

OLD SCHOOL EVENTS – UPDATED January 17, 2011

PLEASE NOTE CHANGES AND/OR ADDITIONS ARE IN YELLOW

CANCELLATIONS ARE IN RED

Event #	Event Title	System	Manufacturer	Game master	Day	Period	# Slots	Difficulty	Maturity	Description
O-002	Mystery at The Acaem	AD&D led	TSR	Frank Mentzer	THU	7pm	2	Introductory	Teen	Characters provided; BYO also accepted
O-003	Snake Riders of the Aradondo	Original D&D	TSR/Eldritch Ent.	Tim Kask	THU	7pm	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-004	White Plume Mountain	AD&D led	TSR	James Carpio	THU	9pm	3	Beginner	Everyone	Keraptis. A name lost in antiquity. How can a long dead wizard be responsible for the disappearance of three of the most powerful weapons ever forged? Blackrazor, Soul Draining Sword. Wave, Trident of the Deeps. Whelm, War Hammer of the Dwarves. Each of these mighty weapons was stolen from the vaults of their owners. Stolen from the Free City of Greyhawk. The owners of these weapons searched the Free City in vain for their artifacts. Even the sanctity of the Thieves Guild was violated! Then each of the three received a cryptic note signed by Keraptis. A note that will lead your party to brave the perils of White Plume Mountain. Can your characters survive?

O-005	Four Corners	Basic D&D / Labyrinth Lord		Paul Siegel	FRI	8am	2	Beginner	Everyone	Adventure lurks above and below the streets of the city of Bridgefaire. Check out what the Old School Renaissance is all about in this running of the award winning One Page Dungeon Contest entry Four Corners by its author. Characters will be created on the spot, grognards and newbies alike are welcome.
O-006	ISK2 Stones of Choga Mish	Original D20 Fantasy Earth		Nik Palmer	FRI	8am	2	Experienced	mature	In ancient Mesopotamia, the battle of conquest between King Sargon & King Lugalzaggisi's troops far to the north. As a result, a tyrant in a golden mask has invaded the important trade town of Choga Mish & laid claim to the central ziggurat. Some townsfolk have fled and sent word for help to recover the town. Since the main military is engaged in war, your band of special forces has been ordered to depose the Tyrant Sorcerer and reclaim the town. You will be well supplied and well rewarded. Up to 8 bronzed and brave heroes will challenge the tyrant in the golden mask.
O-007	Onto the Devil's Skillet	Original D&D	TSR/ Eldritch Ent.	Tim Kask	FRI	8am	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-008	BECMI D&D	D&D	TSR	Frank Mentzer	FRI	10am	1	Introductory	Teen	TBA
O-009	Frank's Pot Luck	AD&D 1ed	TSR	Frank Mentzer	FRI	7pm	2	Introductory	Teen	TBA

O-010	Temple of the Weaver Queen	Original D&D	TSR/Eldritch Ent.	Tim Kask	FRI	7pm	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-011	Garlic, Stakes and Sparkles	Swords and Wizardry	Mythmer e Games	Travis Miller	SAT	8am	2	Introductory	Teen	The local girls are all smitten with a strange new comer. He's "sparkly" the girls say, with a sigh. Can you stop this menace?
O-012	High in the Hellgate Mountains	Original D&D	TSR/Eldritch Ent.	Tim Kask	SAT	8am	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-013	Back to Basics Dungeons and Dragons	Original D&D	TSR	Frank Mentzer	SAT	10am	1	Introductory	Teen	2nd level dungeon crawl
O-014	Into the Forgotten Realms	AD&D 1st Edition		Paul Siegel	SAT	1pm	2	Experienced	Teen	Into the Forgotten Realms is a tournament module for AD&D originally written and run at GenCon XVII in 1984 by Ed Greenwood. Tournament is time limited and scored with a prize for the winner. Bring your A game and check out what the Realms were like back when they were still just a feature in Dragon Magazine.
O-015	Mystery at The Acaem	AD&D 1ed	TSR	Frank Mentzer	SAT	1pm	2	Introductory	Teen	Characters provided; BYO also accepted
O-016	Snake Riders of the Aradondo	Original D&D	TSR/Eldritch Ent.	Tim Kask	SAT	1pm	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.

O-017	The Istari Pact	AD&D led	TSR	Kenneth Marin	SAT	1pm	2	Experienced	Everyon e	The Ring has been destroyed, the threat of Mordor has ended, and Gondor rejoices for its new King. Yet what are these reports of disturbances at the ruins of Dol Guldur? And what does the White Wizard, head of his Order, make of the defiance of his call to summons by the Blue Wizards? Gandalf and King Elessar and their friends will soon find out, as they ride out to Dol Guldur to untangle the mystery of The Istari Pact. Play Gandalf, Aragorn (King Elessar), Gimli, Legolas, Frodo, Radagast the Brown, Glorfindel, and Elrond in this sequel to Lord of the Rings (the novel, not the movie). A high-level AD&D adventure.
-------	-----------------	-------------	-----	------------------	-----	-----	---	-------------	--------------	--

O-018	HYPERBOREA A	Astonishing Swords men & Sorcerers of Hyperborea	North Wind Adventures	Jeffrey Talanian	SAT	8am	2	Introductory	Everyone	Explore the frozen, impossible heights of Hyperborea's Spiral Mountain Array, where a nameless cave holds horror, mystery, and death. Wield steel and sorcery to face the hateful abominations within, and reap the glittering reward. Astonishing Swordsmen & Sorcerers of Hyperborea is a role-playing game of swords, sorcery, and weird science-fantasy. The game is inspired by the fiction of Robert E. Howard, Clark Ashton Smith, and H.P. Lovecraft; and the games of Gary Gygax and Dave Arneson. If you are familiar with the classic forms of the world's most popular RPG, then you are well-equipped to begin play. Pre-generated characters to be supplied.
O-019	Bloodstone Mines H4	AD&D led	TSR	Henry Jeter	SAT	7pm	3	Experienced	Everyone	First edition advanced D&D module for character levels 18 to 100. Players can bring their own characters but they are only allowed to have items published in either TSR or Role Aid books. No demigods and only one published artifact per character.
O-020	Clockwork Demons	AD&D led	TSR	Travis Miller	SAT	7pm	2	Experienced	Teen	King Taran has commissioned a fantastic automation from the artificer Kello Koneisto. The king is angered that his gadget has not been delivered. He sends the party to investigate.

O-021	Onto the Devil's Skillet	Original D&D	TSR/Eldritch Ent.	Tim Kask	SAT	7pm	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-001	Death in Wretched Swamp	AD&D led	TSR	Frank Mentzer	SAT	7pm	2	Introductory	Teen	Characters provided; BYO also accepted
O-022	Four Corners	Basic D&D / Labyrinth Lord		Paul Siegel	SUN	8am	2	Beginner	Everyone	Adventure lurks above and below the streets of the city Bridgefaire. Come check out what the Old School Renaissance is all about in this run of the award winning One Page Dungeon Contest entry Four Corners by its author. Characters will be created on the spot, grognards and newbies alike are welcome.
O-023	ISK2 Stones of Choga Mish	Original D20 Fantasy Earth		Nik Palmer	SUN	8am	2	Experienced	mature	In ancient Mesopotamia, the battle of conquest between King Sargon & King Lugalzaggisi's troops far to the north. As a result, a tyrant in a golden mask has invaded the important trade town of Choga Mish & laid claim to the central ziggurat. Some townsfolk have fled and sent word for help to recover the town. Since the main military is engaged in war, your band of special forces has been ordered to depose the Tyrant Sorcerer and reclaim the town. You will be well supplied and well rewarded. Up to 8 bronzed and brave heroes will challenge the tyrant in the golden mask.

O-024	Temple of the Weaver Queen	Original D&D	TSR/Eldritch Ent.	Tim Kask	SUN	8am	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-025	BECMI D&D	D&D	TSR	Frank Mentzer	SUN	10am	1	Introductory	Teen	TBA
O-026	Gamers Choice	AD&D led	TSR	Frank Mentzer	SUN	1pm	2	Introductory	Teen	Show up and pick something from Frank's bag of goodies.
O-027	Gamers Choice	Original D&D	TSR/Eldritch Ent.	Tim Kask	SUN	1pm	2	Introductory	Teen	Tim will run his most recently written adventures that are to be published by Eldritch Ent. This year.
O-028	HYPERBOREA	Astonishing Swords men & Sorcerers of Hyperborea	North Wind Adventures	Jeffrey Talanian	SUN	1pm	2	Introductory	Everyone	Explore the frozen, impossible heights of Hyperborea's Spiral Mountain Array, where a nameless cave holds horror, mystery, and death. Wield steel and sorcery to face the hateful abominations within, and reap the glittering reward. Astonishing Swordsmen & Sorcerers of Hyperborea is a role-playing game of swords, sorcery, and weird science-fantasy. The game is inspired by the fiction of Robert E. Howard, Clark Ashton Smith, and H.P. Lovecraft; and the games of Gary Gygax and Dave Arneson. If you are familiar with the classic forms of the world's most popular RPG, then you are well-equipped to begin play. Pre-generated characters to be supplied.