



SCHEDULE OF EVENTS

START TIMES LISTED IN CENTRAL STANDARD TIME

SATURDAY, SEPTEMBER 12TH

Start Time	Event Name
8:00 a.m.-11:45 a.m.	LOST MENAGERIE
	GASTOR'S ASCENT
12:00 p.m.-3:45 p.m.	MYTHRUS TOWER WITH MATT FINCH
	FUNGUS GOD FROM THE STARS
	CHAOS RISING 2- PLAYTEST ONE
	GAUNT HOUSE
	HOW ORCUS STOLE CHRISTMAS
	SPIES IN THE SEWERS
	JUNGLE RUINS OF MADARO-SHANTI
	FGG ORGANIZED PLAY- THE WIZARD'S AMULET
4:00 P.M.-7:45 P.M.	CRYPT OF THE SKULL WALKER
	WHISPER AND VENOM WITH ZACH GLAZAR
	MOON DAUGHTER'S FATE (PREVIEW)
	SACRED SWORD
	MYTHRUS TOWER ADJACENT
8:00 P.M.-11:45 P.M.	MYTHRUS TOWER WITH BILL WEBB
	MOON DAUGHTER'S FATE
	BY DAWN'S EARLY LIGHT

SUNDAY, SEPTEMBER 13TH

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	DUNGEON IN THE DESERT
	CHAOS RISING 2- PLAYTEST TWO
	THE BONE FEASTERS
	JUNGLE RUINS OF MADARO-SHANTI
4:00 P.M.-7:45 P.M.	FGG ORGANIZED PLAY- THE CRUCIBLE OF FREYA (S&W)
	VORTIGEM'S REACH
	WHISPER AND VENOM WITH ZACH GLAZAR
	THE RIOT ACT
	A TOWN UNGUARDED
8:00 P.M. - 11:45 P.M. C.S.T	MYTHRUS TOWER WITH BILL WEBB



SATURDAY, SEPTEMBER 12TH

8:00 A.M. - 11:45 A.M. C.S.T

LOST MENAGERIE

JOHN "PEXX" BARNHOUSE

Short Description: They say favors make the world go around, and it's true of the planes of existence beyond material reality as well. In the distant past, the great wizard Arfaelo the Seeker claimed favors from four mighty elemental lords to create a self-contained world. The wizard populated his microcosm with strange creatures, to monitor what changes might occur to them over time, even bringing a small settlement of humans into the interplanar cavern. Eventually, though, the wizard's interest in his experiment waned and he moved on, leaving behind the bizarre anomaly he had created. Since this time, the microcosm has changed in many ways, for it did not remain isolated from other planes of existence. New creatures have made their way into the wizard's carefully-maintained experiment, and — there is no other way to say it — things have gone very wrong.

Characters exploring the Lost Menagerie of Arfaelo will find bizarre and unusual challenges in this adventure written by Mike Mearls, the designer of Fifth Edition Dungeons & Dragons.

Game System: Swords & Wizardry

Platform: Discord+Roll20

Number of Players: 10

GASTOR'S ASCENT

THOM WILSON

Short Description: The Order of Dragon Knights once patrolled the coasts and mountains of the Helcynngae Peninsula during the early days of the Age of Man, protecting simple villages and farms from marauding giants and dragons. Rumored to have built a vast treasure hoard from their conquests, the locations of their tombs and the keys to their vault have been lost through the centuries. However, an old man claims to have a crude map to one of the tombs... [part 1 of a six-part series of WA-LL subscriptions]

Game System: Swords & Wizardry

Platform: Discord Voice and Text

Number of Players: 6

Notes: Low level pregens provided.

12:00 P.M. - 3:45 P.M. C.S.T.

MYTHRUS TOWER WITH MATT FINCH

MATT FINCH

Short Description: Megadungeon Crawl

Game System: Swords & Wizardry

Platform: Zoom

Players: 5

FUNGUS GOD FROM THE STARS

CASEY CHRISTOFFERSON

Short Description: Characters explore the landing place of the Megaphyccic, and really try to get inside its head.

Game System: 5e

Platform: Discord

Players: 6

Notes: Age 21+ Level 7-9

CHAOS RISING 2- PLAYTEST ONE

J. COLLURA

Short Description: You defeated the Lord of Slime! Now face off with a tower full of some of the vilest beings in the multiverse. Can you escape in time and prevent an infernal invasion? Did we mention that it takes place in the Nine Hells? Come and help playtest some of the unique encounters in this work-in-progress by the author of the original Chaos Rising.

Game System: 5e

Platform: Discord + FoundryVTT (free to players)

Players: 6

Notes: Age 18+ Level 12-14

GAUNT HOUSE

SKEETER GREEN

Short Description: The characters track a deranged killer through the streets of Bard's gate, and the path leads to a rundown, decrepit manse on the edge of the canal. What horrors lurk within?

Game System: 5e

Platform: Zoom or Discord

Players: 6

Notes: A potentially triggering scenario, high on the horror/psychological thriller scale. Will keep to an "R-rated" movie standard.

HOW ORCUS STOLE CHRISTMAS

BILL GRIGGS

Short Description: Someone is coming to town for the holidays! You better watch out!! Designed for four to six characters between 3rd and 5th level for use with Fifth Edition D&D, this adventure is filled with holiday hijinks and plants tongue firmly in cheek as players face off against Orcus Claws in an effort to rescue all the News down in Newville from being written in blood onto the naughty list by the Demon Prince in Red and his Crueltide Elves. Will have pregens available.

Game System: 5e

Platform: Fantasy Grounds (Classic)+ Discord Voice

Players: 6

Notes: Age 13+ Level 1st or 2nd, pregens available

SPIES IN THE SEWERS

EDWIN NAGY

Short Description: You lot were sitting around the Punched Muckulus eating and drinking the last of your coin when a fight broke out. Popping up at your table, the apparent target of the fight offers you a reward to get him safely out of the tavern. Slightly later in the evening, you hear his tale and accept work "guarding a shipment of mead." Apparently, you lot are spies now. Good luck!

Game System: 5e

Platform: Roll20 for a VTT and Zoom for Audio. Webcam optional.

Players: 6

Notes: Age 14+ This is a low-level Fifth Edition adventure that takes place in the Middlelands. Pregens provided.

JUNGLE RUINS OF MADARO-SHANTI

CASSANDRA

Short Description: Chologadi, in southern Libynos, is a port town of explorers, trappers, and traders. Now, spreading black clouds and fog move slowly through the jungle toward the town, bringing rot and death. Rewards are offered for an end to the threat, but no one attempting the challenge has returned. The town has gathered support for a last expedition; all they need is a brave group of outsiders to lead it.

Game System: Pathfinder

Platform: Will use Discord for voice and hand-outs; expect to use Roll20 for combat.

Players: 6

Notes: Level 6 Pathfinder pregens provided; the adventure is condensed to fit in the time allotted.

FGG ORGANIZED PLAY- THE WIZARD'S AMULET (S&W)

BILL STEFFEN

Short Description: The Wizard's Amulet is a short, introductory adventure for six newly created good-aligned 1st-level characters. While an apprentice, a young mage discovered a letter written by a wizard named Eralion, who it is said some years ago attempted to become a lich—and failed. Now joined by newfound companions, Corian sets off in search of Eralion's keep and his supposedly-unguarded treasure. However, darker, more evil forces have designs on the keep and therefore ... The Wizard's Amulet!

Game System: Swords & Wizardry

Platform: Discord

Players: 8

Notes: Must be registered for FGG Organized Play. New PC's only. May roll them up at the virtual table.

CRYPT OF THE SKULL WALKER

ERIK TENKAR

Short Description: A group of goblins discovered a crypt in the Grey Hills a few weeks back. Three nights ago, one of the goblins on sentry duty was found, its corpse a dry husk. Last night another sentry was killed, but this time there was a witness - a surviving goblin. He screamed about the "skull that walks!" Now, the remaining goblins are hunkering down and establishing defensive positions. Nerves are on edge. Such is the situation your small party of adventurers stumbles into...

Game System: Swords & Wizardry

Platform: Roll20 + Discord

Players: 5

Notes: Age 16+

SATURDAY, SEPTEMBER 12TH

4:00 P.M. - 7:45 P.M. C.S.T.

WHISPER AND VENOM WITH ZACH GLAZAR

ZACH GLAZAR

Short Description: The Gnome and the Restless - A Tale from Whisper & Venom Gnomes. Why does it always have to be gnomes? In a dark alley within The Slattern of Swindle a messenger materialized: A surly pixie with an indelicate proposal. In return for "the reward we deserve" we were to fetch a pair of skulls from an ancient catacomb for end of the valley for the pixie's half-pint master. Billed as "low-risk for just reward," this modest proposal includes a modicum of grave robbing... What could possibly go wrong?

Game System: Swords & Wizardry

Platform: Zoom

Players: 5

Notes: Levels 3-5 Characters will be created at the table

MOON DAUGHTER'S FATE (PREVIEW)

ALICE PENG

Short Description: Caught in a freak summertime torrential storm, complete with thunder and lightning, our adventurers thank the gods for stumbling onto a small Provincial Roadhouse. Soon, they learn this shelter may not be as peaceful as they hoped and find themselves investigating what may have happened here. This is Act 1 of Moon Daughter's Fate, a FengShen/XianXia module set in the far east utilizing Chinese mythology.

Game System: Swords & Wizardry

Platform: Discord

Players: 6

Notes: Pregenerated characters will be provided.

SACRED SWORD

JOHN WEBB

Short Description: The party is tasked by a local sword singer, Marta, to help her acquire a legendary artifact from an ancient treasury. This treasury is actually a test from the sun god to find a powerful enough cleric to earn this magical artifact. Marta however, has promised an enormous payment for the sword, and it is up to the players to decide if they take the money and run.

Game System: Swords & Wizardry

Platform: Zoom

Players: 9

Notes: Personally I don't find balance to be an important concept when running these kind of games, but you'll want at least a level 3 character with a maximum of 7th level. This adventure will require at least one cleric leveled 6-7.

MYTHRUS TOWER ADJACENT

DOUGLAS ZIELSDORF

Short Description: Welcome back to Mythus Tower, again online! Brave the halls of this megadungeon in the endless quest for wealth, knowledge, power, and Eminent Doom. Bring your existing Mythus character or make a new one, and foray into another harrowing entrance to this mythic locale. Keep your treasure and experience (if you survive) and progress your hero from one session/event to the next! The Bells of Fate toll for either Death or Glory!

Game System: Swords & Wizardry

Platform: Zoom + Discord

Players: 8

Notes: Intended for low level adventurers, this session is for levels 1-4. Guidelines for character generation (if necessary) will be forwarded if required.

8:00 P.M. - 11:45 P.M. C.S.T.

MYTHRUS TOWER WITH BILL WEBB

BILL WEBB

Short Description: There is no school like the old school! Late Night Swords & Wizardry with Frog God Games. Travel back to the dawn of the game where character generation took 2 minutes (which is good, because you die a lot!), there was no such thing as a spot check, dwarves and elves were classes, not just races, and a +1 sword was a wonder! You can roll up characters at the table. Rules (the very few that there are) will generally follow those in Swords & Wizardry White Box and Bill Webb's book of Dirty Tricks.

Game System: Swords & Wizardry

Platform: Zoom

Players: 8

Notes: We will roll characters at the table.

MOON DAUGHTER'S FATE

BRANDON POWERS

Short Description: The one-time ally of the heroes, Niu Tian Shen, a powerful spirit has been captured by the coal dusted cultists. The heroes have tracked down their likely base of operations to a recently abandoned mine. Here a world of forgotten mystery is hidden deep in the underground, but more than a little trouble engages the heroes when they arrive. Journey and explore a world forgotten, a sinister plot, and perhaps the possibility of new-found hope.

Game System: Pathfinder

Platform: Fantasy Grounds

Players: 6

BY DAWN'S EARLY LIGHT

MICHAEL RUSSELL

Short Description: It is midsummer, and the remote mountain village of Ilgaard is preparing to throw an epic celebration to honor the anniversary of its independence from the tyrannical rule of Killoran the Red. While most of the villagers are happy with the new leadership and are excited about the prospect of hosting a major event, droves of raucous outsiders, bitter loyalists, and an unprecedented heat wave are causing tensions to mount.

Game System: Pathfinder

Platform: Roll20 for game, Discord for Voice

Players: 6

Notes: Pregens available if needed. Please see on Discord the link to view the rules for character creation.



SUNDAY, SEPTEMBER 13TH

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LOST MENAGERIE

JOHN "PEXX" BARNHOUSE

Short Description: They say favors make the world go around, and it's true of the planes of existence beyond material reality as well. In the distant past, the great wizard Arfaelo the Seeker claimed favors from four mighty elemental lords to create a self-contained world. The wizard populated his microcosm with strange creatures, to monitor what changes might occur to them over time, even bringing a small settlement of humans into the interplanar cavern. Eventually, though, the wizard's interest in his experiment waned and he moved on, leaving behind the bizarre anomaly he had created. Since this time, the microcosm has changed in many ways, for it did not remain isolated from other planes of existence. New creatures have made their way into the wizard's carefully-maintained experiment, and — there is no other way to say it — things have gone very wrong.

Characters exploring the Lost Menagerie of Arfaelo will find bizarre and unusual challenges in this adventure written by Mike Mearls, the designer of Fifth Edition Dungeons & Dragons.

Game System: Swords & Wizardry

Platform: Discord+Roll20

Number of Players: 10

12:00 P.M. - 3:45 P.M. C.S.T.

MYTHRUS TOWER WITH MATT FINCH

MATT FINCH

Short Description: Megadungeon Crawl

Game System: Swords & Wizardry

Platform: Zoom

Players: 5

DUNGEON IN THE DESERT

MICHAEL BADOLATO

Short Description: A Swords & Wizardry Light Campaign setting. Dungeon in the Desert is an adventure setting featuring a megadungeon located underneath the Oasis of the Laughing Frog, where brave adventurers go to explore, find treasure, and test themselves against deadly creatures of the dark. Using the S&W Light rules set (four pages only, d6 & d20 based) this is a great introduction to Swords & Wizardry or RPGs in general. All players get a free S&WL Legion packet and download.

Game System: Swords & Wizardry Light

Platform: Discord and Twitch

Players: 6

Notes: All characters are starting at 1st level. S&WL doesn't give XP, you go up on level based on how many adventures you go on (two adventures takes you to 2nd level, three more and you are third, etc), so if you have a S&WL character you are using from a prior adventure (either online or at a con) please let me know! Gameplay and dice rolling will be on Discord; Maps will displayed on a Twitch channel.

CHAOS RISING 2- PLAYTEST TWO

J. COLLURA

Short Description: You defeated the Lord of Slime! Now face off with a tower full of some of the most vile beings in the multiverse. Can you escape in time and prevent an infernal invasion? Did we mention that it takes place in the Nine Hells? Come and help playtest some of the unique encounters in this work in progress by the author of the original Chaos Rising. Note this will not necessarily be a continuation of Playtest One.

Game System: 5e

Platform: Discord + FoundryVTT (free to players)

Players: 6

Notes: Age 18+ Level 12-14

SUNDAY, SEPTEMBER 13TH

12:00 P.M. - 3:45 P.M. C.S.T. (CONT'D)

THE BONE FEASTERS

SKEETER GREEN

Short Description: Rescue the kidnapped guests of a roadside inn from the degenerate humanoids that abducted them!

Game System: Swords & Wizardry

Platform: Zoom or Discord

Players: 6

Notes: Vivid and gruesome depictions. Think of the movie "Bone Tomahawk", and you're in for a treat!

JUNGLE RUINS OF MADARO-SHANTI

CASSANDRA

Short Description: Chologadi, in southern Libynos, is a port town of explorers, trappers, and traders. Now, spreading black clouds and fog move slowly through the jungle toward the town, bringing rot and death. Rewards are offered for an end to the threat, but no one attempting the challenge has returned. The town has gathered support for a last expedition; all they need is a brave group of outsiders to lead it.

Game System: Pathfinder

Platform: Will use Discord for voice and hand-outs; expect to use Roll20 for combat.

Players: 6

Notes: Level 6 Pathfinder pregens provided; the adventure is condensed to fit in the time allotted.

FGG ORGANIZED PLAY- THE CRUCIBLE OF FREYA (S&W)

BILL STEFFEN

Short Description: A challenging introductory adventure for four to six characters of 1st or 2nd level, the adventure picks up where the characters left off in the earlier slot's The Wizard's Amulet. After those events, the players arrive in the village of Fairhill, but they quickly discover not all is right! Saddled with a quest to recover a holy relic stolen in the recent orc raid, the characters set off in pursuit of the marauders only to discover that they have taken up residence in a nearby ruined keep.

Game System: Swords & Wizardry

Platform: Discord

Players: 8

Notes: Must be registered for FGG Organized Play. Bring an existing Level 1 character or roll one up at the virtual table!

VORTIGEM'S REACH

DOUGLAS ZIELSDORF

Short Description: The classic Wizard's Amulet introduced players to the first villain for Necromancer Games, Vortigern the Necromancer. His brief appearance downplayed a nemesis about to reach his prime: who was he? where did he come from? why Necromancy? Questions never answered, until Now! A Special Feature for FGG Organized Play, brave this sequel to the very first NG adventure. Delve into the dark backstory of this terrible individual -- a strange artifact leads heroes into a nightmare they may not escape....

Game System: Swords & Wizardry

Platform: Fantasy Grounds (Classic) + Discord

Players: 6

Notes: For OP or potential OP characters of levels 1-2. [Special Feature in conjunction with FGG Organized Play.]

4:00 P.M. - 7:45 P.M. C.S.T.

WHISPER AND VENOM WITH ZACH GLAZAR

ZACH GLAZAR

Short Description: The Gnome a the Restless - A Tale from Whisper & Venom Gnomes. Why does it always have to be gnomes? In a dark alley within The Slattern of Swindle a messenger materialized: A surly pixie with an indelicate proposal. In return for "the reward we deserve" we were to fetch a pair of skulls from an ancient catacomb for end of the valley for the pixie's half-pint master. Billed as "low-risk for just reward," this modest proposal includes a modicum of grave robbing... What could possibly go wrong?

Game System: Swords & Wizardry

Platform: Zoom

Players: 5

Notes: Levels 3-5 Characters will be created at the table

THE RIOT ACT

MICHAEL RUSSELL

Short Description: The Riot Act is an urban adventure set in the city of Bard's Gate. It highlights several of the city's locations, especially those in the Bridge district. A mixture of encounters includes roleplaying, investigation, dungeon crawling, stealth, and combat. It is assumed that the PCs are sympathetic to the Lyreguard or other agencies that serve the interests of Bard's Gate — or at the very least that their loyalty can be purchased for a few gold coins.

Game System: Pathfinder

Platform: Roll20 for game, Discord for Voice

Players: 6

Notes: Pregens available if needed. Please see on Discord the link to view the rules for character creation.

A TOWN UNGUARDED

JOHN WEBB

Short Description: The players are tasked with protecting a small town in the west. The town relies heavily upon their export of wolfsbane (which lies in the surrounding area), and their intricately locked front gate. Upon arriving at the town, the players will learn of a series of attacks which may have more vicious and mysterious elements.

Game System: Swords & Wizardry

Platform: Zoom

Players: 9

Notes: The characters should be levels 1-5. But be wary, because this adventure can be very deadly to lower hp characters. A more political approach is advised...

8:00 P.M.- 11:45 P.M. C.S.T.

MYTHRUS TOWER WITH BILL WEBB

BILL WEBB

Short Description: There is no school like the old school! Late Night Swords & Wizardry with Frog God Games. Travel back to the dawn of the game where character generation took 2 minutes (which is good, because you die a lot!), there was no such thing as a spot check, dwarves and elves were classes, not just races, and a +1 sword was a wonder! You can roll up characters at the table. Rules (the very few that there are) will generally follow those in Swords & Wizardry White Box and Bill Webb's Book of Dirty Tricks.

Game System: Swords & Wizardry

Platform: Zoom

Players: 8

Notes: We will roll characters at the table.