

# Fellowship of the White Star Events

If you're a fan of Gothic Earth era horror RPGs, you've come to the right place - a new game, series and story in a semi-historical setting of 1905-1914 Earth. Feel free to develop a character of your choosing, then by playing in official events your character will shape the direction of the campaign! Please visit our website at <http://www.fellowshipwhitestar.com/> for more information.

## White Star 01 - Web of Lies

### FotWS I101 - Web of Lies, by Thenodrin Presents

In Richmond, Virginia an old florist is found murdered. There are witnesses and plenty of evidence to convict the accused. So, why does the police chief want the case dropped? Why does the family want the investigation halted? This event is intended for detective and reporter style characters. A d20 event designed to introduce players and characters to the Society of the White Rose and the Earth of 1904.

Slot	Start Time	Duration	Players
4	Thursday 08:00 AM	4:00	
6	Thursday 07:00 PM	4:00	
8	Friday 01:00 PM	4:00	
10	Saturday 08:00 AM	4:00	
12	Saturday 07:00 PM	4:00	

## White Star 02 - London Fires

### FotWS A101 - London Fires, by Thenodrin Presents

The Society asks you to travel to London to investigate the arson of a known former safehouse. At this crucial rebuilding stage, nothing is dismissed as coincidence. Has an old enemy tracked the Society down? Or, perhaps a lost member is covering their tracks. A d20 event designed for low-level characters set in the Society of the White Rose setting of Earth, 1904.

Slot	Start Time	Duration	Players
5	Thursday 01:00 PM	4:00	
7	Friday 08:00 AM	4:00	
9	Friday 07:00 PM	4:00	
11	Saturday 01:00 PM	4:00	
13	Sunday 08:00 AM	4:00	

# Legends of the Shining Jewel Events

Legends of the Shining Jewel is an independent D20 campaign (v3.5 compatible). Players create new characters and can advance them by playing in official LSJ tournaments offered at conventions around the country and the world.

For more information go to [www.theshiningjewel.com/lcj/](http://www.theshiningjewel.com/lcj/)

## LSJ - Dark Tome 5: The End of Innocence

**LSJ X: The End of Innocence**, by **Catie Straiton**

When dark forces threaten the peace of Amthydor, sometimes what you don't know CAN hurt you. Part Five of the Dark Tome Saga! A one round Legends of the Shining Jewel event for characters of levels 1-11.

Slot	Start Time	Duration	Players
1	Wednesday 08:00 AM	4:00	
4	Thursday 08:00 AM	4:00	
10	Saturday 08:00 AM	4:00	
13	Sunday 08:00 AM	4:00	

## LSJ - Dark Tome 6: Cold Iron Heart

**LSJ Y: Cold Iron Heart**, by **Keith Knecht**

The Diamond Legion has need of adventurers to look into thefts from the learned places around the city. Can the heroes of Amthydor figure out who is behind this and why? Part 6 of the Dark Tome Saga! A one round Legend of the Shining Jewel event for characters of levels 1-11.

Slot	Start Time	Duration	Players
2	Wednesday 01:00 PM	4:00	
5	Thursday 01:00 PM	4:00	
8	Friday 01:00 PM	4:00	
11	Saturday 01:00 PM	4:00	

## LSJ - Dark Tome 7: Genesis

**LSJ Z: Genesis**, by **Andrew Hauptman**

The conclusion of the Dark Tome Saga! All the clues come together as the evil plot is finally revealed! Can the heroes stop the vile plans involving the Dark Tome? And if they do, will they instead witness the birth of an even greater evil? Part 7 of the Dark Tome Saga! A one round Legends of the Shining Jewel event for characters of levels 1-11.

Slot	Start Time	Duration	Players
3	Wednesday 07:00 PM	4:00	

6	Thursday 07:00 PM	4:00	
9	Friday 07:00 PM	4:00	
12	Saturday 07:00 PM	4:00	

## LSJ Free-For-All

It's a free-for-all! Open LSJ gaming as we fling open the Shining Jewel library. You get a table together and pick any available scenario, whether it's one of the Origins premieres or an older event, and we'll provide the judge.

Slot	Start Time	Duration	Players
13	Sunday 08:00 AM	4:00	

# Living Arcanis Events

**Living Arcanis** is one of the largest organized-play campaigns in the world, with thousands of players world-wide. Set in Paradigm Concepts' d20 fantasy campaign world, Arcanis: the World of Shattered Empires, Living Arcanis challenges the role-playing, problem-solving, and d20 tactical skills of its players in ways that other campaigns do not. Legends are born each day, play Living Arcanis and leave your mark upon the Shattered Empires! Visit [www.livingarcanis.com](http://www.livingarcanis.com) for more information, character-creation guidelines, and campaign rules.

## LA-HP4-04 Visions of Lives Past

**LA-HP4-04 Visions of Lives Past**, by **Henry Lopez**

The alien and near-immortal Elorii have kept their secrets with fervent zeal, making them one of the most mysterious races upon Arcanis. Now a chance for insight into their past presents itself in the form of a request from the Elorii Arch-Mage Xerxes that will plumb the ancient history of an ancient people. There are answers to certain questions that can only be found in one of the lost Towers of Gettulus! (APLs 7 through 19) NOTE: HP4-04 and HP4-05 can be played in either order. However, both should be played BEFORE playing HP4-06.

Slot	Start Time	Duration	Players
4	Thursday 08:00 AM	4:00	
7	Friday 08:00 AM	4:00	
10	Saturday 08:00 AM	4:00	

## LA-HP4-05 The Deadliest Prey

**LA-HP4-05 The Deadliest Prey**, by **Henry Lopez**

The province of Balantica has long been an integral part of the Coryani Empire. Known as the "Breadbasket of the Empire," its seemingly inexhaustible food stores are vital to the Empire's continued stability. Now those supplies are being threatened by slave revolts and

rebellions. The search to quell this unrest will take you from squalor to opulence until finally the rotting cancer that lies at the heart of this verdant paradise is revealed. (APLs 7 through 19) NOTE: HP4-05 and HP4-04 can be played in either order. However, both should be played BEFORE playing HP4-06.

Slot	Start Time	Duration	Players
5	Thursday 01:00 PM	4:00	
8	Friday 01:00 PM	4:00	
13	Sunday 08:00 AM	4:00	

## LA-HP4-06 The Sacrifice of Generations

**LA-HP4-06 The Sacrifice of Generations**, by **Henry Lopez**

"A man must be sacrificed now and again, to provide for the next generation of men." – Amy Lowell  
 What begins as a rescue mission for your patron quickly becomes much more crucial as the stars begin to align and Larissa's Web of Fate draws disparate forces together for a bloody confrontation that can only end in final death. This is the conclusion of the Year 4 Hard Point series! (APLs 7 through 19) NOTE: Due to the likelihood of spoilers, players should make every effort to play both HP4-04 and HP4-05 BEFORE playing HP4-06.

Slot	Start Time	Duration	Players
6	Thursday 07:00 PM	4:00	
10	Saturday 08:00 AM	4:00	
13	Sunday 08:00 AM	4:00	

## LA-SP5-08 Xenophobia

**LA-SP5-08 Xenophobia**, by **M. Sean Molley**

After the Battle of Enpebyn, not all of the dwarves from Solanos Mor marched back to their Enclave. A substantial number of dwarves turned south instead, marching through the Coryani Empire, their purpose and destination unknown. Now their true mission is revealed, as adventurers and explorers have been called to the very edge of the Fellglade for an expedition into Malfea itself. Will you join the first group of non-Elorii in a thousand years to deliberately violate the borders of what may very well be the most violent and xenophobic nation on the face of Onara? (APLs 11 through 19). NOTE: This adventure occurs at the same (in-game) time as LA-SP5-09. Therefore, players should not play the same character in both adventures. The order in which the two adventures are played does not matter.

Slot	Start Time	Duration	Players
4	Thursday 08:00 AM	4:00	
6	Thursday 07:00 PM	4:00	
7	Friday 08:00 AM	4:00	
8	Friday 01:00 PM	4:00	
13	Sunday 08:00 AM	4:00	

## LA-SP5-09 Emissaries

**LA-SP5-09 Emissaries**, by **M. Sean Molley**

At the Emperor's Wedding, a deal was struck between the Republic of Altheria and the Elorii

nation of Seremas. In exchange for a substantial supply of blast powder, the Seremasi agreed to provide reinforcements for the Shining Patrol. With the recent Malfelen incursions into Altherian territory, the Republic's borders are hard-pressed. Every attempt by the Shining Patrol to make peaceful contact with the Malfelen has failed utterly. Seremas and Malfea have long had a cordial (if not warm) relationship, so an Elorii emissary has been sent from Seremas to carry a message to his brothers. You are asked to serve as escorts on this vital mission. (APLs 2 through 9). NOTE: This adventure occurs at the same (in-game) time as LA-SP5-08. Therefore, players should not play the same character in both adventures. The order in which the two adventures are played does not matter.

Slot	Start Time	Duration	Players
5	Thursday 01:00 PM	4:00	
6	Thursday 07:00 PM	4:00	
7	Friday 08:00 AM	4:00	
8	Friday 01:00 PM	4:00	
13	Sunday 08:00 AM	4:00	

## LA-SP5-10 Trembling of an Ancient Web

**LA-SP5-10 Trembling of an Ancient Web**, by James Zwiers

Like the thin threads of a spider's web, so too do the threads of history part to reveal that which came before and give guidance into the future. What you read from the past is what everyone else reads; but what you make of the past and how you let it guide your future determines the verisimilitude of your actions. How will the past influence your future? Discover the answer, if you dare, within ancient ruins, cloaked in a miasma of webs, none of your fashioning. This adventure is the sequel to LA-SP5-05 "To Spin an Ancient Web". While it is highly recommended that you have played the prior adventure, it is not required. This is a DELVE adventure for APLs 2-19. It is intended to be combat-intensive and challenging to complete. Players are advised to bring characters that are well suited to large quantities of combat.

Slot	Start Time	Duration	Players
4	Thursday 08:00 AM	4:00	
5	Thursday 01:00 PM	4:00	
6	Thursday 07:00 PM	4:00	
7	Friday 08:00 AM	4:00	
8	Friday 01:00 PM	4:00	
10	Saturday 08:00 AM	4:00	
13	Sunday 08:00 AM	4:00	

## Living Arcanis Battle Interactive

NOTE: This is a TWO-ROUND event. Mustering will begin at 1 PM and there will be a dinner break from 6-7 PM. Play will resume at 7 PM and will probably not finish until midnight. If you sign up for this event then DO NOT sign up for anything else on Saturday evening!

**LA-BI5-02 Of Serpents and Saviors**, by Andrew Garbade, Derrel J. Weaver, and M. Sean Molley

Events in Altheria have reached a tipping point. It has been some months since the Council of Wisdom called a meeting to scavenge whatever resources it could from the nations and

notables of Onara. Now those markers are being called in, for war has erupted and the very survival of the Republic is threatened. The Malfelen Elorii march on one front while the Ssethregoran Empire marches on the other, with the Shining Patrol caught between the two. In this most desperate hour, armies will not be enough to save Altheria: only heroes can turn the tide. All the PCs who participate in this adventure will fight in defense of Altheria, but each table must decide on which front it will fight (Malfelen or Ssethric). Each front may succeed or fail separately to varying degrees with individual story consequences, but the combination of both fronts will determine the final outcome of the event as a whole. An unforgettable two-round BATTLE INTERACTIVE for characters of all levels (APLs 2 – 19). NOTE: Due to the possibility of spoilers, it is desirable (but not absolutely mandatory) for players to play LA-SP5-08 "Xenophobia" and LA-SP5-09 "Emissaries" BEFORE the BI.

Slot	Start Time	Duration	Players
	Saturday 1pm	10:00	

## Living Arcanis LARP

**LA-LARP Tarnished**, by Henry Lopez, James Zwiers, and M. Sean Molley

The Republic of Altheria is facing a crisis. The God Althares has revoked His children's ability to create blast powder. Many of the nations that formerly supported the Shining Patrol are dealing with internal strife and have withdrawn their troops. The Elorii of Malfea have seized a significant portion of southwestern Altheria, while the Ssethregorans are beginning an advance of their own in the southeast. Even the war at home is going badly, with food supplies threatened and the normally-enlightened populace beginning to grumble and complain about their privations and the increasing portion of the Republic's economy that is dedicated to the Patrol. The Council of Wisdom has realized that the situation will soon become unsalvageable and the future of Altheria is at stake. Thus, they have called for a summit, bringing diplomats and potential patrons from across Onara to a meeting at which the Shining Patrol will seek to beg, borrow, levy, or steal whatever resources it can in order to shore up its rapidly-weakening defenses. The Altherians still have the key bargaining chips of blast powder and knowledge. Every delegate has much to gain... and even more to lose. A dynamic live-action roleplaying event (non-combat, non-contact LARP) for characters of all levels. Costumes and props are welcomed and encouraged, but are not required.

Slot	Start Time	Duration	Players
9	Friday 07:00 PM	4:00	

# Witch Hunter: Dark Providence Events

DARK PROVIDENCE is the organized-play campaign set in the exciting world of WITCH HUNTER, the role-playing game of swashbuckling colonial horror from Paradigm Concepts. Since the Serpent first crept into Adam's garden, evil has always been with us. Wherever

Man has traveled, he has found spirits, daemons, monsters, and all manner of enemies to both his mortal flesh and his immortal soul. These creatures come in many guises, and oft go unseen by the very common people who they most endanger – unseen, at least, until it is too late to escape their clutches. Let us thank God, then, that for almost as long as these evils have plagued mankind, there have been men and women with the faith and courage to fight them, to keep evil at bay so that the good men and women of the world may carry on with their lives, all unaware of the doom which awaits them should the vigilance of their guardians ever waver. Such a duty is one that few would choose willingly, particularly if they understood the nature of their foes. And indeed, when those foes are invisible to the untutored eye, even a willing guardian would never know that his efforts were needed. But those precious few, given sight of the Adversary, and the will to face them, are the Witch-Hunters. If the shepherd labors not to defend the sheep, the sheep will die and the shepherd will starve. How much more important, then, are the men and women over whom you, the Witch-Hunter, stand as the shepherd?

### Witch Hunter: DP-01 Storm Front

**Dark Providence 01 - Storm Front**, by **Brian Schoner**

Hunting pirates is a job for the navy, not for Witch Hunters. But ghost ships are another matter entirely, and when Sir Henry Morgan asks for your assistance in putting such superstitious tales to rest – one way or another – it's hard to say no. It is spring, 1689, in Port Royal, the capital of the English territory of Jamaica. A Witch Hunter: Dark Providence Introductory event.

Slot	Start Time	Duration	Players
4	Thursday 08:00 AM	4:00	
6	Thursday 07:00 PM	4:00	
8	Friday 01:00 PM	4:00	
11	Saturday 01:00 PM	4:00	

### Witch Hunter: DP-02 Swans

**Dark Providence 02 - Swans**, by **P. Dennis Waltman**

Wrath is said to be the "love of justice perverted to revenge and spite." It goes hand-in-hand with Pride as two common Deadly Sins. These sins are deadly indeed for the village of Boswyck, not far from New Amsterdam, on a fine summer day in 1689. A Witch Hunter: Dark Providence Introductory event.

Slot	Start Time	Duration	Players
5	Thursday 01:00 PM	4:00	
7	Friday 08:00 AM	4:00	
9	Friday 07:00 PM	4:00	
12	Saturday 07:00 PM	4:00	

### Witch Hunter: DP-03 Loss of Innocence

**Dark Providence 03 - Loss of Innocence**, by **Tim Chandler**

Claims of witchcraft abound in Boston, Puritan capital of the New World. It is summer, 1689; The Brotherhood of Ash sends Witch Hunters to mete out justice to the servants of

the Adversary. But who is the innocent, and who is the guilty? A Witch Hunter: Dark Providence Introductory event.

Slot	Start Time	Duration	Players
6	Thursday 07:00 PM	4:00	
8	Friday 01:00 PM	4:00	
10	Saturday 08:00 AM	4:00	
13	Sunday 08:00 AM	4:00	

## Witch Hunter: DP-04 It Came from the Woods

**Dark Providence 04 - It Came from the Woods**, by Robert Farnsworth

North of Boston in the summer of 1689; the stories the parents tell their children to get them into the house before dark... could they be true? It is up to the Witch Hunters to figure out what is happening. A Witch Hunter: Dark Providence Introductory event.

Slot	Start Time	Duration	Players
7	Friday 08:00 AM	4:00	
9	Friday 07:00 PM	4:00	
11	Saturday 01:00 PM	4:00	
13	Sunday 08:00 AM	4:00	

# Living Death Events

Horror and intrigue in a dark past await the unwary! You are entering a land where horror and adventure rule, where a malignant evil being called the Red Death corrupts all that it can in the world. Only brave heroes can stand against this overwhelming evil. Do you dare join them?

The Living Death campaign uses a d20 System version of the Masque of the Red Death rules.

For more information, go to [www.livingdeath.org](http://www.livingdeath.org)

## LD Finale - Defiance (2 Rnds)

The war has, for too long, been fought on Pekalese soil, and on Pekalese waters. The time has come to take the war to Tokis, and the adventurers must now prove their mettle behind enemy lines.

Slot	Start Time	Duration	Players
2	Thursday 1PM-6PM [Round 1]	4:45	
3	Thursday 7PM-12AM [Round 2]	4:45	

