

Event Number	Cost	Event Name	Event Description	Game System	Rules Edition	Event Date	Event Time	Length
TR0015	\$10.00	RPGA Weekend Ribbon	Play in any RPGA event, all weekend long for one flat fee.	RPGA		9-Feb	0:00	varies
TR0001	\$2.50	Taboo	A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure	Living Arcanis	D&D 3.5	9-Feb	19:00	5 Hours
TR0002	\$2.50	Devil and the Deep Blue Sea	The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure	Living Arcanis	D&D 3.5	9-Feb	19:00	5 hours
TR0016	\$2.50	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.	Living Greyhawk	D&D 3.5	9-Feb	19:00	5 hours
TR0003	\$2.50	Castle by the Sea	The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 though 15). Character not within this level range may not be played in this scenario	Living Arcanis	D&D 3.5	10-Feb	9:00	5 hours
TR0004	\$7.50	Bloody Sands of Sicaris	Living Arcanis adventure for 4th to 11th-level characters. Characters not within this level range may not be played in this scenario	Living Arcanis	D&D 3.5	10-Feb	9:00	12 hours
TR0005	\$7.50	City of Secrets	At the heart of Canceri, like a spider in a vast web, sits Nishanpur, the City of Secrets. Here powerful figures, living and undead vie for dominance in an unending power struggle that has lasted millennia. The average man must walk a treacherous tightrope, courting the favor of the powerful while attempting to avoid becoming a pawn in the endless games of conquest. This is a STANDARD LIVING ARCANIS adventure, designed for 1st to 14th level characters (APL 2 through 12). Characters not within this level range may not be played in this scenario.	Living Arcanis	D&D 3.5	10-Feb	9:00	12 hours
TR0006	\$2.50	Taboo	A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure	Living Arcanis	D&D 3.5	10-Feb	9:00	5 Hours
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TR0018	\$2.50	VTF5-04 Secrets and Lies	Falsridge has regained its status as the western trading hub of Veluna. A request from the church of Saint Cuthbert brings you to the world of Secrets and Lies. Can you survive the secrets and expose the lies? An investigative adventure especially suited for members of the Pack and Alliance metaorgs. APL 4-14	Living Greyhawk	D&D 3.5	10-Feb	9:00	5 Hours
TR0007	\$2.50	Devil and the Deep Blue Sea	The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure	Living Arcanis	D&D 3.5	10-Feb	14:00	5 hours
TR0019	\$2.50	COR5-19 Retribution	An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for APLs 2-8.	Living Greyhawk	D&D 3.5	10-Feb	14:00	5 Hours

TR0020	\$2.50	VTF5-05: Whispering Harm	by Michael Maenza, Rob Silva, and Vernon L. Vincent. A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10.	Living Greyhawk	D&D 3.5	10-Feb 14:00	5 Hours
TR0008	\$2.50	Castle by the Sea	The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 though 15). Character not within this level range may not be played in this scenario	Living Arcanis	D&D 3.5	10-Feb 19:00	5 hours
TR0021	\$2.50	COR5-20 Phantoms on the Brighl	"The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and so needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. APLs 2-16."	Living Greyhawk	D&D 3.5	10-Feb 19:00	5 Hours
TR0022	\$2.50	VTF5-06: Faith and Hope	TBA APL 4-14	Living Greyhawk	D&D 3.5	10-Feb 19:00	5 Hours
TR0023	\$2.50	COR6-01	Cancelled	Living Greyhawk	D&D 3.5	10-Feb 19:00	5 Hours
TR0009	\$7.50	Carnival of Swords	In the depths of the Shadowed Age, Yeolin, ancient King of Coryan made a terrible oath sealed in the blood of the val'Assante line. For millenia the val'Assante have paid this debt to keep the ancient God of the Hills appeased with rites of blood and sacrifice by his Horned King. Without this payment, the land would know blight until the role of Horned King was again filled. The Horned King now lies dead and only the blood of the first among the val'Assante can set things aright. The module is listed for levels 1-9, but is tiered only for levels 1-7 in combat.	Living Arcanis	D&D 3.5	11-Feb 9:00	12 hours
TR0010	\$7.50	Bloody Sands of Sicaris	Living Arcanis adventure for 4th to 11th-level characters. Characters not within this level range may not be played in this scenario	Living Arcanis	D&D 3.5	11-Feb 9:00	12 hours
TR0011	\$7.50	City of Secrets	At the heart of Canceri, like a spider in a vast web, sits Nishanpur, the City of Secrets. Here powerful figures, living and undead vie for dominance in an unending power struggle that has lasted millennia. The average man must walk a treacherous tightrope, courting the favor of the powerful while attempting to avoid becoming a pawn in the endless games of conquest. This is a STANDARD LIVING ARCANIS adventure, designed for 1st to 14th level characters (APL 2 through 12). Characters not within this level range may not be played in this scenario.	Living Arcanis	D&D 3.5	11-Feb 9:00	12 hours
TR0012	\$2.50	Taboo	A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure	Living Arcanis	D&D 3.5	11-Feb 9:00	5 Hours
TR0024	\$2.50	COR5-15 Immortal Longings	The agents of the Whispered One are everywhere! Too much is happening around the Flanaeess 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 Flanaeess for APLs 10 to 16.	Living Greyhawk	D&D 3.5	11-Feb 9:00	5 hours
TR0025	\$2.50	VER6-01	TBA	Living Greyhawk	D&D 3.5	11-Feb 9:00	5 hours
TR0026	\$2.50	VTF5-04 Secrets and Lies	Falsridge has regained its status as the western trading hub of Veluna. A request from the church of Saint Cuthbert brings you to the world of Secrets and Lies. Can you survive the secrets and expose the lies? An investigative adventure especially suited for members of the Pack and Alliance metaorgs. APL 4-14	Living Greyhawk	D&D 3.5	11-Feb 9:00	5 Hours
TR0013	\$2.50	Devil and the Deep Blue Sea	The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure	Living Arcanis	D&D 3.5	11-Feb 14:00	5 hours
TR0027	\$2.50	COR5-19 Retribution	An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for APLs 2-8.	Living Greyhawk	D&D 3.5	11-Feb 14:00	5 Hours

TR0028	\$2.50	COR6-01	TBA	Living Greyhawk	D&D 3.5	11-Feb 14:00	5 Hours
TR0029	\$2.50	VTF5-05: Whispering Harm	by Michael Maenza, Rob Silva, and Vernon L. Vincent. A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10.	Living Greyhawk	D&D 3.5	11-Feb 14:00	5 Hours
TR0014	\$2.50	Castle by the Sea	The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 though 15). Character not within this level range may not be played in this scenario	Living Arcanis	D&D 3.5	11-Feb 19:00	5 hours
TR0030	\$2.50	COR5-20 Phantoms on the Brighl	"The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and so needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. APLs 2-16."	Living Greyhawk	D&D 3.5	11-Feb 19:00	5 Hours
TR0031	\$2.50	VER6-01	TBA	Living Greyhawk	D&D 3.5	11-Feb 19:00	5 Hours
TR0032	\$2.50	VTF5-06: Faith and Hope	TBA APL 4-14	Living Greyhawk	D&D 3.5	11-Feb 19:00	5 Hours
TR0033	\$2.50	VTF5-05: Whispering Harm	by Michael Maenza, Rob Silva, and Vernon L. Vincent. A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10.	Living Greyhawk	D&D 3.5	12-Feb 9:00	5 hours
TR0034	\$2.50	COR6-01	TBA	Living Greyhawk	D&D 3.5	12-Feb 9:00	5 hours
TR0035	\$2.50	VER6-01	TBA	Living Greyhawk	D&D 3.5	12-Feb 9:00	5 hours
TR0036	\$2.50	Living Greyhawk Pot Luck	Play any event on the list. Requires you to sign up in advance so the judges can prepare.	Living Greyhawk	D&D 3.5	12-Feb 14:00	5 Hours
TR0037	\$2.50	Living Arcanis Pot Luck	Play any single round event on the list. Requires you to sign up in advance so the judges can prepare	Living Arcanis	D&D 3.5	12-Feb 14:00	5 hours