

# Tradition vs. Progress

"Asia. The East. A land of contrasts, from glittering megacorp skyscrapers to humble sacred temples. Japan, Malaysia and Hong Kong set the world's accelerated pace of progress, but next door in Indochina and Indonesia it's still last century. It's a mystery to most, but if you know your drek, you'll find it's a land of opportunity. Anything you want is here. Cred. Gear. Flesh. Hell, I even heard of a guy finding enlightenment. There's always a price of course, whether it's selling your soul to the corps or your sister to the slave trade."

**Shadows of Asia™** provides information on each country in Asia, from the internal strife of the Middle East to the enlightened new Japan, from the struggle for power in Russia to the war-torn jungles of Indochina. The important underworld figures, corps, crime outfits and political leaders for each nation are described, along with details on the unique outlook of Asian magical traditions. Maps are included. For use with the **Shadowrun®** roleplaying game.

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**SHADOWRUN**

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# INTRODUCTION

*Shadows of Asia* explores the largest continent in detail for the first time in *Shadowrun*. Like the previous *Shadows of North America* and *Shadows of Europe*, it delves into the corporate intrigues, political struggles, underworld dealings, strange magics and dark shadows of each country in Asia.

*Shadows of Asia* is presented as a series of electronic documents posted by Captain Chaos, sysop of the vast Shadowland archive and data haven—the number one source for shadowrunners on what's going on in the world of *Shadowrun*. The documents come from a variety of sources, underground and mainstream, but are directed towards an audience of shadowrunners. These sources are each unique in outlook and perspective, influenced by their own particular prejudices and interests. Each article is marked up with a running commentary by shadow denizens who add to, revise and contradict the original post. These inserted comments add innuendo, allegations, opinions, rumors, misconceptions, misinformation, lies and sometimes even the truth to the information presented. It is left up to the gamemaster to decide what information is correct and which is just filling, as appropriate to his or her game.

The first chapter, *Neo-Asia*, examines two primary facets of the East: business and spirituality. First it provides an overview of the major corpora-

tions' activities throughout Asia, focusing on the struggle between the dominant Japanacorp and the rival Pacific Prosperity Group. It then delves into the wide range of religions, beliefs and magical traditions practiced by the various Asian peoples, from Buddhism and Daoism to Hinduism and Islam.

The chapters that follow each take a close look at the countries in one particular region of Asia. *Chinese Puzzle* examines the dozen plus Chinese splinter states, from the industrial Canton Confederation to the communist stronghold of Henan. *The Indian Subcontinent* introduces modern India and its surrounding states, including the Kashmir Wastes and mysterious Tibet. *Japan* provides an overview of this changing country, from the policies of the new boy emperor to its interesting cultural trends. *The Middle East* covers the turbulent struggle between a militant Ibn Eisa and his former allies, and how it affects each of the countries there from Arabia to Israel and Palestine. The numerous factions struggling for power are the main focus of *Russia*, as well as the internal strife between metahumans and shapeshifters in Awakened Yakut. *Southeast Asia* details a wide range of war-torn countries and their turmoils, including the naga uprising in Cambodia and the ongoing revolution in the Philippines. Finally, *The Rest of Asia* touches upon various countries that didn't fit snugly into other region write-ups, from Matrix-savvy Korea to the widespread islands of Oceania.

A Game Information section wraps up the book, providing advice to gamemasters on how to use the information on each country and including a selection of plot hooks to play with. Rules are also given for employing Eastern magical traditions as well as the standard checkpoint, border crossing and Matrix statistics for each nation.

