



COLLAPSING NOW



CONTENTS

INTRODUCTION	4	GreenWar Leadership	29	Grey Cell Handler/Face	53
UNDERSEA HEIST	6	Modus Operandi: Green Targets ...	29	HALBERSTAM'S BRAIN ...	54
FREEDOM NETWORK.....	10	Two Minutes to Midnight:		Public Knowledge	59
Golden Years.....	10	The Second Wave	31	Insider Knowledge	59
The Road to Hell.....	11	North America	31	Gamemaster Info	60
Growing Threat	14	Europe.....	34	Alice Lewis	60
The Network is Formed.....	15	Latin America	35	New Adept Power	62
Fascists and Where		Rest of the World	36	Data Sprite Halberstam	62
to Find Them.....	15	Game Information	37	THE MONADS	64
Current Affairs	16	GreenWar NPCs.....	37	All For One, One For All	64
Game Information	17	Special GreenWar Weapons	38	The Monad Report	64
The Moller Institute	17	GREY CELL	39	We Are Not Easy Prey	65
Forum voor Vrijheid.....	18	A New Line of Defense	39	Hiding in Plain Sight	66
Popular Will	19	Preface: New Player		The Faces They Wear	67
Akyromancy.....	19	On the Field?	41	Monad Taxonomy.....	71
Project Ixion.....	19	Unexpected Reunion.....	41	State of the Monad Arts.....	73
Sample NPCs.....	20	The Past Never Stays Buried.....	45	NPC Monad Rules.....	76
GREENWAR	22	Of Task and Purpose	45	Nanite Volume Basics	76
The Rise of Ecoterrorism	22	There's Always a		Glitches Using	
Radicalization of		Beginning: Recruitment.....	46	Nanite Volume	76
the Rainbow Warrior.....	23	Separate Yet Together:		Attribute Boost	76
Shades of Green.....	23	History and Organization.....	48	Action Use.....	76
GreenWar	25	Grey Cell Characters.....	52	Toxin Resistance	76
History: Poisoned Roots	26	Grey Cell Operator	52	Adrenal Control.....	76
Currents and Ideologies:		Grey Cell Adept Operator	52	Rapid Healing.....	76
Toxic Branches	27	Grey Cell Watcher/Investigator.....	52	Resculpt	76
Group Structure: Rabid Packs	28	Grey Cell Watcher/Decker	52	Monad Matrix Attributes	77
		Magical Researcher	53		

Obsidian Cloud.....	77	Selena Juarez.....	110	The Tekiya.....	142
Tech Blast.....	77			The Bakuto.....	143
Tech Infestation.....	77			The Romantic Origin.....	144
Membership.....	77			The Middle Period.....	144
Cereus Head Case.....	77			Modern History.....	145
First Union.....	78			Yakuza Organization.....	145
ORDO MAXIMUS.....	79			What's in a Name?.....	146
The Basics.....	80			The People of the Yakuza.....	146
Behind the Curtain.....	84			The Ring.....	148
Structure.....	84			The Saiko-Komon.....	149
Projects.....	85			Honor and Tradition.....	150
TERMINUS.....	86			Tattoos.....	151
CHRONOS.....	86			Finger-Cutting.....	152
AHRIMAN.....	87			Taking Sake.....	152
PROMETHEUS.....	87			The Weapons.....	153
GOLEM.....	87			Taking a Fall.....	153
MYRMIDON.....	88			The Prodigal Child Returns.....	154
KALI.....	90			Business Cards.....	154
LAZARUS.....	90			It's All About the Nuyen.....	154
AVERNUS.....	91			Yakuza Around the World.....	156
AMBROSIA.....	92			Korea.....	157
Gamemaster Section.....	94			The Philippines.....	157
Mood.....	94			The Kingdom of Hawai'i.....	157
Resources.....	94			South America.....	157
THE SEA DRAGON.....	97			Australia.....	157
The Road to Today.....	97			Tsimshian.....	157
Corporate Growth.....	98			The Free State	
Eco-Terrorism or				of California.....	157
Protecting the Seas?.....	99			Seattle.....	158
Instant Family.....	100			Yakuza Characters.....	158
Islands in the Sea.....	102			Boryokudan.....	158
A Road to Perdition.....	104			Kyodai.....	158
Membership.....	109			Wakagashira.....	158
K'air'k.....	109			Komon surgeon.....	158
Mako.....	109			So-honbucho.....	159

CREDITS

Writing: Lars Blumenstein, Raymond Croteau, Kevin Czarnecki, Jeff Halket, Jason M. Hardy, Erika Hoffman, Danny Oliver, Scott Schletz, RJ Thomas, Thomas Willoughby

Editing: Aaron J. Webber, Jason M. Hardy

Cover Art: Derek Poole

Illustrations: Bruno Balixa, Brent Chumley, Tyler Clark, Phil Hilliker, Dan Martin, Victor Manuel Leza Moreno, Marco Pennacchietti, Derek Poole, Júlio Cesar Oliveira Rocha, Andreas "AAS" Schroth, Takashi Tan, Peter Tikos

Design & Production: Matt "Collectible" Heerdt

Senior Art Director: Brent Evans

Art Direction: Ian King

Shadowrun Line Developer: Jason M. Hardy

Proofing: Lars Blumenstein, Chuck Burhanna, Bruce Ford, Mason Hart, J. Keith Henry

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Spokane, WA 99224

FIND US ONLINE:
Shadowrun questions: info@shadowruntabletop.com
Catalyst Shadowrun website: shadowruntabletop.com
Catalyst Game Labs: catalystgamelabs.com
Catalyst/Shadowrun orders: store.catalystgamelabs.com



INTRODUCTION

The Sixth World is not on the brink of collapse—it's in the middle of it. It's an ongoing, slow-motion disaster, consuming lives and souls by the millions every single year.

The scale of destruction is beyond what a single team of shadowrunners can fix, but sometimes they can avoid the worst of the damage. If they're lucky, they might even make a small piece of the world better. But if they want to stand a chance of that, they need to understand how the world is collapsing and who's making it fall. They also might need information on possible allies in the fight.

Collapsing Now has information on ten organizations and individuals shadowrunners need to know about. Some of them have been around for a while, others are upstarts, but each of them is poised to shake up the Sixth World, either aiding its continual collapse or perhaps shoring up the bulwarks for a time. Here's a quick rundown of the groups discussed here and why they matter:

- **Freedom Network:** An unholy union of extremist organizations who seem to be taking aim at technomancers, though their motivations are murky.
- **GreenWar:** A veteran eco-terrorist group, they have grown more active lately, and no one knows how far they'll go for their cause.
- **Grey Cell:** A mysterious patron is laying out a lot of cash for a variety of runs, with a particular focus on magical phenomena.
- **Halberstam's Brain:** A force of chaos in the Matrix is back, allied with AIs that may be even less stable than he is.
- **Monads:** The children of cognitive fragmentation continue to find their way in the Sixth World, exploring technology and devising plans that will keep the shadows hopping.
- **Ordo Maximus:** A world-class collection of magical talent with an unfortunate tendency toward vampirism, the Ordo has enough wealth and power among its members to draw attention from anyone interested in power.
- **Sea Dragon:** In much of the tumult that has shaken up North America, Sea Dragon has been there, behind the scenes or in front of

them, throwing around huge piles of money and amassing a land-based kingdom. With both Seattle and St. Louis moving to independence thanks in part to her efforts, she is worth watching more now than ever.

- **The Shadow Chapters:** Some shadowrunners have seen enough analogies about bundles of sticks being harder to break than individual sticks, and they're doing something about it as unions of shadowrunners are beginning to appear in major sprawls.
- **Stark, Theissen, and Van Der Mer:** Every dystopia needs a law firm willing to do the bidding of its many shady characters, and the Sixth World has its fair share. STV has a particular expertise in Awakened clients, counting bug spirits, shedim, and toxic mages in their roster. Do they have an agenda other than collecting retainers?
- **The Yakuza:** A classic. Their power is deeply intertwined with the Japanacorp—their rise can extend the Yakuza's reach, but they also often fight over the same talent. Japan's Ghost Decade led to an increase in Yakuza power, but now that the corporations are surging, the Yaks must work to hold on to their hard-won power.

NPCs and other game rules are included in these write-ups, giving players and gamemasters options about how to use these elements in their campaigns. The organizations can be dropped into almost any sprawl in the world, set up as antagonists or potential allies, clients who can spur a job along or obstacles who can make it more difficult. For players, the organizations can be a way to define their character—perhaps they are seeking to join one of these organizations, or perhaps they once were part of them and left on bad terms. Or maybe they have old friends or enemies in the ranks of these groups, contacts or opponents who could add flavor to an ongoing campaign. There are also new options for characters in this book, including the special weapons used by GreenWar. And of course, it's always useful to be up to date on the state of the Sixth World, if only to improve your understanding of just how fast it's falling apart.

////////////////////////////////////
CONNECTING TO JACKPOINT VPN...

...IDENTITY SPOOFED

...ENCRYPTION KEYS GENERATED

...CONNECTED TO ONION ROUTERS
////////////////////////////////////

>LOGIN

>ENTER PASSCODE

...BIOMETRIC SCAN CONFIRMED

CONNECTED TO <ERROR: NODE UNKNOWN>
////////////////////////////////////

"The best lack all conviction, while the worst
Are full of passionate intensity."

—*"The Second Coming,"* William Butler Yeats
////////////////////////////////////

Welcome back to JackPoint, chummer; your last connection was severed **5 hours, 23 minutes, 59 seconds ago**

TODAY'S HEADS-UP

It's not just you—forces are gathering against you. But some may be working for you, too.

—Glitch
////////////////////////////////////

INCOMING

>>> The fabric of the universe is unraveling? Sounds about right. [TAG: SLIP STREAMS]

>>> If the Awakened don't make you nervous, here's a few dozen reasons why they should. [TAG: STREET WYRD]

>>> Red dots are painting targets all over Barcelona. Do you want to block the shots or clear the way? [TAG: ASSASSIN'S NIGHT]
////////////////////////////////////

TOP NEWS ITEMS

>>> European nations band together to contract with Astral Space Preservation Society to investigate "ongoing astral damage."

>>> Environmental activists claim corporations have funneled hundreds of tons of industrial waste into the SOX in the last thirty days alone,

>>> Lawsuit against the UCAS in behalf of shedim isolated by the closure of the Watergate Rift tossed due to plaintiffs lack of standing.
////////////////////////////////////

JACKPOINT STATS

93 Users are active on the network.

LATEST NEWS

Anniversary march in Las Vegas to commemorate technomancer massacre is planned, though organizers' perspective on the event is unclear.

PERSONAL ALERTS

>>> You have **8** new private messages.

>>> You have **8** new responses to your JackPoint posts.

>>> The **STV** attorney you sent an inquiry to replied with an hourly rate that would feed a family of four for a month.

There are seven Members online and in your area.

YOUR CURRENT REP SCORE: 721 (68% Positive)

CURRENT TIME: 18 July 2081, 1434 hrs
////////////////////////////////////



UNDERSEA HEIST

BY JASON M. HARDY

The walls had a layer of luxury to keep you from remembering how thin the barrier was between you and death. The pressure on these walls was more than double that of the pressure on regular buildings, and the consequences of giving in were far more grave. A regular building, when it develops a crack, lets in a draft. This building lets in the ocean.

Most buildings this far down have two layers of walls. The interior walls you could see and touch were set in flat planes at right angles to each other, but they were mounted inside spheres that did a better job of keeping the water pressure at bay. They also functioned as an extra layer of protection, letting water into the space between the two walls during emergencies and keeping most interior areas from flooding. Any break was still bad, of course—the construction meant that a breach would take longer to kill you. But it would kill you nonetheless.

Rook should have been thinking of something more useful. More job-related. But he couldn't stop thinking about the architecture.

At least he had the advantage of privacy. Once the breach alarms had sounded, people had wasted no time moving toward evacuation capsules. Soon enough, someone would notice that he wasn't heading toward

any capsule, and the machinery of the building would start to herd him. He had to move quickly, jogging by booth seats in aquamarine upholstery and wood ornamentation on the walls that angled upward like rays of the rising sun. Gentle jazz still played—the sound system would get around to turning itself off soon enough. The lighting was far brighter than normal, all the better to help frightened people find their way out. Rook couldn't skulk, but he was a troll trotting on a tile floor. He could only be so subtle.

An ARO in his contact reminded him of the route he had memorized, a green arrow pointing to his left and a blue dot flashing in front of the kitchen door.

He sent a mental message ahead. *The item still in place?*

The spirit responded immediately. *Waiting it sits.*

Someday he'd summon a spirit who spoke normal American. But at least it answered.

Anything between me and it?

Doors. One locked.

If that was all he needed to deal with, he'd be fine.

He entered the kitchen. Stainless steel shone on at least half of the surfaces. Small drones scoured whatever traces of grease they could find off walls and counters. It smelled good, like garlic and butter, but the time to sit and eat was a long ways off.

He passed through the kitchen quickly, hurrying toward the office door at the far end. That was his destination.

I'm here.