

ROLE PLAYING EVENTS – UPDATED February 1, 2010
PLEASE NOTE CHANGES AND/OR ADDITIONS ARE IN YELLOW
CANCELLATIONS ARE IN RED

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-081	The Labyrinth	TC Realms D&D 3.5 Ed	Bryan Rheame	Thurs	8am	Intro	teen	2	Something bad is happening to the Riesman city trade routes and you've been asked to go find out what it is they point you in the direction of this mysterious doings and it leads you to something you would have never imagined and at a curious place. Levels 1-6
R-103	BALD1-1 Flames of Initiation	D&D 4th ed	RPGA Judges	Thurs	8am	Intro	teen	2	You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerûn. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face might turn out to be far more complicated than you imagined. A Living Forgotten Realms adventure set in Baldur's Gate for characters levels 1-4.
R-104	TYMA1-4 Death Before Dishonor	D&D 4th ed	RPGA Judges	Thurs	8am	intro	teen	2	A secret cabal seeks an artifact of unknown power in the ruins of ancient Unthalass. Unfortunately, the only dragonborn in all of Djerad Thymar with the knowledge to stop them has been declared outcast by his own House. Can you trust one who has already proven himself untrustworthy long enough to keep the relic out of the grasping hands of the cabal? A Living Forgotten Realms adventure set in Tymanother for characters levels 4 - 7.
R-138	Dark Cold Place	TC Realms D&D 3.5 Ed	Steven Parenteau	Thurs	8am	Intro	teen	2	You have destroyed the metal bugs that have been terrifying the town of Coldvale. But in the bottom of the mine where they have made their lair you have made a discovery that will put you on the path to find the most wondrous treasures. Levels 7-12
R-004	SRM 02-12 Winter Wonderland	Catalyst Game System	Mark Edwards	Thurs	1pm	Intro	teen	2	Mr. Johnson lost cargo high in the mountains. He wants you to go in, schmooze the snow bunnies, dare the expert runs, and watch out for snow snakes. Oh and bring the cargo back. It's not just a job it's a vacation.
R-011	Let Us Entertain You	Voyage to the Bottom of the Sea / Call of Cthulhu	Bob Dossdourin	Thurs	1pm	Intro	teen	2	It is the not so distant future, November 12, 1973. "Lee, our good friend Dr. Zucco is coming aboard. He is to be our guest for a few days and we're supposed to entertain him. The UN Ambassador feels I slighted him when we saved the planet from the fire that was destroying our planet and I'm supposed to extend to him every courtesy. No, I don't like it any more than you do but those are our orders. I'm going to sickbay to get a sleeping pill from the doctor. Carry on."
R-037	The White Tower	AD&D Variant 3.5ed	Steven Scheel	Thurs	1pm	Exp	teen	2	Prince Raven needs adventurers for a special mission...rich rewards if you succeed, the funeral of your choice if you don't. (this will be my last convention as game master as I am retiring...)

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R-042	The Devil We Know—Part I: Shipyard Rats #29	Pathfinder	Pathfinders GM	Thurs	1pm	Intro	teen	2	When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir?
R-043	Best of the Best	Pathfinder	Pathfinders GM	Thurs	1pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-071	"Patience, Grasshopper"	AD&D 1st ed	Frank Mentzer	Thurs	1pm	inter	E10+	2	AD&D 1st edition, mid level (5-7), all Monks.
R-082	Welcome to Perdition Isle	TC Realms D&D 3.5 Ed	Paul Orlowski	Thurs	1pm	Intro	teen	2	This module will be the introductory adventure in a series. It will take Level One characters with no equipment and drop them onto a prison island. The characters will endure challenges while trying to find weapons and equipment. The characters will establish themselves in a stronghold for follow-up adventures. First Level Characters only.
R-097	Lost Clue	TC Realms D&D 3.5 Ed	Steven Parenteau	Thurs	1pm	Intro	teen	2	Many have heard the legend of old kingdom before it was torn apart by greed. Now for the first time victory is close at hand. But it won't be easy and new enemies will show themselves. Level 7-12.
R-105	DRAG1-1 Many Hands Makes Light Work	D&D 4th ed	RPGA Judges	Thurs	1pm	Intro	teen	2	Westgate is a dangerous city at any time, but today it's about to live up to its name. Today, a band of pious Sisters have arrived in your precinct and they need a little help with renovations and ... removals. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4.
R-106	MINI1-5 Pyrophobia (Part 1 of 2)	D&D 4th ed	RPGA Judges	Thurs	1pm	intro	teen	2	Lone survivors. Run. Flames. Madness. Run. Trails of Smoke. Watching eyes. RUN! You have thwarted the fire cult's summoning, but at what price? Can you escape the fire cult's advances and reveal their true leader? A double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. NOTE: THIS IS THE FIRST ROUND OF A TWO PART ADVENTURE. BOTH ROUNDS NEED TO BE PLAYED TOGETHER
R-107	SPEC1-3 Ghosts of the Past - Siren's Lure	D&D 4th ed	RPGA Judges	Thurs	1pm	Intro	teen	2	Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to clean up one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. What ghosts of the past have forced the eladrin to seek outside help and abandon their cautious ways? A Living Forgotten Realms Core Special adventure set in Myth Drannor for characters levels 7 - 10.
R-005	SRM 02-13 Take Out Service	Catalyst Game System	Mark Edwards	Thurs	7pm	Intro	teen	2	There is always a price to be paid when organizations grow and expand and no one wants to be left holding the check. Blackmail and kidnapping, of course, are acceptable ways to convince someone else to pay the tab...

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R-015	Escape from Skryllix, Part 3	Call of Cthulhu / Star Trek (variant)	Bob Dosdourin	Thurs	7pm	Intro	teen	2	Your genetically-altered team made a daring escape from the Skryllix maximum security penal asteroid deep in the void of Sheliak space, then you met up with a faction comprised of various species monitoring your progress while waiting for you. Now you have a super robotic ship at your command to fight the invaders who have dispersed system-wide, galactic potato fields all over space. Taking out the Gardeners is the easy part. Power up, lock and load. It's time to get these Cthulhu bastards.
R-041	Den of Evil	AD&D Variant 3.5ed	Steven Scheel	Thurs	7pm	Exp	teen	2	The town of Hammerfell is missing town's people Can you help them solve this mystery? (this will be my last convention as game master as I am retiring...)
R-044	The Devil We Know—Part II: Cassomir's Locker #30	Pathfinder	Pathfinders GM	Thurs	7pm	Intro	teen	2	The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port?
R-045	Best of the Best	Pathfinder	Pathfinders GM	Thurs	7pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-070	"The Continued Adventures of Oscar Diggs, Wizard"	AD&D 1st ed	Frank Mentzer	thurs	7pm	inter	E10+	2	AD&D 1st edition, very high level (15-18)
R-074	The Burning Stars	Call of Cthulhu	Andre Kruppa	Thurs	7pm	inter	mature	2	This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions are expected to go 6.5 - 7 hours. (Please no players from prior conventions and no players familiar with the scenario.) Awakening in a US Military Hospital in Haiti on October 30, 1930, suffering from prolonged blackouts and amnesia, plagued by a dreadful fear, and still searching for Jack Sterling is just the beginning of the horror. The air is heavy and warm, the beds cloaked in mosquito nets, and the staff is bustling to and fro in the hall. Jack Sterling is still whereabouts unknown. The last week is a blank. It is a must to find Jack and pierce the veil of fear, pain, and loathing. There are many questions: What happened? Where is Jack? When can we get out of this hospital?
R-084	There goes the neighborhood	TC Realms D&D 3.5 Ed	Paul Orlowski	Thurs	7pm	Intro	teen	2	This is the second module of the Perdition Isle series. Now that the characters have established their stronghold, they'll need to deal with the politics and dangers of holding it. Levels 1-6
R-093	Demon Staff Part 4	TC Realms D&D 3.5 Ed	Bob Yates	Thurs	7pm	Intro	teen	2	You have three parts of the Demon Staff. Pixxen has two. He wants yours. An adventure for characters of level 16 through 20.

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-108	MINI1-5 Pyrophobia (Part 2 of 2)	D&D 4th ed	RPGA Judges	Thurs	7pm	intro	teen	2	Lone survivors. Run. Flames. Madness. Run. Trails of Smoke. Watching eyes. RUN! You have thwarted the fire cult's summoning, but at what price? Can you escape the fire cult's advances and reveal their true leader? A double-length Living Forgotten Realms adventure that is part of the Embers of Dawn mini-campaign set in Tarmalune for characters levels 1-4. NOTE: THIS IS THE SECOND ROUND OF A TWO PART ADVENTURE. BOTH ROUNDS NEED TO BE PLAYED TOGETHER.
R-109	DALE1-1 The Prospect	D&D 4th ed	RPGA Judges	Thurs	7pm	Intro	teen	2	The Fall of Stars is the most famous adventurers' club in Faerûn. Who can say no when offered membership in the Stellar Fellowship, for a mere errand? But of course, things are never that simple. A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4.
R-110	CORE2-1 Killing the Messenger	D&D 4th ed	RPGA Judges	Thurs	7pm	intro	teen	2	An ancient drow city, long thought dead, has begun to stir and a battalion of Zhentarim soldiers marches to support it. Can you discover who is behind this unlikely partnership? A Living Forgotten Realms espionage adventure set in the Underdark for characters levels 11-14. Sequel to QUES1-1 Black Cloaks and Bitter Rivalries.
R-146	The Shab al-Hiri Roach	The Shab al-Hiri Roach	Charlton Wilbur	thurs	7pm	train	teen	2	It's 1919, and you're a professor at a small, buttoned-up New England college, slowly bootlicking, politicking, and backstabbing your way to tenure. Are you willing to swallow a telepathic roach bent on destroying civilization, if it will help you get there -- and especially if it will let you crush that lackwit in the English department?
R-153	The Traitor's Gambit	Star Wars Saga Edition	John Sussenberger	thurs	7pm	Exp	teen	2	The story of the Dawn of Defiance campaign opens over the Core World of Brentaal, on a little space station called Sel Zonn Station. After a brush with some agents of Bail Organa, the heroes find themselves drawn into a conflict with the Empire. Part One of the Dawn of Defiance Campaign, written by Wizards of the Coast. Characters provided. This is NOT a RPGA sanctioned event. Sponsored by OGC
R-046	Thursday Night Madness	Pathfinder	Pathfinders GM	Thurs	11pm	Intro	teen	2	Based upon ticket sales and GM availability.
R-111	RPGA Midnight Madness	D&D 4th ed	RPGA Judges	Thurs	11pm	Intro	teen	2	Any LFR adventure offered at the convention, can be run in this time slot. Please note that games will run pending judge and player availability.
R-047	Assault on the Kingdom of the Impossible #33	Pathfinder	Pathfinders GM	Fri	8am	Intro	teen	2	The Pathfinder Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Pathfinder Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Aspis Consortium agent, it's up to the PCs to find him and do whatever it takes to stop him.

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R-048	Best of the Best	Pathfinder	Pathfinders GM	Fri	8am	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-092	The Only Good Orc...	TC Realms D&D 3.5 Ed	Luc Poulin	Fri	8am	Intro	teen	2	Your group has been requested to provide, fodder, - uhh - superior capabilities, to help local farmers. This is a dungeon crawl. Levels 1-9
R-095	Hunt for the Drow	TC Realms D&D 3.5 Ed	Geoffrey Portway	Fri	8am	Intro	teen	2	There are drow lurking in Reisman, plotting something big. Your task? Find out what they are planning. An adventure for 8 PCs leveled 13+ (Epic characters welcome, as long as party averages 13-20)
R-112	CORE1-2 Radiant Vessel of Thesk	D&D 4th ed	RPGA Judges	Fri	8am	intro	teen	2	Rumors of a great item, touched by divinity, have traveled across Faerûn. Those with an interest in possessing the item and benefiting from its power have sent agents to find it, but no one seems to know what or where it is. A Living Forgotten Realms adventure set in Thesk for characters levels 1-4.
R-113	WATE1-7 The Missing and the Missed	D&D 4th ed	RPGA Judges	Fri	8am	Intro	Teen	2	In a city built on closely guarded secrets, nothing goes unnoticed—including the strange disappearance of some of the town's poorest residents. While some remain indifferent to the plight of the missing, a City Watchman is determined to give justice to those who have nothing else. A Living Forgotten Realms adventure set in Waterdeep for characters levels 4-7.
R-114	EAST1-6 The Fardrop Incident	D&D 4th ed	RPGA Judges	Fri	8am	intro	Teen	2	The Crafty Kobold Salvage Company has lost contact with an expedition to the abandoned Underchasm outpost of Fardrop. The mission is simple, but the true situation is far more complicated than the dwarves realize. A Living Forgotten Realms adventure set in the East Rift for characters levels 11-14.
R-141	The Mad Mage of Avonsmoor	D&D 3.5 Ed	RPGBomb.com	Fri	8am	Exp	Teen	2	Aystrom VII: At last, the long trek through Avonsmoor is over. Before you stands the mighty tower of Master Gavlin, the Mad Mage of Avonsmoor. You've carried the Stone of Light successfully to the one man who can hopefully reveal something of the mysterious black runes carved into its surface. Unfortunately, the good wizard does not appear to be in a mood to accept visitors. How do you get into the tower to present the stone to the good mage? Four to eight 7th level characters provided.
R-026	Dungeon of Doom	D&D 3.5 Ed	Jamie Delorge	Fri	10am	Intro	E10+	2	Players must pit their characters against tricks, traps and monsters, in the labyrinth of a mad archmage. Dungeon map built using Dwarven Forge setting tiles. Pre-gen characters and miniatures provided
R-006	SRM 02-14 Wetwork, Pure and Simple	catalyst Game System	Mark Edwards	Fri	1pm	Intro	Teen	2	When you run in the shadows, a day where you aren't working is a day where you aren't getting paid. Sometimes survival means taking whatever run comes your way. When the choice is between wetwork and not eating, it isn't much of a choice.

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R-010	Lost Souls	Voyage to the Bottom of the Sea / Call of Cthulhu	Bob Dossourin	Fri	1pm	Intro	Teen	2	"Bartender, pour me another and put it on my tab." 'Whoever thought crewmen of the submarine Seaview would be lost at sea, adrift on rafts with little hope of rescue? The Skipper scuttled the ship, now our food is almost gone, no radio or radio beacon, no contact with the civilized world, no contact with anyone for weeks. Screams from men dying as they vanish during the night from an unknown terror are all we hear. A light? A ship! Over here! Another bad dream. I'm okay. No, really, I'm fine. Go to sleep. It was nothing, just a mirage. This seawater doesn't taste so bad but none of them has to know that. Heh... those suckers think they can fool me. I'll win. I always win.'
R-039	The Island	AD&D Variant 3.5ed	Steven Scheel	Fri	1pm	Exp	Teen	2	A dying magic user needs your help..Can you aid a dying man...? (this will be my last convention as game master as I am retiring...) Character levels are 8-10.
R-049	Voice in the Void #35	Pathfinder	Pathfinders GM	Fri	1pm	Intro	Teen	2	Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst. When strange sounds echo from below and several of the curator's night watchmen go missing, he panics and begs the Society to investigate the mystery and save his museum from the darkness that infests it. Voice in the Void is a follow-up scenario to Pathfinder Society Scenario #5: Mists of Mwangi. When played together, the scenarios create a mini story arc in the famed Blackros Museum.
R-050	Best of the Best	Pathfinder	Pathfinders GM	Fri	1pm	Intro	Teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-077	Final Flight	Call of Cthulhu	Andre Kruppa	Fri	1pm	inter	mature	2	This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions average 5.25 hours. (Please no players from prior conventions and no players familiar with the scenario.) Pan Caribbean airlines flight 101 is making a night flight from Curacao to Bogota. The passengers are traveling for a variety of reasons, a number are bound for a Mesoamerican Studies conference sponsored by Universidad Nacional de Colombia. 1938 is an exciting year to be alive and be able to take a flight aboard an airliner. The DC-2 is one of the most modern of aircraft and reassurance can be found in her gleaming lines. The passengers are able to enjoy the comforts offered by a professional crew and a simple but well equipped mini-galley. Coffee, food, and a chance to sleep while on the go are all quietly appealing. A routine flight over the jungle...thirty seconds of terror...a prelude to horror.

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R-086	Coronation Part 1 (Yuletide Rest Series)	TC Realms D&D 3.5 Ed	Dave Fromerth	Fri	1pm	Intro	Teen	2	Your holiday rest now over, you will stop the evil outcast brother from his planned havoc on the coronation. Levels 4-9
R-099	The North Road	TC Realms D&D 3.5 Ed	Steven Parenteau	Fri	1pm	Intro	teen	2	You have been told by the residence of Coldvale that the north road is still filled with danger and clues to what you seek may be found there. Levels 7-12
R-115	AKAN1-7 Faint Hope	D&D 4th ed	RPGA Judges	Fri	1pm	Intro	teen	2	When antipathy prevents an old man from getting an escort to the south, you are his last resort. Can you help him reach the jungles and a possible cure for his ailing adopted daughter? A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.
R-116	LURU1-7 Demonic Dealings	D&D 4th ed	RPGA Judges	Fri	1pm	intro	teen	2	Deep in the Glimmerwood the Uthgardt Barbarians keep the orcs of Luruar in check. A new ally to the orcs changes the balance of power. House Itharwen, unfortunate victims of the new alliance is seeking heroes to recover their losses in this battle. A Living Forgotten Realms adventure set in Luruar for characters levels 7-10.
R-117	SPEC2-1 Blinking Eye of Fire	D&D 4th ed	RPGA Judges	Fri	1pm	Intro	teen	2	The second sun above Elturel blesses the land with never-ending light. But deep beneath the streets lurk things determined to see night fall. A Living Forgotten Realms adventure set in Elturgard for characters levels 11-14.
R-148	Fiasco	Fiasco	Charlton Wilbur	Fri	1pm	train	teen	2	You and your buddies had a PLAN, and it was going to solve all your problems. And then it all went wrong. This is a story game inspired by movies like Fargo and Burn After Reading, full of people with incredible ambitions, detailed plans, and poor impulse control!
R-152	Trial of Fire and Ice	Hydrogen (Mekton-based)	John Sussenberger	Fri	1pm	Intro	teen	2	Newly trained pilots aboard the SDF-1 are to take part in their first battle among the icy chunks of the rings of Saturn. Will Captain Gloval's blitzkrieg plan succeed or will the members of blue squadron meet a cold, lonely death. Characters provided. Sponsored by OGC.
R-157	Palace of the Vampire Queen	Basic D&D	Frank Mentzer	Fri	1pm	inter	E10+	2	(the first D&D module ever published ! 1976) 4-12 players, Basic D&D, low level (3-4), minimal rules * All participants receive a signed souvenir certificate! * As run at GaryCon 1 (2009), the first convention commemorating the passing of Gary Gygax
R-158	Round One, Fight!	Street Fighter: The Storytelling Game	Douglas Akin	Fri	1pm	intro	E10+	2	Street Fighters from across the globe have been been invited to Balrog's tournament in Las Vegas. However, some of the Street Fighters discover that something fishy is going on at the tournament and decide to investigate...
R-027	Dungeon of Doom	D&D 3.5 Ed	Jamie Delorge	Fri	3pm	Intro	E10+	2	See event R-026 for description
R-007	SRM 02-15 Critical Care	Catalyst Game System	Mark Edwards	Fri	7pm	Intro	teen	2	DocWagon patients are going missing. No way it could be your fault, right? Maybe you should check into it, just in case.

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R-013	The Dweomer Expedition	Call of Cthulhu 1600s	Bob Dosdourin	Fri	7pm	Intro	teen	2	"Okay men, here is the deal: I'll finance three ships and provide you with enough food, tools and equipment to give you a good head start. These are the maps with all the co-ordinates and a precise outline of the coast as was written and drawn by Christopher Columbus himself! Establish a colony and provide me with all the raw materials and we'll be rich. What, what are you doing with that knife...?"
R-016	The Sealion's Last Patrol	Call of Cthulhu	Allen Kurtz	Fri	7pm	Intro	teen	2	July, 1945 - With the end of the war in sight, the USS Sealion is being sent on a top secret mission to Tokyo harbor. Scuttlebutt has it that the U.S. is ready to deploy a new weapon (funny, the same hold true for the Japanese). Characters will be supplied by the Game Master
R-021	Abduction: CE4	The Unexplained	Bradford Younie	Fri	7pm	Intro	teen	2	A college student disappears while coming home one night, and his friends all claim he was abducted by aliens. No one believes them and they become the prime suspects in the boy's disappearance. Desperate to find their friend and save themselves, they contact your team of paranormal investigators to get to the bottom of the mystery. This could become your biggest case yet...or it could be your last!
R-025	Milk Run	Call of Cthulhu	Matt MacAdams	Fri	7pm	Intro	teen	2	Mal and the crew of Serenity have a contract to ship 2 crates to one of the outer planets and return with similar cargo and some passengers.....what could be easier? (Knowledge of Firefly series a plus)
R-028	Dungeon of Doom	D&D 3.5 Ed	Jamie Delorge	Fri	7pm	Intro	E10+	2	See event R-026 for description
R-029	A trip south, way south. Part 3	D20 Stargate	Neil Churchill	Fri	7pm	Exp	E10+	2	As last we saw our heroes, they were hot on the heels of the escaping Goa'uld from the small town of Braloponda. Is the missing scientist in the trunk of the SUV or not? Can our heroes save the day? Can they save their careers? If not, it is court-martial time, if they live. Sponsored by Battle Group Boston
R-033	Would you do it for a Scooby Snack??	GURPS: Horror	Dan Granquist (MIB)	Fri	7pm	Intro	teen	2	Join the gang from Mystery Inc. as they travel to Colorado to claim Velma's inheritance, a spooky old house and all that is inside. Are there ghosts and goblins, vampires and werewolves??? come and find out. Do you hear bones rattling?? It's only Shaggy's knees knocking together. What is making those curtains shake?? It is only Scooby-Doo quivering in fear after seeing a ghost. It's a light hearted horror adventure with a DARK twist, and a couple of special guests.
R-038	The Island Part 2	AD&D Variant 3.5ed	Steven Scheel	Fri	7pm	Exp	teen	2	A merchant needs you for a mission (this will be my last convention as game master as I am retiring...) Character levels are 8-10.

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R-051	The Beggar's Pearl #37	Pathfinder	Pathfinders GM	Fri	7pm	Intro	teen	2	When a thief arrives at the Pathfinder Lodge in Almas bearing stolen artifacts and writings pointing the way to a lost dwarven gallery, you are sent into the rugged Aspodell Mountains to find the famed dwarven explorer last known to be searching for the gallery as well as the gallery itself. Once there you find a tangled web of darklands creatures in the thrall of a charismatic cult leader with ties to the darkest shadows of the First Realm.
R-052	Best of the Best	Pathfinder	Pathfinders GM	Fri	7pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-069	Palace of the Vampire Queen	Basic D&D	Frank Mentzer	Fri	7pm	inter	E10+	2	(the first D&D module ever published ! 1976) 4-12 players, Basic D&D, low level (3-4), minimal rules * All participants receive a signed souvenir certificate! * As run at GaryCon 1 (2009), the first convention commemorating the passing of Gary Gygax
R-075	The Burning Stars	Call of Cthulhu	Andre Kruppa	Fri	7pm	inter	mature	2	This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions are expected to go 6.5 - 7 hours. (Please no players from prior conventions and no players familiar with the scenario.) Awaking in a US Military Hospital in Haiti on October 30, 1930, suffering from prolonged blackouts and amnesia, plagued by a dreadful fear, and still searching for Jack Sterling is just the beginning of the horror. The air is heavy and warm, the beds cloaked in mosquito nets, and the staff is bustling to and fro in the hall. Jack Sterling is still whereabouts unknown. The last week is a blank. It is a must to find Jack and pierce the veil of fear, pain, and loathing. There are many questions: What happened? Where is Jack? When can we get out of this hospital?
R-088	Coronation Part 2 (Yuletide Rest Series)	TC Realms D&D 3.5 Ed	Dave Fromerth	Fri	7pm	Intro	teen	2	This module will conclude the Yuletide Rest Series. Levels 4-9
R-101	Minor Set backs	TC Realms D&D 3.5 Ed	Steven Parenteau	Fri	7pm	Intro	teen	2	Found the another clue to the lost treasure of the Grazfeld Kingdom, now it's a race to recover it before the compitition does. Levels 10-15
R-118	CORM1-1 The Black Knight of Arabel	D&D 4th ed	RPGA Judges	Fri	7pm	intro	teen	2	Your party is sent to investigate allegations of Netherese activity near the city of Arabel: A dark rider commanding legions of shadow. Can you turn back the tide before it's too late? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.
R-119	IMPI1-7 Masquerade	D&D 4th ed	RPGA Judges	Fri	7pm	Intro	teen	2	A risky plan may have placed a suspicious noble's only daughter in danger, forcing the desperate man to plead for help from outsiders. But political intrigue is not the only game in Impiltur, nor is it the most dangerous: A Living Forgotten Realms adventure set in Impiltur for characters levels 4-7.

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R-120	SPEC2-1 Scout's Honor	D&D 4th ed	RPGA Judges	Fri	7pm	intro	teen	2	Amongst the towering trees of the Forest of Wyrms live countless serpents, dragons, and other fell creatures that few dare brave. Only the strongest adventurers can best the dangers within and help the paladins of Elturgard achieve victory. A Living Forgotten Realms adventure set in Elturgard for characters levels 14-17.
R-143	Tales from the Funk!;	Bad Muthas	<u>James Carpio</u>	Fri	7pm	Intro	mature	2	Welcome to an alternate 1970's, where Disco is king and the war with the "Otherworld" is in full swing. The Man is trying to put you down, and only a Bad Mutha can get the Truth to the people. Time to throw down the funk! Trying to escape out of the disco alive is the easy part, trying to escape when the disco is 100 stories high, a ballet of bullets fly through the hall, and fire is on all floors below is the tricky part.
R-154	A Wretched Hive	Star Wars Saga Edition	John Sussenberger	Fri	7pm	Exp	teen	2	Freed by the heroes from the Imperial prison facility, Admiral Varth once again begins revealing valuable information on clandestine activities of the Empire. The players travel into a den of vile debauchery to obtain information, while avoiding the wrath of a Hutt gangster. Part Two of the Dawn of Defiance Campaign Setting, written by Wizards of the Coast. Characters provided. This is NOT a RPGA sanctioned event. Sponsored by OGC.
R-053	Friday Night Madness	Pathfinder	Pathfinders GM	Fri	11pm	Intro	teen	2	Based upon ticket sales and GM availability.
R-121	RPGA Midnight Madness	D&D 4th ed	RPGA Judges	Fri	11pm	Intro	teen	2	Any LFR adventure offered at the convention, can be run in this time slot. Please note that games will run pending judge and player availability.
R-160	Anchor's Away	TC Realms D&D 3.5 Ed	Glenn Philips	Fri	11pm	Intro	E10+	1	You've been hired! The guild has offered work you will take it. The guild is mother, The guild is father. Characters must be members of the Frewin-Welter Adventurers Guild. Character levels 1-2. This is a 2 hour event for late night.

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-001	Revenge of the Opawang	AD&D 2nd Ed / Kara-Tur - OA	Adam Taylor	Sat	8am	Exp	teen	2	<p>The event is 12 hours long running all day Saturday. Players may purchase their ticket for the whole event or for just the morning, afternoon or evening time slots. Rumors of the Cult of the Black Leopard abound and the devastation of villages near the border of T'u Lung. Shou Lung Emperor, Kai Tsao Shou Chin has invited you to the Imperial Palace! The greatest adventures from Shou Lung and its allies have been summoned! Characters Provided.</p> <p>Escape to the Forgotten Realm's, Kara-Tur to the era similar to ancient Asia. These are the times of imperial rulers, angry warlords, honor, and the dawn of martial arts.</p> <p>Monk, Wu-Jen, Kensai, Samurai, Ninja and other classes join in this custom sequel to TSR's classic Oriental Adventure, "Ochimo: The Spirit Warrior" by Jeff Grubb. This all day game is primarily AD&D 2nd Ed and features elements of RPG, miniature combat, and some live action with theatrical lighting to enhance the mood.</p>
R-012	Curse of the Betrothed Part 1	Call of Cthulhu	Bob Dossdourin	Sat	8am	Intro	teen	2	<p>"Here are the facts as we know them. A boy takes a girl on a picnic to Beavertail. They watch people go down to the waters edge, two divers with spear guns and what looks like a wedding party. Screaming, terror and chaos erupts." 'What, somebody changed his or her mind at the last minute? The two divers they saw probably skewered a big fish and came to shore with it.' "Everyone fled the scene who was there. The boy and girl ignored the circumstances around them and continued to fly their kite. There was a swimming accident and the bride-to-be disappeared. Someone reported their license plate at the scene." 'Did the boy or girl see anything?' "You're the investigators, go figure it out."</p>
R-017	Forever Midnight	D&D 3.5 Ed	Allen Kurtz	Sat	8am	Intro	teen	2	<p>On the eve of the summer solstice, a strange thing happens: night falls and there's no sunrise! You go around seeking others to help, but no one wakes up. Will the creatures of the night have the final word on your fate? Talk about a 'bad moon rising'....!! Bring your own character, level 7 - 9 (maximum 3 magic items, from the DMG, no artifacts please!).</p>
R-054	Mists of Mwangi #5	Pathfinder	Pathfinders GM	Sat	8am	Intro	teen	2	<p>Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse, and now their power has laid claim to the museum. Can the Pathfinder Society uncover the source of the curse in time, or will the Blackros Museum be forever lost to the mists of Mwangi?</p>

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-055	Best of the Best	Pathfinder	Pathfinders GM	Sat	8am	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-090	The Great Dead Swamp Part 1	TC Realms D&D 3.5 Ed	Luc Poulin & Dave Kopper	Sat	8am	Intro	teen	2	Aunt Matilda is at it again! She has gone off to the great dead swamp on her own! You need to help her but first things first... A TCRealms adventure - level 1 - 9
R-094	Demon Staff Part 4	TC Realms D&D 3.5 Ed	Bob Yates	Sat	8am	intro	teen	2	You have three parts of the Demon Staff. Pixxen has two. He wants yours. An adventure for characters of level 16 through 20.
R-122	CORM1-5 The Bleak of Winter	D&D 4th ed	RPGA Judges	Sat	8am	intro	teen	2	There is something rotten in the city of Suzail. While a midwinter festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the host turns to heroes for help, they must uncover what lurks under the city's snow and ice. A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.
R-123	CORE1-17 Finding Harmony	D&D 4th ed	RPGA Judges	Sat	8am	Intro	teen	2	A prophet and her followers are leaving Thesk and looking to start anew on their own. Can you and your comrades help protect them on their travels and aid them in finding a new home? And more importantly, are they harboring a secret? A Living Forgotten Realms adventure set in the Hordelands for characters levels 4 - 7.
R-124	MOON1-7 Treasure Hunt	D&D 4th ed	RPGA Judges	Sat	8am	intro	teen	2	An old bard's tale, a sunken ship, and a foreign captain: Secrets lost for decades may come to light if you embark on this treasure hunt. You may find riches or be the main course on some beast's table. Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 7-10.
R-140	Grimshaw	D&D 3.5 Ed	RPGBomb.com	Sat	8am	Exp	teen	2	Aystrom V: The trek through the wretched Blackmoor is finally over. The wizard's tower you have been seeking is before you. But something isn't right. The rusty ironwork arch over the gate spells out "Grimshaw", not "Gavlin" as you were expecting. The tower doesn't look in very good shape, and neither does the old run down house next to it. Perhaps this isn't the right place? Only one way to find out! Four to six 6th level characters provided.
R-002	Revenge of the Opawang	AD&D 2nd Ed / Kara-Tur - OA	Adam Taylor	Sat	1pm	Exp	teen	2	See event R-001 for description
R-008	SRM 02-16 Primal Forces	catalyst Game System	Mark Edwards	Sat	1pm	Intro	teen	2	When precious resources are in transit in Denver, it's difficult for the various factions to stay idle. When nearly every faction has a reason to try to get them, many decisions are left to the runners about their allegiances.

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R-020	Spirits Among the Ruins	The Unexplained	Bradford Younie	Sat	1pm	Intro	teen	2	The ruins of an ancient stone observatory is found deep in the New Hampshire woods. Strange things start to happen in the woods and the land owners call you in to help. Your team of paranormal investigators will spend the weekend investigating the ruins and trying to make contact with the spirits there. But will the spirits allow the intrusion into their sacred ground?
R-031	Canary in a Coal Mine	Call of Cthulhu	Allen Kurtz	Sat	1pm	Intro	teen	2	Looking to increase production by the year's end, the Arkham Mining Company is offering huge bonuses to those who are willing work the extra hours; beginning this Saturday, October 31. C'mon; what's an extra 4 hours going to do? Characters will be supplied by the Game Master
R-034	GI Joe: Operation Skyfire	Fuzion Bloks	Jay Libby	Sat	1pm	Intro	every	1	COBRA is threatening to ignite the Earth's atmosphere using a super laser. It's up to the Joes to destroy their weapon before it's too late.
R-040	Dwarf's Forge: The Original	AD&D Variant 3.5ed	Steven Scheel	Sat	1pm	Exp	teen	2	Prince Raven needs adventurers for a special mission...rich rewards if you succeed, the funeral of your choice if you don't. (this will be my last convention as game master as I am retiring...)
R-056	Citadel of Flame #39	Pathfinder	Pathfinders GM	Sat	1pm	Intro	teen	2	Once the home to a cult preaching self-sacrifice by immolation in order to achieve paradise, the Citadel of Flame in Qadira's Meraz Desert was presumably wiped out decades ago after Sarenrae dervishes led a crusade to end its morbid message. An enormous sandstorm swallowed both the citadel and the army attacking it, burying both beneath hundreds of feet of sand. Thought lost forever, the citadel's rediscovery prompts the Pathfinder Society to send you deep in the unforgiving Meraz to finally close the book on Qadira's most mysterious cult.
R-057	Best of the Best	Pathfinder	Pathfinders GM	Sat	1pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-058	Sniper in the Deep #31	Pathfinder	Pathfinders GM	Sat	1pm	Intro	teen	2	When rumors stir of a hidden treasure ship in Absalom's Flotsam Graveyard, the Pathfinder Society sends you beneath the Inner Sea to investigate. Mayhem, undersea adventure, and chaos are to be had in this rousing rampage beneath the roiling waters of Absalom's harbor.
R-067	Honor, Glory, and Adventure	D&D 3.5 Ed	Creative Studios	Sat	1pm	Exp	teen	2	Rescue a king in an elven majestic castle. Characters provided or bring your own. It's a thrilling, intriguing time. There's a variety of tasks, a chance to fight and outsmart evil giants and the Order of the Black Blade. Characters provided or bring your own levels 9-13

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R-078	Final Flight	Call of Cthulhu	Andre Kruppa	Sat	1pm	inter	mature	2	This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions average 5.25 hours. (Please no players from prior conventions and no players familiar with the scenario.) Pan Caribbean airlines flight 101 is making a night flight from Curacao to Bogota. The passengers are traveling for a variety of reasons, a number are bound for a Mesoamerican Studies conference sponsored by Universidad Nacional de Colombia. 1938 is an exciting year to be alive and be able to take a flight aboard an airliner. The DC-2 is one of the most modern of aircraft and reassurance can be found in her gleaming lines. The passengers are able to enjoy the comforts offered by a professional crew and a simple but well equipped mini-galley. Coffee, food, and a chance to sleep while on the go are all quietly appealing. A routine flight over the jungle...thirty seconds of terror...a prelude to horror.
R-079	Curse of the Betrothed Part 2	Call of Cthulhu	Bob Dossdourin	Sat	1pm	Intro	teen	2	"Here are the facts as we know them. A boy takes a girl on a picnic to Beavertail. They watch people go down to the waters edge, two divers with spear guns and what looks like a wedding party. Screaming, terror and chaos erupts." 'What, somebody changed his or her mind at the last minute? The two divers they saw probably skewered a big fish and came to shore with it.' 'Everyone fled the scene who was there. The boy and girl ignored the circumstances around them and continued to fly their kite. There was a swimming accident and the bride-to-be disappeared. Someone reported their license plate at the scene.' 'Did the boy or girl see anything?' 'You're the investigators, go figure it out.'
R-091	The Great Dead Swamp Part 2	TC Realms D&D 3.5 Ed	Luc Poulin & Dave Kopper	Sat	1pm	Intro	teen	2	have the things you need to survive the swamp. What is it Auntie is after? Only time and blood will tell! A TCRealms adventure - level 4 - 9
R-102	Minor Set backs	TC Realms D&D 3.5 Ed	Steven Parenteau	sat	1pm	intro	teen	2	Found the another clue to the lost treasure of the Grazfeld Kingdom, now it's a race to recover it before the competition does. Levels 10-15
R-125	DRAG 1-7 Crafts	D&D 4th ed	RPGA Judges	Sat	1pm	Intro	teen	2	Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something more sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to the PCs to discover and eradicate the cause. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4. A part of the 'Arts & Crafts' major quest. The other part is DALE1-7 Arts. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in DRAG2-1 Discomfort.

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-126	Battle Interactive Heroic Levels 1-10: ADCP2-1 The Paladin's Plague (Round 1 of 2)	D&D 4th ed	RPGA Judges	Sat	1pm	intro	teen	2	<p>The leaders of Elturel are concerned about the plagueland a few miles outside the city, which has recently begun spewing out even more twisted monstrosities than usual. The paladins have put out a call for adventuring companies to send their best and bravest explorers to venture to the border, if not into the plagueland itself. The expedition's charter is to bring back any information about the horrors within and what might be causing the increase in Spellplague activity.</p> <p>This is a very dangerous assignment, but also one that offers adventurers the chance to make a name for themselves by braving one of the most dangerous and least understood threats in all of Faerun: an active plagueland. This is a two-round continuous-play Living Forgotten Realms Battle Interactive set in Elturgard for characters levels 1-17. Important Notes: This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. All of the characters in the party must be within a single level band (1-4, 4-7, 7-10, 11-14, or 14-17). It is recommended that at least four of the characters be members of the same Adventuring Company. This adventure takes place after the events of the various SPEC2-1 adventures, but playing the adventures in order is not required. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It is not sanctioned for Private Play.</p>
R-127	Battle Interactive Paragon Levels 11-17: ADCP2-1 The Paladin's Plague (Round 1 of 2)	D&D 4th ed	RPGA Judges	Sat	1pm	Intro	teen	2	Events names and descriptions were not available at time of printing. Please check Warhorn http://warhorn.net/totalconfusion2010/ for events information.
R-144	"The Continued Adventures of Oscar Diggs, Wizard"	AD&D 1st ed	Frank Mentzer	sat	1pm	inter	E10+	2	AD&D 1st edition, very high level (15-18)
R-035	Xandoria Galaxies DEMO	Basic V	Jay Libby	Sat	3pm	Intro	every	1	Come get a sneak peak at this new Phantasy Star themed RPG! We'll be running an intro adventure.
R-003	Revenge of the Opawang	AD&D 2nd Ed / Kara-Tur - OA	Adam Taylor	Sat	7pm	Exp	teen	2	See event R-001 for description
R-009	SRM 02-17 Patient Zero	catalyst Game System	Mark Edwards	Sat	7pm	Intro	teen	2	Wheels within wheels. An unexpected Johnson leads to a messy situation. Who's pulling whose strings? You'll need to answer that before the Yakuza lose their patience.

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R-018	The Border Patrol	Call of Cthulhu	Allen Kurtz	Sat	7pm	Intro	teen	2	Things are fairly quiet along the border tonight. Suddenly your radio crackles with pleas of help from an area just 40 miles away. As you approach, you see strange lights in the sky.... moving.... now coming your way. You now call for back-up, only to hear hideous laughter on the other end. What will you do? Characters will be supplied by the Game Master
R-022	A Devil Went Down to Jersey	The Unexplained	Bradford Younie	Sat	7pm	Intro	teen	2	You and your team of paranormal investigators go camping in the Pine Barrens of New Jersey to search for the elusive Jersey Devil, accompanied by a film crew for a TV special. But what starts as a typical expedition turns into a nightmare as your team discovers that the mythical creature may indeed be real and is on the hunt!
R-059	The Beggar's Pearl #37	Pathfinder	Pathfinders GM	Sat	7pm	Intro	teen	2	When a thief arrives at the Pathfinder Lodge in Almas bearing stolen artifacts and writings pointing the way to a lost dwarven gallery, you are sent into the rugged Aspodell Mountains to find the famed dwarven explorer last known to be searching for the gallery as well as the gallery itself. Once there you find a tangled web of darklands creatures in the thrall of a charismatic cult leader with ties to the darkest shadows of the First Realm.
R-060	Best of the Best	Pathfinder	Pathfinders GM	Sat	7pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level
R-061	Drow of the Darklands Pyramid #32	Pathfinder	Pathfinders GM	Sat	7pm	Intro	teen	2	A rogue band of drow plague the shipping lanes of Osirion and the Pathfinder Society sends you to stop them. When the drow capture a caravan laden with Society relics, you delve into the Darklands to track down the stolen cargo and explore the mysterious Stalactite Pyramid.
R-072	Palace of the Vampire Queen	Basic D&D	Frank Mentzer	sat	7pm	inter	E10+	2	(the first D&D module ever published ! 1976) 4-12 players, Basic D&D, low level (3-4), minimal rules * All participants receive a signed souvenir certificate! * As run at GaryCon 1 (2009), the first convention commemorating the passing of Gary Gygax

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R-076	The Burning Stars	Call of Cthulhu	Andre Kruppa	Sat	7pm	inter	mature	2	This scenario places heavy emphasis on role-playing, but does not require prior experience with Call of Cthulhu. This is a theatrical style tabletop game, using lights and sound, intended for mature players only. The game will run late, as sessions are expected to go 6.5 - 7 hours. (Please no players from prior conventions and no players familiar with the scenario.) Awaking in a US Military Hospital in Haiti on October 30, 1930, suffering from prolonged blackouts and amnesia, plagued by a dreadful fear, and still searching for Jack Sterling is just the beginning of the horror. The air is heavy and warm, the beds cloaked in mosquito nets, and the staff is bustling to and fro in the hall. Jack Sterling is still whereabouts unknown. The last week is a blank. It is a must to find Jack and pierce the veil of fear, pain, and loathing. There are many questions: What happened? Where is Jack? When can we get out of this hospital?
R-080	Curse of the Betrothed Part 3	Call of Cthulhu	Bob Dossdourin	Sat	7pm	Intro	teen	2	"Here are the facts as we know them. A boy takes a girl on a picnic to Beavertail. They watch people go down to the waters edge, two divers with spear guns and what looks like a wedding party. Screaming, terror and chaos erupts." "What, somebody changed his or her mind at the last minute? The two divers they saw probably skewered a big fish and came to shore with it." "Everyone fled the scene who was there. The boy and girl ignored the circumstances around them and continued to fly their kite. There was a swimming accident and the bride-to-be disappeared. Someone reported their license plate at the scene." "Did the boy or girl see anything?" "You're the investigators, go figure it out."
R-087	Coronation Part 1 (Yuletide Rest Series)	TC Realms D&D 3.5 Ed	Dave Fromerth	Sat	7pm	Intro	teen	2	Your holiday rest now over, you will stop the evil outcast brother from his planned havoc on the coronation. Levels 4-9
R-096	Hunt for the Drow	TC Realms D&D 3.5 Ed	Geoffrey Portway	Sat	7pm	intro	teen	2	There are drow lurking in Reisman, plotting something big. Your task? Find out what they are planning. An adventure for 8 PCs leveled 13+ (Epic characters welcome, as long as party averages 13-20)

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-128	Battle Interactive Heroic Levels 1-10: ADCP2-1 The Paladin's Plague (Round 2 of 2)	D&D 4th ed	RPGA Judges	Sat	7pm	intro	teen	2	<p>The leaders of Elturel are concerned about the plagueland a few miles outside the city, which has recently begun spewing out even more twisted monstrosities than usual. The paladins have put out a call for adventuring companies to send their best and bravest explorers to venture to the border, if not into the plagueland itself. The expedition's charter is to bring back any information about the horrors within and what might be causing the increase in Spellplague activity.</p> <p>This is a very dangerous assignment, but also one that offers adventurers the chance to make a name for themselves by braving one of the most dangerous and least understood threats in all of Faerun: an active plagueland. This is a two-round continuous-play Living Forgotten Realms Battle Interactive set in Elturgard for characters levels 1-17. Important Notes: This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. All of the characters in the party must be within a single level band (1-4, 4-7, 7-10, 11-14, or 14-17). It is recommended that at least four of the characters be members of the same Adventuring Company. This adventure takes place after the events of the various SPEC2-1 adventures, but playing the adventures in order is not required. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It is not sanctioned for Private Play.</p>
R-129	Battle Interactive Paragon Levels 11-17: ADCP2-1 The Paladin's Plague (Round 2 of 2)	D&D 4th ed	RPGA Judges	Sat	7pm	Intro	teen	2	<p>The leaders of Elturel are concerned about the plagueland a few miles outside the city, which has recently begun spewing out even more twisted monstrosities than usual. The paladins have put out a call for adventuring companies to send their best and bravest explorers to venture to the border, if not into the plagueland itself. The expedition's charter is to bring back any information about the horrors within and what might be causing the increase in Spellplague activity.</p> <p>This is a very dangerous assignment, but also one that offers adventurers the chance to make a name for themselves by braving one of the most dangerous and least understood threats in all of Faerun: an active plagueland. This is a two-round continuous-play Living Forgotten Realms Battle Interactive set in Elturgard for characters levels 1-17. Important Notes: This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. All of the characters in the party must be within a single level band (1-4, 4-7, 7-10, 11-14, or 14-17). It is recommended that at least four of the characters be members of the same Adventuring Company. This adventure takes place after the events of the various SPEC2-1 adventures, but playing the adventures in order is not required. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It is not sanctioned for Private Play.</p>

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R-130	DALE 1-7 Arts	D&D 4th ed	RPGA Judges	Sat	7pm	intro	teen	2	Isolation can be a boon, but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can the PCs solve this discretely and in time? A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4. A part of the `Arts & Crafts' major quest. The other part is DRAG1-7 Crafts. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level `Pain and Suffering' arc, which starts in DRAG2-1 Discomfort.
R-142	The Aerie of the Sea Witch	Heroquest II	James Carpio	Sat	7pm	Intro	mature	2	With each passing moment, the winds and the sea threatens to swallow us whole. Your shame is our shame young warriors, an indiscretion, and the temptation of greed has brought the wrath of the Aesir upon us and Wotan will not rest until all are appeased. The task before you is to face your nightmare, and bring peace to your sons and daughters. The Gods demand your blood! The Aerie of the Sea Witch is a Heroquest II (by Moon Design) adventure set in a mythical Norse setting.
R-147	Screaming in Space	Dread game	Charlton Wilbur	Sat	7pm	train	teen	2	The crew of your small spaceship has come across an enormous freighter, floating dead in the sky, and the captain decided you should explore it. But not all is as it seems, and there's a good chance that several of you won't be coming home....
R-156	The Dalish Curse	Dragon Age	John Sussenberger	Sat	7pm	Intro	teen	2	The characters visit a village on the borderlands of Ferelden and the Brecilian Forest. Will they discover who is attacking the villagers? This brand new RPG is based in the same world as Dragon Age: Origins, the computer game. Sponsored by OGC
R-036	Chronicle 002: Cybermorph Invasion	Fuzion Bloks	Jay Libby	Sat	9pm	Intro	every	1	The UEU needs the help of a local colony. But the magistrate will only cooperate if they troopers retrieve a device from a nearby moon. One that is occupied by Cybermorphs.
R-062	Saturday Night Madness	Pathfinder	Pathfinders GM	Sat	11pm	Intro	teen	2	Based upon ticket sales and GM availability.
R-089	Coronation Part 2 (Yuletide Rest Series)	TC Realms D&D 3.5 Ed	Dave Fromerth	Sat	11pm	Intro	teen	2	This module will conclude the Yuletide Rest Series. Levels 4-9
R-131	RPGA Midnight Madness	D&D 4th ed	RPGA Judges	Sat	11pm	Intro	teen	2	Any LFR adventure offered at the convention, can be run in this time slot. Please note that games will run pending judge and player availability.
R-024	Red Eyes	The Unexplained	Bradford Younie	Sun	8am	Intro	teen	2	Locals in a rural town have been haunted by a mysterious creature that has been attacking their dogs and farm animals. The Animal Control office says it's coyotes, but the townsfolk know better. They've seen the thing staring out at them from the darkness of the woods with its glowing red eyes...

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R-063	Voice in the Void #35	Pathfinder	Pathfinders GM	Sun	8am	Intro	teen	2	Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst. When strange sounds echo from below and several of the curator's night watchmen go missing, he panics and begs the Society to investigate the mystery and save his museum from the darkness that infests it.
R-064	Best of the Best	Pathfinder	Pathfinders GM	Sun	8am	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-083	Welcome to Perdition Isle	TC Realms D&D 3.5 Ed	Paul Orlowski	Sun	8am	Intro	teen	2	This module will be the introductory adventure in a series. It will take Level One characters with no equipment and drop them onto a prison island. The characters will endure challenges while trying to find weapons and equipment. The characters will establish themselves in a stronghold for follow-up adventures. First Level Characters only.
R-098	Lost Clue	TC Realms D&D 3.5 Ed	Steven Parenteau	Sun	8am	intro	teen	2	Many have heard the legend of old kingdom before it was torn apart by greed. Now for the first time victory is close at hand. But it won't be easy and new enemies will show themselves. Level 7-12.
R-132	Cormyr Buffet	D&D 4th ed	RPGA Judges	Sun	8am	intro	teen	2	All adventures offered at Total Confusion will be offered here on a REPEAT basis. Please note that all games are subject to judge, table and player availability. Players are encouraged to self muster tables.
R-133	CORM2-1 For Crown and Kingdom	D&D 4th ed	RPGA Judges	Sun	8am	Intro	teen	2	For decades, knights-errant of Cormyr have sought glory in the untamed Stonelands. It is common for these knights to bring a retinue of adventurers on such quests, and what better way to make a name for oneself? A Living Forgotten Realms adventure for characters levels 1-4.
R-134	CORE1-15 Where Dragons Die	D&D 4th ed	RPGA Judges	Sun	8am	intro	teen	2	Netheril's influence is expanding alarmingly and the Silverstars of Selûne are becoming desperate. The task of recovering a weapon suitable for battling this expansion has fallen to you and your only clues take you to a place where mortals dare not tread. A Living Forgotten Realms adventure set near Netheril for characters levels 11-14. Third part of the Bane of Shadows trilogy
R-139	Case File XA013: Abyss of Insanity	Stargate SG1	RPGBomb.com	Sun	8am	Exp	teen	2	Your R.E.A.C.T. Team has been scrambled to research and deal with a C.I.R.C.L.E presence near an unstable fissure that has recently grown. Geothermal forces, CO2 gas, and several other theories have been proposed, but only your team will discover what strange truth waits in the ice. The Antarctic continent with its extremes in weather, loneliness, and stress can tax the mind of the heartiest souls. Do you have the high tech espionage skills to face the natural and other horrors that await you in this wintery hell?

Event #	Event Name	Game System	Game Master	Date	Time	Difficulty	Maturity Rating	# of Blocks	Blurb
R-149	Crashing a Conference at Wewelsburg	GURPS Infinite Worlds	Charlton Wilbur	Sun	8am	train	teen	2	The Company is in an all-out panic: they recently discovered a parallel timeline where Adolf Hitler will be hosting a conference at Wewelsburg Castle in June, 1946. Every time agent has had the argument over whether, if given the opportunity, you could or would kill Hitler, and it turns out that six of you are going to get the chance to find out. Your mission: to find out how that timeline diverged from ours and to take any steps you can to get it back on track.
R-150	Guard Duty	Alpha Omega	Bob Smith	Sun	8am	Intro	E10+	1	Guard Duty is an introductory adventure for Alpha Omega that focuses on the struggles between the Vidal Corporation, which builds various types of AI, and Humilect, an anti-AI activist and terrorist group. The player characters are hired by the Vidal Corporation to provide extra security for an arcology-wide holiday during which Humilect activists attempt to use the chaos of the celebrations to pursue their own agenda. Sponsored by Mindstorm Labs.
R-030	A hot Planet and fast Times	D20 Stargate	Neil Churchill	Sun	1pm	Exp	E10+	2	Trip to P4X606. Looks like a day at the beach. Sand Sun, just no water. But the General said to go check it out. So off we go.
R-014	Ship Is Me, Too	Call of Cthulhu / Lost Souls (variant)	Bob Dosedourin	Sun	1pm	Intro	teen	2	As daylight vampires you failed to obtain the secrets of the cult running Pocasset Cemetery. Now you return to complete the job and try to lay your souls to rest before your van gets towed out of the 7-Eleven parking lot and your expelled sand runs down the gutter. It's ghosts versus vampires in this inane, insane sequel. Bring a Slushy and get a second super power.
R-019	Three Heads are better than One	D&D 3.5 Ed	Allen Kurtz	Sun	1pm	Intro	teen	2	The calm of the night is broken by the shouts of "FIRE!!" As you arrive on the scene of a group of shops are ablaze, someone finds a body tacked to a post with a message: "Pay tributes, or else....". The town elders have decided not to yield, and fight the extortionists. You are now charged with the task of bringing these bloodsuckers to justice! Bring your own character, level 10 - 12 (maximum 3 magic items, from the DMG, no artifacts please!).
R-023	Dice, Gamers & Ghosts	The Unexplained	Bradford Younie	Sun	1pm	Intro	teen	2	What can make a ghost hunt at a quiet, relaxing hotel difficult? Gamers! Your investigation of the Holiday Inn in Mansfield is suddenly thrown into chaos as the Total Con staff come to set up for their convention. But you can't just leave because you've discovered that the place is indeed haunted, and you feel that lives could be in danger if you don't get to the bottom of it. Can you solve the mystery of the Haunted Hotel with gamers crowding the place? For everyone's sake, you hope you can!
R-032	Terror Network: Operation Hydra	Network System	Brendon Davis	Sun	1pm	Intro	E10+	2	A demo of terror network, the counter terrorism RPG. Players get to be special agents investigating a terrorist cell.

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R-065	Assault on the Kingdom of the Impossible #33	Pathfinder	Pathfinders GM	Sun	1pm	Intro	teen	2	The Pathfinder Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Pathfinder Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Aspis Consortium agent, it's up to the PCs to find him and do whatever it takes to stop him.
R-066	Best of the Best	Pathfinder	Pathfinders GM	Sun	1pm	Intro	teen	2	The GM will run one of the best year zero Pathfinder Society Scenario of the appropriate level.
R-068	Honor, Glory, and Adventure	D&D 3.5 Ed	Creative Studios	Sun	1pm	Exp	teen	2	Rescue a king in an elven majestic castle. Characters provided or bring your own. It's a thrilling, intriguing time. There's a variety of tasks, a chance to fight and outsmart evil giants and the Order of the Black Blade. Characters provided or bring your own levels 9-13
R-073	"Goodbye, Mr. Chips"	AD&D 1st ed	Frank Mentzer	sun	1pm	inter	E10+	2	AD&D 1st edition, mid level (5-7): Evil characters try to remove the mayor of Fairway.
R-085	There goes the neighborhood	TC Realms D&D 3.5 Ed	Paul Orlowski	Sun	1pm	Intro	teen	2	This is the second module of the Perdition Isle series. Now that the characters have established their stronghold, they'll need to deal with the politics and dangers of holding it. Levels 1-6
R-100	The North Road	TC Realms D&D 3.5 Ed	Steven Parenteau	Sun	1pm	intro	teen	2	You have been told by the residence of Coldvale that the north road is still filled with danger and clues to what you seek may be found there. Levels 7-12
R-135	Cormyr Buffet	D&D 4th ed	RPGA Judges	Sun	1pm	Intro	teen	2	All adventures offered at Total Confusion will be offered here on a REPEAT basis. Please note that all games are subject to judge, table and player availability. Players are encouraged to self muster tables.
R-136	CORM 1-7 Patronage and Pestilence	D&D 4th ed	RPGA Judges	Sun	1pm	intro	teen	2	A disease has hit the outskirts of Suzail, and the captain of the guard has hired the PCs to provide safe transport for the arriving cure. Unfortunately, everyone else in town wants it just as badly. Can the heroes protect the medicine for the sick and dying, or will the temptation of wealth be too much to pass up? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.
R-137	CORE2-3 High Infidelity	D&D 4th ed	RPGA Judges	Sun	1pm	Intro	teen	2	An LFR adventure for characters level 14-17.
R-145	Overload	The Shab al-Hiri Roach	Charlton Wilbur	Sun	1pm	train	teen	2	The year is 1945, and you're a commando in a top-secret training base in Hampshire, England. The brass asked the boys at Oxford for something they could test chemical weapons on, and they sent a roach. Turns out it's intelligent, evil, telepathic, and it's taking over some of your fellows. Can you get ahead despite that? Will you swallow the roach yourself, and give in to its whims?
R-151	Guard Duty	Alpha Omega	Bob Smith	Sun	1pm	Intro	E10+	1	Strange seismic readings in the Catskill Mountains draw the attention of scientists. It has been over 24 hours since their last check-in. The Guard has asked for your assistance in locating them. Sponsored by Mindstorm Labs.

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R-155	The Dalish Curse	Dragon Age	John Sussenberger	Sun	1pm	Intro	teen	2	The characters visit a village on the borderlands of Ferelden and the Brecilian Forest. Will they discover who is attacking the villagers? This brand new RPG is based in the same world as Dragon Age: Origins, the computer game. Sponsored by OGC
R-159	Round One, Fight!	Street Fighter: The Storytelling Game	Douglas Akin	Sun	1pm	intro	E10+	2	Street Fighters from across the globe have been invited to Balrog's tournament in Las Vegas. However, some of the Street Fighters discover that something fishy is going on at the tournament and decide to investigate...