

# unlock the power

Four artifacts have been found. Some of the most powerful people in the Sixth World have been after them, and many people have died in the globetrotting hunt to bring these objects together. Now that they have been recovered, their powers can be unleashed—or the artifacts can be scattered, lost again until another generation summons the courage and the knowledge to dredge them up.

*ARTIFACTS UNBOUND* concludes the *DAWN OF THE ARTIFACTS* campaign in a way that makes gamemasters and players free to determine many events of their campaign. Filled with plot details, adventure seeds, basic setting information, and NPC statistics, *ARTIFACTS UNBOUND* lets gamemasters select the elements that would work best in their campaign and design a thrilling story for their game. Easy to use and flexible, this book can be used with players who have gone through the entire *DAWN OF THE ARTIFACTS* campaign, or with players just learning about the artifacts and their effect on the Sixth World.

*ARTIFACTS UNBOUND* is for use with  
*Shadowrun, Twentieth Anniversary Edition.*

Sample file



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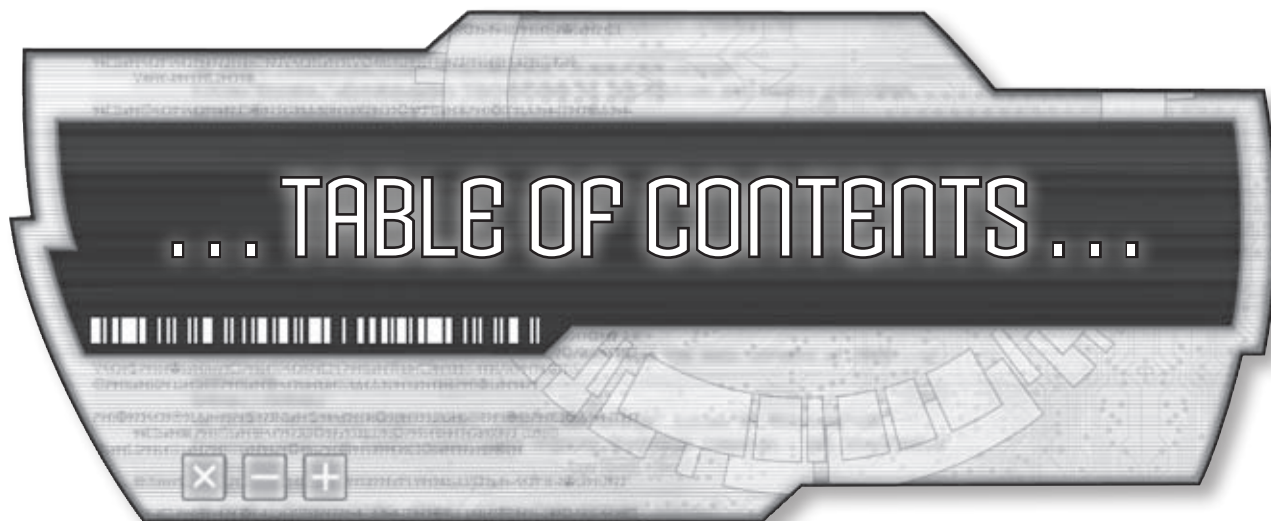


Sample file

# artifacts inBOUND

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# ... INTRODUCTION ...

*Artifacts Unbound* is the first in a new series of campaign sourcebooks for *Shadowrun*, and the format for these books have a simple goal: give players and gamemasters what they need to be immersed in ongoing *Shadowrun* plotlines while providing the tools needed to run a game easily. We designed the book to combine useful game information with compelling in-universe storytelling to give *Shadowrun* players everything they need to rush into danger.

In this book, you'll find the following sections:

- **True Power**, an in-universe section that details the hunt for artifacts that has been going on throughout the Sixth World and helps runners understand why they need to know about this and how, if they're lucky, they can profit.
- **A series of chapters that provide short adventure plots.** Each adventure contains in-universe material to set up the adventure to come, individual plot points to guide gamemasters through the adventure, then character and location information used in that chapter. Many of the locations are types that can be used in a wide variety of campaigns, such as railroad stations, airports, and more.
- **Character Trove**, a collection of NPC stats used in this book, but also usable in multiple other settings and adventures.

This book builds on the events in the *Dawn of the Artifacts* series of adventures. It is not necessary to have played through those adventures to enjoy the material presented here, but those adventures provide the background and information on artifacts that will help players understand some of the stakes of the events of this book.

We hope that *Artifacts Unbound* provides the game and plot information you need to build exciting stories for your game sessions. From tracking mysterious serial killers to tracking down a mysterious tree city to witnessing calamitous events unleashed when certain artifacts are collected, this book provides several hooks for all kinds of runners. If runners want to take part in the global chase for artifacts, they need to strap on their guns and remember that if one person is willing to pay them a lot to chase down a certain item, there's probably someone else out there who is paying at least as much money to get the item for themselves. Paydays will be high, competition will be fierce, and in the end, the world is not going to be the same. The runners can only hope that they'll come out alive on the other side to see just what has happened.

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Connecting JackPoint VPN ...  
... Matrix Access ID Spoofed.  
... Encryption Keys Generated.  
... Connected to Onion Routers.  
> Login  
\*\*\*\*\*  
> Enter Passcode  
\*\*\*\*\*  
... Biometric Scan Confirmed.  
Connected to <ERROR: NODE UNKNOWN>  
"Archeology is the peeping Tom of the sciences."

### JackPoint Stats

81 users currently active  
in the network

#### Latest News

\* <090273> Taking bets on just what it was that happened in DeeCee. Join the pool now! —FastJack

#### Personal Alerts

\* You have 12 new private messages.  
\* You have 5 messages queued for anonymous re-routing.  
\* You have received 18 new Metalink Friends add requests.  
\* You have 11 new responses to your JackPoint posts.  
\* PDA: Museum opening on Thursday. Scope out security

#### First Degree

You are hidden from all contacts.

Your Current Rep Score: 69  
(88% positive)

Current Time: September 2, 2073,  
11:44

Welcome back to JackPoint, omae;  
your last connection was severed: 25  
hours, 2 minutes, 39 seconds ago.

### Today's Heads Up

- \* You can't own all the toys in the world, but you can enjoy thinking about and looking at 'em. [Tag: [Runner's Black Book](#)]
- \* Canning isn't always about keeping things fresh. [Tag: [99 Bottles](#)]

### Incoming

- \* Most of them are insane, but even if one's true it's bad news for all of us. [Tag: [Conspiracy Theories](#)]
- \* Keep up. No one ever died from being too up on it. [Tag: [State of the Art](#)]

### Top News Items

- \* DeeCee police continue to claim unusual events were simply "odd weather." [Link](#)
- \* Draco Foundation schedules press conference in Seattle to highlight major discovery. [Link](#)
- \* Ares claims all Chicago research facilities have been shut down. [Link](#)



PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active

TomStar  
Firewall

Active

Jack-in-the-Box  
Antivirus

Active

SpamWitch  
Filter

On/Receiving

Commcode

Excellent

Signal

Active

Hidden  
Mode



Local  
Map

### ARTIFACTS UNBOUND

Posts/Files tagged with  
"Artifacts Unbound"

True Power  
A Time of Frost  
Anchors Aweigh  
The Great Seattle Artifact Rush

[More]

CONTINUE

ADVANCED  
SEARCH

SAVE

## ... TRUE POWER ...

There are certain obligations in life. Watch your own back. Keep your buddies safe, or avenge them if you don't. And never allow a straight line to just sit there.

Brody pulled on his tie and cocked his head toward the object on the table.

"This?" he said. "This is the stuff dreams are made of."

Riser scowled. "Shut the hell up. This isn't a game."

Brody smiled. "Of course it is. It's chess, just like every other run. We just managed to skip ahead of the other side's king. Or prince, I guess."

Riser stood up. He straightened the gun holstered at his hip, then pulled his jacket over it.

"That won't hide it, you know," Brody said. "Anyone will find it's there."

"It's decorum. People expect me to be armed, but they also expect me to have the manners not to flaunt it."

Brody started to grin, but then leapt to his feet as the door opened. He cursed silently. He should have understood that Riser was preparing for what he knew was coming.

The man who entered the room walked smoothly and slowly. He was significantly shorter than Riser and Brody, but something in his bearing made it seem like he was able to look down on them. The silk material of his suit and the sharpness of the crease in his trousers didn't detract from the impression he left.

He helped Riser and Brody understand their importance in this meeting by not looking at either one of them. Instead, he focused on the object at the table. He was silent for a time, and the other men thought it best not to interrupt him.

"It's one of those things," he said, "that you don't truly believe exists until you see it for yourself."

"We've had it for a couple hours now, and I'm still waiting for it to disappear right out from under us the next time I blink," Brody said.

The client smiled, looking at Brody directly for the first time. It was strange to see the face so common on political broadcasts and newsfeeds staring him right in the face.

"It will," he said. "I'm sure of it."

He approached the statue of the black bird and picked it up. He was going to just grab it with one hand, but apparently it was too heavy for that, so he used two. The client did not have a cheerful face, but he still could not prevent another smile from creeping across it.

"Hemphill, Bogart," he said, "and Ghostwalker."

Brody and Riser exchanged glances.

"Sir?" Riser said.

None of them, or at least his character, desperately wanted this but couldn't get it. The other got it, only to decide he didn't want it. And now I have it, and I have to decide how much I want it."

"I expect you want it at least twenty thousand nuyen's worth," Brody said.

The client frowned. "Perhaps." He bounced the falcon up and down, gently, as if weighing it with his hands. "I value it that much because that seems to be the going rate. This is what the world has come to—we value things not because we truly know what they're worth, but because we know the value other people put in them."

Brody thought that was an awfully philosophical turn for a politician, and he wasn't sure how to respond. Riser, however, took it in stride.

"That doesn't strike me as being much different from the way things always have been," he said.

"Perhaps," the client says. "It is instructive, though." He brought the bird closer to his chest. "I am pleased with your work. I am happy to have the object, even though I am not sure of its use. The fact that I can call on people like you to do a job like this for me is a form of power, and it is a form I appreciate. It teaches me, though, what I don't have—and that is the power to know, and to tell others, what something is worth. To make them believe in its value. That"—he shook his head—"that is the power that changes the world."

He walked out, leaving Brody confused. He had twenty thousand nuyen to split with Riser. He could choose where he would sleep and what he would eat tonight. That was all the power he wanted; all the power he thought he'd ever need.