intentional to get people to buy the Feral Cities sourcebook, but I'm just going to go with glaring oversight instead of malicious intent.2) Railroading. The adventure as written leaves a great deal of power out of the grasp of the players. In Dusk, players had the ability to do pretty much what they wanted to. Sure some would be a bad idea, but they could do it - and even succeed if they planned things well enough or got lucky enough. Not so here.

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