

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Thursday August 25, 2011: 7:00 pm – 11:00 pm

Game Title: Orphic Institute Memory Recovery Session

System: A Penny for my Thoughts

GM: Ben Santos

Table: 1

Players: 3 - 5

3-5 people will be attempting to recover their lost memories with a new experimental treatment provided by the Orphic Institute. They will be working together to try to piece together each other's memories and at the end of the session each player can decide if they want to keep their regained memories, or if they want to go back to their previous state. (Indie game, very story based, one shot, very interactive and cooperative.)

Game Title: A Clerk's Tale

System: Deliria

GM: Kate Bullock

Table: 2

Players: 3-6

As Clerks, it's your job to maintain the balance between the Deliria and the Grey with little on your side except maybe a favour called in or a stolen power. When young women start going missing things get suspicious and your boss tells you to look into it. Is this another case of a sick human getting their way or is there something more mysterious behind it? And will you be able to save any of them?

Game Title: My Superimposed Existence

System: Custom (1d6)

GM: Larry Pogany

Table: 3

Players: 2-5

You wake up in a Toronto subway station, with no real recollection of who you are. All you know is that you live in Toronto, and lived a generally typical life, and that everything is suddenly different than it used to be. People aren't noticing you. You have to discover the same world you lived in through new eyes, attempting to figure out your identity, your situation, and what is going wrong in the world.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: The Council of Dragons – Part 1 - The Death of Ilmlaul

System: D&D 3.5

GM: Mina Sandiford Day

Table: 4

Players: 4-6

It has been almost a century since the end of the Tyrant's War and the dawn of a new era. While the people have adapted to the rule of the Council of Dragons, the creatures that live beneath the mountains have not. Irlymsvent, the headstrong governor of the area, has struck an alliance with the leader of the githyanki race. Together, the two aim to defeat the leader of the defiant illithids. The monster has been found, and now it is up to you to defeat him.

This is the first of three adventures in the world of Darastrixedar, a sprawling world of war, politics, and magic. Games will consist of a mix of combat & non-combat encounters plus in-character role-play. Some knowledge of D&D 3.5 (including psionics) is preferred but not required. A selection of pre-generated high-level characters will be provided.

Game Title: Lothar's Labyrinth

System: Savage Worlds

GM: Chris Frystak

Table: 5

Players: 4-5

Attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. Players are thrust in to a setting of mystery and betrayal as they attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. New players will easily pick up this rules-light system, and experienced players will thrive in this deadly environment. Lothar's Labyrinth is a fantasy adventure for 4-5 1st level characters. Pre-generated characters will be provided.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: The Emperor's Meany (Part 1 of 2)

System: Warhammer 40,000: Dark Heresy

GM: Andrew "The GM" White

Table: 6 & 7

Players: 2-8

My game would be played out in three adventures that are two-parts each allowing participants to experience all three WH40k game styles in one weekend.

It would start with a Dark Heresy adventure (The Emperor's Meany) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

The second Adventure (Few are True), players will take on the role of a Rouge Trader and crew trying to leverage the situation uncovered on Sepheris Secundus to increase their holdings, this might take two sessions.

In the aftermath of the first two adventures, it's learned that forces behind the cult and other disturbances on Sepheris Secundus are of Xeno origin, and the Xeno corruption runs deep! There is only one response...

The Emperor's Best, His Mailed Fists... For They are Steel and They are Doom! and They know no Fear!...

They are **THE SPACE MARINES!**

But not just any Space Marines, the elite members of DEATHWATCH are summoned to deal with corruption on Sepheris Secundus. In the last adventure (The Body Coils), as Space Marines of Deathwatch, the players will infiltrate behind enemy lines, hunt down the leader of Xenos and put an end to this threat once and for all. Kill the head and the body coils.

Game Title: A Meele in Quarnsbeck

System: Warhammer 1st Edition

GM: Connor Essam

Table: 8

Players: 3-5

In the lands south of the empire in a town called Quarnsbeck, two nobles struggle for control of the city. There is fighting in the streets, no one is safe and to top it off there are some rumors of creatures lurking beneath the town. Are you prepared to save the town of Quarnsbeck from unspeakable horrors? From those who would bring it to ruin? Are you ready for Warhammer, A grim world of perilous adventure!

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Motorcycles and Lasers

System: Simple Superheros

GM: Joshua Kitz

Table: 9

Players: 2-5

Someone has been supplying the Black Bullets with some seriously high tech weaponry. With it the gang has started to dominated the underworld. Can the Heroes stop the Black Bullets and more importantly whomever has been supplying the weapons?

Come tell a story of heroes who fight beyond the considerable limits of their abilities with the designer of the game. Players will employ a simple framework and their imagination to fully create their heroes powers.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Friday August 26, 2011: 11:00 am – 3:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden
System: D&D 3.5
GM: John Blackthorne
Table: 1 & 2
Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

The game will be one of three possible adventures previously run at FanExpo, decided by the players at the time of play. - Perhaps you'll want to come back and play all three? All games are Dungeons & Dragons 3.5 ruleset for simple and easy play for a convention game.

(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Case File 0983, The Cat-burglar of Camelot
System: Time & Temp
GM: Kate Bullock
Table: 3
Players: 3-6

Employed by Marigold Staffing and working at Browne Chronometric Engineering, Inc., you travel through the ages actualizing solutions for the anomalies and paradoxes that threaten all of existence. You are reality's only line of defense in the war between the rigidity of causality and freewill. And your only reward is the hard earned satisfaction of a job well done (plus \$11.50 an hour and a modest health package including comprehensive immunizations for history's most prolific diseases).

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Umlaut – Leather, Iron & Hairspray

System: Narrative

GM: Chris Harper

Table: 4

Players: 4-6

You're a member of an obscure Heavy Metal band with dreams of divinity. Sure you're just a shlub with a crappy, demeaning part time job and parents that constantly nag you to move out of the basement and get your life together right now, but you know you were meant for bigger things. The Metal Gods however, are fickle, and to be chosen one must prove ones worth. All you gotta to do is viciously slay your opponents on stage. The road to metal infamy is paved with the bones of those who stand in your way.

Umlaut is a narrative Heavy Metal themed RPG with an emphasis on roleplaying and simple mechanics. Create your own band (Be it Thrash, Glam, Classic or Deth Metal) and play out scenes in which you rehearse, play gigs, pull crazy publicity stunts and compete against your foes for fame, glory and awesomeness.

Game Title: Lothar's Labyrinth

System: Savage Worlds

GM: Chris Frystak

Table: 5

Players: 4-5

Attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. Players are thrust in to a setting of mystery and betrayal as they attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. New players will easily pick up this rules-light system, and experienced players will thrive in this deadly environment. Lothar's Labyrinth is a fantasy adventure for 4-5 1st level characters. Pre-generated characters will be provided.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: The Emperor's Meany (Part 2 of 2)

System: Warhammer 40,000: Dark Heresy

GM: Andrew "The GM" White

Table: 6 & 7

Players: 2-8

My game would be played out in three adventures that are two-parts each allowing participants to experience all three WH40k game styles in one weekend.

It would start with a Dark Heresy adventure (The Emperor's Meany) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

The second Adventure (Few are True), players will take on the role of a Rouge Trader and crew trying to leverage the situation uncovered on Sepheris Secundus to increase their holdings, this might take two sessions.

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Game Title: Delving into Dungeons

System: D&D 4e

GM: Michael Garner

Table: 8

Players: 3-6

A call has gone out from the Mayor of Algaz Station for brave adventurers! All communication has been lost with the new mine and it's up to you to discover why. This adventure is for anyone who's ever wanted to try Dungeons and Dragons or is looking for a relaxing but action packed dungeon crawl.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Friday August 26, 2011: 3:30 pm – 7:30 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden

System: D&D 3.5

GM: John Blackthorne

Table: 1 & 2

Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

The game will be one of three possible adventures previously run at FanExpo, decided by the players at the time of play. - Perhaps you'll want to come back and play all three? All games are Dungeons & Dragons 3.5 ruleset for simple and easy play for a convention game.

(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Round and round she goes...

System: Serenity RPG

GM: Elisa Cote-Booth

Table: 3 & 4

Players: 4 - 8

A wave from a border world leads to a transport job, and requires every ounce of ingenuity the crew has. Transport a cargo, avoid Alliance patrols and deliver to a core world. And that's just for starters...

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Where is My Spellbook?

System: D&D 4th Edition

GM: Douglas Lloyd

Table: 5

Players: 4-5

I will be running a short first level D&D 4th edition adventure for up to 5 people that I wrote for Blackbyrne Publishing last fall. The adventure involves the players being hired by the local old and forgetful mage to retrieve his spellbook from the ruins of the town lighthouse. The adventure takes about 4 hrs to complete.

I have run this adventure for player at VCON 35 in Vancouver and other conventions and I think you will find the adventure enjoyable as many other gamers have.

I have a free short D&D adventure from Blackbyrne Publisher for player who participate. I'm adding this point because I should Blackbyrne Publishing is a licensed third party publisher of D&D and Pathfinder the Role-Playing game adventures.

Game Title: Lothar's Labyrinth

System: Savage Worlds

GM: Chris Frystak

Table: 6

Players: 4-5

Attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. Players are thrust in to a setting of mystery and betrayal as they attempt to escape the deadly clutches of Lothar's Labyrinth. Meet terrible foes, deadly traps, and maybe a friend or two along the way. New players will easily pick up this rules-light system, and experienced players will thrive in this deadly environment. Lothar's Labyrinth is a fantasy adventure for 4-5 1st level characters. Pre-generated characters will be provided.

Game Title: Mad Old Mother Goose

System: Grimm (d6)

GM: Emma Feltham Day

Table: 7

Players: 3-6

Boys and girls come out to play. In Grimm you play a child lost in the strange and dangerous land of nursery rhymes and fairy tales. So be brave, be clever, stick together and don't try to fight that goblin! High role-play, low combat, lots of teamwork. Pre-generated 8 year old characters will be provided.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game: Eberron Level-6 Jack-in-Irons

System: D&D 3.5

GM: Sebastien Voisin

Table: 8

Players: 3-6

Eberron is a slightly steampunk/pulp story version of D&D. This adventure is a classical dungeon crawling, with a bit of private eye investigation to boot. The War spurs innovation, and in the terrible conflict that shattered the kingdom of Galifar, magic was used in many new and deadly ways. The foremost artificers were the heirs of House Cannith, and the warforged were their greatest creation. Tireless and immune to the frailties of flesh and bone, these sentient constructs were used by the armies of the five warring nations. When the war finally came to an end, the Treaty of Thronehold gave the surviving warforged the rights of free citizens. Many of the warforged of Sharn, the City of Towers, now work in the lava-powered foundries of Sharn's underground districts of Ashblack or Blackbones. Over the last few months, there have been a string of murders in the Blackbones district. The victims have all been warforged, and the corpses have been horribly mutilated. The local humans blame Jack-in-Irons, a ghost said to haunt the foundries. Many warforged believe that humans are responsible, and tensions are rising.

Game Title: Delving into Dungeons

System: D&D 4e

GM: Michael Garner

Table: 8

Players: 3-6

A call has gone out from the Mayor of Algaz Station for brave adventurers! All communication has been lost with the new mine and it's up to you to discover why. This adventure is for anyone who's ever wanted to try Dungeons and Dragons or is looking for a relaxing but action packed dungeon crawl.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Saving Innocence

System: Simple Superheros

GM: Joshua Kitz

Table: 9

Players: 2-5

The Emerald Hawk and Displacer have kidnapped a 13year old girl, Alice Tomkins. Can the heroes save her and figure out what the villains are really after?

Come tell a story of heroes who fight beyond the considerable limits of their abilities with the designer of the game. Players will employ a simple framework and their imagination to fully create their heroes powers.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Friday August 26, 2011: 8:00 pm – 11:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden

System: D&D 3.5

GM: John Blackthorne

Table: 1 & 2

Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

The game will be one of three possible adventures previously run at FanExpo, decided by the players at the time of play. - Perhaps you'll want to come back and play all three? All games are Dungeons & Dragons 3.5 ruleset for simple and easy play for a convention game.

(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Chemical Land

System: Cthulhu D20 Modern

GM: Lawrence Marzari

Table: 3

Players: 4-6

They say your neighbour was poisoned, so what's in the package that arrived at your door addressed from him post-humously?

PG13 - Stronger fantasy violence, but if there is any blood it will be kept to a minimum. Explicit language is allowed but it cannot be used throughout. Strong horror moments. Infrequent use of milder drugs is allowed.

Prizing: Prizes will be supplied by the GM

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: My Superimposed Existence

System: Custom (1d6)

GM: Larry Pogany

Table: 4

Players:

You wake up in a Toronto subway station, with no real recollection of who you are. All you know is that you live in Toronto, and lived a generally typical life, and that everything is suddenly different than it used to be. People aren't noticing you. You have to discover the same world you lived in through new eyes, attempting to figure out your identity, your situation, and what is going wrong in the world.

Game Title: Swords Against Sacrifice

System: Runequest II

GM: Mike Schulz

Table: 5

Players: 3-6

Dirtbag fantasy in the sword and sorcery style. Sure you may be a shifty ne'er-do-well who lives by their sword, but does that mean its ok to be dropped into an ancient labyrinth as a sacrifice to the City? It's especially insulting to be a sacrifice for a city as wealthy, corrupt and rotten as this one. The only thing for it is to keep your wits together, survive and make them pay...

Game Title: Valley of the Lotus-Eaters

System: Jaws of the Six Serpents

GM: Rob Deobald

Table: 6

Players: 3-6

This is an old world. Civilizations have risen and fallen; and most likely will again. Now, hunting beasts prowl the ruins of their cities and monuments, and tribes take refuge in their shadows. They fell by cataclysm and senility, and today we know little enough of their ways and lore. But the peoples we know began as their scions or servants, and those that are different were made so by the ancients' arts to suit their purposes. It is an axe-age, a sword-age, a storm-age... where the strong prey upon the weak and death can come suddenly.

Jaws of the Six Serpents is a sword and sorcery pulp fantasy game published by Silver Branch Games that uses the PDQ system.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: The Council of Dragons - Part 2 - The Search for Bejikwaere

System: D&D 3.5

GM: Mina Sandiford Day

Table: 7

Players: 4-6

Fifty years have passed since the events in the underdark. Since then, the world has a new term for your kind—Exiles. Worse, the Council's new army have developed new magics and techniques to use against your superior mental abilities. But there is hope, word of an ancient weapon. The leader of the Exiles wants you to find it.

The second of three adventures in the world of Darastrixedar, a sprawling world of war, politics, and magic. Games will consist of a mix of combat & non-combat encounters plus in-character role-play. Some knowledge of D&D 3.5 (including epic level play and psionics) is preferred but not required. A selection of pre-generated epic-level characters will be provided.

Game Title: Neutral Ground

System: The Dresden Files

GM: Rachelle Shelkey

Table: 8

Players: 3-5

The calm of the supernatural community's local coffee shop has been shattered by a double homicide and kidnapping. It's up to a group of regular patrons - a mix of wizards, werewolves, vampires and even a pure mortal or two - to uncover the perpetrator before they're wrongfully suspected of committing the crime. The Dresden Files RPG is based on the FATE role-playing game system and Fudge dice will be provided for players.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Few are True (Part 1 of 2)
System: Warhammer 40,000: Rogue Trader
GM: Andrew "The GM" White
Table: 9 & 10
Players: 2-8

My game would be played out in three adventures that are two-parts each allowing participants to experience all three WH40k game styles in one weekend.

It would start with a Dark Heresy adventure (The Emperor's Meany) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

The second Adventure (Few are True), players will take on the role of a Rogue Trader and crew trying to leverage the situation uncovered on Sepheris Secundus to increase their holdings, this might take two sessions.

In the aftermath of the first two adventures, it's learned that forces behind the cult and other disturbances on Sepheris Secundus are of Xenos origin, and the Xenos corruption runs deep! There is only one response...

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FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Saturday August 27, 2011: 11:00 am – 3:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden

System: D&D 3.5

GM: John Blackthorne

Table: 1 & 2

Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

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(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Into the Depths

System: AD&D

GM: Kirk Coffin

Table: 3 & 4

Players: 4-10

Freedom and imagination are the rules of this world! Your task is simple: venture forth with your party into the ruins of Kenethor Abbey, and retrieve the lost symbol of an ancient god. Success will hinge on your imagination, as much as your dice. But be forewarned: The Abbey itself doesn't take kindly to would-be heroes, and will do everything it can to destroy you utterly. Chaos can be like that.

So bring your imagination, your dice, some paper and a pencil, and prepare to become a hero! ...If you live that long.

(Pre-generated characters will be available, or characters can be created depending on time.)

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Where is My Spellbook

System: D&D 4th Edition

GM: Douglas Lloyd

Table: 5

Players: 4-5

I will be running a short first level D&D 4th edition adventure for up to 5 people that I wrote for Blackbyrne Publishing last fall. The adventure involves the players being hired by the local old and forgetful mage to retrieve his spellbook from the ruins of the town lighthouse. The adventure takes about 4 hrs to complete.

I have run this adventure for player at VCON 35 in Vancouver and other conventions and I think you will find the adventure enjoyable as many other gamers have.

I have a free short D&D adventure from Blackbyrne Publisher for player who participate. I'm adding this point because I should Blackbyrne Publishing is a licensed third party publisher of D&D and Pathfinder the Role-Playing game adventures.

Game Title: The Magic World

System: Grimm (d6)

GM: Emma Feltham Day

Table: 6

Players: 3-6

Based on the works of E. Nesbit you are children of the Victorian age. Your world is full of wonders: steam engines, wild mulberry bushes, buried treasure, fairies and magic rings. It is also full of snags: annoyed nurses, worried mothers, magician's riddles and wishing wells. This is a game of high role-play, low combat and lots of being late for tea. Pre-generated children characters will be provided

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Vorkosigan The Komorran customer

System: GURPS 4th Sci-Fi

GM: Sebastien Voisin

Table: 7

Players: 3-6

This is the RPG adaptation of the science-fictional universe created by Lois McMaster Bujold, whose stories resolve mostly around Miles Vorkosigan, relative of the current Emperor of Barrayar, and hyperactive deep cover agent. One of the independent baronies from the planet Jackson's Whole is offering pseudo-immortality to anyone rich enough to pay: they will raise a clone of the customer, and, when the time is right, proceed to a complicated surgical operation which flushes away the clone's own brain, and replaces it with the customer's brain. This cannibalistic operation is frowned upon and illegal in the rest of the galaxy. Unfortunately, there are enough rich and selfish men and women to keep this business afloat. Such a rich man is a Komorran trader, Komarr being one of the three planets of the Barrayar Empire, and he is also a Toscane, the family of the Emperor's wife.

The heroes, as undercover agents, have only two weeks at most to stop the Komorran merchant and the Jacksonians slavers to close the Deal and start growing a clone. No harm should come to the merchant, but yet he should change his mind.

Game Title: Goblins Stole My Baby!

System: D&D 4th Edition

GM: Joshua Lenon

Table: 8

Players: 4-6

A quiet evening in the tavern is interrupted when a cry goes out; goblins have raided the Nelph farm. The Nelph's baby was carried off in the attack. Can a simple band of farmers, laborers, hunters, & clerks find the goblins and save the child? (pre-generated characters provided.)

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Necessary Evil's Jailbreak!
System: ICONS Superpowered Roleplaying
GM: Rob Deobald
Table: 9
Players: 3-6

A band of aliens lured the world's superheroes into a cunning trap and killed or imprisoned the vast majority of them. The PCs are the only enhanced beings left to save the planet...Super Villains! As the alien overlords' policy is to kill anyone exhibiting paranormal powers, the only option open for such individuals is fight or flight! You can guess which option most villains choose...

Sometime in the last two days, the aliens slapped you in irons. You were wreaking havoc when the aliens performed one of their random sweeps. Some of you were spotted by dumb luck, others were ratted out. You were transferred from one holding facility to another, and finally put on this weird alien transport ship that's currently zipping down Central Avenue. Most likely, they're heading for one of those big Man O' Wars to take you off world. Rumour has it they like to dissect folks with super-powers to see what makes 'em tick. There are a few other capes in here as well. Some you recognize. Some you don't. You're all in the same boat now though.

Adamant Entertainment's ICONS Superpowered Roleplaying delivers a synthesis of fast-playing old-school gaming and the new generation of narrative role-playing. Necessary Evil is a setting originally developed for the Savage Worlds system that has been adapted to ICONS for this adventure.

Game Title: Tortoise Shell
System: Free Spacer
GM: Christoph Sapinsky
Table: 10
Players: 3-5

Something has gone amiss on your last operation, but something always goes wrong on these backwater asteroid drifts. Murder, the type your Crew has a hard time ignoring, isn't always cut and dry. Something is going on, on this archaic mining platform, but with hundreds of refugees there are plenty of suspects, but little time. A settler ship is arriving tomorrow. Can you figure it out and find the killers before they disappear to the promise of a glorious new life?

Free Spacer is an upcoming Sci-fi Tabletop Roleplay Game in which the players take the role of a Starship Crew operating in the Orion Quadrant. You are disposable operatives for one of the many Patron factions vying for supremacy in a balkanised Galaxy.

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GM: John Blackthorne

Table: 1 & 2

Players: up to 10

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Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

The game will be one of three possible adventures previously run at FanExpo, decided by the players at the time of play. - Perhaps you'll want to come back and play all three? All games are Dungeons & Dragons 3.5 ruleset for simple and easy play for a convention game.

(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Orphic Institute Memory Recovery Session

System: A Penny for My Thoughts

GM: Kate Bullock

Table: 3

Players: 3-6

“You’re suffering from a form of global amnesia, a rare case of total memory loss. Your only hope of recovery lies with a group of people with the same condition and with Mnemosyne, an experimental drug that allows other people access to your memories. Will you be able to help each other remember? Will you want to?”

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: The Frontier of Nature

System: Shadowrun 4th Edition

GM: Jason Mallory

Table: 4

Players: 2-6

Hired for an out-of-town job, the runners are flown down to Caracas, the last free city on the Northern Coast of South America for an unusual extraction. Within this overpopulated city crushed between massive urban development and an ever-encroaching Amazon rainforest, the runners must adapt to this city quickly in order to complete their task.

Game Title: Tomb of the Masked Prophet

System: Savage Worlds: Space 1889

GM: Mike Schulz

Table: 5

Players: 3-6

The Tomb of the Masked Prophet is Steampunk Planetary Romance on Victorian Mars. It's a Race between Loyal Servants of the British Crown, Martian Cultists and Foreign Agents to secure the Deadly Treasures hidden in the Tomb of the Lost Prophet. There will be Thrilling battles with Air Pirates, the Chilling Barbarism of Martian Savages, and the Astounding Secret of the Masked Prophet's Tomb!

Game Title: The Molstien Dark Brewery

System: World of Darkness

GM: David La Rush

Table: 6 & 7

Players: 4-8

Congratulations! By finding the singing beer bottle you have won a trip to Lonely Lake where you'll spend an exciting weekend partying in the palatial summer cabin of the late Henry Molstien! Hundreds of miles from civilization, there'll be no one to hear you cheer on the DJ! The Molstein Party Crew™ will have you rocking back and forth without sleep until the break of dawn! There will be absolutely, positively no escape from the fun! (Must be of legal drinking age, some legal restrictions may apply)

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Murder on the Excutor

System: Star Wars RPG

GM: Rachelle Shelkey

Table: 8

Players: 3-6

A bridge officer on the Excutor, the Imperial Navy's flagship, has been found murdered. A handful of the ship's brightest new crew members have been gathered together and assigned to locate the traitor lurking on board.

Game Title: Few are True (Part 2 of 2)

System: Warhammer 40,000: Rogue Trader

GM: Andrew "The GM" White

Table: 9 & 10

Players: 2-8

My game would played out in three adventures that are two-parts allowing participants to experience all three WH40k game style in one weekend.

It would start with a Dark Heresy adventure (The Emperor's Meany) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

The second Adventure (Few are True), players will take on the role of a Rouge Trader and crew trying to leverage the situation uncovered on Sepheris Secundus to increase their holdings, this might take two session.

In the aftermath of the fist two adventures, it's learned that forces behind the cult and other disturbances on Sepheris Secundus are of Xeno origin, and the Xeno corruption runs deep! There is only one response...

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But not just any Space Marines, the elite members of DEATHWATCH are summoned to deal with corruption on Sepheris Secundus. In the last adventure (The Body Coils), as Space Marines of Deathwatch, the players will infiltrate behind enemy lines, hunt down the leader of Xenos and put an end to this threat once and for all. Kill the head and the body coils.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Saturday August 27, 2011: 8:00 pm – 11:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden

System: D&D 3.5

GM: John Blackthorne

Table: 1 & 2

Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

The game will be one of three possible adventures previously run at FanExpo, decided by the players at the time of play. - Perhaps you'll want to come back and play all three? All games are Dungeons & Dragons 3.5 ruleset for simple and easy play for a convention game.

(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Improvised Piraticals

System: Dino-Pirates of Ninja Island

GM: Corey Reid

Table: 3

Players: 4-6 (7)

Using a variant of the Old School Hack rules, this game is going to be a purely improvised adventure full of madcap piratical, ninjanical and dinosaurical hi-jinks. You'll make up characters on the spot, and with the character goals developed, be off on a completely unique tale of pulpy goodness.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Poisoned Heart

System: CthulhuTech

GM: Jason Mallory

Table: 4

Players: 2-6

The unit is dispatched to Tblisi to deal with a missing unit of specialists, sent to the area to control the spread of Hastur's influence. As they investigate the city, they learn that the darkness has made more inroads into the city than originally suspected.

Game Title: Sins of the Father

System: Vampire: The Masquerade

GM: Adam Hossack

Table: 5

Players: 3-6

Join the fiendish Witch's Hammer pack in their struggle to defend the inhuman Sabbat from still-greater evils. The gothic horror setting of modern World of Darkness Toronto twitches to life as the monsters of legend are forced to face their own demons and the terrible inheritance of their twisted bloodline. This all-Tzimisce Sabbat game is for mature players only (18 years+). Pre-generated characters provided.

Game Title: The Council of Dragons – Part 3 - Throdenwaere

System: D&D 3.5

GM: Mina Sandiford Day

Table: 6

Players: 4-6

Since the discovery earlier this year, only one thing stands between the Exiles and absolute victory—the capital of Darastrixedar. With your new allies, the defeat of the Council is imminent. While the ground forces will keep the city guard occupied, you are to lead the assault on the fifth tier, the draconic citadel that rests amongst the clouds.

The third and final of three adventures in the world of Darastrixedar, a sprawling world of war, politics, and magic. Games will consist of a mix of combat & non-combat encounters plus in-character role-play. Some knowledge of D&D 3.5 (including epic level play and psionics) is preferred but not required. A selection of pre-generated epic-level characters will be provided.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Transmission: Singapore Sling

System: Technoir

GM: Mikael Andersson

Table: 7

Players: 3-4

In Technoir, you play protagonists like cyber-tweaked couriers, hard-nosed investigators, and drugged-out hackers making opportunities for themselves in a despairing world. It is a marriage of the gritty detective novels of yesterday and the dystopian cyberpunk of tomorrow. In *Transmission: Singapore Sling*, our anti-heroes might encounter Neo-Victorian arcology-dwelling elites, copy-protected electronic drugs, nationalist extremists, and orbital rail guns.

Game Title: The Body Colis (Part 1 of 2)

System: Warhammer 40,000: Deathwatch

GM: Andrew "The GM" White

Table: 8 & 9

Players: 2 - 8

My game would be played out in three adventures that are two-parts each allowing participants to experience all three WH40k game style in one weekend.

It would start with a Dark Heresy adventure (*The Emperor's Meany*) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

The second Adventure (*Few are True*), players will take on the role of a Rouge Trader and crew trying to leverage the situation uncovered on Sepheris Secundus to increase their holdings, this might take two sessions.

In the aftermath of the first two adventures, it's learned that forces behind the cult and other disturbances on Sepheris Secundus are of Xeno origin, and the Xeno corruption runs deep! There is only one response...

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FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: A Meele in Quarnsbeck (TBC)

System: Warhammer 1st Edition

GM: Connor Essam

Table: 8

Players: 3-5

In the lands south of the empire in a town called Quarnsbeck, two nobles struggle for control of the city. There is fighting in the streets, no one is safe and to top it off there are some rumors of creatures lurking beneath the town. Are you prepared to save the town of Quarnsbeck from unspeakable horrors? From those who would bring it to ruin? Are you ready for Warhammer, A grim world of perilous adventure!

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Sunday August 28, 2011: 11:00 am – 3:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden
System: D&D 3.5
GM: John Blackthorne
Table: 1 & 2
Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

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(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Return to Kelly's Cove
System: Cthulhu D20 Modern
GM: Lawrence Marzari
Table: 3
Players: 4-6

You thought you could leave Kelly's Cove, but the deadly undertow has sucked you back!

PG13 - Stronger fantasy violence, but if there is any blood it will be kept to a minimum. Explicit language is allowed but it cannot be used throughout. Strong horror moments. Infrequent use of milder drugs is allowed.

Prizing: Prizes will be supplied by the GM

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Fiasco

System: Fiasco

GM: Kate Bullock

Table: 4

Players: 4-6

Fiasco is a game about ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. It won't go well for them, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. Lives and reputations will be lost, painful wisdom will be gained, and if you are really lucky, your guy just might end up back where he started.

Game Title: Into the Depths

System: AD&D

GM: Kirk Coffin

Table: 5 & 6

Players: 4-10

Freedom and imagination are the rules of this world! Your task is simple: venture forth with your party into the ruins of Kenethor Abbey, and retrieve the lost symbol of an ancient god. Success will hinge on your imagination, as much as your dice. But be forewarned: The Abbey itself doesn't take kindly to would-be heroes, and will do everything it can to destroy you utterly. Chaos can be like that.

So bring your imagination, your dice, some paper and a pencil, and prepare to become a hero! ...If you live that long.

(Pre-generated characters will be available, or characters can be created depending on time.)

Game Title: Duplicity

System: Shadowrun 4th Edition

GM: Jason Mallory

Table: 7

Players: 2-6

The runners are required to break into a Horizon compound and steal any information they can find on The Consensus. The mysteries of the newest AAA prove difficult to steal, as Horizon shows that they can fight back with the best of them.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Level 14 – Hunting the Emperor’s Assassins

System: D&D 3.5

GM: Sebastien Voisin

Table: 8

Players: 3-6

This adventure for high-level characters see the final showdown between the adventurers and a trio of elven-blooded assassins who managed to kill the half-orc leader of a warlike empire and stole the powerful artifact to which the slaughtered emperor owned his war victories. Aside from being responsible of the ensuing bloody continent-wide war of succession, the assassins still hold this highly-prized artifact.

After 6 months spent running away from armies, battling countless foes of all shapes, and accumulating wisdom and wondrous items, the heroes finally learned of the location of the emperor’s assassins. Braving a haunted forest and defeating a number of demonic guardians, the heroes are now standing at the entrance of a deserted, forgotten elven treetop village hidden in a secluded vale.

Of course, the assassins are ready for them.

Game Title: The Day After Ragnarok

System: Savage Worlds

GM: Joshua Lenon

Table: 9

Players: 4-6

In the waning days of World War II, the Nazis awoke the world-strangling Midgard serpent, nearly triggering the Norse end of days known as Ragnarok. Their plan was foiled by the Americans, who flew an atomic- bomb-laden aircraft into the Serpent’s miles-wide eye, slaying it in blinding flash of nuclear fire. The wyrm died, its corpse crushing Europe and Great Britain under its weight and its head coming to rest on Egypt. Tidal waves, tainted by the irradiated, venom-laced ichors of the Serpent, drowned the eastern seaboard of North America and South America. In the aftermath, heroes must rise to save people from serpentine horrors that walk the wastelands. (pre-generated characters provided.)

Game Title: Monkey Warriors of the Walking Sword

System: Dino-Pirates of Ninja Island

GM: Corey Reid

Table: 3

Players: 4-6 (7)

Classic DINO-PIRATES adventure! Stampeding brontosaurus, treacherous natives and mysterious ruins lead your intrepid gang towards the ancient secret of the WALKING SWORD.

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Sunday August 26, 2011: 3:30 pm – 6:00 pm

Game Title: Players Choice of: A Three Hour Tour / Knot in Time / See My Garden

System: D&D 3.5

GM: John Blackthorne

Table: 1 & 2

Players: up to 10

So, now you and your friends are just lounging around in the middle of the convention hallway, tired of all that walking, yet bored. Just becoming another food traffic obstacle. Perhaps you'd rather rest and play a roleplaying instead? What's the game? Well, players' choice.

Perhaps you want to play an adventure where you must save a hijacked airship in the skies of Eberron. Or you want to figure out how to free yourselves of an endless dungeon trapped in a time-loop. Or, designed to be a classical D&D adventure for a slightly higher level, you wish to face the monsters, puzzles, riddles and traps of an endless mystical maze. Racing your way through to the center before an evil wizard destroys a druidic sacred grove at its source.

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(Pre-generated characters will be provided, adventures are level 8 or level 10)

Game Title: Round and round she goes...

System: Serenity RPG

GM: Elisa Cote-Booth

Table: 3 & 4

Players: 4-8

A wave from a border world leads to a transport job, and requires every ounce of ingenuity the crew has. Transport a cargo, avoid Alliance patrols and deliver to a core world. And that's just for starters...

FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: We Be Goblins

System: Pathfinder

GM: Chris Harper

Table: 5

Players: 4-6

In order to prove themselves as the Licktoad Tribe's bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning

Pathfinder is an epic fantasy game published by Paizo under the 3.5 open gaming license.

Game Title: The Body Colis (Part 2 of 2)

System: Warhammer 40,000: Deathwatch

GM: Andrew "The GM" White

Table: 6 & 7

Players: 2 - 8

My game would played out in three adventures that are two-parts each allowing participants to experience all three WH40k game style in one weekend.

It would start with a Dark Heresy adventure (The Emperor's Meany) where the players would play *Acolytes of the Inquisition* investigating a new cult on the Planet Sepheris Secundus.

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FanExpo 2011
Role Playing Games Volunteers
Game Descriptions

Game Title: Microscope

GM: Kate Bullock

Table: 8

Players: 3 - 6

Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope. You won't play the game in chronological order. You can defy the limits of time and space, jumping backward or forward to explore the parts of the history that interest you. Want to leap a thousand years into the future and see how an institution shaped society? Want to jump back to the childhood of the king you just saw assassinated and find out what made him such a hated ruler? That's normal in Microscope.

Game Title: The Smoking Islands

System: AD&D

GM: Joshua Kitz

Table: 9

Players: 3-6

The Smoking Islands have long been avoided by seafarer's as a place of gravest danger. But now the Emperor's oracle has discerned that there is a gathering of a dragonkind occurring, the Emperor has decreed that someone must observe this gathering. Even more important is that you have obtained yourself, it is said that Hadron the World-Smith, creator of the greatest artifacts resides in one of the islands!

An adventure for Player Characters levels 9-13.