

## **FANTASY**

**A Short Walk II** [D&D – Oriental Adventures] – by David Springbett  
It all began in your dreams but it will finish in death. Finally an oath has been made and Nam-Sun's tortured spirit is loosening its grip on this dream world. 5 players.

**Council of the Gods** [Freeform] – by Kelly Noonan  
God has requested the presence of his Board of Directors to get them to make one simple decision – whether to End the World. 20 – 25 players.

**Die with Honour** [D&D - D20] – by Salvatore Conti  
A party of gamers is required for the last act of defiance against evil. 2 – 6 players, previous Die with Honour characters allowed.

**Green Regent – Epidemic** [D&D, Forgotten Realms] – by the RPGA  
A strange plague threatens Loudwater and the Delimbiyr Crescent. A Legacy of the Green Regent adventure for 4 to 6 players, 3<sup>rd</sup> level characters. 2 sessions.

**Check out the Necronomicon website for more D&D and for Warhammer Fantasy Roleplay.**

## **MODERN**

**A Night to Remember** [Freeform] – by Penelopé O'Rance  
Thirteen terrorists, two teenagers, one weapon up for grabs – this will truly be a night to remember. 15 players.

**Neverwhere** [Systemless] – by Tony Vira  
The inhabitants of the Underground avoid surface London, believing too much contact brings bad luck. None on the surface know of their existence. 5 players.

**Shards** [Systemless] – by Jaime Lawrence  
The Justice Alliance heroes have battled evil all over the globe, crusading for the forces of good. Now they each face a very personal challenge. 5 players.

**Seventh Son of a Seventh Son III** [D20 Modern] – by David Vega  
You've left the asylum behind... now why do your enemies so desperately want to capture this young child? 5 players.

## **SUPERNATURAL HORROR**

**Bai Nai?** [Call of Cthulhu, Delta Green] – by John Gardiner  
Dateline Thailand: You're due back at the embassy in two hours and still have no idea how to get into Shan state. 5 players.

**Once Upon a Time** [Puppetland] – by Infinite Monkey Productions  
Something terrible has happened to puppetkind. The Master has been killed! The story of five little puppets in a world that will never be the same again. 5 players.

**Requiem** [D20, Living Death] – by Timothy Chandler (RPGA)  
The secret Society of the White Rose has bid you travel to Paris. 4 – 6 players.

**The World of Your Desires** [Unknown Armies] – by Dion Dowling  
Last year you tore through the veil to see the secret names of streets. Now are you bold enough to seize the world of your *desires*? 5 players.

## **HISTORICAL**

These games are set in different historical or literary periods. Keep in mind that historical games need not be historically *accurate*...

**Blood and Thunder** [Adventure, Storyteller] – une game de Cap'n Ben  
From 1814 to 1983, with a cast including the Scarlet Pimpernel, Cleopatra Jones, Batman, and Mr T; experience the history of *Adventure!* 5 – 6 players. 2 Sessions.

**Clandestyne by Gaslight** [Freeform] – by James O'Rance & Ben Hilton  
Secret societies and hidden monsters gather at The Hague for Czar Nicholas' Peace Conference of 1899. *Victorian*. 40 players.

**House of the Rising Sun** [Freeform] – by Jayce Guajardo  
In the dark underworld of the mafia, no one stays at the top forever. Violence, horror, and consequences in 1970's Louisiana. 16 players.

**Lacrimae Sanctae** [Castle Falkenstein] – by Scatty Tainted Rhino Productions  
When statues weep, what is a gentleman or gentlewoman to do? What is the difference between saints and spirits, miracles and magic? *Victorian*. 5 players.

## **SCIENCE FICTION**

**Forces of Cularin** [Star Wars D20, Living Force] – by Matthew Domville (RPGA)  
Explore the origins of the stuff of nightmares... 4 to 6 players. 3 sessions.

**Crisis on Karatin Prime** [Star Wars D20] – by Trevor Osborne  
Few of the Republic's Senators even suspect that this facility exists... 5 players

**Legacy of the First Ones** [Freeform] – by Ben Agnew & Todd Dowling  
This is the story of the last of the Babylon Stations. The year is 2259. The name of the place is Babylon 5! 25 players. 2 sessions, played over two days.

## **SHORT SHARP SHOCK**

**Anno Domini** [Systemless] – by Garry Cross  
We both have truths – are mine the same as yours? Who is left to pick up the pieces after two weeks of Passion? A political thriller for 5 players.

**The Debrief** [Systemless] – by Peter Eisler  
Several hostages are dead, as are some of your antiterrorist team. Others are hospitalised in critical condition. And now questions are being asked... 5 players.

**Who's Watching the Watchers?** [Systemless] – by Heidi Manning  
You were late. And it saved your life. Standing outside the debris of the last Watcher's Council meeting, you are overwhelmed with feelings. Grief, anger, shock and a desire for knowledge. Why, how and who? 5 players.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Suburb: \_\_\_\_\_ Postcode: \_\_\_\_\_

Phone No: H: \_\_\_\_\_ Mob: \_\_\_\_\_

Email: \_\_\_\_\_

Team Name: \_\_\_\_\_

# ***Necronomicon 2004***

***"Just keep telling yourself it's only a  
game..."***

## Roleplaying Events Entryform

**Newtown High School of Performing Arts,  
King St, Newtown  
Easter Long Weekend  
9th to 12th of April, 2004.**

| Designer  | Game                    | Category            |
|---|-------------------------|---------------------|
| <input type="checkbox"/> A Short Walk II                  | Dungeons & Dragons      | Fantasy             |
| <input type="checkbox"/> Council of the Gods              | Freeform                | Fantasy             |
| <input type="checkbox"/> Die With Honour                  | Dungeons & Dragons      | Fantasy             |
| <input type="checkbox"/> Green Regent – Epidemic          | Dungeons & Dragons      | Fantasy             |
| <input type="checkbox"/> A Night to Remember              | Freeform                | Modern              |
| <input type="checkbox"/> Neverwhere                       | Systemless              | Modern              |
| <input type="checkbox"/> Shards                           | Systemless              | Modern              |
| <input type="checkbox"/> 7th Son of a 7th Son III         | D20 Modern              | Modern              |
| <input type="checkbox"/> Bai Nai?                         | Cthulhu: Delta Green    | Supernatural Horror |
| <input type="checkbox"/> Once Upon A Time                 | Puppetland              | Supernatural Horror |
| <input type="checkbox"/> Requiem                          | D20 Living Death        | Supernatural Horror |
| <input type="checkbox"/> The World of Your Desires        | Unknown Armies          | Supernatural Horror |
| <input type="checkbox"/> Blood and Thunder                | Storyteller, Adventure! | Historical          |
| <input type="checkbox"/> Clandestine by Gaslight          | Storyteller, Freeform   | Historical          |
| <input type="checkbox"/> House of the Rising Sun          | Freeform                | Historical          |
| <input type="checkbox"/> Lacrimae Sanctae                 | Castle Falkenstein      | Historical          |
| <input type="checkbox"/> Living Force – Forces of Cularin | Star Wars D20           | Science Fiction     |
| <input type="checkbox"/> Crisis on Karatin Prime          | Star Wars D20           | Science Fiction     |
| <input type="checkbox"/> Legacy of the First Ones         | Babylon 5, Freeform     | Science Fiction     |
| <input type="checkbox"/> Anno Domini                      | Systemless              | Short Sharp Shock   |
| <input type="checkbox"/> The Debrief                      | Systemless              | Short Sharp Shock   |
| <input type="checkbox"/> Who's Watching the Watchers?     | Systemless              | Short Sharp Shock   |

If entering multiple players as a team, please photocopy and attach additional sheets.

Select Sessions when I am available:

|                | <u>Friday</u>                      | <u>Saturday</u>                    | <u>Sunday</u>                       | <u>Monday</u>                       |
|----------------|------------------------------------|------------------------------------|-------------------------------------|-------------------------------------|
| 9.00am–12:00pm | <input type="checkbox"/> Session 1 | <input type="checkbox"/> Session 4 | <input type="checkbox"/> Session 8  | <input type="checkbox"/> Session 12 |
| 12:30pm–3:30pm | <input type="checkbox"/> Session 2 | <input type="checkbox"/> Session 5 | <input type="checkbox"/> Session 9  | <input type="checkbox"/> Session 13 |
| 4:00pm–7:00pm  | <input type="checkbox"/> Session 3 | <input type="checkbox"/> Session 6 | <input type="checkbox"/> Session 10 | Prizegiving                         |
| 7:30pm–10:30pm | -----                              | <input type="checkbox"/> Session 7 | <input type="checkbox"/> Session 11 |                                     |

**You should attend registration: Thursday 8th April, from 6:00 pm – 9:00 pm.**

**Individual Entry Cost:** \$10 per person for each day; to a maximum fee of \$40 per person.

**Team Necro Entry Cost:** (5 players only, playing a minimum 7 sessions, all together as a team) charged a maximum of \$175.

Pay at registration on Thursday, or by cheque/money order (payable to Shadow Games Inc).

On our website you will find all the information you need about the sessions being conducted over the weekend, as well as, clear and detailed instructions on how to get to the convention site. You can be scheduled online; or send us a postal submission. Any changes due to our second set of games can be easily handled along with any other special needs by calling (02) 9590 3027. Don't hesitate to contact us!

Address postal entries (do not send cash) to:

**Shadow Games**  
361 Marrickville Road  
Marrickville NSW 2204

[www.necronomicon.org](http://www.necronomicon.org)