

# BOOK OF THE LOST

Sample file





<b>INTRODUCTION</b>	<b>5</b>	FBI Special Unit	56	<b>Two Keys</b>	<b>83</b>
		<b>LADY XOC</b>	<b>57</b>	Frequency Puzzle	83
		First Among Sisters,		Seismogram Puzzle	83
		(802) High Priestess Faction	57	<b>USING CARDS AS ADVENTURE HOOKS</b>	<b>83</b>
<b>THE DAMAGE DONE, AND THEN THE DEALER</b>	<b>7</b>	<b>LORD GWYN</b>	<b>58</b>	<b>Operations</b>	<b>83</b>
		Eolai of the Unseelie Court	58	<b>Campaigns</b>	<b>84</b>
<b>DECK BUILDING</b>	<b>10</b>	<b>MARA ARIEL</b>	<b>60</b>	<b>SAMPLE OPERATIONS AND CAMPAIGNS</b>	<b>85</b>
		Freelance Operative	60		
<b>WHAT WE KNOW</b>	<b>11</b>	<b>THE ARCANES THREE</b>	<b>60</b>	<b>ONE AT A TIME</b>	<b>85</b>
Why Should We Care?	12	Black Star, Association of		Puzzle Difficulty: Easy	85
<b>THE MEAN STREETS</b>	<b>12</b>	Awakened Anarchists	60	<b>Campaign</b>	<b>85</b>
Triad Connections	12	<b>LA PANTERA</b>	<b>62</b>	<b>Setup</b>	<b>85</b>
Black Market Battles and Smuggler's Blues	13	Vengeance in Tenochtitlán	62	Mr. Johnson	85
Happy Halloween	13	<b>JOSEPH MINGUNI</b>	<b>63</b>	Introduction	85
		(1247) Izolo Inc.	63	Blades Run	86
<b>VOICES IN THE ELECTRONIC ETHER</b>	<b>14</b>			Batons Run	86
Dealer Net	14	<b>TACO TEMPLE</b>	<b>66</b>	Cups Run	86
Neon Ascension	15	It's Nothing More Than a Restaurant	67	Aftermath	86
<b>ORACLE SOCIETY</b>	<b>16</b>	It is a Vehicle for Card Collectors	67	Possible endings	86
		It is a Phenomenon with a			
<b>CORPORATE INTERESTS</b>	<b>17</b>	Mystical but Obscure Connection	67	<b>THE GATES OF WAR</b>	<b>86</b>
Aztechnology	17	to the Sixth World Tarot	67	Puzzle Difficulty: Easy	86
Mitsuhamma Computer Technologies (MCT)	17			<b>Setup</b>	<b>87</b>
Saeder-Krupp	17	<b>WHAT IT MEANS</b>	<b>69</b>	<b>Introduction</b>	<b>87</b>
Wuxing	17	<b>Aid to Those in Need</b>	<b>69</b>	<b>The Run</b>	<b>87</b>
<b>GOVERNMENT INVOLVEMENT</b>	<b>18</b>	<b>Reading the Cards</b>	<b>70</b>	Possible Endings	88
Task Force 154	18	<b>The Story of the Avenging Angel</b>	<b>70</b>	<b>OPERATION VERUM VIRIDI</b>	<b>88</b>
<b>THE REST</b>	<b>19</b>	Five of Coins	71	Puzzle Difficulty: Easy	88
Draco Foundation	19	Six of Cups	71	<b>Solution</b>	<b>88</b>
Romanov Clan	19	Six of Coins	71	<b>Campaign</b>	<b>88</b>
The Hands of Fate	20	Seven of Cups	71	<b>NOT THAT PENTAGON</b>	<b>88</b>
<b>SHIFTING PYRE</b>	<b>20</b>	Seven of Blades	72	Puzzle Difficulty: Easy	88
		Knight of Blades	72	<b>Solution</b>	<b>88</b>
		Knight of Coins	72	<b>Campaign</b>	<b>88</b>
		<b>Powers Behind the Chalupa</b>	<b>73</b>	<b>EXES AND HEXES</b>	<b>89</b>
		Six of Cups	73	Puzzle Difficulty: Hard	89
		Seven of Cups	73	<b>Solution</b>	<b>89</b>
		Seven of Blades	73	<b>Campaign</b>	<b>89</b>
		Knight of Blades	74	<b>SEVEN ATE NINE</b>	<b>89</b>
		Five of Coins	74	Puzzle Difficulty: Medium	89
		Six of Coins	75	<b>Solution</b>	<b>89</b>
		<b>The Deck Darts</b>	<b>75</b>	<b>Campaign</b>	<b>89</b>
				<b>CLOUD NINE</b>	<b>90</b>
<b>ALIGNING THE COURT</b>	<b>24</b>	<b>CODES AND PUZZLES</b>	<b>78</b>	Puzzle Difficulty: Medium	90
		<b>CARD AND PUZZLE BACKGROUND</b>	<b>78</b>	<b>Solution</b>	<b>90</b>
<b>USING THEMES AND MOTIFS</b>	<b>32</b>	<b>Knowledge Test Results</b>	<b>78</b>	<b>Campaign</b>	<b>90</b>
		0 Hits: No Knowledge	78	<b>AMERICA'S TOP TEN</b>	<b>91</b>
<b>CLUES</b>	<b>32</b>	1 Hit: Vague Knowledge	78	Puzzle Difficulty: Easy	91
<b>ADVICE</b>	<b>32</b>	2 Hits: Rumor Knowledge	78	<b>Solution</b>	<b>91</b>
<b>WANDERING FOOL</b>	<b>33</b>	3 Hits: Public Knowledge	78	<b>Campaign</b>	<b>91</b>
		4 Hits: Detailed Knowledge	78	<b>HELLO, NURSE!</b>	<b>91</b>
		5+ Hits: Specialist Knowledge	79	Puzzle Difficulty: Hard	91
		Cards and Projectors	79	<b>Solution</b>	<b>91</b>
		The Awakening and the Conspiracy	80	<b>Campaign</b>	<b>92</b>
<b>ITEMS AND OBJECTS</b>	<b>36</b>	<b>HOW DIFFERENT POWERS PERCEIVE THE TAROT</b>	<b>80</b>	<b>THE LAND OF PLENTY</b>	<b>92</b>
Recorded 18-08-2078	36	<b>Dragons</b>	<b>80</b>	Puzzle Difficulty: ROTFL	92
Recorded 20-08-2078	44	<b>Spirits</b>	<b>81</b>	<b>Solution</b>	<b>92</b>
Recorded 26-08-2078	44	<b>Megacorps</b>	<b>81</b>	<b>Campaign</b>	<b>92</b>
Recorded 01-09-2078	45	<b>PUZZLES</b>	<b>81</b>	<b>RED HOURGLASS</b>	<b>93</b>
Recorded 14-10-2078	45	<b>Basic Puzzles</b>	<b>81</b>	Puzzle Difficulty: Hard	93
Recorded 31-10-2078	46	Hidden Object Puzzles	82	<b>Solution</b>	<b>93</b>
Recorded 01-11-2078	46	Wave Puzzles	82	<b>Campaign</b>	<b>93</b>
Recorded 13-11-2078	47	Monolith Puzzles	82	<b>ROYAL PAIN</b>	<b>93</b>
Recorded 03-12-2078	47	<b>Advanced Puzzles</b>	<b>82</b>	Puzzle Difficulty: ROTFL	93
		Script Puzzles	82	<b>Solution</b>	<b>93</b>
		Flag Puzzles	82	<b>Campaign</b>	<b>93</b>
<b>PEOPLE</b>	<b>50</b>	<b>Keys</b>	<b>82</b>		
Kaze Adeki	51	The Grid Map	82		
Leader TRU-13	51	The Radial Map	82		
Kyle Blacklighter	51				
Neon Ascension host	51				
Joygirl-IX	52				
Independent Agent	52				
Emily Llanfrehfa	53				
Mystic Seer	53				
Armando Salazar	55				
Aztechnology Director	55				
of Special Projects	55				
Fargus Sol PhD/T	55				
Professor of Advanced Magical Theory	55				
Task Force 154	56				

Sample file



**CARDS AS AUGURY****THE DECK AS TAROT**

The Bastard  
The Matrix  
Aes Sidhe Banrigh  
The Chief Executive  
The Higher Power  
The Avatars  
The Ride  
Discipline  
The Wheel of Fortune  
The Vigilante  
... 404 ...  
Threshold  
The Dragon  
The Comet  
The Shadows  
The Eclipse  
Karma  
The Awakened World  
Batons  
Summary

**THE DECK AS PROPHETIC IMAGES**

**Straightforward Imagery**  
The Bastard  
The Hermit  
The Tower  
Karma  
The Case with Five Stars  
The Five of Cups  
The Man with Purple Hair  
The Multi-Armed Man  
The Triplets  
**Symbolic Imagery**  
White Roses  
Marks on Palms  
Guns vs. Blades

**THE DECK'S ROLE IN SHAPING THE FUTURE**

Providing Warnings  
Providing Inspiration  
Feeding the Copycats

**96 POWER OF THE CARDS****97 SETS OF FOUR**

97 Twos  
97 Threes  
97 Fours  
97 Fives  
97 Sixes  
97 Sevens  
97 Eights  
97 Nines  
97 Tens  
97 Pages  
97 Knights  
97 Queens  
97 King  
97 Aces

**MAJOR ARCANA**

97 The Bastard  
97 The Matrix  
97 The High Priestess  
97 Aes Sidhe Banrigh  
97 The Chief Executive  
97 The Higher Power  
97 The Avatars  
97 The Ride  
97 Discipline  
97 The Hermit  
97 Wheel of Fortune  
97 The Vigilante  
97 The Hanged Man  
97 ... 404 ...  
97 Threshold  
97 The Dragon  
97 The Tower  
97 The Comet  
97 The Shadows  
97 The Eclipse  
97 Karma  
97 The Awakened World  
**MIX AND MATCH**  
97 Crystal Bloodblade

**108 Large Collections****108****CHARACTER TROVE**

Anne Lynne

**THE ARCANES THREE**

Black Star, Association  
of Awakened Anarchists  
Kangee Cikala  
Caróg Bheag  
Kogarasu Maru  
Armando Salazar  
Benjamin E. Edwards  
Cabal Hunters  
Devil  
Emily Llanfrehfa  
Fargus Sol, PhD/T  
Headhunter Member  
Headhunter Member  
Joseph Mnguni  
Joygirl-IX  
Kaze Adeki  
Koku0 Zhiguli  
Kyle Blacklighter  
Lady Xoc  
La Pantera  
Lilith  
Lord Gwyn  
Mara Ariel  
Orenji and Turgan  
Orenji  
Turgan (Ork)  
**TASK FORCE 154**  
Rick Sorenson  
Amber Whitehouse  
Ian Decker

117

120

120

120

120

121

122

122

123

123

123

123

124

124

125

125

126

127

128

128

128

130

130

131

131

132

132

132

132

132

133

134

© 2017 The Topps Company, Inc. All Rights Reserved. Shadowrun and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs, an imprint of InMediaRes Productions, LLC  
PMB 202 • 303 -91st Ave. NE, E-502  
Lake Stevens, WA 98258



Find us online:  
info@shadowruntabletop.com  
(Shadowrun questions)  
<http://www.shadowruntabletop.com>  
(Catalyst Shadowrun website)  
<http://www.shadowrun.com>  
(official Shadowrun Universe website)  
<http://www.catalystgamelabs.com>  
(Catalyst website)  
<http://shop.catalystgamelabs.com>  
(Catalyst/Shadowrun orders)

**BOOK OF THE LOST CREDITS**

**Writing:** Lazarus Chernik, Raymond Croteau, Jason M. Hardy, Drew Mierzejewski, O.C. Presley, Scott Schletz, R.J. Thomas

**Proofing:** Mason Hart, Francis Jose, Jeremy Weyand

**Playtesting:** Luca Beltrami, Emily Bourгани, Ed Cave, Echo Chernik, Raymond Croteau, Brian Downes, Camille Jeanson, Chrissy Kish, Patrick Kish, Nick Murphy, Mandy Ng, James Robertson, Shawn Roetman, JP Sugarbroad, Nathan Thiessen, Ryle Unger

**Art Direction:** Brent Evans

**Cover Art:** Echo Chernik

**Cover Layout:** Matt "Grizzly Vila" Heerdt

**Iconography:** Nigel Sade

**Interior Art:** Echo Chernik

**Interior Layout:** Matt "The Toolman" Heerdt

**Shadowrun Line Developer:** Jason M. Hardy



# JACKPOINT

CONNECTING TO JACKPOINT VPN...  
...IDENTITY SPOOFED  
...ENCRYPTION KEYS GENERATED  
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXX  
>>>ENTER PASSCODE: XXXXXXXXXXXXXXXX  
...BIOMETRIC SCAN CONFIRMED  
YOU'RE IN. USE IT WELL.

• "FEAR IS DANGEROUS, NOT THE TAROT." -BENEBELL WEN

## JACKPOINT STATS

64 Users are active  
on the network

## LATEST NEWS

• Taco Temple will deliver  
no more chalupas until at  
least half your outstanding  
balance is paid.

## PERSONAL ALERTS

- You have 22 new private messages.
- You have 14 new responses to your JackPoint posts.
- PDA: Your poker game is tonight. The other players have requested you bring normal playing cards this time.

## THE INNER CIRCLE

There are four Members online  
and in your area.

## Your Current Rep Score:

772 (69% Positive)

**Current Time:** 17 Feb 2079, 1118  
hrs

## WELCOME BACK TO JACKPOINT, CHUMMER:

Your last connection was severed 2 hours, 17 minutes, 35 seconds ago

## TODAY'S HEADS UP

• When was the last time you had something tremendously valuable and powerful that could fit in your back pocket? — Glitch

## INCOMING

- Remember: You don't ask the mark for money. You wait for them to offer. [Tag: Cutting Acetel]
- Good magicians know what magic is too dangerous to attempt. Great magicians say so. [Tag: Forbidden Arcana]
- Fight for your life long enough, and you end up in Seattle. Weird. [Tag: Seattle Gambit]

## TOP NEWS ITEMS

- Taco Temple named "Fastest-Growing Franchise" for second year running. [Link](#)
- Richard Villiers denies being summoned to private meeting with five Corporate Court judges. [Link](#)
- Evo introduces new scanners for use at all sub-orbital, orbital, and outer space travel stations designed to detect any hint of CFD. Other corps rush to purchase and install them. [Link](#)

## INTRODUCTION

Here's the critical thing to remember: Tarot decks—any tarot decks, not just the Sixth World Tarot that has emerged (or re-emerged, or been discovered, or whatever) into the world—are a lot like your favorite gun in their primary function. It's the same function that almost any power has, namely, to gain control over something that would otherwise be uncontrollable. Point a gun at someone, even if that person is a big, angry troll, and watch them get calm. You feel like you have control over them, and an element of chaos has been tamed. When it comes to the tarot, the big, angry troll you're trying to subdue is the future, that unruly beast that ambushes everyone, one way or another. The divination people attempt to pull from the tarot sheds a light into this unknown darkness, telling you what's waiting for you out there. It may be scary and intimidating, but knowing what it is, is the first step to doing something about it.

But there are risks. Of course there are risks! Let's go back to the situation with the gun and the troll. Yeah, it feels great when you're first pointing the weapon and watching some of the fire go out of the troll's eyes. But that's just one moment. What if the troll gets the drop on you and yanks your gun away? What if you and the troll separate, and your enemy vows to get revenge so that you have to spend the rest of your life looking over your shoulder? Or what if you go ahead and take the shot, bringing the troll down? Are your troubles over, or are some allies or compatriots going to track you down? That moment of control you thought you had just led to new complications, new risks, and new possibilities of disaster.

That, too, is the Sixth World Tarot. It honors the poet by telling the truth but telling it slant, providing enough information to give a false sense of confidence that vanishes just as soon as the full truth appears. A situation you thought you had controlled turns out to be one that was manipulating you to some terrible end.

So maybe the deck is something to be avoided. But it's power, and the Sixth World is terrible at ignoring power. The power it contains goes beyond predicting the future. It extends to magic trapped inside the cards, powers that can be unleashed when certain groups of them are gathered together or specific actions are performed. There are also secrets buried in the cards—codes, puzzles, and obscure references that, when properly understood, can lead to riches, powerful artifacts, or secrets some people would like to see stay hidden.

There's a lot to take in, so here are the sections that will provide a way to cut through the tangled webs these cards weave. First, **Deck Building** provides an overview of the Tarot and how the powers of the Sixth World are maneuvering around it. **Aligning the Court** provides a look at the Seelie Court side of the Tarot. Since the Court's factions are closely aligned with the major ar-



...of the Tarot, the collection and use of the cards is of great interest to fae courtiers. **Using Themes and Motifs** starts to dig into the cards themselves, looking at some elements that occur on multiple cards and providing guidance about deciphering their meaning. **Items and Objects** goes even deeper along those lines, reviewing specific elements that recur on cards and how they might play out in the so-called real world.

Briefly moving outside of the cards, **People** covers some of the parties embroiled in looking for the cards—the types of people runners might encounter while seeking the cards, or those who might hire them. **Taco Temple** goes in depth on one recurring theme of the deck, the Taco Temple logo, and discusses theories about what this upstart chain means to the Sixth World and why it makes so many appearances in the deck.

**Codes and Puzzles** is your guide to some of the in-depth puzzles that the deck contains. While it doesn't give away all the secrets (what fun would that be?), it has lots of advice and ideas about the runs the Tarot deck can inspire.

**Cards as Augury** looks into the divination aspect of the Sixth World Tarot and the ways it can be used to catch a glimpse into the future—or muddy the waters as time flows forward. **Power of the Cards** looks at specific boons and powers the cards may grant intrepid beneficiaries. Finally, the **Character Trove** offers stats on numerous people named throughout the book.

The Sixth World Tarot is the launching point of a million possible shadowruns. This book is your guide to the plots, schemes, jobs, and adventures hidden in the deck, waiting to be uncovered by runners with enough guts, daring—and yes, power—to control the unknown.





Sample file