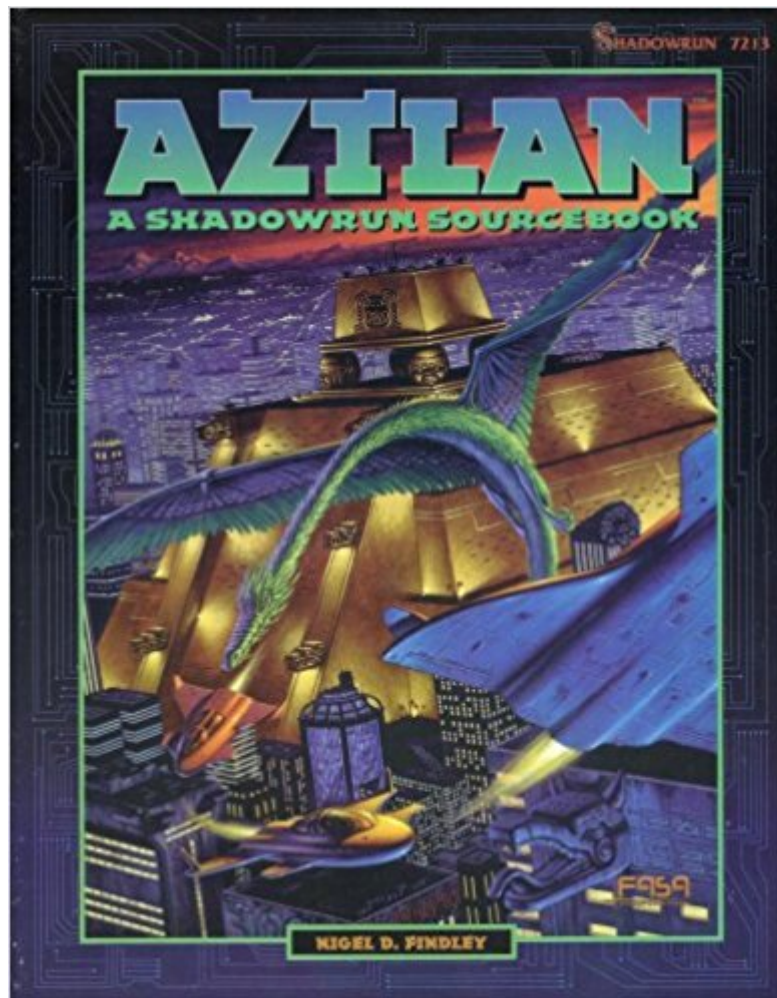




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Aztlan: A Shadowrun Sourcebook (Shadowrun 7213)



Synopsis

The Aztlan sourcebook describes the people, history, economy and current affairs of the nation of Aztlan, including details on Aztechnology Corporation, the unusual magic practiced by Aztlaner citizens, and the Yucatan conflict. This book also describes many aspects of life in Tenochtitlan (formerly Mexico City), and provides new rules for Aztlaner magic and Aztechnology corporate personnel. For use with Shadowrun, Second Edition.

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Customer Reviews

The Aztlan sourcebook describes the people, history, economy and current affairs of the nation of Aztlan, including details on Aztechnology Corporation, the unusual magic practiced by Aztlaner citizens, and the Yucatan conflict. This book also describes many aspects of life in Tenochtitlan (formerly Mexico City), and provides new rules for Aztlaner magic and Aztechnology corporate personnel. For use with Shadowrun, Second Edition.

The late, great Nigel D. Findley brings us Aztlan, a view of everything south of the river here in Austin, Texas. You see, during the tumultuous years of The Awakening, not only the the good old US of A fall apart into multiple nations, but Mexico gobbled up parts of Texas and the Southwest and renamed itself Aztlan, embracing the return of magic to the Sixth World in a particularly sinister way. If you want to know about what goes on in this nation that's often whispered about in the dark

barrooms of the Shadowrun universe, pick up this book. Covered are the people, the government, the Aztechnology Corporation itself (which could be argued to BE the government) and the dark magics found nowhere else in Shadowrun. The wonderful writing gamers expect from Findley is here, and it's a damn shame he passed away so young. This book is GREAT. Especially if you wish to run the borders into deepest, darkest Aztlan for fun and profit. But be careful, chummer, you may not come back.

Yeah Shadowrun!. Great book if your interested to dig deeper into the Aztechnology. Kinda tricky to read but beyond that great book.

"Aztlan" is likely one of the greatest supplements ever written for a roleplaying game. I've read this book more time than I can count. If you buy only one Shadowrun, 2nd Edition sourcebook, buy this one. Like most Shadowrun sourcebooks, Aztlan is written as a set of in-world posts. It covers the entire nation of Aztlan, its relationship with other countries north and south of the border, with megas around the world and more. The detail, the character, the tone all make you feel like you're reading a collection of writing instead of that from a single author. Also like most Shadowrun sourcebooks, it has shadowtalk explaining the meaning behind the posts, calling into question reader and player assumptions. These shadowtalk posts reveal significant details about Aztlan and Aztechnology together. Unlike other Shadowrun sourcebooks, this book is annotated again by some of the most powerful people in the Shadowrun world, separate from the normal posts from Shadowland. It reveals another level deeper, discussing the extreme danger the actions of Aztechnology and Aztlan. These comments help astute readers piece together secrets behind the shadows. If you can come across this book, don't hesitate to pick it up!

As is typical of the best of the Shadowrun sourcebooks, this volume is organized as an electronic document from the fictional Shadowrun world, posted at Shadowland by Captain Chaos, sysadmin extraordinaire some time in 2056 (after THE UNIVERSAL BROTHERHOOD introduced insect spirits but before PORTFOLIO OF A DRAGON and the short-lived political career of Dunkelzahn). In the Shadowrun universe, the former country of Mexico became the nation of Aztlan, which in turn is effectively a wholly-owned subsidiary of Aztechnology, one of the 10 most powerful corporations in the Shadowrun world, in which such megacorporations are effectively nations in their own right, answering only to their peers on the Corporate Court - or to whatever damage can be inflicted on them by shadowrunners, of course. In this case, even Captain Chaos is nervous about handling the

core information, a large package from Espectro, a single "secret benefactor" suspected of deep connections with Aztechnology/Aztlan intelligence. Aztechnology as a whole is among the most ominous of the Big 10, because of its involvement with insect spirits, toxic shamans, and just generally evil magic and Things Of Which It Is Not Good To Think. The subsequent Shadowland chat goes a level beyond the usual Shadowrun sourcebook format. The core information is presented in the form of articles marked up with commentary by runners visiting Shadowland, adding information or attempting to debunk it (and each other's claims) on a case by case basis. But in addition to the runners' commentary, an additional level of commentary is present as a chat between several even more shadowy presences, some of whom are identified ("the Big 'D' being Dunkelzahn, for instance) while even the species of others remains in question, though hints are dropped. (*Their* chat was seized and posted to Shadowland by an unidentified entity spying on *them*.) The book opens with a marked-up news report of the civil war currently raging on the Yucatan peninsula, which in passing provides information about Aztechnology's ownership/censorship of various communications media and of the nature of their military, as well as a sort of current events summary. Next, Espectro provides a history/overview in traditional Shadowrun style, the next best thing to Danchecker: straight from the Aztlan educational system, with appropriate sardonic shadowrunner commentary added - and with severe cuts by Captain Chaos for brevity's sake where the revisionist history gets to be too much. The subsequent sections on Aztechnology proper - history, formal distinction from the Aztlan government, corporate structure, and business practices - include some "liberated" files from Aztechnology's arch-enemy, Ares, and by Knight Errant (specifically evaluating Aztechnology's security). As for subsequent sections, "Religion and Magic" covers blood magic in passing; briefly, Aztlan has a state religion based on the ancient Aztec myths, and Roman Catholicism has been suppressed (and hence the underground faith serves as a nugget around which resistance to the Aztlan establishment tends to gather). "Getting In" discusses entering Aztlan itself rather than Aztechnology facilities in general. (As a UCAS intelligence document subsequently stolen by Aztechnology, then stolen again and posted on Shadowland, this is the next best thing to public information, so gamemasters have considerable latitude with how Aztechnology counters such known threats.) "Living in Aztlan" talks about what the place is like once you're in. "Tenochtitlan" (formerly known as Mexico City) gets its own section, with some emphasis on government and mass transit. Designed for use with: SHADOWRUN, 2nd edition GRIMOIRE, 2nd edition CORPORATE SHADOWFILES DENVER THE NEO-ANARCHIST'S GUIDE TO REAL LIFE

This book is a whopper. It has everything...maps, npc's, a new and scary type of magic, and (if you look close enough) a threat to the world. Not to mention the constant war, the pollution, the fact that azatlan is really a...well wont tell you that. Got to read the book to find out! This book has everything you need to run a campaign in azatlan. It is a book worth looking for. With it's almost 200 pages, it is worth the price.

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