

# ARCANACON XXII

## A SYDSUMMER NIGHT'S

### DREAM

FOLK TALES AND FAERIE STORIES



A Games Convention  
Australia Day Weekend  
January 23 - 26, 2004  
<http://www.arcanacon.org/>  
presented by Random Inc.

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# WELCOME TO ARCANACON XXII

## FOLK TALES AND FAIRIE STORIES

This year's Arcanacon is the province of hobgoblins, bogies, sleeping princesses, giants, cats in shiny kneehigh leather boots and the alarming sight of Syd the Arcanasaur playing the Fairy Godmother. Over the four days of the convention, we have 29 tabletop games, 7 freeform games, 4 special events and 6 miniatures tournament. So come and join us for a trip through some fractured faerie tales escorted by the Brothers Grimm.

### Why come to a games convention?

A games convention is a three or four day games-fest held to run and play various types of roleplaying games. It's not just for established gamers - plenty of games are written and presented specifically for newcomers to roleplaying. If you're new to gaming, keep an eye out for the games with little or no system knowledge - these games are easy for new roleplayers to pick up quickly and run with.

If you're an established gamer, you can try out game systems or playing styles that are new to you, especially freeforms (which are rarely run outside of conventions), see how others write and run a game, and pick up some new approaches to old games. You can meet other gamers who share your interests and swap anecdotes and ideas. You also have a chance to buy gaming stuff you probably haven't seen before. If you're into miniatures or board games, it can be hard to find opponents (and time!) - a convention provides a meeting place for plenty of fellow enthusiasts. People who come to games conventions are generally eager to have a good time, forget about mundane matters for a few days, mingle with other players and generally play games until they drop.

Most of all, conventions are fun!

So what's Arcanacon about? All of the above, really. More specifically, Arcanacon provides an opportunity for gamers to share the many facets of our hobby. We want to promote roleplaying to both existing gamers and interested newcomers, and to provide a forum for new ideas and innovations. Most importantly, we all want to have a good time doing all of this!

### When and where is it?

Arcanacon XXII will be held at Collingwood College, Hoddle St, not quite opposite the Collingwood Town Hall (Melways 2C, G9). It is close to Collingwood Station and Johnston St, and effectively on Hoddle St.

In 2004, the convention will be held over the Australia Day weekend, the 23rd, 24th, 25th and 26th of January. Festivities begin at 2pm on the Friday and continue until prizegiving at 7.30pm on the Monday, in the process cramming in 13 sessions of roleplaying, wargames, boardgames, theatre games and more.

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# Mind Games

**In 2004, Mind Games City will be attending Arcanacon and setting up a trader's stall in the rego hall.**

**Mind Games City are also the premier sponsor of...**

## THE ARCANACARD

### **What is it?**

In 2002, Arcanacon introduced a new initiative - people who attend the convention will be eligible for ongoing discounts and incentives, not just during the convention, but for the full year.

### **Can I get one?**

To be eligible to receive an Arcanacard, you must pre-register to attend the convention for at least nine sessions - whether as a Get Wrecked player or as a fulltime GM. People who register as helpers can also count those sessions towards the 9 necessary sessions, as can part time GMs.

There are no other requirements. You can even register online at <http://www.arcanacon.org/> and pay on the day: the card will be waiting for you at the registration desk.

### **What are the benefits?**

City Mind Games has generously offered a 10% discount on all roleplaying material which is not already discounted. Over time, we hope to add other sponsors and arrange once-off specials. Already we have approached bookstores, restaurants, cinemas and video hire outlets. If you have any ideas for extra sponsors, or if you know a business that might be interested, please contact the Arcanacon organisers.

In addition to discounts and special deals, Arcanacard carriers can choose to receive email news about Arcanacon, sponsors, other conventions, clubs and events. We also hope that you will make suggestions and give feedback about all aspects of Arcanacon. If you don't want to receive our email, please don't check the box! We will not pass on anyone's details to any third party, and your details will be deleted if you ask to be removed from our mailing list.

# HOW DO I ENTER?

Each and every convention attendee must register for the convention, and pay the required fees before they may attend any convention events. You can either enter with the Entry Form provided or online via our website - <http://www.arcanacon.org/>

## How much is it?

To enter Arcanacon, you need to pay a \$6 registration fee, plus a \$6 fee for each session that you play. The convention cost is capped at \$60 for the Get Wrecked entry. Some special events, such as the War Hammer 40K have a set cost instead, of a per session cost.

See the entry form for the details.

## PreEntry

We encourage you to pre-register for the Convention, for the benefit of all involved; you're more likely to get into the events you want (many are already full by the start of the Convention). Pre-registering also means just walking into the convention and being ready to go - no queues at the desk, just confirm your sessions and go.

It also gives the writers a good idea of how popular their scenarios will be, and whether they should find more GMs before the Convention. Some writers like to play a couple of games as well, and if they have a better idea of how many players they have, they'll be able to preorganise themselves too.

And there's no denying that pre-registration helps the Convention. Early pre-registration helps us to judge required venue space, arrange for extra GMs or places in tournaments to meet demand and make catering for the canteen more accurate (very important!). It also gives us a starting cash-flow before the convention, when we incur a lot of costs.

## Visitors

Registration as a Visitor costs \$5 for the whole convention and allows you to take part in public participation events, such as the CheapAss demonstrations. Even if you are not playing anything, you must still register as a member of the convention (for insurance purposes if nothing else). If you wish to enter an event, you can easily change to a full player registration and leap straight in.

## On the day...

When you arrive at the Convention and you have pre-registered, collect your badge and timetable at the Registration Desk, which is in the Main Hall. You must then confirm your sessions with the scenario writers or event organisers, who will be available at their respective tables in the Main Hall.

If you are registering on the day, you will need to fill out an Entry Form and pay the relevant fees at the Registration Desk, before then going on to arrange session times with the various event organisers.

## Special packages

There are also a number of special registration packages, including our Get Wrecked and Warhammer registrations. See the entry form for more information.

## Convention Timetable

The first session starts at 4pm on Friday. From then onwards, tournaments are run in 2.5 hour sessions, each in a 3 hour block. Friday has two sessions, commencing at 4pm and 8pm. The following three days have sessions at 9am, 1pm, 4pm and 8pm, with the final session Monday being devoted to the prizegiving.

The convention doors open at 8:30 am on Saturday, Sunday and Monday. Cashing in on the long summer day, we're giving you an hour for lunch and an hour for tea, and then taking advantage of balmy nighttime to run the convention until 11pm. Arcanacon closes on Monday evening with the Awards Ceremony, closely followed by the Post Con Do at Chilli Kiss Mexican Restaurant.

## Awards

Trophies and/or certificates are awarded for most tournaments; to place-getters, in recognition of roleplaying excellence, or to players who have done something outstanding during a game. Where tournaments have been generously sponsored by game retailers or companies, that sponsorship may sometimes take the form of company products as prizes.

Selection criteria for these awards is left to the discretion of individual tournament organisers. If a game writer chooses not to give awards, this will be mentioned in their blurb.

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## Need more information?

If you have any queries about Arcanacon XXII please contact

Peter on 9314 2437

You can also contact the convention organisers by post, at this address:

Arcanacon XXII  
P.O. Box 181  
Ashburton 3147

If a tournament organiser has supplied contact details please direct any enquiries about that tournament to them. For privacy reasons, some tournament organisers have declined to list contact details. If you wish to speak to one of these organisers, ring the Arcanacon number and give us your name and phone number. We will pass this onto the tournament organiser, who will then ring you.

You can email enquiries to [arcanacon@vurt.net](mailto:arcanacon@vurt.net), and you will also be able to enter via our website - more information will be available on the site, as well as any updates on tournaments or the Convention:

<http://www.arcanacon.org/>

## POST CON VENUE

## COMING SOON

Each year after the prize-giving, we all head off to a restaurant to eat, drink, talk endlessly about the con and be merry. Our venue for the last few years has shuffled off this mortal coil and departed into the great unknown of failed restaurants, but rest assured the organisers are frenziedly seeking a place that meets all your margarita needs. We'll let you all know where the post-con venue will be as soon as we have decided.

## CON PHONE NUMBER

This year, we have a Convention Phone Number to allow people to ring into the convention. The phone will be kept at the Registration Desk -- any messages received will be posted on the Noticeboard so please check it regularly. Note that with over 200 people 'somewhere' on-site, we cannot track down individuals to relay messages in person. The number is:

0408 842 266 or

0408 VIC CON (if that's easier to remember).

This number will only be active during the four days of the convention - outside those days, please contact Peter

## HELP! HELP! PLEASE HELP! HELP WANTED!!

Arcanacon runs on the efforts of its volunteer helpers, both before the convention and more importantly, during. And we need more, more I tell you!

This year we are hoping that some of the kind, generous people attending Arcanacon will feel up to offering some of their convention time towards helping us out around the convention - possibly in the canteen or at rego or just randomly around the site where we need help.

Feel free to contact us and ask for more information - your assistance will be greatly, greatly appreciated.

## ER, I'M NEW TO CONVENTIONS.

Arcanacon wants new people! If you've never been to a convention before, then we can help you out with understanding how you enter, how you schedule and how things generally happen over the weekend. But you can't be shy, or we don't know who you are. So ask an organiser today!

## DISABLED ATTENDEES

If you have any special needs, eg ground floor access only, please contact us before the convention so that we can make the desired arrangements for you.

## YOUNG CHILDREN ATTENDING ARCANACON

An increasing number of gamers are producing the next generation and many kids will no doubt accompany Mum and/or Dad to the convention for early indoctrination -- er, to see how games are really played.

We don't mind if you bring your kids along, but:

- Arcanacon does not run a creche or child-minding centre, and cannot provide any form of supervision for children or teenagers under 18 years of age.
- If you bring children under 10 years of age to Arcanacon, they must be under your direct supervision at all times.
- Please ensure your children do not disturb other people at the convention. In particular, players have enough challenges to face in their games without having to deal with a screaming three year old!
- The inverse is also true - no one wants to accidentally traumatise your 3 year old by exposing them to enthused roleplayers



# CONVENTION RULES

We ask you to observe the following rules during the Convention, for safety and sanity:

- NO WEAPONS are to be brought to, worn or carried at any time during the convention (including water pistols), real or replica guns, swords and knives), unless approved as part of an official event. Only official event organisers may provide such replica weapons, and they must be approved by the Convention organisers.
- You may not smoke inside any of the buildings or within 10 metres of an open doorway.
- You may not bring alcohol onto the site or bring or use illegal drugs on-site.
- You are not allowed to sleep on the site (due to Health Regulations).
- Children must be directly supervised by a responsible adult at all times, both to ensure their safety and prevent them from disrupting the enjoyment of other Convention members.
- If you continually argue with a GM after a final decision has been made, you may be disqualified and asked to leave the session.
- Every player in a session must be registered for that session, and have paid the appropriate fee
- Please respect your fellow players' rights -- don't spoil their fun.
- Please look after the venue (so we can come back next year). We have only hired some areas of the school; please keep out of any others. The areas we are to use will be well-signed.
- You must wear your registration badge at all times while on the Convention site
- If you are more than 15 minutes late for your session you forfeit that scheduled session at the GM's discretion.
- If you miss a scheduled session, arranging another is at the discretion of the Event Organiser(s).
- Please turn your mobile phone off during a session.



If you do not comply with these rules you may be expelled from the Convention.

## BEYOND THE RULES

A fundamental element of Arcanacon is that all attendees: players, GMs, tournament organisers, helpers and convention organisers should have an enjoyable time at the convention. Everybody who is involved with Arcanacon is contributing something towards the success of the convention. Players contribute funds towards the costs of the convention and their time and energy to bring an event to life. Other attendees contribute in kind: by giving up their own opportunities to play, taking the time to playtest and learn a tournament scenario (GMs); by spending weeks/months designing and writing tournament scenarios, finding and preparing GMs (Event Writes/Designers); by ensuring the Canteen and Registration Desk are staffed (Helpers); by ensuring there are tournaments to play, trophies to award, a venue to play in, everything is advertised, etc, etc (Convention Organisers).

It's important to recognise that everyone contributes to the successful running of the convention and that everyone should therefore enjoy the convention. So please note the following:

- Many problems can be avoided by communication. If you are going to be late to a session, PLEASE inform those involved in that session (GM, other players). There will be a Noticeboard at the Convention where you can leave messages; if you're off-site, you can use the Emergency Phone Number to let your team/GM know when you'll be arriving. A little bit of mutual courtesy goes a long way.
- If you have any problems of any kind, please talk to the other players/GM/organisers. Problems are (sadly) inevitable, but everyone involved will do their best to fix things up to the satisfaction of all involved.
- Be on time for your sessions (both players and GMs!) If you are late you'll hold up other teams and GMs. Actual playing time in each three hour block is 2.5 hours and there are generous breaks between sessions.
- There is a 15 minute limit on late starters. Your GM will wait for you for 15 minutes past the official start time for the session. If the GM does not hear from any member of your team, they may declare the session cancelled.
- Similarly, if your GM does not turn up within that 15 minutes, or provide some indication of a revised starting time, you may claim a tournament fee refund. You are welcome to arrange another session (where possible) and discuss your problem with the tournament and/or convention organisers.
- Remember that the organisers and GMs are all volunteers. Most are overworked, underfed and tired (normal convention condition, really) and respond well to courteous, cooperative and fun players. The reverse also applies. Remember: too little sleep and too much caffeine does not a happy gamer make.
- Sometimes a tournament module at the Convention will not match your expectations or initial impressions as based on the Entry Booklet. You can either go along with the spirit of the game anyway, or, politely withdraw from the tournament and (try to) enter another that suits you better. Similarly, if a GM feels uncomfortable with your approach to the module or your expectations of him/her, they will help you arrange another session with another GM or recommend that you withdraw from the tournament.



**Above all else, have fun!**

## EVENT RATINGS

The event organisers have generally provided ratings from 0 (Unnecessary) to 5 (Critical) for Seriousness, Genre/Rules Knowledge and Characterisation, and a rating for Adult Content similar to the ratings for videos or movies. Together with the blurb, these ratings are intended to help you select which tournaments you wish to play.

The **Characterisation** rating generally indicates the extent, degree of complexity and subtlety of the characterisation expected from a player.

**Rules Knowledge** indicates the required familiarity with the rules system used and to some degree the need to know about the background world or setting of the game. Some roleplaying tournaments are listed as Systemless. A Systemless game typically does not use any form of published rules system or mechanics. Emphasis is placed more on cooperative storytelling. Freeforms, of course, are usually Systemless. Rules Knowledge is sometimes replaced with Genre Knowledge, giving a more exact idea of the required familiarity with the particular background world or setting, movie or style and atmosphere.

The **Adult Content** rating for a tournament indicates the approximate maturity level necessary to play that particular game. Writers have assigned an approximation of the television/movie rating categories to let players know the sort of material which might be in their game. Some writers have also included additional information if there may be particular concepts that could be controversial. The organisers reserve the right to refuse entry to certain tournaments on the grounds of maturity.



Less **Serious** modules tend to welcome gratuitous giggles, laughs, puns, etc, and which are (probably) an integral part of the scenario anyway. More Serious modules can require the player to approach the event with a bit more sobriety, or at least indicate that the event will be of a serious nature. It is generally expected that the atmosphere, intent, believability and integrity of the scenario will be maintained and enhanced by the players' willingness to take the event seriously.

## SPECIAL EVENTS

Arcanacon continues to present you with the chance to do more than roleplay - these mighty special events will astound you! See the *Special Events* section for more details on these and the other great events that we have planned.

### All through the Con...

#### Traders Hall

During Arcanacon XXII Mind Games will be in attendance and selling their fine and rare wares to those discerning customers who attend their stall. Mind Games has also become a major sponsor of Arcanacon through the Arcanacard (See The Arcanacard).

#### D&D Major

Alex Loke, Caroline Seawright, Ken Blakey, Kyle Lake and Michael Butler , winners of last year's D&D major, present this year's three session D&D major tournament - A Dream Amidst The Sands. Enter now for a chance to win the Arcanacon D&D Perpetual Trophy!

### At selected times...

#### Friday...

#### Theatre Games

Arcanacon and Vurt present... Theatre Games. Bounce around like lunatics, and get involved in the other improvisational theatre. Teams of 2 to 4 people compete for fabulous prizes and the accolades of their peers.

#### Saturday...

#### Arcanacon Trivia

Miss Paula and co will be providing a trivia night of fiendish complexity with prizes provided by Chili Kiss. Just be careful, those who don't answer the questions correctly may have to give up their first born child.

#### Warhammer 40K

Mark Morrison presents Arcanacon 40K - a fun, funky, friendly massacre of all participants. The Warhammer competition consists of two solid days of battles starting at 8.45 on Saturday morning and continuing on the Sunday. Play for fun, play for skill, play to crush your enemies beneath your feet.

#### CheapAss Games

He-who-is-Liam returns with his box of goodies for an informal day of CheapAss demonstrations and gaming. Saturday, from about lunchtime until evening, Liam will be available to show you all the evil that is CheapAss...

#### Sunday...

#### Baron Munchausen

"Tell us, Captain Charbotham, how you managed to capture the Dread Beast of Bellham, and why you had cause to release it some years later..."

Baron Munchausen joins Arcanacon for High Tea on Sunday afternoon, followed by a more formal

presentation Post Prandially in the evening - two sessions replete with tales of fine deeds and bold adventures.

**Monday...**

### **WarHammer The Longest Table**

Loyal forces of the Imperium struggle against the hordes of Chaos in this epic Warhammer 40K battle of 24 players on a table twenty six feet long! Only the toughest will survive.

### **WarHammer Imperial Front**

Tanks, Tanks, and mor Tanks. A WarHammer 40K tournament guaranteed to leave flaming wrecks littered across the gameboard.

## **THEMED EVENTS**

Many of the tournaments running in 2004 are based around our theme of Folk Tales and Faerie Stories. You can recognise a themed event by the following icon.



# Tabletop Roleplaying

## ARCANACON D&D MAJOR

Ever since Silverwraith the Quest in 1983, the D&D major has been an important part of Arcanacon. Being run over three sessions, the major allows writers to tell a more epic tale, and players to get a sense of being part of a larger story than a single session can afford. As usual, the team which wins this year's Arcanacon D&D Major will have their names added to the D&D Major Trophy, and have first dibs at writing the Major for 2004.

### A DREAM AMIDST THE SAND

By  
Alex Loke, Caroline Seawright, Ken Blakey, Kyle Lake  
and Michael Butler

*My Brother,*

*I hope my letter finds you well.*

*One would think that words would come easily to one such as myself, but I find my thoughts as clouded as water from a desert spring. I do not expect that these clouds will settle and clear simply because I choose what I believe to be a righteous path. Perhaps if I detail my quandary I will find the words, for truth should not be rushed for brevity.*

*It had always mystified me that our kin could give away liberty for temporary safety. I understand the seduction of comfort, but not at such a price! We are a people without a past, slave to an unseen master. Within the walls is nothing but a civilised tyranny, without there is nothing but the desert. Outside, one can master death, if one is careful, rather than die the little deaths that the compromise of morality demands.*

*I choose the night that this note is delivered so that there can be no long goodbye. I am sure that when you received the note, the seal will have been broken, the wards unravelled. This is my gambit for your peace of mind, brother. Know that I am either free, or that the Sha'irs are toying with my withered corpse. I hope you will remember that in the end I chose life with only self-caution as restraint and not the dog's tether.*

*I must apologise, for again the words seem ephemeral – out of reach.*

*I am no caveat of the faceless ruin, no martyr. I am a tired old man who labours to breathe in the hot wind and has seen too many sons die for neglect.*

*Remember me well.*

*Abdul-Muhsi Faruq Al-Hakam Ashraf  
Most Honorable Servant of the Reckoner,  
Arbitrator Who-Distinguishes-Truth-From-Falsehood*

Welcome the Oasis, a land of sorcery and swashbuckling, corsairs and sha'irs, djinn and efreet. Choose to fight the tyrannous masters – or for them. 3 Sessions of D&D 3.5E. 4-5 Players.

This is the D&D Major, an Arcanacon tradition where teams vie for the D&D Major Trophy, and the first option to present the D&D Major the following year. Remember there can be only one – or 4-5 in this case.

#### Tournament Details:

Characterisation:	4
Setting:	0
Rules Knowledge:	0
Adult Content:	M
Number of Sessions:	3
Team Size:	4-5
System:	D&D 3.5E



**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

# DOWN TO THE BONE

By  
Andrew 'Avery' Stewart

*Of us, what we do in life, echoes in eternity*  
- Maximus, from the Movie **Gladiator**

*And all our yesterdays have lighted fools  
The way to dusty death. Out, out, brief candle!  
Life's but a walking shadow, a poor player  
That struts and frets his hour upon the stage  
And then is heard no more.*  
- **Macbeth**, Act 5, Scene 5

In the end, what is left of us?  
Remembrances?  
Photographs?  
Memories?  
Blood?  
Flesh?  
Hair?  
Bone

Done to the Bone is a five player, two session game concerning death and its impact, inspired by **White Wolf's World of Darkness**. It is a flow on game from Feast of Worms, but knowledge of that game is not required to appreciate Down to the Bone.

## Tournament Details:

Characterisation:	5
Setting:	1 (Gothic-Punk)
Rules Knowledge:	0
Adult Content:	MA
Number of Sessions:	2
Team Size:	4-5
System:	World of Darkness-ish

**Available Sessions:** Friday (A & B), Saturday (D, E & F), Sunday (H, I & J), Monday (L & M)

## Overflow Sessions:

Saturday (C), Sunday (G), Monday (K)

# SO YOU THINK YOU WANT TO LIVE FOREVER?

CuteChicks™ presents:

A dastardly kidnapping  
A heroic rescue mission  
An irate megacorp

## ...and Annie too

A two session, eight player multiform set in a shadowrun-like universe

CuteChicks™ is Nadina Geary and Ingrid Bean

So you think you want to live forever? is the sequel to Who wants to live forever? run at Arcanacon 2003

### Tournament Details:

<b>Characterisation:</b>	3 (yes please)
<b>Seriousness:</b>	2-4 (angsty bits possible, jokes allowed)
<b>Rules Knowledge:</b>	1 (know the genre, not the system)
<b>Adult Content:</b>	M15+ (BYO)
<b>Number of Sessions:</b>	2
<b>Team Size:</b>	8
<b>System:</b>	Shadowrun-ish
<b>Available Sessions:</b>	Friday (A & B), Saturday (D & E), Sunday (H & I), Monday (L & M)

## CONQUEST 2004

## EASTER





# A FAERIE TALE

Presented by Tom Davie, updated and revised from the original game by  
Andrew South

The moon was already high in the sky as twilight fell upon the Sacred Grove. Oberon, the King of the Fairies, majestically raised his hands and called for silence. Slowly, the assembled crowd of fairies, sprites, boggarts, goblins, leprechauns and other feykin ceased their merry chatter. As the king opened his mouth to speak, however, a shrill giggling suddenly erupted from a silly sprite at the front. Under the full weight of Oberon's leaden stare, she quickly fell silent.

*I think you all know why we are gathered here today,* Oberon began. *These confounded humans have disturbed our Wood once too often. I know we've had our fun with them over the last few weeks, but it cannot continue thus. Why, only yesterday mortal feet trod within a hundred yards of this very spot, our Sacred Grove!*

At this, a murmur passed through the assembled fairies, and the night wind rustled restlessly through the leaves of the trees. Oberon continued:

*Therefore, we have come to a decision. We shall elect four of our number to go forth to seek out the cause of this disturbance. They will only be permitted to return to the Wood when this seemingly endless flow of bumbling humans has been stopped. In the interests of fairness, the chosen four will be selected at random from those assembled here tonight. Robin Goodfellow, is all in readiness?*

Puck leaped to his feet, causing a comely sprite (in whose lap he had been lying) to tumble from her toadstool.

*Indeed, My Liege!* he declared. *All present were given an acorn as they arrived. Four of these were cunningly enchanted by myself with a spell that I will now reveal... thus!* So saying, he snapped his fingers, causing four acorns amidst the multitude to begin glowing in the hands of the fairies who held them.

Dolan smiled.....Tinkerbell giggled.....Grobbledok grumbled.....And Shamus cursed!

**A Faerie Tale** - a **Dragonquest** adventure for 4 intrepid fairies out to save Fairyland from humans...

## Tournament Details:

<b>Characterisation:</b>	5
<b>Seriousness:</b>	1
<b>Rules Knowledge:</b>	1 (character sheets will be explained to players)
<b>Adult Content:</b>	PG
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	4
<b>System:</b>	Dragonquest



**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (H, I & J), Monday (L & M)

# AUTUMN HARVEST

by Mik Bonsall

*Red earth.*

*Blue sky.*

*Sussuration of the air, casually moving over the barren soil.*

*Lizard basking in the morning sun.*

*The grey bubble. No sky. No animals. Red earth. No breeze.*

*Then the blue spiders. They all died.*

*Now the bubble is gone.*

*It is time to get back to Alice.*

*Should be back in time for the*

*Autumn Harvest.*

## Tournament Details:

<b>Characterisation:</b>	4-5
<b>Seriousness:</b>	Determined by players
<b>Rules Knowledge:</b>	0
<b>Adult Content:</b>	MA 15+ (Adult themes, some horror)
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	4
<b>System:</b>	Call of Cthulhu

**Available Sessions:** Friday (A & B), Saturday (C & D), Sunday (G & H), Monday (K & L)

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Vurt

You may have heard the name. You may have played the game.  
But do you know what vurt really is?

A resource for roleplayers. We provide free email and web and mailing lists for gamers, and provide a whole pile of useful online resources. We've got faqs and articles and links to all sorts of gaming and gaming convention sites, a mentor program for new writers, a whole plethora of excitingly funky stuff and feathers. A bunch of people trying to make the roleplaying world friendlier, easier and funner.



A place where we  
make up words like funner.

Take a look - <http://www.vurt.net/>

If we don't have what you want, please let us know. We're remarkably good at being helpful, if we do say so ourselves. If you've got articles, information or suggestions, let us know those too.

## VURT.NET - IT'S GOOD

# CORRUPTION

by Hastur&Fastur

A Blue Planet game for four players

For more information see <http://www.fantasyflightgames.com/bpindex.html>

## Tournament Details:

Characterisation:	4
Seriousness:	4
Rules Knowledge:	1
Adult Content:	PG
Number of Sessions:	1
Team Size:	4
System:	Blur Planet

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

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# CROUCHING TIGER, HIDDEN PIGLET

by Uncle Dunkle

Deep in the Hundred Acre Wood  
Where Christopher Robin plays  
You'll find the enchanted neighbourhood  
of Christopher's childhood days

A donkey named Eeyore is his friend and Kanga and little Pooh  
There's Rabbit and Piglet and there's Owl  
But most of all, there is Kung Fu

Hong Kong Action Theatre in the Hundred Acre Wood  
A single session game for 4-5 Players  
Join Uncle Dunkle in the world of A. A. Milne

## Tournament Details:

Characterisation:	4
Seriousness:	0
Genre Knowledge:	3 (Pooh knowledge helpful)
Adult Content:	PG (some violence)
Number of Sessions:	1
Team Size:	4-5
System:	Hong Kong Action Theatre



**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H & J), Monday (K, L & M)

# DEAD MEN TELL NO TALES

By Lon Teal and Scott Vandervalk

Whiskey Creek

Population 95

No Guns

The dry wind stirs the red dust at the foot of the wooden sign.

The script is peeling and faded into near illegibility by the harsh desert sun.

The breeze passes between houses that huddle together beneath the vast empty sky and snaps at the canvas of the revivalist tent. From within a tired hymn is sung with little conviction.

Population 95

Tonight a shadow will hide the painted desert sunset

Tomorrow the population will be 1.

A Deadlands game for 4 - 5 characters. A sequel to 'Killing Time' run at Arcacacon 2003

## Tournament Details:

Characterisation:	4
Seriousness:	3
Rules Knowledge:	0
Adult Content:	MA
Number of Sessions:	1
Team Size:	4-5
System:	Deadlands



**Available Sessions:** Friday (A), Saturday (C, D, E & F), Sunday (H, I & J), Monday (L & M)

# EVOLUTION

By Becka Orth

**Special Defense Force, Beta Team  
Classified Communique  
From the Terran Imperial Guard  
Intelligence Division**

**Regarding the breakdown of command at the rim world colony Hayden's Reach**

**Transmission transcript:**

**"This is Lieutenant Dee, of the rim-world colony Hayden's Reach, requesting immediate assistance. The colony has fallen into chaos. So far there have been at least seven murders, and I don't know how long we have until there is another. There are riots, our ships have all been damaged, evacuation is impossible. Major Frazer is dead. I don't know how long we can last... This is Lieutenant Dee, of the rim-world colony Hayden's Reach, requesting immediate assistance. Is there any body out there?..."**

**End transmission transcript.**

**Orders:**

**Investigate the dissolution of order at the rim world colony of Hayden's Reach**

**Retrieve all scientific data and recorded media regarding this incident**

**Use of deadly force has been authorised**

**Transmission from Terran Imperial Guard ends.**

Evolution is a single session survival-horror game set in a futuristic science-fiction universe for 4 to 5 players. The game loosely uses Big Eyes Small Mouth rules, but is designed to be atmospheric and largely role-playing based. Inspired by movies such as Event Horizon and Aliens, and the Silent Hill game series.

## Tournament Details:

<b>Characterisation:</b>	4-5
<b>Seriousness:</b>	4-5
<b>Rules Knowledge:</b>	0-1
<b>Adult Content:</b>	M
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	4-5
<b>System:</b>	Big Eye, Small Mouth

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)



# FOUR CAPTAINS' HONOUR

by Jye Nicolson

*They hung Admiral Ledaal Calin? His own damned crews?* The first voice was dark, heavy with death and shadow, but above all else, contempt for faithless men.

*Aye, they had not even the guts to maroon him with his 'klaive. His fleets have taken up with the Lintha now, much as our own treacherous crews did.* The second spoke in the guttural dialect of the common seafarer, but a control and elegance lay beneath the curses that belied that exterior.

*An enemy that man was to us all, but a worthy one, noble and a true captain. Such a fate for him cannot be tolerated.* The third voice was as rough as sharkskin and as crushingly powerful as a Kraken's grip. No merely mortal voice could contain such profound anger.

Last of all, after a long silence, the fourth spoke, noble and righteous, with an invincible certainty and implacable will. *Then it is agreed, we will do this thing, though they be thousands and we be but four. Not for the Dead Gods, the Maidens, nor even Luna. Not even for the Unconquered Sun. We do this thing for the honour of Captains and the justice of the sea, that in years to come men and women shall remember this day, and call themselves sailors with pride.*

Four Captains' Honour is a single-session tale of epic swashbuckling revenge for four Celestial Exalted, by Jye Nicolson. Get ready for intense and cinematic action on the vast and terrible seas of the West!

## Tournament Details:

<b>Characterisation:</b>	4
<b>Seriousness:</b>	3
<b>Genre Knowledge:</b>	They may be epic pirates, but they're still pirates
<b>Adult Content:</b>	MA (Violence, Language)
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	4
<b>System:</b>	Exalted

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

# MIJIKAYO NO DOUYOU NI YOSOMONO

by Peter Strong

## 短夜の同様に他所者

It is an age of genetic engineering, robotics and seamless communications. Over 15 million people swelter under the oppressive summer heat in the concrete and glass metropolis where the past, present and future collide. The year is 2025. The place is Tokyo.

*This is Munakata Yumie reporting for WMN Nightly News in downtown Ikebukuro, Tokyo. Behind me you can see the burning wreckage of a rogue 3k robot, dispatched a short time ago by a group of extraordinary unknown vigilantes. Wearing armour suits similar to the members of the Police Agency's Special Mobile Unit, the four masked vigilantes managed to quickly dispatch the rogue robot with nowhere near the collateral damage that is usually associated with such an incident, a seeming characteristic of the actions of the Special Mobile Unit.*

*The members of this unknown group, for whom no group has claimed ownership of, fled moments before the late arrival of the Special Mobile Unit. From me, Munakata Yumie, it's back to the studio and the sports desk.*

The members of the Special Mobile Unit are back for more manga-inspired mayhem in episode 7 of their continuing saga.

This time they have competition...

Previous episodes of this game have been run at Arcanacon and Conquest but knowledge of those episodes is not necessary to play

### Tournament Details:

<b>Characterisation:</b>	5	<b>Seriousness:</b>	3
<b>Genre Knowledge:</b>	1	<b>Adult Content:</b>	M15+
<b>Number of Sessions:</b>	1	<b>Team Size:</b>	4
<b>System:</b>	Systemless		

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)



# OVER A BARREL

by The League of Mediocre Gentlemen

**Orc's Brew(n):** A highly alcoholic and also highly explosive drink, the consuming of which is meant to display your orcliness, however consumption usually leads to death.

You are not sure how it happened, the conversation didn't seem to make any sense at the time. But you know find yourself in the unenviable position of having to get a backup keg of Orc's Brew to the upcoming Bloodbowl Match between your team, 'The Badland Brewers, and the human team, 'The Blood Eagles. Apparently, your teams Star Blitzter, Bullrosh 'The Butcher' Hakker, accidentally blew himself up whilst proving to his teammates that he could drink the whole keg in one go. He died the next morning after eating baked beans for breakfast...

So, now you and 3 'recruits' have to move this stuff from one side of the world to the other, and you only have a few days to do it!

Get rolling!

Over a Barrel is a 4 player systemless Tabletop, based on the Warhammer Fantasy World and The Bloodbowl Board Game

The League of Mediocre Gentlemen is Greg Breese and Luke Coughlan

## Tournament Details:

**Characterisation:** 5 (Be the Orc)  
**Seriousness:** 0  
**Genre Knowledge:** 2 (Orcs, Bloodbowl)  
**Adult Content:** MA  
**Number of Sessions:** 1  
**Team Size:** 4  
**System:** Systemless



**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (H & I), Monday (K, L & M)

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# SIX KIDS GO CAMPING

by JD Wiker  
 presented by Dominic Michael Mauricio

School's out, summer is here. You've decided to go to Camp Crystal Lake in your 73 Oldsmobile Delta.

No Tents, no parents, just kids your age, lotsa beer, and a load of fun. One thing's for sure, it's going to be one killer summer.

Just don't forget to pack your boomstick!

a d20 scenario for six players based on B-grade slasher flicks

## Tournament Details:

<b>Characterisation:</b>	?	<b>Seriousness:</b>	?
<b>Rules Knowledge:</b>	1	<b>Adult Content:</b>	MA
<b>Number of Sessions:</b>	1	<b>Team Size:</b>	6
<b>System:</b>	d20 Horror		

**Available Sessions:** Available Sessions: Friday (B), Saturday (D), Sunday (G & I), Monday (M)

IN THE SPIRIT OF HOLLYWOOD'S YEAR OF SCI-FI SEQUELS,  
UNWRITTEN RULES, WITH THE KIND HELP OF A GREAT DEAL OF  
GIN!!! AND CHOCOLATE ARE PROUD TO PRESENT:

RETURN OF THE RETURN  
OF THE NIGHT OF THE LIVING UNDEAD MUTANT  
ZOMBIE BRAIN EATERS FROM OUTER SPACE  
PART 7: THE FINAL CONFLICT TWO

This time there's a giant lizard.

a single session multiform for 5 players and 25 characters by Halo Jones.

**Tournament Details:**

<b>Characterisation:</b>	As much as is needed to be hit with a bucket of blood.
<b>Seriousness:</b>	I'm serious about the blood.
<b>Genre Knowledge:</b>	Watch any movie with buckets of blood in it.
<b>Adult Content:</b>	Did I mention the blood?
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	5
<b>System:</b>	Zombie

**Available Sessions:**

Friday (A), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

Corruption is everywhere.

*A distraught man sits on a  
ballroom floor, clutching a lifeless,  
bloodstained body to his chest.*

Appearances can be deceiving.

*Three dark suited men emerge from  
a limousine into the stormy night,  
the rain not touching them as they  
step through an unmarked door in a  
non-descript brick wall.*

The right decisions are hard to make.

*A standoff between three armed  
men, their pistols held at arms  
length, aimed at the head.*

Few stand up to the forces of darkness.

*A woman stands in a defensive pose,  
light glinting off the mirror polished  
surfaces of her swords.*

And the road back is difficult and perilous.

*A monk sits meditating, the  
shadows around him drawing  
inwards around him. His eyes flash  
open just before the darkness engulfs  
him.*

# RIGHTEOUS DEMON HUNTERS II

## THE PATH OF REDEMPTION

### PREMIERES ARCANACON 22 - JANUARY 2004

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A Hong Kong Action Film for 4 players, written and directed by Andrew MacLennan & Peter Lowe. Knowledge of the events of Righteous Demon Hunters I is not required to play RDH II.

#### Tournament Details:

<b>Characterisation:</b>	4
<b>Seriousness:</b>	3
<b>Genre Knowledge:</b>	Useful
<b>Adult Content:</b>	MA (Horror, Occult Themes & Violence)
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	4
<b>System:</b>	Hong Kong Action Theatre

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)



# SLEEPERS AWAKE

by Colin Wong

## Wake-up!

An odyssey of humanity's first steps towards the stars

2004: ✨

The change into the millennium brought in a change in mind-set about the place of political dissent.  
The war against terror begat a terror of a different kind.



2020 to 2481:

As the US receded politically and economically into a backwater, the trans-global conglomerates started managing policy... The deluge promised by global warming came to pass... The world sustainability in the wake of many catastrophes reached the point of no recovery... Space was the final frontier... And the human capacity to recover was lent a hand by genetic splicing... AI... terraforming of Mars... the wars of the Planets... finally a new beginning - Jumpgate Europa – and the first interstellar colony ship.



It is now 2911:

Four individuals experience a “test-tube” birth. Technology in biosciences advanced into millennia where natural childbirth was no more and genetic manipulation including splicing of various cross specie genes is common. As “Children” of a new age you will experience the advanced grooming and techniques of training that enable you to function effectively in your new environment. Selection of skills has been made in the depths of your genetic make up and you face a challenge that will make a fundamental contribution to human exploration and the future of the human race.

A fun systemless 4 player single session of mayhem. Some violence, adult themes if needed.

### Tournament Details:



Characterisation:	3	Seriousness:	2
Rules Knowledge:	0	Adult Content:	Optional
Number of Sessions:	1	Team Size:	3-5
System:	Systemless		

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G & H)



# TEENAGE MOKOLÉ NINJA TURTLES

by Alicia Cameron

**130. The Teenage Mutant Ninja Turtles are NOT a pack of Mokolé led by a Ratkin.**

-- From *The 161 things Runs-Like-Hell is no longer allowed to do in the Garou nation.*

Copyright Vincent Gabriel and The Stranger.

Well, actually...the Elders aren't always right.

Deep in the sewers, four young Mokolé and their Nezumi mentor fight an ongoing battle against the head of a Pentex recovery team, Shredder, and his fomori henchmen. With allies in a Corax Kinfolk spy who's infiltrated Pentex's Channel 6 (and usually needs rescuing at least once a week) and a crazed vigilante, these Mokolé fight for Gaia, their people, and the last slice of pizza.

A **Werewolf: the Apocalypse** game for 4-6 of Gaia's children.

## Tournament Details:

Characterisation:	3
Seriousness:	1
Rules Knowledge:	0
Adult Content:	PG-M
Number of Sessions:	1
Team Size:	4-6
System:	World of Darkness

**Available Sessions:** Friday (A & B), Saturday (D, E & F), Sunday (H, I & J), Monday (L & M)

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# THE BLACK FLAGON INN

by Gail Miller & Fi McConachie

A new folk tale has arisen in these parts:

A group of brave adventures five  
spread the word that evil would not survive  
their great and glorious deeds  
so peasants could sow thier seeds  
in safety once more  
from the dragons Maw

Then the dragon ate the minstrels and there was much rejoicing.

But there is still the matter of the treasure, and the reward...

## Tournament Details:

Characterisation:	?
Seriousness:	?
Rules Knowledge:	?
Adult Content:	?
Number of Sessions:	1
Team Size:	5
System:	D&D 3.5E



**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

# THE CELESTIAL GAMBIT

by Aaron Fenwick

When we last left our Heroes...

They had discovered that the Earth had been Fractured into Hundreds of Alternates, and that the schismatic Earth was the subject of an insidious Invasion by unseen Alien entities.

This discovery saw them thrust into a dark world of Conspiracy and fear, forcing them to flee into the shifting realms of the Earth.

Now a new threat appears to threaten all Reality.

Can our Heroes not only save themselves but the whole human race from becoming the casualties of an Inter-dimensional War?

The Celestial Gambit is a Chaotic Action/Adventure Tabletop for teams of three players,

It is the Sequel to The Avalon Factor (run at Conquest 2003), but knowledge of the previous game is not necessary.

## Tournament Details:

<b>Characterisation:</b>	5
<b>Seriousness:</b>	?
<b>Rules Knowledge:</b>	0
<b>Adult Content:</b>	Whatever you bring with you
<b>Number of Sessions:</b>	1
<b>Team Size:</b>	3
<b>System:</b>	Chaotic Action/Adventure Tabletop

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)

# THE LOST SILVER MINE

by Richard Dennis  
Sponsored by Basement Games Unlimited LLC.

When the people of Lyvanna overthrew their Pereyshian masters 100 years ago, the entire region was thrown into political chaos. Considering that Pereysha had already recalled their troops to deal with their own internal problems, it wasn't surprising that many of the Lyvannan people assigned to tasks like caravan guards joined the local militia in the overthrow. Thus many outposts, like a silver mine were closed as the area destabilised.

Recently, the Lyvannan Merchant's Guild found the records of such a lost mine. Using the map found in the records, they put together a small group of engineers, miners and other support personnel, and sent them on their way. Their goal: to reopen the mine, and provide even more riches for the prosperous Guild.

Initial word of their arrival was received with great enthusiasm. However, there has been no word received since then, and the Guild members are worried. That is why your band of adventurers are being sent out.

What has happened out at the Mine?

**The Lost Silver Mine** is an official **Forge: Out Of Chaos** game for 6 players, and is Part 1 of **The Necros Saga**.

To learn more about **Forge: Out of Chaos**, and the World of Juravia, visit;

<http://www.basementgames.com/>

A single session Forge: Out of Chaos game for 3-6 players.

## Tournament Details:

Characterisation:	3
Seriousness:	3
Genre Knowledge:	1
Adult Content:	PG
Number of Sessions:	1
Team Size:	3-6
System:	Forge Out Of Chaos

**Available Sessions:** Friday (A & B), Saturday (C, D, E & F), Sunday (G, H, I & J), Monday (K, L & M)



# Living Games

## What is a Living Campaign?

The RPGA Network oversees a number of games that are called Living. Some examples include Living Arcanis, Living Dragonstar, Living Spycraft and the most popular Living game of all, Living Greyhawk. These Living games spring from the fundamental idea that a home-style role-playing campaign can be expanded into a worldwide campaign, enjoyed by thousands of people. Your character in a home game is one of four or so Player Characters, but in a Living game, you can interact with hundreds and hundreds of other PCs, all of them living and adventuring in the same game world as your character. Many people new to Living games confuse them with live-action role-playing, but Living games don't require that you dress up in costume, play-act like your character, or behave any differently than you would at any tabletop role-playing game that you would enjoy with your friends. If you have role-played before, then you're ready to enjoy a worldwide Living game.

The way Living games work is this: a number of adventure scenarios are published (on a secure website), and these adventures can be ordered and then run at any table with one certified DM and four to six players. Each player has his or her own character, and this character is played in scenario after scenario, even at other tables with different GMs and players.

After each adventure, your character gets a little bit more powerful and more able to handle more dangerous scenarios. You continue to grow and develop your character in many different adventures with many different people (you can play the same character all over the world!), just as you would in a home campaign. That's why these campaigns are called Living; your character grows and advances like a living character would, in games from your living room to the other side of the country.

Getting involved with a Living game is easy. The first thing you need to do is find out about the Living games that are available. Each of them has a website, and the best place to start looking is the RPGA website at <http://www.rpga.com/>

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## What is Living Greyhawk?

The campaign website may be found at <http://www.living-greyhawk.com/>. All current documents, rulings, and errata can be found there and it is your official source of updates to the campaign. We also have a published source of information in Dragon Magazine called the Living Greyhawk Journal. Within its pages you will find new prestige classes, spells, and monsters to use in the campaign.

## What is Living Force?

Living Force is the RPGA's Living Campaign for the Star Wars Roleplaying Game. Set in the dynamic Rise of the Empire Era, Living Force explores the Mid-Rim system of Cularin. Each month brings a new adventure; most are linked in trilogies in classic Star Wars fashion. Whether you're dodging really big predators through the jungles of Cularin, delving into the political intricacies of the floating Cloud Cities of Genarius, or wheeling and dealing in the asteroid belt, we guarantee breathtaking excitement.



As a player in Living Force, you create your own Star Wars hero and play in RPGA adventures around the world. Your hero gains experience and advances in levels just like in a home campaign. At live-action events, heroes can pursue the special opportunities their classes and professions allow -- and we'll have web-based options for those of you who can't attend interactives.

Character creation guidelines are available from both <http://www.rpga.com/> and <http://www.living-force.net/>



## What is Living Dragonstar?

Welcome to Dragonstar, a boundless universe of magic and machine, science and sorcery. Intrepid adventurers explore the Outlands in starships powered by fusion fire and arcane rituals. Dwarven prospectors work veins of pure adamantite in remote asteroid belts, and elven loremasters conduct secret experiments in living space stations. Grizzled mercenaries augment their bodies with bioengineered spellware, and orc raiders armed with pulse lasers massacre innocents on isolated colony worlds.



## Living Arcanis - The World of Shattered Empires

*It's like the end of the world.*

*In the north, the nation of Canceri begins to buckle from the weight of the theocracy's oppressive rule- most pray for death, and the rest, for deliverance.*

*Enemies gather round the proud nation of Milandir, each one eager to pull down its bright towers and humble its defenders. Fear gnaws at Milandir's people, and they begin to lose hope.*

*To the south, the once mighty Coryani Empire sleeps under an indifferent ruler, while its greatest general bides his time, waiting to seize the throne for his own noble house. The Imperial Court looks on like a flock of carrion crows, ready to pick apart the corpse of the land.*

*The besieged Patriarch of Coryan works tirelessly to reconcile the beliefs of dozens of splinter sects, each one warring upon the others and poised to tear down mother church itself. Everywhere the speakers for the gods look heavenward for guidance, and hear nothing... but silence.*

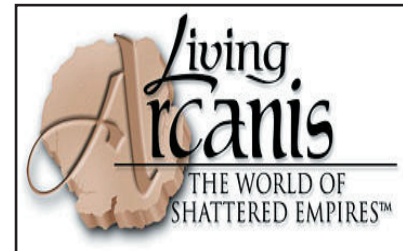
*The scions of the great noble houses harken to the blood of the ancient Valinor in their veins, blood that bids them to serve the gods by ruling over the rest of humanity. Plots born from an ancient treachery begin to reach fruition in the present machinations of emperors and kings.*

*The proud Elori (Elves) look to the human nations. Of their Gods only Belisardra remains. The rest killed by human treachery. Soon the war of retribution will come, but first the humans are needed to fulfil prophecy.*

*Deep underground, the dwarves, a dying race, struggle to create the perfect item. The one that will release them from their curse.*

*All over the continent of Onara, strife threatens to tear the nations of man apart. It's like the end of the old world... And the beginning of a new.*

*Welcome to the world of Arcanis.*



The World of Shattered Empires combines high fantasy adventure with political intrigue; brains and guile are as necessary as strength and power. Factions, secret societies and new slants on races take you to a whole new level.

## What is Living Arcanis?

Living Arcanis is an RPGA Living Campaign run by the creators of Arcanis paradigm concepts? What is a "Living" campaign you may ask. A Living Campaign is a shared campaign, players from all over the world can take part in shaping and altering the lands of Arcanis. It is the actions of these players what will help shape the worlds future timeline.

## What kind of a game is Living Arcanis?

Living Arcanis is the "thinking gamers" campaign. A campaign where things are very much in the gray, intrigue is more common than oxygen, the world is always on the brink of world-shattering events and heroes are truly heroes. Pure brawn might get you somewhere, but not far enough -- the big dimwitted fighter will have a hard time at anything more than mercenary work, but then again, for whom? What will his choice of employer be and how will that affect his future? His connections? It is a land of magic where payment is readily available but the cost of living is as ever-changing as the currents of

air in the sky.

If you like intrigue, good stories, engaging history, challenges, hard won rewards and games where charisma is not the “Dump Stat” then Living Arcanis may be for you.

### More Information?

More information or help creating a character can be gained by emailing Dean Bailey at [taffy@netspace.net.au](mailto:taffy@netspace.net.au) or visiting <http://www.livingarcanis.com/>. Character creation guidelines can be found at [LA\\_AUST@yahoogroups.com.au](mailto:LA_AUST@yahoogroups.com.au).

There will be a selection of pregenerated characters available for those without a character. Character creation will not be allowed at the table once the session has started due to time constraints.

### What is the Green Regent?

By Eric Menge and Stephen Radney-MacFarland

*Those of you new to Loudwater and the Delimbiyr Vale may be asking yourself, “What is the Green Regent?” Well, my friends, the answer is delightfully easy and yet tricky. For the answer is, “It depends.”*

Tesyryne Truesilver  
Daughter of Talanthe Truesilver  
Year of Wild Magic



### The Green Regent is a Dream

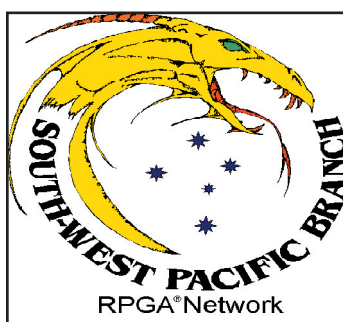
A dream made manifest. The Delimbiyr Vale is dear to the goddess Mielikki, who watches over the land, and protects it from those who would despoil its verdant beauty. Mielikki dreams of a harmony between civilization and nature, and seeks to make the lands around the River Shining a haven for her ideals and her worshippers. This dream is the rule of the Green Regent.

Rule may be a misnomer. The Green Regent holds no real temporal power, but rather rules over the hearts and minds of the good people of Loudwater. Holding no castles, owning no land, and lacking the allegiance of any real army, the Green Regent’s rule is symbolic, but with some very real effects.

Under the Green Regent, hunters are careful to maintain the animal population. Timbering is almost unknown, with most firewood coming from deadfall. When timber is needed, loggers selectively harvest the forest and replant saplings when it thins too much. The rangers and druids provide guidance as needed, and the clerics of Mielikki keep a watchful eye on the Delimbiyr Vale.

The Green Regent traditionally guards the valley from incursions, invasions, and other threats to the Forest Maiden’s harmony. This protector is served by scions: an oathsworn few who share the dream. Bards liken the lands around the River Shining to a lush garden-where natural beauty is carefully pruned to produce an almost supernatural paradise. Much of this is due to the tireless efforts of the Green Regents and their scions.

If the Green Regent’s rule is this dream’s manifestation, Loudwater is its reflection. The City of Grottos’s gardens bloom with flowers amid lush grass. Ivy climbs over the buildings pulling the town deep into nature’s embrace. Beyond the city’s wards and earthen ramparts, fields are exceptionally fertile and farmers raise outstanding vegetables. The meadows are bedecked with wild flowers throughout most of the year. The forests are the province of fey, centaurs, and unicorns.



# THERE ARE NO DRAGONS IN BREBANWARD

**Living Greyhawk - PERMINI-594-01**  
**by Dean Bailey and John Deague**

A year has passed since the unprecedented events at Brebanward. Once again (or for the first time) you find yourself in the small town. Hopefully this time there will not be Iuz serving orcs from the nether planes or mad Nerull worshipping vampires to spoil your trip. You will just have to see.

Well one thing is for certain. There are no Dragons in Brebanward. Siggart would not lie, would he?

APL 2-10 - Two sessions

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## STARPOINT

**Living Dragonstar - LDS09**  
**presented by the RPGA**

Unusual circumstances tangle you in a conspiracy where you are caught between survival and a potentially galaxy shaking secret. Though marked for death, you must find a way to discover the star point.



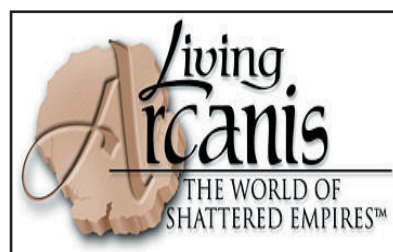
Character creation guidelines are available from <http://www.livingdragonstar.com/>

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## HEART AND SOUL

**Living Arcanis - LASP3-01**  
**presented by the RPGA**

Scholarly Deterri is shocked by news of the disappearance of two wealthy Patricians from Grand Coryan visiting their town. Drawn towards Rivertown, the nearby settlement laden with the human refuse of the Empire, the heroes discover that this simple crime leads them only deeper into a deadly conspiracy and a possible confrontation with the Holy Inquisition.

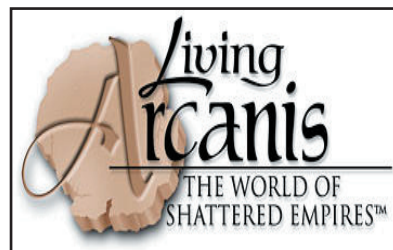


## DOUBLE DUELING

**Living Arcanis - LASP2-06**  
**presented by the RPGA**

The head of the prestigious Red Sword Fencing School in Old Coryan has come under suspicion of murder. Is he truly guilty of the murders in the Myrantian ghetto? And is this the work of a single madman, or a starting point for something far more sinister?

### **Living Arcanis Market Place**



Living Arcanis uses the cert system that was used in the first year of Living Greyhawk. All items that are masterwork or magical must be certified. Generally certified items are found within scenarios, you are unable to just buy them. For one session a market place will be run that will allow players to spend their gold on certified items. This is not a scenario and will only run in this one session. (Scrolls and Potions via the market place will be available from the RPGA counter throughout the convention.). Arcanis Marketplace is only available last session (Session M).

## More Information?

More information or help creating a character can be gained by emailing Dean Bailey at [taffy@netspace.net.au](mailto:taffy@netspace.net.au) or visiting <http://www.livingarcanis.com/>. Character creation guidelines can be found at [LA\\_AUST@yahoogroups.com.au](mailto:LA_AUST@yahoogroups.com.au). There will be a selection of pregenerated characters available for those without a character. Character creation will not be allowed at the table once the session has started due to time constraints.

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## CRIES OF SHAME

**Living Greyhawk - PERIS4-01**  
**A Perrenland Regional Introductory Scenario**  
**by Brendan "Southernskies" Robertson**

On the Ferenwold, there are many hazards. Exposure, loneliness and marauders from the Yatils. There are also benefits; family, a warm bed and games of Wovenstock. Hazards and benefits, each has its place as those of an adventurous disposition partake all of these activities. Can the newly minted heroes make their mark with the Rosrijder clan and prove themselves worthy of the name adventurer. A Perrenland introductory scenario for 4-6 characters of 1st level. Playing time: 150 minutes. This scenario is a regional primer for new players and beginning characters.

---



## DORUMAA'S CHILDREN

**Living Force - LF???**  
**presented by the RPGA**

Two years ago, the last of the Leviathans of Dorumaa gave birth to a pair of calves. These two giant children have played in the oceans of the moon, attracting a great deal of attention. Some of it, from a man named Rufus Trammel, they could have done without. Now, one of the calves has gone missing, and the other calf is beside itself with misery.

Character creation guidelines are available from both <http://www.rpga.com/> and <http://www.living-force.net/>

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## MORADIN'S FORGE

**Living Greyhawk - PER4-01**  
**by Bob Beck and Patrick Williamson**

Participating Conventions: Kapcon\*, Arcanacon (I), Battlecry, CANCON  
 Plot Arc: Part Two of The Tunnel series.

What is Moradin's Forge? Reports from the Yatils speak of powers dark and sinister stirring in the mountains near Exag, bands of Dwarves flying an ancient black banner with a white hammer are converging on the city of Exag chanting as they head into the mountains Moradin's Farg hur nar karng broon, Moradins Forge will not fall again.

A Perrenland regional adventure for characters level 3-12





# DARK EXODUS

## Legend of the Green Regent - LGR5 presented by the RPGA

The orcs are on the move. Whether it's evil planning an assault or a natural migration, YOU must investigate the problem and report back to the Regent.

Character creation guidelines are available from:  
<http://www.wizards.com/default.asp?x=gr/articles/startplaying>

Every three months, the campaign also has a "level kick" which resets the minimum character level. On 1st February, all characters promote to 3rd level if they have not already reached it.



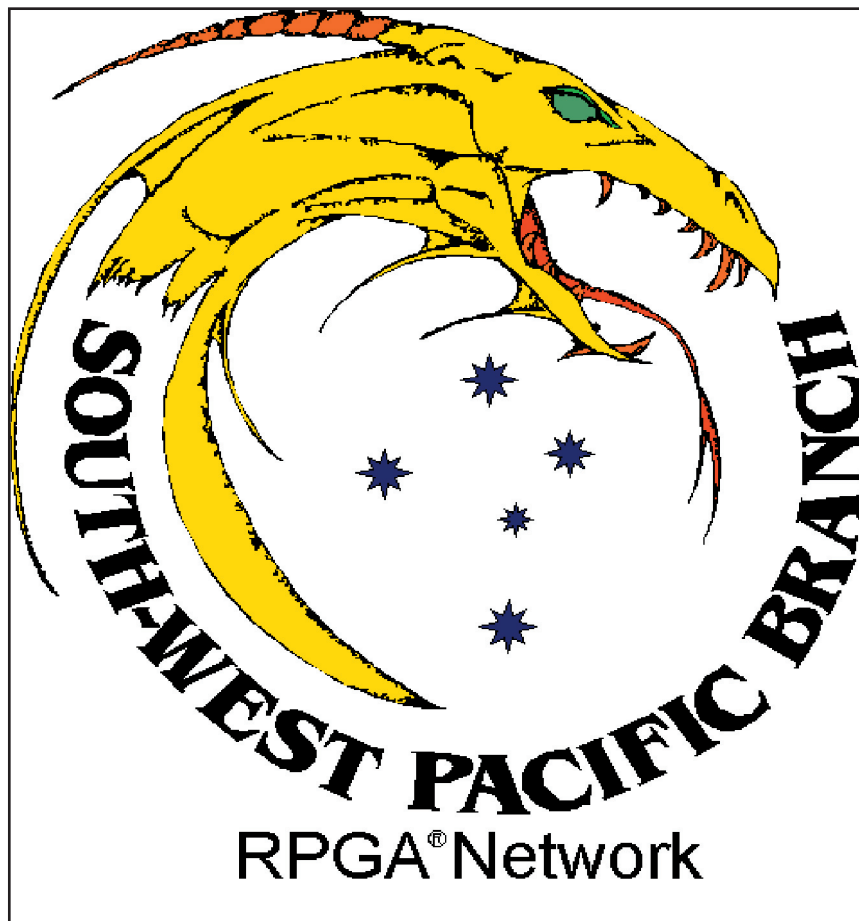
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## LERARA

### Living Greyhawk - COR3-XX by Ron Lundeen

The fabled Passage of Slerotin leads deep below the Hellfurnace Mountains, rumored to hold mysteries and treasure. Your group has prepared for a cautious and perhaps lengthy expedition deep under the Flanaess. The town of Dark Gate is your last stop in civilization before leaving on your sunless journey. As you approach Dark Gate, however, you see an ominous column of smoke reaching into the sky. And where there's smoke.

An adventure for APLs 2 to 16.



# Freeforms

The League of Mediocre Gentlemen Present:

## CTHULHU THE MUSICAL: CTHULHU RIDES AGAIN!

A cast of 15 All-Singing, All-Dancing (we mean it) deputies, on the trail of the Wild West's most notorious criminal, Cthulhu the Kid!

Gun fights, dance numbers, tobacco chewing, more gun fights and one mean, green villain all add up to one insanely good time! So, leave reality at home and come and enjoy Cthulhu The Musical!

Cthulhu The Musical: Cthulhu Rides Again! is a Systemless Freeform for 15 players in the style of Gilbert & Sullivan and Mel Brooks, and based loosely on the Deadlands and Cthulhu Roleplaying Games.

The League of Mediocre Gentlemen is Luke Coughlan, Martin Bennett and Greg Breese

### Tournament Details:

Characterisation:	5 (singing or attempted singing a must)
Seriousness:	0
Genre Knowledge:	3 (The Wild West)
Adult Content:	MA
Number of Sessions:	1
Number of Players:	15-20
System:	Comedy/Horror

Available Sessions: Session J (Overflow Session G)

---

## A LOCUS OF LOCUSTS

by Matthew Weatherson and Lee Davis-Thalbourne

*He was accused of a violation of the Windflower Law. Though he had never met this paramour, her existence was evidence enough of his guilt. And yet he stood tall against this charge, arguing across space and time that he had done no wrong. As inviolate as the laws of Lord Entropy, Darkest Lord, may be, they must be brought to bear against what a power has done, not what he may do. Bound by precedent, the court agreed. But they found one course of action still available.*

*This mortal who would one day trigger such a travesty as making a Noble to fall in love was brought before the court charged with the Fir Decree. The moment he saw her, he fell to his knees, turning his eyes away from her and sealing his fate. The Windflower Law was broken, and the Power was locked in the stars, forever to look across time at past and future crimes.*

- from THE EYES OF ORION, by Litrias, Power of Time.

The laws of the Nobilis are alien and incomprehensible to humans... and often to the Nobles as well. Join the powers of Lord Entropy for a day, and see whose guilt is decided as the Locust Court sits in session.

A Nobilis freeform for 15-20 players.

### Tournament Details:

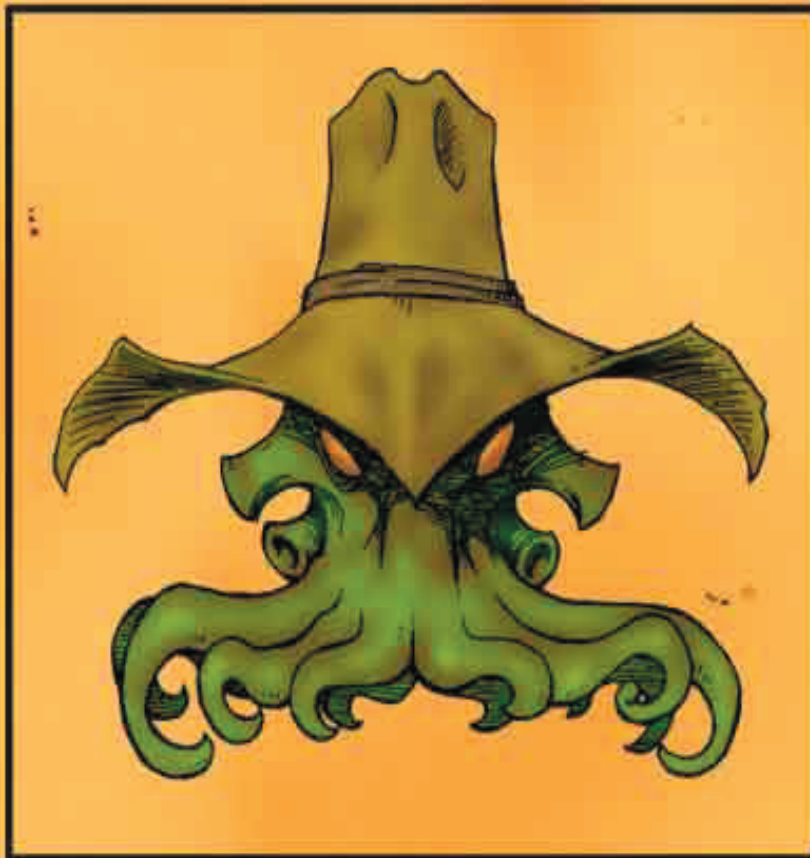
Characterisation:	4	Seriousness:	2
Rules Knowledge:	2	Adult Content:	M
Number of Sessions:	1	Number of Players:	15-20
System:	Nobilis		

Available Sessions: Friday (A) & Sunday (H)

# WANTED

**Dead or... preferably dead.**

(grudgingly accepted alive)



**'Cthulhu "The Kid"**

**Wanted for cattle rustling, attempted  
destruction of the world, and mail fraud.**



# THE GRAND HOTEL

By Richard Canning, Nigel Cunningham and Sara Hanson

A grand style hotel is not just a building, it is the sum of the personality and character exuded by it's staff and guests. It is a place of excitement and special occasions, you never know who or what you will encounter during your stay.

The illusion of a grand hotel is that it seems like home, from the moment you step through its doors and into the waiting arms of the dedicated and efficient staff. It is a place where people from all walks of life can be a prince or princess for a night, to be pampered with exquisite food and royal treatment, and to expect a quality of service far beyond that which they could expect to receive elsewhere.

The Grand Hotel, located corner of Swanston and Collins Streets Melbourne, is the gem of the Empire, the one the others all hope to imitate. It predates Raffles and The Savoy, The Imperial and The Waldorf-Astoria, and sets the tone for which all other grand hotels follow.

1929 has been a tough year for so many, and a good year for so few. Tonight being New Year's Eve, The Grand Hotel and it's staff invite their guests to celebrate the end of one year and the birth of another. And while 1930 may prove to be a year of even more mixed fortunes, one thing you can be assured of, those at The Grand Hotel will be beginning it in style.

A single session freeform for 18-25 players.

## Tournament Details:

<b>Characterisation:</b>	5
<b>Seriousness:</b>	3
<b>Rules Knowledge:</b>	0
<b>Adult Content:</b>	MA
<b>Number of Sessions:</b>	1
<b>Number of Players:</b>	18-25
<b>System:</b>	Systemless

**Available Sessions:** H & L (overflow session C)

# DEADFALL

By David “Thorfinn” Goh, Morgan Jaffit, Shaun Clarke, Kris de Valle and Carla Dunn

## The Pit

*“Laseiate ogin sperenga voi ch’entrate”  
 (“All hope abandon, ye who enter here”)*

You’ve never understood why those words are laser etched on the doors. After all, this is where it’s at. Hundreds of thousands of Slayer’s best, gathered together. Not just to do biz, but to play. And play you do, as hard as you work. Until tonight, when The Pit comes crashing down.

A single session Freeform for 25 of Slayer’s Operatives

## Tournament Details:

Characterisation:	4
Seriousness:	3
Rules Knowledge:	2
Adult Content:	MA (15+)
Genre:	SciFi/Horror
Number of Sessions:	1
Number of Players:	15-20
System:	SLA Industries

**Available Sessions:** Saturday (F) Overflow Sessions: Monday (K)

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# DESERT SONG

by Fi McConachie & Sarah Western

*...and so, most noble host, I found myself alone and lost in the desert. I wondered, searching for a well or oasis, for a man may die of thirst before he even notices hunger. A day and a night passed, and another day. I was ready to consign my soul to God when I saw a city in the distance. It burned with copper fire, ever turret and minaret of perfect proportion. I thought such perfection must surely be an illusion, but when I reached the city gates they were solid and real, and not far beyond was a fountain of pure water.*

*I thanked God for my deliverance and drank from the well. When I turned away, I realised I could not see the city gates, though I could not have moved more than twenty paces inside. The city was perfect and deserted. The most beautiful city in the world was entirely unpopulated. I consoled myself that I was alive, and that such enchantments cannot long hold one of the faithful, though still I glanced about with increasing fearfulness.*

*I finally came across a plaza that was not deserted, and the strangest part of my tale, most noble host, is yet to come.*

A freeform inspired by the tales of the **One Thousand Nights and a Night** for 15 + players

## Tournament Details:

Characterisation:	5
Seriousness:	3
Genre Knowledge:	N/A
Adult Content:	PG
Number of Sessions:	2
Number of Players:	15+
System:	Fantasy



**Available Sessions:** Saturday (D and E)

# THE CRUCIBLE

By Scott Vandervalk and Ryan Naylor

A single session freeform set in the Ravenloft Campaign World for up to 16 players.

Nestled at the base of Mount Lament in the superstitious domain of Tepest sits the small village of Managra. For years, the villagers have lived in the shadow of the cursed mountain. The shadows have bred many secrets.

The Church of Belenus who rule Tepest have learned of one of these secrets, important enough to dispatch one of their Inquisitors to Managra to expose the truth. All fear the arrival of the Inquisitor, but none know exactly who shall be his victim. Everyone has cause to fear, and all have committed acts punishable by death or torture.

The mayor has called a meeting at the town hall to discuss their plight and find out who has brought this threat upon them. Can the townsfolk stand to reveal long hidden truths to one another before the Inquisitor arrives?

But you know the Inquisitor will be satisfied if you can unearth a secret bigger than your own. Can you find a victim to take your place in the Crucible?

Knowledge of the setting is useful but not necessary. Characters can be pre-booked by e-mailing vandervalks@yahoo.com.au. Costumes are encouraged.

## Tournament Details:

Characterisation:	4
Seriousness:	4
Rules Knowledge:	0
Adult Content:	MA
Number of Sessions:	1
Number of Players:	16
System:	Ravenloft

**Available Sessions:** Friday (B) and Monday (K)

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# A PLAY BY WILLIAM SHAKESPEARE.

by Louise Zanon and Laura Birch.

*A Midsummer Night's Dream*, performed exactly the way Shakespeare wrote it, or would have written it if that misogynistic bastard Oberon hadn't got to him first.

Tonight a play is rehearsed. Tonight a Queen will have her way. Tonight history will be changed forever.

A freeform for 15 actors, backstage crew and miscellaneous fairy types.

## Tournament Details:

Characterisation:	5
Seriousness:	2
Genre Knowledge:	4 (being familiar <b>with the</b> play will help)
Adult Content:	MA
Number of Sessions:	1
Number of Players:	15
System:	Fantasy

**Available Sessions:** Session I (overflow session M)



# Special Events

## BARON MUNCHAUSEN

Tales of perillous journeys and outrageous tasks, all performed with the wit and wiles of this centuries formost adventurers. and while the tales may be tall and the subject matter broad, all behaviour will be proper, as afterall, there will be ladies present.

Once again, Lady Sara presents an evening of Baron Munchausen. The first session will be a practice round, the second session will be competing for the perpetual trophy.

Seriousness 1  
Characterisation 5  
Rules Knowledge 1  
Adult Content PG

### Tournament Details:

**Characterisation:** 5  
**Seriousness:** 1  
**Rules Knowledge:** 1  
**Adult Content:** PG

**Available Sessions:** H & L (overflow session C)

Lessee ... “So you think you’re a good roleplayer?” No, no, used that one. Um. How about it ... *You’re 5 million miles out in deep space* ... Nope. That’s just a variation on last year’s. Erm. Argh! Writing blurbs is bad enough but why do I have to write a new one for the same game year after year? It’s grinding me down, I tell you! This is, what, the 4th? 5th time this is running? Which is not so bad, really, when I come to think of it. Yeh - go me! So, anyway, we’re back.

---

## ARCANA CON THEATRE GAMES

**Hosted and compared by Halo Jones.**

Teams of 2-4 compete in rounds of improvisational comedy for the coveted Vurt Cup (or whatever it’s called).

And this is about improvisation, dammit. Write your own blurb.

### Tournament Details:

**Characterisation:** Totally  
**Seriousness:** Nup  
**Genre Knowledge:** Will be explained at the time  
**Adult Content:** Only if Julian tries to play a schoolgirl again

**Available Sessions:** Friday (B)

# INAUGURAL ARCANACON TRIVIA

presented by Miss Paula and Co.

Shall I invite thee to trivia play?  
Thou art so clever and so trivial  
During Arcanacon will be the day  
To gather pleasant and convivial.

Scintillating questions will be ask'd you  
From a wealth of topics for your choosing  
For points your answers must be fair and true  
Entering into no fights or bruising.

Competition is the name of the game  
One team "most knowledgeable" will be crowned  
Taking the trophy, the glory and fame  
The bragging rights, splendiferous renown.

And the winners might be, if all is clear  
Allowed to run the trivia next year!

**Available Sessions:** Session F only

---

## GLORIOUS CHEAPASS DAY!

presented by Liam Routt

Saturday is Cheapass Demo Day at Arcanacon again this year. Once again we'll have the entire line of games for you to try, but we'll beespecially featuring some of the newer games, including:

**FIGHTBALL:** The newest "real-time" card game from the all-color arm of Cheapass. Fightball is all about scoring goals and beating on people. Two players... 20 minutes...

**FREELOADER:** It's time to mooch off of your friends and neighbors, and may the best cheapass win. This new board game features fast and varied gameplay, and the chance to win acclaim for making something out of nothing.

**DICELAND:** Full-color paper dice. It's like a miniatures game. It's like a dice game. Five factions in a box; twenty five easy-to-assemble dice. Easy to play, but with surprising strategic depth.

**HIP POCKET GAMES - CUBE FARM** (your company is moving to a new building, claim the best areas for your staff), **AGORA** (wheeling and dealing in the old Grecian market). Both of these card-based games are in the cheapest line of Cheapass Games, and feature innovative card layout gameplay.

**AND MUCH MORE** Check out the other Cheapass Games that perhaps you have never tried, or just love to play!

**No entry fee! Real prizes from Cheapass Games! Fun guaranteed!**

# Miniatures

## WARHAMMER 40K - TOURNAMENT

**Organised by Mark Morrison & War All the Time.**

Australia's biggest and hottest 40K event returns! Max 100 players.

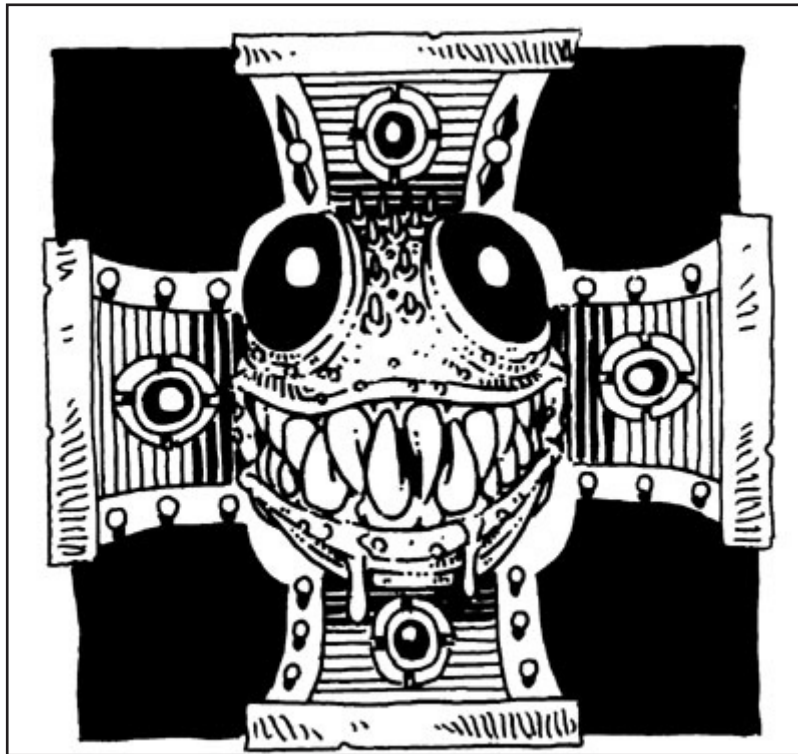
Full details are available on the 40K flier, and on the Arc 40K website:

<http://members.optushome.com.au/bassst/arc40k/>

Warhammer 40K Available 6 sessions, Saturday 9am, 1pm, 4pm, Sunday 9am, 1pm, 4pm. Flat fee \$30. Max 100 players.

**Available Sessions:** Sessions C, D, E, G, H and I

**ALL 40K EVENTS ARE SPONSORED BY  
GAMES WORKSHOP**



## WARHAMMER 40K - IMPERIAL FRONT

**Organised by Mark Morrison & War All the Time.**

A special 40K event: a massed tank battle, vehicle armies only. Max 12 players.

Full details are available on the 40K flier, and on the Arc 40K website:

<http://members.optushome.com.au/bassst/arc40k/>

Imperial Front available 1 long session spanning Monday 1pm, 4pm. Flat fee \$12.

**Available Sessions:** Session L and M

# WARHAMMER 40K - THE LONGEST TABLE

**Organised by Mark Morrison & War All the Time.**

The Longest Table is a 36,000 pt game for 24 players on a 26 foot long table, pitting the hardbitten forces of the Imperium and its allies against the ever encroaching hordes of Chaos and other xenos scum. It's heaps of fun, and the perfect way to unwind on Monday after the 2-day competition over the weekend.

Bring along a 1,500 point army, and 2 copies of your army list - one to show your opponent(s).

All miniatures must be painted, and identifiable as the troop they represent. The whole idea is to have a mega battle that looks awesome. So, if it is not painted, you cannot field it.

All other Basic Rules listed for the main tournament apply, including legal armies.

You must register by Sunday night. Please arrive by 11:00am. Briefing is 11:15am. Setup commences 11:30pm.

The battle will be one continuous table.

Turns will be synchronised along the length of the table.

The organisers will choose which side you will join. Each side will elect a general.

Starting positions will be chosen by the general.

Each player will deploy along a 3' front up to 15" in (i.e. sharing a 6' table with one ally).

The game will use the Infiltrators, Victory Points and Deep Strike special rules.

Once the battle starts, you can attack any enemy unit on the opposing side. You will not be limited to your original deployment zone - in fact, we encourage you to go nuts!

There are no limits to the range of Deep Strike or Daemonic Summoning.

You will be given a stack of cards to prepare for your force - each of your units will have two cards, one for half points value (50% killed or vehicle damaged), one for the rest of its points value (completely destroyed). Any player who kills or damages a unit is awarded its card.

In addition, there will be special objectives on each table, each of which will yield a card. Commanders will have a Bonus Points card. Objectives will be awarded to the player that gets there first, so long as they still qualify to hold it at the end of the battle (e.g. unit is above 50%, etc.).

The battle will be six turns duration, and will finish no later than 6:30pm.

At the end of the battle, you will count up the cards you have won by killing units or taking objectives.

The player with the highest points tally is the winner! There will also be second and third prizes, special prizes for special objectives, best painted army, most memorable army, etc.

All points will be added together to determine which side wins: Imperial or Chaos!

Despite all these rules, the idea is just to have a big-ass game, so don't take it too seriously!

The Longest Table available 1 long session spanning Monday 1pm, 4pm. Flat fee \$12. Max 24 players.

For the latest rules updates, or any changes, go to; <http://members.optushome.com.au/basst/arc40k/>

**Available Sessions:** Session L and M only



# HEROCLIX

## Organised by Neil Dorney

Heroclix is a fast paced miniatures game that allows players to make their ultimate team of comic book heroes and play out battles that you will never see in the comic books between characters as varied and dynamic as Batman, Spiderman and Judge Dredd.

Any queries and questions feel free to contact me at [NeilCDorney@yahoo.com.au](mailto:NeilCDorney@yahoo.com.au)

## 200pt Head to Head

Marvel, DC and Indy Heroclix 200pt head to head event

Games will be played between two players using a Swiss ranking system.

A range of missions will be played, so make and bring teams that can complete a variety of tasks.

Teams may be made up of figures from any set of marvel, DC and Indy heroclix as well as any LE or unique figures that have been made available from other sources, such as inquest magazine or at tournaments.

Only one of each named character may be used per team, (e.g. only one Electra, Hulk, Wolverine etc.) But as many copies of generic characters may be used (shield medics, hand ninjas, inter-gang agents etc.) The only exception to this rule is unique flash, who may freely be taken with a version of R, E, V Flash from Hypertime.

To encourage thematic teams, players who choose a team of entirely one team such as X-men, Brotherhood of Evil Mutants, J.L.A or team Batman will gain a leadership role at the start of each of their turns. If the team already has leadership the role will automatically succeed given the team an automatic 3 actions.

**Available Sessions:** Session F only

## 600pt Battle Royal

Marvel, DC and Indy Heroclix 600pt last man standing battle royal

Players will be required to make a team of no more than 600pts but with a maximum of 6 figures per team.

Teams may be made up of figures from any set of marvel, DC and Indy heroclix as well as any LE or unique figures that have been made available from other sources such as inquest magazine or tournaments.

Players will be allowed 3 actions per turn (or 4 with leadership).

Players will not be permitted to use generic characters (no medics, agents, thugs etc).

Only one of each named character may be used per team (Only one Electra, Hulk, Batman etc.) The only exceptions to this rule is unique flash, who may freely be taken with a version of R, E, V Flash from Hypertime and Mr Fixit who may not be taken with any version of the Hulk.

One large game will be played and the winner will be that last player with characters still alive. In the event of a stalemate remaining points will be added up and a winner will be decided.

**Available Sessions:** Session J only

# WAR MACHINE TOURNAMENT: STEAM POWERED MINIATURES COMBAT

Organised by Ben Leong

Powerful sorcerors, magickal constructs, and lethal infantry formations take to the battlefield in War Machine - miniature wargaming in the world of the Iron Kingdoms.

500 point warbands

Any official models may be used

All factions (Cryx, Menoth, Khador, Cygnar, and Mercenaries) may be used.

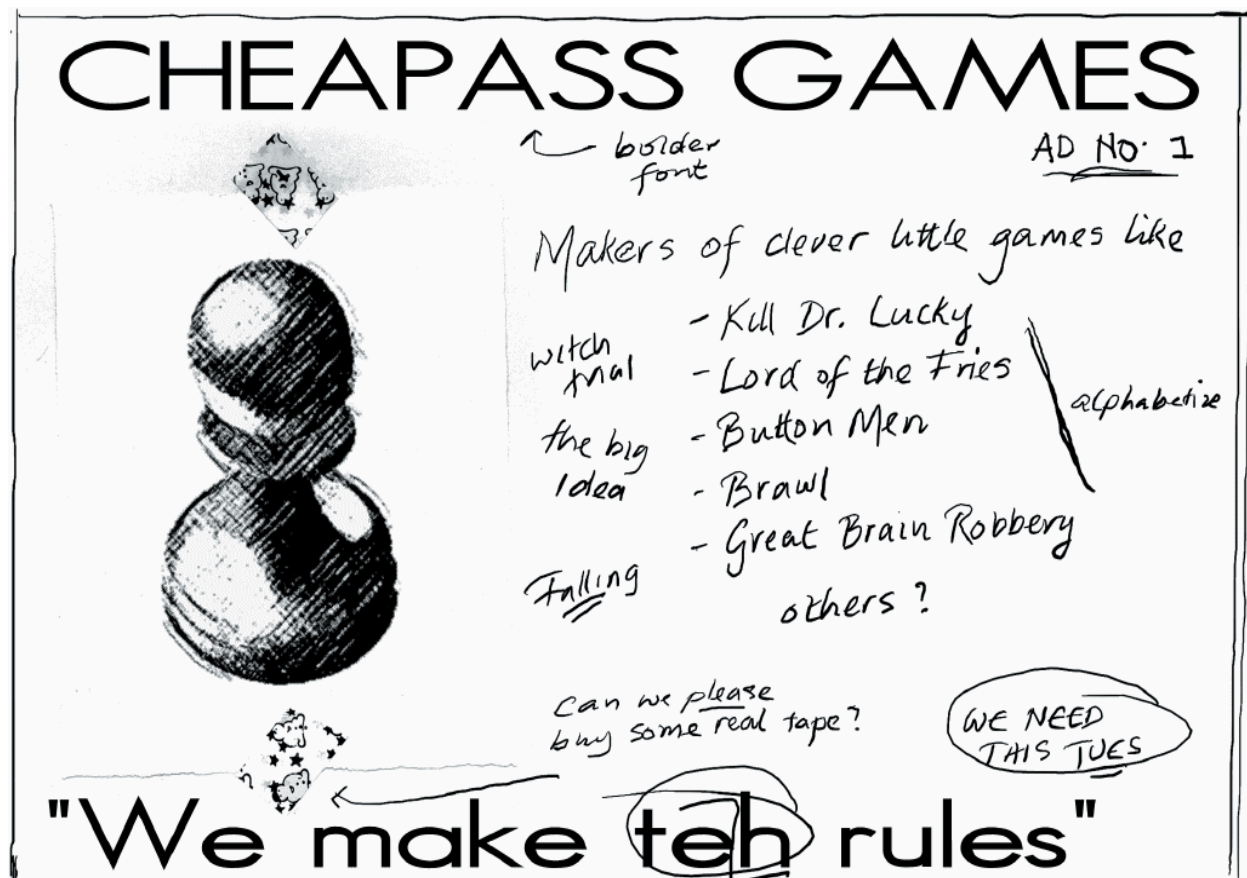
One warcaster per warband

Rules from Warmachine: Prime will be in use

For more information, contact Ben Leong morsla@yahoo.co.uk

This is a two session tournament, and there will be an additional \$5 fee which will go towards prize support.

**Available Sessions:** Session A and B



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# INTERESTED IN RUNNING A TOURNAMENT NEXT YEAR?

Feeling creative? Perhaps you have an idea that would be just perfect for a convention tournament. Or, having played many tournaments you find yourself thinking “I could write something like (or better than!) that”. Or maybe you just failed a sanity check and would like to become a Tournament Organiser.

Common belief to the contrary, there’s nothing really special about the people who write and run tournaments (except for their generous commitment of time and energy). They all started out as players, too.

It does help to have played at a convention, so that you know how tournaments are generally run and what is expected. It also helps to GM for someone else to get a taste for life (and its problems) “on the other side of the screen”.

New writers are always welcome (we were all new writers once, too). For information on organisers (see the Information section for contact details), or grab a form off the Organisers desk during the convention.

## ARCANA CON XXIII

### CONSPIRACY, PARANOIA AND SECRETS

COMING IN 2005

THE SMOGS WILL BE REVEALED!