

Class of '83

by Batteries Not Included

Hair spray, legwarmers, Boy George, John Hughes - The time you spent before hitting real life or university was great. Sure, there were cliques and gangs. The beautiful people preyed on the nerds. The jocks preyed... well... on the nerds.

But everyone forgave everyone else in the end. Romances blossomed, life was lived between the pressures of exams, and trying to be popular with peers and the opposite sex. All of those things came clearly into focus as you drove to the school reunion. Now you're trapped, and strange things have started to happen around you. All the evidence points to the fact that someone isn't happy with the way things happened in school. They plan to get revenge, and their target is you.

Class of 1983 is a Freeform for 20 people based on **Call of Cthulhu**.

Batteries Not Included is Duncan Harris, Martin Ludwell, Brendan Clark, Lily Ludwell and Bryony Whiteaker

Adult Content	M - some adult themes
Characterisation	4
Genre Knowledge	0 - None needed
Rules Knowledge	NA - It will be explained
Seriousness	4

The Elevator

by 'Batteries Not Included'

It's Friday. It's late, about 9pm. You are in a lift, headed downward, in the Riviera International Building in central Detroit. Your reasons for being here are many and varied. The building is generally closed over the weekend, so if the lift is stuck, it could be stuck for days.

This game is a freeform situation drama presented by 'Batteries not included'. Its the story of some people who get caught in a lift together, between floors, and trapped. Each character in the game has their own story. These stories may or may not be important to the drama.

For Experienced Players Only

Although a freeform event, this event runs frequently through the Con and is for 5 or 6 players each session.

Batteries Not Included is Duncan Harris, Brendan Clark, Bryony Whiteaker, Martin Ludwell and Lily Ludwell.

Adult Content	MA - Contains Religious and Sexual references, adult themes
Characterisation	5 - This is not for new players
Genre Knowledge	Modern setting
Rules Knowledge	There are no rules
Seriousness	5

Herakles: Premiere Party

by Random Jones

"Good evening, this is Herman Smith of A.R.C. News."

"I am currently standing outside of Grauman's Chinese Theatre in Hollywood, where the Premiere of Director Rich Standish's latest epic Herakles has just finished. It's a Who's Who of Hollywood here tonight, and hopefully we should be able to snag Rich for a word before he heads off to the after party. And there he is."

"Rich! Rich! Hi Rich, Herman Smith of A.R.C. News. I'm sure the listeners want to know, how did the Premiere Showing go?"

"Very good, thanks Herman. Audience reaction was great, so I think I've got another success on my hands."

"Now, originally you were going to be doing Hercules. What made you change your mind from the Roman to the Greek version?"

"My lead actor, Zeth Cartwright. I had cast him in the role of Hercules, but things just didn't seem to quite fit. On a whim we rewrote it as Herakles and everything worked from that point on."

"Zeth is a bit of a mystery, isn't he? He's certainly much older than your normal leading man, that's for sure."

"Yes, he is, but the moment I saw him I had to cast him. He just seemed so perfect, and it's certainly not a decision that I have regretted. Sorry, Herman but I have to go, my wife is calling. See you at the after party?"

"Will do. Ladies and Gentlemen, that was Rich Standish, Director of Herakles. This is Herman Smith of A.R.C. News, outside the Grauman's Chinese Theatre in Hollywood. Join me tomorrow as I do a wrap of the goings on at the Herakles Premiere Party. Herman Smith Out."

"Herakles: Premiere Party" is a single session freeform for 12 to 24 members of the 1930's movie industry. Costuming is appropriate, in either 1930's or ancient Greek style, depending on the character.

Adult Content	M - Contains adult themes
Characterisation	4
Genre Knowledge	1 - Background knowledge will be provided
Seriousness	3



"The light came on, floating as airy as a bubble, moving with comparative slowness ... I should estimate now that it was moving at about 10 m.p.h. and anything from 5 to 10 feet above the ground ... Its size, I would should say, at an approximate guess, would be about that of a new-risen moon."

"That light and I passed each other, going in opposite directions. I kept an eye on it while it was passing, and I'd say it was about 200 yards off when suddenly it just faded and died away. It did not go out with a snap -its vanishing was more like the gradual fading of the wires in an electric bulb. The mare acknowledged the dowsing of the glim by another snorting whistle."

Henry Lamond - 1912

"Four days ago 3 young children at Lawson Station were reported missing. It appears that the children wandered away from the homestead during the night. It is unclear why the children would leave their rooms at this time. Bill Lawson, the father of the missing children, has been helping police with enquires but to date no further information to their whereabouts has been discovered. Police are also talking to Jack 'Gulguill' Jones, a local black."

The Standard - 12th September 1964

Alice Barnes

"And can I be the Min Min Light and take some people in the night without a trace"

From *Sweet Dreams* by Sarah Storer

Min Min is a mystery set in the Australian Outback for 11 Players

Adult Content	MA - Racism and Supernatural Themes
Characterisation	5
Genre Knowledge	NA - Its Country Australia in the 60's
Seriousness	5 - There are missing children

MYTHBUSTERS BC

BY POINTLESS MENTAL CRUELTY

"Sons of Atræus," he cried, "and all other Achæans, may the Gods who dwell in Olympus grant you to sack the city of Priam, and to reach your homes in safety;"

— "The Illiad", Book I: Homer —

It's a tough job seperating truth from legend, but the Mythbusters have heard King Priam's call to serve!

That's right, they'll do more than explain how the Fall of Ilium may or may not be scientifically possible. Through trial, error and the assistance of their test dummy (named Icarus), they'll actually demonstrate it!

There are 12 Classical myths to bust, and the fate of Troy lies in their hands...

"Mythbusters BC" is a 12-player Freeform set during the 10th year of the Trojan War. Can the walls of Troy forged by Poseidon be destroyed? If Helen is not returned to her husband, will the Trojans fall? Is Achilles REALLY invulnerable? Come defend the doomed city from the Greeks all in the name of science!

Pointless Mental Cruelty is Mark Philp, Daniel Rehorek and Kimio Wynn
<http://www.pointlessmentalcruelty.com>

Adult Content	MA - The Game relates to Greek Myth	Characterisation	3
Genre Knowledge	1 - Have you heard of Troy?	Rules Knowledge	0
Seriousness	3		

new year's spirits

by Alicia Cameron and Matthew Armstrong

Subject : Company NYE Party
From: Tilton, Jack
To: <undisclosed recipients>

Thank you all for making this year such a successful year for Orpheus Group. This year has seen many new employees join us, and for the Group to grow and have a highly successful time in the public eye, despite a few conflicts with rivals and conspiracy theorists.

As a thank-you for all your hard work, this years company New Years party is being planned to be a blast, and we encourage you all projectors, post-life entities, and support staff to attend.

I understand that several pre-party dinners have been arranged already, so the company party will begin at 9:30pm in the Main Hall on sub-level 2. I hope to see you all there.

Jack Tilton
Chief Executive Officer

As employees of Orpheus Group you know that death is no longer the Unknown – some of you even are dead, and it's a lot like being alive. After a year or more of dealing with trickster ghosts, malevolent spirits, and bureaucratic red tape, a good party is just what you need. Kick back, grab a drink, and have fun while the clock ticks down.

Just remember the company motto.

Don't look back.

New Year's *Spirits* is set at a key point in the Orpheus metaplot, and will contain spoilers for players in Orpheus campaigns that have not yet played through any of the supplements.

A single session freeform for 18 - 22 players

Adult Content	M	Characterisation	3
Genre Knowledge	1	Seriousness	3

THE SPIRITS VILLANOVA

by Simon Stoot and Thoma McConachie

Dear friend,

It is my pleasure to invite you to a Grand Ball, held in honour of the engagement between Signor Sebastiano Villanova, and Dona Xylertina of Castile. This celebration is being held at my estate, upon the island of Dionna, upon the 26th of this month. Your presence would gladden the hearts of all who are involved in this momentous occasion, and it is hoped that you shall attend.

Yours,

Giovanni Villanova

A fox, assumed dead, walks once more

The hunter and his prey shall dance amongst the throng.

An errant son returns, under cover of shadow;

And the shadows themselves come alive.

Signs and Portents abound.

The rise of Fourth Prophet is nigh.

This is a continuation of the series that began with The Unicorn's Lance.
For 25 players.

Adult Content	MA	Characterisation	5
Genre Knowledge	2	Rules Knowledge	2
Seriousness	5		

The Wake

by Travis Hall

The Nyngan region of central NSW have seen hard times in recent years. Though some other areas have fared worse, Australia's worst drought in living memory has devastated many farms here.

In amongst the barren fields, though, remains one farm where the wheat still grows healthy and golden. A house too empty for too long is filled with people. Owner Trevor Sheppard had looked forward to seeing scattered family and friends again. He just wishes this reunion could have been under better circumstances.

The Shepherd family have gathered to say farewell to a loved one, lost far too soon. It isn't the first such gathering in recent days. They know it won't be the one last either. But this is the one when nobody can tell them why.

A murder mystery with a supernatural twist for 15 relatives, friends and unexpected visitors

Adult Content	PG	Characterisation	4
Rules Knowledge	0	Seriousness	0
	4		



Presented by War All the Time
Sponsored by Games Workshop

Additional sponsorship from CNC Workshop, The Hobby Phase and THQ

Club assistance provided by GROTS & Ringwood

Arcanacon 40K is Australia's largest Warhammer 40,000 competition. Come along for a rocking weekend of 40K, death metal and beer! This event is part of Games Workshop's National Tournament System.

TOURNAMENT RULES

Detailed tournament rules are available at <http://40k.arcanacon.org/>

- The core details:
 - 4th edition Warhammer 40,000 rules, plus all Codices and Chapter Approved rules variations published by Monday 15 January 2007 (except where exempted below)
 - Please bring a 1,200 point army, plus one primary objective (max base size 60mm) and two secondary objectives (max base size 40mm)
 - All miniatures MUST BE PAINTED. Unpainted miniatures CANNOT be fielded.
 - Check the website to see which rules and armies are legal
- Players will fight SIX battles each of 3 hours duration, at 10:00am, 1:00pm and 4:00pm each day on SATURDAY 27 JANUARY and SUNDAY 28 JANUARY.
- Army Rosters MUST be submitted by midnight on Monday 15 January 2006 via email. See the website for details about the correct format.
- Players will receive points for each battle for Generalship and Sportsmanship, and will receive an overall mark for Army Painting and Army Selection. Full judging criteria and a list of prizes and awards are available on the website.
- Players are encouraged to bring terrain if you can provide a 6x4 table of quality terrain, please contact the organiser. There will be a Best Table prize (player vote) and a Random Table prize (raffle draw).

MORE INFORMATION

Check the Arcanacon 40K site for further details and updates: <http://40k.arcanacon.org/>

Follow the WargamerAU Forum for lively discussions and questions & answers:

<http://www.wargamer.au.com/forum>

Queries: email "bassst" at "optushome.com.au" or call 0411 238-427.

Adult Content	MA - Game briefings contain @#%!
Characterisation	1 - Commissar uniforms optional
Game Knowledge	3 - Can you tell a Dark Eldar from a Dark Angel?
Rules Knowledge	4 - Study them wisely
Seriousness	1 - 40K, death metal and beer... it ain't Shakespeare



presented by Django Upton

Flames of War is a popular and fun historical miniatures game. Players control a company of World War Two troops in battle using 15mm scale miniatures.

- The rules used will be Flames of War Second Edition including any updates and errata listed on www.flamesofwar.com
- Play will consist of five rounds of up to 2 1/2 hours. The first round commences on Thursday Jan 25 at 2.30pm sharp. The third round starts on Friday Jan 26 at 9.30am.
- Players will use fully painted 15mm scale Mid War armies of up to 1500 points from any official FOW 2nd edition intelligence briefing. Contact the organiser if you wish to use one not covered in Osfront or Afrika.
- Terrain will be pre-set and defined. Players that provide significant amounts of usable terrain may be awarded a bonus to their Army score, contact the organiser for more information.
- The draw will be by swiss chess by accumulated generalship score with the best attempt made to match historical opponents. The organiser will play byes to make the numbers even.
- Missions played will be chosen from the Combat Missions in the 2nd Ed rulebook but not include Roadblock. Death From Above may be used as per the rules in Afrika.
- Generalship will be scored as normal, contact the organiser for details of Army and Sportsmanship scoring.
- Trophies and prizes of Mind Games vouchers to a total value of \$80 will be awarded to top placeholders and Best General, Best Army and Most Sporting Player. In addition a \$20 Mind Games voucher will be randomly awarded to a pre-registered player.

Army lists and a background not exceeding one page are to be emailed to django@alphalink.com.au by 19 January 2007.

The organiser can be contacted by email at django@alphalink.com.au by phone on (03) 9383 4951 or by snail mail at 26 Henry Street, Brunswick, VIC 3056.

Sponsored by:

- the Northern Suburbs Games Association - www.nsga.org.au
- the League of Ancients - www.leagueofancients.org.au
- Mind Games (Melbourne) - www.mindgames.com.au

Adult Content	PG	Characterisation	1
Rules Knowledge	5	Seriousness	4

Imperial Front IV

THE CANNON BALL LAMENT

GUNNER! - SABOT! - TANK!

once more into the breach dear friends, once more

IDENTIFIED! - UPI!

or fill it up with your traitorous dead

FIRE! - ON THE WAAAY!

thought Colonel Heinrich Howitzer amongst his crews ritual like battle communications.

TARGET! - CEASE FIRE!

The smell of burning promethium and spent cordite wafted into the cramped turret as the final heretic tank exploded.

"Nothing smells more like victory, hey Sergeant?"

"Aint that the truth, Sir!"

Scanning the area, Colonel Howitzer surveyed the burning tank wreckage that was the remains of the heretics last attempt to push forward through his commands outer perimeter.

"Well Sergeant, that looks like all of them, I think its time we went hunting."

DRIVER! - ADVANCE!

"Keep a sharp eye out for that Arch heretic Cannonball the Craven. Intel thinks that this time he may actually have taken the field against us."

"I wouldnt be holding your breath though, Sir!"

"Aint that the truth, Sergeant."

Game Information

Imperial Front returns to Arc for the fourth time. This year we see a change of command with the WARS crew stepping forward to pick up the baton from Pedro and the Panzer Committee. The rules will be pretty much the same as last year.

For details, see the Arcanacon website.

Adult Content	M	Characterisation	1
Genre Knowledge	2	Rules Knowledge	4
Seriousness	1		

40K: The Longest Table

The Good, The Bad and the Orkoid

Brought to you by Anton Troynikov and GROT's club.

Sponsored by Games Workshop

The Longest Table is a 40k mega battle for up to 30 players on a single, very long table. The game will pit the forces of order against the hordes of nasties lurking in the 40k galaxy; 15 players a side, 1200pts per player, 3 feet of table edge each, one titanic conflict!

The Longest Table is the ideal way to get warmed up for Saturday's main 40k event, or just to play in a game of unusually BIG HUGE size.

- The game will be played on one continuous table, one side being made up of the forces of order (All Imperials including Imperial Guard and Space Marines, Eldar and Tau) while the other side will be made up of everyone else. The side you join will be determined by the organisers.
- Please arrive at midday for a 12:15pm briefing.
- Each side will elect a general from amongst themselves before the game; the generals of each side will deploy directly opposite one another in the middle of the table. The generals of each side will decide which deployment zone the players on their side will deploy in.
- Each side of the table will be split up into a number of deployment zones equalling the number of players on both sides. Players will deploy within these zones, one player per zone.
- Turns will be made in sync along each side of the table, and the game will be the standard 6 turns duration.
- 1200pt Armies chosen from a single current 40k codex, with the same restrictions as the main 40k Tournament. Players are strongly encouraged to bring the same army that they will use for the main tournament.
- Players will be asked to bring along two cards for each unit in their army; one card for the first half of the points value of the unit, the other for the second half. Players will hand over these cards to the opponent responsible for reducing their units to half strength, and for wiping a unit out. You can download a set of cards at <http://40k.arcanacon.org/longest-table-units.pdf>
- Once the game starts, you are free to act as you wish, within the scope of the 40k 4th ed rules. This means that you may deep strike, infiltrate etc. anywhere on the table.
- There will be objectives placed along the length of the table; the side that controls these objectives will receive bonuses throughout the game.
- The winning side and player will be decided based on the sum of the victory points they have at the end of the game; as well as destroying the enemy, bonus points will be given out for controlling objectives, killing commanders etc.
- Prizes will be awarded to the players with the highest victory points total on both sides, the general of the winning side, as well as to the best painted army (player's choice) on both sides.

For more information, please contact Anton Troynikov via existence.null@gmail.com or the WargamerAU discussion board at www.wargamer.au.com/forum

Adult Content	M - (I expect there to be some profanity from the players, when the inevitable I's are rolled)
Characterisation	1 - (You can make tank sounds I guess...)
Genre Knowledge	2
Rules Knowledge	4 - (The game will flow smoothly if players are up to speed on their 40k rules)
Seriousness	1 - (This game is about having fun. Failure to have fun will result in investigation by the inquisition)

ARCA NA CON W ARMA CHINE TOURNAMENT

PRESENTED BY BEN LEONG

I have heard men speak of the hand of fate dictating the outcome of a battle, and I find such talk to be complete nonsense. In my experience, fate is on the side of the army with the biggest guns.

- Kommandant Gurvaldt Trusk

Something stirs in Northguard

It passes unseen by the armies of Cygnar and Khador, who wage bloody war in the trenches. Hiding in the mist, it slips past the Cryxian infiltrators who prey upon the dying and wounded. The mercenary camps do not stir as an old magic seeps into the soil beneath them. Only the Menzies, guided by their priests, recognise its taint.

Blood magic. Fed by sacrifice and slaughter of a magnitude unseen since the Orgoth invasion, something has returned to the northern forests..

Arcanacon Warmachine is a 500 point tournament, following similar principles to the Privateer Press Steamroller tournament system. The following rules will be used:

- Each player may bring up to two different army lists. Both lists must be from the same faction. For the purposes of this tournament, all mercenary charters are considered a single faction.
- Armies must include a single warcaster, and may not exceed 500 points in total.
- The tournament will run for six rounds, and will use a swiss pairing system to rank players.
- Rounds will run for 80 minutes, with an additional 10 minutes to set up at the beginning of each round.
- Players must supply two copies of their army lists. Before each round, players may view both of their opponents lists. Each player will then announce which list they are fielding in that round.
- The tournament will not be using standard Steamroller v2.1 scenarios. A scenario pack will be available for download by December 10th, and will contain details on all scenarios for the event.
- Prizes will be available for Grand Champion, Best Cygnar, Best Cryx, Best Khador, Best Menoth, Best Mercenary and Best Painted Army.
- Painted models are not essential. However, all players fielding fully painted armies in both lists will receive a single-use re-roll card, which may be used at any time during the event.

If you have any questions about the event or scenarios, please contact Ben Leong at [mrsla\[at\]yahoo.co.uk](mailto:mrsla[at]yahoo.co.uk). If you are unable to download the scenario pack, hard copies can be mailed out to registered players.

Arcanacon Warmachine is proudly supported by Good Games (<http://www.goodgames.com.au/>) Players will also be competing to have their names on the Arcanacon Warmachine perpetual trophy. The trophy will record the names of each Best in Faction winner from the event, as well as the Grand Champion.

There will be 64 places available for this event. If you can bring a table worth of terrain (4' x 4') please contact me on the email address above...

Come and take part in the biggest Australian Warmachine event to date!

Adult Content	G	Characterisation	4
Rules Knowledge	4	Seriousness	

Violent Fruit Presents

Campfire Tales

"The beast lowered its jaws, and black blood dripped from its maw. It slowly turned, raising its giant head once again to sniff the air. We froze, suddenly afraid that the wind might change and it would scent us. Eventually it loped off, and then we were up and giving chase. Somehow, we had to find its lair without being sensed, so we could destroy the beast by the light of day..."

"One by one, we entered the mouth of the cavern, and the shadows seemed to close in around us like the grisly audience of a horror show. We all seemed to clutch each other's hands a little tighter, as if taking strength from the presence of our friends. Yet I knew that one of us was a traitor, and the sense that we were just walking into a trap grew ever stronger..."

"As I turned around, I knew what I would see behind me, yet I couldn't stop myself from looking. I raised my eyes to the top of the roof, and a pitious cry arose from the bottom of my stomach. For there, upon the roof was..."

Campfire Tales is a shared storytelling experience. Players will have some control over the narration, and as a group will be working together to share their grisly tales. Meta-gaming is not only encouraged, but it is part of the system being used.

Campfire Tales is a production of Violent Fruit Inc.
Violent Fruit Inc is Luke Coughlan and Greg Breese

Adult Content	MA	Characterisation	5
Genre Knowledge	4	Seriousness	3

What's a multiform?

Somewhere between the chaos of a freeform and order of a tabletop game lies the realm of the multiform events. Partaking both of some of the game-ness of tabletops and the roleplaying-ness of freeforms, these events may include sitting down and rolling dice as well as moving around the room and acting out your character.

CHILDREN OF THE REVOLUTION

BY RIFE AND YI MCGONAGLE

*Do you hear the people sing
Singing the song of angry men
It is the music of a people
Who will not be slaves again*

Montaigne is a country bled dry through its costly war with Castille.

Healthy men and women are conscripted to fight and die on foreign soil, leaving too few people to work the farms. Food shortages are rife and high taxes mean many go hungry. With Castilian vessels blocking the ports, even basic staples are hard to find in the markets of both towns and cities.

Only the aristocracy, with their money, power and magic are able to find enough to eat and live well. The dispossessed peasantry are flocking to the cities, angry and hungry.

King Leon seems to rule by whim and madness, not even his closest advisors know what the future holds.

A group of idealistic Montaigne revolutionaries are searching for a better world.

*Will you join in our crusade
Who will be strong and stand with me
Beyond the barricades is there a world you long to see
Then join in the fight which will give you the right to be free*

A one session 7th Sea multiform for ten young commoners filled with revolutionary spirit.

Adult Content	MA
Characterisation	5
Genre Knowledge	2 - It helps - but we have a cheat sheet
Rules Knowledge	2 - It helps - but is also very simple
Seriousness	5

RPGA Living Campaigns



The RPGA

The RPGA network is a global association of roleplayers who get together at conventions, games days and even homes, to share the enjoyment of roleplaying. In Australia and New Zealand the primary focus of RPGA activity is the many d20 campaigns - bring your own character games with setting from D&D v3.5 to gothic horror to space opera.

Playing Living games at Arcanacon

This year there are a selection of living events available for the keen player. A number of the events will fit within Arcanacon's standard 3 hour slot and can be played along as per any other single session game. These include a number of the new Greyhawk Regional games for the Raik region.

Some games will run too long for this option, and so we are offering a Living Arcanis, Living Greyhawk and Xendrik double - two events in three sessions. There's also the 3 session Living Interactive, running all Saturday. Specific details for games will be added as they become available.

Living Arcanis

Living Arcanis is the RPGA-enabled campaign run by Paradigm Concepts Inc. It is a high-intrigue, Roman-Empire type fantasy setting that uses the current edition D&D d20 rules set.

Living Arcanis is the "thinking gamers" campaign. A campaign where things are very much in the gray, intrigue is more common than oxygen, the world is always on the brink of world-shattering events and heroes are truly heroes. Pure bravm might get you somewhere, but not far enough - the big dimwitted fighter will have a hard time at anything more than mercenary work, but then again, for whom? What will his choice of employer be and how will that affect his future? His connections? It is a land of magic where payment is readily available but the cost of living is as ever-changing as the currents of air in the sky.

Intrigue, good stories, engaging history, challenges and hard won rewards

<http://www.onaraonline.org/>

Ebberon - Mark of Heroes

The world of Eberron is ravaged by centuries of war that have only recently ended. Enemy nations that fought each other to a standstill over countless, bloody battlefields now turn to subtler methods of conflict. The assassin's dagger replaces the warrior's sword, and the conspirator's whisper speaks more loudly than the general's bellow.

While nations scheme and merchants bicker, priceless secrets from the past lie buried and lost in the devastation, waiting to be tracked down by intrepid scholars and rediscovered by audacious adventurers.

Every character in the campaign is a member of an adventure society called 'The Diggers' Union. For over a century, this semi-independent organization has supplied treasure hunters and adventurers to Morgrave University and its affiliates for various special projects. With the end of the Last War, the organization has expanded to become a full-grown adventurers guild independent from, but still friendly with, the powerful dragonmark houses. It supplies veterans and bored youths with hospice and employment from a variety of patrons. Diggers' Union halls are scattered throughout Khorvair, and the organization even has outposts in far off Xen'drik and Aerenal. Get ready to make Eberron your new gaming home!

Living Greyhawk

Great adventure, exotic lands, ruthless politics, foreboding dungeons, and fantastic escapes. The Greyhawk campaign depicts a magical land at the crossroads of countless possibilities. The Greyhawk's world of Oerth is a place where powerful creatures contest with humanity and other races, where good folk struggle against evil, and Law wrestles with Chaos. Oerth is a world of magic, mystery and the imagination.

RTK7-101 Powerplay

In winter months, travel ceases and indoor activities abound. One of the highlights of the calendar is the Needfast Ball, held in Marnet. The Ball is not a single event, but a series of parties and political manoeuvres over the week that shapes the financial and military goals of the noble houses over the short summer campaign season. As is usual for the festival week, a grand tourney is also sponsored. Can you influence the houses or maybe win the Tourney of the Albaster Cup?

An interactive adventure for Character Levels 1-9 (APL 2-8)

RTK6-04 Those At Sea

By Mark Somers and David Adams for APLs 2-6

Over the years the relationship between Ratik and the Schnai has fluctuated between a chilly peace and open warfare. Lenol originally brokered the peace, and the Schnai would only deal with him. Since he has been incapacitated no dialogue has been able to take place. But now one Schnai chieftain seems open to dealings with other Ratikans. The negotiations will

A one round nautical adventure set in the waters off the Archbarony of Ratik for characters levelled 1-7 (APLs 2-6).

RTK7-01 Thin Air

by Wes Nicholson

In the shadow of the Rakets strange events are afoot. A whole village has gone missing and no one knows how or why. Can someone get to the bottom of this mystery?

A one-round Regional adventure set in the Archbarony of Ratik for characters level 1-11 (APLs 2-8).

COR6-18 Storm Ebb

by David LoTempio

A natural disaster has struck the small fishing villages sprinkled along Woolly Bay. Refugees need heroes adept at building as well as battling or else something sinister may choose to nest in their submerged homes.

A one-round core adventure set in Hardy and its environs for characters level 1-11 (APLs 2-8).

COR6-19 Heir Aberrant

by Andrew Lloyd and Andrew Nuxoll

"Do not dabble with denizens of forbidden places, lest ye would become one." - Zashnichar

A bizarre creature needs help rescuing his master. Not all damsels in distress are as beautiful as the ones in the storybooks but this one may very well give you nightmares! The players of this adventure should be prepared for several unique challenges and puzzles in addition to more typical dangers.

A one-round Core adventure set in the Mistmarsh for characters level 1-11 (APLs 2-8).

COR6-20 Shades of Grey

by Gary Mlakovic

A chance encounter leads to a chance for adventure in a land held in the tight grip of a tyrant. Keep your eyes open; but no matter which way you're looking... it's the wrong way.

A one-round core adventure set in the domain of Greyhawk and the Pomarj for characters level 1-15 (APLs 2-12).

Living Interactive

The Living Interactive event runs for 3 sessions on Saturday and is set in the Living Greyhawk universe.

The interactive is a mixture of in-character free-form and mini modules. No two characters will have exactly the same experience and you may get the chance to participate in a small part of this region's future. Limited numbers so book early.

Living Xen'drik

In the Eberron campaign setting for the Dungeons & Dragons role-playing game, Xen'drik is a continent to the south of Khorvaire. Xen'drik's coastline has been mapped but its interior remains largely unexplored, and the continent has a reputation as a land of secrets, danger, and mystery. Xen'drik and Khorvaire are separated by Shargon's Teeth and the Thunder Sea.

Xen'drik was once home to a civilization of giants which fell into ruin some forty thousand years ago. Primitive remnants of the giant civilization still exist within the land's jungles and mountains. Tribes of dwarf also live among the ruins of the giant civilization, possessing the most advanced society on Xen'drik. The elves of Aerenal, once enslaved by the ancient giants, originate from Xen'drik.

The trade city of Stormreach is located at the northernmost point of Xen'drik, and is the only modern city on the continent. Originally a pirate hideout built among the ruins of a giant city, it now serves as the first stop for travelers to the continent. All dragoonmarked houses have agents in Stormreach. Some nearby giant tribes trade with Stormreach, but the inhabitants of Xen'drik become more hostile as one travels further inland. The economy of Stormreach is based primarily upon supporting expeditions to the interior, which are made in the interest of retrieving artifacts, magical items, and other treasures from the giants' ruined cities, temples, and other outposts.

Baron Munchausen

Presented by Lady Alicia Ramstein and Lord Leo Brause-Chatbourne

To Whom It May Concern,

You are most cordially invited to enjoy with us for afternoon tea, at which we shall certainly hear an assortment of grand adventures and tall tales from such esteemed company. We look forward most earnestly to the pleasure of your company on the Sunday Afternoon, starting at 4pm.

With Regards,
Baroness Rhannon and Lord Sachariah

Do join us for an afternoon of fantastic tales and heart-pounding adventure! New players as well as previous players are more than welcome, and tea, biscuits and cucumber sandwiches will be provided.

Adult Content	PG	Characterisation	3
Genre Knowledge	0	Rules Knowledge	1
Seriousness	0		

CheapAss Game Demos

presented by the Cheapass Games Demo Monkey

Once again the sky trembles and the ground shakes and the Cheapass Games Demo Monkey issues forth to entertain and delight!

Thrill to the wonder of clever games in low-cost forms!
Marvel at funny ideas married with innovative rules!
Gasp in unrestrained joy at the witless rambling of the Demo Monkey!

It must be Cheapass Demo time!

All welcome!
Come stay a while!
Learn a game!
Play a game you always wanted to try!
Gaze lovingly at games so cheap you will want them all!

Young children must be accompanied by an adult!
Adults must come with a sense of wonder!

The Demo Monkey (aka Liam Routt) plans to be present from roughly 10am to roughly 6pm on Saturday. Plan your schedule accordingly!

Try something a little different.
Star in your own television drama!

In a world of *you're here*, *would you save your true love* or *the world from certain doom*?

At a crossroads in his life, what path shall a young noble take? Justice? Honour? Timidity?

Do you know about the secret lives of cats? They protect you from dark influences while you sleep.

which hero of ancient Greece shall claim the most glory for the gods?

Jye Nicolson, Scott Vandervalk and Jeff Zahari would like to present:

Indie RPG Demo Explosion

Short demos of these games will be on offer:

Mortal Coil	Shooting the Moon	With Great Power
Carry	My Life With Master	1001 Nights
Best Friends	Dictionary of Mu	Cold City
Cat	Inspector	Burning Empires
Heroes Banner	Agon	Primetime Adventures
Sorcerer	Dust Devils	

Adult Content	PG	Characterisation	2
Genre Knowledge	2	Rules Knowledge	0
Seriousness	2		

RETURN OF THE BRIDE OF TRIVIA, II A NEW HOPE

There is much pleasure to be gained from useless knowledge.

- Bertrand Russell

Featuring a smattering of questions about world events, some scientific enquiries, posers about people, teasers taken from TV, historical conundrums and a miscellany of myseries.

Knowledge is power.

- Sir Francis Bacon

A single session for teams of up to six, brought to you by Erin Haberle & Rob Shankly.

The only good is knowledge and the only evil is ignorance.

- Socrates

System: we ask, you answer, all argue.
Rules: Literacy helpful, but not required.
Rating: A naval petty officer

Get your facts first, and then you can distort them as much as you please.

- Mark Twain

Adult Content	G	Characterisation	1
Rules Knowledge		Seriousness	
		General Knowledge:3	

A Grimm Substitution

by Adam vanLangenberg

Four members of the Faerie court have angered their Queen.

They have been banished to the Land of Dreams and Inspirations.

It is a dark and evil land.

It changes people into stories and eats them alive.

They must find an ending if they want to escape.

And they want to escape...

Adult Content	MA - These are the original Grimm tales. They are not pretty.
Characterisation	5 - Characterisation and group work is essential
Genre Knowledge	2 - A vague awareness of bedtime stories is fine
Rules Knowledge	NA - It's a story, not a game
Seriousness	5 - The only jokes I want to see are malicious ones

A Mithrid Affair

A diceless 'Planescape' game

By Christopher Harvey

Now with 100

That's right, the game that never happened is now happening!

Sigil... the centre of the Universe. The one point where every plane meets up, where all the residents, no matter their heritage, have to work together. The start and end of many a planar adventure.

Also the home of Sigil Prep, the high school/University where all the major NPCs (and any PC worth the sheet their stats are written on) studied at one point. Take on the roles of three mind flayers and one human friend as they interfere with the lives of everyone else, while at the same time trying to make their own dreams come true.

Leave your canon-knowledge at the door. It means nothing here.

A single session systemless scenario for 3-4 players

Adult Content	M	Characterisation	4
Rules Knowledge	1	Seriousness	1
Awesomeness: 5			

Celebrity Hunter

by James Wright

The premiere of the latest zombie flick goes horribly wrong when the images on the screen come alive and attack the audience! Does this spell disaster for the human race or will a handful of celebrities imbued with powers to fight the supernatural be able to save the day?

A single session **Hunter the Reckoning** game for 4 to 6 players

Adult Content	MA - High Level Fantasy Violence	Characterisation	2
Genre Knowledge	0	Rules Knowledge	0
Seriousness	1		

Digital Harmony

By Andrew MacLennan and Josh Orth

MTV NewsNet interrupts our regular programming with this breaking news story! Singer/songwriter Jacqueline Lacroix's world wide concert netcast to promote her upcoming album launch has suffered a sudden break in transmission only minutes into the concert, leaving millions of fans outraged!

Let's skip with the pleasantries, we're on a tight timeline for this one. Jacqueline Lacroix has been snatched from her ranch estate mid-performance and Warner-Daewoo wants her back ASAP! - there are cash penalties in your contracts for failure to meet the deadline, so I won't keep you waiting. There's a jumper on the roof, I'll brief you in full while you're in flight.

Warner-Daewoo have made no statement concerning the interruption, and MTV NewsNet has been unable to reach Lacroix or her agent for comment! Angry fans are demanding a refund for the pay-per-view event, and high profile law firm Howard, Fine & Howard have announced they will be beginning a class action against Warner-Daewoo! Stay tuned to MTV NewsNet for updates as they come to hand!

Four covert professionals looking for a missing celebrity.

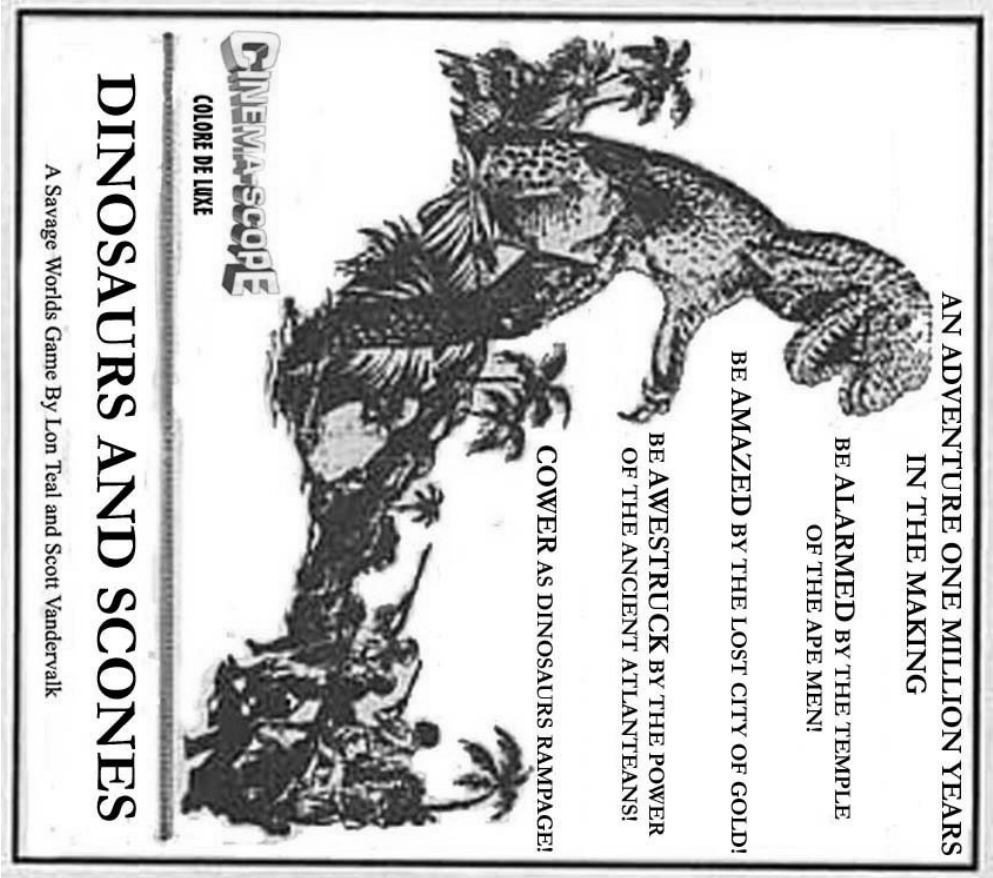
One Media Corp intent on secrecy.

A world of fans watching.

A two session Cyberpunk scenario for four players.

Written by Andrew MacLennan & Josh Orth

Adult Content	M - violence, language	Characterisation	3
Genre Knowledge	3	Rules Knowledge	1
Seriousness	4		



Adult Content	M	Characterisation	4
Genre Knowledge	4	Rules Knowledge	1
Seriousness	2		

ત્રિદેવપોષાત કરને ત્રિદ દલદારગો

by ફેન કિવામારુ

India: Jewel of the Empire Land of Intrigue Land of Mystery

An adventure of the Lakes District Needlework and Adventure Society

comprising:

A daring theft - a darling beast - a mysterious threat - sumptuous brocades - a grand affair thwarted - challenging foodstuffs - ferocious beasts - grandeur and majesty - vile calumny - tripping adventure - dashing officers - scents dizzying and delectable - the softest silks and satins - and more tea than you ever thought possible

A WORLD of ADVENTURE awaits

A single session systemless scenario for 4-5 players

Adult Content	PG - Fisticuffs and Derring-do
Characterisation	4 - Character is everything, dear.
Genre Knowledge	3 - Knowledge is seldom necessary when one has style.
Rules Knowledge	NA - Society's rules must be taken seriously, but the game's need not.
Seriousness	2

Kiwamaru

by Peter Strong

The End.

This is the final episode of the 13 part series on the lives and loves of the members of the Special Mobile Unit

Adult Content	M - adult themes, some violence	Characterisation	5
Genre Knowledge	1	Rules Knowledge	0
Seriousness	3		

Last Exile

by Jye Nicolson

What lies beyond the furthest reaches of the sky?

The great airships tear through the clouds above Anatole, their guns filling the sky with fire in a pointless, bloody war.

The path upon which the angels walk.

In the horrifying storms of the Grand Stream, vanships dogfight, their pilots straining with all of their skill.

What lies beyond the furthest reaches of memory?

The inhuman Guild hold an ancient secret - the salvation of the dying world - which they squander as they play their decadent games of manipulation and murder. Take to the skies and show them humanity's pride!

Last Exile is a two-session game of high adventure and mystery in the skies for 3-4 players. Written by Jye Nicolson, inspired by the anime of the same name.

Adult Content	PG	Characterisation	4
Genre Knowledge	2 - Airships and dogfighting!	Rules Knowledge	0
Seriousness	3		

LearnZentral presents

MAYHEM ON THE ORIENT EXPRESS

Imagine The Orient Express, that train of excitement and mystery. Picture the elegant dining car, filled with the cream of 1850s society in their top hats and tails.

Now it enters the Orient proper, and things go a little strange. The cogniscenti of Europe are joined by rich Chinese merchants, and middle-eastern princes share tables with Indian Rajs.

Further on, it enters Imperial China, and the cheaper cars start to fill with Chinese of all walks of life.

Now, you enter. At least one of your mortal enemies has secreted a weapon on the train, and is set to destroy Canton, the furthest Eastern station on this line. Unfortunately, you have many enemies, and they could be in any carriage, or be wearing any mask.

I guess you're just going to have to kick butt until you find out who it is.

A single session 4 player **Feng Shui** game by Alex Neilson

Adult Content	MA
Characterisation	4 - Martial Arts Heroes
Genre Knowledge	4 - Martial Arts Heroes
Rules Knowledge	1 - Just think like a martial arts hero
Seriousness	3 - ditto

Overnight to San Francisco

by Milk Bonsall

"Next stop Reno, Nevada! All those not continuing on to San Francisco get out here as we're running non-stop through Death Valley!"

The bus pulls over and all but six of the passengers climb off, gather their belongings and disappear into the terminal. The bus refuels and then swings out onto the highway, the silver of the Greyhound bus reflecting the hot afternoon desert sun.

The passengers doze quietly in their seats, the heat of the desert providing a warm blanket over them as the sun slowly begins to sink into the west, casting long shadows across the open terrain.

As the sun finally dips beneath the horizon, night falls and the sky is ablaze with stars, a crescent moon soaring high above them as the bus continues on, ever westwards.

Overnight to San Francisco is a single session game for four players written by Milk Bonsall. This game was previously run at Dwarfcon 2006.

Adult Content	MA - Adult Themes, Horror	Characterisation	4
Genre Knowledge	0	Rules Knowledge	0
Seriousness	4		

SABOTAGE WITH POPPERS

by GANETH JONES, LINCOLN DUNN, AM WAKSBERG AND BENJI LARK

Seventeen warriors of the Orcish Skullbiter clan hid at the top of the ridge. Their eyes gleamed and their breath came short at the prospect of the prey they hunted. The scout, further ahead, crawled back to the group, keeping low in the thick underbrush.

His whisper electrified the hunters, "He is there. Most of their strong ones are away. He has no guard."

The first blows struck were from their bows, but the charging orcs were only seconds behind the arrows.

With a scream of defiance, their quarry fought back. His last fight was truly magnificent, and before they brought him down he felled many of their number.

...

The four orcs of the Blood Wyvern Tribe returned home from their patrol. There had been signs of rival skullbiters in their territory, but they had lost the tracks a few hours out.

They heard strange cries in the air.

A great pyre burned near the cave entrance.

Their chieftain had been killed.

The struggle for succession was about to begin.

Savagery with Purpose is a 3 session D&D 3.5E scenario for 4 players. Please note that due to the nature of the game, it is necessary to run the 3 sessions of the game consecutively.

Adult Content	MA	Characterisation	2-4
Rules Knowledge	2	Seriousness	3

Sentinel: In the Beginning

by Nathan Cooper

April 1st, 1347.

The Day of Reckoning.

The Day when the forces of Good and Evil will fight for control of the World.

Such prophecies are usually treated with disdain, but when they are made by the Patriarch of the Holy Faith the implications are far more terrifying.

Nevertheless, people ignored, and people forgot.

Others simply prepared.

And then, at the very stroke of midnight that April morning ... the old world ended.

And the battle between the Light and the Darkness raged for a century.

The new world that began that day was a very different place. Now, religion is no longer just a belief.

People **know**.

Deus exists.

Angels exist.

... Demons exist.

Fortunately, there are those born with the power to defeat them

The world has been rebuilt in a new image. Science and religion alike have illuminated mankind. But 759 years after the First Day of Days, humanity is still dealing with the shocking aftermath

A multi-genre demon-hunting adventure with a difference, set in a new world by Nathan Cooper, for four players.

Warning: This game features some religious content. This is by no means the core of the games intent, but player discretion is advised.

Adult Content	MA	Characterisation	3
Genre Knowledge	2	Rules Knowledge	2
Seriousness	4		

The Ebony Rose

by Aaron Zerkow

"I remember my Mentor, always telling me how I was lucky, and heir to Atlantis or Mu or wherever. He told me about how the struggles of the world, politics, money, fame, were a load of crap because this world is an illusion, a prison for the good people of earth.

That's right, you're one of the awakened, such pettiness is below you, he said, you see the universe with new eyes now.

Trust me kid, even though we are enlightened, we're still people, we hate, love, get angry, are prejudiced and everything else that makes humans special.

When you combine that with the ancient powers that are now at your fingertips ..."

The Ebony Rose is a Film Noir inspired *Mage the Awakening* game for 4-5 players.

Knowledge of the genre with either new or old is useful, but not necessary.

Adult Content	M	Characterisation	4
Genre Knowledge	2	Rules Knowledge	2
Seriousness	4		

THE VAMPIRE'S CRYPT

BY ALICIA GAMERON

It's cold and misty in the Scottish highlands, and the castle being used as not just the on-location set but also the cast and crew accommodations during the filming of *The Vampyres Crypt* is draughty.

Filming is almost finished, much to everyone's relief as the big storm last night cut off lines of communication, and rumours have been going on all during filming about a stranger somewhere in the castle. Some of the crew have headed down the road to make sure that it's not blocked while you - some of the crew and actors - work to try to get this movie completed before this bad weather gets worse. Matters are being complicated, however, by the mysterious illness of the lead actress.

Adult Content	M
Characterisation	3
Genre Knowledge	3
Rules Knowledge	0
Seriousness	3

WHITE SANDS

BY KRIS DE UALLE

Dane
won the nightspot in the town of White Sands during a poker game.

Dupree
Has been Town Marshall for a while, with a list of the usual suspects.

Harrington
had to get off the Maglev to avoid Northern Guard Intelligence agents.

Julia
is in White Sands with her lover, a loaded 7mm and no papers.

Heavy Gear
four players, one session
some rules
mostly story and action
bring a D6 or three

Adult Content	MA	Characterisation	4
Rules Knowledge	2	Seriousness	1
	4		