

THE FINAL PIECE

One more artifact. One more chance for a big payday. One more run to distant lands and high seas, racing against time and the wealthy, ruthless powers who want the artifact for themselves. At the end of this, if you succeed, four powerful artifacts will be gathered together, and they will be poised to shake the world.

To finish the quest for the artifacts, runners will have to travel to Hong Kong, track down the mobile city of Karavan, penetrate the corp enclave of Neo-Tokyo, and survive an assault on the high seas. The final adventure in the *Dawn of the Artifacts* series, *New Dawn* brings the story of the gathering of the artifacts to a rollicking conclusion while setting the stage for the changes the Sixth World will experience once the true power of these artifacts is tapped and unleashed.

New Dawn is the fourth chapter of the *Dawn of the Artifacts* storyline. This storyline explores the secret history of *Shadowrun* and offers clues to the mastermind behind the hunt for the artifacts.



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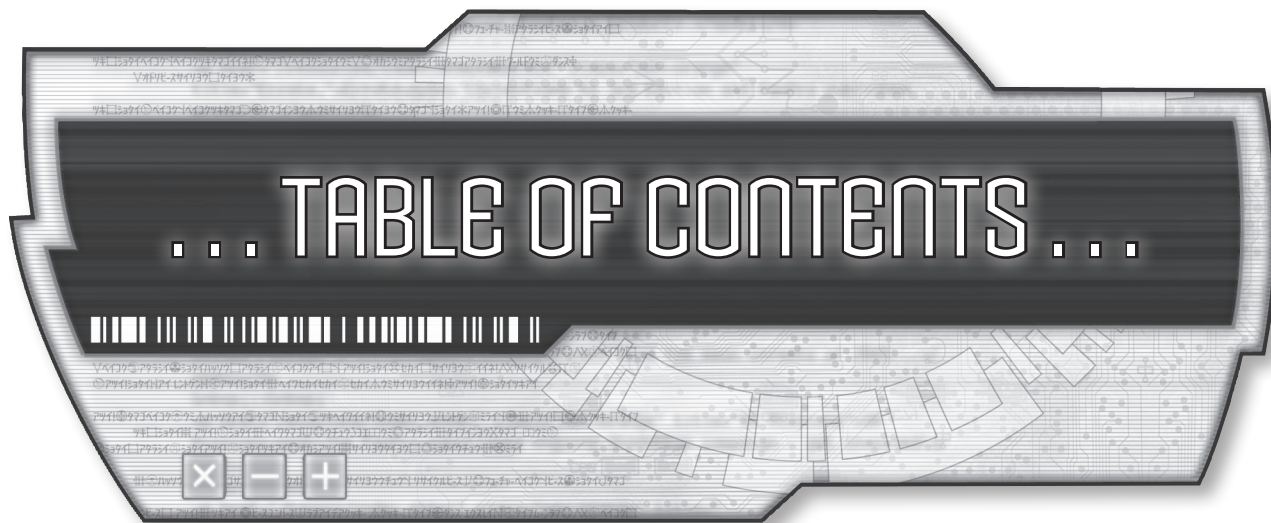


NEW DAWN



Sample file

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CREDITS

DAWN OF THE ARTIFACTS: NEW DAWN

Writing: Aaron Pavao, Mark Dynna

Editing: Jason M. Hardy

Development: Jennifer Harding, Jason M. Hardy

Proofreaders: Jean-Marc Comeau, Lars Wagner Hansen, Mason Hart, David Silberstein, Jeremy Weyand

Art Direction: Brent Evans

Illustrations: Florian Stitz

Cover: Matt Heerd

Layout: Matt Heerd

Maps: Sean MacDonald

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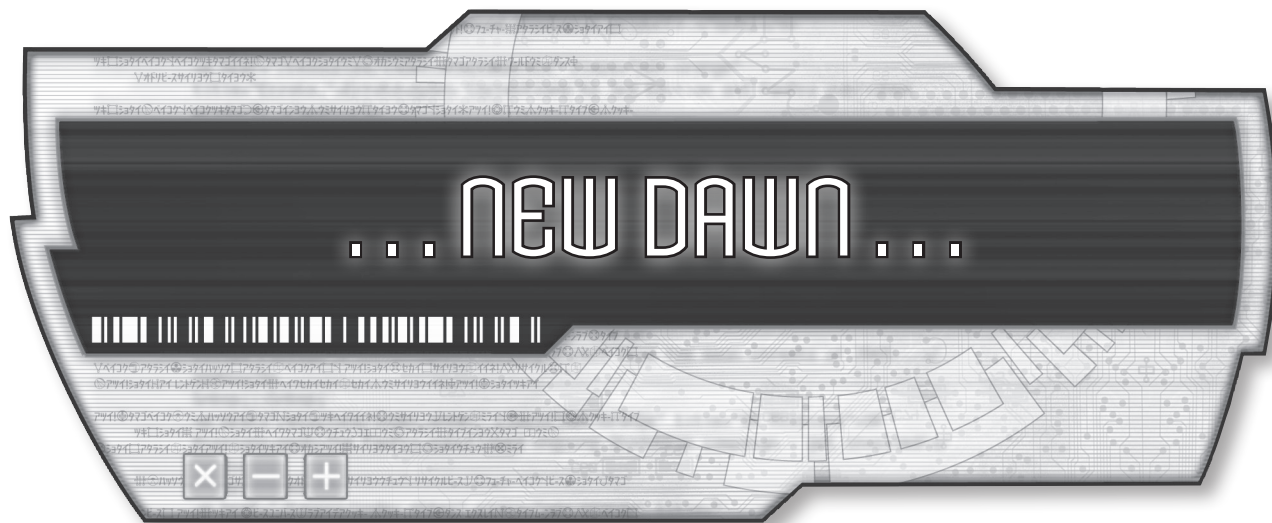
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DEDICATION

This *Shadowrun* adventure is dedicated to the memory of Lisa Elbert: warrior, linguist, and *Shadowrun* fan.

INTRODUCTION

New Dawn is the final installment of the *Dawn of the Artifacts* adventure series designed for *Shadowrun*, *Twentieth Anniversary Edition* (SR4A). It is intended for veteran characters, though the difficulty of this adventure can be tailored to specific teams using suggestions in the Subplots and Pushing the Envelopes sections of various scenes.

If you are playing the *Dawn of the Artifacts* series in order, you will already have met many of the major players, organizations, and environments in this adventure. The players will have interacted with these characters in previous encounters. The gamemaster is highly encouraged to fine-tune this adventure to match the players' prior experiences with these people and places.

WARNING—GAMEMASTERS ONLY BEYOND THIS POINT

Only gamemasters should read this adventure. The following text reveals secrets and plots that, if read prior to the adventure, could diminish the enjoyment of the adventure for players. On the other hand, if you like spoilers, knock yourself out; just be sure to tell your gamemaster that we warned you first.

PREPARING THE ADVENTURE

New Dawn is intended to be run with the *Shadowrun*, *Twentieth Anniversary Edition* rulebook. Many of the characters presented in this adventure draw from the additional core supplements *Street Magic*, *Arsenal*, *Augmentation*, *Unwired*, and *Runner's Companion*. This adventure is intended to be used with the core rules but will work with any of the optional rules that you and your friends choose to use, as best fits your game.

This adventure takes the runners to a number of sites in Asia, then ends in Portland. This adventure has some information about each location in the relevant scenes, but more information can be found in other *Shadowrun* products. The first city, Hong Kong, is

described in detail in *Runner Havens* (p. 5). Karavan, the second locale, can be found in *Feral Cities* (p. 121). The third location in which the shadowrunners will find themselves is Neo-Tokyo, described in *Corporate Enclaves* (p. 56). These books offer a number of contacts, information, and additional plot hooks that can be used to further enrich the experience of this adventure.

ADVENTURE STRUCTURE

The team is contacted directly by Eهران the Scribe, an important figure in world politics. He describes a doomsday scenario and hires the team to avert it. All they have to do is collect one more artifact and keep the Atlantean Foundation from finding them or it. When they collect the artifact, it seems they remain ahead of the Foundation, but not the art enthusiasts that have the two parts of the artifact. The quest for Shantaya's Compass takes the team across Asia, from the relative civilization of Hong Kong to the wilds of a city on wheels in the Central Asian steppes to the near-panopticon of Neo-Tokyo and beyond, to an encounter in the middle of the Pacific.

Over the course of this adventure, there are many optional “mini-scenes,” secondary objectives and situations that could be included in the adventure. While these are all optional, the gamemaster can use any or all of them to offer her players a richer experience in each of the locations in which the players find their characters. These side arcs are listed under **Subplots**. This adventure is designed without a strict time limit for the runners to allow the gamemaster as much leeway as desired for subplots, but if a more frenetic pace is desired, these can be skipped or adapted for other adventures outside the scope of *New Dawn*.

MAIN SECTIONS

This book is divided into several sections designed to assist you in bringing the adventure presented herein to your table.

- **Introduction:** This section, offering suggestions on how to use this adventure, background on the adventure, a plot synopsis, background information, and a few other useful tidbits.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.



- **Picking Up the Pieces:** A list of awards for completing the adventure.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the player characters will interact during the adventure.
- **Player Handouts:** Information designed for players.

ADVENTURE SCENES

The adventure plays out over a series of sequential scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions that might help draw the players into the scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions.
- **Subplots:** Secondary adventures—or red herrings—that are avenues for the gamemaster to develop, making the plot less linear and extending play time. Each subplot has its own Karma award.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the **Cast of Shadows**.

with whom the player characters interact during a shadowrun. Descriptions and stats for important NPCs are listed in each scene's *Grunts and Moving Targets* section. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end of this book. NPCs in groups benefit from Group Edge (p. 281, *SR4A*), while individual NPCs in this adventure possess their own Edge stat to use.

Some of the major NPCs in this adventure are recurring characters from previous adventures in the *Dawn of the Artifacts* series. These have additional background provided that reveals some of their motivations.

ADVENTURE BACKGROUND

The shadows of the Sixth World have been thrown into turmoil by the emergence of a series of powerful artifacts, whose existence has been discussed for centuries. Various powers have gathered to find these artifacts and attempt to unlock their potential.

The first artifact to emerge was the Piri Reis Map, which was offered for sale at a black-market auction in the city of Lagos, Nigeria. Soon after that, the Sextant of the Worlds, which had been stolen, was traced to Chicago. The map and the sextant are linked, and the map played a role in locating the sextant, though not before it was taken to LA in an attempt to bring it to Aztlan.

The activities in pursuing the first two artifacts only brought more attention to a third artifact, the Phaistos Disc. Some believe that the disc could play an important role in decoding the secret meaning of the Piri Reis Map. Finding the disc was complicated by the fact that other runners and thieves were tasked to track it down. On top of this, the disc had a longstanding security mechanism—a series of intricate fakes had been constructed, fooling many of the object's pursuers. Eventually, the disc was traced to one of the most feral areas of Europe.

Much of the pursuit of the artifacts has been engineered by Eهران the Scribe, a former Prince of Tír Tairngire. His purposes for the artifacts have not been made known, but the fact that he is interested in them has drawn the attention of some of his peers. If the runners continue the pursuit of the artifacts, they will be mixing with some very powerful individuals.

One of these individuals is Hiroshi Yakashima, president and CEO of the Yakashima Corporation. Yakashima has heard about the appearance of these artifacts around the world, and he has become curious about what they can do and why people are after them. He has sent a number of teams, both his own and subcontractors, to find and recover one of these rumored artifacts, but none has succeeded. His most solid lead seems to be for Shantaya's Compass, and he has sent one of his personal operative teams to fetch it for him. If Eهران the Scribe wants to get his hands on this particular artifact, he'll have some competition.

SHANTAYA'S COMPASS

Shantaya's Compass is a two-part artifact. The first part is a disc made of bronze with gold and silver inlays. It is about fifteen centimeters in diameter and about one centimeter thick. The front of the disc appears to be the mater and plate of an astrolabe, lacking any rete or rule. There are sixty points around the edge of the disc, each with a different marking that appears to be in the Indus script. The back features a recessed circle with a short, flat

Urgent Message.....

METATYPE ADJUSTMENTS

Some of the entries in the Grunts and Moving Targets section of each scene are for generic types of characters rather than specific NPCs. These stats are given for human examples of the type. For other metatypes, apply the following modifiers.

Metatype	B	A	R	S	C	I	L	W	Edg	Init
Dwarf	+1	—	-1	+2	—	—	—	+1	-1	-1
Elf	—	+1	—	—	+2	—	—	—	-1	—
Ork	+3	—	—	+2	-1	—	-1	—	-1	—
Troll	+4	-1	—	+4	-2	-1	-1	—	-1	-1

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are key to bringing any adventure to life. NPCs are the allies, enemies, and contacts



GAMEMASTERING THE ADVENTURE

New Dawn is the final installment of the *Dawn of the Artifacts*—a series of adventures that immerses the characters in some of the greatest mysteries of the Sixth World. Here are a few suggestions that will make running the adventure smoother.

Step One: Read the Adventure

Reading through the adventure prior to introducing your group to it ensures that you know what's coming down the line and are familiar with the entire story. This helps when your players (inevitably) come up with something not presented in the adventure.

Step Two: Assess the Adventure

Rarely does any gamemaster take a written adventure and run it without any changes. You may decide it needs to be more challenging for your players, or perhaps they form a specialized team (such as all mages) who will undoubtedly approach certain tasks in unique ways. You may want to switch certain NPCs with characters your players are familiar with in their game, for example trading a common fixer or gang contact for one that is better known in your gaming group. Assessing the adventure lets you make notes on how you want to customize it to best fit your game and your gamemastering style.

Step Three: Know the Characters

You should have a copy of each player's character prior to running the adventure so that you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to fly a plane through the Rockies, and none of them have the Pilot Aircraft skill, you may need to tweak the scene so the team will have a chance at success. If a character might be sidelined for parts of the story due to lack of abilities or skills, you should consider adding scenes that play to the character's strengths.

Step Four: Take Notes

Written notes help you keep things organized. You may want to jot down a note to give a particular handout to players at a specific moment or highlight important details about an NPC or combat scene. Taking notes during the adventure helps you remember characters' actions, which can be useful when awarding Karma and handling contacts at the conclusion. Since this is the fourth adventure in a series, if these characters played through earlier episodes, you may want to refer to your notes from those games. It is not unlikely that the players' decisions in this adventure might come back to haunt them later as the artifacts and the characters interested in them continue to influence the Sixth World.

Step Five: Don't Let the Dice Run the Game

Dice rolls normally dictate the outcome of events in a roleplaying game. Sometimes, however, the dice fall in such a way that they interfere with the story. Remember, as gamemaster, you can always tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the dice to hurt player characters, but occasionally might tweak the roll to help them out or to help the story progress (softening a roll to seriously injure a player rather than kill them is one example).

Step Six: Don't Panic

You'll make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, which is far more important than a flawless performance. If you or the players make a mistake, do your best to straighten things out, then keep moving forward.

alidade that rotates within the indentation; the alidade appears to be gold, but close examination reveals it to be made of orichalcum. Near the edge on the back is a pair of bronze spiral hooks, about a quarter-circle apart, that were added in the sixth century BCE to allow the chain to hook to the compass and form a medallion.

The chain, the second part, is about seventy centimeters long and wrought with alternating bronze and silver links. Every other silver link is decorated with a smooth, polished gemstone, no two alike, along the chain's entire length.

In astral space, the compass looks much as it does on the material plane, but it has various slots and notches set into it, as if it is one piece of a larger puzzle.

Little is known of the origin of the compass, although it is known that it was passed among the kings and leaders of the sixteen Great Kingdoms of India since around 550 BCE. It was believed that the compass was a medallion given to the mythical King

Dasharatha by his daughter Shanta on the day of her wedding to the hero Rishyasringa. The compass is therefore commonly known as *Daśaratha ka padaka*, or Dasharatha's Medallion. The artifact passed into Persian hands at the height of that empire's expansion and was taken to Persepolis, only to be taken by Alexander the Great and given as a gift to King Porus after Alexander beat him on the edge of India. The compass remained on the subcontinent until the British Victorian era, when it came into the possession of a British colonel who retired to Hong Kong. There it remained in private collections until about one week prior to Ebran's message to the player characters, when it was donated to the Hong Kong Museum of Ancient Art.

Unbeknownst to anyone in the museum, the chain had been swapped for a very good fake. It had been taken by a group of shadowrunners as a bit of collateral income during a heist, and the benefactor had to replace the chain in order to write off the donation.

