

Event Number	Cost	Event Name	Event Description	Game System	Rules Edition	Event Date	Event Time	Length
RP0001	\$2.50	Shadow of the Dragon 00	"Dragon's Shadow" by Verne Wetherholt. An adventure for new players. A dark shadow had descended over the frontier and the village of your birth is no longer safe. Men come for to lead you away. Your journey will take great courage, a strong sword arm, or knowledge arcane...	DragonQuest	3rd	10-Feb	13:00	4 hours
RP0002	\$2.50	Shadow of the Dragon 26	"Trouble in the Deep" by Mark Perkins. Must have played a prior SD module. The characters are asked by the barons of the Kalinor Plains to accompany an important merchant caravan to a Khuzani settlement in the North Makiddo Mountains. But when they arrive, things are not quite right...	DragonQuest	3rd	10-Feb	18:00	4 hours
RP0003	\$2.50	Shadow of the Dragon 29	"Murder in Silence" by Verne Wetherholt. Must have played a prior SD module. The Western Plains are being overrun. The western army is the last hope. But men are dying at night in the middle of camp and the sentries report no one entering...	DragonQuest	3rd	10-Feb	18:00	4 hours
RP0004	\$2.50	Shadow of the Dragon 00	"Dragon's Shadow" by Verne Wetherholt. An adventure for new players. A dark shadow had descended over the frontier and the village of your birth is no longer safe. Men come for to lead you away. Your journey will take great courage, a strong sword arm, or knowledge arcane...	DragonQuest	3rd	11-Feb	8:00	4 hours
RP0005	\$2.50	Shadow of the Dragon 30	"A Time for Change" by Verne Wetherholt. Must have played a prior SD module. The characters are surrounded by the dark forces. The western army's general is considering surrender. It appears that time has run out...	DragonQuest	3rd	11-Feb	8:00	4 hours
RP0006	\$2.50	Shadow of the Dragon 27	"Heart of Ice" by Mark Perkins. Must have played a prior SD module. The characters are asked by the Khuzani King to explore a recently opened pass in the North Makiddo Mountains. There are rumors of an ancient palace abandoned for a couple centuries...	DragonQuest	3rd	11-Feb	13:00	4 hours
RP0007	\$2.50	Shadow of the Dragon 31	"Heart of Gold" by Mark Perkins. Must have played a prior SD module. The characters are surrounded by darkness and something approaches. The time has come to choose battles carefully. It appears that time is short...	DragonQuest	3rd	11-Feb	13:00	4 hours
RP0008	\$2.50	Shadow of the Dragon 28	"Into the Abyss" by Verne Wetherholt. Must have played a prior SD module. The characters are shown an ancient and safer way through the Makiddo Mountains to the Western Plains. But the ghosts of the deep haunt their dreams...	DragonQuest	3rd	11-Feb	18:00	4 hours
RP0009	\$2.50	Shadow of the Dragon 32	"Under the Pale Blue Moons" by Verne Wetherholt. Must have played a prior SD module. The characters journey into the Nordwald where danger deadly and invisible stalks them. But allies come in the oddest forms...	DragonQuest	3rd	11-Feb	18:00	4 hours
RP0010	\$2.50	Shadow of the Dragon 33	"A Friend in the Dark" by Scott Smith. Must have played a prior SD module. A part of the Nordwald has awakened and creatures of nightmare emerge. The characters must solve the mystery to save a border village...	DragonQuest	3rd	12-Feb	8:00	4 hours
RP0011	\$2.50	Song of the Sea 01	"Recruitment" by Verne Wetherholt. A 7th Sea adventure for beginning players. The Explorer's Guild is hiring on a crew in southern Castille for a journey to the south sea. The journey is being funded by a group of Vendel merchants. The captain is from Avalon. There are only a few openings and there are a lot of people wanting the job. Things could get ugly...	7th Sea	1st	10-Feb	13:00	4 hours
RP0012	\$2.50	Song of the Sea 09	"Going Native" by Amber Wetherholt. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned to look for a lost crew far out in the Western Sea. There are islands out there that few have explored and fewer still have returned to tell of...	7th Sea	1st	10-Feb	18:00	4 hours
RP0013	\$2.50	Song of the Sea 02	"Captain's Conundrum" by Tim Bruns. A 7th Sea adventure for beginning players. The Misty Maiden has laid to port for three days to re-supply and take on additional crew. The characters will either have liberty or an opportunity to join the crew. But first the Captain must be found...	7th Sea	1st	11-Feb	8:00	4 hours
RP0014	\$2.50	Song of the Sea 10	"To Ussura With Love" by Mark Perkins. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned to help someone escape a Montaigne occupied port in Ussura. The only thing standing in the way is the Montaigne army...	7th Sea	1st	11-Feb	13:00	4 hours

RP0015	\$2.50	Song of the Sea 12	"Curse of Curiosity" by Daniel Weber. A 7th Sea adventure for players who have played at least one prior SS event. Starting in a small southern port of Avalon the Misty Maiden has been commissioned to carry an emergency cargo to a small island. However, the destination is a place of death and the crew must solve its puzzle or never leave alive...	7th Sea	1st	11-Feb 18:00	4 hours
RP0016	\$2.50	Song of the Sea 11	"Under the Crescent Moon" by Verne Wetherholt. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned by the Explorers Guild to look for a hidden ancient site and bring back something as proof. However, the desert is unforgiving and the Crescent warriors even less...	7th Sea	1st	12-Feb 8:00	4 hours
RP0017	\$2.50	An Engaging Escapade	His honor Killum wishes to engage Madam Corona in a congenial conversation, preferably some place private and safe. Her worthiness Corona requires some components for the enchanting of her new swords is asking for some help. Let's see if we can't get these two crazy kids together. High level characters provided.	AD&D	2nd	10-Feb 20:00	4 hours
RP0018	\$2.50	An Engaging Escapade	Gather components for enchanting swords while getting friends together. High level characters provided.	AD&D	2nd	11-Feb 12:00	4 hours
RP0021	\$2.50	Battlestations	RPG/Boardgame. Everyone plays part of a crew aboard a ship	Battlestations Gorill	1st	10-Feb 12:00	3 hours
RP0022	\$2.50	Battlestations	RPG/Boardgame. Everyone plays part of a crew aboard a ship	Battlestations Gorill	1st	12-Feb 13:00	3 hours
RP0024	\$2.50	Force #1	"Recruitment", by Stephen Tucker. The InterStellar Force, a secret Republic agency tasked with g	Star Wars D20	Revised	10-Feb 16:00	4 hours
RP0025	\$2.50	Force #2	"Capture the Flag", by Chris Ahmsbrak. A distress signal from Panais IV leads to the burned-out remains of a crashed courier ship. But the important cargo within is missing, and signs suggest that someone has indeed survived the crash. Can you find both the wreck's survivor and cargo before the natives find you? Game Base 7's D20 ongoing Star Wars campaign. Start a character or bring an existing Force campaign character. Sponsored by: Game Base 7.	Star Wars D20	Revised	11-Feb 12:00	4 hours
RP0026	\$2.50	Force #6	"Prisoners of Knowledge", by Stephen Tucker. The once open people of Retella have suddenly withdrawn from the Galactic community and have become isolationists. Their unique gifts made them great scientists and researchers. What could possibly influence an entire planet? Game Base 7's D20 ongoing Star Wars campaign. Start a character or bring an existing Force campaign character. Sponsored by: Game Base 7.	Star Wars D20	Revised	12-Feb 8:00	4 hours
RP0027	\$2.50	Sparks Classic #16	"Twilight World", by Charles Brown. A secret cargo destined to a secret Rebel research facility turns up missing. Local rebel headquarters is greatly concerned that this cargo will fall into the hands of the Empire. On an inhospitable world, the PC's race ruthless bounty hunters to obtain the important cargo held by a bizarre local warlord. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	10-Feb 8:00	4 hours
RP0028	\$2.50	Sparks Classic #17	"General Recruiting", by Jim Mills. A famed Imperial General has just retired. Will he have any interest in joining the Rebellion? Grab your Sparks's character and find out. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	10-Feb 12:00	4 hours
RP0029	\$2.50	Sparks Classic #18	"Bacta Run", by Joe Miller. The group is assigned the task of moving 6 Y-wing fighters to the rebel base on Arcwen IV. While there a mercy mission compels the rebels to do something about the high number of wounded and dying. Now where to get the needed Bacta! Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	10-Feb 20:00	4 hours
RP0030	\$2.50	Sparks Classic #19	"The Heist", by Stephen Tucker. The rebels have the people and the heart. Now they need the firepower. Are you up to helping them acquire it? Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	11-Feb 8:00	4 hours
RP0031	\$2.50	Sparks Classic #20	"Return to Shiva", by Jim Mills. Something is wrong on Shiva. The Imperials seem to know every move that the Rebels are making. Can you help them to discover the spy in their midst? Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	11-Feb 16:00	4 hours

RP0032	\$2.50	Sparks #83	"Uprising on Lytus", by Stephen Tucker. Trouble has broken out within the Stenax tribe on Lytus. They have started attacking citizens without regard and their lawlessness will surely attract the attention of the Empire. Can our heroes get to the bottom of the situation before the Imperials step in. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	12-Feb 12:00	4 hours
RP0033	\$2.50	Sparks #88	Sparks Premier Module. Come and play the newest module available in the Sparks universe. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7.	Star Wars West End Games	Second Edition Revised and Expanded	11-Feb 20:00	4 hours
TR0038	\$2.50	Serenity RPG	New Players Welcome. Learn to play the RPG based on Firefly!!!. Experience players welcome and new players encouraged. Group will have the choice to play new characters or the serenity crew	Serenity	1st	11-Feb 12:00	4 hours
TR0039	\$2.50	Classic Deadlands RPG	Come play in the WEIRD WEST. Pregen Characters Provided. New player encouraged	Classic Deadlands	1st/2nd	10-Feb 18:00	4 Hours
TR0040	\$2.50	Serenity RPG	New Players Welcome. Learn to play the RPG based on Firefly!!!. Experience players welcome but new players are encouraged. Group will have the choice to play new characters or the serenity crew	Serenity	1st	9-Feb 18:00	4 hours
TR0041	\$2.50	Call of Cthulhu BRP RPG	Experience players welcome and new players encouraged. Characters provided	Call of Cthulhu	5th/6th	11-Feb 19:00	4 Hours