



BOTTLED DEMON



HOLOSTREETS
THE SHADOWRUNNER COLLECTIVE



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> BOTTLED DEMON

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Thank you to everyone that worked on the original book. This is for the runners, both old and new.

Watch your back, shoot straight, conserve ammo, and never, ever cut a deal with a dragon.

Current Time: 15 January 2050 1400 hrs

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INTRODUCTION

“Bottle, Bottle,
Who’s *got* the Bottle?

The Shadowrunners meet a very
disturbed man who hires them as
bodyguards on a business deal.

Bottle, Bottle...

Who *wants* the Bottle? Now the
man is dead, and they don’t know
why.

Bottle, Bottle...What’s *in* the
Bottle?

The bottle is a mysterious artifact
covered with ancient cryptic runes.

Why are some people willing to
kill for it? Why are some willing to
die for it? And the most sensible
advice the runners receive is the
one thing they can’t seem to do –
get rid of it.

No Deposit ... No Return—
Please dispose of properly.”

Back cover of the original adventure

What you are currently reading is a reprint of a classic Shadowrun adventure updated to the Sixth World rules. In order to properly use this book, you need to have the original book for all the detailed descriptions and plots. This book only updates NPCs and rules to the sixth edition.

ADVENTURE BACKGROUND

Bottled Demon is set in 2050, back when the Matrix was wired, technomancers were a urban legend of the otaku, a dragon had yet to be elected president, and there wasn’t any magic bullets to geek the mages.

The statistics for NPCs and gear are using the default 2080 Sixth World rules. Setting rules such as technomancers, wireless Matrix, and metavariants like SURGE characters, MONADS, etc. should only be used if running the adventure in the current day of 2080s Sixth World.

PREPARING THE ADVENTURE

Bottled Demon (Reprint) uses the Shadowrun, Sixth World Core Rulebook (SR6), the Sixth World Companion (6WC), Double Clutch (DC), Firing Squad (FSQ), Hack and Slash (HACK), and Street Wyrd (WYRD) in this adventure.



INTO THE NIGHT

BEHIND THE SCENES

Each net hit on an Influence + Charisma Opposed test increases the base pay by 500¥.

WHO'S WHO

TOTAL (PIETR FIEGETON)

(MALE HUMAN, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
2	4	4	1	3	3	3	3	6	4(1*)
DR	I/ID	AC	CM	MOVE					
6	8/1	A1, I2	10	10/15/+1					
					(6/2 Astral)				

Skills: Conjuring 4, Firearms 2, Influence 2 (Etiquette +2), Piloting 2 (Ground Car +2), Sorcery 4
Knowledge Skills: Magical Theory
Languages: English (N)
Spells: Manabolt, Analyze Device, Dreams, Mask
Gear: Armor clothing; Sony Emperor
Vehicle: Mitsubishi Runabout
Weapons: Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/—/—, 11(c)]

GOING TO THE DEVILS

BEHIND THE SCENES

The vehicle combat for this chapter is set up using the chase rules in *Double Clutch* (DC, pp. 173-179). It begins in Restricted Environment (DC, p. 174), but Critical Glitches on the Piloting tests could result in the runners entering a Tight Environment (DC, p. 174).

The Devils are riding Yamaha Rapiers (use the statistics for a Suzuki Mirage) and Harley-Davidson Scorpions (SR6, p. 301), and begin the chase at a speed of 60 and at Medium range. The chase lasts five rounds, or if the runners can extend the range between their vehicles and the Devils to Extreme range.

WHO'S WHO

ASPHALT DEVILS

PROFESSIONAL RATING 2

QUICK KILL

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS
3	3	3 (4)	4	4	2	2	2	3,7
DR	I/ID	AC	CM	MOVE				
11	7/2	A1, I3	10/11	10/15/+1				

Skills: Athletics 2, Close Combat 2 (Blades +3), Firearms 2, Perception 2, Piloting 2 (Ground Craft +2)
Augmentations: Cybereyes, Rating 1; Dermal Plating, Rating 4; Wired reflexes 1
Gear: Dermal Plating, Rating 4; Helmet; Lined coat
Vehicle: Harley-Davidson Scorpion
Weapons: Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 12/12/10/—/—, 15(c)]
Uzi V [SMG, DV 3P, SA/BF/FA, 8/8/7/—/—, 24(c)]
Katana [Blade, DV 4P, 15/—/—/—/—]

SWEET SHIELA

(FEMALE HUMAN)

B	A	R	S	W	L	I	C	ESS
2	3	3	3	4	2	2	4	6
DR	I/ID	AC	CM	MOVE				
6	7/1	A1, I2	10	10/15/+1				

Skills: Athletics 1, Close Combat 2 (Unarmed +2), Firearms 2, Piloting 2 (Ground Craft +2), Stealth 2
Gear: Armor jacket
Vehicle: Harley-Davidson Scorpion
Weapons: HK-227 [SMG, DV 3P, SA/BF, 10/11/8/—/—, 28(c)]

OTHER GANG MEMBERS

For other gang members, use the *Eye-Fiver Go-Ganger* statistics (SR6, p. 204), they are riding the Rapiers.

JUNK YARD DOGS

BEHIND THE SCENES

When the combat starts, runners need to roll a Surprise test, rolling a Reaction + Intuition (3) test to determine if they can and spend Edge in the first combat round.

Bloodwing attempts to shoot Topal as stated.

When the runners try to escape, Lone Star begins to chase them. Everyone is on foot, but it's a restricted environment (DC, p. 174), due to the forest around them and they begin at close range. To determine if the runners get away, roll a teamwork test for Athletics (Sprinting) + Agility (5). The threshold is high due to the surprise and being outnumbered. If they are successful, they are able to get away. If not, a street cop bars their path, and they have to fight him. Once the fight is over, roll the test again and repeat until they are able to get away.

WHO'S WHO

Use Lone Star Patrolman (SR6, p. 206) for the Street Cops.



PANDORA'S BOX

BEHIND THE SCENES

Update the Magical Theory test to a Perception + Logic (6) Test. Update the Sorcery test to an Astral + Logic (6) test to determine the successes for the table.

TURNED OUT, TUNED IN

No changes for this chapter.

OLD DOG, NEW TRIX

WHO'S WHO

TRIXY

(FEMALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS	M
2	1	2	1	4	6	4	4	6	6
DR	I/ID	AC	CM	MOVE					
5	2/1	A1, I2	10	10/15/+1					
					(10/2 Astral)				

Skills: Astral 1 (Emotional Stress 3), Biotech 3, Close Combat 2, Conjuring 3, Influence 2 (Etiquette +2), Sorcery 3

Knowledge Skills: Magical Theory, Psychology, Seattle Ganges, Magical Traditions, Fortune-Telling, Astrology

Languages: English (N)

Spells: Knockout, Manaball, Powerbolt, Analyze Truth, Clairvoyance, Detect Enemies, Mind Probe, Antidote, Heal, Levitate, Physical Barrier

Gear: Clothing (Middle); Lined coat; Trauma patch (x2)

Vehicle: Dodge Scoot

Weapons:

Knife [Blades, DV 2P, 7/1/--/--]

LONE STAR COUNTRY

WHO'S WHO

LONE STAR SQUAD

PROFESSIONAL RATING 5

LONE STAR LIEUTENANT

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS	M
4	4	4	3	3	4	4	3	5.6	
DR	I/ID	AC	CM	MOVE					
7	8/1	A1, I2	10	10/15/+1					

Skills: Athletics 2, Biotech 2, Close Combat 4, Electronics 1, Firearms 4, Influence 2 (Intimidation +2), Perception 3, Piloting 2

Knowledge Skills: Lone Star Procedures

Augmentations: Cybereyes, Rating 2; Internal Commlink

Languages: English (N)

Gear: MEMS Tactical Vest; Medkit, Rating 3; Plasteel Restraints, Trauma patch (x4)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 14/14/12/--, 15(c)]

Yamaha Pulsar II [Taser, DV 4S(e), SS, 9/9/--/--, 4(m)]

Lone Star Street Cops use the Lone Star SWAT Officer (SR6, p. 207) statistics.

CHILDREN IN THE STREETS

BEHIND THE SCENES

The test to spot the Children of Sophocles is a Teamwork test. Gunderson and Orion help Caw Caw on a Stealth + Agility test (none of the children have ranks in Stealth, so it is straight Agility tests for all four). Aewyn will lead the test, with the other three acting as helpers. The runners then make a Teamwork Perception + Intuition test, with the net hits determining the results for the table on page 24.

WHO'S WHO

CHILDREN OF SOPHOCLES

PROFESSIONAL RATING 3

CAW CAW

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS	M
2	3	3	2	3	3	3	2	6	4
DR	I/ID	AC	CM	MOVE					
5	4/1	A1, I2	10	10/15/+1					
					(6/2 Astral)				

Skills: Conjuring 3, Firearms 2, Influence 2, Sorcery 3

Knowledge Skills: Magical Theory

Languages: English (N)

Spells: Powerball, Analyze Device, Chaos, Phantasm, Control Thoughts

Gear: Armor Vest

Vehicle: Chrysler-Nissan Jackrabbit

Weapons:

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/--, 10(c)]

GUNDERSON GREY KNIFE

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS	M
2	2	2	2	2	3	3	2	6	4
DR	I/ID	AC	CM	MOVE					
5	6/1	A1, I2	10	10/15/+1					
					(6/2 Astral)				

Skills: Close Combat 2, Conjuring 3, Firearms 2, Influence 2 (Etiquette +2), Sorcery 3 (Spellcasting +3)

Knowledge Skills: Magical Theory

Languages: English (N)

Spells: Powerbolt, Armor, Magic Fingers



Gear: Lined coat

Weapons:

Defiance T-285 [Shotgun, DV 4P, SS, 8/11/6/—, 3(m)]

Knife [Blade, DV 3P, 9/—/—/—]

ORION YOSSARIAN

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS	M
2	2	2	2	3	4	4	3	6	4
DR	I/ID	AC	CM	MOVE					
6	4/1	A1, I2	10	10/15/+1					
(8/2 Astral)									

Skills: Conjuring 3, Firearms 2 (Pistols +2), Influence 2, Piloting 2, Sorcery 3 (4)

Knowledge Skills: Magical Theory

Languages: English (N)

Spells: Manabolt, Detect Enemies, Mask, Levitate, Physical Barrier

Gear: Armor jacket, Power focus, Rating 1

Weapons:

Ares Viper Slivergun [Heavy Pistol, DV 4P(f), SA/BF, 12/8/6/—, 30(c)]

AEWYN CALEH

(FEMALE ELF)

B	A	R	S	W	L	I	C	ESS	M
2	4	4	2	3	4	4	4	6	4
DR	I/ID	AC	CM	MOVE					
5	8/1	A1, I2	10	10/15/+1					
(8/2 Astral)									

Skills: Close Combat 3, Conjuring 3 (Summoning +2), Firearms 2, Influence 2, Sorcery 3 (Spellcasting +2)

Knowledge Skills: Magical Theory

Languages: English (N), Sperethiel (X)

Spells: Analyze Truth, Detect Life, Heal, Stabilize, Magic Fingers

Gear: Lined coat; Goggles, Rating 2 (image link, Thermographic vision); Smoke grenades (x2)

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 4P, SA, 8/11/8/—, 6(cyl)]

PENTHOUSE SUITE

BEHIND THE SCENES

The heat in Geyswain's lair is resisted with a Willpower (6) test. No hits result in Fatigued I status, while glitches result in resisting 6S damage. Critical glitches receive 12S damage.

WHO'S WHO

LOCHLAN SECURITY GUARDS

PROFESSIONAL RATING 2

SECURITY GUARD

B	A	R	S	W	L	I	C	ESS
3	2	2	2	2	2	2	2	6
DR	I/ID	AC	CM	MOVE				
6	4/1	A1, I2	10	10/15/+1				

Skills: Athletics 1, Close Combat 2 (Clubs +2), Firearms 2, Influence 2 (Intimidation +2), Perception 1

Languages: English (N)

Gear: MEMS Tactical Vest; Helmet; Plasteel Restraints; Earbud, Rating 3 (Sound filter, rating 1, Spatial recognizer)

Weapons:

Remington Roomsweeper [Shotgun, DV 5P, SA, 9/8/4/—, 8(m)]

Yamaha Pulsar II [Taser, DV 4S(e), SS, 9/9/—/—, 4(m)]

DIFFERENT DRAGON

No changes for this chapter.

TOOTH AND CLAW

BEHIND THE SCENES

If the runners do not have a Maglock Passkey, Arleesh can provide one (Rating 6) for use on the Shift Supervisor's Office, Security Administration, Computer Administration Office, and Computer Room.

BREAK ROOM

Chester (use Lochlan Security Guard, p. 4) attacks the runners with his bare hands.

COMPUTER ROOM

This is the BBEG fight. Go have fun with the dragon!



LEGWORK

Legwork checks follow all the rules presented in the Sixth World Core Rulebook (p. 50) and using Types (6WC, pp. 161-162). The number of net hits from the connection test needed for the information in the tables remains the same.

RUNNER'S HEAT

If the contact is Street, add 1 to their connection rating. If the contact is Corporate or Government, subtract 1.

HOTLINE

If the contact is Government, add 1 to their connection rating. If the contact is Criminal, subtract 1.

CAPTAIN GRISSIM

If the contact is Government, add 1 to their connection rating. If the contact is Criminal, subtract 1.

BLOODWING

If the contact is Government or Criminal, add 1 to their Connection rating. If the contact is Matrix or Media, subtract 1.

TOPAL

If the contact is Magic, add 1 to their Connection rating. If the contact is Corporate, subtract 1.

CHILDREN OF SOPHOCLES

If the contact is Magic, add 1 to their connection rating. If the contact is Criminal, subtract 1.

SIMON TEMPLEMAN

If the contact is Magic or Academic, add 1 to their connection rating. If the contact is Criminal or Street, subtract 1.

THE IDOL

If the contact is Magic, add 1 to their connection rating. If the contact is Street, subtract 1.

GEYSWAIN

If the contact is Magic or Corporate, add 1 to their connection rating. If the contact is Criminal or Street, subtract 1.

STREET RUMORS

If the contact is Street, add 1 to their connection rating. If the contact is Corporate or Government, subtract 1.



CAST OF CHARACTERS

GEYSWAIN

Geyswain uses the statistics for a Western Dragon (SR6, p. 220), but apply a -2 modifier to his skills (SR6, p. 219), signifying his young age compared to most dragons.

GRISSIM

(MALE HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
4	3	3	4	4	4	4	3	4.1
DR	I/ID	AC	CM	MOVE				
10	6/1	A1, I2	10	10/15/+1				

Skills: Athletics 2, Biotech 2, Close Combat 5 (Blades +2), Electronics 1, Firearms 4, Influence 4 (Intimidation +2), Perception 4, Piloting 2, Stealth 2

Knowledge Skills: Lone Star Procedures

Augmentations: Flare compensation; Internal commlink, rating 2; Cyberjack, rating 1; Dermal plates, rating 2

Languages: English (N), Sperethiel (S)

Gear: Armor jacket, stun grenades (x3), binoculars (low-light vision, thermographic vision)

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 4P, SA, 8/11/8/---, 6(cyl)]

Katana [Blade, DV 4P, 14/---/---]

BLACKWING

(MALE ELF, PROFESSIONAL RATING 6)

B	A	R	S	W	L	I	C	ESS
4	4 (8)	4 (7)	3 (7)	3	4	4	3	3.25
DR	I/ID	AC	CM	MOVE				
8	15/4	A1, I5	12	10/15/+1				

Skills: Athletics 5, Biotech 4, Con 4, Close Combat 5, Electronics 2, Firearms 5, Influence 3 (Etiquette +2), Perception 4, Piloting 4,

Augmentations: Synthetic cyberarms, cyberears (Rating 3, Audio enhancement, Balance augmentor, Sound filter 3), Smartlink, Wired Reflexes 3

Languages: English (N), Sperethiel (S)

Gear: Tres Chic Armor Clothing, DocWagon contract (Gold)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 14/14/12/---, 15(c)]

FN HAR [Rifle, DV 5P, SA/BF/FA, 5/13/12/8/3, 35(m)]

TUNDRA

(MALE HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS	M
2	3	3	3	4	4	4	2	5.45	4
DR	I/ID	AC	CM	MOVE					
7	6/1 (8/2 Astral)	A1, I2	10	10/15/+1					

Skills: Athletics 2, Close Combat 2 (Blades +3), Conjuring 3, Firearms 2, Piloting 2, Sorcery 5

Knowledge Skills: Magical Theory

Augmentations: Dermal plating, Rating 2; Retractable spurs

Languages: English (N)

Gear: Armor Jacket, CommLink

Weapons:

Uzi V [SMG, DV 3P, SA/BF/FA, 8/8/7/---, 24(c)]

Retractable Spurs [Blades, DV 3P, 10/---/---]

HARPER

(FEMALE ELF, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
1	3	3	1	4	4	4	3	6	4
DR	I/ID	AC	CM	MOVE					
4	6/1 (8 2 Astral)	A1, I2	10	10/15/+1					

Skills: Close Combat 2, Conjuring 4, Firearms 2, Influence 2, Piloting 2, Sorcery 4 (Spellcasting +2)

Knowledge Skills: Magical Theory

Languages: English (N), Sperethiel (S)

Spells: Powreball, Stunball, Clairvoyance, Mind Probe, Heal, Chaos, Magic Fingers

Gear: Lined coat, Antidote patch (x2), Stimulant Patch 6 (x2)

Weapons:

Defiance T-285 [Shotgun, DV 4P, SS, 8/11/6/---, 3(m)]

ARLEESH

Arleesh uses the statistics for a Feathered Serpent (SR6, p. 220). In addition to the common skills of dracoforms (SR6, p. 219) add Influence 4 (Etiquette +3).



PICKING UP THE PIECES

AWARDING KARMA

This is a Karma heavy adventure. If the runners are successful in destroying the idol, they gain 15 karma. If they don't, they get nothing.

REPUTATION AND HEAT

Due to the nature of the run, the runners are liable to gain a lot of reputation and heat from this run. Reputation from dealing (and fighting) with dragons, elven mercenaries and Lone Star means the runners gain +3 reputation at the end of the run.

Modifiers for determining Heat from the run add up to +5 (Hostile contact with Bloodwing +1, Direct contact with Geyswain +1, Direct contact with Arleesh +2, Media coverage of their fight with Geyswain and Lone Star +1).

PLAYING WITH DARKNESS

EXAMINING THE IDOL

Examining the idol in physical space returns the same results as listed in the book. Players can make an Astral + Intuition test.

Hits	Information Learned
0	Idol is magical
1	It's a power focus
2	It's REALLY powerful (rating 12)
3	It seems to tap into somewhere connected to astral space

ARTIFACT ASSENSING THE IDOL

Making an Opposed Test of Enchanting + Magic vs. 24 (twice the idol's force), returns the following results.

Hits	Information Learned
0	No information
1	The idol was created by a powerful mage
2	The power focus taps into a source beyond the astral
3	The astral signature on the focus is <i>strange</i> .

USING THE IDOL

The idol does not need to be bonded to be used, and anyone with at least a 1 Magic Attribute can use it. When using the focus, a mage can partially use the focus rating, so if they only want to use 6 of the items 12 rating points, they can, just as if they were using a power focus with a Rating of 6. When using the idol, the GM makes a Magic + Magic (X) Test based on the character's Magic attribute and where X is the number of rating points used. The result of this test is secret, is made every time they use the idol, and only comes in effect if the character is separated

from the idol by a distance of a number of meters equal to the character's Willpower attribute.

Hits	Magic Test Result
0	Magic Impairment +1; Decrease Attribute
1	Magic Impairment +1; Minor Physical Effect
2	Decrease Attribute
3	Minor Physical Effect
4	Sensation of using the focus is strange
5	Sensation feels wrong, character understands bad things could happen

MAGIC IMPAIRMENT

Keep a tally of every time the character gains a Magic Impairment. If they are separated from the idol by (Willpower) meters, their magic attribute drops by the Magic Impairment total.

MAJOR PHYSICAL EFFECT

If the character's result includes a Major Physical Effect, roll on the table below and they are affected by a Decrease Attribute spell, targeting the rolled attribute. But the duration is Sustained for as long as they have the a Magic Impairment score.

1d6	Attribute
1-2	Body
3	Agility
4	Reaction
5-6	Strength

MINOR PHYSICAL EFFECT

The minor effect is a superficial effect on the character chosen by the GM that does not affect them except in roleplaying.

BREAKING THE INFLUENCE

When separated from the idol, the character's Magic attribute drops as described above, plus they are subjected to 1D6 Major Physical Effects, unless they make an opposed Composure test vs the idol's rating x 2. A single net hit prevents any physical effects. They also suffer a 12S attack.

For every 24 hours of separation from the idol, the Magic Impairment decreases by one. When Magic Impairment reaches zero, the Major and Minor Physical Effects disappear.

If the character's Magic Impairment score increases to a point that their magic attribute is zero, they can make an opposed Composure test vs the idol's rating x 2 to immediately realize what is happening and be able to stop the effect of the idol on them.



DESIRE FOR THE IDOL

Whenever the Magic Impairment score reaches one half of the character's Magic Attribute, the urge to keep and use the idol becomes overpowering, and to not use the idol requires an opposed Composure test vs the idol's rating x 2.

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