

Event #	Event Title	System	Gamemaster	Day	Period	# Slots	Difficulty	Maturity	Description
R-001	Living Divine	D&D 4e	Dan Anderson	THU	8am	2	beginner	teen	The D&D 4e convention-only Living Divine campaign comes to TotalCon! An excellent opportunity for players new to 4e and/or Living Divine. Bring a 1st level character built with the Living Divine Character Creation Guidelines. Please indicate your intent to participate at www.warhorn.net/total-confusion-2012 .
R-002	Living Forgotten Realms	D&D 4e	Dan Anderson	THU	8am	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com . {If signing up for EPIC4-1, you must sign up for all 3 slots.}
R-003	Pathfinder Society	Pathfinder	Donald Walker	THU	8am	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: Intro 1: First Steps—Part I: In Service to Lore (level 1 only), 2-13: Murder on the Throaty Mermaid (levels 1-5), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-004									CANCELLED
R-005	TC Fantasy- That's the Craziest Thing	D&D 3.5 (TCRealms rule set)	Steven Parenteau	THU	8am	2	exper	Teen	Part 1 of the Asylum trilogy. The Baron's daughter was abducted while she was visiting a friend. It happened at the hospital where her friend was staying.

									It's a place you've never heard of before with a strange name "Asylum". Levels 1-6
R-006	TC Fantasy- The perfect Sandwich (part 1)	D&D 3.5 (TCRealms rule set)	Luc Poulin	THU	8am	2	Exper	Teen	The New King of the realm requires the perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her first ingredient. D&D 3.5 TCRealms Levels 13 - 22 Luc Poulin
R-007	A Resection in Time	Call of Cthulhu	Andre Kruppa	THU	1pm	5	Intro	Teen	The characters are drawn in with a call from a wealthy patron regarding a dead colleague. A strange autopsy report and an increasingly bizarre mystery offer a chance to prove their worth. It seems each one has a chance to act and overcome the brooding that has oppressed them of late. In the tenebrous darkness lurks terror, horror, and madness. Only the most courageous souls have a chance to survive and learn the truth.
R-008	Dark Desert Highway	Call of Cthulhu	Bob Dosedourian	THU	1pm	2	Exper	Teen	You've just finished a highly successful stretch of gambling and the management is glad to see you leave. Time now to get back to the hotel for a much needed rest before the plane leaves to take you home. What will you do with all your riches? Everyone will be bothering you now that you're rich. You won't be able to trust anyone and getting back to the ordinary life won't be easy. Trust me
R-009	Heroes of	7th Sea	Mark	THU	1pm	2	Intro	Teen	Come join the newest generation of

	Altamira Ep. 1 - The Road to Altamira		Edwards					<p>Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 1: The Road to Altamira, the characters encounter villainous bandits, a desperate cry for help, unheard of scientific inventions, and an ever-deepening mystery, just a typical day in</p>
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									the life of a hero, on the road to Altamira.
R-010	Living Divine	D&D 4e	Dan Anderson	THU	1pm	2	beginner	teen	The D&D 4e convention-only Living Divine campaign comes to TotalCon! An excellent opportunity for players new to 4e and/or Living Divine. Bring a 1st level character built with the Living Divine Character Creation Guidelines. Please indicate your intent to participate at www.warhorn.net/total-confusion-2012 .
R-011	Living Forgotten Realms	D&D 4e	Dan Anderson	THU	1pm	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com . {If signing up for EPIC4-1, you must sign up for all 3 slots.}
R-012	Pathfinder Society	Pathfinder	Donald Walker	THU	1pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: Intro-2 To Delve the Dungeon Deep (level 1 only), 2-23 At Shadow's Door (levels 1-7), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-013	TC Fantasy-The Baron's Thanks	D&D 3.5 (TCRealms rule set)	Steven Parenteau	THU	1pm	2	exper	Teen	Part 2 of the Asylum trilogy. You have rescued the Baron's daughter from the asylum and he has invited you to diner to ask you to help him handle another problem that has come to his attention.

									Levels 1-6
R-014	TC Fantasy- The perfect Sandwich (part 2)	D&D 3.5 (TCRealms rule set)	Luc Poulin	THU	1pm	2	Exper	Teen	The New King of the realm requires the perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her second ingredient. D&D 3.5 TCR realms (Levels 13 – 22) Luc Poulin
R-015	The Obsidian Sands of Syncrates	Castles & Crusades	Terry Gwazdosky	THU	1pm	2	Intro	Everyone	Trapped in a massive black-sand coliseum, before you stands a gigantic marble statue of a warrior at least 300 feet tall! How will you return to the world from which you were taken? Surely something upon the obsidian sands will provide the way...
R-016	Heroes of Altamira Ep. 3 - Gentleman's Wager	7th Sea	Mark Edwards	THU	7pm	2	Intro	Everyone	Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos

									<p>(guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 3: Gentleman's Wager, simmering hostilities lead to angry words and a wager whose stakes are far more than money. More importantly, can heroes make things right even if their employer is wrong? NOTE: You must have played Episode 1 or 2 before playing this adventure.</p>
R-017	Living Divine	D&D 4e	Dan Anderson	THU	7pm	2	beginner	teen	<p>The D&D 4e convention-only Living Divine campaign comes to TotalCon! An excellent opportunity for players new to 4e and/or Living Divine. Bring a 1st level character built with the Living Divine Character Creation Guidelines. Please indicate your intent to participate at www.warhorn.net/total-confusion-2012.</p>
R-018	Living Forgotten Realms	D&D 4e	Dan Anderson	THU	7pm	2	beginner	teen	<p>Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and</p>

									character creation guidelines, see www.livingforgottenrealms.com . {If signing up for EPIC4-1, you must sign up for all 3 slots.}
R-019	Pathfinder Society	Pathfinder	Donald Walker	THU	7pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: Intro-3 A Vision of Betrayal (level 1 only), 3-02 Sewer Dragons of Absalom (levels 3-7), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-020	Pathfinder Society, Decline of Glory	Pathfinder Society	Scott Gray	THU	7pm	2	Beginner	Everyone	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. This table is open to any player of any age. PFS scenario 00-#24 Decline of Glory A Pathfinder Society Scenario designed for 1st to 7th level characters. When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. Can you survive the tangled web of Taldor's politics and fight off the echoes of the past or will you, too, see your glory decline?
R-021	TC Fantasy-Bringing Down the	D&D 3.5 (TCRealms rule)	Steven Parenteau	THU	7pm	2	exper	Teen	Part 3 of the Asylum trilogy. Time to bring the mad doctor's experiments to an end before his ultimate plans come to

	House	set)							life! Levels 1-6
R-022	TC Fantasy-Demon Staff - Final	D&D 3.5 (TCRealms rule set)	bob yates	THU	7pm	2	Exper	Teen	The weeks and months spent in dark musty rooms have finally paid off. Reassembly of the demon staff only requires casting the mending spell four times. There is a catch. The spells must be cast in the grand audience chamber within the estate of Xelta the demon lord on the Rurtgar layer of the Abyss. Level 16-20
R-023	The Dweomer Expedition	Call of Cthulhu	Bob Dosedourian	THU	7pm	2	Exper	Teen	Call of Cthulhu (1600's) "Okay, here's the plan: I'll finance the ship and provide you with enough food and equipment to get you there and back. Here are the navigation maps; they're accurate enough to help get you there. Make contact with the natives and obtain the two artifacts: the monkey and the peace pipe. When you bring them back our chief shaman will lead our cult to become more powerful than any other political force in Europe... and Hitler won't even exist."
R-024	Zeppelins Over Hollywoodland	Zeppelin Age: DECO	Matthew Goodman	THU	7pm	2	Intro	Everyone	Movie stars, athletes, world leaders and other notables converge on Los Angeles for the 1932 Summer Olympics, unaware of the terrible perils looming over the city! This is an expanded version of demo played at TotalCon 2011, previous players welcome. See http://www.zeppelinage.com/zoh/ for more info!
R-025	Pathfinder Society	Pathfinder	Donald Walker	THU	11pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels

									1 to 12. The scenarios available in this slot are: We Be Goblins (level 1-2), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-026	Living Divine	D&D 4e	Dan Anderson	FRI	8am	2	beginner	teen	The D&D 4e convention-only Living Divine campaign comes to TotalCon! An excellent opportunity for players new to 4e and/or Living Divine. Bring a 1st level character built with the Living Divine Character Creation Guidelines. Please indicate your intent to participate at www.warhorn.net/total-confusion-2012 .
R-027	Living Forgotten Realms	D&D 4e	Dan Anderson	FRI	8am	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com .
R-028	Pathfinder Society	Pathfinder	Donald Walker	FRI	8am	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-01 The Frostfur Captives (levels 1-5), 3-03 The Ghenett Manor Gauntlet (levels 5-9), 3-09 The Quest for Perfection (levels 1-5), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-029	TC Fantasy-That's the Craziest Thing	D&D 3.5 (TCRealms rule set)	Steven Parenteau	FRI	8am	2	exper	Teen	Part 1 of the Asylum trilogy. The Baron's daughter was abducted while she was visiting a friend. It happened at the hospital where her friend was staying.

									It's a place you've never heard of before with a strange name "Asylum". Levels 1-6
R-030	TC Fantasy- The perfect Sandwich (part 1)	D&D 3.5 (TCRealms rule set)	Luc Poulin	FRI	8am	2	Exper	Teen	The New King of the realm requires the perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her first ingredient. D&D 3.5 TCRealms Levels 13 - 22 Luc Poulin
R-031	Ghost Light	Call of Cthulhu	Andre Kruppa	FRI	1pm	2	Intro	Teen	(A Scenario by Gary Sumpter Presented by Andre Kruppa) It is September 27, 1927 and the lighthouse tender Helios is steaming to relieve Hallowsay Light. The lamp has gone dark and it is a wonder that no shipping has yet run aground in the treacherous North Sea. The intrepid crew and keepers must investigate and restore the light. Terror lurks in the cold darkness on the distant and isolated island and madness and death await the unwary.
R-032	Heroes of Altamira Ep 2 - Fear and Surprise	7th Sea	Mark Edwards	FRI	1pm	2	Intro	Teen	Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc.

									<p>The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 2: Fear and Surprise, the characters must deal with a kidnapping in the dark of the night which leads to a masked man and an implacable enemy without mercy. And if they aren't careful, the heroes could be next on the chopping block.</p>
R-033	Living Divine	D&D 4e	Dan Anderson	FRI	1pm	2	beginner	teen	<p>Play the first Living Divine Interactive INTRO1-10S As He Lay Dying! A mysterious invader has stormed his way into the Agris Valley. The Guardian has rallied you and the other immortals of the valley to the field of battle, to protect your homeland. In the end, nothing will be the same. A two-round Special Campaign Intro Adventure for</p>

									character levels 1-3, and the finale of the Intro series. (Must sign up for both the 1:00-5:00 and 7:00-11:00 time slots.)
R-034	Living Forgotten Realms	D&D 4e	Dan Anderson	FRI	1pm	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com .
R-035	Pathfinder Society	Pathfinder	Donald Walker	FRI	1pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-05 Tide of Twilight (levels 1-5), 3-06 Song of the Sea Witch (levels 3-7), 3-10 The Immortal Conundrum (levels 5-9), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-036	Rescue the Endeavor	Call of Cthulhu	Bob Dosedourian	FRI	1pm	2	Exper	Teen	(Call of Cthulhu/Voyage to the Bottom of the Sea) The RS Endeavor is a research vessel from the University of Rhode Island. It has not reported to McMurdo station Antarctica and the researchers there are desperately in need of the supplies aboard that ship. All we know is that something went wrong and perhaps the crew was attacked. We'll begin our investigation at the Museo Regional de Ancud in Chile where she last put in. We're headed there now and will arrive by morning. Endeavor left port over one

									week ago; the Chilean Coast Guard hasn't found her. Garbled communications from the vessel yesterday are classified - she hasn't been seen nor heard from since.
R-037	Still Waters	Dark Heresy	Paul Allard	FRI	1pm	2	Beginner	Teen	The acolytes are tasked with the retrieval of an artifact from a collector but upon arrival they find the the servants dead and the collector as well as the artifact missing.
R-038	Tales of the Fallen Empire	Dungeon Crawl Classics RPG	James Carpio	FRI	1pm	2	Beginner	Adult	Behold the Forbidden Temple! Welcome to the shattered land of Vul. It has been almost 100 years since the great disaster brought on by the Sorcerer Kings leveled this once vibrant land. Legend of a phantom temple appearing in the forbidden city of Jandur has brought fear into the people of a settlement near by, and they have hired you to make sure no harm will come from this. Tales of the Fallen Empire is a Sword and Sorcery Setting for the Dungeon Crawl Classics RPG by Goodman Games. Come play in a special pre-release session of this new setting by Chapter 13 Press. Tales of the Fallen Empire is under license by Goodman Games for the DCC RPG.
R-039	TC Fantasy- The Baron's Thanks	D&D 3.5 (TCRealms rule set)	Steven Parenteau	FRI	1pm	2	exper	Teen	Part 2 of the Asylum trilogy. You have rescued the Baron's daughter from the asylum and he has invited you to diner to ask you to help him handle another problem that has come to his attention. Levels 1-6
R-040	TC Fantasy-	D&D 3.5	Luc Poulin	FRI	1pm	2	Exper	Teen	The New King of the realm requires the

	The perfect Sandwich (part 2)	(TCRealms rule set)							perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her second ingredient. D&D 3.5 TCRRealms (Levels 13 – 22) Luc Poulin
R-041	The Riddle of Anadi	Castles & Crusades	Terry Gwazdosky	FRI	1pm	2	Intro	Everyone	The ancient name of Anadi is legendary among sages, mystics, and wizards throughout the land. It was the Great Sage herself who researched countless magical rituals and spells commonly used today. Her fate was unknown for centuries until a long lost journal written by one of her acolytes surfaced in a forgotten ruin. A sage has hired your party to find the tomb and uncover its secrets.
R-042	Valley of the Wyrms	Pathfinder	Robert Lamm	FRI	1pm	2	Beginner	Teen	Aystrom XI: Answers have been revealed, but the danger is far from over. Your next task is to locate and secure Pathfinder, a legendary sword capable of guiding its wielder to any destination. Research has revealed the previous owner hid Pathfinder in a boiling marshland known as the Cauldron. To reach it you must pass through the Valley of the Wyrms, a nesting ground for dragons and similar monstrous creatures. Protective parents sweep the skies above the valley making a stealthy ground approach the only option. Characters provided.
R-043	Zombie Chow	d20	David DeLuca	FRI	1pm	2	Beginner	Adult	Cheerleader: the other white meat. Play as a survivor of the Zombie Apocalypse.

									Can you make it to safety, or will you become ZOMBIE CHOW??
R-044	Within the Vaults of Zin	Pathfinder	Joseph Pandolph	FRI	3pm	2	Beginner	Everyone	Artemis Kirkbury, the eldest daughter of Prefect Gaudstein Kirkbury, has gone missing (along with the rest of her party) while exploring one of the vestibules of the Vaults of Zin. Prefect Kirkbury has hired a group of worthy adventurers to rescue his daughter and , and unlock the secrets that lie hidden within the Vaults of Zin.
R-045	SG24 Second Trip	Stargate D20	Neil Churchill	FRI	5pm	2	Training	Teen	Team SG24 is ordered to go back to PX200. And find out more about the buildings and the cause of the shared dreaming. Open to PC of levels 1 to 4 only. Just bring dice and/or your charater.
R-046	And There Came a Day Unlike Any Other....	Marvel RPG	Daniel Bacon	FRI	7pm	1	Intro	Teen	An introduction to the Marvel RPG using the Cortex System. Players will take on the roles of their favorite Avengers.
R-047	Dave of the Dead	Spookybeans: The Gothic Comics RPG	Ben Morgan	FRI	7pm	1	Intro	Teen	Something has gone horribly horribly wrong, and now the dead have risen and are invading The Hollow with an insatiable hunger for the flesh of the living! Now, the future of humanity rests in the hands of a man with a borderline psychotic personality disorder... And a chainsaw. Can the PCs figure out what caused the outbreak, and how to stop it? Hell, can they just manage to survive? On the other hand, is being a zombie really so bad? Inspiration: You're kidding, right? Zombie movies. Duh.

R-048	Heroes of Altamira Ep. 4 - A Small Favor	7th Sea	Mark Edwards	FRI	7pm	2	Intro	Teen	<p>Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 4: A Small Favor, characters are involved with an absent-minded Professor, a need for brave heroes, a newly-designed lantern in jeopardy,</p>
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									villainous bandits, and an ever deepening mystery...wait, why does this sound so very familiar? NOTE: You must have played Episode 1 or 2 before playing this adventure.
R-049	Living Divine	D&D 4e	Dan Anderson	FRI	7pm	2	beginner	teen	Play the first Living Divine Interactive INTRO1-10S As He Lay Dying! A mysterious invader has stormed his way into the Agris Valley. The Guardian has rallied you and the other immortals of the valley to the field of battle, to protect your homeland. In the end, nothing will be the same. A two-round Special Campaign Intro Adventure for character levels 1-3, and the finale of the Intro series. (Must sign up for both the 1:00-5:00 and 7:00-11:00 time slots.)
R-050	Living Forgotten Realms	D&D 4e	Dan Anderson	FRI	7pm	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com .
R-051	Lost on the Road	Call of Cthulhu	Andre Kruppa	FRI	7pm	4	Intro	Teen	In this gothic style story inspired by Grimm's tales the characters are drawn into a terrifying and strange wood in search of a lost friend. Awful horror awaits the innocent and unsuspecting friends. The shadow of eons old power crosses their path and can leave them horribly changed or dead. The characters

									need all of their guile and strength to grapple with their fate. Color narration and role-playing bring the story to life. Guile, wits, maneuver, and carefully applied violence are the order of the day.
R-052	Neverwinter Knights: Loose Change	4th Edition D&D (Essentials)	John Sussenberger	FRI	7pm	2	Intro	Teen	Murder victims found with platinum pieces stuffed in thier mouths? Just another urban tale until the first victim was found this morning, his mouth stuffed with over 10 pieces of Lord Neverember's newly minted platinum. Can the Knights of Neverwinter discover who is responsible and stop them from claiming another life?
R-053	Pale Blue Dot	Call of Cthulhu	Joseph Pandolph	FRI	7pm	2	Beginner	Teen	When Alban Analytics tasks Group 9 with the analysis of an ancient text coded H-7, it seems like a dream job. But, some knowledge is meant to remain secret. And, some secrets are meant to remain hidden.
R-054	Pathfinder Society	Pathfinder	Donald Walker	FRI	7pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-07 Echoes of the Overwatched (levels 1-5), 3-08 Among the Gods (levels 3-7), Intro-1 In Service to Lore (level 1 only), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-055	Pathfinder Society, Among the Living	Pathfinder Society	Scott Gray	FRI	7pm	2	Beginner	Everyone	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. This table is open to any player of any age. PFS scenario #00-07 Among

									<p>the Living A Pathfinder Society Scenario designed for 1st to 7th level characters. Famed Pathfinder Bodrigan Wuthers disappeared from his dig site beneath the House of the Immortal Son in Taldor's gilded capital of Oppara. Once a grand temple to Aroden, the Immortal Son is now Oppara's most opulent theater. Sent to locate Wuthers, the Pathfinders must attend an opera with members of the Oppara elite in order to gain access to the secretive theater's dig site. When a cult crashes the performance and the nobility change into hideous walking dead, the Pathfinders are forced to choose between finding Wuthers or saving themselves.</p>
R-056	SINK THE HUNLEY!!	Call of Cthulhu	Allen Kurtz	FRI	7pm	2	Exper	Teen	<p>March, 1864 - The Confederacy has deployed a new weapon, which savagely attacked and sank a Union ship on blockade duty in Charleston Harbor. The Marine Corp's Underwater Warfare Unit has been dispatched to investigate; and if possible sink the CSS Hunley!</p>
R-057	TC Fantasy-Bringing Down the House	D&D 3.5 (TCRealms rule set)	Steven Parenteau	FRI	7pm	2	exper	Teen	<p>Part 3 of the Asylum trilogy. Time to bring the mad doctor's experiments to an end before his ultimate plans come to life! Levels 1-6</p>
R-058	TC Fantasy-Demon Staff - Final	D&D 3.5 (TCRealms rule set)	bob yates	FRI	7pm	2	Exper	Teen	<p>The weeks and months spent in dark musty rooms have finally paid off. Reassembly of the demon staff only requires casting the mending spell four times. There is a catch. The spells must</p>

									be cast in the grand audience chamber within the estate of Xelta the demon lord on the Rurtgar layer of the Abyss. Levels 16-20
R-059	The Chronicle	The Unexplained	Brad Younie	FRI	7pm	2	Intro	Teen	What if the crazy stories that "The Weekly World News" publishes are true? Bat Boy is real, aliens have befriended the president, and Bigfoot kidnaps women for love slaves. Well, that's "The Chronicle." You all know that the supernatural exists, and you go out looking for the real scoop! A New York City businessman with ties to the Mob is sent to the hospital in upstate New York with a strange case. He says he saw a woman in the woods that was so beautiful he went blind! Could this be a real case of a Nymph, or could it be something more sinister?
R-060	The Deard Fortress	D&Dv3.5	tyler norman	FRI	7pm	2	Exper	Teen	you and your fellow adventurers find your self in a dead infested fortress you must fight your way through hoards of the dead and rotting and maybe more to get the power crystals on so you can open the portal to kill the Mad wizard that has trapped you here but be warn he has many a trick up his sleeve MUHAHAHA
R-061	The Isle of Baqueba	Call of Cthulhu	Bob Dosedourian	FRI	7pm	2	Exper	Teen	People are disappearing from this island resort. An acquaintance, Charles Lanceford, contacted you recently and told you he was going on a working vacation there to see if he could uncover the mysteries of the disappearances.

									Charles speaks several languages, is well acquainted with international law and he is an expert criminal investigator. You picked out a news report on the island again and another person has gone missing, and this time it's Charles! Your driver Gustov has packed your things and the limo is ready to take you to the airport. "Hey boss... you got the passport? It's missing."
R-062	The Road To Azamar	D6 System	Brett Pisinski	FRI	7pm	2	Intro	Everyone	Based on the Open D6 license, the Cinema6 RPG Framework brings to you the world of Azamar, an epic land fraught with chaos and fueled by high magics. Will you ally yourself with the dreadful Fiends only to lay waste to Azamar? Or will you defend its glory in the name of the king and help heal the damage so that Azamar may stand united once again?
R-063	Zeppelins Over Hollywoodland	Zeppelin Age: DECO	Matthew Goodman	FRI	7pm	2	Intro	Everyone	Movie stars, athletes, world leaders and other notables converge on Los Angeles for the 1932 Summer Olympics, unaware of the terrible perils looming over the city! This is an expanded version of demo played at TotalCon 2011, previous players welcome. See http://www.zeppelinage.com/zoh/ for more info!
R-064	Pathfinder Society	Pathfinder	Donald Walker	FRI	11pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 2-EX The Midnight Mauler (levels 1-7), Open Gaming (levels 1-11).

									Table mustering: http://warhorn.net/totalcon-pfs
R-065	Arkham Asylum, Part 1	Call of Cthulhu	Bob Dossdourian	SAT	8am	2	Exper	Teen	You awaken to shouts of "Let me out of here!" and "You made a mistake!" All you know is that you are wearing a straight jacket, you are in Arkham Asylum and your world is upside down. There are fleeting memories of a doctor holding a scalpel, some people in navy uniforms and a submarine. The orderly in white standing over you says "Remain calm. You're going to be all right. We'll return you to the sea just as soon as the medication sets in."
R-066	Heroes of Altamira Ep 3 - Gentleman's Wager	7th Sea	Mark Edwards	SAT	8am	2	Intro	Teen	Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players

									<p>can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 3: Gentleman's Wager, simmering hostilities lead to angry words and a wager whose stakes are far more than money. More importantly, can heroes make things right even if their employer is wrong? NOTE: You must have played Episode 1 or 2 before playing this adventure.</p>
R-067	Living Forgotten Realms	D&D 4e	Dan Anderson	SAT	8am	2	beginner	teen	<p>Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com.</p>
R-068	Pathfinder Society	Pathfinder	Donald Walker	SAT	8am	2	Beginner	Teen	<p>Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-02 Sewer Dragons of Absalom (levels 3-7), 3-09 The Quest for Perfection (levels 1-5), Intro-2 To Delve the Dungeon Deep (level 1 only), Open</p>

									Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-069	The Cauldron	Pathfinder	Robert Lamm	SAT	8am	2	Beginner	Teen	<p>Aystrom XII: Having successfully navigated the Valley of the Wyrms, you now stand at the edge of the Cauldron. Bubbling hot springs and volcanic geysers create an enormously dangerous environment. Even the inhabitants of the Valley seem to avoid the area. At the center of this sulfurous pit lies Pathfinder, an artifact of great power. This ancient sword has the ability to guide its wielder to any destination and will aid you in stopping the nihilistic D'ar Sidhe in their quest to end all existence, but first you have to find it. Characters provided.</p>
R-070	Iron GM-Contender Call	D&D 3.5 Mod		SAT	10am	3	exper	Teen	<p>Think you're the best GM in town? Prove it! You have an hour to weave an adventure from three secret story elements, then amaze players you've never met with the game of their lives. Triumph over the Total Con Iron Contender, the GM victorious at the 2011 semifinal. Share a prize chest worth over a thousand dollars just for competing. The top 3 win big– but only 1 wins a free trip to Gen Con 2012 to compete for the World Championship title. Be Total Con's next Iron Contender! http://www.facebook.com/note.php?note_id=100219933378844</p>
R-071	Iron GM-Player's Call	D&D 3.5 Mod		SAT	10am	3	exper	Teen	New England's most hardcore GMs are on a mission to give you the greatest

									<p>game of your life. Play at Iron GM Total Con and help pick the best GM in the North East. Competitors must take 3 mystery elements and improvise gaming brilliance for you. Don't miss the gaming event of the con! Decide who's a contender and who's a pretender – decide who is Iron!</p> <p>http://www.facebook.com/note.php?note_id=100219933378844</p>
R-072	MARVEL (FAN EVENT): Days of Future Past A	G-Core	Jay Libby	SAT	10am	1	Intro	Everyone	<p>New York City is filling up with Sentinels and it's up to the Avengers to stop them! But what has brought these mutant hunters to the city? Only Iron Lad knows! This event is part 1 or a 2 part MARVEL Fan event using the superhero RPG system: G-Core. Days of Future Past is meant for younger players. I do ask that if your child cannot function without a parent that the parent remain with the child.</p>
R-073	Arkham Asylum, Part 2	Call of Cthulhu	Bob Dosedourian	SAT	1pm	2	Exper	Teen	<p>This is a continuation of Part 1. You have left the asylum and your world is upside down. There are fleeting memories of a doctor holding a scalpel, some people in navy uniforms and a submarine. The echoing voice in your head keeps repeating the words 'Remain calm, you're going to be all right.'</p>
R-074	Centralia	The Unexplained	Brad Younie	SAT	1pm	2	Intro	Teen	<p>Centralia, PA is a real ghost town. It was the victim of an underground mine fire that has literally been burning since the 1960's. The town has been evacuated and all roads have been rerouted. Sink</p>

									holes have appeared in places that spew hot gasses. But even after all these decades, some of the town is still standing. You have come here to find evidence of the ghosts and spirits of those who died here. But once you arrive, you may never leave...
R-075	Ghost Light	Call of Cthulhu	Andre Kruppa	SAT	1pm	2	Intro	Teen	(A Scenario by Gary Sumpter Presented by Andre Kruppa) It is September 27, 1927 and the lighthouse tender Helios is steaming to relieve Hallowesay Light. The lamp has gone dark and it is a wonder that no shipping has yet run aground in the treacherous North Sea. The intrepid crew and keepers must investigate and restore the light. Terror lurks in the cold darkness on the distant and isolated island and madness and death await the unwary.
R-076	Heroes of Altamira Ep. 4 - A Small Favor	7th Sea	Mark Edwards	SAT	1pm	2	Intro	Teen	Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will

									<p>be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In Episode 4: A Small Favor, characters are involved with an absent-minded Professor, a need for brave heroes, a newly-designed lantern in jeopardy, villainous bandits, and an ever deepening mystery...wait, why does this sound so very familiar? NOTE: You must have played Episode 1 or 2 before playing this adventure.</p>
R-077	Living Forgotten Realms	D&D 4e	Dan Anderson	SAT	1pm	2	beginner	teen	<p>Come join this year's Battle Interactive ADCP4-1 City of Destinies, a 2-round LFR combat-intensive interactive adventure! Bring your LFR level 1-20 character, or play a pre-generated character provided. Please sign up and indicate your level of preference at www.warhorn.net/total-confusion-2012.</p>
R-078	MARVEL (Fan event)	G-Core	Jay Libby	SAT	1pm	1	Intro	Teen	<p>With time torn open and Sentinels from the future attacking New York City, it's</p>

	Days of Future Past B								going to take some time traveling heroes to go into the future and find out what has caused this disaster! This is part 2 of the MARVEL Days of Future Past fan game using G-Core the Superhero RPG System. This game session will be a little more graphic. Probably not good for little kids. Targeted towards teens and adults.
R-079	Pathfinder Society	Pathfinder	Donald Walker	SAT	1pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 2-13 Murder on the Throaty Mermaid (levels 1-5), 3-04 The Kortos Envoy(levels 7-11), Intro-3 A Vision of Betrayal (level 1 only), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-080	Pathfinder Society, The Bloodcove Disguise	Pathfinder Society	Scott Gray	SAT	1pm	2	Beginner	Everyone	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. This table is open to any player of any age. PFS scenario #02-01 Before the Dawn—Part I: The Bloodcove Disguise A Pathfinder Society Scenario designed for 1st to 7th level characters. You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you. The Bloodcove Disguise is the first scenario in the two-part Before the

									Dawn campaign arc. Pathfinder Society Scenario #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge is the sequel.
R-081	Terror at the Lake!	Spookybeans: The Gothic Comics RPG	Ben Morgan	SAT	1pm	1	Intro	Everyone	Welcome to Camp Creepy Lake, the world's only horror film theme camp! Located at Lake Quahanachuck, about 20 miles northeast of The Hollow, the camp is the perfect getaway for anyone tired of the banalities of city life. Camp Creepy Lake (officially Camp Pinewood) is the newest pet project from Bradley Real Estate Ventures. Corporate dirtbag Chad Bradley picked up the property in foreclosure, after the previous owners had some trouble keeping the camp running. The kids have all been signed up by their well-meaning parents, and they all end up at the bus stop to head into the hills for 2 weeks of horror movie mayhem. On Friday night, the fun begins... Inspiration: Sleepaway Camp, Friday the 13th, The Blair Witch Project, Poison Ivy (the one with Michael J. Fox & Nancy McKeon, not the one with Drew Barrymore), Meatballs, Addams Family Values, the Kamp Krusty episode of the Simpsons, any screwball summer camp movie.
R-082	The Colony	Lamentations of the Flame Princess	James Carpio	SAT	1pm	2	Beginner	Adult	Join Ananias Dare and the other 113 colonists left to watch over Roanoke Island in the fateful spring of 1588. Your ship unfortunately ran into bad luck on route to the Americas' and you and several of your crew barely washed up

									<p>alive on the shores of the Virginias. What evil lurks in this strange land? Would you have been better off drowning at sea? The Colony uses the Lamentations of the Flame Princess role playing game and is a fictional retelling of the Roanoke Colony and its colonists. Lamentations of the Flame Princess is a D&D retro clone of Weird Fantasy. Mature Audiences Only.</p>
R-083	The Quest for the Holy Glove	d20 (ish)	David DeLuca	SAT	1pm	2	Beginner	Adult	<p>An adventure lovingly ripped off from Monty Python's "Holy Grail" film and the "Spamalot" musical. If you are easily offended, no need to register. If you do, I shall say "Nee" to you!</p>
R-084	The Rescue of the Kingdom- A fun, comical adventure	D&D 3rd and 3.5 edition	Dave Purple	SAT	1pm	2	Beginner	Teen	<p>It's Knights of the Dinner Table meets Forgotten Realms- This fantasy module is focused on roleplaying, skills, thinking and humor. Lots of jokes are guaranteed with a quest to rescue the just kingdom from those who would steal its secrets. A grand jaunt into true heroism. Characters provided of 6-8th level.</p>
R-085	Tales From the Funk! Presents Death Race Z	Grindhouse	James Carpio	SAT	7pm	2	Beginner	Adult	<p>Mini-Mall of the Damned!: In 1986, vehicular manslaughter is no longer a crime...if the victim is already dead. In the plague-infested Outlands of 1986, American teams of professional racers known as Dragsters compete for fuel, ratings, and a body count. An abandoned gas station may hold the only fuel for the next 150 miles, but what even has more possibilities is the large abandoned mall right next store.</p>

									Death Race Z is a Grindhouse romp in a devastated past where the '70s oil crisis brought the country to the brink. Death Race Z is the newest in Chapter 13 Press's Tales From the Funk! series of Grindhouse games. Death Race Z uses the new Grindhouse RPG engine from Chapter 13. Mature Audiences Only
R-086	SG21 and too many plot hooks.	Stargate D20	Neil Churchill	SAT	5pm	2	Beginner	Teen	SG21 now has to work out how to handle a new alien race and their technology, a space battle between two motherships and a Quantum mirror. And it is not even lunch time yet. And what is this red light over the fuel gauge mean?
R-087	The Deard Fortress	D&Dv3. 5	tyler norman	SAT	5pm	2	Exper	Teen	You and your fellow adventurers have been trapped in a fortress infested with the dead you must battle your way through the rotting ones to find a way to get the portal turned on to go and kill the mad wizard but be warned he might not be all that he seems to be Muahaha
R-088	4E Throwdown : The Isle of Dread	4th Edition D&D (Essentials)	John Sussenberger	SAT	7pm	2	Intro	Everyone	The Isle of Dread is a treacherous tropical island that constantly shifts from the Feywild to the natural world at random, appearing in different locations and throughout time trapping ships and sailors from all over the world. Can you work with your new "allies" long enough to get off the island in one piece? A 4th Edition D&D adventure inspired by the Expert Edition adventure X1: Isle of Dread.
R-089	Arkham Asylum, Part	Call of Cthulhu	Bob Dosedourian	SAT	7pm	2	Exper	Teen	You are compelled to learn how to fly but the words: 'Remain calm. You're

	3								going to be all right. We'll return you to the sea just as soon as the medication sets in.' are still haunting you! "Aiiagh! Get me out of here!" I'm laughing at you.
R-090	Heroes of Altamira - Personal Agendas	7th Sea	Mark Edwards	SAT	7pm	2	Intro	Teen	<p>Come join the newest generation of Theah's Heroes as they continue their adventures in Castille's premiere city, thwarting nefarious villains, rescuing both damsels and foolhardy, headstrong men in distress, and saving the city (not to mention all of Theah) from a fate worse than death. Heroes of Altamira is a living campaign set in the world of Theah and using the 7th Sea RPG. Players will create their own heroes that they will play throughout the storyarc. The campaign takes place in 1668 during a very tumultuous time in Theah's history. The players' heroic actions will be used to influence the eventual outcome of the campaign. Players who are interested can find more information at The Guild of San Marcos (guildofsanmarcos.net). There, players can read about the powerful and influential people of Altamira and some of the sights and sounds of the city. There is also a section for all character creation rules and a link to all the templates used in the campaign. Finally there is a small forum for talking to other heroes of the campaign, asking questions, meeting the GMs and writers, and sharing stories of the campaign. In</p>

									<p>Personal Agendas, heroes control the plot. Anything from fighting a duel, to buying new clothes or gear, to dealing with their Background, all is possible. Just remember, the people of Altamira need heroes, and you never know when they'll come calling. NOTE: You must have played Episode 1 or 2 before playing this adventure.</p>
R-091	House of the Dead	The Unexplained	Brad Younie	SAT	7pm	2	Intro	Teen	<p>The Old Abbot House is famous. According to local legend, a member of a Satanic cult once owned the house and performed horrible rituals there. It all ended with everyone in the house dying mysteriously. There have been many owners since, but none have stayed long. Each time, the owners would flee in panic, or die in the house. The Foundation for Paranormal Investigation has bought the house to save it from demolition. Your team is being sent in to investigate the house and learn the secrets that are held within. Can you get to the bottom of the mystery, or will you become another occupant of the house of the dead?</p>
R-092	Letters from Lovecraft	Call of Cthulhu	Allen Kurtz	SAT	7pm	2	Exper	Teen	<p>Brown University has on display some recently discovered letters from Providence author H. P. Lovecraft. As a crowd gathers in the Library, you notice that someone had attempted to conceal one of the papers; as to keep it from public viewing. The temptation to see what is on that mystery paper is too</p>

									great - you sneak-a-peek and...
R-093	Living Forgotten Realms	D&D 4e	Dan Anderson	SAT	7pm	2	beginner	teen	This is the second half of the Battle Interactive. Participation in both halves is necessary, so be sure to sign up for both the 1:00-5:00 and 7:00-11:00 slots for this interactive adventure!
R-094	Lost on the Road	Call of Cthulhu	Andre Kruppa	SAT	7pm	4	Intro	Teen	In this gothic style story inspired by Grimm's tales the characters are drawn into a terrifying and strange wood in search of a lost friend. Awful horror awaits the innocent and unsuspecting friends. The shadow of eons old power crosses their path and can leave them horribly changed or dead. The characters need all of their guile and strength to grapple with their fate. Color narration and role-playing bring the story to life. Guile, wits, maneuver, and carefully applied violence are the order of the day.
R-095	Pathfinder Society	Pathfinder	Donald Walker	SAT	7pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: Special-Blood Under Absalom (levels 1-11), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-096	Pathfinder Society, Rescue at Azlant Ridge	Pathfinder Society	Scott Gray	SAT	7pm	2	Beginner	Everyone	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. This table is open to any player of any age. #2-02: Before the Dawn— Part II: Rescue at Azlant Ridge A Pathfinder Society Scenario designed for 1st to 7th level characters. With supplies

									in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone. Rescue at Azlant Ridge is the second and final scenario in the Before the Dawn campaign arc and is the sequel to Pathfinder Society Scenario #2-01: Part I: The Bloodcove Disguise. You do not need to play Part I to play Part II.
R-097	TC Fantasy-Demon Staff - Final	D&D 3.5 (TCRealms rule set)	bob yates	SAT	7pm	2	Exper	Teen	The weeks and months spent in dark musty rooms have finally paid off. Reassembly of the demon staff only requires casting the mending spell four times. There is a catch. The spells must be cast in the grand audience chamber within the estate of Xelta the demon lord on the Rurtgar layer of the Abyss. Levels 16-20
R-098	TC Fantasy-Wolf's Call	D&D 3.5 (TCRealms rule set)	Steven Parenteau	SAT	7pm	2	Exper	Teen	You have been asked to investigate the rumors of wolf attacks outside the village of Remick. Far out of the way on the Winn River at the Nazer Falls the people of this village are isolated and out of the way of help. Levels 7-12
R-099	The World of Insufficient Light	Spookybeans: The Gothic Comics RPG	Ben Morgan	SAT	7pm	1	Intro	Teen	The Hollow has always been a magnet for all kinds of supernatural weirdness, and there's no place more magnetic than Votkatonick University. But it seems now things are finally coming to a head. Okay, so you've got to fight an ancient menace from another

									dimension, avert the Apocalypse, make out with your vampire boyfriend, and find time to study for mid-terms! What's a demon slayer to do? Inspiration: Buffy/Angel, Twilight, True Blood, Vampire Diaries, Charmed, Teen Wolf, any drama on the CW, White Wolf RPGs, Cthulhu mythos stuff.
R-100	Zeppelins Over Hollywoodland	Zeppelin Age: DECO	Matthew Goodman	SAT	7pm	2	Intro	Everyone	Movie stars, athletes, world leaders and other notables converge on Los Angeles for the 1932 Summer Olympics, unaware of the terrible perils looming over the city! This is an expanded version of demo played at TotalCon 2011, previous players welcome. See http://www.zeppelinage.com/zoh/ for more info!
R-101	Keys of the Apocalypse Part II	Fuzion Bloks	Jay Libby	SAT	9pm	1	Exper	Adult	Last year at TotalCon25 our players raced to an island to discover whatever happened to Senator Reid's daughter. What they got was the beginning of the end! With Pestilence unleashed and the first seal broken, it's time to continue the session! Our soldiers have come back from the island and have been summoned to midwest America where something uncanny is causing a small town to go crazy with cannibalism. Could it be more zombies? Or is it something far more sinister? This is an ADULTS ONLY game due to graphic violence, language and other questionable materials. Active Duty and Veterans are HIGHLY encouraged to play. Players from

									last year will want to get in on this game. Fuzion Bloks this year will be working a little differently. I'll cover the rules when we sit to play.
R-102	TC Fantasy- At the Eleventh Hour - Bartertown II	TC Fantasy	James Garofalo	SAT	11pm	1	Beginner	Teen	A million gold pieces in magic and other items exchanged hands between characters at the first Bartertown meeting. Bring your gold, and magic items to buy and trade. Losing the shirt off your back will save your life but who will be the highest bidder for it! Have more than one character bring them all for the price of one ticket. 11 p.m. to midnight Luc Poulin
R-103	Living Forgotten Realms	D&D 4e	Dan Anderson	SUN	8am	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com .
R-104	Pathfinder Society	Pathfinder	Donald Walker	SUN	8am	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-03 The Ghenett Manor Gauntlet (levels 5-9), 3-06 Song of the Sea Witch (levels 3-7), 3-07 Echoes of the Overwatched (levels 1-5), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-105	Pathfinder Society, The	Pathfinder	Scott Gray	SUN	8am	2	Beginner	Everyone	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels

	Infernal Vault	Society							1 to 12. This table is open to any player of any age. #1-55: The Infernal Vault A Pathfinder Society Scenario designed for 1st to 7th level characters. A decade ago, the Decklands family, a house of Chelish nobles, were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Chelias studying the family's long history and exile from the City at the Center of the World ends up murdered, the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague.
R-106	TC Fantasy- That's the Craziest Thing	D&D 3.5 (TCRealms rule set)	Steven Parenteau	SUN	8am	2	exper	Teen	Part 1 of the Asylum trilogy. The Baron's daughter was abducted while she was visiting a friend. It happened at the hospital where her friend was staying. It's a place you've never heard of before with a strange name "Asylum". Levels 1-6
R-107	TC Fantasy- The perfect Sandwich (part 1)	D&D 3.5 (TCRealms rule set)	Luc Poulin	SUN	8am	2	Exper	Teen	The New King of the realm requires the perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her first ingredient. D&D 3.5 TCRealms Levels 13 - 22 Luc Poulin
R-108	Casefile: Night Fears	Dresden Files RPG	John Sussenberger	SUN	10am	2	Intro	Teen	"I double dare you", she yelled, loud enough for everyone in the lunch room to hear. "Tomorrow night, meet us at the Cranston house, if you're not

									scared", I yelled back. Now the deal was sealed, everyone thought the old Cranston house was haunted, but that didn't matter, our reputations were on the line.
R-109	Living Forgotten Realms	D&D 4e	Dan Anderson	SUN	1pm	2	beginner	teen	Several D&D 4e games available for characters level 1-20, including beginner tables for players new to 4e and/or LFR. See a complete listing of adventures for this time slot at www.warhorn.net/total-confusion-2012 and sign up to hold your spot. For complete campaign rules and character creation guidelines, see www.livingforgottenrealms.com .
R-110	Pathfinder Society	Pathfinder	Donald Walker	SUN	1pm	2	Beginner	Teen	Pathfinder is a fantasy D20 system. The Society lets you develop a PC from levels 1 to 12. The scenarios available in this slot are: 3-01 The Frostfur Captives (levels 1-5), 3-08 Among the Gods (levels 3-7), 3-10 The Immortal Conundrum (levels 5-9), Open Gaming (levels 1-11). Table mustering: http://warhorn.net/totalcon-pfs
R-111	Still Waters	Dark Heresy	Paul Allard	SUN	1pm	2	Beginner	Teen	The acolytes are tasked with the retrieval of an artifact from a collector but upon arrival they find the the servants dead and the collector as well as the artifact missing.
R-112	TC Fantasy-The Baron's Thanks	D&D 3.5 (TCRealms rule set)	Steven Parenteau	SUN	1pm	2	exper	Teen	Part 2 of the Asylum trilogy. You have rescued the Baron's daughter from the asylum and he has invited you to diner to ask you to help him handle another problem that has come to his attention. Levels 1-6

R-113	TC Fantasy- The perfect Sandwich (part 2)	D&D 3.5 (TCReal ms rule set)	Luc Poulin	SUN	1pm	2	Exper	Teen	The New King of the realm requires the perfect sandwich to match his perfect self image. The royal chef, Leona, needs ingredients. All you need to do is get them! Simple enough! This module gets her second ingredient. D&D 3.5 TCRealms (Levels 13 – 22) Luc Poulin
R-114	The Clipperton Adventure	Call of Cthulhu	Bob Dosdourian	SUN	1pm	2	Exper	Teen	(Call of Cthulhu/Voyage to the Bottom of the Sea) The supply ship Meteor reports that research personnel stationed on Clipperton Isle in the Pacific are missing from the station. Their supplies are all intact; research has been abandoned mid-test. Also, a shipwreck emitting dangerous levels of radiation has washed ashore and it is leaking oil. The ship's registration is verified: an American submarine sank it 45 nautical miles NNW of Midway Atoll in World War II!
R-115	The Ghoul of Granton	The Unexpla ined	Brad Younie	SUN	1pm	2	Intro	Teen	One dark night, two pairs of young lovers were walking through the old graveyard in Granton, New Hampshire. According to the three who survived, they heard a noise of something stalking them. They turned to look and saw a horrible, humanoid monster. One of the boys became paralyzed. He could talk, but he could not move. The others ran away in panic. They could hear the boys screams as they ran. They are now convinced that it will get them. The local sheriff has invited your team of paranormal investigators to help with

									the case. Was the boy killed by normal means, or by something more terrifying?
R-116	The Pirates' Booty	D&D 3.5	Allen Kurtz	SUN	1pm	2	Exper	Teen	<p>After a long voyage at sea, you return to your tropical island hide-away; only to find your treasure stash missing. Who could've possible done this? Another pirate? The King's Navy? ARRRRRGH!</p> <p>The hunt is on!! Bring your own characters (good alignments need not apply), level 8 - 10; equipped with items from the Player's Handbook or Dungeon Master's Guide ONLY!</p>
R-117	This Ain't What I Signed Up For	Pathfinder	Robert Lamm	SUN	1pm	2	Training	Everyone	<p>Turns out the old ruins across the river have a tomb hidden among them. Or so say the group of adventures that came into town. They claim to be heading in there to find some old artifact that belonged to an ancient king or something. They're looking to hire some folks to go in there with them to do the menial work; asking for a cook, a scribe, and some muscle for hauling loads. And they're being pretty free with their money. Looks like an easy job for good pay. You've lived by those ruins your whole life; even played in there as a child. How dangerous could it be?</p> <p>Characters provided.</p>
R-118	Zeppelins Over Hollywoodland	Zeppelin Age: DECO	Matthew Goodman	SUN	1pm	2	Intro	Everyone	<p>Movie stars, athletes, world leaders and other notables converge on Los Angeles for the 1932 Summer Olympics, unaware of the terrible perils looming over the city! This is an expanded version of demo played at TotalCon 2011, previous</p>

									players welcome. See http://www.zepelinage.com/zoh/ for more info!
R-119	Serenity: Collision Course	Serenity /Cortex	Chrstopher Pierce	tHU	8am	2	Exper	Adult	Description: The Largest Arc in the fleet from Earth that Was, the Maelstrom, has showed up on the edge of the Verse. Inside is a wealth of treasure, pieces of our past left by those that didn't survive the long road to Londinium. But there comes a price: This ship aims t' git there, living crew or not and y'all ain't gonna like what this old bird is carrying. This is a fine fangzong fengkuang de jie. Better Start Unwindin' it, Greenhorn.
R-120	Teenage Mutant Ninja Turtles: Rise of the Mutosaur	Cortex	Chrstopher Pierce	tHU	3pm	2	Beginner	Teen	Set in a future where the Turtles, after the loss of their beloved father, have taken to protecting the mutants of New York City. Animal mutants hide from mankind and try to survive as best they can. But, a new enemy has arrived: Monsters, mutated from Earth's past lead by a devious mind and a sinister agenda. it is up to you to help the Mutant Legends save your people.