Nullus Anxietas 9 – The Australian Discworld Convention 2024

This document is a plain text version of the timetable, including session descriptions after each entry.

For a printable version of the timetable, you can download one [on our website](https://ausdwcon.org/convention/events/) and one will be provided to you at registration. Session descriptions are in your convention book.

Last updated 9th July 2024

# Events and Activities

We have a busy programme of events for you to enjoy at Nullus Anxietas 9 - there's so much to see and do that you can't do it all (unless you're a History Monk with a procrastinator). Check the timetable to find out when and where these events are on - some will be happening more than once - and remember if you have any questions: **Go To Ops**.

# Signing up for limited sessions

Some sessions - specifically Klatches, Craft Workshops, the Escape Room, and Murder on the Uberwald Express - require you to sign up in advance at Ops, as each session has limited numbers.

For Klatches, you can nominate for these chats with special guests by filling in the slips in your convention bag and dropping them in the appropriate box at Ops. Attendance for Klatches is chosen by random draw. The list of people selected will be posted at Ops and The Kennels about 1 hour before the session.

For Workshops and the Murder Mystery, signing up is first come, first served, via the signup sheets at Ops. However, please do not be too greedy in the number of sessions you sign up for!

For the Escape Room, private sessions can be booked for groups of 3 or 4 via signup sheets at Ops. If you miss out on a private session, please attend the public session on Sunday as you can still be part of the audience watching the game being played.

NOTE: If you have signed up for a Klatch/Workshop/etc and cannot attend - please let Ops know so your spot can be reassigned to someone else.

# Friday 12th July

## 11.00am

Registration Opens (until 7pm), The Troll Bridge

Ops Opens (until 6pm, then 8pm-10pm), The Embassy

## 12.00 pm

Karen J Carlisle – Interview, The Castle

Karen is an author from Adelaide who writes Victorian mystery, steampunk, fantasy, and cosy(ish) murder mysteries.

Beginner Bats Orientation, The Mine

First time at a Discworld Convention? Come along and find out what it's all about and get your questions answered.

Volunteer and Security Briefing, The Town

Did you volunteer to be a gopher, or in the Watch? Come along and find out how it all works, and make sure you know when your shifts are.

Press Corpse Briefing, The Kennels

Do you take pictures or make clickies? Is Otto Chriek your kindred spirit? This session is for our volunteer photographers and videographers.

## 1.00pm

The Terry Pratchett Scholarship, The Castle

Terry Pratchett Scholarship awardee Freyja Stokes will talk about the UniSA scholarship, their research, and their experience at Trinity College Dublin.

Writers SA, The Mine

Hear from volunteer organisation Writers SA – one of our charities - about the work they do to create connections and opportunities to support writers at all stages.

World Building Basics, The Town

Dying to create a world for a story or homebrew role-playing game? What makes it tick? Find out how to stitch it together so you can create a unique world for your stories and role-playing games.

Klatch – Tansy Rayner Roberts, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

Creator Table Opens (until 6pm), The Market Square

## 2.00pm

Wossnames, The Castle

A Discworld game show where we pit audience volunteers against a panel of your favourite characters.

Questions Down the Clacks, The Mine

Special guest Pat Harkin talks about the weird and wonderful questions that Terry Pratchett would ring him about when researching for a new book.

Dwarf Lantern Making, The Lab

It's off to work we go (hiho singing optional). Create a lantern to take down the mines to light your way in the darkness. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 3.00pm

Pratchat Podcast: Live!, The Castle

Pratchatters Ben McKenzie and Elizabeth Flux discuss one of Terry Pratchett's books or short stories with a special guest!

Convention Iconography, The Mine

Learn how to tame your imp and salamander and make the most of your iconographic device.

Bookbinding, The Lab

Oook! Ooook! Oook! Ook! (Translation: Discover the amazing techniques of how to turn pages into an actual book.) Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 4.00pm

Pratchat Podcast: Live! (continued), The Castle

Pratchatters Ben McKenzie and Elizabeth Flux discuss one of Terry Pratchett's books or short stories with a special guest!

En Garde! Learn Sword Fighting, The Mine

Buckle your swashes and pick up a (foam) sword to fight the genteel way. Sign up for this session at Ops.

Beginner Bats Orientation

First time at a Discworld Convention? Come along and find out what it's all about and get your questions answered.

Bookbinding (continued), The Lab

Oook! Ooook! Oook! Ook! (Translation: Discover the amazing techniques of how to turn pages into an actual book.) Sign up for this session at Ops.

Klatch – Pat and Jan Harkin, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

## 5.00pm

The Legendary Quiz, The Mine

Find a team and test your Pratchett and Discworld knowledge! Glory awaits! (Bragging rights only)

Dragon-Scale Smocking, The Lab

Igorina's guide to adding dragon scale to your outfit when you don't have access to actual dragon skin. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 6.00pm

The Legendary Quiz (continued), The Mine

Find a team and test your Pratchett and Discworld knowledge! Glory awaits! (Bragging rights only)

Rip-and-Tear Uberwald Landscape, The Lab

Create an Uberwaldian landscape out of torn fabric scraps. No Igor skills needed for the basic landscape. Advanced Igors can add stitching later. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

Creator Table Closes, The Market Square

Ops Closes (reopens 8pm-10pm), The Embassy

## 7.00pm

Opening Ceremony, The Castle

We welcome you to Uberwald (and the convention) in style, with added bats.

Registration Closes, The Troll Bridge

## 8.00pm

Tansy Rayner Roberts – Interview, The Castle

Tansy is an author from Tasmania who writes fantasy, science fiction, romance, and (under the pseudonym Livia Day) cosy crime. She is also known for her essay collection "Pratchett's Women" and its followup "Pratchett's Men".

Feet of Clay, The Mine

Take your shoes off, write letters on your feet and then team up with others to spell out some Discworld related words, fall over, and laugh a lot, in this fun convention game.

Jackbox Games, The Town

The Gonnagles of the Feegles fight with their wits - now it's your turn! Join in for a session of popular Jackbox game Quiplash with our special Discworld prompt set. Being late night, things may get a Feegle shade of blue...

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

Ops Reopens (until 10pm), The Embassy

## 9.00pm

Professor Ian Stewart – Virtual Guest, The Castle

Ian is a mathematician and author of science and science fiction. Together with Terry and Jack Cohen, he wrote four books in "The Science of Discworld" series. Ian joins us virtually from the UK.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 10.00pm

Stephen Briggs – Virtual Guest, The Castle

Stephen was the first person to adapt Discworld for the stage, and has collaborated with Terry on many projects including Discworld maps, diaries, companions and more. He joins us virtually from the UK.

Werewolf: The Game, The Town

Have a howling good time in this popular social deduction game for large groups. Don't know how to play? No worries, we'll throw you a bone.

Ops Closes, The Embassy

## 11.00pm

Bedtime Stories, The Castle

Put on your PJs and grab your teddy bear to listen to some readings from Pratchett's novels and stories.

# Saturday 13th July

## 7.15am

Parkrun

Join some of the convention attendees to walk down to Torrens Parkrun and do an invigorating 5 km walk/run before the Saturday events. Meet in the hotel foyer at 7.15am

## 9.00am

Deconstructing the Fantasy Hero, The Castle

Tansy Rayner Roberts deconstructs the myth of the fantasy hero as they appear in Terry Pratchett's Discworld.

Beginner Bats Orientation, The Mine

First time at a Discworld Convention? Come along and find out what it's all about and get your questions answered.

Press Corpse Briefing, The Town

Do you take pictures or make clickies? Is Otto Chriek your kindred spirit? This session is for our volunteer photographers and videographers.

Ask Me About Stamps, The Lab

Release your inner Stanley Howler in this crafting session with Discworld Stamps. Sign up for this session at Ops.

Klatch – Karen J Carlisle, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

Registration Opens (until 12pm), The Troll Bridge

Ops Opens (until 6pm), The Embassy

## 10.00am

Rachel and Jason Anthony-Rowlands - Virtual Guest, The Castle

Jason and Rachel ran the popular email newsletter Discworld Monthly, now re-titled to Better Than A Poke In The Eye. They also now organise the Llamedos Holiday Camp. They join us virtually from the UK.

Reading Abroad, The Mine

Tansy, Ben & Elizabeth discuss their reading adventures in and around the works of Terry Pratchett - which books and authors bring a new perspective to Discworld classics?

Volunteer and Security Briefing, The Town

Did you volunteer to be a gopher, or in the Watch? Come along and find out how it all works, and make sure you know when your shifts are.

Make A Dragon Egg, The Lab

Don your leather apron, all potential Interchangeable Emmas. Craft a dragon egg supervised by Lady Ramkin. Sign up for this session at Ops.

Klatch - Terry Pratchett Scholarship, The Kennels

Want to know more about the Terry Pratchett Scholarship, or the research that Freyja Stokes did as a recipient? Sign up for this session at Ops (lucky draw).

Dealers and Creator Table Open (until 6pm), The Market Square

## 11.00am

The Quest for The Quest For The Keys, The Castle

Special Guests Pat and Jan Harkin talk about how a search for a long lost story of Terry's turned into the discovery of several more! These were published in A Stroke of the Pen in 2023.

From Igors to Vampires, The Mine

An interactive lecture exploring the 'danse macabre' of power, respect and rights in Terry Pratchett's Discworld.

Author Signing, The Town

Get your books signed by our author guests Tansy Rayner Roberts, Karen J Carlisle and Sally Jane Smith.

Cross Stitch for Beginners, The Lab

Learn the popular art of cross stitch and make your own bookmark. Sign up for this session at Ops.

Witches Abroad Book Discussion, The Kennels

A brief visit to "forn parts" where Ella must not marry the prince and don't no-one mention pumpkins.

## 12.00pm

Good Omens: The Musical – Virtual Guests, The Castle

Vicki Larnach, Jim Hare, and Jay James Moody have been developing Good Omens: The Musical for many years. They join us virtually from Sydney to tell us about the project and its progress.

The World of Role Playing Games, The Mine

Discover the world of tabletop make-believe with role playing games from the well-known Dungeons and Dragons to others you may not have heard of.

Chain Maille For Beginners, The Lab

From dwarf fashion to a suit of armour, learn the basics for turning steel rings into jewellery and more. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

Registration closes, The Troll Bridge

## 1.00pm

Maskerade Rehearsal, The Castle

For entrants in the Costume Swish and Twirl and Talent Quest of the Maskerade

Author Speed Dating, The Mine

Pratchett fans are big readers - so come along to hear author recommendations suggested by our community, in a fast-paced expounding of passion and verve.

Werewolf: The Game, The Town

Have a howling good time in this popular social deduction game for large groups. Don't know how to play? No worries, we'll throw you a bone.

Chain Maille For Beginners (continued), The Lab

From dwarf fashion to a suit of armour, learn the basics for turning steel rings into jewellery and more. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 2.00pm

The Uberwald Maskerade ExtravOrganza, The Castle

Shatta and Bububble Fashion Magazine present the Maskerade - competitions entered by you to show off your talents! The Costume Swish and Twirl, the Talent Quest, and the Prop Competition.

Crochet For Beginners, The Lab

Learn to turn yurn, er, yarn into a pretty creation with just one hook. Sign up for this session at Ops.

Discworld Tarot Readings, The Kennels

A light introduction to the Major cards by Mrs Cake's cousin Carry Wayseed. Definitely no witchery that Esme wouldn't approve of. (Not for kids) Sign up for this session at Ops.

## 3.00pm

The Uberwald Maskerade ExtravOrganza (continued), The Castle

Shatta and Bububble Fashion Magazine present the Maskerade - competitions entered by you to show off your talents! The Costume Swish and Twirl, the Talent Quest, and the Prop Competition.

Bat Rescue SA, The Mine

Hear from volunteer organisation Bat Rescue SA - one of our charities - about their efforts to preserve the Fruit Bat colony that lives in Botanic Park near the Adelaide Zoo.

Steamkittens Costume Photography, The Town

Don your costumed finery for a cosplay photo shoot with Steamkittens.

Dragon-Scale Smocking, The Lab

Igorina's guide to adding dragon scale to your outfit when you don't have access to actual dragon skin. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

## 4.00pm

The Ineffable Con - Virtual Guest, The Mine

The Ineffable Con run conventions, online parties and re-watches for fans of Good Omens by Sir Terry Pratchett and Neil Gaiman. Since 2019, they have raised over £40,000 for Alzheimer's Research UK.

Steamkittens Costume Photography (continued), The Town

Don your costumed finery for a cosplay photo shoot with Steamkittens.

Bead a Pet Spider, The Lab

Create your own beaded simulacrum of Anelosimus pratchetti in this hands on workshop. Sign up for this session at Ops.

Klatch – Pratchat, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

## 5.00pm

Colin Smythe - Virtual Guest, The Mine

Colin published Terry's first few books (starting in 1971) and was his agent for the rest of Terry's life. Colin joins us virtually from the UK.

Steamkittens Costume Photography (continued), The Town

Don your costumed finery for a cosplay photo shoot with Steamkittens.

Dwarf Lantern Making, The Lab

It's off to work we go (hiho singing optional). Create a lantern to take down the mines to light your way in the darkness. Sign up for this session at Ops.

## 6.00pm

Juggling Workshop, The Mine

The Guild of Fools, Clowns, and Joculators presents a workshop on how to get your balls tumbling through the air. Sign up for this session at Ops.

Ops closes, The Embassy

Dealers and Creator Table closes, The Market Square

## 7.00pm

Lady Margolotta's Diplomatic Ball Gala Dinner, The Castle. Until 11pm

Lady Margolotta welcomes all diplomats and citizens for our traditional Gala Dinner. Dress up in your finest outfit (or costume) for a night to remember! This event requires a pre-purchased ticket.

Murder on the Uberwald Express, The Lab. Until 11pm

All aboard the Uberwald Express! But danger lurks on this train… Take on the role of a passenger/suspect/investigator in this improvisational acting activity to solve a murder. Sign up for this session at Ops.

## 7.30pm

A Night At The Clickies, The Town. Until 11pm

Relax and enjoy some Pratchett moving pictures on the small big screen.

# Sunday 14th July

## 9.00am

Crypt-Ography, The Castle

Learn how to make and break ciphers and code like a true clacksman.

Juggling Workshop, The Mine

The Guild of Fools, Clowns, and Joculators presents a workshop on how to get your balls tumbling through the air. Sign up for this session at Ops.

Nullus Continuous, The Town

Interested in the mechanics of the Con? Want to be involved in future events? Nullus Continuous is our ongoing lessons learned and continuous improvement session for future conventions.

Igor'th Thcrapth Cardth, The Lab

Make three Uberwald themed greeting cards, using a variety of images to assemble your own unique card. Sign up for this session at Ops.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

Ops Opens (until 5pm), The Embassy

## 10.00am

Auction items on display, The Castle

Talking About Writing, The Mine

Join authors Tansy Rayner Roberts, Karen J Carlisle and Sally Jane Smith as they talk about their writing process.

Make-A-Monster Workshop, The Lab

It'th ALIVE! Releathe your inner Igor and put together a new friend from thcrapth. Thign up for thith theththion at Opth.

Escape Room: ‘You Went Near the Castle’, The Kennels

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This escape room role-playing game can be booked in private sessions at Ops.

Dealers Open (until 3pm), The Market Square

## 11.00am

Charity Auction, The Castle

Bid on desirable collectibles and unique creations to raise money for our chosen charities - Bat Rescue SA and Writers SA. Don't forget the silent auction.

Murder on the Uberwald Express, The Town

All aboard the Uberwald Express! But danger lurks on this train… Take on the role of a passenger/suspect/investigator in this improvisational acting activity to solve a murder. Sign up for this session at Ops.

Make-A-Monster Workshop (second session), The Lab

It'th ALIVE! Releathe your inner Igor and put together a new friend from thcrapth. Thign up for thith theththion at Opth.

Klatch – Pratchat, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

## 12.00pm

Charity Auction (continued), The Castle

Bid on desirable collectibles and unique creations to raise money for our chosen charities - Bat Rescue SA and Writers SA. Don't forget the silent auction.

What Duck?, The Mine

Volunteer to guess your character in this Discworld version of Celebrity Head.

Murder on the Uberwald Express (continued), The Town

All aboard the Uberwald Express! But danger lurks on this train… Take on the role of a passenger/suspect/investigator in this improvisational acting activity to solve a murder. Sign up for this session at Ops.

Making Maps, The Lab

Make your world ideas Come Alive! You've created your world, but what does it look like? A disc world? An orb world? A world of shadow? Sign up for this session at Ops.

Klatch – Tansy Rayner Roberts, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

## 1.00pm

The Witches Board Game Exhibition Match, The Mine

Watch Ben McKenzie commentate and discuss a play-through of the cooperative board game: The Witches.

Escape Room: ‘You Went Near the Castle’ (public session), The Town

You ignored the signs, and now you're trapped in a Vampire's castle. Can you solve the puzzles and escape? This session is available to everyone!

Bead a Pet Spider, The Lab

Create your own beaded simulacrum of Anelosimus pratchetti in this hands on workshop. Sign up for this session at Ops.

Creator Table Opens (until 3pm), The Market Square

## 2.00pm

Uberwald: A History (Radio Play), The Castle

Enjoy a rollicking adventure through the history of Uberwald presented as a radio play by Sporadic Productions.

Master Igor's Science Show, The Mine

Master Igor educates and amazes with real-world science demonstrations.

SQUEAK! Craft a Death of Rats, The Lab

Learn how to sew a Grim Squeaker out of felt. Very basic Igor skills needed! Sign up for this session at Ops.

Klatch – Karen J Carlisle, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

## 3.00pm

Marc Burrows - Virtual Guest, The Castle

Marc is the author of the unofficial biography The Magic of Terry Pratchett, which he has turned into a stage show. He joins us virtually from the UK.

En Garde! Learn Sword Fighting, The Mine

Buckle your swashes and pick up a (foam) sword to fight the genteel way. Sign up for this session at Ops.

Mr Bunnsy Has An Adventure, The Town

Hear the wondrous tale of Mr Bunnsy, a tea-loving waistcoat wearing rabbit. As featured in the book and movie The Amazing Maurice.

SQUEAK! Craft a Death of Rats (continued), The Lab

Learn how to sew a Grim Squeaker out of felt. Very basic Igor skills needed! Sign up for this session at Ops.

Klatch – Pat and Jan Harkin, The Kennels

Join our special guests for a small intimate chat over a cuppa (BYO cuppa). Nominate for these sessions at Ops (chosen by lucky draw).

Dealers and Creator Table Closes, The Market Square

## 4.00pm

All About Podcasts, The Mine

Pratchat hosts Ben and Liz talk about the art and craft of making and recording a podcast.

Werewolf: The Game, The Town

Have a howling good time in this popular social deduction game for large groups. Don't know how to play? No worries, we'll throw you a bone.

Make A Dragon Egg, The Lab

Don your leather apron, all potential Interchangeable Emmas. Craft a dragon egg supervised by Lady Ramkin. Sign up for this session at Ops.

## 5.00pm

Closing Ceremony, The Castle

As the end of the convention approaches, let's say thanks to all our guests, volunteers, committee and attendees.

Ops closes, The Embassy

## 6.00pm

Packup – please help if you can!

## 7.00pm approximately

Unofficial Dead Monkey Party, The Hotel Bar

Any convention goers who are staying Sunday evening can sit around, relax and chat.