

Cost	Event Name	Event Description (Web version)	Event Description (Book Version)	Game System	Rules Edition	Event Category	Event Date	Event Time	Duration	Event Structure	Submitted by	Sponsor	Min Players	Max Players
\$5.00	COR6-06 Elegy for a Broken King	The trail of a missing son leads you to Dustbridge, in the lands of the former Great Kingdom. A cold wind blows through Prince Strychaniis town; something very new, and surpassingly old, is in the offing. A one-round Core adventure set in Dustbridge and North Kingdom for characters level 8-15 (APLs 10-16).	The trail of a missing son leads you to Dustbridge, in the lands of the former Great Kingdom. A cold wind blows through Prince Strychaniis town; something very new, and surpassingly old, is in the offing. A one-round Core adventure set in Dustbridge and North Kingdom for characters level 8-15 (APLs 10-16).	AD&D	3.5	Roleplay	21-Apr	18:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	COR5-06 Blood on Bright Sands	War rages across the Bright Sands. Scouting the wastes at the behest of the paladin Karistyne the PCs are caught up in a battle between forces loyal to Rary and nomads yet free from his insidious influence. They must win free to reach their goal, the mysterious and dragon-infested pinnacle of Dagger Rock. The first adventure for the "Blight on Bright Sands" adventure arc. Only newly-created characters for this adventure arc may be played in this adventure.	War rages across the Bright Sands. Scouting the wastes at the behest of the paladin Karistyne the PCs are caught up in a battle between forces loyal to Rary and nomads yet free from his insidious influence. They must win free to reach their goal, the mysterious and dragon-infested pinnacle of Dagger Rock. The first adventure for the "Blight on Bright Sands" adventure arc. Only newly-created characters for this adventure arc may be played in this adventure.	AD&D	3.5	Roleplay	21-Apr	18:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	COR5-15 Immortal Longings	The agents of the Whispered One are everywhere! Too much is happening around the Flanaess for all things to be merely coincidental. A grand plot has spawned, clawed its way past infancy, and seems ready for a horrific emergence. The Voice of Vecna has gained in power, what is next? A one-round Core adventure set throughout the Flanaess for APLs 10 to 16.	The agents of the Whispered One are everywhere! Too much is happening around the Flanaess for all things to be merely coincidental. A grand plot has spawned, clawed its way past infancy, and seems ready for a horrific emergence. The Voice of Vecna has gained in power, what is next? A one-round Core adventure set throughout the Flanaess for APLs 10 to 16.	AD&D	3.5	Roleplay	22-Apr	18:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	COR5-16 Here Comes the Sun	Blistering heat has plagued the town of Hardby for weeks, and it has not been without incidents-people get irate, all work has slowed to a crawl, and now the tinder-dry homes fall victim to frequent fires. Mere incidents? Or is there a history to it all? A one-round Core adventure for APL 2-8.	Blistering heat has plagued the town of Hardby for weeks, and it has not been without incidents-people get irate, all work has slowed to a crawl, and now the tinder-dry homes fall victim to frequent fires. Mere incidents? Or is there a history to it all? A one-round Core adventure for APL 2-8.	AD&D	3.5	Roleplay	22-Apr	8:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	COR5-18 Kusnir	The Lady of Fate is a cruel and terrible mistress, but some scholars believe that she also has a sense of irony. Kusnir is one such example - where the slavers are now the slaves. Part One of "Under an Iron Fist." A one-round Core adventure set in the Hold of the Sea Princes for APLs 2-8.	The Lady of Fate is a cruel and terrible mistress, but some scholars believe that she also has a sense of irony. Kusnir is one such example - where the slavers are now the slaves. Part One of "Under an Iron Fist." A one-round Core adventure set in the Hold of the Sea Princes for APLs 2-8.	AD&D	3.5	Roleplay	22-Apr	13:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	LA-Intro-02 One Night in Coryan	You have a new job, serving as a page to Pollux Pulcher Gracchi, one of the senior members of the Plebian Assembly of the Coryani Empire. Pollux is a Val who forsook his family name to marry into a human family, and he is running for the leadership of the Assembly. This is an introductory adventure, so pre-generated characters are available for new players. Supports APL 1, 2, and 3 (4th-level characters maximum).	You have a new job, serving as a page to Pollux Pulcher Gracchi, one of the senior members of the Plebian Assembly of the Coryani Empire. Pollux is a Val who forsook his family name to marry into a human family, and he is running for the leadership of the Assembly. This is an introductory adventure, so pre-generated characters are available for new players. Supports APL 1, 2, and 3 (4th-level characters maximum).	AD&D	3.5	Roleplay	22-Apr	8:00	4:00	Team	Bruce Rabe	RPGA	4	6
\$10.00	LA-AP3-01 Sibling Rivalry	In part one, a summons by the Prelate of Enpebyn sends you rushing headlong over the Corlathian Mountains and into the perilous Blessed Lands. Here, roaming bands of the savage Voei threaten a val/Virdan historian and his team as they struggle to uncover a secret from the First Imperium that may tilt the balance of power in this most precarious of times. In part two, Beloc val/Virdan believes he has uncovered the final resting place of a First Imperium legion. The search leads up the frigid peaks of the Corlathians, and to a danger that has remained hidden from human sight but may spell its doom. An adventure for characters of 1st through 11th level.	In part one, a summons by the Prelate of Enpebyn sends you rushing headlong over the Corlathian Mountains and into the perilous Blessed Lands. Here, roaming bands of the savage Voei threaten a val/Virdan historian and his team as they struggle to uncover a secret from the First Imperium that may tilt the balance of power in this most precarious of times. In part two, Beloc val/Virdan believes he has uncovered the final resting place of a First Imperium legion. The search leads up the frigid peaks of the Corlathians, and to a danger that has remained hidden from human sight but may spell its doom. An adventure for characters of 1st through 11th level.	AD&D	3.5	Roleplay	22-Apr	13:00	8:00	Team	Bruce Rabe	RPGA	4	6
\$5.00	Living replays	Living Greyhawk/Living Arcanis Replays	see previous descriptions	AD&D	3.5	Roleplay	23-Apr	9:00	4:00	Team	Bruce Rabe	RPGA	4	6