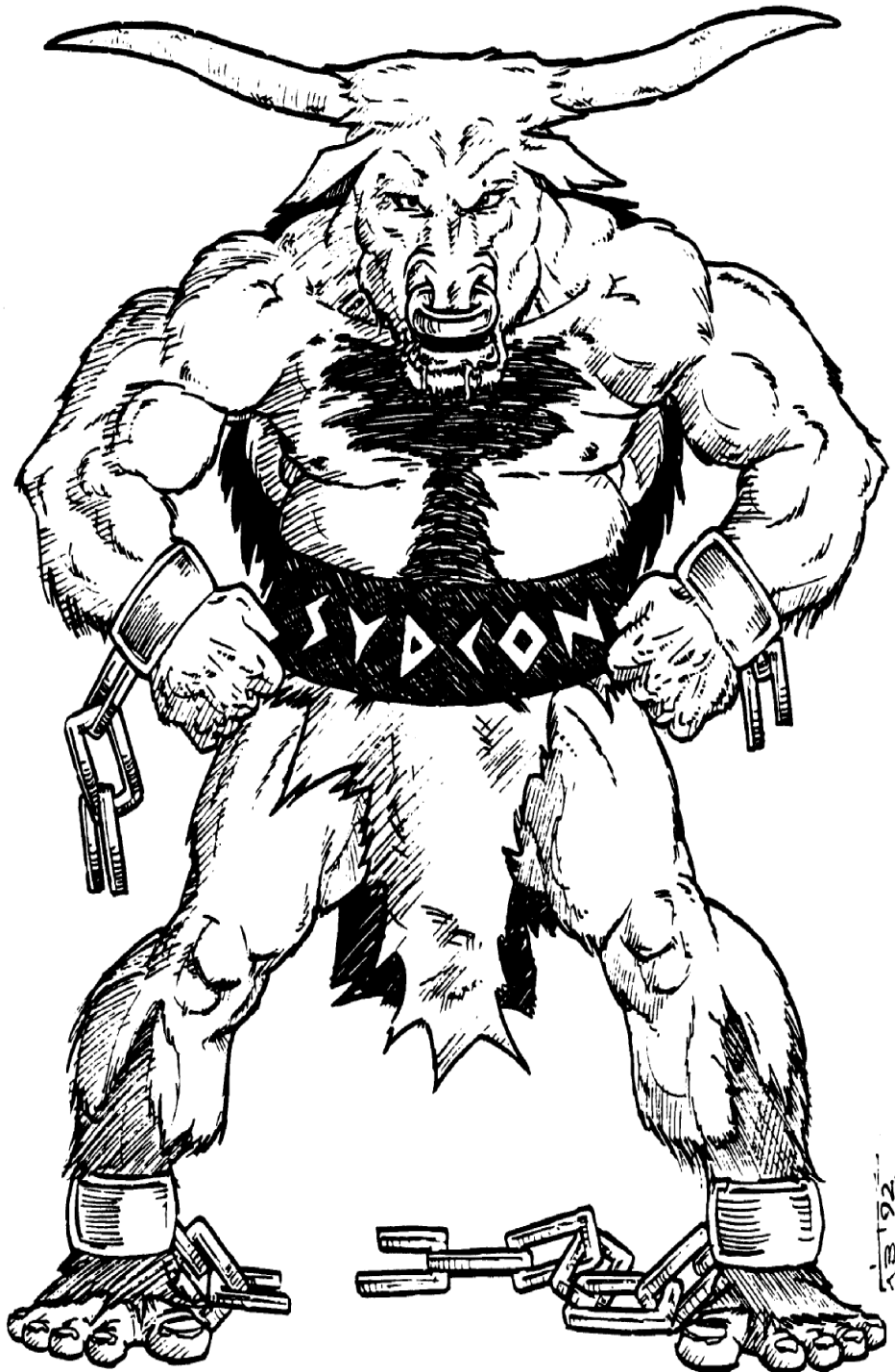


# SYDCON 2011



1-3 OCTOBER 2011

# CONVENTION HANDBOOK

## Contents

<b>Convenor's Report</b>	2
<b>Die With Honour</b>	3
<b>An ARD Day's Night</b>	4
<b>Darker Places</b>	5
<b>Andersonvilletown</b>	6
<b>The Three Musketeers in 3D</b>	7
<b>Venue Details</b>	8
<b>Munchkin</b>	10
<b>Good Games</b>	11
<b>Pathfinder</b>	12
<b>Transit to Perdition</b>	16
<b>The Shadow from the Chapel</b>	17
<b>Ordonovocastria</b>	18
<b>Witching Stew</b>	19
<b>STGT / Ministry of Game</b>	20
<b>Game Lovers / Infinitas</b>	21
<b>The Black Hart of Camelot</b>	22
<b>Sympathy for the Devil</b>	23
<b>Into the Barrens</b>	24
<b>Dungeons &amp; Dragons: Living Forgotten Realms</b>	25
<b>Trivia Night</b>	28
<b>Let's Be Bad Guys</b>	29
<b>Seven Secret Deaths of the Crystal Dragonfly</b>	30
<b>Rapture</b>	31
<b>Are You Ready For Some Football?</b>	32
<b>SydCon / After Party !!</b>	33
<b>FUBAR</b>	34
<b>No Man's Land / Against time, Against Life, the Legacy of Al Hazred</b>	35
<b>Murder in Two Stag Pass</b>	36
<b>Veritas Maledictus / Evil on the Loose</b>	37
<b>SUTEKH, MURPS, NSW Gameplayers</b>	38
<b>BGDA /Beyond the Sunset (Camarilla)</b>	39
<b>Conditions of entry and participation - PLEASE READ</b>	40

## Conventi's Report

Welcome to Sydcon 2011

For those of you returning, welcome back,! For those for whom this is your first time, I hope you have as much fun as I did at my first con - I remember my first con well. I remember Richard and Muz ran my first ever role-playing game. At the after party, Richard told me that I was on a slippery slope now: next I would be running games and then running cons. I remember laughing at him and saying that I would never do any of that. I guess its time to eat my words.

Angela Sweeney and I would like to thank Dave Byrne for his mentoring - he has taken two very green girls and done his best to mould us into con-orging machines. And we would like to especially thank Luke Strotz who jumped in both feet where ever it was needed, and has spent the last year really building a community around role-playing in Sydney. Thanks to Luke, the SRGA has hit the 21st Century with a Facebook account, which I hope most of you have checked out. If you haven't you can find it at <http://www.facebook.com/groups/8397918579/> .

Some of the other projects Luke has spear-headed this year have been surveys and data collection around what sort of con you, the players, would like to have. Feedback is very important to us. so if you have any comments, please feel free to come over and speak to any one of the orgs, and also please fill out a survey form. Remember we can't give you what you want if you never tell us what that is.

This year we are introducing the **Excellence in Gaming Award**. This perpetual award will be handed out at each con to a person who has gone above and beyond in giving to the gaming community. This award will be adjudicated by the SRGA but the nominations will come from you! Please drop us an email with the name of a person you feel is deserving of recognition.

SydCon has received a lot of support this year and we would like to thank the stores, suppliers , clubs and organisations that have helped promote us, in particular: **Good Game**, **Infinitas** and **Sci-Fi TV**.

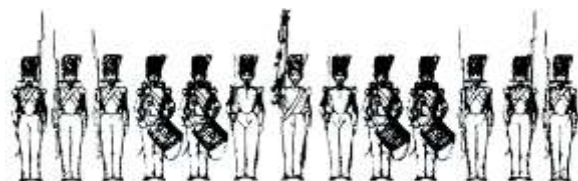
We would also like to thank the game presenters for their ongoing support. The con could not run without players, but there would be nothing to play if it weren't for the efforts of our GM'ing team who put time, money and effort into writing and presenting the games you will play here this weekend. All your efforts are appreciated from the bottom of our hearts.

Finally, thank you to you the players. You are the reason that we put these cons on!

So without further ado, please enjoy your convention and I hope to catch up with all of you over the weekend.

**Heather McGreal**

For the SydCon Organising Committee (Angela Sweeney, Dave Byrne and Luke Strotz)



**The Tin Soldier Pty. Ltd.**

The Tin Soldier sells a variety of miniatures, terrain and painting materials, in addition to a wide selection of role-playing materials.

Suite C, 513-519 High Street, Penrith  
Entry Area between Cash Converters and Subway.  
(02) 4731 4623

## Die With Honour

*Welcome to the final slaughter of the mercenary scum of adventurers that claimed to fight for the king of Cormyr, the righteous, and the victorious...Huh. They can barely keep themselves alive, let alone victorious! The last of the die-hard adventurers are all worn out and tired, trying to finish a job meant for an army that has been wiped out. And their next... But they don't not know that.*

A party of 4-5 characters is required for the last act of defiance against the evil in Stone Mountain. One of the most black and evil parts of the land. Guaranteed the most mis-recognised and distorted creatures of the land, ever. It took 4 battalions of men - which included knights, footmen, archers, priests and Magi - just to halt the wave of demons and monsters flowing from this black heart into the once rich, but now war torn land. While everyone else is licking their wounds you lot (players) and two other mercenary parties - that did not enter main battle - are being sent in to the heart of mountain to make sure it is clear.... Or not.

This is an ongoing decade spanning campaign that takes off from where we left off the previous year. And for new players it also a new campaign at the same time. No Previous AD&D 3.5 knowledge necessary (but helpful). Character creation is required during the session, with some allowance for pre-created characters on approval from Dungeon Master. Also, characters from previous years are allowed to return where they left off last year. Please note: players playing 3<sup>rd</sup> year in a row might need a 2nd copy of their character sheet, but one level higher, due to having attained enough experience to go up to the next level from previous years.

The characters can be pre-generated and the rules for that process are as follows:

The limitations are Players Guide with any of "Complete Books" only, to help with character creation. Only races from Players Guide and Forgotten Realms are allowed. Each character at 5<sup>th</sup> level.

Each character starts with either a +2 magical generic item (no artefacts, no specials, no name items) OR two +1 magical generic items (no artefacts, no specials, no name items). The items can be protective or weapons, but not flame-tongue or other name brand.

For character creation, use 4d6 and take the best three results for each statistic (like method V in core rules). Please note: 3 stats at 18 is unbelievable. Otherwise you can use the characters created by GMs.

Complete Adventurer  
Complete Arcane  
Complete Champion  
Complete Divine  
Complete Mage  
Complete Psionic  
Complete Scoundrel  
Complete Spell Compendium  
Complete Warrior



This Mission Assignment is **Clearance Red** and is unsuitable for Infrareds.

# PARANOIA

## MISSION: AN ARD DAY'S NIGHT

Congratulations citizen!

Friend Computer has assigned you for further troubleshooting duties!

You are required to report to Briefing Officer Awl-B-DED in Sector ARD, Level 34, Corridor 65, Briefing Room 5432 at the beginning of the next day-cycle.

Failure to report to the briefing is treason!  
Lateness will be punished by execution!

This mission has nothing to do with the Foaming Cleanser Incident which has forced citizens into temporary and cramped sleeping quarters. No further information of this incident is available at your security level.

**STAY ALERT! TRUST NO ONE! KEEP YOUR LASER HANDY!**



PARANOIA is a d20-based, rules-light game designed for six players. Characters will be pre-generated by the GM. Characters designed by players will be repeatedly executed by other players.

Written and presented by Melissa Legrand



# Darker Places

## RAPTURE UNRAPT

The Sumps of Providence City are *not* a place to stray. They shouldn't be considered a good place to hide out, even if the Pols don't go down there. Things... not quite human anymore, exist there. Nightmares. Mutants. Illegals. Commies. The sorts of things we tell our kids will get them if they don't go to bed on time.

But that's where you're goin', 'cause that's where the answers lie. What answers? Well, if I knew the questions, then I'd probably be takin' in the Ministry of Administrative Affairs myself. Still, there is something down there; something that The Cabinet does not want us to see. And if it's that bad for them, then it's got to be good for us. Right?

Welcome to the Industrial Revolution. It's a time of diesel and grease, of mechanical lives and bone-crushing, soul-eroding drudgery. In a city where various Ministries observe all, where Thought Police monitor your hopes and dreams, and where Civil Servants snatch people in the night, a group of malcontents hold out... believing a better day will come. A day when the clouds of soot and misery will part, leaving only clarity. A day for freedom.

But cracking the hold of The Cabinet will require uncovering secrets too horrible to even consider. You, poor fools, will trespass into the very heart of this industrial behemoth, and discover... *darker places*.

**JUST THE FACTS MA'AM!**  
Dieselpunk, alternative-history horror for 4-6 players, using the Rapture Rules mod, Rapture Unrapt. No experience required, but lots of imagination a necessity! Expect to go mad and die. A lot.

**RAPTURE UNRAPT**  
NOW WITH  
**100% LESS GOD**

Andersonvilletown 1931: Sex, Lies and Cherry Pie

*Menu*

(NO SUBSTITUTIONS OR REPLACEMENTS ALLOWED)

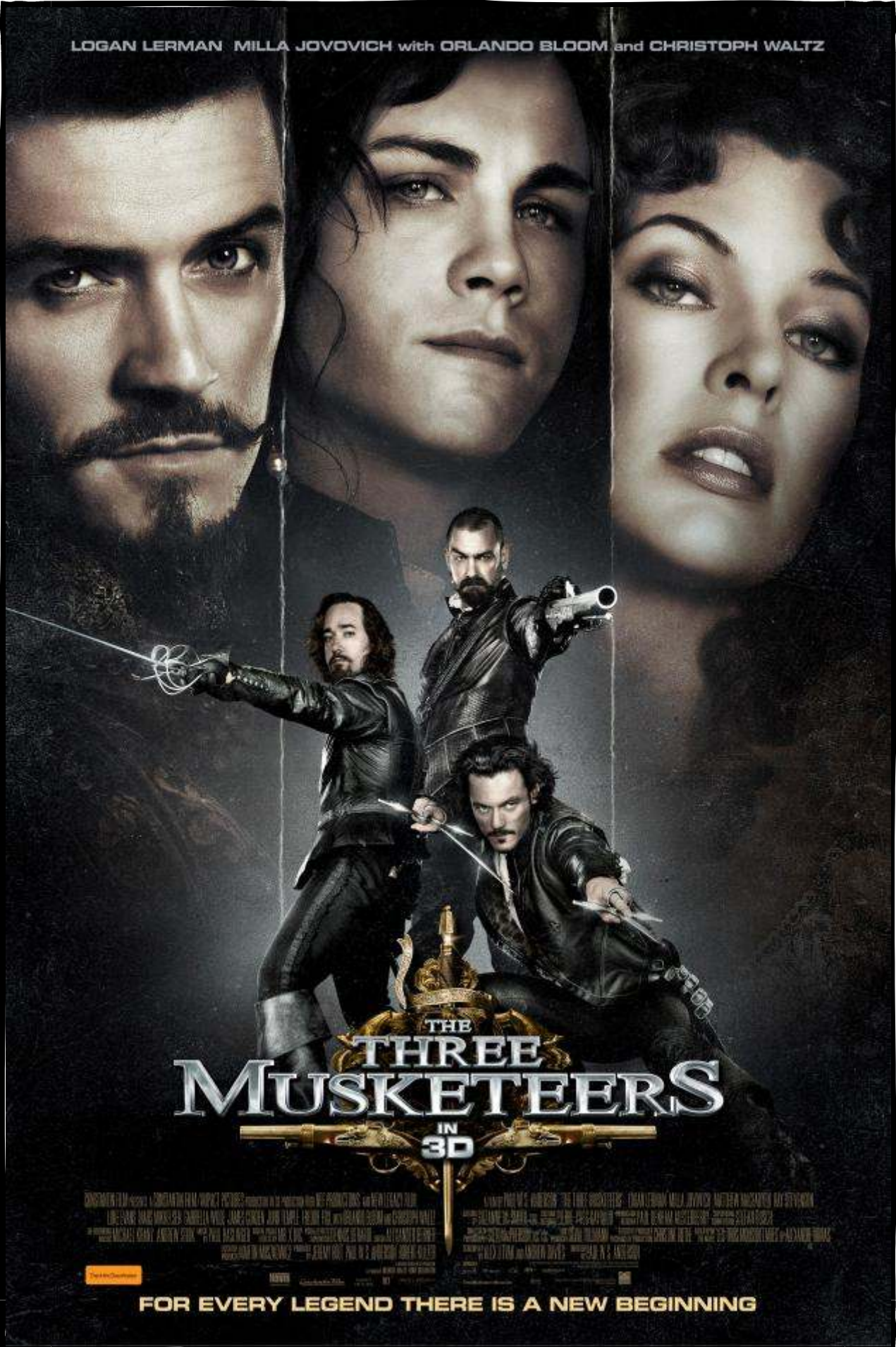
Andrew Martin, Transient Worker. Will work for food.  
Brendan Wilkes-Smythe, Major, Her Majesty's Infantry Corps. Retired.  
Cathy Candice, Former Andersonville Food Production Concern Employee.  
Derek 'The Superman' Custer, Retired Professional Wrestler.  
Edith Butel, Black Female Entertainer! Famous in Europe.  
Frank Brooks, Private Detective, on the case of a missing person. You seen her?  
George Berezovsky, Writer seeking inspiration. And a day job.  
Helena Vanderbilt, Wealthy Heiress seeking her fortune. Well, more of one.  
Ira Johns, Sister of Perpetual Servitude.  
John Layfield, Proud American and Cattle Owner.  
Kurt Strauss, Even Prouder German and Restaurant Owner.  
Linda MacIntyre, Farmer. Although right now she's very angry.  
Martin Andrews, Bum. Will not work for anything.  
Nina Iannotti. That's all you need to know.  
Oliva Moore, Registered Nurse. Happy to meet new people.  
Penny Vimes, Housewife. Makes a GREAT Cherry Pie.  
Quentin Scott, Scientist, Doctor, Genius. Plus a lot more...  
Ryan Jackson, Private, Marines, 169346.  
Stranger, a man with no past, no memory, but perhaps a future?  
Two Little Feathers, an Indian Medicine Woman, whatever that is.  
Ulysses Lincoln, Black Man.  
Vicente Gomez. He won't tell us any more without a lead lined room.  
Wilson Tarver, Alcoholic. He also drives taxis, but the booze is the main one.  
Xavier Wilco, Engineer. Although he's more well known for that toolbox.  
Yuka Racmaniov, Gypsy and self professed 'Holder Of Secrets'.  
Zack Hawkins, Andersonvilletown's newest Policeman and a crack shot.

*Serves up to 6. Please be considerate of other patrons while dining, as  
this is a system-less eatery.*

*Your server today will be Mathew Sforcina. Please do not tip.*



LOGAN LERMAN MILLA JOVOVICH with ORLANDO BLOOM and CHRISTOPH WALTZ



# THE THREE MUSKETEERS

IN 3D

SONY PICTURES CLASSICS PRESENTS A SONY PICTURES CLASSICS PRODUCTION A JOHANN DAHLER FILM "THE THREE MUSKETEERS" STARRING LOGAN LERMAN, MILLA JOVOVICH, AND ORLANDO BLOOM. CASTING BY JAMES HAMILTON. COSTUME DESIGNER: JAMES HAMILTON. HAIR AND MAKEUP: JAMES HAMILTON. PRODUCTION DESIGNER: JAMES HAMILTON. EXECUTIVE PRODUCERS: JAMES HAMILTON, JAMES HAMILTON. PRODUCED BY JAMES HAMILTON. WRITTEN BY JAMES HAMILTON. DIRECTED BY JOHANN DAHLER. CASTING BY JAMES HAMILTON. COSTUME DESIGNER: JAMES HAMILTON. HAIR AND MAKEUP: JAMES HAMILTON. PRODUCTION DESIGNER: JAMES HAMILTON. EXECUTIVE PRODUCERS: JAMES HAMILTON, JAMES HAMILTON. PRODUCED BY JAMES HAMILTON. WRITTEN BY JAMES HAMILTON. DIRECTED BY JOHANN DAHLER.

FOR EVERY LEGEND THERE IS A NEW BEGINNING



# THE VENUE

## *Location*

St Scholastica's College. 4 Avenue Road, Glebe, NSW, 2037 (See map opposite) close to the Sydney CBD. Registration will be in the demountable classrooms at the rear of the school. Events will be held in the demountables or in the building adjacent to the gym. The entrance of the school is at the corner of Arcadia and Avenue Roads.

There will be plenty of public transport (but remember it will be on public holiday timetables on Monday), and the school is a 2 minute walk from the shops on Glebe Point Road.

## *Parking*

There is NO parking on the school grounds. However, there is free parking on the streets all around the school.

There is also an access lane to the gymnasium for those who need to unload things, called Maxwell Lane. However this lane is not to be used for parking. Please note that this will be in use by vendors on Saturday morning, as they need to unload the stock for the stalls.

## *Transportation*



Bus routes 433 and 431 depart the Sydney CBD and Railway Square (Central Railway Station) regularly, and stop on Glebe Point Road, a short walk away from St Scholastica's. Alternatively, the 370 route comes from Coogee to Glebe, via Newtown.



The light rail departs from Central Railway Station regularly and stops at **Jubilee Park**, which is a 5 minute walk from St Scholastica's.

## *Security*

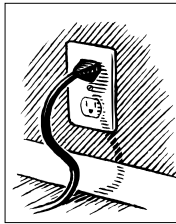
Whilst all reasonable care is taken, the organisers and the venue provider accept no responsibility for any loss or damage occurring to persons or property attending SYDCON.

## *Emergency First Aid & Medical*

Emergency telephone numbers are Fire/Police/Ambulance – 000. The nearest public hospital casualty department is at Royal Prince Alfred Hospital on Missenden Road, Camperdown. The telephone number is: (02) 95158141.

The following people hold first aid certificates:

- Garry Cross

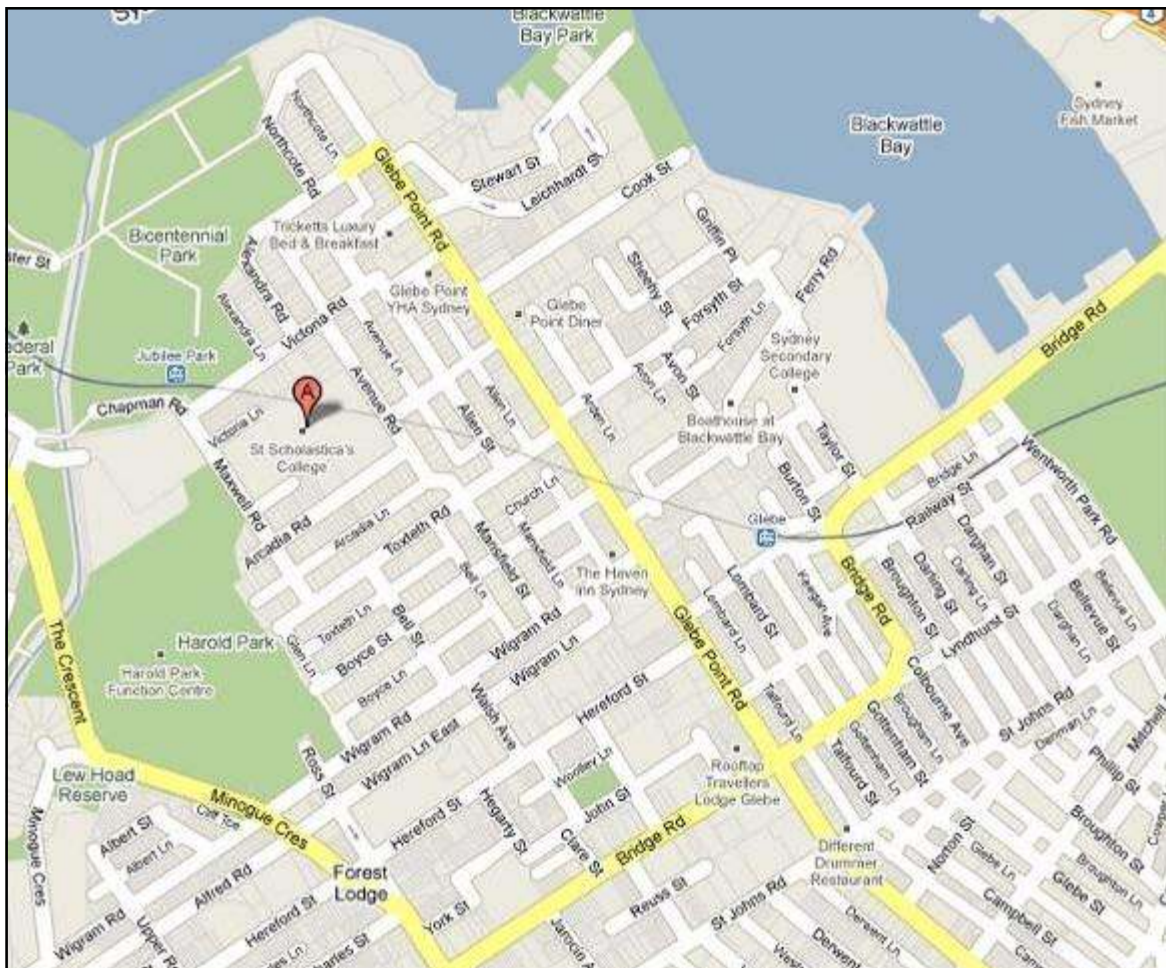


*NB: Please be aware that no power outlets may be used without prior consent from the convention organisers.*

### *Amenities*

Toilets and showers are located at the open space off the back of the gym. There is a kitchenette attached to the large room off the main hall. As usual there will be a canteen running in the gym. Other shops are just a short walk to Glebe Point road.

### *Map*





# MUNCHKIN

## THE NEW SOUTH WALES MUNCHKIN CHAMPIONSHIP (YEAH BABY!)

Munchkin is the addictive and humorous card game where the aim is to reach level 10 as quickly as possible and bring down anyone in your way, next to you, or even behind you, by wheeling, dealing, and mostly stealing. It is simple yet great fun!

After the success of the Sydney Munchkin Championship at EyeCon 2011, we are running the **NSW Munchkin Championship** at SydCon this year, in an effort to go one further! It will be run during session 8 of the Con (the last session)

Whether you have played Munchkin previously or not, you are welcome to take part in the tournament. All card sets and other trappings will be provided, so that all you need to bring is your cunning.

The format will be: two Grand-Finals played as a round-robin. Each of these games will be limited to 55 mins, and if no one wins in that time, players will be ranked according to their level. These will be followed by an 'Ultimate-Final'. Players will be selected for the ultimate-final based on their total levels in the grand-finals. This game will have a time limit of 1.5 hours.

The tournament will be played using the standard Munchkin deck and the first three or four expansion packs: Unnatural Axe, Clerical Errors, The Need For Steed and De-Ranged (maybe). Players who want to make use of T-shirts, bookmarks and other special Munchkin knick-knacks, must clear each item with me before the start of the tournament.

**The Sydney Munchkin Champion (you know who you are!) will receive free entry and bonus levels at the start of the game.**

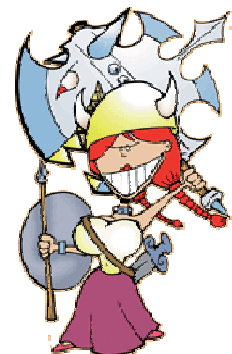
Players in the tournament should be present and ready to play 15 minutes prior to the start of the session. Each round will begin on the hour and players who arrive late will forfeit that round.

### Casual Play and Introductory Session

For those that want to learn how to play and then compete, I will also be running a free 'introductory session' on Sunday morning (Session 7). This session is also open those that just want a casual game.

Above all remember:

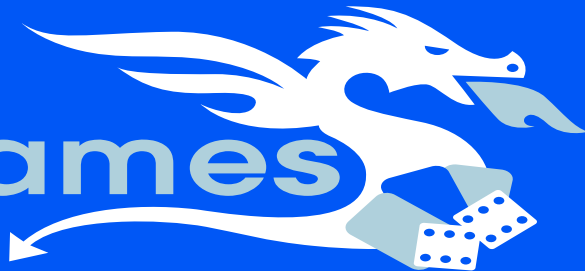
**KILL THE MONSTERS  
STEAL THE TREASURE  
STAB YOUR BUDDY.**



goodgames



goodgames



# **We are coming to Sydcon 2011**

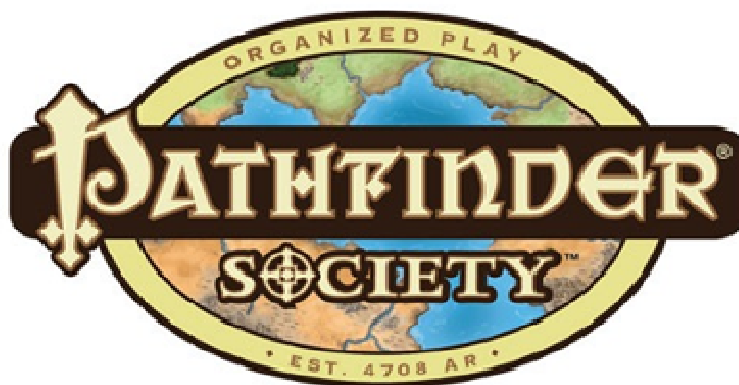
Come on down to visit me at the stall.  
For the Sydcon weekend we are  
offering 10% off all RPG books.

Free giveaways as well.

I will also be demoing "The Spoils TCG".  
It's fun, its naughty, it's as if Monty Python  
invented a TCG!

[www.thespoils.com](http://www.thespoils.com)





### Organised by Tony Calder

Pathfinder RPG is a tabletop role-playing (dice, combat and story-telling) game that is the evolution of Dungeons & Dragons 3.5 edition. Pathfinder Society Organised Play is a constantly evolving mega-campaign played by thousands of players and the adventures you experience are shared by players around the world.

At SydCon2011, There are a number of different games being offered each session, to cater for characters of all levels. If you are new to Pathfinder, or to this type of Living Campaign, the First Steps trilogy is an excellent way to introduce a new character. Over the course of the three adventures your character will be introduced to many of the important aspects of the Pathfinder campaign and will advance to 2<sup>nd</sup> level. If you don't have a character, we will have a variety of starting characters on offer for you to choose from. It is recommended, but not essential, to play the three adventures of the First Steps series in order.

For those interested in trying Pathfinder, but not wanting to commit the time for all of the First Steps series, We Be Goblins! is also an excellent starting point. First run at Free RPG day earlier this year, it too is designed for beginning characters (and players).

Adventures which are designed for a range of levels, such as 1-5 or 5-9, will run at either low tier or high tier, depending on the levels of the party, and the player's choice as to which tier they want to run at.

As each scenario runs for 4 hours Pathfinder Society play will run into the breaks in between SydCon sessions. The full list of modules being offered is:

---

#### ***First Steps—Part 1: In Service to Lore (Character level: 1)***

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge

---

#### ***First Steps—Part 2: To Delve the Dungeon Deep (Character level: 1)***

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

***First Steps—Part 3: To Delve the Dungeon Deep (Character level: 1)***

Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.

---

***Heresy of Man—Part I: The First Heresy (Character levels: 5-9)***

For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed "let no man be beholden to a god." While this has led to relative peace without religious strife, it has left the nation devoid of divine healing and magical methods to provide succour to those ravaged by disease or injury. When a new and mysterious plague begins ravaging the coastal villages of Rahadoum, you are sent by the Pathfinder Society to escort a cleric of Sarenrae into the heart of the plague in order to protect a secret Pathfinder research project. Getting there means smuggling the cleric in as contraband and when the Pure Legion, Rahadoum's defence against religion, get wind of your arrival, you must fight not only to protect the cleric, but to keep yourselves from being executed for violating the First Heresy.

---

***Heresy of Man—Part II: Where the Dark Things Sleep (Character levels: 5-9)***

When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil -- responsible in part for the destruction of an ancient empire -- now stirs and threatens the entire region with a deadly plague. Can the Pathfinders survive a sinister game of cat-and-mouse and escape with their lives?

---

***Heresy of Man—Part III: Beneath Forgotten Sands (Character levels: 5-9)***

Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion.

---

***Sewer Dragons of Absalom (character levels 3—7)***

Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Centre of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

---

***Song of the Sea Witch (Character levels: 3—7)***

When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city -- the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Centre of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?

***The Chasm of Screams (Character levels: 7—11)***

When the Decemvirate sends the PCs on a mission into the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermitic ex-Pathfinder known as the Phitones of Axioms, the players soon find themselves deep in the mythical howling caves commonly referred to as the Chasm of Screams. Can the brave adventurers survive the harsh environment and defeat the demented thralls of the powerful, icy master of the oft-avoided cavern? Or will their cries of pain join the chorus of tormented voices that already echoes from the Chasm of Screams?

---

***The Dalsine Affair (Character levels: 1—7)***

Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages-old, religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed.

---

***The Flesh Collector (Character levels: 3—7)***

A priceless manuscript has gone missing from the Pathfinder lodge in Almas, and the Pathfinder Society has traced its current whereabouts to a remote monastery off the coast of south-western Nex. Arriving at the Monastery of the Unremitting Tide, the PCs face the suspicious scholars who study there, and in the process risk enraging an ancient spirit and uncovering a long-lost secret that, more than possibly costing them the stolen manuscript, could cost them their very lives.

---

***The Forbidden Furnace of Forgotten Koor (Character levels: 7—11)***

When a Qadiran Pathfinder known for her knowledge of genie-kind fails to report back to the Katheer Lodge, the PCs are sent into the long-abandoned ruins of Koor, a former forge city high in the Zho Mountains. In their effort to find the lost agent, the Pathfinders may find themselves facing a foe long locked in a secure vault by the city's former occupants -- guardians whose departure weakened their defences, paving the way for a terrible escape.

---

***The Frost Fur Captives (Character levels: 1—5)***

Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.

---

***The Mantis's Prey (Character levels: 7—11)***

The Red Mantis have a contract to assassinate Grandmaster Torch, and the famed Absalom information broker calls in a favour from the Society to prevent his untimely demise. You must locate the Red Mantis assassins sent to kill him and eliminate the threat before they strike.

***Tide of Twilight (Character levels: 1—5)***

The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artefacts for the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it.

---

***The Rebel's Ransom (Character levels: 5—9)***

In researching a recently recovered druidic loestone, the Pathfinder Society learns of a powerful artefact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.

---

***We Be Goblins! (Character level: 1)***

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure -- fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

---

***Wrath of the Accursed (Character levels: 7—11)***

When Pathfinders in and around the Osirian capital of Sothis don't respond to an emergency summons to the Sothis Lodge, you are sent to discover their whereabouts. What you discover are a series of horrific murders all tied to a long-forgotten curse from the Society's past.

---

***You Only Die Twice (Character levels: 5—9)***

The Pathfinder Society sends you into the undead-ruled nation of Geb for an undercover mission, not disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?

---

***The Ghenett Manor Gauntlet (Character levels: 5—9)***

When the Pathfinder Society failed to obtain a valuable artefact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well-guarded manors throughout the world. You are sent to Ghenett Manor in Katapesh with the hopes of surviving long enough to return with the prize -- assuming it's there at all.



# RAPTURE

The end of days is just the beginning...

Rapture is a game of dark, theological, sci-fi horror. In the year 2645, humanity had spread to the stars. Its fledgling colonies taking tenuous root on dozens of worlds. Science had led humanity to its destiny... or so we thought.

God... is real. He has fulfilled His promise. A year ago, the End of Days came to Earth. At that time, the (very) few pure souls ascended, and what remained of the seething mass of humanity were cast into the fires of Hell. But that was only on Earth. Those few humans left in the vastness of space remain: confused, conflicted, paranoid... largely unaware of the true fate of those on Earth, and hunted by... things.

*Expect to die. Often. It's the only way forward.*

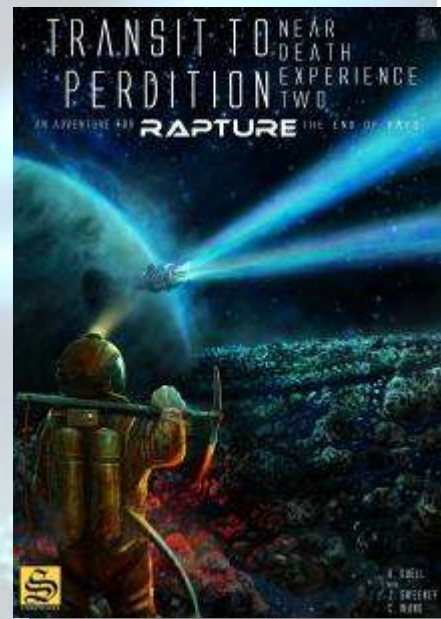
## NDE2: Transit to Perdition

You've heard the old miner's tales about Perdition, the sister world of our lovely colony, Confucius, right? Well, if what you heard sounded bad, then it's most likely true. Perdition is the only other planet in the Goldilocks (liquid water) Zone of the system primary - HR511. But where Confucius is an Earth Analogue, a near paradise, Perdition is about as close to being the opposite as you can get. While Perdition is reported to have a breathable atmosphere, the biosphere is shattered and the clouds which boil above that devastated world are said to hold dangers that no sane man has returned to describe.

So why would anyone want to go there? Well it's a miner's paradise, with rich pickings among the rings circling that cursed world. Mining the rings is fine. It's just not recommended to go to the surface, that's all.

And yet, the surface is exactly where you, your crew-mates, and your plucky little transport ship have been chartered to go. Somehow, MentAI - an AI research and production corporation with few assets in the colonies - have managed not only to get down to the surface safely, but they've succeeded in setting up a research facility there. From all the stories you've heard about Perdition, this job is NOT a good idea, but the MentAI representatives insist that the goods you've been entrusted to deliver are sorely needed, that they will provide you instructions to transit safely through the cloud layer on arrival in orbit, and that the pay, well, that's simply phenomenal! Of course, it's contingent on the whole crew keeping their mouths shut, but that's not unusual when dealing with the Colonial Corps. So it's straight in, deliver the goods, get the consignment note signed off, and get the hell out. Simple, right?

Well it might have been, without loose lips discussing things before you even lifted from Confucius, shifty researchers awaiting their 'precious cargo,' and competing factions buying off the crew. And then there's that sealed, powered, cargo container squatting in the middle of the hold. That thing is just weird...

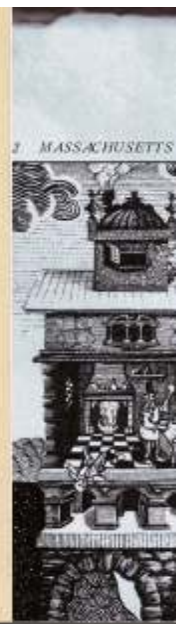
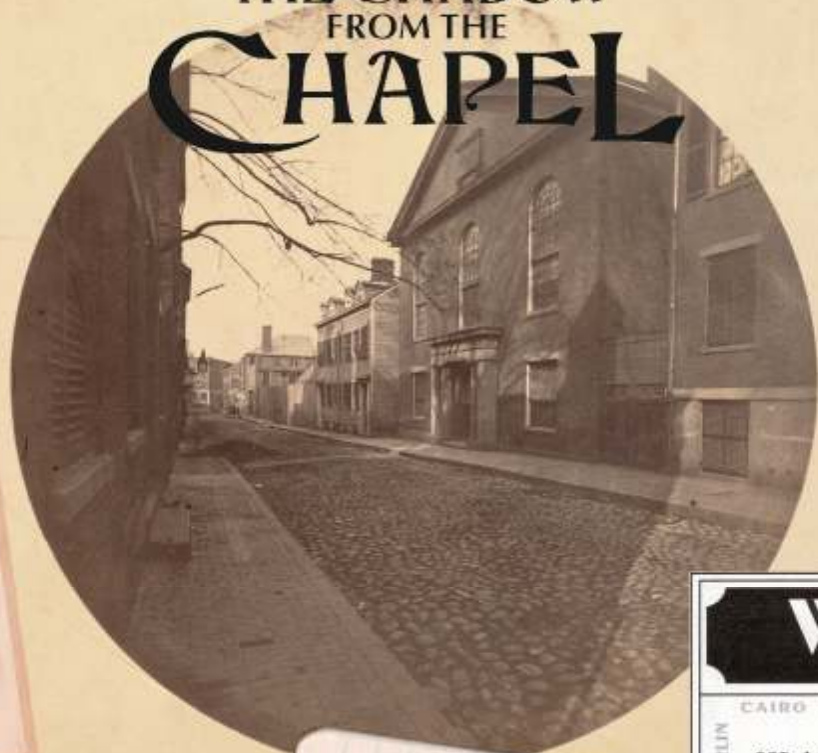


System: Indie, with a strong narrative / paranoia feel. No experience required.  
Genre: Sci-Fi Horror - Aliens meets the Exorcist. For 3-6 Players. Bring: d10's!

Written and Run by Ray Duell.

Production Assistance & Props: Joe Sweeney and Cindy Wang.

# THE SHADOW FROM THE CHAPEL



**WV**

CAIRO VANCOUVER HONG KONG

ROME BERLIN

OCT 1 1920

COME TO BOSTON STOP DEV CORBITT AFFAIR STOP

HARVEY WALTERS

*The eyes they had were the burning eyes*

11 I therefore shall evil come upon thee; thou shalt not know from whence it riseth: and mischief shall fall upon thee; thou shalt not be able to put it off: and desolation shall come upon thee suddenly, which thou shalt not know.

12 Stand now with thine enchantments, and with the multitude of thy sorceries, wherein thou hast

didst not  
7 They from th  
the  
not;  
I kn  
8 Y  
thou  
time  
for I

**T**ibi, Magnum Innomi  
signa stellarum nigrarum  
bufoniformis Sadoquae si



We dwell, as Plato wrote, in a vast cavern of ignorance, and all our knowledge is but the study of shadows cast on a distant wall. Our men of science, never thinking the truth they seek might lie beyond the confines of the cavern, examine these shadows minutely. Sometimes a more sensitive figure will follow the shadows to the mouth of the cave, to see for himself their source. But the truth of the universe has a form and nature utterly alien to our experience, and such travellers return with minds seared by blasphemous revelations, if they return at all. I was one such seeker after truth, and I set down this account greatly chastened, for had I understood the dangers at the outset, I would have never tried to trace to its origin the shadow from the chapel.

*Celebrating 30 years of Call of Cthulhu.*

'The Shadow From the Chapel' is a 1920s *Call of Cthulhu* game for 2-5 players. No experience with the system or setting required.

Written and presented by Ken Finlayson





## **Citizens of her Majesty's Commonwealth!**

**Membership to the Ordo Novocastria is now open... Thus placing membership to this illustrious organisation within grasping distance of your sweaty malformed little hands.**

**<http://ordonovocastria.org>**

# Witching Stew

Ask a dozen Nuln residents why brave/foolish souls enter the city sewers on Hexensnacht (“Witching Night”) and you’ll get a dozen different answers: revelry at the turning of another year, avoiding the eerie light cast by both of the full moons, escaping the cold night air, looking to cause a bit of mischief, the list goes on...

In order to protect the influx of visitors into the sewers, the city authorities employ additional temporary members of the sewer watch for the witching period. You are all such temporary sewerjacks – attracted by the higher than normal pay, or other motives known only to yourself, you plan to spend your rostered few nights in the “aromatic” environment of the Dwarfen build sewer system, trying to keep out of trouble and out of the bubbling broth of “the stew”!

Unfortunately, half-way through your watch the only experienced sewerjack, Sergeant Gant, was dragged into the stew by a hideous tentacled beast and was not seen again! You are now deep within the labyrinthine tunnels, with only a vague idea how to retrace your steps. No obvious leader has stepped up to take the ill-fated sergeant's place and a feeling of panic is beginning to set in...

Will the group of misfits band together in the face of adversity or will they fall apart and pursue their own agendas. Each of you has their own reasons to brave the sewers on Hexensnacht – some noble, others not-so-noble. Will you play a down on his luck ratcatcher? A morose Dwarf with a guilty secret? A light fingered grave robber who surely can’t be up to anything good? And why would an educated and well-dressed scribe sign on as a sewerjack?

A game by Martin Blake



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# SYDNEY GEEK TOGETHER GATHERINGS (SGTG's)

We are an informal network whose aim is to:

- ✂ Pool together the gaming wisdom of those in and around Sydney and NSW in a social environment.
- ✂ Promote networking by creating opportunities for players looking to find a game and for DMs/GMs looking to find players.
- ✂ Provide a great social events for gamers.

SGTG's are held quarterly at a club in the Sydney CBD.

For your invite to the next SGTG, please contact

[talisman01@live.com.au](mailto:talisman01@live.com.au)



FADE IN: SOFT FOCUS ON SEXY GIRL WITH BED-TOUSLED TRESSES AND JUST ENOUGH LINGERIE TO AVOID GETTING THIS AD TOTALLY CENSORED ... WITH LUSCIOUS POUTING LIPS, SHE LOVINGLY TURNS TO THE CAMERA AND USING IN HER HUSKY, COME-TO-BED VOICE, SHE SAYS DREAMILY ....

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**Do you find that you are often in the mood for a good game, but lack people who share your particular game fetish to play with? Do words like RPG, Cluedo, Settlers of Catan, Munchkin, D&D, Board Games, Dice, Mah-jong, Poker, Euchre, get you hot? Do you go weak at the knees for a quickie of Rummy or for a long, slow afternoon session of Monopoly?**

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**SPEEDY MALE VOICE-OVER: Game Lovers at Meetup.com cannot guarantee that the woman conjured up by your freakish imagination will be present at any events that they might hold – although stranger things have happened. Other people will be there and they will be as interesting and weird as the people usually are. Any concerns you may have about false-advertising in relation to this advertisement should be addressed to your own libido!**



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# THE BLACK HART OF CAMELOT

It is the legendary age of King Arthur's Britain, the classic setting of chivalry, romance, intrigue, magic and adventure. During the marriage of Arthur and Guinevere, a white hart entered Camelot. Following this omen, Arthur went on to create a new age of justice and prosperity for Britain. Nearly twenty years have passed since then, and Britain faces unrest. Now a black hart has entered the court at Camelot. This portent is clear to all. The sorcerer Merlin advises Arthur to call a gathering of his subjects, to deal with the brewing trouble before it gets out of hand. King Arthur has called a gathering of all his noble subjects, in an attempt to deal with the various challenges facing his united Kingdom of Britain. The outcome of this gathering will determine the fate of the kingdom.



## *Background*

It is a kingdom that never was, and always will be. The tale of the rise and fall of Camelot has been told and re-told over the centuries and has often strayed far from the truth. Now shall we uncover the true history of Camelot, and of all the lords and ladies that had a hand in its shaping, and eventual undoing.

Arthur is King of Britain, with four vassal kingdoms under him. To the southwest lies Cornwall, whose influence is growing. West is Cameliard, birthplace of Guinevere. In the north is unruly Lothian. East is noble Listenoise, home of the Fisher King. These four royal families vie for land and favour within King Arthur's court and their sons serve as Knights of the Round Table. Over the western sea lies the Kingdom of Ireland, fiercely independent of Britain.

The new ideal of romantic chivalry is tested against the old rule of might, and Christianity clashes with the old pagan ways. Blood feuds are fought and unseen powers vie for the land's soul. When a black hart enters Camelot, Merlin arranges a gathering of those who will decide the fate of the land after this omen. Now a crucial lost chapter in the history of King Arthur's Britain will unfold.

Before King Arthur's time, Britain was ruled by mighty warlords. Arthur's father, Uther, was one such king, and conquered almost all of Britain by force before his death. When Arthur grew to maturity, he called for a new Britain where everyone would be subject to the law, including lords. There was resistance from some of the lords at first, but in time they swore fealty and Arthur became the first King of Britain.

Britain is now Christian, and the old pagan ways are being branded as devilry. Dangerous creatures such as dragons have largely been eradicated. Magic still abounds, although its sources are increasingly questioned. Noblemen from throughout the realm form the Knights of the Round Table, who swear to live by the new code of chivalry.

As yet only Sir Galahad has proved virtuous enough to achieve a vision of the Holy Grail.



The kingdoms of Cornwall, Cameliard, Listenoise and Lothian are Arthur's vassals. He directly rules the land of Camelot. The armies of each of the five kingdoms are evenly matched. Times have been relatively peaceful until recently, but now conflict between the monarchs is brewing. Cornwall and Cameliard are in dispute over the land of Glouchedon where the Lady of the Lake dwells. In a separate conflict, King Pellinore of Listenoise and King Lot of Lothian have been killed and there are rumours of a blood feud between their successors.

Arthur has stated that none of his kingdoms may go to war with each other, and that disputes must be decided by trial. Yet it is only the good will of his vassal lords that holds Britain together under his laws.

Written by Ryan Paddy

Presented by Belinda Kelly, Dijana Popin, Malcolm Edwards and Stuart Barrow

# Sympathy for the Devil

"...Sydney Police today were called to a house in St Leonards, after a 000 call from a concerned resident began a siege lasting over 12 hours. Harry Fitzclarence has more on that story."

"Thanks Sandy. I'm standing here outside the house on Berry Lane, where Police today were called to a hostage situation with a bizarre twist. This morning, as commuters left their homes to begin another working Tuesday, a man dressed all in black and wearing a mask, burst into the house of the Sanderson family, waving a firearm. He allegedly demanded that Mr Sanderson 'stop messing him around' and 'tell him where she was'."

"This was the beginning of a day-long siege which has only just come to a close. Police were alerted after a concerned neighbour called 000 to report what sounded like gunfire coming from the house."

"Harry, have the police identified the Assailant?"

"The police have released the identity of the assailant as one James D'Arbanville, a 24 year old student, studying at the University of New South Wales Chemistry School."

"I'm going to have to cut you short there Harry, I'm being told that the Police have released a statement - we cross now to Senior Sergeant Jerry Hopwell."

"....thankyou - Please hold all your questions till the end.

At approximately 8:30 this morning, a single assailant entered the residence of the Sandersons, on Berry Lane in St Leonards. The assailant is alleged to have made threatening demands of the only resident of the house, one Jonathon Sanderson, demanding information on a missing persons case.

"When the victim was not forthcoming with this information, the assailant discharged his firearm twice, wounding The victim. Although at first it seems as though the victim had been injured very badly, when ambulance officers examined the wounds, they were able to treat them on site with minimal interference.

At this stage, we are looking into the links between the aforementioned missing person, the girlfriend of the alleged Assailant, who was listed missing earlier in the month...-"

\*\*\*\*\*

**The world is Organised. Rational. Everything we experience can be explained.**

**Cant it?**

**Nothing is ever what it seems, and sometimes we are forced to see what lies beneath our world... And as we gaze into the abyss....we can see it's hunger....**

\*\*\*\*\*

Sympathy for the Devil is a Dark Horror game set in White Wolf's World of Darkness. No prior experience with any World of Darkness.



## Into the Barrens

*It has been 500 years since the Great Demon War in which the humans, elves, dwarves and their allies fought and died fighting the demons, culminating in a final battle in which the most powerful mages of each side gave their lives to banish the rest of the demons from the world (although most believe that they were completely vanquished, those privy to the secret are reluctant to share it in order to prevent a panic).*

*Since the demon wars, the old alliances have fallen apart with only vestiges remaining. The once mighty human kingdom has fallen into several separate kingdoms, most of which are on the verge of attacking you. The elves and dwarves have grown ever more insular, although there is still some trading between the races.*

*Over the last several months there have been a number of sightings of creatures resembling the ancient demons, usually out in isolated regions of Cyrethia (mostly along it's borders with the Barrens or other kingdoms). In the village of Arondel (which is near the Barrens), in the kingdom of Cyrethia, there was recently such a sighting, prompting King Marcus Lionel to send some of his men to investigate the situation. And the Lord of the House Azure sent his own independent group to investigate things: his daughter and heir Aimee, and a Barren Warden, Graham Winters, to protect Aimee in case the situation was as bad as feared.*

*However the situation is much worse than first thought. Although the village seemed safe, before Aimee, and Graham could head out to start investigating, the village was suddenly attacked by dozens of demons.*

*After an intense battle, Aimee, Graham, and Adrien (an "ordinary" peasant with dreams of becoming an adventurer) managed to fight off the demons killing dozens of them, and they managed to save around half of the villagers. Aimee then decided they should head for Azure City immediately, to warn her father about the invasion, and decide on a plan of action.*

*When they arrived at Azure City, they found it's mighty walls under siege by a massive horde of dozens of different types of demons. Several of them resembled those that had attacked Arondel, but there were other, much larger creatures, that looked like they were being used as siege weapons, as well as other varieties of demon that none of them had ever seen or heard of before.*

*They managed to sneak pass the occupying force using Aimee's power of flight, and landing in the streets of Azure City, as they headed for the castle, they were attacked by a succubus, at which point Adrien revealed he wasn't so ordinary after all, by destroying it with a single massive lightning strike from the sky.*

*Upon reaching her father (Duncan Azure), he tasked the three of them to head into the Barrens, with the aid of other mighty adventurers, in order to recover artefacts that could be used to fight off the demons. The House Azure Court Wizard is due to address this doughty band on the details of these artefacts, and where in the Barrens they are located...*

A Fantasy Unisystem Game  
By Darren Foster



# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

The Living Forgotten Realms games are created by the RPGA, an organisation of players administered by Wizards of the Coast, and presented at SydCon 2011 by Dave Gove and the GMs of the Blacktown Games Day Association. Players create their own characters and can take them from venue to venue, levelling and developing their characters with a variety of fellow players. New games are released every month for Living Forgotten Realms, and the BGDA always tries to bring the latest, unplayed games to the conventions.

### **CALI3-1 MALICE OF MINTAR**

Ala'Ammar, patriarch of House Azhar in Almraiven, believes his bloodline might be traced back to the legendary House Asada. To prove his claim, Ala'Ammar seeks the famous *Battle Cloak of Vycaena*. He needs a band of daring adventurers to conduct the search for him -- a search that leads through the twisted streets of Mintar, into dark dungeons where secrets are torn from souls the way flesh is torn from bone. This is the first part of the *Battle Cloak Saga*, which continues with CALI3-2 and concludes in CALI3-3. We recommend, but do not require, that you play the three parts of this story arc in order, with the same character.

*A Living Forgotten Realms adventure set in Calimshan for characters of the Heroic Tier (levels 1-10).*

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### **CALI3-2 MENACE OF MEMNON**

The search for the *Battle cloak of Vycaena* leads to the city of Memnon, where fire Gnasi enjoy an opulent lifestyle built on the backs of human slaves. Heroes are needed to infiltrate the city, posing as thespians, and locate the prize. Does your ability to perform on stage match your ability to perform in combat? This is the second part of the *Battle Cloak Saga*, which began with CALI3-1 and concludes in CALI3-3. We recommend, but do not require, that you play the three parts of this story arc in order, with the same character.

*A Living Forgotten Realms adventure set in Calimshan for characters of the Heroic Tier (levels 1-10).*

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### **CALI3-3 AGONY OF ALMRAIVEN**

In a land of assassins, djinn, giant birds, and magic lamps, our heroes find themselves pursued all the way to the gates of Almraiven, and quickly discover that there are those who would stop at nothing to prevent Ala'Ammar from getting his hands on the precious artefact that will restore honour to his family and could even deliver freedom to the oppressed people of Calimshan. This is the third and final part of the *Battle Cloak Saga*, which began with CALI3-1 and continued in CALI3-2. We recommend, but do not require, that you play the three parts of this story arc in order, with the same character.

*A Living Forgotten Realms adventure set in Calimshan for characters of the Heroic Tier (levels 1-10).*

### **ELTU 3-1 GOOD INTENTIONS**

A string of grisly murders has hit the town of Triel. Word on the streets is that insanity grips the townspeople and a new cult is to blame. Are these just whispers in the dark or is there something more sinister behind it all?

*A Living Forgotten Realms adventure set in Elturgard for character levels 1-4. This adventure is the first part of the Sinister Intentions Major Quest. This is a roleplay-heavy adventure with multiple paths for the PCs to pursue.*

---

### **ELTU3-2 BLUE WOUNDS**

In the wake of the recent conflict against the Plague changed horde, the paladins of Elturel find themselves and their city pushed to the breaking point. The corruption of the Spell plague yet lingers in many parts of the city, and Elturel's citizens feel overlooked while Torm's faithful focus on vengeance instead of guardianship. In this chaotic environment, hero and villain alike must seek ways to work together for the common good -- or perhaps the appearance of charity merely hides an ulterior motive. This adventure is the first part of the *Controlling Chaos* Major Quest.

*A Living Forgotten Realms adventure set in Elturgard for characters of the Heroic tier (levels 1-10).*

---

### **ELTU3-3 THE WAY OF ALL FLESH**

You are on the trail of the criminal Arbosus. Can you stop him before he is able to hatch his devilish scheme? This adventure is the second part of the *Sinister Intentions* Major Quest, which began with ELTU3-1 *Good Intentions*. We strongly recommend that you play this series in order, with the same character, if at all possible.

*A Living Forgotten Realms adventure set in Scornubel for characters of the Heroic tier (levels 1-10).*

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### **ELTU3-4 BLUE BEAST**

Fear and discrimination drive away the spell-scarred citizens of Elturgard, something else lurks ahead. What evil is preying on the refugees? This adventure is the second part of the *Controlling Chaos* Major Quest, which began with ELTU3-2 *Blue Wounds*. We strongly recommend that you play this series in order, with the same character, if at all possible.

*A Living Forgotten Realms adventure set in Scornubel for characters of the Heroic tier (levels 1-10).*

### **ELTU 3-5 IT'S IN THE BLOOD**

The defeat of Arbosus left many unanswered questions, stirring fears of sinister plots that the Companion's light has not yet illuminated. Can you defeat the hidden threat at the Boareskyr Bridge or will you be the first to suffer a fate that could forever blot the paladins' pride? This is the third and final part of the *Sinister Intentions* Major Quest, which began in ELTU3-1 *Good Intentions* and continued in ELTU3-3 *The Way of All Flesh*. We strongly recommend that you play the three parts of this series in order, with the same character, if at all possible. As with all Elturgard adventures, there may be additional role-playing possibilities for PCs who are members of the various Elturgard meta-organizations.

*A Living Forgotten Realms adventure set in Elturgard for characters of the Heroic Tier (levels 1-10).*

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### **ELTU3-6 TRUE BLUE**

Rumours have surfaced that a new power in Iriaebor has secretly developed a cure for the spell-scarred citizens of Elturgard. While Elturel itself has failed to deliver a cure, its leaders are suspicious that a city in political turmoil could have solved the problem so quickly. You and your fellow adventurers are sent to seek the truth, wherever it may lead. This is the third and final part of the *Controlling Chaos* Major Quest, which began with ELTU3-2 *Blue Wounds* and continued in ELTU3-4 *Blue Beast*. We strongly recommend that you play the three parts of this series in order, with the same character, if at all possible. As with all Elturgard adventures, there may be additional role-playing opportunities for PCs who are members of the various Elturgard meta-organizations.

*A Living Forgotten Realms adventure set in Elturgard for characters of the Heroic Tier (levels 1-10).*

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### **CORM 2-1 FOR CROWN AND KINGDOM**

For decades, knights-errant of Cormyr have sought glory in the untamed Stonelands. It is common for these knights to bring a retinue of adventurers on such quests, and what better way to make a name for oneself?

*A Living Forgotten Realms adventure for characters levels 1-4.*

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### **DRAG 2-2 THIS GATHERING STORM**

Thievery, deceit and treachery are the lifeblood of commerce in the Dragon Coast. Piracy is all but officially sanctioned. So what happens when the unspoken rules are broken?

*A Living Forgotten Realms adventure set in the Dragon Coast for characters levels 1-4.*

## **TYMA2-1 OLD ENEMIES ARISE**

The life of a typical kobold is nasty, brutish, and short. They breed like rabbits and have a tendency to fight anything and everything they come into contact with – including each other. So why are the various kobold tribes near the town of Ruinspoke suddenly so well organized? This adventure is the first part of the “Rise of Darkness” Major Quest to be continued in TYMA2-2 and concluded in TYMA2-4.

*A Living Forgotten Realms adventure set in Tymanther for characters levels 1-4.*

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## **LURU 2-3 F FORGOTTEN CRYPTS, HIDDEN DANGERS**

A collapse in the famous Lady’s College of Silverymoon reveals a network of forgotten catacombs. Engineers are sent down to ensure the stability of the university building, but more broods in the tunnels below than wood rot and crumbling walls. First part of the Forbidden Lore series, ending in LURU2-4 (levels 4-7).

*A Living Forgotten Realms adventure set in Luruar for character levels 1-4.*



## **SYDCON TRIVIA NIGHT**

**8 pm—Sunday Night**

**It’s back and it’s free!!!!**

**Come along and enjoy a night of light entertainment and laughs.  
See if you have what it takes to win the title.**

**Presented by**

**Heather McGreal, and Angela Sweeney**





## “Let's Be Bad Guys”

Find a crew, find a job, keep flying. That's a captain's goal. And we do whatever it takes to keep this boat in the air. Sometimes that means honest work, sometimes not so honest. But there ain't nothing wrong with being bad guys for a spell.

The war ended 5 years ago, but it didn't end for everybody. Some folk were not content to lay down arms, and now they're stirring up a mess of trouble. Word is a resistance is forming. But is another war really what we want for the 'verse? Will you help the Browncoats rise again? or just keep on flying.

### Setting Info

Serenity, and its parent television series Firefly, is what's called a Space Western. Set in a solar system that has five Suns, dozens of planets and hundreds of moons, with a culture blended from Chinese and American into one whole. Where the Core Worlds appear to be a technological utopia, worthy of traditional science fiction, the Border Worlds are a lawless frontier where horses replace hover-cars and bullets replace lasers. Several years ago the system went to war. The Alliance, led by the Core worlds, decided it was their job to govern the system, by force if necessary. The Independents, made up of the Border Worlds and those places on the Rim that were established enough, fought valiantly against the Alliance and their totalitarian regime, but ultimately lost the war.

Our players are the crew of the Firefly Eclipse, captained by a former Independent soldier, drifting the edges of the system, trying to live their lives as far away from the Alliance as possible.

A captain's goal is simple: find a crew, find a job, keep flying. And they take what jobs come their way, sometimes honest ones, often not. But when word a rebellion comes their way things get complicated. Could it be possible to win freedom again? Or is it just the pipe dreams of lost souls out on the rim.

### Presented By Stephen Marsh

A tabletop role playing game for 3 - 6 space cowboys  
Using the Serenity Role Playing Game from Margaret Weis Productions

## THE SEVEN SECRET DEATHS OF THE CRYSTAL DRAGONFLY

(A.K.A. 'The Girls Who Knew Too Much', 'Bloodstained Veil on a Naked Torso', 'The Phantom Case of the Broken Glass Dolls', 'Half the Day is Darkest Night', 'Rose Red and Ice Cold' and 'The Academy of Terror'.)

Written (and Directed) by Jules Saint

FADE IN:

INT. BALLET ACADEMY PASSAGEWAY - NIGHT

High-angle long shot of an ornate passageway, flanked by closed DOORS. Polished oak floorboards glisten in the thin moonlight intruding from a large, rain-streaked window at the far end of the passage. The camera is slowly gliding forward as the scene fades in.

A sudden FLASH of lightning reveals a TRAIL of small, wet FOOTPRINTS on the floorboards, leading from the bottom of the frame to a DOOR on the right side of the passageway.

The upper half of a FIGURE wearing a long, dripping, black RAINCOAT steps into view in the lower frame. The figure's upturned collar and wide-brimmed FEDORA hat make it impossible to determine gender, skin or hair colour. The figure is wearing bulky, black, leather GLOVES, and holds a long, glittering carving KNIFE in his right hand.

The FIGURE moves deeper into the frame, following the footprint TRAIL.

CLOSE on the hand and the KNIFE as the figure comes to a halt at one of the closed DOORS, featuring the number "101". The left hand enters the frame and closes around the antique DOOR-HANDLE, producing a SOFT CLICK.

CUT TO:

INT. BALLET ACADEMY BEDROOM - NIGHT

Low angle medium shot of a young GIRL, about twelve, barefoot, wearing a damp white nightdress. Her hair is wet and drips onto her shoulders. She has flattened her body against the obverse side of a familiar wooden DOOR. Suddenly, she jerks her head upward in response to the sound of an unseen hand resting upon the DOOR-HANDLE on the other side of the door.

High angle, medium shot down past the DOOR-HANDLE at the GIRL as she lifts a trembling hand to reach for the KEY protruding from a KEYHOLE beneath the DOOR-HANDLE. She watches the DOOR-HANDLE slowly begin to turn, her hand hovering over the KEY, her other hand clutched over her chest. Suddenly, she grips the KEY and turns it, awkwardly. With a LOUD CLICK, the door locks.

The GIRL screams uncontrollably and hurls herself away from the DOOR (and out of frame) as the DOOR-HANDLE is violently twisted back and forth from without.

Her screams continue as we...

FADE TO BLACK:

A surreal series of murders have thrown an elite European ballet academy into disarray. As gruesome as they are inexplicable, the murders threaten to destroy the delicate balance which has prevailed for generations within the academy, and in the idyllic Swiss township beyond its walls. Can the murderer be stopped before it is too late?

In the grand tradition of 60's-70's Italian 'film giallo', beloved by cult film fans worldwide, GialloRPG is a new, rules-light role-playing system set in a surreal world of madness, betrayal, and supernatural horror - a world as beautiful as it is nightmarish - where player characters pit themselves against sinister forces which operate at the limits of human comprehension.

# RAPTURE

THE END OF DAYS IS JUST THE BEGINNING

***“This is the most clever, original setting concept...  
Someone really needs to make a film of this, right  
now.”***

-- Greg Stanyer, [www.rpgnow.com](http://www.rpgnow.com)

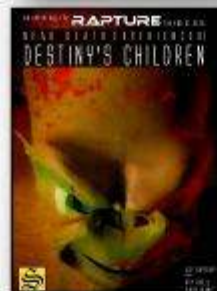
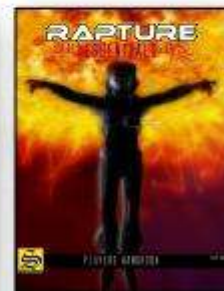
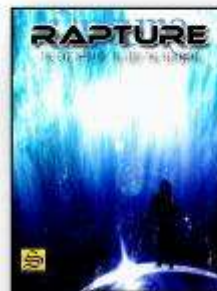
Grab a copy of the game everyone has been talking about... from the place where the End of Days began: Sydcon!

That's right, the crazy Storyweaver Guys are back for Sydcon, the place where the whole' dang shooting match was first dreamed up.

And to celebrate, we'll be randomly giving away copies of our new products, including:

- \* Rapture: Essentials Players' Guide
- \* Near Death Experience 1: Destiny's Children
- \* Near Death Experience 2: Transit to Perdition

But you gotta play to win! Try out "Transit to Perdition" with Ray... and be the first to try our new game, *Rapture Unrapt* in "Darker Places" with Joe.



AND ASK US FOR OUR SPECIAL RAPTURE PACK DISCOUNT COUPONS!



## ARE YOU READY FOR SOME FOOTBALL?

...It all began long, long ago, on an ancient battlefield somewhere in the Old World. The battle ended in a grim bloodbath. Mutual exhaustion led to a truce being called, whereupon the leaders of both sides attempted to parley.

As the leaders argued, the ordinary troops fell where they stood, thankful for any respite from the slaughter. Mungk, the leader of a small Orcish band accidentally discovered the entry into an ancient building. Inside, strange armour adorned the walls, peculiar mosaics lined the floor, and at its centre, on a great bejewelled pedestal, sat an enormous book. After the parleying leaders of the two great armies had been informed of the Orc's peculiar discovery, they adjourned their so far fruitless meeting in favour of this new mystery.

Eventually they found an old Dwarven seer who could read, and after three day's silent reading of the text he said, *"This book appears to be the religious text of a group of warriors who came from a land called America. The book is dedicated to the lost god Nuffle. The head priests of the various sects of this deity, known as coaches, led their bands of warriors into great arenas, and attempted to exterminate each other. The object was not, however, violence simply for violence's sake. No! It was in truth of great ritual significance! A pig's bladder was inflated and carried or thrown from one end of the arena to the other, in an effort to ..um, score. Carrying the bladder over an opponent's end line gave a sect a number of things called points. The battle lasted a set time. At the end, the sect who had amassed the most points was declared the victor. Apparently, you didn't even have to maim all your opponents, although the coaches seem to have encouraged the practice as much as they could. Furthermore, the book also states that Nuffle's sacred number was eleven, and that only eleven warriors from each side could be on the field of battle at one time."*

*"It seems to me,"* continued the Dwarf, *"that Nuffle has seen our dilemma and is trying to resolve it. I suggest that a team is put forward from each side, and that our differences be resolved in this fashion."* A murmur of assent rippled through the crowd, soon rising to a roar of agreement!

And so it was that the first game of Nuffle American Football (as it soon became known) took place. A pig's bladder was inflated, much to the pig's consternation. Armour was taken from the temple, and placed on chosen warriors from either side. The teams lined up. A shaman 'referee', dressed in fresh zebra skin for the occasion, blew a whistle and the game was away. There was no proper pitch, no lines and very few rules, and to this day no-one is quite sure who actually won.

There were initially some problems, as teams from the Old World and the New World areas developed their own unique rules of play, and a match between the Grudgebearers and the Reikland Reavers in 2399 almost started a full-scale war when neither side could decide whose rules to use. Eventually, a commission was established to resolve the situation, and a set of rules for everyone to use was published in IC 2409. A Commissioner was appointed to oversee the league and a 'Grand Final' game was created to establish to best team each season. But the game's future success was guaranteed when a College of Magic program, developed the device known as the 'Moving Iconograph', that allowed pictures of Nuffle Football to be broadcast all over the Old and New World.

The game continued to grow in strength until IC 2534, when then Commissioner Nicholas Badall decreed that new players would be assigned to teams through a draft system. A number of stronger teams objected to this new ruling, fearing they would be unable to use their financial clout to secure the best players. Co-ordinated by player agent Augustus Octavius Bacon, these teams established a new league at the end of the 2534 season, known as the Crimson Bowl. The old league became known as the Blood Bowl.



In an attempt to keep the peace and stave off total collapse, Commissioner Badall agreed to recognise the new league, and set up with now Commissioner Bacon an ultimate final, to be played between the winner of the two leagues. This game would be known as the 'Super Ultra Mega Bowl'. Unfortunately Emperor Karl Franz of the Empire (the greatest power in the Old World and owner of the majority of stadia where Nuffle Football is played) and the Church of Nuffle, have both decreed that the two leagues must be re-united into one. This has thrown the sport into chaos, and no-one knows what the 2535 season will bring...

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## EYECON SUBMISSIONS



## EYECON

The SRGA is looking for game designers to provide games for our other convention, **EyeCon 2012**, to be held on 6 — 9 April 2012.

Please ask one of our organisers at SydCon for our convention submissions guidelines pamphlet, which contains information about our conventions. Submissions close early 2012.

For more information, please contact [conorgs@eyecon.info](mailto:conorgs@eyecon.info).

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## After Con Drinks

It wouldn't be a con if we didn't disrupt some poor pub's evening trade when we were all done handing out the bits of wood!



**Toxteth Hotel @ 6pm**  
345 Glebe Point Road, Glebe

We'll have the upstairs room at the Toxteth booked, and under-18s will be welcome.





You've been screwed...

At least one person wants you dead...

The people you most trust, don't necessarily trust you...

But you've got skills and talents that might just get you through...

...might just let you get some revenge...

...and might let you achieve your destiny.

FUBAR is a low preparation role-playing game focusing on a group of talented individuals who have been betrayed by the people they trust. Using the cyberpunk ethos of "Style-over-Substance" it provides a rough framework to tell a tale of revenge, deliberately leaving out certain information so that players can customise their game at the start of each play session.

The system of FUBAR is fairly simple, with all actions following the same basic procedures: whether combat, social, problem solving, or anything else. A player takes three dice (more if they have traits associated with a task). He / She rolls these dice then allocates them between the categories of Success, Sacrifice and Story. Players putting their highest dice in success have the best chance of overcoming their adversity. Players putting their highest dice in sacrifice have the best chance of walking away unscathed. And players putting their highest dice in story actually get to input their own narrative into events (describing not only how well they have succeeded or failed, but also what actually happens).

The only other important thing to remember with FUBAR is the concept of scenes, acts, rests and trait duration. Basically, when there is nothing left to do in the immediate environment, a scene ends. When the characters are ready for the next stage of the story, an act ends. In each of these cases, characters lose some of their less permanent traits, and the GM gets a chance to recover some of the story's enemies.

FUBAR is specifically designed to be loose with story and high on drama. Characters are almost guaranteed to succeed in areas where they have specialised, but they have to make some great sacrifices to achieve success in areas where they have little experience. Relationships between characters are important (whether friendships or enmities). But nothing is ever truly what it seems.

If you want more information about FUBAR, visit the RPGNow online role-playing store ([www.rpgnow.com](http://www.rpgnow.com)).

The full game is available as a free PDF download ([http://www.rpgnow.com/product\\_info.php?products\\_id=91382](http://www.rpgnow.com/product_info.php?products_id=91382)), and there are an assortment of supplements gradually being released to expand the game's potential into a wide variety of genres.



## No Man's Land

It is October 1918, and in France soldiers huddle in hastily-dug trenches, faith their only protection against the never-ending artillery barrage. Beneath the cracked and shattered soil of the Argonne Forest lives something that waits, lurking and feeding upon misery - something inhuman...

Very soon the members of the doomed Lost Battalion will stumble upon this mystery older than Mu, and then the fate of the world will lie in their hands.

A Realms of Cthulu (Savage Worlds) game for 3 - 5 players, adapted from the classic Call of Cthulhu adventure by Sam Johnson.

Presented by Joshua Edwards

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## AGAINST TIME, AGAINST LIFE: THE LEGACY OF AL HAZRED

On the distant sands of a far flung world, ancient evil stirs. In the vaults of the Victoria-Albert museum minds that sought rest are brought screaming to life. From around the globe gentlemen gather, as the skies fill with the glorious roar of flying machines

By order of the her majesty, he who boldly traverses the wilds of space and delivers the will of the Empire to the godless heathens shall lay claim to the lands and title soon to be known as the 'Duchy of Mars'.

**'Against Time, Against Life, The Legacy of Al Hazred'** is a single session 30 player jaunt to the great beyond for men of destiny.

Written and Presented by Herbert 'Herbie' Peppard.

# Murder

# in Two

# Stag Pass



Deep in the Phoenix Gate Mountains the White Stag Clan have held Two Stag Pass for a Millennium. Once allies of the Unicorn Clan, they now stand alone as silent guardians against threats from the northern tundra. However their loyalty is now in question as a spate of murders in the mountains have sewn the seeds fear at the Imperial Court. News has now reached the Emperor that his favoured magistrate is the latest victim, and he can bear failure no longer. Six of the Great Clans have been issued Imperial warrants, tasking them to bring an end to whatever insidious force threatens the empire.

You are one such young envoy, standing as a representative of your clan's honour and nobility. You have been tasked to serve both the will of your Emperor in ending the threat, while at the same time building better relations with the White Stag Clan in the hopes of increasing your Clan's influence and prestige. This will be your chance to show that you are capable of navigating the web of intrigue and deception which infests Rokugan's Imperial Court, and ensure your rise to glory...



### Honourable Crane Clan Samurai

Like all Crane you are the master of your craft and your craft is the sword. As a master duellist few would dare to challenge you to a fair fight,. But who said everyone fights fair?

### Dutiful Mantis Clan Archer

Born with a bow in your hand, you can take a sparrow from the sky at 50 yards. if you can see your target there's no doubt you'll hit your mark. Few arrows however stop a knife in the back...



### Just Dragon Clan Investigator

Your kind has sought to shed light into the darkness for as long as the empire has stood. Few can hide their secrets from you. To many this makes you their first target...

### Courageous Crab Clan Samurai

Fearless in battle your might serves to shield the empire from its enemies. As the guardian of the righteous it is your duty to protect the innocent if you can determine who they really are...



### Honest Phoenix Clan Shugenja

Gifted with the secrets of the Kami, the elements are your allies and serve to reveal the truths of the world to you. These gifts however often riddles who's truths are often revealed too late...

### Courteous Unicorn Clan Emissary

Having travelled far and wide you have learned the secrets of men's hearts and wish to share your wisdom. But with foreigners, few will trust you or heed your words even when things are dire...



## Veritas Maledictus

The Kaldamar Basin has always been home to one civilisation or another. Whilst the empires themselves have risen and fallen, the fertile lands and abundant natural resources have meant that there has been always fuel to fire new growth. And so it has been for thousands of years. Civilisation built upon civilisation. The most recent of which is the Kingdom of Kaldamar.

25 years ago, a creature spoken of only in legend appeared in the skies over Kaldamar. The great Dragon Sellakharah, arising from Dragonsmount to wreak havoc upon the lands and demand tribute lest they perish in the all consuming fires of her breath.

After five long years of having all that they toiled to produce taken from them, five heroes arose, led by a young warrior named Thadius: Umshantay, a Sorcerer of awesome power, Sarah a Toombraider of unequalled skill, Kendra a Healer of the D'erven mountainfolk and Achak, a castaway who had found a new home amongst the Kaldamari.

Thadius led them to the very heart of Sellakharah's lair, where they were able to defeat the evil dragon once and for all... Or so they thought...



## Evil on the Loose

Come along for some fun, adventure and nostalgia and play a session of Classic or Original Dungeons & Dragons. This adventure is set in the Grand Duchy of Karameikos; specifically, a small village near Kelvin. You and your companions will find yourselves as the only ones that can help and are drawn into a man hunt when an evil necromancer escapes from his prison cell, searching for his next victims...

This session will use the Classic Dungeons & Dragons rules as outlined in the Rules Cyclo-pedia. Pre-created characters will be available. If you would like to bring your own you are free to, however changes may be required to keep the adventure balanced. All players welcome: young and old, new and experienced, parents included.





SUTEKH IS THE UNIVERSITY OF SYDNEY CLUB FOR ALL THINGS GEEK. WE MEET ON A REGULAR BASIS AND HAVE AN EXTENSIVE ALUMNI STILL INVOLVED IN THE HOBBY.

WHILE WE ARE FORMALLY A UNIVERSITY OF SYDNEY UNION CLUB, ALL OF OUR EVENTS ARE FREE EVEN FOR NON-UNION MEMBERS, THOUGH SOME DISCOUNTS AND PERKS ONLY APPLY TO MEMBERS.

**Email:** [SUTEKH@SUTEKH.INFO](mailto:SUTEKH@SUTEKH.INFO)

**Website:** [HTTP://WWW.SUTEKH.INFO/](http://www.sutekh.info/)

**Facebook:** [HTTP://WWW.FACEBOOK.COM/ GROUP.PHP?GID=2220796893](http://www.facebook.com/group.php?gid=2220796893)

**Twitter:** [HTTP://TWITTER.COM/SUTEKHUSYD](http://twitter.com/sutekhusyd)



## UNSW Gameplayers Society

The UNSW Gameplayers Society is a club devoted to role-playing, card games, board games and table-top war games. We are an open society of friends and have proven a great place for new university students to meet like-minded.

The group meets on Monday & Wednesdays

**Website:**

<http://unswgameplayers.awardspace.com/>

**Mailing List:**

<http://groups.yahoo.com/group/unsw-rpg>

**Email:**

[contact@unswgameplayers.cjb.net](mailto:contact@unswgameplayers.cjb.net)



## MURPS

### Macquarie University Role-playing Society

Macquarie Uni's tabletop, card, and board gaming society! The club is one of the oldest gaming clubs in Sydney. First run in 1984, MacquarieCon is the role-playing convention organised by MURPS and held at Macquarie University in December each year.

**Email:**

[murps.president@gmail.com](mailto:murps.president@gmail.com)

**Mail-list:**

[http://games.groups.yahoo.com/group/murps\\_list/](http://games.groups.yahoo.com/group/murps_list/)

**Website:**

<http://www.macquariecon.info/>



## Blacktown Games Day Association (BGDA)



The Blacktown Games Day Association (BGDA) began operations in November 2001 in order to provide a role-playing venue for role-playing games, including games sponsored by the RPGA (Role-playing Gamers Association) and the Pathfinder Society based in the US.

The association has no membership fees and intends to make role-playing an easy and relaxed affair, at minimum cost.

SYDCON is proud to host members of the club, and of our ongoing affiliation with the BGDA.

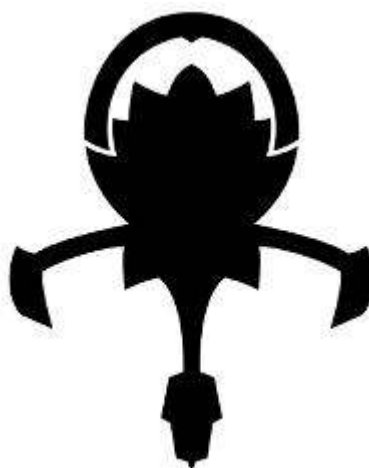
Our Game Masters are some of the best in Australia, making them some of the best in the world! We try to meet the needs of those who've been role-playing since the seventies as well as those who started today!

If you're interested, set aside your second Saturday and come out and see us.

Gammo does most of the co-ordination, and you can email him at:

cgammage @optusnet.com.au

For further info: Hop onto the mailing list to keep up with latest events, or have a gander at: [members.optusnet.com.au/~cgammage/schwarz/](mailto:members.optusnet.com.au/~cgammage/schwarz/) for more information. Our venue is air conditioned and usually provides separate playing rooms.



## Beyond the Sunset

Beyond the Sunset is the Australian affiliate of a global social organisation sanctioned by White Wolf, Inc. which participates in an ongoing, consistent and international gothic-horror themed Live Action Role Playing (LARP) chronicle set in White Wolf's World of Darkness.

Beyond the Sunset boasts several hundred members in most capital cities of Australia, and some places in-between. Players are able to take their characters to other city's games, and effect those games and continue their stories all over Australia, and indeed the globe.

The Harbour of Darkness (known as the HoD) is Sydney's Beyond the Sunset Domain, bringing together all the genres played in Sydney, coordinating larger-scale events, and the social hub for Sydney Beyond the Sunset members.

Those interested in joining Beyond the Sunset are encouraged to speak to one of the existing members at the convention or go to:

<http://www.camarilla.org.au/wiki/index.php?title=Sydney>

Beyond the Sunset deals with a variety of mature subjects as we explore the tragedy of the human condition through themes, metaphors and role-play. As such, all members and attendees of events are required to be at least 18 years of age.

## CONDITIONS of ENTRY and PARTICIPATION

It is a condition of participation in the SYDCON 2011 convention (“**SYDCON**”) and entry to all locations and venues (and their grounds) in which SYDCON is being held (“**the Venues**”), that participants and their invitees agree to the following:

1. Not to:

- a. wear or otherwise display offensive signage or logos;
- b. distribute political, religious, offensive or commercial advertising material; or
- c. engage in ambush marketing, without the prior written consent of Sydney Role-Playing Games Association Inc (“**SRPGA**”);
- d. not to engage in any conduct or speech which is offensive, indecent, intimidating, threatening or which vilifies others;

2. Not to do any of the following at the Venues:

- a. misuse, deface, damage, tamper with or remove from the Venues any buildings, structures, vehicles, fixtures, chattels, equipment or signage;
- b. deposit litter, except in bins provided for that purpose;
- c. disrupt or interfere with any of the activities provided by the SRPGA at SYDCON, or interfere with the activities or comfort of any other SYDCON participants or those lawfully present at the Venues;
- d. interfere with, obstruct or hinder the SRGA or its agents in the exercise of their functions or duties;

### WEAPONS

3. Not to bring or allow to be brought to the Venues any weapons or firearms or replicas thereof, that are prohibited by the *Weapons Prohibition Act 1998* (NSW), and not to use any such weapons, firearms or replicas at the Venues;

### ALCOHOL, SMOKING AND ILLICIT DRUGS

4. Not to bring or allow to be brought to the Venues any alcohol or illicit drugs and not to smoke or consume any alcohol or illicit drugs at the Venues, save that, subject to the laws governing those locations, alcohol and smoking is permitted at the after party and the banquet;

5. That any participant who is deemed, by the SRPGA or its agents, to be intoxicated or affected by alcohol or illicit drugs may, at the SRPGA's or its agents' discretion, be refused entry to, or ejected from, the Venues;

### PROOF OF REGISTRATION/PRIVACY

7. To wear any identification badges required by the SRPGA or its agents at all times whilst at the Venues, except at the after party and the banquet;

8. That the SRPGA and its agents are permitted to take photographs of participants during SYDCON and are permitted to use those photographs and any personal information provided by participants for the purpose of promoting and advertising SYDCON and the activities of the SRPGA.

9. If any participants and their invitees breach any of the conditions of entry set out above, SRPGA or its agents, may refuse such participants or their invitees entry to any of the Venues, or may eject such participants or their invitees from any of the Venues, without refund of entry fees.

### RISK WARNING

Injury can occur while a participant is attending SYDCON, engaging in, or watching, role-playing activities at SYDCON, or travelling to and from the Venues. The injury may result from the participant's actions, the actions of others or equipment failure.

On some occasions, an injury can be serious (such as head injuries, dislocations, back injuries, concussion or broken bones). In very rare cases the injury can be life threatening or result in permanent disability. If a participant has a pre-existing injury, participating in activities at SYDCON could result in an exacerbation of that injury.

Participants could also suffer harm as a result of their personal property being lost, stolen, damaged or destroyed.

Participants in SYDCON and their invitees participate or engage in the activities provided by the SRPGA at SYDCON at their own risk.

**Saturday 1 October - Monday 3 October 2011**

**St Scholastica's College  
4 Avenue Road, Glebe**

