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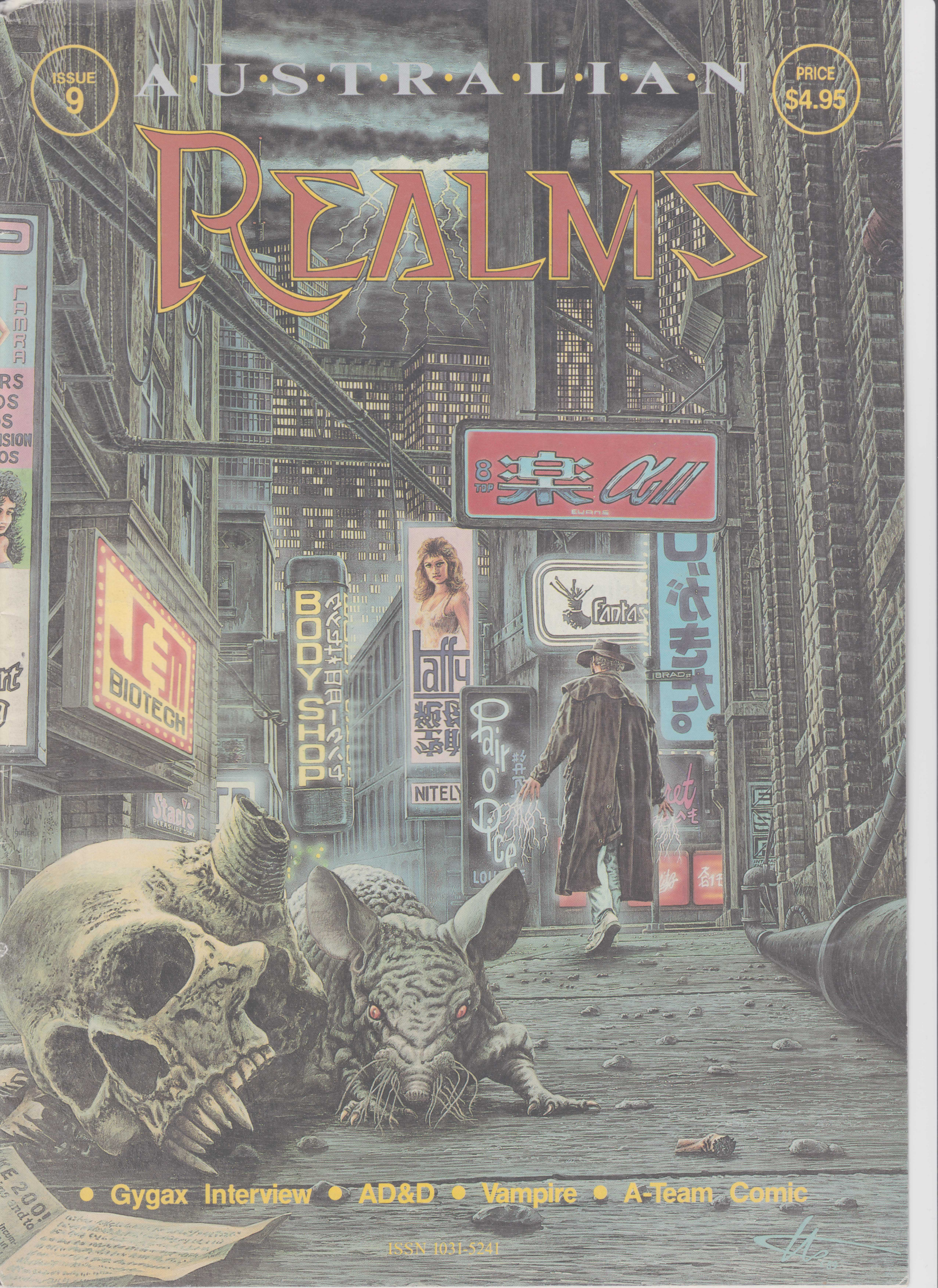
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# REALMS



• Gygax Interview • AD&D • Vampire • A-Team Comic

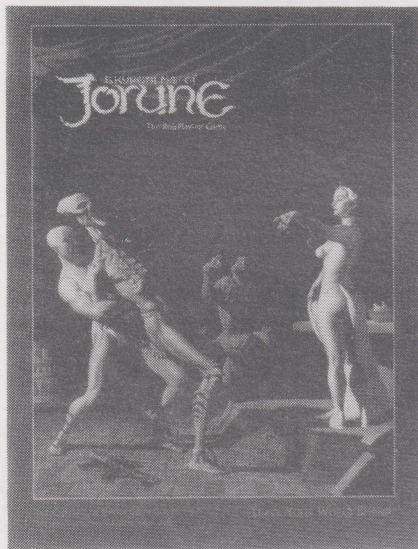
ISSN 1031-5241

# Reviews

## SKYREALMS OF JORUNE 3RD EDITION

Fantasy RPG by Chessex

Reviewed by Adam Whitt



Lets be honest, reading rulebooks can be a very dull affair, a chore for the referee and something a large majority of players will never enter into. Well, "Skyrealms of Jorune" is a refreshing change to this trend. From the classy Miles Teves cover to the last page of the extremely necessary Glossary there is a genuine sense of enjoyment reading this unique game system. "Skyrealms" is steeped in the exotic creative juices of its writers and keeps you interested at every turn of the page - what morsel of innovation will they serve up next.

Yes, the game is ages old, but hey it was ahead of its time! The 'storyteller' genre currently being made popular by White Wolf is, in my opinion, largely inspired by the work of Andrew Leker and the staff at Chessex.

"Skyrealms of Jorune" is set in the far future on a colony world where time and circumstance have eroded the technological advances of humankind. The planet is home to several races - bio-genetically manufactured subraces of humanity, the *Children of Iscin*, and several alien life forms. They cohabit the world in uneasy harmony.

The planet is laced with a crystalline mineral that permeates everything with an ambient energy (isho) which pretty much equates to 'magic'. The great charm of the game emanates

from this mixing of the old with the new, fantasy and science fiction; familiar and totally alien elements side by side, and the whole seamlessly stitched together by an elegant rules system. Jorune is *the* gothic fantasy setting with energy weapons!

The core rules system is mature - thorough coverage is given to all the role playing, combat, skills and equipment facets of the game without the distracting over-elaboration of some other games. The set-out is simple to follow and laced with enough background material to gradually assimilate the 'feel' of a Skyrealms campaign as you learn. And there is some great advice in here as well - any rules system that tells players "Don't forget to treat your Scholari (referee) to a pizza from time to time" has got to be a winner!

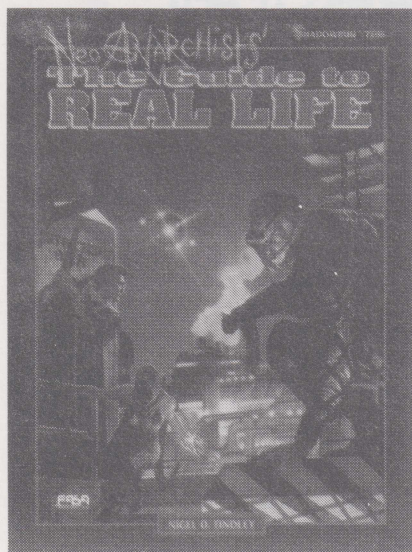
The one thing likely to daunt a lot of players is the large vocabulary the game introduces to name and describe all the nuances of it's own inventiveness - the races, customs, geography, tech, isho, flora and fauna of Jorune. The rulebook encourages the referee to teach the game, the world and its large vocabulary to players 'in session' by having them explore Jorune as initiates and thereby gradually learn its mysteries. Try it...

..."Leave your world behind"

## NEO-ANARCHISTS' The Guide To Real Life

Shadowrun Source Book by FASA  
RRP \$35.00

Reviewed by Malcolm Adler



For the many gamers who play FASA's Shadowrun RPG the setting can sometimes be daunting, especially for those who aren't clued up to, or comfortable with the dark future portrayed. The kind of knowledge needed to confidently answer questions asked about security systems, accommodation and more is beyond the scope of the average referee to deal with unless he has thorough backup sources that inform him about the setting.

To solve this problem FASA has released the "Neo Anarchists' Guide to Real Life". This latest source book covers topics from Arms to Travel, from the Matrix to Fashion and many other relevant areas in between. The various essays included cover many everyday situations which can become problems due to player questions and a lack of referee knowledge regarding the latest in 2053AD.

For example, a quick summary of some sections follows. Security devices and likely responses to one being triggered. The Travel section deals with how, how much it will cost and how long it will take to get somewhere else (talking trans-global). The Arms section details ten new weapons. Fashion is a very important area and gives definitive tips on style and the do's and don'ts of what to wear and when - such as the consequences of wearing armour to the best restaurant in town. Health details Doc Wagon, how the emergency response medical service runs and its history. Another section

gives details for 'coffin' accommodation, the cheapest form of hotel security. Also included are sections covering Security II & III, Food, Toys, Matrix, Cash and rules for all new systems introduced. It is important to point out to longtime Shadowrunners that this book contains some of the information that first appeared in the Sprawl Sites sourcebook (now out of print).

Art-wise, I can only say that I still believe FASA needs to get some other artists involved here with their games. Although the colour plates are quite good, the black and white illustrations in my opinion are disappointing - the dark gloomy atmosphere of the game is not adequately supported by the graphics. I believe the Shadowrun artwork generally has cost the game some popularity; the opportunity to supply evocative illustrations that inspire game play has been missed by the current stable of artists.

Overall, I would have to say this book is useful for anyone who loves Shadowrun but hates the pulp novels and other rubbish spewed out into the market. If you habitually avoid cyber-novel refuse and therefore are to a degree ignorant of the genre setting you need this book. Otherwise you don't. Should you buy everything released for the game in any case, you won't be disappointed. Not a 'must have' but most definitely useful.

More data than you can shake a chip at.



# SHADOWRUN<sup>®</sup>

## IN AUSTRALIA

### Part IV

#### "Life wasn't meant to be easy" - Prophecy fulfilled, 2050AD

by Colin Taber

*This issue we present the last in this series by taking a demographic glance at the sprawls of Australia. We also look at Tir Miallae and the Antarctic Free Corporate State.*

#### Locations

All urban areas of Australia are surrounded by a secondary exclusion barrier, or as the media calls it 'Bunyip Proof Fence'. The building of the second fence has only recently been completed and in an effort to avoid panic has not been publicised. Over the past five years the number of incursions by Dreamtime vermin has tripled and consequent fatalities doubled. Politicians watched the rate climb at an alarming tangent, finally the authorisation was given for a secondary, expensive fence.

Each of Australia's largest cities has been shown below with a demographic listing, brief notes accompany each. These are best used by combining the information with last issues' state descriptions. Last of the demographic breakdowns is the Australian nation.

#### ADELAIDE

Population: 3,100,000

Human: 75%  
Elf: 8%  
Dwarf: 4%  
Ork: 11%  
Troll: 1%  
Other: 1%

PCInc: 40,000 nuyen

Below Poverty Line: 22%

Persons of Corp Affil: 63%

#### BRISBANE

Population: 5,000,000

Human: 70%  
Elf: 6%  
Dwarf: 5%  
Ork: 14%  
Troll: 3%  
Other: 2%

PCInc: 27,000 nuyen

Below Poverty Line: 29%

Persons of Corp Affil: 47%

**Adelaide-** Important notes about Adelaide all revolve around the Japanese presence and the Multi Function Polis. Adelaide has a very large Japanese community numbering over 145,000 most of whom live and work exclusively in the MFP.

**Brisbane-** While the Brisbane sprawl is still publicised as, and consequently thought of as a tourists playground it would be true to say only a handful of very secure districts are safe for visitors. Many areas of the Sprawl, particularly older canal sections on the Gold Coast are unsafe and known to the locals as the 'Bayous'.

#### CAIRNS

Population: 1,050,000

Human: 85%  
Elf: 1%  
Dwarf: 3%  
Ork: 9%  
Troll: 1%  
Other: 1%

PCInc: 48,000 nuyen

Below Poverty Line: 13%

Persons of Corp Affil: 8%\*

#### CANBERRA

Population: 1,500,000

Human: 73%  
Elf: 7%  
Dwarf: 5%  
Ork: 12%  
Troll: 2%  
Other: 1%

PCInc: 58,000 nuyen

Below Poverty Line: 25%

Persons of Corp Affil: 25%\*

**Cairns-** Cairns is a federal territory and comes under the jurisdiction of special emergency laws. Corporate activity in

Cairns is kept to an absolute minimum. All businesses with the exception of a smattering of small partnerships are owned by Canberra. If this is to be taken into account in the Corp affiliation stat (\*), Cairns will score an impressive 81%.

**Canberra-** With time has come maturity of substance. Canberra is now a city of bitter history and depth, it is a true centre of the nation. As 'happening' as Sydney or Melbourne. \* Should the public sector be taken into account for the Corp Affiliation stat the figure would be 68%.

#### DARWIN

Population: 1,000,000

Human: 75%  
Elf: 7%  
Dwarf: 4%  
Ork: 12%  
Troll: 1%  
Other: 1%

PCInc: 28,000 nuyen

Below Poverty Line: 27%

Persons of Corp Affil: 49%

#### HOBART

Population: 1,050,000

Human: 74%  
Elf: 12%  
Dwarf: 3%  
Ork: 9%  
Troll: 1%  
Other: 1%

PCInc: 25,000 nuyen

Below Poverty Line: 31%

Persons of Corp Affil: 39%

**Darwin-** This city is very isolated from the rest of the Australian nation, both physically and culturally. As mentioned last issue it is the most ASEAN influenced of the Australian City-States.

**Hobart-** Citizens of Hobart live under stressful conditions, the two main causes are the ghost tribes and ever increasing Elven population. The public opinion is that the Elves are here to annex land for a new Elven nation, this is of course entirely true.

#### MELBOURNE

Population: 7,150,000

Human: 76%  
Elf: 5%  
Dwarf: 4%  
Ork: 12%  
Troll: 2%  
Other: 1%

PCInc: 25,000 nuyen

Below Poverty Line: 33%

Persons of Corp Affil: 40%

#### PERTH

Population: 5,000,000

Human: 73%  
Elf: 10%  
Dwarf: 4%  
Ork: 11%  
Troll: 1%  
Other: 1%

PCInc: 23,000 nuyen

Below Poverty Line: 34%

Persons of Corp Affil: 39%

**Melbourne-** As mentioned last issue the city is truly the cultural capital of Australia. A booming simsense industry combined with a series of year round festivals such as the world famous *Moomba* means plenty is always happening in Melbourne.

**Perth-** The west coast sprawl also includes various vital eco-areas. The two most notable are the Jandakot and Gnangara water mounds which supply a great deal of the sprawls water needs. These areas are necessary evils, Dreamtime creatures dwell within the reserves and regardless of military measures are a constant problem. Desalination plants also provide much water for the thirsty city.

## **SYDNEY**

**Population:** 8,800,000  
**Human:** 77%  
**Elf:** 5%  
**Dwarf:** 4%  
**Ork:** 11%  
**Troll:** 2%  
**Other:** 1%  
**PCInc:** 31,000 nuyen  
**Below Poverty Line:** 28%  
**Persons of Corp Affil:** 46%

**Sydney-** Is the true gateway to Australia. Most travellers will pass through either of Sydney's two airports or Black Port (the illegal sea and air port controlled by the Yakuza). The city has huge problems with corruption (eg. the Black Port is *ignored* by the authorities), this doesn't show on the surface but one never has to dig too deep. The problem stems from the formation of the powerful ICAC (anti-corruption) group which was entangled by organised crime and made a puppet of ever since its inception.

## **TIR MIALLAE**

**Population:** 1,950,000  
**Human:** 3%  
**Elf:** 93%  
**Dwarf:** 1%  
**Ork:** 1%  
**Troll:** 1%  
**Other:** 1%  
**Per Capita Income:** 17,000 nuyen  
**Below Poverty Line:** 52%  
**Persons of Corp Affiliation:** 19%

The Elven nation was proclaimed with much fanfare by its founding citizens on the 14th of November 2038. This dream of an Elven homeland has since turned into a nightmare. Australians reacted angrily to the announcement, within weeks Elves throughout Australia had become targets of slander and violence. Things settled down but not until many Elves had left Australia, taking with them knowledge and skills that was a drain on the nations resources. It is estimated that 200,000 people left.

Tir Miallae itself could not cope with the much larger than expected influx, between Canberra and Kara-Nae (the Elven capital) an agreement was signed limiting the numbers able to migrate. A quota was established and adhered to until 2047, a year in which the economic and social indicators were screaming doom in Australia. A scape goat was needed, the media chose the Elves. The first death occurred in Sydney at a night club, within a week six hundred Elves were dead across the nation. This triggered a flood of over a million refugees fleeing persecution, smothering the infrastructure of the fledgling nation.

Tir Miallae has strong ties with the other prominent Elven nations such as Tir Tangire, Tir Timor and Tir Nan Og, and has had much aid from them in recent years. Nearly half of its population is dwelling in the freshly built capital Kara-Nae.

## **The Economy**

While the nation produces enough food to feed itself it only prepares a small amount for export, apparently content to let fruit rot upon the ground. Its only exports are magical talismans, small craft products and a steady stream of magical research. One of the main earners the nation has is its tourist zones. These are the coastal strips immediately north and south of Cairns (which Tir Miallae surrounds), these areas are well guarded and tourists will find it hard to wander off the designated areas.

## **Society**

The nation is ruled by a High King, who is advised by a council of nine. The current councillors are all divided into three factions, the High king always casts the carrying vote. The society itself is a mess. With over a quarter of a million refugees arriving annually there is no way the young nation can cope. This has caused an explosion of poverty, unemployment and homelessness. The ground is ripe for revolutionary movements.

## **AUSTRALIA**

**Population:** 38,910,000  
**Human:** 75%  
**Elf:** 6%  
**Dwarf:** 4%  
**Ork:** 12%  
**Troll:** 2%  
**Other:** 1%  
**PCInc:** 29,500 nuyen  
**Below Poverty Line:** 29%  
**Persons of Corp Affil:** 47%

## **Entry**

It is easy to get into Tir Miallae, if you are not Elven it is likely you will be singled out by all citizens. Violence against Humans is a particular problem in Kara-Nae.

## **Magic**

The best Elven Mages in the continent will be found here as members of the elite *Mages League*. Most are involved with *The Veil* which keeps Dreamtime vermin outside of their borders. They are understandably secretive about this and their methods.

## **The Matrix**

The security level of the matrix is Orange-6 (they have a lot to hide) and can be accessed from numerous dataports.

## **ANTARCTIC FREE CORPORATE STATE**

**Population:** 90,000  
**Human:** 60%  
**Elf:** 4%  
**Dwarf:** 10%  
**Ork:** 20%  
**Troll:** 6%  
**Other:** -  
**Per Capita Income:** 48,000 nuyen  
**Below Poverty Line:** 3%  
**Persons of Corp Affiliation:** 97%

This is the worlds first corporate state (refer issue #6) and is run as you would expect in a very cold, efficient manner. Only a few nations have formally recognised the AFCS, some still view it as an illegal Australian colony (such as Argentina which has its own mining operations on the southern continent). Australia's citizens, knowledge and supplies are needed for the AFCS, and the Corporate state's revenue taxes are especially needed by a bankrupt Australian government. The relationship to both parties is essential.

## **The Economy**

The colonies grow one third of their food requirements hydroponically, the rest is imported or synthetic foods used. The major export of the AFCS are its various minerals, it also has a small but growing cyberware industry. The currency is the nuyen.

## **Society**

The AFCS has its own parliament, the only one on Earth that legally allows a corporation a vote (based on the size of its payroll). Most of the population is not interested in the parliament as they are usually only in Antarctica for a short stint. Most employees are from Australia and return there when the high pay is no longer enough to counter the isolation.

This *high turnover* community is therefore unstable, many thrill seeking activities occur behind closed doors such as BTL chipping, drug taking and even mass manifestation of manias. This whole business exposes a very ugly and dangerous face of the colonies. While no homicide has ever been reported in the AFCS it is thought that hundreds have been killed and dumped outside the colony.

## **Entry**

There is no unemployment in the AFCS, if you have no job awaiting you when you arrive you will be issued with a one month tourist visa (for Australian citizens) or a one week visa for any other nationality. The only safe place for an unregistered traveller is the *Underworld* which is where a handful of misfits, pushers and other *fringers* live in the maintenance levels of the colonies.

## **Magic**

Only an employed wage mage will be allowed into the AFCS, no visa will be issued. A huge network of people can arrange false papers and ID files for the right price.

## **The Matrix**

While the matrix is very easy to access the security is quite tough at a code level of Orange-5.

# The Dreaming Streets

By Malcolm Adler

*This issue we have presented the last part in our current series of articles dealing with an Australian setting for the Shadowrun RPG. Here we include a short scenario introducing players to both Melbourne, Sydney and the Dreamtime.*

## A Prologue

It has been rumoured for sometime that the streets of Kings Cross and Woolloomooloo in Sydney are home to a tribe of Mimi, creatures of the Dreamtime. One night the tribe of Mimi attack a group of men in their territory, killing all including Bruce Bevan - a wealthy but aging tycoon. Elsie Bevan, the deceased's bitter wife is hungry for revenge. The players will be offered the job.

## Introduction

This scenario is set in both Sydney and Melbourne (and consequently on the VFT rail link). The scenario revolves around the players getting paid by a very upset and powerful old lady wanting her husband's death avenged. The culprits are a tribe of Mimi (see issue #7) who inhabit an alley that her husband happened to stroll down. He was killed and mostly consumed by the Mimi. Elsie Bevan wants the Mimi destroyed, but the authorities are ignoring her requests, consequently a Mr Johnson approaches the players with a proposition.

## Plot Synopsis

1. The players witness the attack, hear the anguish caused and are one of several groups who are approached the next day.
2. A 'Mr Johnson' makes them an offer, while he is not their usual fixer this is a fairly unusual client.
3. The players go to work, they need help, as at least forty Mimi live in the alleys of the area.
4. It is suggested to them by a contact that they seek out 'Lightning' in Melbourne, a powerful Mage with Dreamtime knowledge. Travel to Melbourne by VFT.
5. In Melbourne they find Lightning eventually and head back to Sydney. On the VFT Lightning is attacked (Marega), the players will have to defend him, consequently they are going to have to answer some questions with AustRail security (having weapons confiscated).
6. The players get Lightning to the alleys, he astrally scouts the area and returns after twelve hours of rest and meditation. He starts to cast, trying to destroy the Mimi. A hysterical Elsie Bevan arrives to watch, just in time to see Lightning get counter attacked by Aboriginal Shamans from Marega.
7. Lightning burns himself out, he collapses and crawls out of the alleyway, his last protection spells failing. Marega's Shamans fade away, as do the Mimi. Elsie Bevan is blathering, technically the party has failed, the police are no doubt on their way.

## Street Fire

The players are sitting around a table of their local bar 'Bluey's' in Woolloomooloo, when gunfire erupts in the street. Being intent on not missing any of the action half of the pub's customers flock cautiously outside onto the street and down the side alley beside the bar where all the noise is apparently coming from. It seems that one Bruce Bevan, an elderly but wealthy self made corp type is lying rotund belly up. He has been brutally attacked, by the wounds it would have to have been by Dreamtime critters. Bruce's

half consumed body is surrounded by three bodyguards who are also motionless. One of them twitches, opening his mouth he bubbles forth blood, gargling his own life fluids he tries to speak.

The screech of tyres bring a Nightsky to the street opening of the alley. A hysterical old lady jumps out of the car flanked by two bodyguards and a suit, and runs to her dead husband. The suit leaves Elsie to her mourning with Bruce, kneeling to the dying survivor who spits out a few strangled words "Mimi, in the walls. Mimi! Mimi!" He then drowns in his own blood, people look nervously at the dark and cracked walls, things move in every crevice and a strange fog rolls from down the alley towards the stunned observers.

## A Spot of Bother

As soon as the fog starts to gather people flee the alley, the suit leads an inconsolable Elsie Bevan back to her car. She is calling to her dead Bruce "Always had to walk! Why couldn't you take the car like everyone else! Selfish Bruce! After all of my years..."

Elsie is eventually shut up by someone in the car, a maid or some such help. The car speeds off. Mr Suit is left standing in the street staring at the players and several other runner groups (who may be in the bar or street), he raises his hand and another Nightsky arrives, taking him away. Nobody moves to retrieve the corpses, let the authorities deal with the mess, or perhaps there will be nothing left soon enough anyway.

The following day the players (who should have returned to their regular watering hole) will notice Mr Suit back at the pub, within minutes he will introduce himself as Mr Johnson and ask them if they are available for a bitter widow's vengeance. He offers them 5,000 nuyen each if they are prepared to take out the Mimi. They have four days to deliver (Mr Johnson will leave a number).

## Up a Stream Without a Paddle

Everyone knows that Dreamtime stuff is bad for business, the party by making some general enquiries will discover that at least three dozen Mimi live in the immediate area as a tribe. It will be pointed out to them that they need heavy duty magic (or you can let them try to blow away the Mimi - ha!). This being the case, contacts will all point in the same direction, Melbourne. The players will be told they need 'Lightning', one of Australia's best mages (Mr Johnson will okay the fee).

## The VFT

The players fare to Melbourne will be paid by the client, the return trip will cost them 485 nuyen, this will get them their own private cabin (6 seats). The trip takes 3 hours from city to city.

## Moomba in Melbourne

Melbourne is in the grips of the Moomba Festival. This week long party has become quite an event attracting travellers from all over the globe. The city is packed for the event, and consequently security forces are on max alerts. Many people on the streets will be drunk, drugged, chipped or spoiling for a fight for one or all of these reasons.

Should the players make enquiries at the right kinds of places (most pubs in the Port Melbourne area) they will discover that Lightning will be at a street party that afternoon and night. The players are going to have to search the party for Lightning, while doing so they should be involved in several (near) scuffles with the crowd as most of the guests are gutter scum or shadow folk themselves and in their present 'Moomba' state will be quite happy to beat someone senseless. Have the players hassled by hucksters, gangs, security and anyone you feel is appropriate as they move around this 'unknown' turf. An Aboriginal Sorcerer is King of Moomba.

## Lightning

The mage (show this issue's cover to the players) will be found at the centre of the event, after the players have had at least two or three 'discussions' with people. You should make it plain to your players that this is not the place to cut loose with a big gun, the cross fire from five thousand wannabes, runners, gangers and gutter kids would certainly kill them. Should the players indicate that they want to talk business with Lightning he will see them.



If they try and befriend Lightning he will assume they are fans, or at least losers trying to gain his favour. If this is the impression he gains he will avoid them, even going to magical lengths to stop conversation. If nuyen is mentioned will he listen,

#### A Deal is Struck

Lightning is asking for 10,000 nuyen, Mr Johnson has already okayed the fee, after all Lightning is the best. But time is short and the players will need to bring the mage back to Sydney quickly. He will need to gather some things, buy a VFT ticket and then will be ready to leave. Depending on how involved you want the scenario to be this might be an opportunity to introduce Marega, tell the players that they feel like they are being watched, not being able to see anything or anyone obvious, just that they feel uneasy. When Lightning heads back to his apartment to collect some talismans he discovers that someone has forced the door and disarmed his warding spells. His home has been searched, his sanctuary. Scouting astrally he will see a traditional Aboriginal Sorcerer leaving the building, the same one who the players passed at the street party. The astral image is but an echo, the mage is long gone, a sign of his immense power.

#### To Sydney, Nearly

As Lightning and the players near the platforms to board the VFT they come under attack. There are Four Aborigines, one obviously a sorcerer and they are all taking shots at Lightning. Their objective is to take out the Mage as they have been able to (through their network of sources) deduce that the Sydney Mimi colony is in danger. Because the force is not that strong the players will hopefully realise they are in for more trouble during the trip. The force is an Aboriginal Sorcerer (Issue #7) and three 'former tribal warriors' (see Shadowrun II or Sprawl Sites).

#### A Distraction

Assuming that the attack at Spencer Street Station fails there will be a second party of Marega members on the VFT itself to harass the players all the way to Sydney. You should deal with this as you see fit, this second party is made up of one Sorcerer and four more warriors (treat one as a street samurai). The group will attack whenever the best opportunity presents itself, most likely just before the Canberra stop. They are not stupid and will not fight to the death, their last stand will be in the Sydney rail terminal.

#### To Sydney

Once arrived at the Sydney rail yards Lightning will be most eager to finish his work and get home. He will insist on being taken straight to the alley to scout it out and then to a safe place, and after all that's happened on the VFT he means SAFE!

By scouting out the alley he's talking about an astral recon. This will take twenty minutes which he will do from the pub, while the

rest of the players buy him a round. Once done he will need twelve hours to prepare himself. Then he will want to go back to the alley and get it over with, the sooner done, the sooner he can go home.

#### The Dreaming Street

The players lead Lightning to the alley, he strides down into it readying himself. He gestures for the party to follow but not to pass him or use their weaponry as it will disturb his concentration.

The alley is dark, still and strewn with garbage. The players will continually see dark, thin shapes at the corner of their vision, this will be the Mimi sneaking around. Within a minute of entering the alley Lightning will start casting. All hell breaks loose when this happens, the Mimi (around forty of them) will attack the party and the mage. Sometime during the combat it will become plain that there are Aboriginal sorcerers casting in the alley too. The hint should be given to the players that they are in BIG TROUBLE and should flee the alley. The combat will not spill onto the street, as soon as things get nasty Elsie Bevan will arrive in her Night sky with four bodyguards and Mr Johnson.

#### Marega

As the magical combat settles down the smoke clears, revealing an Aboriginal Sorcerer (the Moomba King) sitting cross legged, he looks at Lightning and as the smoke clears points the bone at the mage (see issue #7).

#### Lightning Can't Strike Twice

After giving it his best shot, Lightning knows he has stepped over the line. He's burnt out. Crawling out of the alley is his only chance of survival, this is exactly what he does. The players should be made to feel aware of what they have been a party to. Lightning is not going to cast anymore, the life of a Charlatan beckons.

#### Marega Never Misses

Marega is a shadowy organisation that is hidden in the EZ, it has Deckers, Shamans and Sorcerers - all at call. It is thought to be the nucleus of a developing Dreamtime nation. While the Shamans of Marega do not want to kill Lightning, they will not tolerate his interference in the Mimi colony they have established. During the pointing of the bone, it is made clear to Lightning by the Shamans that if he returns to Sydney he will die from the curse. Lightning, will not blame the players completely for the incident but he will be glad to see the last of them for now.

#### Calling it Quits

If the party is smart, amid all the confusion, smoke and general chaos of the confrontation the hysterical Elsie Bevan, with her failing eyes is likely to believe anything. If the party convince her that the Mimi are dead (a living Lightning is the proof!) she will give them the agreed payment on a cred stick, her minders will not intervene. So although the party has failed they can be made to at least feel a bit better because they ripped off an old lady.

#### The Pieces

Lightning is a powerful Mage, use the archetype in the Shadowrun Rule Book, but add to it whatever you feel is applicable - remember he is one of Australia's best. Even though the party has caused his downfall he will be prepared to work with or for them at later dates. When he leaves for Melbourne he should make this clear (but he will not return to Sydney due to the curse).

The other good contact the players have made will be Mr Johnson. While the party are not exceptional he will keep them in mind for future work that Mrs Bevan needs done. He'll also (for the right fee) be glad to give them info on corps for hits and runs in the future.

#### The End

I'm afraid not my friends... this is just the beginning! This scenario can be used as an introduction, the basis of an Australian Shadowrun campaign. To expand on this intro increase Marega's involvement or turn the *Moomba in Melbourne* episode into a deeper hostage/kidnapping/theft/item retrieval scenario. Other plots can be developed, perhaps the players stumble across Marega's ultimate goal which is the retaking the urban blights (thus the Mimi colony, the first of scores planned), or possibly they find something worse of your own devising.- Enjoy!