

Event #	Event Title	System	Gamemaster	Day	Period	# Slots	Difficulty	Maturity	Description
O-001	Scourge of the Slave Lords	AD&D 1st Edition	Paul Siegel	THU	10am	2	Beginner	Everyone	Re-running of tournament modules originally run at GenCon XIII (1980). I will be running several of the round-1 portions over the course of the convention, each may be different so play in one or all! Find me at the end of the con to see how your group's score compared to the others.
O-002	Eldritch Enterprises Sneak Preview	OD&D	Tim Kask	THU	1pm	2	Exper	Teen	<p>The featured adventure will be a sneak preview of his latest project, The Tower of the Phoenix. ToTP is the third installment of his arctic series Return to the Frozen North, which first debuted at GaryCon I.</p> <p>Others will include upcoming releases from Eldritch Enterprises Ltd.</p> <p>All PC's will be provided from Tim's stable of well-equipped veteran adventurers. Players need only bring dice, a writing utensil and a willing suspension of disbelief.</p> <p>Tim's games are all OD&D; all relevant materials will be available for the players. Tim's over-arching philosophy is : Rules should not get in the way of fun.</p>
O-003	Old-school style adventures	OD&D	Frank Mentzer	THU	1pm	2	Exper	Teen	Frank Mentzer has become a 'regular' at TotalCon, returning to his northeastern roots. As usual he will run various old-school style adventures -- fast, rules-light, role-

									oriented -- including "Remember When" (a 1974-style dungeon crawl) and previews of two upcoming products from Eldritch Enterprises Ltd: Mystery at the Acaem and Lich Dungeon.
O-004	Eldritch Enterprises Sneak Preview	OD&D	Tim Kask	THU	7pm	2	Exper	Teen	<p>The featured adventure will be a sneak preview of his latest project, The Tower of the Phoenix. ToTP is the third installment of his arctic series Return to the Frozen North, which first debuted at GaryCon I.</p> <p>Others will include upcoming releases from Eldritch Enterprises Ltd.</p> <p>All PC's will be provided from Tim's stable of well-equipped veteran adventurers. Players need only bring dice, a writing utensil and a willing suspension of disbelief.</p> <p>Tim's games are all OD&D; all relevant materials will be available for the players. Tim's over-arching philosophy is : Rules should not get in the way of fun.</p>
O-005	Old-school style adventures	OD&D	Frank Mentzer	THU	7pm	2	Exper	Teen	<p>Frank Mentzer has become a 'regular' at TotalCon, returning to his northeastern roots. As usual he will run various old-school style adventures -- fast, rules-light, role-oriented -- including "Remember When" (a 1974-style dungeon crawl) and previews of two upcoming products from Eldritch</p>

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O-006	The Ghost Tower of Inverness	AD&D 1st Edition	James Carpio	THU	7pm	2	Beginner	Everyone	A Shadow from the past, the Ghost Tower of Inverness has loomed ever larger in the mind of the great Seer of Urnst. Now he has convinced the Duke that an expedition should be organized to go to the ancient keep and recover it's greatest treasure, the fabled Soul Gem. Come relive one of the Classic AD&D modules of the early days of D&D.
O-007	Scourge of the Slave Lords	AD&D 1st Edition	Paul Siegel	FRI	10am	2	Beginner	Everyone	Re-running of tournament modules originally run at GenCon XIII (1980). I will be running several of the round-1 portions over the course of the convention, each may be different so play in one or all! Find me at the end of the con to see how your group's score compared to the others.
O-008	Eldritch Enterprises Sneak Preview	OD&D	Tim Kask	FRI	1pm	2	Exper	Teen	The featured adventure will be a sneak preview of his latest project, The Tower of the Phoenix. ToTP is the third installment of his arctic series Return to the Frozen North, which first debuted at GaryCon I. Others will include upcoming releases from Eldritch Enterprises Ltd. All PC's will be provided from Tim's stable of well-equipped veteran adventurers. Players need only

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O-009	Old-school style adventures	OD&D	Frank Mentzer	FRI	1pm	2	Exper	Teen	<p>Frank Mentzer has become a 'regular' at TotalCon, returning to his northeastern roots. As usual he will run various old-school style adventures -- fast, rules-light, role-oriented -- including "Remember When" (a 1974-style dungeon crawl) and previews of two upcoming products from Eldritch Enterprises Ltd: Mystery at the Acaem and Lich Dungeon.</p>
O-010	A Beast of a Yeast	Advance Dungeons and Dragons	Travis Miller	FRI	7pm	2	Beginner	Adult	<p>A party of dwarven adventurers is hired to clean out the Strong-Arm Brewery. Apparently some subterranean magical emanations caused the yeast to mutate and become hungry for something other than malted barley.</p>
O-011	Sewers of Redpoint	The Fantasy Trip Melee Wizards	David Miller	FRI	7pm	2	Beginner	Adult	<p>When assassins stage a brutal raid at the temple of the Sun Goddess, you answer the call for assistance.</p> <p>But as you track the raiders through the sewers beneath the city, an ancient horror awakens from its timeless sleep. Played with miniatures on 3d terrain. Rules will be explained and are</p>

									easy to pick up.
O-012	Scourge of the Slave Lords	AD&D 1st Edition	Paul Siegel	SAT	10am	2	Beginner	Everyone	Re-running of tournament modules originally run at GenCon XIII (1980). I will be running several of the round-1 portions over the course of the convention, each may be different so play in one or all! Find me at the end of the con to see how your group's score compared to the others.
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O-014	In the Manner of Goblins	Advanced Dungeons and Dragons	Travis Miller	SAT	1pm	2	Exper	Adult	The baron is concerned about a rash of tavern brawls and riots that have broken out recently. They are somehow connected to a strange green liquor bootlegged

									into the black market booze trade. Some people are having adverse reactions that cause them to act, "in the manner of goblins."
O-015	Old-school style adventures	OD&D	Frank Mentzer	SAT	1pm	2	Exper	Teen	Frank Mentzer has become a 'regular' at TotalCon, returning to his northeastern roots. As usual he will run various old-school style adventures -- fast, rules-light, role-oriented -- including "Remember When" (a 1974-style dungeon crawl) and previews of two upcoming products from Eldritch Enterprises Ltd: Mystery at the Acaeum and Lich Dungeon.
O-016	Eldritch Enterprises Sneak Preview	OD&D	Tim Kask	SAT	7pm	2	Exper	Teen	<p>The featured adventure will be a sneak preview of his latest project, The Tower of the Phoenix. ToTP is the third installment of his arctic series Return to the Frozen North, which first debuted at GaryCon I.</p> <p>Others will include upcoming releases from Eldritch Enterprises Ltd.</p> <p>All PC's will be provided from Tim's stable of well-equipped veteran adventurers. Players need only bring dice, a writing utensil and a willing suspension of disbelief.</p> <p>Tim's games are all OD&D; all relevant materials will be available for the players. Tim's over-arching philosophy is : Rules should not get in the way of fun.</p>

O-017	The Dark Vale	The Fantasy Trip Melee Wizards	David Miller	SAT	7pm	2	Beginner	Adult	<p>Word has reached the streets of the city of Redpoint that a lost artifact of great power lies to the southwest, in an obscure vale in the ancient Seawatch Mountains.</p> <p>It is the Blackstone, a relic of ancient power from a mythic age. There are only a few references to it in the tomes of history, all of them fearful and despairing. The potential for an era of unchecked evil abounds, unless you find the Blackstone first and destroy it.</p> <p>Played with miniatures on 3d terrain. Rules will be explained and are easy to pick up.</p>
O-018	Eldritch Enterprises Sneak Preview	OD&D	Tim Kask	SUN	1pm	2	Exper	Teen	<p>The featured adventure will be a sneak preview of his latest project, The Tower of the Phoenix. ToTP is the third installment of his arctic series Return to the Frozen North, which first debuted at GaryCon I.</p> <p>Others will include upcoming releases from Eldritch Enterprises Ltd.</p> <p>All PC's will be provided from Tim's stable of well-equipped veteran adventurers. Players need only bring dice, a writing utensil and a willing suspension of disbelief.</p> <p>Tim's games are all OD&D; all relevant materials will be available for the players. Tim's over-arching philosophy is : Rules should not</p>

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