



**\*\*\*RPG GAMES\*\*\***

**Friday, 9:00 AM - 1:00 PM**

**Kagematsu, Room 315 A** AT LEAST ONE FEMALE PLAYER REQUIRED It is Japan 1572, the end of the Seguko period of history. Now a small, nearly indefensible village is living under the horror of a dangerous threat that casts its long shadow over the village. Enter Kagematsu, a wayward ronin fleeing a troubled past. Here is a defender for the village, if only he can be swayed from his meandering course.

**LFR (H1) EAST 1-4 Darkness in Delzimmer (Living Forgotten Realms - D&D 4e) Room 221 B & C**, A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honour among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance.

**LFR (H2) CORE1-4 Crystal Clear (Living Forgotten Realms - D&D 4e) Room 221 B & C**, The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right... and the price is always right. But today, the coin of the realm seems to be something other than gold.

**LFR (H3) MOON1-7 Treasure Hunt (Living Forgotten Realms - D&D 4e) Room 221 B & C**, 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.

**LFR (P1) CORE1-15 Where Dragons Die (Living Forgotten Realms - D&D 4e) Room 221 B & C**, 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.

**MYSTERY EGG! Room 315 A** Welcome to the world of Reality A! One of your party seems to have found this odd egg. It's about the size of a normal human head and is a deep, vibrant red. Where did it come from? What's inside it? How did it end up here? You may have found it, but someone else is hunting it. Save it or turn it in... it's all up to you.

**Pathfinder Society Scenario #30: The Devil We Know - Part II: Cassomir's Locker (Pathfinder Society - Pathfinder RPG) Room 221 B & C**, 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? Tiers: 1-2, 3-4, and 6-7

**SRM03-06 Jackknifed, Room 315A** (Shadowrun) Defend a truck - What could possibly go wrong? Bring your own Missions character or use one of our supplied pre-generated characters.

**Friday, 2:00 PM - 6:00 PM**

**Deathmatch, Room 315A** (d20 System) Ever want to prove what class is stronger? Ever want to pit two races together and see who came out on top? Ever have an argument with a friend about whose character would win? The time to find answers to these questions is now.

**Lacuna, Room 315 A** Sinister secret agents with shadowy employers and mysterious pasts. A bizarre landscape built from six- billion human minds. Arachnid-headed beings that guard a war-torn borderzone. And all the worst that Mankind has to offer, stalking the alleys and crumbling buildings of a place called Blue City.

**LFR (H1) AKAN1-7 Faint Hope (Living Forgotten Realms - D&D 4e) Room 221 B & C**, When antipathy prevents an old man from getting an escort southward, you are his last resort. Can you help him reach the jungles and a possible cure for his adopted daughter? A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.

**LFR (H1) MINI 1-2 The Burning Scent of Perfumed Swords (Round 1)**

**(Living Forgotten Realms - D&D 4e) Room 221 B & C**, A two round Mini-Campaign Adventure by Eric E. Menge, for characters of levels 1 to 4. Investigations bring you to the perfumed back alleys of Sambral, where it becomes clear that you are not the first to look into the activities of the fire cult. All those who have come before you have disappeared or been left a ruin of their former selves, leaving you to wonder... will you share their fate?

**LFR (H2) BALD1-2 The Night I Called the Undead Out (Living Forgotten Realms - D&D 4e) Room 221 B & C**, You are asked to recover a stolen statue from an abandoned mansion in the Bloomridge neighborhood in Baldur's Gate. What seems to be a simple task quickly turns into a night of terror. The timing of these events seems more than a bit coincidental. Can you protect the locals and still survive long enough to unravel the mystery?

**LFR (P1) CORE1-11 Drawing a Blank (Living Forgotten Realms - D&D 4e) Room 221 B & C**, The city of Westgate is the focus of many rumors and plots. Recent stories tell of "blank-faced spirits" who wander the city's streets at night and then vanish into thin air when confronted. Who or what could be causing this phenomenon? This module could be of special interest to those that have previously come to the aid of Westgate and its citizens.

**LSJ72 "In the Eyes of a Child" (Legends of the Shining Jewel - d20 System) Room 221 B & C**, A traveling carnival has arrived in Amthydor. Unlike most carnivals, all of the games and attractions are operated by children in the hope of getting them adopted. At the same time, the Diamond Legion has received a tip that a notorious assassin who's left a trail of victims throughout Raia is heading to Amthydor. Unfortunately, no one has a description of this assassin. Is there a connection between the carnival and the tip that the legion received and can you find it before the assassin claims his/her next victim. For heroes of levels 1 to 15.

**Pathfinder Society Scenario #31: Sniper in the Deep (Pathfinder Society - Pathfinder RPG) Room 221 B & C**, 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. Tiers: 5-6 and 8-9

**Return to Barrier Peaks 2, Room 315A** Return to the Barrier Peaks 2 Experience the genius of Gary Gygax in this classic adventure set in a crashed spaceship. Updated to 3.5 D&D rules this adventure was the official tournament scenario at Origins II. Lasers, Robots, and Mutants Oh My! This adventure will be run on d20Pro, software that brings role playing into the 21st century. Part two of two. Six 10 level pre-generated characters will be provided.

**SRM03-07 Knight at the Opera, Room 315A** (Shadowrun) Eight teams escorting eight Damian Knights. Will the real Damian Knight please stand up. Bring your own Missions character or use one of our supplied pre-generated characters.

**War Orphans, Room 315 A (Living Greyhawk - D&D)** The city of Tekrit was desperate for soldiers during its recent war and made a desperate plea to the savage species in surrounding lands. As expected, many soldiers and monsters died leaving many children behind. You are one of these orphans and you still might be able to gain what you seek if you are prepared to offer the city your unique "services".

**Friday, 7:00 PM - 11:00 PM**

**D&D 3.5 Shattered Isles, Room 315A (D&D)** Welcome to Bridge World. Body: Welcome to a land of destruction, a place where it is said the gods broke the planet in half. Man has few safe bastions, the two failing technological giants: The bridge cities, Monolith and Neolith. Steam technology is everywhere but very few understand it, and much of it is decrepit and failing. In a world where steam technology and guns meets magic, do you have what it takes to help keep the peace?

**Don't Rest Your Head, Room 315 A (RPG)** Don't Rest Your Head is a sleek, dangerous little game, where the players are all insomniac protagonists with superpowers, fighting and using exhaustion and madness to stay alive, and awake for just one more night, in a reality gone way wrong called the Mad City.

**LFR (H1) IMP11-1 Alone (Living Forgotten Realms - D&D 4e) By Creighton Broadhurst. Room 221 B & C**, Impiltur is not a safe country for those who are alone. When a young woman's father dies, can you resist her cry for help? Impiltur Regional Adventure by Creighton Broadhurst, for characters of levels 1 to 4.



**LFR (H1) MINI 1-2 The Burning Scent of Perfumed Swords (Round 2) Room 221 B & C.**

**LFR (H2) IMP11-4 Bandits on the Farm (Living Forgotten Realms - D&D 4e) Room 221 B & C.** A small farming community is being forced to give up their harvest to protect themselves from bandits. You can protect the people if you can convince them that they will be safe after your intervention.

**LFR (H3) BALD 1-5 Lost Refuge (D&D 4e) Room 221 B&C** An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle.

**Little Fears: Birth of a Nightmare, Room 315 A** The game of childhood terror. Little Fears is a game about the reality of childhood. The children are plagued by nightmares of a horrid, cackling figure, and dreams that rob them of rest. When their dreams bleed into reality, they must confront the threat that only they know to be real.

**LSJ56 "Withering" - Shards Pt 2 (Legends of the Shining Jewel - d20 System) Room 221 B & C.** Feathers are withering like the troops in a deadly battle. Of possible interest to followers of the elemental deities, sky elves, and bird lovers. Sky elves and other winged PCs play at your own peril. This module is a sequel to All Broke Up. For heroes of levels 2 to 12.

**Pathfinder Society Scenario #33 Assault on the Kingdom of the Impossible Room 221 B & C.** 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.

**Return to Barrier Peaks 2, Room 315A**

Experience the genius of Gary Gygax in this classic adventure set in a crashed spaceship. Updated to 3.5 D&D rules this adventure was the official tournament scenario at Origins II. Lasers, Robots, and Mutants Oh My! This adventure will be run on d20Pro, software that brings role playing into the 21st century. Part two of two. Six 10 level pre-generated characters will be provided.

**SOTA (D5003) Shroud of the Ancients D5 RPG - Dead Calm: Part One, Room 315A** Your old friend, Statesman Devoric Vastion, invites you to the small town of Warden Falls to watch him compete for the title of Grand Fisherman during the annual spring festival. But when the Statesman's Lake Master disappears and he is told that he must forfeit the match, he asks you for assistance. First time players are welcome.

**SRM03-08 Firestorm, Room 315A (Shadowrun)** Firestorm: a hell of a weapon or a weapon from hell? Bring your own Missions character or use one of our supplied pre-generated characters.

**TECHNO EMPORIUM! Room 315 A** Welcome to the world of Reality A! All the Technos have gathered together to show off and share their gadgets and such. They've all decided to also create this really big contest. The rules? Well, guess you gotta find out to understand. Think you can do it? Give it a shot!

**Saturday, 9:00 AM - 1:00 PM**

**Even Time Travelers get the Blues, Room 315 A** The gig at the Bar at the End of Time was supposed to be a vacation. TAnd it would have stayed that way too, if Diane Alcourt, ex-wife of Doc Hudson had not found them. It would have gone better is she did not have the Time Cops with her either, and arrest warrants are always bad news.

**Guard Duty, Room 315A** The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided.

**LFR (H1) EAST 1-4 Darkness in Delzimmer (Living Forgotten Realms - D&D 4e) Room 221 B & C.** A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honour among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance.

**LFR (H1) MINI 1-3 Building the Pyre (Round 1) (D&D 4e) Room 221 B & C.** Adventurers have gained a clue that the cult activities in Sambral are directed by superiors in Ramekho. The best chance of defeating the cultists is to find them before they notice anyone looking for them. A two round Mini-Campaign Adventure by Richard W. Brown, for characters of levels 1 to 4.

**LFR (H2) WATE1-7 The Missing and the Missed (D&D 4e) Room 221 B & C.** 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.

**LFR (P1) AGLA1-6 Twisted Roots Run Deep (D&D 4e) Room 221 B & C.** In Old Velpintalar, where those neglected and forgotten by society live and die in squalor, power can be had by a strong arm, a few coins, or powerful influence. Cutthroats, thugs, and thieves thrive here - but to what purpose? Plans once thought put to rest now have new life. A Living Forgotten Realms adventure set in Aglarond for characters levels 11-14. This adventure is a sequel to AGLA1-3 The Worst of All Snares, though play of the prior adventure is not required.

**Little Fears: Birth of a Nightmare, Room 315 A** The game of childhood terror. Little Fears is a game about the reality of childhood. The children are plagued by nightmares of a horrid, cackling figure, and dreams that rob them of rest. When their dreams bleed into reality, they must confront the threat that only they know to be real.

**LSJ82 "Melting Pot" - Shards Pt 3 - (premier) (Round 1) (d20 System) Room 221 B & C.** Fragments have come together. Will you be able to break them apart? Of possible interest to followers of the elemental deities For heroes of levels 4 to 14.

**Pathfinder Society Scenario #41: The Devil We Know-Part III: Crypt of Fools Tiers: 1-2, 3-4, and 6-7 Room 221 B & C.**

**SOTA (D5003) Shroud of the Ancients D5 RPG - Dead Calm: Part One, Room 315A** Your old friend, Statesman Devoric Vastion, invites you to the small town of Warden Falls to watch him compete for the title of Grand Fisherman during the annual spring festival. But when the Statesman's Lake Master disappears and he is told that he must forfeit the match, he asks you for assistance. First time players are welcome.

**SRM03-09 Something Completely Different, Room 315A (Shadowrun)** And now for something completely different.

**Saturday, 2:00 PM - 6:00 PM**

**Deathmatch, Room 315A (d20 System)** Ever want to prove what class is stronger? Ever want to pit two races together and see who came out on top? Ever have an argument with a friend about whose character would win? The time to find answers to these questions is now.

**The Devil We Know Part 1: Shipyard Rats, Room 315A** Shipyard Rats Pathfinder Society Scenario #29 Six players This adventure will be run on d20Pro, software that brings role playing into the 21st century.

**Don't Rest Your Head, Room 315 A** Don't Rest Your Head is a sleek, dangerous little game, where the players are all insomniac protagonists with superpowers, fighting and using exhaustion and madness to stay alive, and awake for just one more night, in a reality gone way wrong called the Mad City.

**Guard Duty, Room 315A** The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided.

**LFR (H1) AKAN1-7 Faint Hope (D&D 4e) By Gregg Peever. Room 221 B & C.** When antipathy prevents an old man from getting an escort southward, you are his last resort. Can you help him reach the jungles and a possible cure for his adopted daughter? A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.

**LFR (H1) MINI 1-3 Building the Pyre (Round 2) (LFR) Room 221 B & C**

**LFR (H2) LURU1-6 Desperate Times (D&D 4e) Room 221 B & C.** Traveling the Nether Mountains has always been risky with bandits and shades looking for



loot. Now it seems the undead are involved as more caravans go missing.

**LFR (H3) CORE1-7 Sovereign of the Mines (Living Forgotten Realms - D&D 4e) Room 221 B & C.** Someone is interfering with valuable shipments from the mining community of Ioma Town. Production is way down, and the rulers of Amn aren't pleased. The evidence indicates that it's an inside job... deep inside. Adventurers are needed to go into the mines and find out who (or what) is trying to sabotage the Iomic Crystals.

**LSJ82 "Melting Pot" - Shards Pt 3 - (premier) (Round 2) (LSJ) Room 221 B & C**

**Pathfinder Society Scenario #24: Decline of Glory Room 221 B & C.** 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? Tiers: 1-2, 3-4, and 6-7

**Pathfinder Society Scenario #32: Drow of the Darklands Pyramid Room 221 B & C.** 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. This product is a Pathfinder Society Scenario designed for 7th to 11th level characters

**Saving the Dead, Room 315 A** (Living Greyhawk - D&D) Raids in and around the trade city of Marikest have hurt the vast and various markets that support the town. Many are beginning to unjustly suspect a small minority of the city's population, the undead, of committing the crimes and the local law is not stopping the acts revenge being done to these unpopular members of the city. Now an elder member of the city's "Council of Elders" has asked you to come to his aide and help clear the undead citizens' reputation before its too late. Veteran and first-time players welcome.

**SOTA (D5004) Shroud of the Ancients D5 RPG - Dead Calm: Part Two , Room 315A** With the competition over, the townsfolk on edge and many questions still left unanswered, you must journey deeper into the mystery of Warden Falls. What unseen perils await you and your companions as you undertake your search for the one that got away? First time players are welcome.

**SRM03-06 Jackknifed, Room 315A** (Shadowrun) Defend a truck - What could possibly go wrong? Bring your own Missions character or use one of our supplied pre-generated characters.

**TERRIBLE TROLLS! Room 315** Welcome to the world of Reality A! In every neighborhood and under every bridge, trolls have appeared. They've been staking their territories, wrecking public property, and messing with everyone. The city is asking for YOUR help! Will you do your civic duty and kick some troll butt? There's bound to be rewards.

**Saturday, 7:00 PM - 11:00 PM**

**D&D 3.5 Shattered Isles, Room 315A** The Shattered Isles: Welcome to Bridge World, a land of destruction, a place where it is said the gods broke the planet in half. Man has few safe bastions. Steam technology is everywhere but very few understand it, and much of it is decrepit and failing. In a world where steam technology and guns meets magic, do you have what it takes to help keep the peace?

**The Devil We Know Part 2: Cassomir's Locker, Room 315A** Cassomir's Locker Pathfinder Society Scenario #30 Six Players This adventure will be run on d20Pro, software that brings role playing into the 21st century.

**LFR (H1) SPEC 2-1 The Scourge of Scornubel (D&D 4e) Room 221 B & C** The paladins of Elturgard are at wits' end; bandits are looting the trade city, Scornubel. With the depletion of much needed resources, someone needs to flush the bandits out of their nests - and perhaps become local heroes while doing it. Prequel to "The Paladins' Plague" (ADCP2-1).

**LFR (H2) SPEC 2-1 Dogs of War (D&D 4e) Room 221 B & C.** The paladins of Elturgard cannot tolerate a threat from the gnolls of the Reaching Woods at this time. Will heroes step forward to undertake a risky mission to foil the gnolls and their demon allies? Prequel to "The Paladins' Plague" (ADCP2-1).

**LFR (H3) SPEC 2-1 The Morninglord's Laughter (D&D 4e) Room 221 B & C** Three years ago the outpost of Fort Morninglord underwent a terrible catastrophe, and the leaders of Elturgard proclaimed that any who even approached the haunted place would be arrested. Now it appears that something locked inside the sealed fortress might be needed for an upcoming battle. Prequel to "The Paladins' Plague" (ADCP2-1).

**LFR (P1) SPEC 2-1 Blinking Eye of Fire (D&D 4e) Room 221 B & C** The second sun above Elturel blesses the land with never-ending light. But deep beneath the streets lurk things determined to see night fall. Prequel to "The Paladins' Plague" (ADCP2-1).

**LSJ80 "As You Wish" (premier) (d20 System) Room 221 B & C.** There is an old adage: Children should be seen, not heard. This is what happens when children are seen and heard. For heroes of levels 1 to 15.

**Miles to go before I sleep: A Cthulhu Adventure, Room 315A.** Friendship, betrayal and death are the cornerstone of any good story as they are here. The adventurers will soon discover that secrets are often left in the grave. There will be room for 6 players.

**Mouse Guard, Room 315 A** The mice struggle to live safely and prosper among all of the world's harsh conditions and predators. The Guard are escorts, pathfinders, weather watchers, scouts and body guards for the mice who live among the territories. Mouse Guard is based on the Burning Wheel system, but has been adapted to a lighter, faster pace and matched with David Peterson's colorful fantasy setting.

**Pathfinder Society Scenario #43: The Pallid Plague Room 221 B & C**

**SOTA (D5003) Shroud of the Ancients D5 RPG - Dead Calm: Part One, Room 315A** Your old friend, Statesman Devoric Vastion, invites you to the small town of Warden Falls to watch him compete for the title of Grand Fisherman during the annual spring festival. But when the Statesman's Lake Master disappears and he is told that he must forfeit the match, he asks you for assistance. First time players are welcome.

**SRM03-07 Knight at the Opera, Room 315A,** Eight teams escorting eight Damien Knights. Will the real Damien Knight please stand up. Bring your own Missions character or use one of our supplied pre-generated characters.

**The World Is Shaking!, Room 315A** By MindStorm Labs. Strange seismic readings in the Catskill Mountains draw the attention of scientists. They have failed to check in twice during the last twelve hours. The NWSEC has asked for your assistance in locating them. This demo game will teach the basics of the Alpha Omega RPG and the 6-6 System. Characters provided.

**Sunday, 9:00 AM - 1:00 PM**

**B.R.A.T.S to the Rescue!! Room 315 A** (HERO System) Bay City is under siege from the menace known as Foxbat!! The wily villain has stolen all the right shoes of city officials and is holding them for ransom! It falls to the youthful members of the Bay Area Reserve Action Team to solve the case. Join in for the daring do of these teens as they match wits with the villain! Escape death traps and solve puzzles.

**Guard Duty, Room 315A** The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided.

**LFR BI (H1,H2,H3,P1,P2) ADCP2-1 the Paladins' Plague (Round 1) (D&D 4e) Room 221 B & C.** 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. A two round Adventuring Company Adventure by ?, for characters of levels 1 to 17.

**LSJ71 "Fight or Flight" (d20 System) Room 221 B & C.** How dangerous can it be to help locate a missing traveler? For heroes of levels 1 to 3.

**MYSTERY EGG! Room 315 A** Welcome to the world of Reality A! One of your party seems to have found this odd egg. It's about the size of a normal human head and is a deep, vibrant red. Where did it come from? What's inside it? How did it



end up here? You may have found it, but someone else is hunting it. Save it or turn it in... it's all up to you.

**Pathfinder Society Scenario #34: Encounter at the Drowning Stones Room 221 B & C.** Rumored to be the most desecrated site in the Mwangi Expanse, the natives have long feared its malevolent presence. Rumors of suicide, infanticide, murder, and chaos have always been mentioned in the same breath with these mysterious rock formations. The Society sends you there after the location is discovered by a demonologist working for the Aspis Consortium. The Society fears the Aspis have discovered the source of the Drowning Stones' power and its up to you to insure that they don't get their hands on it. This product is a Pathfinder Society Scenario designed for 7th to 11th level characters.

**Saving the Dead, Room 315 A.** (Living Greyhawk - D&D) Raids in and around the trade city of Marikest have hurt the vast and various markets that support the town. Many are beginning to unjustly suspect a small minority of the city's population, the undead, of committing the crimes and the local law is not stopping the acts revenge being done to these unpopular members of the city. Now an elder member of the city's "Council of Elders" has asked you to come to his aide and help clear the undead citizens' reputation before its too late. Veteran and first-time players welcome.

**SOTA (D5004) Shroud of the Ancients D5 RPG - Dead Calm: Part Two , Room 315A** With the competition over, the townsfolk on edge and many questions still left unanswered, you must journey deeper into the mystery of Warden Falls. What unseen perils await you and your companions as you undertake your search for the one that got away? First time players are welcome.

**SRM03-08 Firestorm, Room 315A** Firestorm: a hell of a weapon or a weapon from hell? Bring your own Missions character or use one of our supplied pre-generated characters.

**Usagi Yojimbo, Room 315 A** Players take on the roles of brave samurai warriors, clever schemers, wise priests, and other heroes as they battle against the forces of corruption, despair, and evil in Sakai's fantastic blend of historical and fantastical Japan.

### Sunday, 2:00 PM - 6:00 PM

**Deathmatch, Room 315A** (d20 System) Ever want to prove what class is stronger? Ever want to pit two races together and see who came out on top? Ever have an argument with a friend about whose character would win? The time to find answers to these questions is now.

**Kobolds' Revenge, Room 315A** Join the Black Feather Clan as they take revenge on the good adventurers that slaughtered their tribe. Come on, you know you always wanted to kill a cleric and paladin of Pelor. This adventure will be run on d20Pro, software that brings role playing into the 21st century.

**LFR BI (H1,H2,H3,P1,P2) ADCP2-1 the Paladins' Plague (round 2) Room 221 B & C.**

Pathfinder Society Scenario #30: The Devil We Know - Part II: Cassomir's

**Cassomir's Locker (Pathfinder Society - Pathfinder RPG) Room 221 B & C**

**Pathfinder Society Scenario #34: Encounter at the Drowning Stones Room 221 B & C**

**SRM03-09 Something Completely Different, Room 315A** And now for something completely different.

**War Orphans, Room 315 A** (Living Greyhawk - D&D) The city of Tekrit was desperate for soldiers during its recent war and made a desperate plea to the savage species in surrounding lands. As expected, many soldiers and monsters died leaving many children behind. You are one of these orphans and you still might be able to gain what you seek if you are prepared to offer the city your unique "services".

**The World Is Shaking!, Room 315A** By MindStorm Labs. Strange seismic readings in the Catskill Mountains draw the attention of scientists. They have failed to check in twice during the last twelve hours. The NWSEC has asked for your assistance in locating them. This demo game will teach the basics of the Alpha Omega RPG and the 6-6 System. Characters provided.

### \*\*\*BOARD GAMES\*\*\*

#### Friday

**Steve Jackson Games, Room 315 A.** Games available are All Munchkins, All Chez's, Munchkin Quest, Frag, and Revolution. There will be an ongoing

**Munchkin Tournament on Friday and Saturday with finals on Sunday at 2:00 PM.**

**Steve Jackson Games, Room 315 A.**

#### Friday 7:00 PM - 11:00 PM

**Arkham Horror: Room 315 A** Come and join the hunt to prevent the Elder Gods from escaping into our world. Based on the works of H.P. Lovecraft, the Arkham Horror is a cooperative game where the players try and solve the mysteries buried in the New England area, while facing monsters and madness. Join the game at anytime with new characters, and try your hand at stopping the menace of the Elder Gods.

**Steve Jackson Games, Room 315 A**

#### Saturday 9:00 - 1:00 PM

**The Adventurers, Room 315 A.** The Adventurers features a fast-paced thrilling run through the Temple of Chac, the Mayan rain god. As an intrepid adventurer you delve through the ruins, you will face deadly traps guarding the ancient relics they prize. Can you survive?

**Hawes Open Board Gaming, Room 315 A.** The Hawes family returns with their library of board games. Come join Monica, Doug & Cassie

**Chaos in the Old World, Room 315A** Chaos in the Old World makes you a god. Each god's distinctive powers and legion of followers grant you unique strengths and diabolical abilities with which to corrupt and enslave the Old World. Yet, as you and your fellow powers of Chaos seek domination by corruption and conquest, you must vie not only against each other, but also against the desperate denizens of the Old World who fight to banish you back to the maelstrom of the Realm of Chaos.

**BattleLore, Room 315A** The world of BattleLore meshes history and fantasy together. In this fantastical re-imagining of the Hundred Years War, French and English armies are supplemented with Goblins and Dwarves mercenaries and even some creatures like Giant Spider and Earth Elemental!

**Space Alert the Boardgame, Room 315A** It's a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. Only a well-working team can survive 10 minutes and make the jump back to safety.

**Steve Jackson Games, Room 315 A.**

#### Saturday 2:00 - 6:00 PM

**The Adventurers, Room 315 A.**

**Are you a werewolf?, Room 315 A. Start time 6:00** Werewolf takes place in a small village which is haunted by werewolves. At night, the Werewolves secretly choose a Villager to kill. During the day, the remaining Villagers then vote on the player they suspect is a Werewolf. Werewolves win when there are an equal number of Villagers and Werewolves, while the Villagers win when they have killed all Werewolves.

**Hawes Open Board Gaming, Room 315 A**

**Chaos in the Old World, Room 315A**

**BattleLore, Room 315A**

**Space Alert the Boardgame, Room 315A**

**Steve Jackson Games, Room 315 A**



**Saturday 7:00 - 11:00 PM**

Are you a werewolf?, **Room 315 A**, Start time 6:00 with multiple runnings.

Hawes Open Board Gaming, **Room 315 A**

Steve Jackson Games, **Room 315 A**

**Sunday 9:00 AM - 1:00 PM**

Steve Jackson Games, **Room 315 A**

**Sunday 2:00 PM - 6:00 PM**

Steve Jackson Games, **Room 315 A** Including the Munchkin finals.

**\*\*\*LARP\*\*\***

**Long Live the King, Room 315 A** The king is dead... Finally! Through a skillful combination of live-action intrigue and strategic use of resources, you might become the next ruler of the land. Long Live the King is a live-action strategy game for 5 or more players.

**TerrorWerks: Through the Looking Glass, Room 314**

Presented by the USSMC and MindGame Productions The United States Space Marine Corps returns to MegaCon as the Marines scramble to board a derelict Chinese starship missing for the past five years. The mission to acquire Chinese technology for an experimental new faster than light drive system failed to consider just where the vessel has been all this time... or what it may have brought back with it! This high-adrenaline, live-action first person shooter uses low-power airsoft weapons and immerses participants in an unforgettable military science fiction experience! Visit [www.ussmc.net](http://www.ussmc.net) and [www.mindgame-productions.com](http://www.mindgame-productions.com) for more information!

**Paranoia Live, Hall WD2**

**Saturday, 1pm-5pm \$6, Sign up at the Gaming Information Booth**, 13+ only. Slots are available for up to 100 players. Somebody's crooked in Sector CON, and every clone from Troubleshooter, to High Programmer, to Internal Security is on the trail! PARANOIA Live! is back and better than ever with a brand new edition of the game, now featuring three playable character classes-Troubleshooters, High Programmers, and deep cover Internal Security

Agents. PARANOIA Live! is the Massively Multiplayer Live Action RPG of a darkly humorous future. In PARANOIA, a well meaning but deranged computer protects its citizens in an underground warren from all sorts of real and imagined enemies. The players are part of a team of elite agents, tasked with searching out and destroying these enemies. Generous prize support for this year's game courtesy, as always, of Mongoose Publishing.

**Professor Oddlove, Or: How I Learned To Stop Worrying And Love the Great Old One (Cthulhu Live!)**

**Friday, 7pm-11pm \$5, Sign up at the Gaming Information Booth**, 13+ only. The President has instituted Defcon 2. He has gathered together many of the finest minds Washington DC has to offer. US Air Force Brigadier General Jack Springheel has gone rogue, threatening the world with nuclear annihilation. And there's more, a newly arisen island in the South Pacific, flying saucer abductions, mass coordinated riots, strange bugs infesting the brains of world leaders. And worst of all, the threat of a mine shaft gap with the Soviets!

**Vampire: The Masquerade - Live Action Room 223, Friday & Saturday 7pm - 11pm**

Description: Vampires are split into two warring sects, the Camarilla and the Sabbat. Come play as Vampires vie for power through deception, subtle manipulation, and political intrigue. Gothic horror stylings abound in the old World of Darkness portrayed by One World by Night, a totally free global Live Action gaming community. Make a character here and play at any of our Masquerade games around the country.

**\*\*\*MINIATURES\*\*\***

**Capital Ship Combat, Hall WD2.** Capital Ship Combat game features scratch built Star Wars models. You will either be part of a Rebel Alliance task force or an Imperial Interdiction squadron. You and your teammates will command fighters, escorts and huge capital ships including frigates, cruisers and Stardestroyers! This game will begin once Hall D is open.

**Friday, Saturday & Sunday during showroom hours**

**Friday**

**HeroClix, 300 pt. restricted:Friday - Start Time 1:30, Room 315 B** (supernova and newer, 10% feats) Prizes are to be determined. All events are subject to change.

**HeroClix 500 Point unrestricted, Friday - Start Time 4:30, Room 315 B**

**Saturday**

**HeroClix, 600 Pt Bizarro, Saturday- Start Time 10:30, Room 315 B** (figs start on their last click/ no feat cap) Prizes are to be determined. all events are subject to change.

**HeroClix, Sealed, Saturday - Start Time 1:00 Room 315 B**

"Sealed" (if possible) if not 400 pt. unrestricted. (no feat cap) Prizes are to be determined. all events are subject to change. Continues into the 2:00 PM session.

**HeroClix, 800 Pt, Saturday - Start Time 3:30, Room 315 B**

keyword theme team (no feat cap) Prizes are to be determined. all events are subject to change.

**Warhammer Fantasy Tournament, Room 315 B, Saturday 9:00 AM - 6:00 PM.** 2250 Point Armies

**Sunday**

**HeroClix, Sealed, Sunday - Start Time 10:00, Room 315 B**

"sealed" (if possible) if not, then; 1000 pt. unrestricted (max five figs)? (no feat cap) Prizes are to be determined. all events are subject to change.

**HeroClix, 500 Pt Unrestricted, Sunday - Start Time 12:30, Room 315 B**

unrestricted (no fig over 100, including feats/ no feat cap) Prizes are to be determined. all events are subject to change.

**HeroClix 400 Pt Unrestricted, Sunday - Start Time 3:00, Room 315 B**

(no feats) Prizes are to be determined. All events are subject to change.

**\*\*\*CARD GAMING\*\*\***

**Saturday**

**Fluxx and MagBlast, Room 315 A** The fan favorite Mag Blast is back with more screaming space action! Now the unique "Make a Silly Noise or Miss!" Blast Targeting System will be accompanied by the even sillier art of renowned cartoonist John Kovalic. Fluxx - A card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. **Saturday 9:00 - 1:00 PM**

**Magic CCG - Constructed, Room 315 A** Constructed game On site **Registration starts at 9:00. Game play begins at 10:00.**

**Fluxx and MagBlast, Room 315 A**

**Saturday 2:00 - 6:00 PM**

**Magic CCG - Sealed deck, Room 315 A** Magic sealed deck tournament. **Registration begins at 2:00 and play starts at 4:00.**

**Sunday**

**Sunday 9:00 AM - 1:00 PM**

**Yu-Gi-Oh CCG, Room 315 A**

Constructed tournament

**Sunday 2:00 PM - 6:00 PM**

**Yu-Gi-Oh CCG, Room 315 A**

Sealed deck tournament