

FANTASY

A Short Walk [Oriental Adventures D&D - D20] – by David Springbett
Nothing is more exciting than living your dreams and nothing is more deadly than living your nightmares. Five young friends struggle to retain their bond with each other in a world of misery, pain and despair. 5 players.

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

Return to Delvaro [Freeform] – by Penelope O'Rance
The Dark Gods have been thwarted three times over. Now, as twelve who were involved in the previous incidents are brought together, the Dark Gods prepare for one final strike. Back where it all began. 12 players, Freeform.

The Man who killed Tomorrow – [Spycraft - D20] by Jaime Lawrence
A madman holds the world hostage... and unlike in the past... this time, the world knows about it. Save the day. Get the Girls. Be the Man. 5 players.

Seventh Son of a Seventh Son [Modern - D20] by David Vega
An escape from an asylum run by strange creatures. Three factions and an ex-mercenary ex-catholic priest trying to separate you from a young child. And now the worst of all ... his first year in primary school! 5 players.

The Secret Names of Streets [Unknown Armies] – by Dion Dowling
Hallowed mythic power collides with gang warfare on the backstreets of Miami. 5 players.

La Musique Perdue [Nephilim Occult Roleplaying] – by Chris Day
Le monde n'a pas musique, c'est un monde n'a pas vie. Je joue musique, je vis. 2 sessions, 5 Players.

The Divine Conspiracy [Mage - Storyteller] – by James O'Rance
Someone is reprogramming the Ten Thousand Names of God. The present determines the past, and everything changes. 3 sessions, 5 players.

Shadows over Arcadia [Changeling - Storyteller] – by Heidi Manning
Queen Melisande has a mission for you: go to the human world and bring back the human child promised to her and leave a Changeling behind. Dark Ages adventure in Europe and Arcadia. 4-6 Players.

Silver Oath [Werewolf - Storyteller] – by James Layton
Two packs. Two generations. One Oath held over 800 years. A Werewolf Apocalypse/Werewolf Dark Ages game for 5 players.

The Domain Challenge [Vampire - Storyteller] – by Nick Fellenberg
Camarilla Kindred fight for a piece of the city that they can call their own. This game is designed for NEW players with no experience in the World of Darkness, V:TES ccg players are most welcome. 5 players.

Weak or Fair [Systemless] – by Emma Coen
A voice is hushed: but ere it failed, the listening echoes caught its tone; and now its message clear and keen, on every wind is blown. 5 players.

The Crossroads of Toledo [Freeform] – A Guildenboots Production
Three Kings meet in Toledo to end the Moorish presence in Spain, once and for all. An adventurous, 25-player freeform set in historical Spain.

The Waning of the Crescent [Freeform] – A Guildenboots Production
Split by internal strife, the Islamic caliphate in Southern Spain desperately fends off its internal enemies even as the storm of the Reconquista gathers to the north. A 20-player freeform set in historical Spain.

Robotech: Blackout [BESM] – by Luke Day
When you enlisted in Southern Cross you expected to fight an alien enemy. Nothing has prepared you for the dark silence within. 5 players.

Power Beckons [Systemless or Freeform] – by Stacey Camphuizen
The last vacancy in the Council on Senthrita was filled long ago, and so the new appointment is fiercely desired by nominees from all three races, either for personal glory or the benefit of their tribe. With their attention absorbed in political machinations, they ignore the growing signs of danger which overshadow their entire world. You may play as part of an 18 player freeform or a 6 player tabletop.

Short Sharp Shocks over the years have become associated with a sense of experimentation, intense characterisation and gritty psychological realism. These games will challenge you, so be prepared. This year we aim to surprise!

Leviathan [Systemless]
When the SS *Leviathan* is completed towards the end of 1859, it will be the greatest steamship yet built. Man's most extraordinary creation, but also a testament to evil. 5 players.

House Guest [Systemless]
Graduation is complete. It's time to get down. 5 players.

To come: Short Sharp Shocks, Sci Fi, Cthulhu, Freeforms, CCG's, Mage Knight

MODERN

SUPERNATURAL HORROR

HISTORICAL

SCIENCE FICTION

SHORT SHARP SHOCK

Name: _____

Address: _____

Suburb: _____ Postcode: _____

Phone No: H: _____ Mob: _____

Email: _____

Team Name: _____

Designer	Game	Category
<input type="checkbox"/> A Short Walk	Dungeons & Dragons D20	Fantasy
<input type="checkbox"/> Die With Honour	Dungeons & Dragons D20	Fantasy
<input type="checkbox"/> Return to Delvaro	Freeform	Fantasy
<input type="checkbox"/> The Man Who Killed Tomorrow	Spycraft D20	Modern
<input type="checkbox"/> Seventh Son of a Seventh Son	Modern D20	Modern
<input type="checkbox"/> The Secret Names of Streets	Unknown Armies	Supernatural Horror
<input type="checkbox"/> La Musique Perdue	Nephilim Occult Roleplay	Supernatural Horror
<input type="checkbox"/> The Divine Conspiracy	Mage Storyteller	Supernatural Horror
<input type="checkbox"/> Shadows Over Arcadia	Changeling Storyteller	Supernatural Horror
<input type="checkbox"/> Silver Oath	Werewolf Storyteller	Supernatural Horror
<input type="checkbox"/> The Domain Challenge	Vampire Storyteller	Supernatural Horror
<input type="checkbox"/> Weak or Fair	Systemless	Historical
<input type="checkbox"/> The Crossroads of Toledo	Freeform	Historical
<input type="checkbox"/> The Waning of the Crescent	Freeform	Historical
<input type="checkbox"/> Robotech: Blackout	BESM	Science Fiction
<input type="checkbox"/> Power Beckons	Systemless	Science Fiction
<input type="checkbox"/> Power Beckons	Freeform	Science Fiction
<input type="checkbox"/> House Guest	Short Sharp Shocks	Supernatural Horror
<input type="checkbox"/> Leviathan	Short Sharp Shocks	Supernatural Horror

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

Select Sessions when I am available:

9:30am-12:30pm	Friday <input type="checkbox"/> Session 1	Saturday <input type="checkbox"/> Session 4	Sunday <input type="checkbox"/> Session 8	Monday <input type="checkbox"/> Session 11
1:00pm-4:00pm	<input type="checkbox"/> Session 2	<input type="checkbox"/> Session 5	<input type="checkbox"/> Session 9	<input type="checkbox"/> Session 12
4:30pm-7:30pm	<input type="checkbox"/> Session 3	<input type="checkbox"/> Session 6	<input type="checkbox"/> Session 10	-----
8.00pm-11:00pm	-----	<input type="checkbox"/> Session 7	-----	-----

You should attend registration: Thursday 2nd October, from 6.00 pm till 9.00 pm.

Post your entry (do not send cash) to:

Shadow Games
361 Marrickville Rd
Marrickville NSW 2204

Entry Cost (Roleplaying Events):

Individual Entry: \$15 per person for each day; the maximum fee charged is \$45 per person.

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

Pay at registration on Friday, or by cheque or money order (make this payable to Shadow Games Inc).

Necronomicon 2003

“just keep telling yourself it’s only a game...”

Roleplaying Events Entryform Part One: Welcome to "The Asylum"

That's right! This year we are taking you on a journey into your own minds – the scariest ride of all. We encourage former residents to check in for some follow up therapy, and also look forward to committing new minds to our trained professionals. 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 our facility. You can be scheduled at our online registration centre; 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 9590 3027 where one of our trained operators will be standing by; or you can visit our website, listed below. Don't hesitate to contact us!

*Look for Part 2 of the Entry Form at your local gaming store 26th
July 2003!*

The Necronomicon 2003 roleplaying games convention will be held
Friday, through to Monday over the

**Labour Day long weekend
3rd to 6th of October, 2003.**

www.necronomicon.org