

Chronicles Role-Playing Event Listing

System/Game	Event Name	Friday		Saturday			Sunday		Judges
		1pm-5pm	6pm-10pm	9am-1pm	2pm-6pm	7pm-11pm	9am-1pm	2pm-6pm	
Call of Cthulhu (6th)	Rosemary's Sister					X			Elizabeth Duncan
Call of Cthulhu (6th)	Pacific Seize				X				Elizabeth Duncan
Changeling the Lost	Hey Fly, Party at my place! -Spider						X		Shelby Schellenger
Convergence	Awakening		X				X		Shaun/Liz
D&D 3.5	United We Stand	X							Elizabeth Duncan
D&D 3.5	A Festering Betrayal		X						Kevin Harrell
D20 Steampunk	Trivial Pursuit				X				Shaun Duncan
D20 Weird West	An Unexpected Stop					X			Norman Nevins
Dark Heresy	A Dark Liberator	X							Shaun Duncan
GURPS	First Star to the Right...						X		Shaun Duncan
Marvel Superheroes	The Rating Game				X				Norman Nevins
Serenity	Knights of the "Old Republic"		X						Elizabeth Duncan
Serenity	Pictures of Innocence			X					Shaun Duncan
Shadowrun	Milk Run					X			Shaun Duncan
Vampire the Requiem	A Scene to Die For					X			Shelby Schellenger
Warhammer Fantasy Role-Playing	Carnival							X	Shaun Duncan
Werewolf the Forsaken	High Spirits				X				Shelby Schellenger
World of Darkness	Hell's Angels			X					Elizabeth Duncan
D&D 4th Edition	Living Forgotten Realms APL 1-4	X	X	X	X	X	X	X	TBD
D&D 4th Edition	Living Forgotten Realms APL 4-7	X	X	X	X	X	X	X	TBD
D&D 4th Edition	Living Forgotten Realms APL 7-10	X	X	X	X	X	X	X	TBD

Non-RPGA gaming events

System Name: Call of Cthulhu 6th Edition

Event Name: Rosemary's Sister

Description: A 1940's adventure. When a routine trip to the London Museum forces a group of children to become trapped in an air-raid shelter, they must find a way to escape—through the London Underground. What unspeakable horrors prey upon those who venture into the tunnels below the earth? And who is the mysterious girl that the children keep seeing visions of? Characters provided.

Number of Players: 4-6

Written by: Elizabeth & Shaun Duncan

GM: Elizabeth Duncan

Time slots: Saturday 7-11pm

System Name: Call of Cthulhu 6th Edition

Event Name: Pacific Seize

Description: A combat heavy Cthulhu Now adventure. When contact with an underwater research facility is lost, the company's owners dispatch a group of engineers and "security consultants" to discover what happened. A hurricane complicates the matter and the PCs are left to discover the horrible secret that is hidden in the bowels of the research facility. Characters provided.

Number of Players: 4-6
Written by: Shaun & Elizabeth Duncan
GM: Shaun Duncan
Time slots: Saturday 9am-1pm

System Name: Homebrew

Event Name: Awakenings

Description: What if reality forgot you? What if you woke up tomorrow that even your closest friends didn't remember you, your wife was married to another man, and you didn't have a job? The PCs suddenly come to discover the world they knew is more complex than they ever realized. This is a homebrewed game called Convergence, available only at Chronicles. This is a living campaign, with character generation occurring at the table.

Number of Players: 4-6

Written by: Shaun Duncan

GM: Shaun & Elizabeth Duncan

Time slots: Friday 6-10pm; Sunday 9am-1pm

System Name: D&D 3.5 Classic

Event Name: United We Stand

Description: Man, its hard out there for a monster. Adventurers trying to steal your retirement fund, invaders from other levels trying to steal your housing, and the godforsaken dungeon master, who keeps prodding you into service long after you've clocked out for the day. Its time to change things. When a group of adventures pushes the Dungeon Monsters Local 314 too far, its time to take things into their own hand and do the most dreaded thing a monster can—negotiate a new union contract. Characters provided.

Number of Players: 4-6

Written by: Elizabeth & Shaun Duncan

GM: Elizabeth Duncan

Time slots: Friday 1-5pm

System Name: D&D 3.5 Classic

Event Name: A Festering Betrayal

Description: The land of Silverhome had been warring against foreign invaders for nearly a year, when a group of powerful heroes brought about its liberation. Now, as the nation rebuilds, one of the heroes has become High King. On the eve of his coronation, he discovers that his court wizard has gone missing. Are the agents of the former invaders still operating in the nation, or is there something much darker going on? Characters provided.

Number of Players: 4-6

Written by: Shaun Duncan

GM: Kevin Harrell

Time slots: Friday 6-10pm

System Name: Dark Heresy (Warhammer 40,000 Role-playing)

Event Name: A Dark Liberator

Description: When an uprising on the Feudal World of Heterodyne threatens an ancient monastery, the PCs are dispatched to secure the monastery, its inhabitants, and its treasures for transport off the world. They arrive to discover a lone Grey Knight, and a much more sinister secret. Now, with insurrection forces bearing down on them, they must risk death or heresy. Characters provided.

Number of Players: 4-6

Written by: Shaun Duncan

GM: Shaun Duncan

Time slots: Friday 1-5pm

System Name: D20 Modern

Event Name: Trivial Pursuit

Description: This is an alternative earth steampunk game. You are members of the "I" men, Great Britain's counter mad scientist agents. When a seemingly innocuous murder leads the PCs to a relatively trivial piece of sparky science, they become the targets of powerful forces that seem to know more about their trinket than the PCs realize. Can they be stopped? What does it mean for the world if the I-men fail? Characters provided.

Number of Players: 4-6

Written by: Elizabeth & Shaun Duncan

GM: Shaun Duncan

Time slots: Saturday 2-6pm

System: D20

Event Name: An Unexpected Stop

Description: This adventure takes place in the weird west setting. Like those around you, you find yourself passenger on a late night express to Lost Angels. If anyone asked, you'd have quite a story to tell, but then again wouldn't we all. The train clacks along the tracks, its a cool, quiet, and peaceful night...shame it won't stay that way.

Number of Players: 6

Written by: Norm Nevins

GM: Norm Nevins

Time Slots: Saturday 7-11pm

System Name: GURPS

Event Name: First Star to the Right...

Description: A GURPS Pirates(ish) game. History is written by the winners, and often the truth is merely a matter of perception. When a megalomaniacal orphan sets his eye on a long denied prize, the PCs stalwart captain goes to stop him. When the captain doesn't return, the PCs must follow after him in an attempt to liberate their commander and stop the machinations of a madman that has far reaching implications. Characters provided.

Number of Players: 4-6

Written by: Elizabeth & Shaun Duncan

GM: Shaun Duncan

Time slots: Sunday 9am-1pm

System: Marvel Superheroes

Event Name: The Ratings Game

Description: Pain. The feeling courses through your swiss-cheesed mind. You're confused as you regain consciousness face down on...pavement. Wow, you weren't expecting that. Turning your head you see other individuals around you. What is this place and how did I get here?

Number of Players: 6

Written by: Norm Nevins

GM: Norm Nevins

Time Slots: Saturday- 2-6pm

System Name: Serenity

Event Name: Knights of the Old Republic

Description: The PCs have been awarded a shiny salvaging contract out near the Burnham quadrant. When they arrive, suddenly things go horribly awry, leading them to one inevitable conclusion—they aren't the only "things" on the ship. Is it Reavers, or have they been led into a trap? Characters provided.

Number of Players: 4-6

Written by: Shaun & Elizabeth Duncan

GM: Elizabeth Duncan
Time slots: Friday 6-10pm

System Name: Serenity

Event Name: Pictures of Innocence

Description: Following the events of Knights of the Old Republic. The PCs are in Beaumonde getting their ship repaired when a stranger asks them for assistance in recovering a group of parcels that have gone missing. He's willing to pay cold hard cash, but are the characters willing realize the implications of the parcels once it becomes clear what it means for innocent people? Characters provided.

Number of Players: 4-6

Written by: Shaun & Elizabeth Duncan

GM: Shaun Duncan

Time slots: Saturday 9am-1pm.

System Name: Shadowrun 3rd Edition

Event Name: Milk Run

Description: The PCs have been hired to retrieve a new advanced polymer strand for body armor from Ares. When they arrive and discover the nature of the polymer, is it any surprise that Terra First! shows up too? Characters provided.

Number of Players: 4-6

Written by: Shaun & Elizabeth Duncan

GM: Shaun Duncan

Time slots: Saturday 7-11pm

System Name: Warhammer Fantasy Role-playing

Event Name: Carnival

Description: When a traveling carnival set up in the outskirts of the city, the citizens are enticed by sights, sounds, and pleasures it has to offer. When people begin to disappear, however, the sinister nature of the carnival prompts some to take bold action. Will the PCs be among the heroes, or will the delights the carnival offers be too much? Characters provided.

Number of Players: 4-6

Written by: Shaun & Elizabeth Duncan

GM: Shaun Duncan

Time slots: Sunday 2-6pm

System: World of Darkness, Changeling the Lost

Name: Hey Fly! Party at my place! -Spider

Description: Unlike most of the movers and shakers in what passes for the night side of Wichita, The Lost know what is going on. And most everyone in your society has gone rabbit. Running for the hills or staying very, very still. A beautiful invitation arrived addressed specifically to your motley. You know others have received invitations as well. Players will generate a WoD analogue of themselves with Changeling Templates provided.

Number of Players: 4-6

Written by Shelby Schellenger

GM: Shelby Schellenger

Time Slot: Sunday 9 AM to 1 PM

System: World of Darkness, Werewolf the Forsaken

Name: High Spirits

Description: Weaker spirits have been spotted attempting to strengthen the Gauntlet rather than weaken it... A strange silence from the usual supernatural troublemakers... The elders have uncovered a prophecy which they find very worrying, one about a shift in boundaries when the idea of the land changes. And Wichita's growth never slowed

down. Stretching out cancerously North toward Kansas City and South toward Oklahoma City. A Midwestern megalopolis is surely just around the corner. And lights and images are now appearing in the sky over the city center. Players will generate a WoD analogue of themselves with First Change Templates provided.

Number of Players: 4-6

Written by Shelby Schellenger

GM: Shelby Schellenger

Time Slot: Saturday 2 to 6 PM

System: World of Darkness, Vampire The Requiem

Name: A Scene to Die For

Description: Everyone is both excited and afraid. No one knows exactly what the lights and images appearing over Wichita's heart presage, but there are no shortage of theories. Maybe Someone (Or Something) very old and very powerful is coming. Then again, maybe it's a new advertising gimmick. Well, whatever it is, there's sure to be a killing made, if you're there when it goes down. But you've heard rumors that you might need an invitation. Players will generate a WoD analogue of themselves with Embrace Templates provided.

Number of Players: 4-6

Written by Shelby Schellenger

GM: Shelby Schellenger

Time Slot: Saturday 7 to 11 PM

System Name: World of Darkness

Event Name: Hells Angels

Description: A Second Sight game for the WoD. Small Midwestern towns are being terrorized by a mysterious motorcycle gang. When an FBI agent on the case goes missing, the PCs are sent to discover the dark truth behind the gangs power. Characters provided.

Number of Players: 4-6

Written by: Elizabeth & Shaun Duncan

GM: Elizabeth Duncan

Time slots: Saturday 9am-1pm

RPGA gaming events

System Name: D&D 4th Edition

Event Name: TBD

Description: This event is a 4th Edition Living Forgotten Realms for APLs 1-4. The adventure will be determined based the number of players and their APLs.

Number of Players: 4-6

Written by: RPGA

GM: TBD

Time slots: Friday 1-5pm, Friday 6-10pm, Saturday 9am-1pm, Saturday 2-6pm, Saturday 7-11pm, Sunday 9am-1pm, Sunday 2-6pm.

System Name: D&D 4th Edition

Event Name: TBD

Description: This event is a 4th Edition Living Forgotten Realms for APLs 4-7. The adventure will be determined based the number of players and their APLs.

Number of Players: 4-6

Written by: RPGA

GM: TBD

Time slots: Friday 1-5pm, Friday 6-10pm, Saturday 9am-1pm, Saturday 2-6pm, Saturday 7-11pm, Sunday 9am-1pm, Sunday 2-6pm.
Time slots: Saturday 7-11pm

System Name: D&D 4th Edition

Event Name: TBD

Description: This event is a 4th Edition Living Forgotten Realms for APLs 7-10. The adventure will be determined based the number of players and their APLs.

Number of Players: 4-6

Written by: RPGA

GM: TBD

Time slots: Friday 1-5pm, Friday 6-10pm, Saturday 9am-1pm, Saturday 2-6pm, Saturday 7-11pm, Sunday 9am-1pm, Sunday 2-6pm.