

FalCon 2009 RPG Events

About the Events: There are many different types of role-playing game (RPG) events scheduled for FalCon 2009. This document contains the titles and descriptions of each event as well as some additional information that you may need to know:

- **Date and Slot:** This document is broken into “Slots”. At the top of each page the date, slot, and times are listed. Some events are running in multiple slots. Some events are two-parters, but it is not required that you play in both parts. Check the **Notes** on the event for details.
- **Game System:** Most RPG events use a published game system. This entry tells you which system the game is for. In most cases it’s not required that you own or have read the book, but you should check the **Difficulty** entry to make sure that beginners are welcome if you have no familiarity with that particular game. Conventions are a great place to try out new systems and most Game Masters (GMs) are enthusiastic about their favorite systems and excited to help you learn.
- **Event Description:** This section tells you what the game is about and often includes a bit of color so you know what tone to expect. There are often *key words* or important game-style details in this section as well.
- **Difficulty:** This is where you can find information on what the GM expects from the players in terms of system familiarity and other expectations like creative contributions during the game.
- **Characters:** For many games, pre-generated characters will be provided by the GM or created at the start of the session – so you don’t have to worry! Other games may allow or require you to bring your own characters. Some events mix two or three of these options.

Signing Up for Events: You can sign up for FalCon 2009 RPG events on Warhorn.net. You will need to register on the site and receive access, which should only take a minute:

<http://warhorn.net/FalCon/>

You aren’t required to sign up for events in advance, but those that do are guaranteed a seat at that game table.

Playing RPGs at a Convention: Please be respectful and courteous of other players at the table and your GM. Role-playing styles can be extremely varied, so please be tolerant and patient. Remember that your GM put a lot of work into preparing for their event! If you don’t enjoy the game you’re welcome to offer constructive criticism – if it’s welcome – but keep it respectful.

You should plan to arrive to each Slot about 10 minutes early so that you can find your event and so that you don’t keep your game table waiting. If you aren’t present at the start of the Slot, your seat may be given to another player.

If a game you want to play doesn’t have any open seats when you sign up on Warhorn, you may still want to check at the start of the Slot. Sometimes players sign up for events and don’t show or they choose to jump into a different event instead.

Sometimes a GM has to cancel at the last minute or there aren’t enough players to run an event. If the event you’ve signed up for doesn’t happen, jump into a different one!

Saturday, 10/31, Slot 1 (9am to 1pm) – Page 1 of 2

“Call of Cthulhu: In Darkness, I wait”

GM: JP Chapleau

Game System: Call of Cthulhu

Event Description: 22:30, June 5th, 1944. Sixteen Albermarle transport take off from England heading for Normandy. On board: the 3rd Parachute Brigade and C-Company of the 1st Canadian Parachute Battalion. Their orders: 1- Secure the DZ, 2- Destroy the bridge at Varaville and Robehomme. It all seemed so easy... The liberation might mean more than just chasing the Germans out. A Call of Cthulhu Adventure set in Normandy for up to six brave Canadian airborne soldiers.

Difficulty: Beginner, Rules Taught, Simple System

Characters: Characters Provided

Number of Players: 3 to 6

Note: This event is also available in Slot 5.

“In A Wicked Age...Anything Can Happen!”

GM: Scott Dunphy

Game System: In A Wicked Age

Event Description: First we ask the Oracle, "Who will we be?" Then we ask ourselves, "What do we want?" Together we'll create a setting, situation, and a set of characters that all want different things. Then we'll decide which of those character to play and which to leave in the background. From there, it's all about getting what you want and how the story goes when you don't. But there are many Oracles to choose from: SciFi, Fantasy, Piracy, Pulp! All of this and more is possible. *Creativity Required, Collaborative Worldbuilding, Intra-Party Conflict.*

Difficulty: Beginner, Rules Taught

Characters: Created at the table

Number of Players: 2 to 4

“From One Dwarf to Another”

Living Forgotten Realms: TYMA1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymnather for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

<http://www.wizards.com/default.asp?x=rpga/downloads>

Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 3.

“Mouse Guard: A New Route to Ivydale”

GM: Doyce Testerman

Game System: Mouse Guard RPG, winner of the 2009 Indie RPG of the Year award, and the 2009 Origins RPG of the Year.

Event Description:

*“Weasel, wolf, fox, and owl
bar my way.*

*My body is weak and it may break,
but not today.”*

The Mouse Guard RPG is based on the award-winning, New York Times bestselling graphic novel series by David Peterson. In the game, players are members of the Mouse Guard; brave wanderers who face dangers that their fellow mice dare not, to ensure that the Territories remain free and safe. The game features the "scripted conflict" system made famous in the award-winning Burning Wheel and Burning Empires games, with play that is entirely centered around each character's Beliefs, Instincts, and Goals ... rather than a generic plot written out ahead of time by the GM.

Difficulty: Beginner, rules taught.

Characters: Pregens, with room for customization, will be provided.

Number of Players: 2 to 4

Note: Mouse Guard is also available in Slot 3.

“Who Kidnapped the Queen’s Nephew?”

GMs: Jeffery Peters

Game System: GURP 4.0

Event Description: An eight year old boy is kidnapped and world holds its breath. Lord Hollenbeck is the Queen of England’s Nephew but he is also first cousin to the Kiser, Great Nephew of the Czar, brother in-law to a French General and Uncle to a Spanish Duke. Someone needs to find this kid and fast before WW1 happens forty years to early. *A Mystery in Steampunk England in the late 1800’s.*

Difficulty: Beginners welcome

Characters: Characters Provided

Number of Players: 3 to 6

Saturday, 10/31, Slot 1 (9am to 1pm) – Page 2 of 2

“Lost in the Fog”

Living Forgotten Realms: WATE1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

<http://www.wizards.com/default.asp?x=rpga/downloads>

Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 4.

Saturday, 10/31, Slot 2 (2pm to 6pm)

“Silver Lining”

Living Forgotten Realms: AGLA1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A Living Forgotten Realms adventure set in Aglarond for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 4.

“Danger Patrol!”

GM: Doyce Testerman

Game System: Danger Patrol

Event Description: DANGER PATROL is an action/adventure retro scifi game. The idea is to create the episodes of a 50s-style TV show in the vein of the old Flash Gordon and Buck Rogers serials (with a dash of the Venture Bros., Star Wars, and Indiana Jones). You play members of the elite Danger Patrol—special super-powered crime fighters who protect Rocket City from the evil Stygian Adepts of Pluto, the nefarious agents of Jupiter's Crimson Republic, rampaging monsters set loose by mad scientists, and other crazy threats.

To make your Danger Patrol hero, you're going to pick a Style and a Role. Your style tells us what kind of being you are: A Robot, a Mystic, an Atomic cyborg, or something else. Your role tells us what your job is on the team: an super-spy Agent, an elite Commando, a wiley Detective, etc.

Be prepared to jump into an action scene and make it even MORE DANGEROUS.

Difficulty: Beginners. Rules Taught. Players WILL be called on to introduce new DANGER to scenes and invent elements of the solar system and it's 11 planets (including Planet X!).

Characters: Characters will be created at the table as part of play.

Number of Players: 2 to 4

“Murder in the Field House”

GM: Scott Dunphy

Game System: Dirty Secrets

Event Description: There's a dead body in the Field House, and it's someone you know - well, used to know. Who did it? That's not as important as why. What do these people have to hide? What are their dirty secrets? In Dirty Secrets one person plays the investigator and everyone else takes turns being the Authority (i.e. the GM). The game is about revealing the motives of the characters we create, not about solving the mystery (which the game will do for us!). *Creativity Required, Character Drama, Modern Noir.*

Difficulty: Beginner, Rules Taught

Characters: Created at the table

Number of Players: 2 to 5

“The Fate of Camp 15”

Living Forgotten Realms: CORE1-13

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: Your travels have brought you to the pearl-trading city of Ankhapur, near the Lake of Steam. You have been asked to visit a nearby outpost and pick up a shipment of pearls. It seems like easy money. Unfortunately, something has killed off most of the divers and nearly shut down the operation. Now you must discover the source of this camp's troubles before you share its fate. A Living Forgotten Realms adventure set near the Lake of Steam for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 5.

“Halloween Haint”

GM: Rp "Arpie" Bowman

Game System: Frevelers

Event Description: A group of paranormal investigators confronts cracks in the surface of the reality they know. Supernatural evil bleeds through those cracks from a dangerous otherworld.

Difficulty: Beginner, Rules Taught, Materials Provided.

Characters: Characters Provided (but some customization tolerated).

Number of Players: 2 to 6

Saturday, 10/31, Slot 3 (7pm to 11pm)

“Dungeon of the Cat’s Eye Diamond”

GM: Gabriel “Neco” Necochea

Game System: D&D 4E

Event Description: Deep within the catacombs below Guildenstern lies a tomb of great infamy. It is rumored that somewhere within it’s walls lies the great Cat’s Eye Diamond, a massive astral diamond with strange powers. Many adventurers have tried and failed to retrieve the gem, how do you think you and your companions will fare?

The dungeon will take place on our 3 dimensional map, space is limited so sign up before it’s too late! If you wish to bring your own character, feel free. *Dungeon Crawl*

Difficulty: Moderate (6th level characters)

Characters: Provided or bring your own 6th level character.

Number of Players: 3 to 6

Note: This event is also available in Slot 5.

“From One Dwarf to Another”

Living Forgotten Realms: TYMA1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymnather for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 1.

“Mouse Guard: The Grain Cart to Elmoss”

GM: Doyce Testerman

Game System: Mouse Guard RPG, winner of the 2009 Indie RPG of the Year award, and the 2009 Origins RPG of the Year.

Event Description:

*Weasel, wolf, fox, and owl
bar my way.*

*My body is weak and it may break,
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The Mouse Guard RPG is based on the award-winning, New York Times bestselling graphic novel series by David Peterson. In the game, players are members of the Mouse Guard; brave wanderers who face dangers that their fellow mice dare not, to ensure that the Territories remain free and safe. The game features the "scripted conflict" system made famous in the award-winning Burning Wheel and Burning Empires games, with play that is entirely centered around each character's Beliefs, Instincts, and Goals ... rather than a generic plot written out ahead of time by the GM.

Difficulty: Beginner, rules taught.

Characters: Pregens, with room for customization, will be provided.

Number of Players: 2 to 4

Note: Mouse Guard is also available in Slot 1.

“In the Bleak Midwinter”

Living Forgotten Realms: CORM1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: There is something rotten in the city of Suzail. While the Midwinter Festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the Crown turns to the PCs for help, it's up to them to uncover what lurks under the city's snow and ice. A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 5.

Sunday, 11/1, Slot 4 (9am to 1pm)

“The Death of a World: Invasion of the VOID”

GM: Bryan Wilkins (author of Dredan Realm of Metal & Myth: <http://www.dredan.com/>)

Game System: 3.5 based system, can also include Traveller or Pathfinder

Event Description: Dredan 3.5 Campaign Setting using a mixture of Sci-Fi and Fantasy, PDF available for download or book can be provided at the table. This is an open campaign that encourages players to play whatever they want. Dredan is a setting not a new system. It just allows the DM and the players freedom to play races/classes in the fantasy era with races/classes that are more Sci-Fi based.

Difficulty: Moderate difficulty, the Realm is based in the 3.5 version of rules but you can play Pathfinder, Traveller, or 3.5 in this setting and I am familiar with all of those systems.

Characters: Created at the table from D&D 3.5, Traveller, Pathfinder, or whatever else the players want to use.

Number of Players: 3 to 6

Note: This is part one of a two-part event. Part 2 is running Sunday 2pm to 6pm (Slot 5). It is not required that you play the first part, but it is recommended!

“Silver Lining”

Living Forgotten Realms: AGLA1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A Living Forgotten Realms adventure set in Aglarond for characters levels 1-4.

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 2.

“The Greatest TV Show Ever!”

GM: Scott Dunphy

Game System: Primetime Adventures

Event Description: This is the game of the greatest TV show ever...but it just hasn't been made yet. We'll start by making that show together! After brainstorming the premise, setting, tone, and characters, we'll play through the pilot episode with the goal of making something we'd all want to own on DVD someday. *Creativity Required, Collaborative Worldbuilding, Colorful Characters.*

Difficulty: Beginner, Rules Taught

Characters: Created at the table

Number of Players: 2 to 5

“Living the Nightmare”

GM: Mario Mora

Game System: Warhammer Fantasy Roleplay

Event Description: Adventurers are asked to look into the disappearance of a noblewoman, only to be caught up in a macabre and violent underworld. *Mature Themes*

Difficulty: Moderate investigation, beginners to the system welcome

Characters: Character will be provided

Number of Players: 4 to 6

“Lost in the Fog”

Living Forgotten Realms: WATE1-5

GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 1.

Sunday, 11/1, Slot 5 (2pm to 6pm) – Page 1 of 2

“Dungeon of the Cat’s Eye Diamond”

GM: Gabriel “Neco” Necochea

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Event Description: Deep within the catacombs below Guildenstern lies a tomb of great infamy. It is rumored that somewhere within its walls lies the great Cat's Eye Diamond, a massive astral diamond with strange powers. Many adventurers have tried and failed to retrieve the gem, how do you think you and your companions will fare?

The dungeon will take place on our 3 dimensional map, space is limited so sign up before it's too late! If you wish to bring your own character, feel free. *Dungeon Crawl*

Difficulty: Moderate (6th level characters)

Characters: Provided or bring your own 6th level character.

Number of Players: 3 to 6

Note: This event is also available in Slot 3.

“The Fate of Camp 15”

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GMs: Lenny Logan, Tena DeVoll

Game System: D&D 4E

Event Description: Your travels have brought you to the pearl-trading city of Ankhapur, near the Lake of Steam. You have been asked to visit a nearby outpost and pick up a shipment of pearls. It seems like easy money. Unfortunately, something has killed off most of the divers and nearly shut down the operation. Now you must discover the source of this camp’s troubles before you share its fate. A Living Forgotten Realms adventure set near the Lake of Steam for characters levels 1-4.

Difficulty: Beginner, rules taught.

Characters: Create your own character for use in any Living Forgotten Realm (LFR) game using the RPGA Character Creation Guide v.1.9:

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Pre-generated characters will also be available

Number of Players: 4 to 6

Note: This event is also available in Slot 2.

“Who Do Superheroes Dress Up As For Halloween?”

GM: Scott Dunphy

Game System: With Great Power...

Event Description: Superheroes have to give up a lot of things to fight crime and villainy. Their lives are a constant struggle to balance their duty as costumed heroes against their personal and professional lives. Your job is to use that struggle to make them suffer. Are you a super-villain? No, you're the comic book author who puts them through the wringer week after week! This is a game about superheroes in the tradition of Stan Lee and Jack Kirby - the Silver Age of Comic Books. We'll create a team of superheroes together and figure out what's important to each. Then we'll make all those important aspects suffer; paying the price to beat the villain in the end! *Creativity Required, Superheroes!, Melodrama.*

Difficulty: Beginner, Rules Taught

Characters: Created at the table

Number of Players: 1 to 4

“The Death of a World: Invasion of the VOID”

GM: Bryan Wilkins (author of Dredan Realm of Metal & Myth: <http://www.dredan.com/>)

Game System: 3.5 based system, can also include Traveller or Pathfinder

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Characters: Created at the table from D&D 3.5, Traveller, Pathfinder, or whatever else the players want to use.

Number of Players: 3 to 6

Note: This is part two of a two-part event. Part 1 is running Sunday 9am to 1pm (Slot 4). It is not required that you play the first part, but it is recommended!

Sunday, 11/1, Slot 5 (2pm to 6pm) – Page 2 of 2

“Cleaning out Dead Wood”

GMs: Jeffery Peters

Game System: GURP 4.0

Event Description: You are passing through Dead Wood a booming ghost rock mining/processing town on the edge of the badlands. A weird smell permeates the town. When you ask you are told it is the Ghost Rock processing center. Prices are high but the two general stores in town have everything and there is plenty of whiskey, women, and song. This looks like a good place to outfit before heading out into the badlands, boy are you wrong. *Light hearted horror set in the Badlands of Savage Worlds*

Difficulty: Beginners welcome

Characters: Characters Provided

Number of Players: 3 to 6

“Call of Cthulhu: In Darkness, I wait”

GM: JP Chapleau

Game System: Call of Cthulhu

Event Description: 22:30, June 5th, 1944. Sixteen Albermarle transport take off from England heading for Normandy. On board: the 3rd Parachute Brigade and C-Company of the 1st Canadian Parachute Battalion. Their orders: 1- Secure the DZ, 2- Destroy the bridge at Varaville and Robehomme. It all seemed so easy... The liberation might mean more than just chasing the Germans out. A Call of Cthulhu Adventure set in Normandy for up to six brave Canadian airborne soldiers.

Difficulty: Beginner, Rules Taught, Simple System

Characters: Characters Provided

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