

Event #	Event Title	System	Gamemaster	Day	Period	# Slots	Difficulty	Maturity	Description
O101	The Vault of Zerduzan	OD&D	Paul Siegel	THU	1pm	2	Beginner	Teen	Beneath the ruins of an ancient tower lies the Vault of Zerduzan. Constructed centuries ago by the long-dead demonologist, some say it was meant as the burial shrine for his most favorite servants and companions. Others say it was a sanctum for his efforts to command demons. No matter what it is sure to contain wealth and arcane secrets for any that would dare plub its depths. A mid-level old school OD&D (OED) adventure.
O102	Escape from the Kings Labyrinth	AD&D First Edition	Bob Yates	THU	1pm	2	Beginner	Everyone	The Festival of Selenda is a week-long party! Food! Drink! Shows! The climatic event is the annual Run from the King's Labyrinth, where criminals, political prisoners and others who have fallen on the bad side of the king attempt to escape and earn their freedom. Usually the Labyrinth wins, much to the delight of the crowds. Wait! You're the runner? Cool! my money is on the tiger to eat you! All materials provided by GM
R116	Back to 1974	0e, level 2	Frank Mentzer	THU	7pm	2	Beginner	Teen	Back to the beginning... when *roleplaying* first appeared. Relive that

									first time feel!
O201	U1: The Sinister Secret of Saltmarsh - Part 1: The Haunted House	B/X D&D & the Companion Expansion	THOMAS MAHANEY	FRI	8am	2	Beginner	Teen	Years after the fall of the Black Eagle, Fort Doom (or Halag if you prefer) is still a bleak place, awash with the stench of violence, poverty, and despair. As you sit nursing your drink in The Pirates' Grotto, contemplating the inherent injustice of life, your attention is drawn to a smartly-dressed young man entering the tavern. May I have your attention please! I am searching for a few stalwart adventurers destined for fame and glory!"
O202	Bossfight for Breakfast		Paul Siegel	FRI	10am	1	Beginner	Everyone	Bring your coffee and your donuts with you for a quick throw-down of classic D&D. We've got just two hours so we'll cut to the chase - kick down the door and roll initiative, because we're skipping straight to the exciting climax. DM will do his best to give you a glorious and heroic death. Different every time, sign up for as many as you like. Breakfast Not Included! (BYO)
O203	Caverns of Thracia - The Last Level	2nd Ed AD&D	Dan Roy	FRI	1pm	2	Experienced	Teen	Day after day, you have fought your way through the jungle and down into the infamous Caverns of Thracia. Somehow you have all managed to stay alive but now you must finish your

									<p>quest and find a way out of here. The Caverns of Thracia is a highly rated megadungeon from The Judges Guild.</p> <p>7th Level 2nd Ed AD&D Characters will be provided.</p>
O204	U1: The Sinister Secret of Saltmarsh - Part 2: The Sea Ghost	B/X D&D & the Companion Expansion (Levels 1-3)	THOMAS MAHANEY	FRI	1pm	2	Beginner	Teen	<p>Your recent adventures have managed to impress the beleaguered leadership of Halag (aka Fort Doom). They desperately need your help with ridding the area of a dangerous criminal element and reestablishing the rule of law. And they are willing to pay you in gold!</p>
O205	HYPERBOR EA: The Lost Treasure of Atlantis	Astonishing Swords men & Sorcerers of Hyperborea	Timothy Deschene	FRI	1pm	2	Experienced	Everyone	<p>In the far reaches of Hyperborea's Crab Archipelago, lies a small, mountainous island known as Crystal Point. Passing sailors have recently seen a crimson glow in Crystal Point's waters, beams of reddish-brown light shining up from its steep cliffs and unusually frequent lightning storms in the area. The seedy wharf taverns of Khromarium buzz with these strange tales and some speculate that Crystal Point may hold the lost treasure of Atlantis!</p>

O206	Here there Be Goblins!	AD&D 1e	John Ferguson	FRI	1pm	3	Beginner	Teen	Yes, well, that is the problem. There are goblins. Lots and lots of goblins. I wish to hire you to deal with them. They are living in a tunnel complex, and there is a substantial reward for removing them. Yes, there are a lot of them but, well, they're just goblins after all!
O207	B4 The Lost City: The Volcano finale	Classic D&D	Kenneth Marin	FRI	1pm	2	Experienced	Everyone	<p>You've defeated Zargon, cured the residents of Cyndicea, brought down the evil priesthood, and defeated the humanoid menaces. There's just one thing left to do, and that's to destroy Zargon's horn before he regrows and returns more powerful than before.</p> <p>Legend says his horn can only be destroyed somewhere in the heart of the volcano across the lake. Legends also say it is guarded by a demon ...</p>
O213	The Wheel of Blame	OD&D	Tim Kask	FRI	1pm	2	Beginner	Teen	(with apologies to Robert Jordan and Terry Pratchett) An OD&D adventure that is created on the spot with input from each player; this game is centered around two items that each Player submits at the beginning of the game. Be prepared; anything is possible, fun and laughter is assured. Pre-gens of moderate skills will be provided for this true railroad-style adventure.

R233	Bear & Barrow	Fairy Tale Games	Frank Mentzer	FRI	1pm	2	Beginner	Teen	Create your own twist on a classic fairy tale!
O208	Raiders!!	AS&SH	Robert Hood	FRI	5pm	1	Introductory	Teen	Your group is sailing south, but your running out of rations, you need to enter a port. Your Pilot notes of an old abandoned village in a fiord in just a day's travel. Upon arrival the Abandoned Village is abandoned no more, but are in trouble, Raiders are attacking them by land. With not enough rations to go on, you need to set in, but do you help the raiders? or help the town?
O209	X1 Isle of Dread - Taboo Island the finale	Classic D&D	Kenneth Marin	FRI	7pm	2	Experienced	Everyone	You were hired for this archaeological expedition to discover who or what built the ancient ruins on the fabled island. You also learned of the presence of an enormous pearl somewhere beneath those ruins. You've come far through the Isle of Dread battling pirates, dinosaurs, and strange new races, and now within the central volcano's crater lake, lies Taboo Island; the likely end of both of your quests.
O210	Paranoia,		David Miller	FRI	7pm	2	Introduct	Adult	Greetings Citizen! The description of this game is currently above your

	2nd Edition						ory		security clearance. Be happy and serve the computer! You are happy aren't you citizen? Being an unhappy citizen is a traitorous offense. Trust no one (and definitely bring your sense of humor to this game)! A classic RPG from the mid-80s.
O211	Outdoor Spoliation		Paul Siegel	FRI	7pm	2	Beginner	Teen	OD&D Volume 3 states that "offhand adventures in the wilderness are made on the Outdoor Survival playing board," and that's just what we're going to do. Players will mount a monster-hunt and treasure-retrieval hexcrawl adventure in a variegated wilderness environment. Uses the Original D&D rules (OED variant) and the recommended Avalon Hill Outdoor Survival boardgame map.
O212	Danger in the Pass!	Thunder	Mark Urban	FRI	7pm	2	Beginner	Teen	The Pass must be opened! Strange attacks are happening in the mountains between Vale and Cron. The caravans are getting nervous, and that means big trouble for the mining town of Cron. Up to eight members of a young but experienced (Level 3) group will clear the pass, save the village, and maybe find out what's really going on! This is a great intro to Thunder! Classic role

									playing, and we'll have Pun... err, Fun!
O214	The Wheel of Blame	OD&D	Tim Kask	FRI	7pm	2	Beginner	Teen	(with apologies to Robert Jordan and Terry Pratchett) An OD&D adventure that is created on the spot with input from each player; this game is centered around two items that each Player submits at the beginning of the game. Be prepared; anything is possible, fun and laughter is assured. Pre-gens of moderate skills will be provided for this true railroad-style adventure.
R234	RPG Master Class	Open	Frank Mentzer	FRI	7pm	2	Beginner	Teen	Ad-lib 10 minutes as a Game Master, and then get input from all participants. Or just watch if you prefer. Take home lots of good advice from many other Masters!
O301	SpellJammer Space Pirates	2E AD&D	Dan Roy	SAT	8am	2	Beginner	Teen	Pirates have been ruthlessly attacking spelljamming ships bringing supplies from the Rock of Brall to the outer asteroid colonies. The reward for stopping the pirates would help make 6 months worth of payments on your new ship, but first you have to find them. 7th Level, 2nd Edition AD&D Pre-Gen Characters provided. Ship Ahoy, Matey!

O302	In the Phantom's Wake	BX D&D and Companion Expansion (Levels 3-5)	THOMAS MAHANEY	SAT	8am	2	Experienced	Teen	You haven't seen this much excitement around the Pirates' Grotto tavern since that time Morgan Ironwolf accidentally opened the privy occupied by Sister Rebecca. It seems like everyone is shelling out their kopecs to see a magical astrolabe recovered from a real haunted house. It looks like Lazlo the Innkeeper is going to make a fortune with it. So why does he look so upset?
O303	Raiders!!	AS&SH	Robert Hood	SAT	8am	1	Beginner	Teen	Your group is sailing south, but your running out of rations, you need to enter a port. Your Pilot notes of an old abandoned village in a fiord in just a days travel. Upon arrival the Abandoned Village is abandoned no more, but are in trouble, Raiders are attacking them by land. With not enough rations to go on, you need to set in, but do you help the raiders? or help the town?
O304	Bossfight for Breakfast		Paul Siegel	SAT	10am	1	Beginner	Everyone	Bring your coffee and your donuts with you for a quick throw-down of classic D&D. We've got just two hours so we'll cut to the chase - kick down the door and roll initiative, because we're skipping straight to the exciting climax. DM will do his best to give you a

									glorious and heroic death. Different every time, sign up for as many as you like. Breakfast Not Included! (BYO)
O305	HYPERBOR EA: The Lost Treasure of Atlantis	Astonis hing Swords men & Sorcere rs of Hyperb orea	Timothy Deschene	SAT	1pm	2	Experien ced	Everyone	In the far reaches of Hyperborea's Crab Archipelago, lies a small, mountainous island known as Crystal Point. Passing sailors have recently seen a crimson glow in Crystal Point's waters, beams of reddish-brown light shining up from its steep cliffs and unusually frequent lightning storms in the area. The seedy wharf taverns of Khromarium buzz with these strange tales and some speculate that Crystal Point may hold the lost treasure of Atlantis!
O306	Danger in the Pass!	Thunde r	Mark Urban	SAT	1pm	2	Beginner	Teen	Mysterious Attacks have been occurring on the road over the mountains between Vale and Cron. The mining Village of Cron needs your help - the road is its only source of supply and trade. Along the way, your young but experienced (level 3) band of adventurers will discover the truth, save the village, and maybe learn... a deeper mystery... [Note: this ties in to "After the Pass" in the evening
O307	The Sea Cave /	Runeq uest	Pete McAveney	SAT	1pm	2	Training	Everyone	Celebrate the return of Runequest 2, now back in print! Will run Greg

	Cattle Raid!	Classic							Stafford's scenario The Sea Cave"
O311	The Wheel of Blame	OD&D	Tim Kask	SAT	1pm	2	Beginner	Teen	(with apologies to Robert Jordan and Terry Pratchett) An OD&D adventure that is created on the spot with input from each player; this game is centered around two items that each Player submits at the beginning of the game. Be prepared ; anything is possible, fun and laughter is assured. Pre-gens of moderate skills will be provided for this true railroad-style adventure.
R332	Bear & Barrow	Fairy Tale Games	Frank Mentzer	SAT	1pm	2	Beginner	Teen	Create your own twist on a classic fairy tale!
O308	AD&D Hunt for the Tarrasque	AD&D 1E	Kenneth Marin	SAT	7pm	2	Experienced	Everyone	The Tarrasque has destroyed the neighboring kingdoms and is headed directly for yours. Unexpectedly, rather than stay above ground, he has dipped into the extensive caverns stretching between the last kingdom he ransacked and yours. Can he be stopped before he emerges? And what of the purported sightings of the skeletal being riding a nightmare, urging the Tarrasque forwards? Purportedly the creature even wears a collar around its neck ...

O309	Ga-May-Rah versus the Space Vegetables	It Came from the Late, Late, Late Show	David Miller	SAT	7pm	2	Introductory	Adult	A team of research scientist have disappeared on Kongphooey Island. Can you solve the mystery before the Earth is destroyed?! Or at the least before the next commercial break? Bring your love of bad movies, your sense of humor, and your bad acting skills! A classic RPG from the late 80s!
O310	After the Pass: Into the Mountains!	Thunder	Mark Urban	SAT	7pm	2	Beginner	Teen	It's getting real! You've saved the village of Cron, but discovered a deeper threat! Now an experienced team (Level 5), your party will brave the Prilk Mountains to find the source of this threat to the entire area. Based on what you know, this will NOT be easy. Aaaaand... more puns, which might be the worst of all!
O312	The Wheel of Blame	OD&D	Tim Kask	SAT	7pm	2	Beginner	Teen	(with apologies to Robert Jordan and Terry Pratchett) An OD&D adventure that is created on the spot with input from each player; this game is centered around two items that each Player submits at the beginning of the game. Be prepared ; anything is possible, fun and laughter is assured. Pre-gens of moderate skills will be provided for this true railroad-style adventure.

R333	AdLib Adventure	BECMI	Frank Mentzer	SAT	7pm	2	Beginner	Teen	YOU decide what monsters and treasures will be found... and Frank creates an adventure on the spot. Anything can happen!
O401	X4 Master of the Desert Nomads	D&D BECMI	James Rilley	SUN	8am	2	Beginner	Everyone	Horrendous legions are marching on the civilized lands. The governor of the republic sent out a call to arms to fight the nomad foe. Among these came your group. Your mission is to find the Great Pass and report back its location. But beware. An unknown terror has struck at the heart of the army's camp. The module is designed for 6th to 8th level characters.
O402	Bossfight for Breakfast		Paul Siegel	SUN	10am	1	Beginner	Everyone	Bring your coffee and your donuts with you for a quick throw-down of classic D&D. We've got just two hours so we'll cut to the chase - kick down the door and roll initiative, because we're skipping straight to the exciting climax. DM will do his best to give you a glorious and heroic death. Different every time, sign up for as many as you like. Breakfast Not Included! (BYO)
R412	AdLib Adventure	BECMI	Frank Mentzer	SUN	1pm	2	Beginner	Teen	YOU decide what monsters and treasures will be found... and Frank creates an adventure on the spot.

