



THE THIRD PARALLEL

Sample



CONTENTS

A BAD OMEN.....	6
SHADOWS OF DENVER... 10	
History of the Front Range	10
Places to Go	12
Arvada	12
Aurora Warrens.....	14
Boulder	15
Brighton.....	17
Broomfield	18
Castle Rock.....	19
Centennial.....	20
Colorado Springs.....	22
Commerce City.....	24
Elbert	25
Englewood	25
Front Range	26
Lakewood.....	27
Lowry	28
Stapleton.....	29

The Gap	32
The Hub.....	32
Thornton	38
Westminster	39
Denver Metaplane.....	40
Black Canyon.....	40
Shattered Lands.....	40
Iron Horse Nation	40
City of Steel.....	40
Rumor: Dragon's Den	41
Denver Matrix Hotspots	41
... People to Meet.....	42
Koshari.....	42
Nahmana Circle.....	42
Ohanzee Circle	42
Wahchinksapa Circle.....	42
Outer Circle	43
Komun'go	43
Mafia Families.....	43
Tamanous.....	43
Triads	43
Vory v Zakone	44
Yakuza.....	44
Local Gangs.....	45
Individuals	47
Business is Good	48
Loose Ends	50
MISSION 1: MILE HIGH MISSION	52
Hook	52
The Job.....	52
Hotspots	53
The Cruise Room.....	53
Free Zone Meats	54
Who's Who.....	56
Carol "Cat" McTavish.....	56
Kelly Jones	56
Dr. Terrance Tersh.....	56
Dr. Elivetri Qicharette	56

Special Notes.....	56
MISSION 2: TOWARD THE EDGE..... 57	
Hook	57
The Job.....	57
Staking Out the Warehouse	57
On-Site Surveillance	58
Breaking into the warehouse.....	58
Success.....	59
Returning to the Johnson	59
Who's Who.....	59
MISSION 3: BREADCRUMBS..... 59	
Hook	59
The Job.....	59
Meeting Ms. Johnson	60
Wrath of GOD	60
Tactical Situation	60
Aftermath	60
Hotspots	61
Miller's Safehouse.....	61
Who's Who.....	61
Stiletto	61
Special Notes.....	61
MISSION 4: A CERTAIN GLOW 61	
Hook	61
The Job.....	61
What's Happening?	62
Investigating the Glyphs	62
Hunting the Hunter	62
Tracking the Source	62
Glyph Locations.....	63
Who's Who.....	64
Guide.....	64
Special Notes.....	64
MISSION 5: WISPY WILL..... 64	
Hook	64
The Job.....	65
Hotspots	65
One-Up Bar and Arcade	65
Who's Who.....	66
Arcane.....	66
Special Notes.....	66
MISSION 6: I'M HERE TO SEE... 66	
Hook	66
The Job.....	66
Hotspots	66
Above It All.....	66
Who's Who.....	67
Special Notes.....	67

MISSION 7: IT DOES WHAT NOW? 68	
Hook	68
The Job.....	68
Legwork	68
Contacts	69
Site Scouting	69
Anatomy of a Government Archive	69
Foci.....	70
Defenders	70
Success.....	70
MISSION 8: SELECTION 71	
Hook	71
The Job (Part One).....	71
Walkabout	71
A Night On the Town	71
Backroom Meeting.....	71
Paydata Obtained	72
Follow the Leader	72
The Job (Part Two).....	72
Getting There is Half the Fun.....	72
Knock, Knock	72
What Secrets Lie Inside.....	73
Paydata Obtained	74
Time to Go.....	74
Hotspots	74
Deep Diver	74
Green Water Bay	74
Who's Who.....	75
Dark Wave Syndicate	75
Special Notes.....	75
MISSION 9: THE REFUGEE 76	
Hook	76
The Job.....	76
Details, then Legwork.....	76
The Troll at the Door, the Enemy Aboard	76
The Refugee	77
MISSION 10: WHO WROTE THE BOOK? 78	
Hook	78
The Job.....	78
Hotspots	79
The Library of Alexandria (Kindred Metaplane).....	79
Who's Who.....	79
Mr. Bookbinder	79
Special Notes.....	79
MISSION 11: REARING HEADS 80	
Hook	80
The Job.....	80
Short-Notice Legwork	80
Legwork	80
Security and Defenses	80
Opposing Forces and Tactics.....	81
Returning to Ms. Johnson	82
MISSION 12: GET THE GOODIES 82	
Hook	82
Meeting Mr. K.....	82
The Job.....	82
Cast of Shadows.....	83
MISSION 13: THOSE WHO KNOW TOO MUCH 84	
Hook	84
The Job.....	84
Hotspots	85
Who's Who.....	85
Target: Cap'n Kludge	85
MISSION 14: FADE TO BLACK 86	
Hook	86
The Job.....	86
Archer Heights	86
Sunshine Estates.....	88
On The Offensive.....	88
On the Front Range.....	89
In da HUB	89
On the Edge (of the Sioux Nation)	89
Hotspots	90
Club Charybdis	90
Archer Heights and the Paladin Health and Welfare Clinic	90
Sunshine Estates.....	90
MISSION 15: BEST OF ENEMIES 90	
Hook	91
The Job.....	91
Legwork	91
Security and Defenses	91
Legwork	93
MISSION 16: DATA CLEANUP 93	
Hook	93
The Job.....	93
Hotspots	94
Carnegie Arms	94
Penthouse Suite	94
Who's Who.....	95
Fidian Serverson	95

Disian Gargoyle.....	95	Astral Hazing.....	111	Combat Healers (Hermetic)	122
Special Notes.....	96	Who's Who.....	111	Special Notes.....	122
MISSION 17: THE TRAIL OF BETRAYAL	96	The Shades.....	111	MISSION 27: CLOSING THE DOOR	123
Hook	96	Ainsley Marshall	111	Hook	123
The Job.....	96	Mason Marshall.....	112	The Job.....	123
Returning to Mr. Johnson.....	98	Piasma	112	Legwork	123
Using Foundations	98	MISSION 23: WATCHING YOU, WATCHING ME	112	Behind the Curtain.....	124
Entering the Resonance Realms.....	99	Hook	112	Hotspots	124
MISSION 18: CRACKS IN THE FOUNDATION	100	The Job	112	Who's Who.....	124
Hook	100	The Setup	113	MISSION 28: OLD SCARS	125
The Job.....	101	We're Here to Rescue You?	113	Hook	125
Hotspots	103	It's a Trap!	113	The Job.....	125
Olympus.....	103	Arenas of Combat	113	Hotspots	126
The Reflecting Pool.....	103	Aftermath	113	CAS/UCAS Border	126
ZDF Precinct 3.....	103	Hotspots	113	Aztlan/PCC Border	126
The Jester's Nest.....	104	Fitzsimons Army Hospital (former)	113	CAS/PCC Border	127
MCT Offices	104	Who's Who.....	114	Sioux/PCC Border	127
Zero Factor.....	104	Special Notes.....	114	UCAS/Sioux Border	128
Who's Who.....	104	MISSION 24: DEN OF ASPS	114	MISSION 29: DIGITAL ASSAULT	129
Null Sect.....	104	Hook	114	Hook	129
MISSION 19: DOWN ON THE FARM	105	The Job.....	114	The Job.....	130
Hook	105	Hotspots	115	Hotspots	131
The Job.....	105	The Viper's Den.....	115	The Nexus	131
Do I Know You from Somewhere?	105	Who's Who.....	115	Who's Who.....	131
Wrap Up	106	Vipers.....	115	Perri	131
Who's Who.....	106	Blockade	116		
MISSION 20: AGENTS OF INSTABILITY.....	106	ASPS Mage	116		
Hook	106	Special Notes.....	116		
The Job.....	107	MISSION 25: WARP & WEFT	116		
Hotspots	108	Hook	116		
Jester's Nest.....	108	The Job.....	117		
Sunset Ridge.....	108	Legwork	117		
MISSION 21: POWERFUL WRATH.....	108	The Site	118		
Hook	108	The Corridors	118		
The Job.....	108	The Main Chamber.....	118		
Legwork	109	The Boxes	119		
The Site	109	The Matrix.....	119		
Returning to Mr. Johnson.....	109	The Fight	119		
MISSION 22: GREATER DARKNESS	110	Escape? Not Likely	119		
Hook	110	Returning to Mr. Johnson.....	120		
The Job.....	110	Disclaimer	120		
Hunting the Bear.....	110				
Shadows of Fear	110				
MISSION 23: THE ART OF ASKING.....	120				
Hook	120				
The Job.....	120				
Who's Who.....	121				
Riggers	121				
Combat Medics.....	122				
Door-Kickers	122				
MISSION 24: PROOF OF CONCEPT.....	136				
Hook	136				
The Job.....	137				
Legwork	137				
The Encounter.....	139				
MISSION 25: VENGEANCE IS OURS!...140	140				
Hook	140				

The Job	140
Responding to Niki	140
Legwork on the Run	140
The Aftermath	141
MISSION 33: FINAL AUDIT	142
Hook	142
The Job	142
A Quick Reunion	142
Down the Rabbit Hole	142
Tactical Situation and Opposition Forces	142
Connections Revealed	142
Crossroads	143
Parting Ways	143
Hotspots	143
Former U.S. Air Force Academy Grounds	143
MISSION 34: INTO THE GAP	144
Hook	144
Smallest Breezes	144
The Mile-High Railway	145
Hotspots	145
Special Notes	147

CREDITS

Writing: Jeff Halket, Jason M. Hardy, J. Keith Henry, Romain Pelisse, Alexandra Pitchford, Louis Ray, Grant Robinson, Scott Schletz, RJ Thomas

Editing: Aaron Webber, Jason M. Hardy

Cover Art: Ben Giletti

Illustrations: Bruno Balixa, Wagner Chirissante, Brent Chumley, Angga Dwipayana, Phil Hilliker, Lukasz Matuszek, Victor Moreno, Marco Pennacchietti, Júlio Rocha, Marc Sintes

© 2021-22 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
7108 S Pheasant Ridge Dr
Spokane, WA 99224

MISSION 35: A HOLE IN THE WORLD

Hook

The Job

What Is Happening?

One Last Job

The Seer

Breaking the Machine

Hotspots

Never Deal with a Null

The Aftermath

AFTERWORD

Plot Summary

For Gamemasters Only!

CHARACTER TROVE

The Allies

The Runners' Neighbors

Arcane

Carol "Cat" MCTavish

Cap'n Kludge

Goldsmoke

Kangee Ohanze

Mr. K.

Masque

Magnum

Perri

The Refugee

Stiletto

Thomas White Feather

Vishala

Niki the Gardener

Adversaries

Null Sect

Protosapiant Constructs

Null Qualities

Special Null Attacks

Authority

Deviceless

Fnord

Noiseless

Real World Naivéte

Virtual Processing

RULES REFERENCE

Dissonance Pools

Small Dissonance Pool

Medium Dissonance Pool

Large Dissonance Pool

Metaplanar Translation

Using Foundations

Entering the Resonance Realms

New Hacking Program: Hitchhiker

Mana Ebbs

FIND US ONLINE:

Shadowrun questions: info@shadowrun tabletop.com

Catalyst Shadowrun website: shadowrun tabletop.com

Catalyst Game Labs: catalystgamelabs.com

Catalyst/Shadowrun orders: store.catalystgamelabs.com





A BAD OMEN

BY ALEXANDRA PITCHFORD

It was supposed to be a milk run.

The job had gone smoothly. The schematics and security information Lyfe had dug up on the building proved to be accurate enough to let them cut through to the secure host on one of the lower levels. Lyfe hunkered down to crack the security door, the troll squinting behind his thick goggles as a digital readout scrolled across the lenses.

"The security matches what was in the files Mr. Johnson gave us. Door controls are isolated from the rest of the system. Uses older tech, some serious 2050s stuff. I think I can crack it, though." He unspooled a cable from the back of his neck, blowing on the plug before nodding and jacking into the panel. A few moments later, the door opened with a grinding screech of metal, revealing darkness beyond broken by a handful of blinking lights. "Ladies?"

Morgana smiled as the hulking troll swept a mock bow, motioning them ahead with his gesture. Striga was less amused, the lean woman hefting her gun and striding through without a word. Rose followed after her, motioning the odd mechanical spider she kept close to her to stand guard by the door.

"Did I say something wrong?" Lyfe asked, lifting his goggles.

"Don't worry about it, big guy," Morgana said. "This is our first run as a crew, and Striga ... she's just Striga. If my stupid jokes can't get her to smile, I don't think much will." She patted the muscular decker on the back before following the other two into the room. Striga had already found the node, resting a hand of matte carbon fiber against the casing as her eyes—gleaming an eerie crimson in the dark—flitted toward them.

"Lyfe. Wipe the data. The sooner we get out of here, the better." Striga's words carried a slight accent, Eastern European of some sort, though Morgana had never been able to place it.

The troll nodded, lowering his overloaded duffel again and fishing out another cobbled-together piece of tech. He bit his tongue as he worked, clamping a metallic box to the side of the server casing and hooking wires that ran from it into ports in the node's exterior.

"You sure about this, Striga?" Rose leaned back against another bank of servers along one of the walls, the lights around her blinking lazily. "We're getting paid a lot of nuyen and got dragged all the way out to fragging Denver to wipe whatever's on this thing. If the price tag for destroying it is this big, how much do you think we could get for hocking a copy of it?"

"I don't think that's a good idea," Morgana said. The elf frowned, glancing toward the rigger. "We