

FLORIDA'S SCIENCE FICTION, FANTASY, & HORROR CONVENTION

NECRONOMICON

SEPTEMBER 2021



ISSUE 40

WITH FEATURED GUESTS

AWARD WINNING AUTHORS & PODCAST HOSTS

PIP BALLANTINE

TEE MORRIS



**LITERATURE
GAMING
ART
DEALERS
& MORE!**



KIDS AND CANINES

Necronomicon's
official charity is
Kids and Canines.

Unlike organizations concerned with profit, Kids and Canines seeks to improve the lives of young people.



Specifically, they help at-risk students train service dogs. The task teaches discipline and responsibility and provides an invaluable resource to a disabled person when the animal is ready.

We at Necronomicon are proud that we've been supporting Kids and Canines for over a decade. The money from the raffle at the Masquerade, the donation jars around the venue, and the Photo Booth all go directly to them. Please contribute to this worthy cause.



www.kidsandcanines.org

NECRONOMICON

Welcome
Ladibees and
Gentlefen to our
pocket dimension
hosted by
Necronomicon!

I do hope the portal transition did not cause any side effects. Are you feeling dizzy? Nauseous? Extra arm? No? Well, that's excellent!

Allow me to be your guide through our clockwork world! Please pay attention as the laws of physics may be different than those you are used to. However, I do think you will have an enchanting time.

In the following pages, you will find descriptions of places and events that will amaze and astound you. We've brought in people and marvels from lost civilizations, forgotten mountains, the depths of oceans and one guy named Fred. I'm sure you will find something to amuse and enchant you!

MMXXII

ADMONITIONS

We regret that currently we are experiencing a bit of an issue with some germs. We think it was something the Martians left. So there are extra (strongly enforced) rules.

1. Masks are required in all public areas. Only if you are eating food are you allowed to remove them, and you are to stay a safe social distance from others.
2. No Smoking - The hotel, State of Florida, and Necronomicon have instituted a no smoking policy. **This includes e-cigs.** The only places where con members may smoke are on designated smoking floors and outside.
3. Weapons - No real weapons, bladed weapons, or simulated weapons that can shoot a projectile are allowed. Also, if it looks like a real gun, it's not allowed. The only exception is for pre-approved Masquerade participants. All hall costume weapons and props must be approved by a member of Necronomicon staff. If you have a weapon with your hall costume, you are NOT allowed to carry it in your hands; it MUST remain in the holster/sheath or similar.
4. Harassment is any behavior that intentionally annoys or alarms another person. This includes any unwanted physical contact, following someone around, rude, suggestive, or insulting comments, or otherwise infringing on their personal liberties or space. This activity will not be tolerated at Necronomicon. Remember that if you approach someone and they tell you "no" or to leave them alone, your business with them is done.
5. * If you do not leave them alone as they have requested, your actions may be grounds for a complaint of harassment.
6. * If you feel that you are



being harassed, report the matter immediately to convention staff or security.

7. Badges - ID badges must be worn prominently on the front of clothing and above the waist at all times. Anyone without a badge will be refused access. If you lose your badge, you must buy a new membership to get another one, or you will be sacrificed to the Elder Gods.
8. Behavior and costumes must adhere to Hillsborough County decency laws.
9. Quiet time, except for the first floor, is 10 pm to 10 am. For the comfort and convenience of all hotel guests, during these hours you are required to keep noise to a minimum on all sleeping floors.
10. Disorderly Conduct - No running in the hotel, yelling, fighting, or damaging of hotel and/or convention property will be tolerated. Drunken or disorderly conduct in Necronomicon function space will result in the member being escorted to his or her room or removed from the hotel.
11. Alcohol shall not be dispensed in public or function areas of the hotel except by authorized hotel staff.
12. Signs may not be posted except on convention bulletin boards. No signs may be posted in the elevators, on the walls, or on room doors. Bulletin boards and thumbtacks are available at the registration desk. Damage to the hotel jeopardizes our ability to hold future conventions. To ensure that there will be another Necronomicon, please report any acts of vandalism to the hotel or convention staff.

Guests of Honor Special Notice:

Due to the rise in the Covid Delta variants in Florida, and concerns regarding the safety of family, our Guests Pip and Tee can not join us in person this year. We regret, but understand their absence. They will be able to join us via **ZOOM** on the panels listed. These will be telecast during the panels they will be attending.
Thank you for your understanding.

ZOOM GUESTS OF HONOR

Philippa (Pip) Ballantine

Born in Wellington, New Zealand, Philippa has always had her head in a book. For this she blames her father who thought *Lord of the Rings* was suitable bedtime reading for an eight year old. At the age of thirteen she began writing fantasy stories for herself.

She first earned a Bachelor of Arts in English Literature and Political Science and then a Bachelor of Applied Science in Library and Information Science. So soon enough she found herself working in the magical world of libraries where she stayed for over a decade.

Her first professional sale was in 1997, and since then she has gone on to produce mostly novel length fiction. In 2006 she became New Zealand's first podcast novelist, and she has voiced and produced *Weaver's Web*, *Chasing the Bard*, *Weather Child*, and *Digital Magic* as podiobooks. Her podcasts have won a Parsec, and a Sir Julius Vogel award.

Philippa is the author of the Books of the Order series, The Fragile Gods series, and the Shifted World series. She is the co-author of the Ministry of Peculiar Occurrences series with Tee Morris. She writes and co-authors series, Verity Fitzroy and the Ministry Seven with Tee, as well as the non-fiction title, *Social Media for Writers*.

When not writing or podcasting, Philippa loves reading, gardening, and whenever possible traveling. With her husband, Tee, and her daughter, she is looked after by a mighty clowder of three cats. Find her online at pjbballantine.com.



Tee Morris

Tee Morris has been writing science fiction, fantasy, horror, and non-fiction for over a decade. His first novel, *MOREVI: The Chronicles of Rafe & Askana*, became the first novel to be podcast in its entirety, ushering in a new age for authors — podcasting. He went on with Evo Terra to write *Podcasting for Dummies* (as well as the 2nd Edition alongside Chuck Tomasi). His expertise reached deeper into social media when he penned on his own *All a Twitter* and *Sams Teach Yourself Twitter in 10 Minutes*.

In 2011, Tee returned to fiction with the Ministry of Peculiar Occurrences series, penned with his wife, Pip Ballantine. The series and its short fiction podcast, *Tales from the Archives*, has won several awards including the 2014 Parsec Award for Best Science Fiction Anthology Podcast, the 2011 Airship Award for Best Steampunk Literature, and RT Reviews' Choice Awards for Best Steampunk of 2014. In 2017, Tee & Pip released the sixth book in the series, *Operation: Endgame*, the new spin-off series, *Verity Fitzroy and the Ministry Seven*, and the unexpected novella of erotic ridiculousness and hidden messages from Ministry command, *Countless Hues of Crimson*.

And somewhere in the middle of all that, Tee and Pip released with *Writer's Digest* the go-to, how-to book, *Social Media for Writers*. He reunited with Chuck Tomasi for the third edition of

Podcasting for Dummies.

Tee and Pip also host *The Shared Desk*, a podcast covering collaboration and other aspects of a writer's lifestyle.

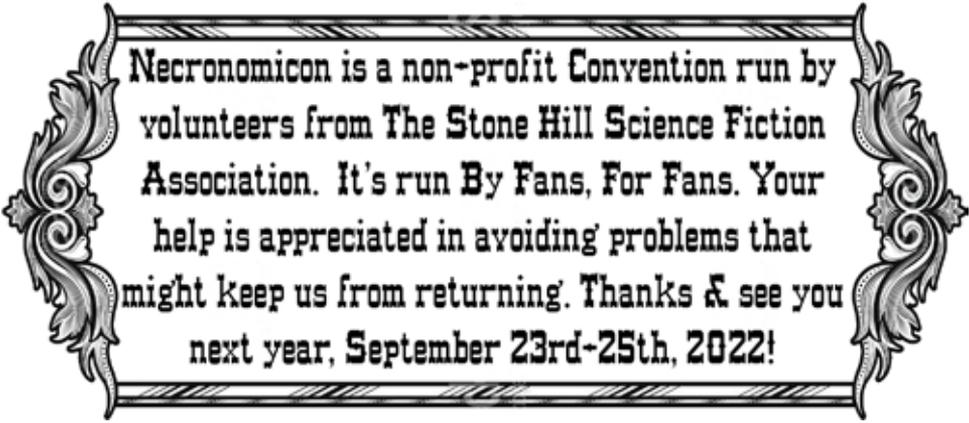
He enjoys a writer's life in Virginia alongside Pip, his daughter, and three cats. Explore the works of Tee Morris, and his occasional geek rants, at TeeMorris.com.



OTHER GUESTS

Our pocket dimension wouldn't exist without the countless Alchemists, Artificers, Mad Scientists and Dreamers. Below are the Sparks that helped make it real.

Dan Allatore, Christian Basel, Sadie Blackburn, Richard Lee Byers, JP Corwyn, Heather Dewey Pettet, Kevin Daniels, Tanja Diederich, Allan Dyan-Shapiro, Sally Gage, Thomas Green, Chris Harben, William Hatfield, Kat Heckenbach, Elle E. Ire, Jose Iriarte, Nicholas King, Will Ludwigsen, Craig MacDougal, Jeff Mitchell, Mark Moore, Kendall Morris, Kendall F. Morris, Tee Morris, Stephen O'Pry, Outer Rim Guilds, E. Rose Sabin, Mark Rossmore, Juan Sanmiguel, Elizabeth Schechter, Rubey Shea, Brandy Stark, Gene Valido, Rick Wilber, Ed Wysocki and the Divine Madness Players.



Necronomicon is a non-profit Convention run by volunteers from The Stone Hill Science Fiction Association. It's run By Fans, For Fans. Your help is appreciated in avoiding problems that might keep us from returning. Thanks & see you next year, September 23rd-25th, 2022!

There are two ways to be a science fiction and fantasy fan in Florida.



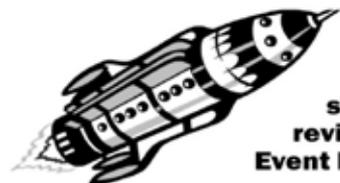
Read about the exciting fan activities **other** people are doing.



Start doing exciting things yourself, and meet new friends "in the flesh" with OASFiS!



We're OASFiS - the Orlando Area Science Fiction Society. We enjoy and promote science fiction, fantasy, horror, books, movies, TV series, costuming, gaming - every part of the most imaginative hobby in existence. Of all the conventions in Central Florida, only our **OASiS conventions** are operated *by* fans, *for* fans, and not for profit...bringing affordable fun that speaks to *your* interests. Bring your unique fan interests to life and share them with Florida's fan community. We work with other fan organizations to bring our mutual passions to life. Visit our monthly meetings...and help shape fandom's future by joining OASFiS. Individual and family memberships are available. If you're tired of just sitting, you're welcome at OASFiS...no bones about it!



Besides monthly meetings and our **OASiS conventions**, read about our special events and activities on our web site! Members can contribute articles, reviews and original fiction to our magazine **Event Horizon**. We want to hear from you!

OASFiS: The Orlando Area Science Fiction Society
www.oasfis.org

Please checkout our table in the Dealer's Room!

LOCUS FANTASTIQUE

As you will soon learn, our pocket dimension of retro-future-mythic tech has many places and events for your enjoyment over these three days. There is a cog-monorail that phases into reality now and again, or else you simply have to walk from one habitat to another. Below are descriptions of places to visit.

SCAVENGER'S MARKET



From across the globe and further still, people have been gathering together strange and esoteric items. While you can always order things back in your world from “etsibay”, here you will find the personal touch that is otherwise missing. In an area marked **Salon D**, you will find vendors and dealers with wares of all kinds.

Be aware that their hours are limited to **Friday Noon-7pm, Saturday 10am-6pm, and Sunday 10am-3pm.**

PARLOR GAMES

What’s an adventurous life without some competition? It’s a jolly good time pitting yourself against sewer clanks or space orcs, isn’t it? Well for those who can’t strap on a lightning thrower and head off into the darkest jungles, you can always live vicariously through the Games we are hosting. In **Salon E**, you will find a plethora of scenarios which will amuse and entertain. Check in with them for schedules and programs. Tally Ho!

GALLERY EXPO

For those with an eye (organic or mechanical) for the finer things, I’d like to point you to our Artists Exposition. In **Salon C**, during the hours of **Friday Noon-6pm, Saturday 10am-6pm, and Sunday 10am-2pm**, you will be able to peruse oils, watercolors,

prints, sculptures and who knows what some far-flung civilizations do for art. We just let them sell it here. Special rules apply for potential buyers, so check in at the door. (You may be required to leave bulky automatons outside.)

VIVAMUS MUNUS ACTIO LUDENS

For those who don't read Atlantean; Live Action Roll Playing. On the second floor, in the **Palm Room**, you will find a fine fraternity who will be hosting various pantomimes throughout the weekend. Some may involve the latest in electro-mechanical illusions. Some may take you to dark dimensions. Check in with these Fantastical Fantasists for their schedule.

CTHULHU'S ACADEMY

To be set up in **Salon G**, we have allowed an Eldritch being to run arts and crafts. (Actually we were TOLD by said Squamous creature that it WOULD be doing them). See the grid schedule for the many times to release your Maker Spark, and see what you can create. All materials will be provided. Hopefully the "staff" will remain in their human form, and allow you to exit with all parts intact.

THE NON-CON SUITE

Due to the unfortunate situation this year, we are forced to close our usual hospitality suite this year. However, we do wish to supply refreshments to the pan-dimensional masses as best we can. Over the course of the weekend, we will be supplying drinks and snacks at several locations near the main halls. These will mostly be set times, which will be noted on the handout schedule available in registration. We regret the closing of this traditional location, but for safety sake, we had to look for other options.



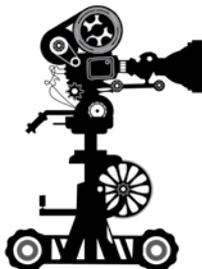
Serval Location 11

PHENOMENA

BOARD GAME MAD SCIENCE

For those with a certain... Spark... of creativity, there is a special event scheduled for two sessions over the weekend. **Friday at 6pm in Salon A**, victims participants will gather for an “Iron-Chef” style competition to create a new board game. Materials will be provided. Those who compete will return on Sunday to be judged on their creation. If said creation rampages through the halls, causing death and destruction, you may get extra style points.

DRAMATURGY



We have been delighted to host the Creature Feature Film Festival in the past and are honored to do so again. Join us **Friday in Salon F at 6pm** for the latest offerings of armatures from near and far. These amazing moving-pictures will fascinate and flabbergast you. Small children and those with weak constitutions may beware.

IGOR/YGOR FÊTE

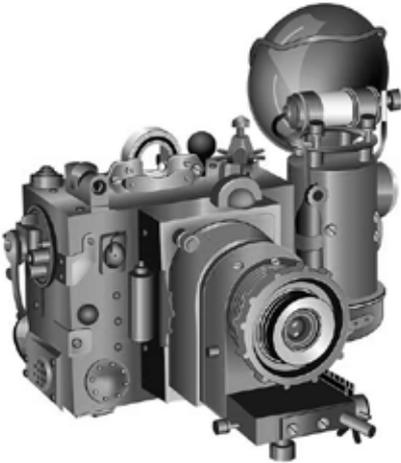
As you may have noticed, the location for the Igor/Ygor party doesn't exist this year. But non-existence never stopped us before! This year is no exception and the beer must flow! The traditional time of **Friday at 10pm** will be the time to gather again for the spirited debate of Igor vs. Ygor to continue. This time, it will be in more open environs, in the lobby dining area. (See map on back for where that is.) You can always just listen for the yelling.



PICTURE PARODY

Our fine friends in fandom find fun forms for flouting foolish film flops. Join monsieur Bruns as he and others give the “MST3K” treatment to “Batman and Robin,” a dubious motion-picture of ill fame. Those who wish to add insult to injury can join him on **Friday at 10pm in Salon F**. No tomatoes please, it is a rented hall.

HELIOGRAPHIC STUDIO



With all of the pan-dimensional visitors here this weekend, it is common to see a wide range of beings in their native costume. To commemorate this, our virtuosos of the digital daguerreotype will be available on **Saturday from noon to 8pm**. You will find them set up near the elevators. You can sign up for a 15 minute appointment, or take your chances and just drop by. You get one free photo by email or you can purchase your photo set and take it home with you. You can also order a full set of ALL the costumed characters. All profits go to our charity, Kids and Canines.

THE ENIGMA EVENT

For those with a more esoteric knowledge than common sense, you may wish to visit **Salon F at 2pm on Saturday**. There you will find a competition to test your thinking engines to their limit. No need to sign up ahead of time this year, just show up. Players will be separated into teams, and each team will have an easy toss up question for control of the board, then a harder question for more points. Prizes will be awarded to the survivors with the highest score.

OUTER RIM GUILDS

As connoisseurs of lost civilizations, we know there was an astounding one a long time ago, in a galaxy far, far away. Surprisingly, we know a LOT about this one. Outer Rim Guilds is an expert on it, in fact. They are going to be sharing the fashions that YOU can wear from this Republic/Empire. They will also give a demonstration of the weapon of choice, the lightsaber. These demonstrations will be in **Salon G, on Saturday at 3pm, and 6pm.** They graciously will be donating a lightsaber to benefit the Kids and Canines charity. Check with O.R.G. at their Fan Table for Raffle tickets.



ESCAPE THE CLOUDS CONCERT



We wish to welcome the musical maestro Mark Rossmore to our eldritch event. On **Saturday at 5pm in Salon A,** he will be performing a concert, in the “Steampunk” style for your entertainment. Audience members are cautioned that there may be semi-dangerous lightning discharges.

3RD ANNUAL CTHULHU MEMORIAL EYE SCREAM SOCIAL

From the highest airships to the deepest core drilling engines, there is nothing people like better than frozen dairy products. Please join us for the close of the convention with a free Ice Cream Social. This annual event has put a smile on the faceplate of many humans, creatures, and mechanical lifeforms. **Sunday afternoon at 2pm in Salon F** will be the venue for these frozen treats.



ASTOUNDING AGENDA

FRIDAY

2:00 PM

Salon A **Cthulhu Academy Crochet/Knitting Intro:** Learn the basics or get help with problems.

4:00 PM

Salon A **Ghastly Ghosts:** Why the other world of ghosts fascinates us in fiction and real life. [H]: Ludwigsen [P]: Stark, Ire, Alatorre, Blackburn

Salon G **Writing action scenes in fiction:** how to show your reader what's happening in fights, car chases, etc. [H]: Hatfield [P]: Byers, Corwyn, Ballantine, T. Morris

5:00 PM

Salon A **Casual Cosplay (workshop):** Learn how to cosplay at work, Disneybound, and create casual versions of your characters. [H]: A. Morris [P]: Stubkjaer, Macheski, Sears

Salon G **Writing for Movies: the basics of script writing.** [H]: Basel [P]: Westerfield, Byers, Green, Song

6:00 PM

Salon A **Board Game Jam: Intro Panel:** "1st Annual Necronomicon Board Game Jam: An Iron Chef-Styled board game creation competition. Materials provided." RESO

Salon G **Getting Back to In-person Fandom (discussion):** Chatting about the good and bad of getting back to live conventions. [H]: Macheski [P]: Sears, Iriarte, Sanmiguel

Salon F **Creature Feature Film Festival**

7:00 PM

Salon A **What's Next for the Doctor:** [H]: Basel [P]: Sears, Song, Harben

Salon G **Dealing with Dated Science Fiction:** do we ditch everything that's old or do we look at it in historical perspective? [H]: Dyen-Shapiro [P]: Hatfield, K.F. Morris, Stark

8:00 PM

Salon A **You Shouldn't be a Writer If:** what it takes to live the writing life and why it's not for everyone. [H]: Iriarte [P]: Wilber, Alatorre, Ludwigsen

Salon G **Choice: Revolution or Apocalypse:** Is the only way to save the planet to overthrow the wealthy who are using it up for their gain. [H]: Dyen-Shapiro [P]: Byers, Green



9:00 PM

- Salon A **How to be a Bad Writer:** What not to do if you want to write well.
[H]: Ire [P]: Ludwigsen, Alatorre, Green
- Salon G **Pitching Your Movie at Cannes:** How you get your film noticed.
[H]: Westerfield [P]: Hatfield, Song

10:00 PM

- Salon A **Writing the Naughty Bits:** You know what this means.
[H]: Schechter [P]: Ire, Macheski, Host
- Salon G **Marvelous Marvel on Disney+:** Looking at what's good, what's great, and what we're not sure about yet.
[H]: Sears [P]: Byers, K. Daniels, Sanmiguel
- Salon F **Cutting Room Floor:** Riffing on Batman and Robin [H]: Bruns
Atrium **Ygor Party**

SATURDAY

10:00 AM

- Salon A **Discover Your Superpowers with Yushido Adventures:** outdoor adventure company for fannish interests. [H]: McGee
- Salon G **Cthulhu Academy:** Cthulhu Lanterns
- Salon F **Writing in the Steampunk Style:** the conventions of steampunk fiction that you need to know. [H]: Bruns [P]: Ballantine, T. Morris, Blackburn



11:00 AM

- Salon A **Writing Series Fiction:** How to plot a multi-book story and how to keep it interesting. [H]: Wilber [P]: Sabin, Ballantine, T. Morris
- Salon G **Cthulhu Academy:** Bottle Head Planters
- Salon F **Ask the Science Guys:** Got science questions? You can get answers here. [H]: MacDougal [P]: K. F. Morris, K.D. Morris, Mitchell, Dyen-Shapiro

12:00 PM

- Salon A **Light saber Spinning for the Tragically Uncoordinated:** Workshop for those who think they are too clumsy to be Jedis.
[H]: S. Daniels
- Salon G **Cthulhu Academy:** Yarn Doll or Octopus
- Salon F **Norse Mythology in Fiction:** Using the mythos that guided everyday life for the Vikings to help tell your story. [H]: A. Morris
[P]: Byers, Ludwigsen

1:00 PM

- Salon A **Selling Your Art Online:** The ways you can get noticed and what not to do. [H]: Sears [P]: Heckenbach, Shea, Pette
- Salon G **Cthulhu Academy:** Goddess Figurine (sculpting)
- Salon F **Steampunk Science:** How writers take modern day science and put it into the Victorian age. [H]: Schechter [P]: Blackburn, Ballantine, T. Morris

2:00 PM

Salon A **Harry Potter: non Hogwarts Wizarding Schools:** Learn about the other wizarding schools in the HP world. [H]: Sears [P]: S. Moore, J. Moore

Salon F **Trivia:** Master Challenge Jones, Dryer, Bruns & (Zahn)

3:00 PM

Salon A **STEM in Art:** How science, tech, engineering and math figure into the work artists create. [H]: Monti [P]: Macheski, Heckenbach, Iriarte

Salon G **Outer Rim Guilds:** Learn about this local group that helps you live a Star Wars life in your spare time. Lightsaber battle demo. [H]: Outer Rim Guilds

4:00 PM

Salon A **How Science and True Crime Connect:** How science helps detectives solve real life mysteries. [H]: Ludwigsen [P]: Alatorre, Dyen-Shapiro, Gage, Wilber

5:00 PM

Salon A **Making Your Magic Work:** How to create the rules for the magic in your fictional world. [H]: Shea [P]: Byers, Ire, Sabin, Corwyn

Salon G **Turning UFOs into IFOs:** “Space detectives” discover what that thing you saw in the sky was. [H]: Diederich [P]: Mitchell, Wysocki, MacDougal

Salon F **Escape the Clouds Concert:** Music for the steampunk fan in all of us. Escape the Clouds

6:00 PM

Salon A **Whose Line is it Anyway:** game show [H]: Dryer

Salon G **How to Cosplay Star Wars:** [H]: Outer Rim Guilds

7:00 PM

Salon A **Creating Alien Worlds/Characters:** Creating worlds that amaze us and characters that are not just people in rubber suits. [H]: Sears [P]: Wilber, Song, Shea, Sabin

Salon G **When to Argue with an Editor:** When you need to stick up for your story and when you make the changes. [H]: Green [P]: Iriarte, Byers, Pettet

Salon F **Necronomicon’s Got Talent and Cosplay:** fan cabaret and cosplay show. [H]: A. Morris, K.D. Morris

8:00 PM

Salon A **How SF Can Improve the Image of Science:** How the stories we tell can create a love of science in readers and watchers. [H]: Wysocki [P]: Mitchell, K.F. Morris, Dyen-Shapiro

Outside **Sky Watching with Tanja:** (telescopes) weather and safety permitting [H]: Diederich

9:00 PM

Salon A **Cosplay is for Every Body:** How you can cosplay no matter your body type or ability. [H]: A. Morris [P]: Gage, Sears, Stubkjaer

Salon G **Trivia Trick or Treat:** the lighter trivia match. [H]: Bruns [P]: Jones, Dryer, Sanmiguel, Song

Salon F **Bondage Uncovered (comics):** A brief history of the American comic book bondage cover. [H]: Akselsen

10:00 PM

Salon A **Government Declassified:** the things you didn't know existed.

[H]: Green

Salon G **Shipping, Slash, OTPs & More (fan fiction):** group discussion

[H]: Hicks

Salon F **Divine Madness Players**

11:00 PM

Salon G **What I Watched/Read During Lockdown:** how we filled all that spare time. [H]: Basel [P]: Sanmiguel, Byers, Gage

SUNDAY

10:00 AM

Salon A **New Writers: It's a Hard knock Life:** surviving the difficulty in getting published and gaining an audience. [H]: Ire [P]: Shea, Heckenbach

Salon G **Cosplaying in the Doctor Who-verse:** tips for creating Who-verse costuming with your own spin. Song, A. Morris, Sears

Salon F **Self Pub, Patreon, YouTube & Podcasts:** new alternatives to traditional publishing, film & broadcasting [H]: Bruns [P]: Ballantine, T. Morris, Basel, Pettet

11:00 AM

Salon A **Hero/Heroine's Journey:** is the journey different based on gender? [H]: Macheski [P]: Stark, Hatfield, Pettet

Salon G **Who Doesn't Love a Mystery:** the genre that spans all forms of fiction. [H]: Schechter [P]: Alatorre, Wilber

Salon F **Wait Wait Don't Tell Me:** game show [H]: Bruns [P]: Byers, Song, Sears, Ludwigsen

12:00 PM

Salon A **Board Game Jam:** Outro Panel: 1st Annual Necronomicon Board Game Jam Grand Finale: Join us as Expert Judges determine this year's Champion RESO

Salon G **Social Media and SF:** How has social media impacted SF? Author and fan discussion. [H]: Wilber [P]: Hatfield, Gage, Sanmiguel

Salon F **Jeff and Ed Mars Show** Mitchell, Wysocki

1:00 PM

Salon A **The Lighter Side of the Pandemic:** dark humor panel [H]: Ludwigsen [P]: Gage, Byers, Dyen-Shapiro

Salon G **Privatizing Space:** the difference between government based and privately backed space exploration. [H]: Green [P]: Wysocki, Mitchell, Diederich

2:00 PM

Salon F **3rd Annual Cthulhu Memorial Eye Scream Social**





GGtoor.com

Play the games you love!

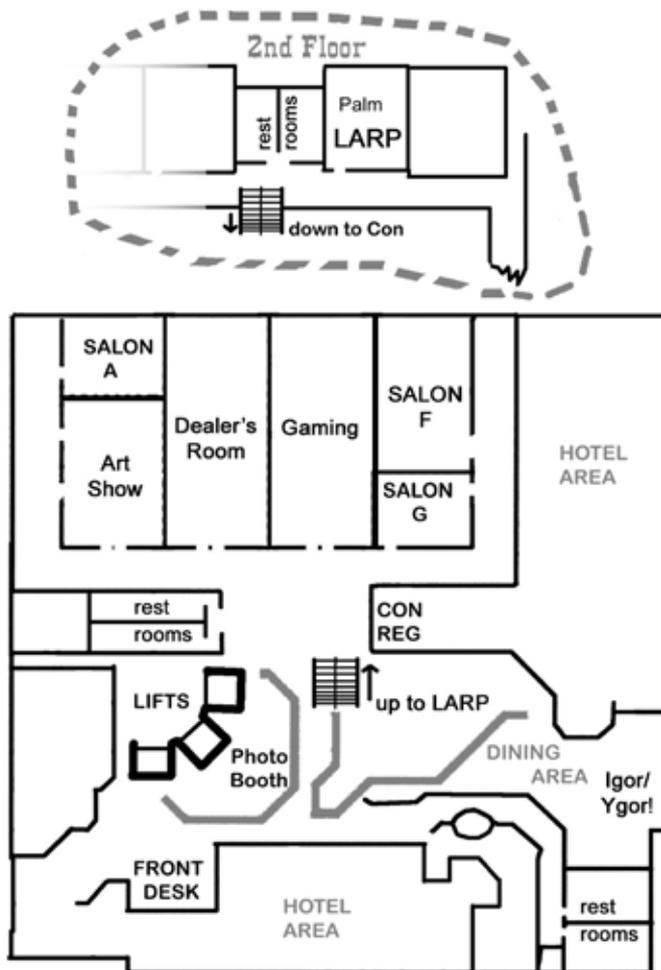
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at Necronomicon!***



Learn all the details about
Necronomicon CASH prizing - it's FREE!

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NECRONOMICON 2021 CARTOGRAPHY



Con Reg

Fri 9am-10pm
Sat 9am-10pm
Sun 9am-Noon

Dealer's Room

Fri Noon-7pm
Sat 10am-6pm
Sun 10am-3pm

Art Show

Fri Noon-6pm
Sat 10am-6pm
Sun 10am-3pm