

ISSUE  
7

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# REALMS

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SANCT

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# SHADOWRUN<sup>®</sup>

## IN AUSTRALIA

**Part II in our series detailing the effects of  
the Awakened Shadowrun World  
in the Land Down Under  
by Colin Taber**

### THE SIXTH WORLD

Last issue we detailed the sequence of events up to 2040AD and their local effects; this issue we look more closely at the reawakened Dreamtime and its lands. In particular, we'll investigate the changes that have occurred in the Exclusion Zone (EZ), the next instalment will focus on the urban Australian nation.

On the 24th of December 2011 the Sixth World dawned. It saw the Australian continent re-energised and turn hostile to non-aboriginals (Eurasians). The creatures of the Dreamtime returned, magic strengthened and its dominance was almost complete. In this reborn land of immense natural power one million corpses of Australians lie.

The Australian nation was nearly destroyed by the return of the Dreamtime; globally, few nations suffered such an unexpected cataclysm and survived. Following those turbulent months that saw a front line stabilised, troubles have never been far away. In this chaotic time every state claimed ill treatment, some made threats of secession, eventually the political map was redrawn.

### THE EXCLUSION ZONE

All land outside the Perimeter with the exception of the elven nation of Tir Millae is considered to be in the Exclusion Zone. The Perimeter (or Bunyip Proof Fence as it is popularly called) separates the wilds of the EZ from the territory of the Australian nation. The fence is buried one metre deep and climbs three meters high. The height above ground is electrified and sensors report any breach; armed maintenance teams are only fifteen minutes away. All highway junctions have a manned (by six Army personnel) gate-house that controls travel into the EZ and patrols the borders.

The EZ is the realm of the Dreamtime, but not exclusively. There is, the elven nation of Tir Millae and other smaller areas guarded by metahumans. Groups of bandits do live out in the EZ, living by their wits, harassing salvage operators and prospectors alike. A general rule of the EZ is, if you are careful, and if you are alone, you might get by unnoticed, but large groups of non-aboriginals do seem to attract unwanted

attention from the paranormals. Not too many prospectors work in the EZ, but many salvage operators do. They have been taking out armoured vans and ransacking old country towns for decades. Most of the towns close to the Perimeter have now been picked over, but it all depends on how hard you look whether you'll find anything useful or valuable.

The matrix can still be accessed from the EZ as AOTC and Optus were ordered to keep their lines open by the Federal Government for the military personnel operating in the Zone. Many of the public access points have been damaged and stolen by salvagers over the past forty years, but one in fifty are still operational. It is known that people use the network illicitly. AOTC and Optus have a joint task force which is currently investigating a group of illegal users known only as Marega. This network of users throughout the EZ was originally ignored but are now putting too much traffic through central lines. There is still traffic on old lines that ought to be as dead as the citizens they were laid for.

### THE DREAMTIME

To understand the Dreamtime you must first understand and fully appreciate the aboriginal's relationship with the land. In their tribal groups, they developed over forty thousand years an advanced nomadic lifestyle. They depended on the land for everything - food, water and shelter. With this dependence came a mythology that is rooted very deep in nature.

The Dreamtime is a world where man and animal are made of the same stuff, there are for example, tribes of animal people who can change shape at will. It is a dream- scape of many possibilities and creatures. If the stuff of the Dreamtime is going to dominate in your campaign, I would suggest you do some of your own research as it is beyond the scope of this article to give a detailed exposition. What follows is only a brief summary.

In the beginning there was the land, the ocean and the elements, the only life was a few native species and spirits. These spirits crafted the world for man with deities and the characters of legend, the ancestors of the aborigines. This time is known as the Dreaming, it is a seemingly eternal time of Goanna people, human tribes and much more. From this

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time come the aboriginals, the offspring of the spirits and deities.

### ABORIGINAL LIFE

There are three types of aborigines extant in 2040AD Australia; those of the Dreamtime, those living in the Australian nation and metahuman aborigines of the Awakened world. Many aborigines who lived in the outback prior to the Awakening of the Sixth World have stayed there and live a traditional lifestyle, including the initiation rituals associated with coming of age. Some of these groups have occupied deserted towns for a time but as is their nomadic way, they move on. These aborigines have vast amounts of bush lore and information on Dreamtime creatures. They will come to the aid of stranded folk but expect any visitors to do their share and then, when ready, move on. Most tribes have retained the English language, but it is a second language known only to some members of each group. Instead, each aboriginal group within the Exclusion Zone has reverted to its tribal tongue - a few score of which survived the Eurasian settlement of Australia.

Aborigines are still present in urban Australian society, though they are more comfortably integrated than in the past. Most aboriginals who hold Australian citizenship have turned their back on the Dreamtime to some extent, with the exception of some who work as agents of the EZ communities. All aboriginals feel the call of the Dreamtime, strength or wrath.

After the events of the Sixth World, aboriginals became very prominent in Australian society, particularly in the fields of advisers, guide and teachers of the lost territories. With what had happened to the island continent and the subsequent flow-on effects of such things as compulsory courses on 'Dreamtime Survival', it did not take long for aboriginals to take pride in achievements such as the first aboriginal Australian president, elected on the 14th March 2022. President James Nanung was defeated in federal elections after two terms in office by the first president of Asian descent, the Democrats' Sean Ng.

Many metahumans of aboriginal descent live inside the Perimeter as Australian citizens, though many aboriginal elves have made the trip 'home' to Tir Millae. It is fair to say that this group holds a great deal of mystique in society as it is both aboriginal and meta. Most metahumans from aboriginal EZ communities band together or come to the Perimeter gates for admission to Australia. Any metahuman will likely be helped by tribal groups in the EZ but they attract the hostility of the Dreamtime critters just like Eurasian Australians.

If contact is made with any aboriginals the tribe will not want to be with the character or party for more than a day, if



this means forcing the the party away they will do so rather than spending two nights with the 'magnets'. Of course, there are exceptions to this rule, scouts, for instance will regularly assist non-aboriginals.

### ABORIGINAL MAGIC

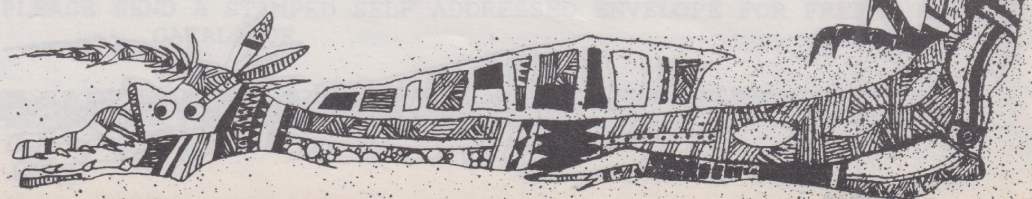
The more powerful Dreamtime magic spells are quite subtle, just as effective as a fireball but often much slower in coming. A sorcerer can kill someone by magic, but the land will complete the action. For example, if a spell is cast to kill (death magic) an individual, the victim may live for several unsettling days or even weeks when strange portents will hound him, and when death does collect it will be through an 'accident'. Should a player character be cursed they may not be directly affected until hit by a runaway car, a fallen branch, or some other 'freak' accident or illness.

There are three types of magic, these are; Beneficent Magic, Love Magic and Sorcery. Beneficent Magic deals with detection and health spells, and Love Magic is self explanatory. Sorcery is the most potent of the three.

The best known types of sorcery are the death magics such as 'pointing the bone', magic powder and the 'Bi' which is a bark equivalent of the voodoo doll. All three types can kill, or if desired, make the victim very ill (is that all? Ed). The term of illness depends on the caster. Details of these spells follow the information on totems. The other types of sorcery are aligned with the Shadowrun Combat Magic, Illusion and Manipulation Spells.

### SHAMANIC TRADITION

Aboriginal sorcerers use totems, often having more than one. The totems cover specific aspects of their lives - their tribal affiliations, sex and family. Listed below are several





totems that relate only to magic. Details of the new totems follows. For additional information on totems refer to the Shadowrun rule book.

### TOTEMS

#### Exclusion Zone

Crocodile  
Dingo  
Emu  
Kangaroo  
Snake (serpent)

#### Urban Zone

Dog  
Possum  
Rat  
Snake

#### Crocodile

**Characteristics:** Crocodile is a patient but strong warrior, a loner who strives to be master. Often thought of as wise, his strength is mainly in his knowledge gathering through waiting, watching and surviving.

**Environment:** tropic waterways.

**Advantages:** +2 for all combat & illusion spells; +2 on conjuring all river/water spirits.

**Disadvantages:** a Crocodile sorcerer will not be pushed, he is a loner and his own master.

#### Dingo

**Characteristics:** refer to 'Dog' in Shadowrun p76.

**Environment:** the Excluded Zone.

**Advantages:** refer to 'Dog' in Shadowrun p76.

**Disadvantages:** refer to 'Wolf' p77.

#### Emu

**Characteristics:** Emu is curious but cautious. He is happiest in groups and loyal to these. For Emu, being cautious means fleeing swiftly, some call this quality cowardice, many of those people aren't around any more.

**Environment:** the Excluded Zone.

**Advantages:** +2 dice for detection spells.

**Disadvantages:** Emu has a -1 dice modifier when conjuring wind spirits.

#### Kangaroo

**Characteristics:** Kangaroo is fast, strong and brave. He is a mighty warrior who is no loner, never shying away from work, fight or travel. He is master of the EZ and as easily associated with it as Uluru.

**Environment:** the Excluded Zone.

**Advantages:** +2 dice for detection and combat spells.

**Disadvantages:** Kangaroo shamans are adept at many things but can be bettered by specific opponents and they are hunted by many.

**Dog** - refer to Shadowrun rule book p76.

**Possum** - treat as Raccoon, see Shadowrun rule book p76.

**Rat** - refer to Shadowrun rule book p76.

**Snake** (Serpent in EZ) - refer Shadowrun rule book p76.

### DEATH MAGICS

**Pointing the Bone:** to cast this spell properly you need to be within 40 meters of the intended victim. It requires a bone which the sorcerer points at the victim. Curing the casting some of the blood of the victim moves invisibly to the bone and then down a string attached to the bone into a receptacle. Once the blood is heated, the illness worsens, should the bone and blood be burned, the victim will die.

**Drain:** 3

**Magic Powder:** is made from the crushed scapula bone of a dead and decomposed woman. The powder, according to aboriginal ritual, must be sprinkled in flour, tea or on meat. A small amount will cause a long, lingering illness while a

larger dose will ensure death within a fortnight. Once the powder is produced it must be used immediately or it will have no effect.

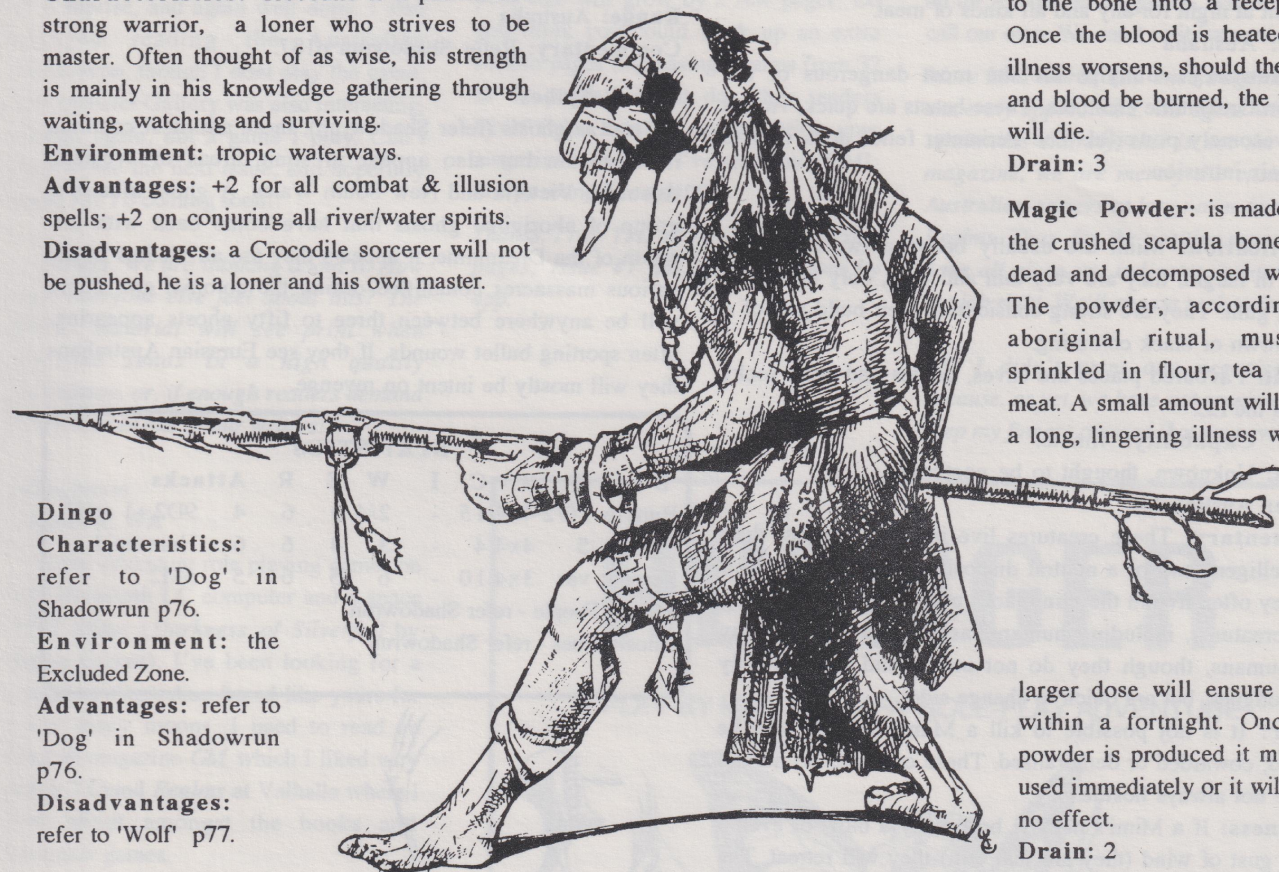
**Drain:** 2

**The Bi:** to cast this spell the sorcerer will need to make a bark, reed or grass bi doll of the victim. He must stab it with a pointed stick and whip it with a cane while singing the victim's name in a ritual song. As he does this the victim will become ill. Eventually, when the effigy begins to break up, the victim will die.

**Drain:** 3

### ARCHETYPES

The archetype of the street shaman on p47 of the Shadowrun rule book will suffice for what is called a Street Sorcerer in Australia. The shaman archetype on p44 should be used for the Aboriginal Sorcerer of the EZ. It should be remembered that the use of decorative and representative body paint is important to the Sorcerer, facial paint will be the norm, not masks.





## DREAMTIME CRITTERS

### Bunyip

**Identification:** Bunyips are very large and wild marsupials, they are over two metres long and very bulky. They can be vaguely compared to a grizzly bear but have larger sized front and rear limbs and a larger jaw. These creatures are of mostly brown and occasionally dark grey short fur. It is rumoured that some Bunyips are able to change shape.

**Habitat:** Bunyips live in many areas, they will not be found in the open desert and will always be found in or near water. They will sometimes be encountered in sewers.

**Magic Capability:** Unknown.

**Habits:** Nocturnal. The Bunyip is a powerful predator and will hunt at night for any and all kinds of meat.

**Range:** Australia

**Commentary:** Bunyips are the most dangerous of the common Dreamtime creatures. These beasts are quick, violent and awesomely powerful. The Perimeter fence does well to stay their intrusion.

### Mimi

**Identification:** Mimi are usually between two and three metres in height, they are very thin and wiry, only thick as a sapling gum. They are strong considering their build and of a deep brown or black colouring.

**Habitat:** Favoured places are caves, gorges and other rocky areas of the EZ.

**Magic Capability:** Innate.

**Habits:** Unknown, thought to be nocturnal.

**Range:** Australia.

**Commentary:** These creatures live in small groups, they are intelligent and of a neutral disposition. They are so thin that they often live in the thin cracks of a rock face, grabbing other creatures, including humans, as they pass. They may help humans, though they do not understand English only tribal tongues, but are quick to change sides.

**Power:** It is not possible to kill a Mimi, but they can be stopped, cowarded or demoralised. These creatures do not die but are not always hostile.

**Weakness:** If a Mimi's neck is broken by a blow or even a strong gust of wind (they are that thin) they will retreat. The creatures are intelligent and will not look for trouble, just easy pickings.

### Serpents

**Identification:** These creatures are basically larger and more intelligent snakes, they range in length from four to one hundred metres. The largest is the Rainbow Serpent, but no solid proof has been found that it has returned to Dreamtime Australia. Serpents are thick, very strong and often very colourful.

**Habitat:** All over the EZ, favouring gorges.

**Magic Capability:** Some larger Serpents are reputed to use Shamanic powers but most have no such skills.

**Habits:** Being cold-blooded Serpents are most active during the day. In the hotter areas of Australia this may not hold true. The breeding season of Serpents is in the early spring, when they are at their most dangerous.

**Range:** Australia.

**Commentary:** Serpents are viewed with great caution by aboriginal tribes in the EZ as they are wise, very strong and unpredictable. They are also seen symbolically in many Exclusion Zone tribes as the sacred life giver.

**Power:** Fear.

### Animal People

**Identification:** These people are shape-shifters (refer Shadowrun p187). The animal forms they can take are varied but all native to Australia. The most common types are Goanna and Snake men.

**Habitat:** Varied, the EZ.

**Magic Capability:** Refer Shadowrun p187.

**Habits:** Refer Shadowrun p187.

**Range:** Australia

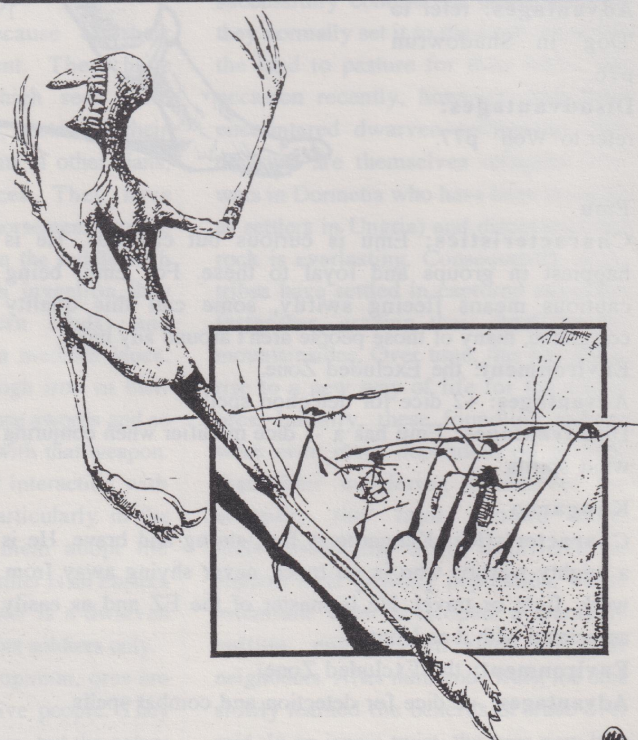
**Commentary:** Refer Shadowrun p187.

### Ghost Tribes

Treat as ghosts (refer Shadowrun), these are most common in Tasmania but also appear in some areas of Western Australia, Victoria and New South Wales. A ghost tribe is a group of aboriginal ghosts that have come back with the return of the Dreamtime, it appears they are all victims of the various massacres committed during the colonial era. There will be anywhere between three to fifty ghosts appearing, often sporting bullet wounds. If they see Eurasian Australians they will mostly be intent on revenge.

#### STATISTICS

B	Q	S	C	I	W	E	R	Attacks
Bunyip	10/2	4x4	15	-	2/4	3	6	4 9D2,+1 reach
Mimi	5	4x4	4	-	3	4	6	6 Humanoid
Serpent var	3x4	10	-	6	5	6	5	5M2
Animal People - refer Shadowrun								
Ghost Tribes - refer Shadowrun								





# Letters

Dave Capon  
Bedford, WA

I loved the cover art, and hope to see the availability of the covers as posters some time in the future. Even as a Limited Collectors Edition! I especially liked the change to the "Realms" word on the cover. I think the runic look it has now has much more appeal.

The AD&D Guide to Narnia was a bit of a surprise, and again well done. I also enjoyed reading the Australian Shadowrun, though I don't play the game. The Monster Gallery was also interesting, though again, not a game I play. Can't wait to see the next issue, and hopefully some RIFTS coming soon!!

*Posters. We are thinking about it. How does everyone else feel about this? The RIFTS material will see print when someone sends in a high quality submission, or, if enough readers demand it, we'll train one of our writers!*

Alan Fenton  
Serpentine, WA

I play adventure role playing games on my Macintosh LC computer and a space PBM game (*Darkness of Silverfall* by Roma Games). I've been looking for a magazine Australian based like yours for many many moons. I used to read an English magazine *GM* which I liked very much. I found *Realms* at Valhalla where I lurk about amongst the books and computer games.

I liked 'Adventures of the A-Team' very much and hope there will be more of the same. I would like to see how players do their book keeping when playing PBM and other games. For instance how and with what they map, how and what programs they use on computers to do calculations. I would like to see some articles on strategies for PBM and computer games.

*See our new Dice are Dead column for more on Play-By-Mail games. Yes we intend to continue the 'Adventures of the A-Team' as it received more approval mail than any other article in issue #6. Andrew is using this sudden burst of popularity to demand more space... back into your box, Daniels!*

Troy Baker  
Kingston, QLD

I just got issue six in the mail and love it! Shadowrun in Australia was very interesting. I hope FASA pick up Colin Taber's work. I can't wait for the next part of the A-Team. The only criticism I have is that Realms is too short. With the PBM column and Realms campaign, maybe your size will grow by a few pages. Do you think you could work up an extra sixteen pages (increasing Realms from 32 to 48 pages)? What do other readers think? Other than that one suggestion, your magazine is the best I've seen since GMI. See ya round like a d100!

*Thanks, Troy. Yes, we're working on extra pages; Issue #7 has already grown by 4pp.*

A.R.I.E.L.  
Australian Roleplaying Information  
Exchange Library

Dear Australian Realms Staff,  
Our congratulations on a wonderful magazine. We were extremely impressed by the content. We are confident you will maintain the high standard you have now set. It will be wonderful to be able to have an all Australian magazine, which we can call our own. We can't wait for next issue.

*More kind words and encouragement, all sincerely appreciated. We agree with your sentiments entirely, this is not the staff's magazine, we are merely the custodians. Australian gamers at large own Australian Realms. Thus far the positive response you have all given us indicates we are doing the job right. We'll always seek to improve.*

*PS: I didn't print any negative mail because, as yet, we have not received any. I keep my fingers crossed that we never will!*

## AVENGER

A PLAY-BY MAIL FANTASY ROLE-PLAY ADVENTURE



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