

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

THURSDAY

To seek the Grail! No, really Ascension + Return of the Fallen expansion, OSX Mountain Lion (!?)

Noon - 3pm

Deck building card game. Will run several demos back to back to accommodate more playas.

Jacinda Phillips

PSS #3-07: Echoes of the Overwatched (PFRPG), Pathfinder The Role Playing Game

1pm - 4pm

A Pathfinder Society Scenario designed for Levels 1–5.

When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer, Ralzeros the Overwatched.

PSS #4-07: Severing Ties (PFRPG), Pathfinder The Role Playing Game

1pm - 4pm

A Pathfinder Society Scenario designed for levels 1–5.

The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team of agents to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar. After proving their value to the Aspis Consortium by carrying out a number of tasks throughout the City of Cyphers, the Pathfinders can learn the location of one of the consortium's local allies and ensure that the support the Aspis Consortium is counting on from their friends won't come.

PSS Intro 2: First Steps—Part II: To Delve the Dungeon Deep (PFRPG), Pathfinder The Role Playing Game

1pm - 4pm

A Pathfinder Society Scenario designed for 1st level characters.

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

Neverwhen, Pathfinder

2pm - 6pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected, based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before, we are introducing new demo adventures.

Tanis Dragon

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Wheel of Time Roleplaying Adventure, The Wheel of Time Roleplaying Game (D20), D&D 3.5 Open Game System

3pm - 6pm

Play in an adventure based in the world of The Wheel of Time Roleplaying Game. PCs will be available based on characters in the Wheel of Time books by Robert Jordan. Play will be set during the first three books in the series, possibly using some characters and concepts from later novels in the series.

Kamal

Lifeboat, Lifeboat

5pm - 8pm

Bummer. The ship sank. Now you're stuck on the last lifeboat to make it. Lady Lauren, Sir Stephen, Frenchy, The Kid, The Captain, and First Mate are quite the cast for this little drama. Everybody loves somebody on the boat and wants that person to live, but then everybody hates somebody and wants that person to die. Maybe you're a narcissist and love yourself, but then no one else has your back. Maybe you are a psychopath who hates yourself and wants everybody else to die. Maybe you're a little of both or just a Frenchman with a crush on Sir Stephen and a deep hatred for that pickpocket of a Kid.

Gather your valuables, make sure you have enough water, row for shore (or maybe away so more people die), and chum up the waters when the Captain falls overboard. A flare gun is handy for getting home, but it's a mean weapon when someone else wants your seat. Or your water. Play politics, play mean, play any way you need to in order to build the largest legacy by landfall, but try not to drop the compass in the water.

In this game, each player takes on one of six characters adrift on a lifeboat. The person at the bow grabs provisions for everyone, picks one (water, gaffing hook, jewelry, etc.) and passes the rest back one seat. The player in the stern gets what's left, but that's who decides where to steer. Do you want a better seat for provisions, or perhaps just want to mug another player? Careful, you might start a fight. Feel that getting home now is more important, you can row. Maybe it is worth it to patch yourself up or open a parasol.

Whatever you choose, including doing nothing, could affect how others regard you and change your odds of swimming in shark-infested waters.

Uqbar of the 156

PSS #4-09: The Blakros Matrimony (PFRPG), Pathfinder The Role Playing Game

5pm - 8pm

A Pathfinder Society Scenario designed for levels 3-7.

The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

PSS #4-12: The Refuge of Time (PFRPG), Pathfinder The Role Playing Game

5pm - 8pm

A Pathfinder Society Scenario designed for levels 7-11.

In the ruins of a fallen empire built on the power of sin lies the key to awakening a great evil from a time long gone. The Pathfinder Society isn't the only organization seeking this potent artifact, however, and the result of failure could mean disaster for the whole of Varisia and beyond. Written by Steve Miller, RPG Superstar 2012 finalist.

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

PSS Intro 3: First Steps—Part III: A Vision of Betrayal (PFRPG), Pathfinder The Role Playing Game

5pm - 8pm

A Pathfinder Society Scenario designed for 1st level characters.

Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.

Temple of the Beastmen, Temple of the Beastmen

5pm - 8pm

A boardgame set in the universe of GDW's space 1889. Temple of the beastmen is an easy to learn game of adventure on Mars. Raid the fortress of the High martian king Gnaashriik in search of fortune and adventure.

Weregeld

Yet Another Dungeon Crawl, D&D 3rd Ed

6pm - 9pm

Pick from the list of standard characters and experience a typical adventurers day of slaying monsters, bypassing traps and rescuing damsels-enjoy!

Richard

24 Hours, Call of Cthulu D20, D20 Open Game System

7pm - 10pm

The terrors that man was not meant to know are real. You are members of a CTU team sent in to stop them in this thrill-a-minute scenario. A new surprise lurks around every corner.

Kamal

Pathfinder & N.R.G. System, The Saga of Dragon Star – Ironstone

Friday 9am – Noon

Howdy, partner! Welcome to The Saga of Dragon Star TM, an epic fantasy western from Game Smiths LLC. Come and join us for an exciting adventure in early Ironstone, a prosperous and dangerous city in the Frontier Lands where farmers, ranchers, prospectors, killers, and thieves seek their fortune.

The only law is the Dragon Stars, frontier sheriffs appointed by the Ember Council. But in this young settlement, that law is being tested. So saddle up and help drive off The Drifters, a ruthless gang of outlaws recognized by the red sashes they wear. Hopefully the strain is not more than you can bear!

For more information about Game Smiths LLC, The Saga of Dragon Star TM, and other Game Smiths products visit us at the following sites. We look forward to seeing you! www.gamesmithsllc.com www.facebook.com/GameSmiths www.twitter.com/GameSmithsVeno

FRIDAY

PSS #4-01: Rise of the Goblin Guild (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for levels 1–5.

When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and face to face with a burgeoning thieves' guild.

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

PSS #4–11: The Disappeared (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for levels 1–5.

A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history?

PSS Intro 1: First Steps—Part I: In Service to Lore (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for 1st level characters.

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Settlers of Catan, First

9am - 11pm

To acquire comities to build roads, settlements and cities. 10 points wins the game. Time to play, about 45 to 60 min.

Brian Funk

Team Firewall, Eclipse Phase, 1st edition

9am - Noon

You are Sentinels who get missions from a shadowy network known as Firewall. Part of an elite team known as Team Firewall, you protect against “existential risks” which threaten transhumanity. In this adventure, you must protect a space satellite which holds the secrets of future posthumanity.

Kamal

Thundercats - The Mutant Rebellion, Star Wars D20

9am - Noon

Two of the mutants are on the run from the other mutants and Mum-Ra. They are desperate for help and offering to help defeat Mum-Ra.

Richard

Neverwhen, Pathfinder

10am - 2pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo’s popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player’s interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we are introducing new demo adventures.

Tanis Dragon

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

James Bond 007 RPG, James Bond 007: Barbarossa

1pm - 4pm

The James Bond 007 roleplaying game came out in 1983, giving players the opportunity to live out espionage adventures in the universe populated by the world most famous fictional spy.

“Barbarossa” is the codename for the mission our MI6 agents will undertake, striking back against pirates near the Horn of Africa (sorry, no ninjas in this one). The Home Secretary's nephew, serving on a cruiser with the regional protection forces, lost his life when his ship was lost, and that isn't the worst of it. The pirates have at least one submarine now.

Can you and your fellow agents disrupt the resurgent pirates before Her Majesty's storied navy loses more ships?

Game can take one or two players of 00 rank, three to five of Agent rank, and six to eight of Rookie rank. More than enough pre-made characters will be available.

Almost every roll, from combat to seduction, checks for success using a single chart, making for streamlined play that is easy to learn.

Uqbar of the 156

Mystic Alliances, Call of Cthulu 6th Edition

1pm - 4pm

Teenagers face the Mythos in this stand-alone setting for Call of Cthulu which takes place in the years 2009-2011. The Mythos are once again on the rise in Seattle in this time period.

Kamal

PSS #3-18: The God's Market Gamble (PFRPG), Pathfinder The Role Playing Game

1pm - 5pm

A Pathfinder Society Scenario designed for levels 1–5.

Valuable relics of religious natures have been disappearing on their way into Absalom and the Pathfinder Society stands to lose countless irreplaceable artifacts if the cause isn't found. Amid the bustling markets of the God's Market in the shadow of the Starstone Cathedral, the Society sets a plan in motion to ensure the parties responsible for the recent thefts are caught and brought to justice.

PSS #3-20: The Rats of Round Mountain—Part I: The Sundered Path (PFRPG), Pathfinder The Role Playing Game

1pm - 5pm

A Pathfinder Society Scenario designed for Levels 7–11.

In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court. But as is often the case for Pathfinders, the journey is an adventure unto itself, potentially deadly enough to prevent the PCs from reaching their destination at all.

"The Sundered Path" is the first scenario in the two-part The Rats of Round Mountain campaign arc. The story concludes in PSS #3–22: The Rats of Round Mountain—Part II: Pagoda of the Rat. Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion.

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

PSS #3–23: The Goblinblood Dead (PFRPG), Pathfinder The Role Playing Game

1pm - 5pm

A Pathfinder Society Scenario designed for levels 1–5.

More than a decade has passed since the Goblinblood Wars left the nation of Isger in shambles, and the Pathfinder Society uses the many abandoned roads through the county's interior to smuggle valuable relics. But when a series of attacks on the Varisian caravans carrying the illicit cargo puts the route in jeopardy, it falls to the PCs to investigate and rid the region of the threat to the Society's operations.

PowerGrid, Map to be determined.

1pm - 4pm

From the BGG site: The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment.

Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

Will be using less complicated map, making this a good session for learning.

Chris Ballowe

D&D Next, D&D Next

2pm - 6pm

A medusa lairs the Cursed Crypts of Ambergul. Are you brave enough to delve into the hidden complex excavated by the mad Amberguls to find her, and end her curse? Only heroes need apply. Play D&D Next with Bruce R Cordell, a designer working on the game. 5th-level D&D Next characters will be provided.

Bruce R Cordell

Neverwhen, Pathfinder

3pm - 7pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we are introducing new demo adventures.

Tanis Dragon

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Pathfinder & N.R.G. System, The Saga of Dragon Star - Ironstone Part 2

4pm - 7pm

Howdy, partner! Welcome to The Saga of Dragon Star TM, an epic fantasy western from Game Smiths LLC. Come and join us for an exciting adventure in early Ironstone, a prosperous and dangerous city in the Frontier Lands where farmers, ranchers, prospectors, killers, and thieves seek their fortune.

The only law is the Dragon Stars, frontier sheriffs appointed by the Ember Council. But in this young settlement, that law is being tested. So saddle up and help drive off The Drifters, a ruthless gang of outlaws recognized by the red sashes they wear. Hopefully the strain is not more than you can bear!

For more information about Game Smiths LLC, The Saga of Dragon Star TM, and other Game Smiths products visit us at the following sites. We look forward to seeing you! www.gamesmithsllc.com www.facebook.com/GameSmiths www.twitter.com/GameSmithsVeno

PSS #3-19: The Icebound Outpost (PFRPG), Pathfinder The Role Playing Game

6pm - 10pm

A Pathfinder Society Scenario designed for levels 1–5.

The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

PSS #3-22: The Rats of Round Mountain—Part II: Pagoda of the Rat (PFRPG), Pathfinder The Role Playing Game

6pm - 10pm

A Pathfinder Society Scenario designed for Levels 7–11.

In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain? The future of the Pathfinder Society's viability in the region lies in the PCs' hands.

"Pagoda of the Rat" is the second and final scenario in the two-part The Rats of Round Mountain campaign arc. The story begins in PSS #3–20: The Rats of Round Mountain—Part I: The Sundered Path. Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion.

PSS #4-06: The Green Market (PFRPG), Pathfinder The Role Playing Game

6pm - 10pm

A Pathfinder Society Scenario designed for levels 5–9.

When an ally of the Society reports that her sister's business is being harassed by the Aspis Consortium in the Varisian city of Korvosa, a team of Pathfinder agents is dispatched to the Green Market to assist. What they find there is more than simple strong-arming and intimidation, however. What mysterious forces bring the popular market its unlikely success, and can the PCs stop the Aspis Consortium from gaining control of what could become a lucrative resource for the rival organization?

PSS #4-11: The Disappeared (PFRPG), Pathfinder The Role Playing Game

6pm - 10pm

A Pathfinder Society Scenario designed for levels 1–5.

A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history?

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Engine, Engine, Who's Got the Engine?, Serenity

7pm - 10pm

You have been paid a huge amount of money to complete a series of relay cargo transfers to a mystery customer. The problem is that the cargo is somewhat sought after by multiple parties. Finish the contract with your ship and skin intact.

Richard

Ghost Stories, including Guard House Expansion, Ghost Stories

7pm - 10pm

Wu Feng, long-vanquished general of an undead army, is calling his forces from beyond the grave. If the Taoist monks of your village cannot fend off the horde of ghosts seeking to return Wu Feng before dawn, the world will fall.

In this cooperative game, players take on the role of Taoist Monks, each with a unique special power. As ghosts close in from the edges of the small village, players work together and with the local villagers to turn back the tide, holding on, they hope, long enough to face Wu Feng himself in one final, decisive battle.

New and experienced players alike provide ideas and tactical direction in a game with the odds stacked in Wu Feng's favor. Think you have what it takes to take on Hopping Vampires and other horrors from beyond the grave?

Uqbar of the 156

Infiltration, Infiltration

7pm - 10pm

A game of futuristic larceny two to six players competing to steal as much valuable data as possible before time runs out, dodging security patrols alarms and interference of your fellow players. The more valuable data lies deep within the complex, but the deeper you go the harder it will be to escape.

Weregeld

Look into the Shadows, Traveller

7pm - 10pm

The crew of a ship notices an unusual structure on a sparsely inhabited world and investigates.

Craig

Vancouver Arcology, Cthulutech, 1st edition

7pm - 10pm

This is a game which takes place in a futuristic setting in which the Old Ones have returned and are assaulting a New Earth Government, which is being defended by Evangelion-esque type mecha. The game is sort of modern day Cthulu mixed with mecha anime-type situations. Your setting is that you are a team working for the Federal Security Bureau working as part of the Sectarian Crimes Division investigating occult activity.

Kamal

SATURDAY

Introductory Miles Vorkosigan Adventure, GURPS: Vorkosigan Saga, 1st edition

9am - Noon

You are a select group of characters associated with Miles Vorkosigan, an eminent soldier and spy who has visited the planet Komarr.

Kamal

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Pathfinder & N.R.G. System, The Saga of Dragon Star – Ironstone

9am - Noon

Howdy, partner! Welcome to The Saga of Dragon Star TM, an epic fantasy western from Game Smiths LLC. Come and join us for an exciting adventure in early Ironstone, a prosperous and dangerous city in the Frontier Lands where farmers, ranchers, prospectors, killers, and thieves seek their fortune.

The only law is the Dragon Stars, frontier sheriffs appointed by the Ember Council. But in this young settlement, that law is being tested. So saddle up and help drive off The Drifters, a ruthless gang of outlaws recognized by the red sashes they wear. Hopefully the strain is not more than you can bear!

For more information about Game Smiths LLC, The Saga of Dragon Star TM, and other Game Smiths products visit us at the following sites. We look forward to seeing you! www.gamesmithsllc.com www.facebook.com/GameSmiths www.twitter.com/GameSmithsVeno

PSS #3-07: Echoes of the Overwatched (PFRPG), Pathfinder The Role Playing Game

9am - 1pm

A Pathfinder Society Scenario designed for Levels 1–5.

When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.

PSS #3–24: The Golden Serpent (PFRPG), Pathfinder The Role Playing Game

9am - 1pm

A Pathfinder Society Scenario designed for levels 5–9

The Pathfinder Society sends a team of agents to meet an important contact in an unassuming restaurant in Absalom's Ivy District, but not everything is as it seems. What the Pathfinders find there will lead them into a lion's den of danger and intrigue in the City at the Center of the World.

PSS #4–02: In Wrath's Shadow (PFRPG), Pathfinder The Role Playing Game

9am - 1pm

A Pathfinder Society Scenario designed for levels 3–7.

In the ruins of Xin-Bakrakhan—seat of power of the Runelord of Wrath—the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

PSS Intro 1: First Steps—Part I: In Service to Lore (PFRPG), Pathfinder The Role Playing Game

9am - 1pm

A Pathfinder Society Scenario designed for 1st level characters.

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

PowerGrid, A newer complicated board.

9am - 12am

Experienced players preferred

Chris Ballowe

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

The Treasure Hunt, Serenity

9am - Noon

An old spacer has provided a treasure map and some information on a lost ore transport in exchange for a final trip into the black. Find the treasure!

Richard

Neverwhen, Pathfinder

10am - 2pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we are introducing new demo adventures.

Tanis Dragon

Fish Cook or Yum Yum Super Fish Delicious!, Fish Cook or Yum Yum Super Fish Delicious!

1pm - 3pm

Most of what follows is a lie. . . . In 1909, French chef Jacques de Flandres created a game called "Claude Hubert la Criée." It was the first in a series of board games about cooking. After inspiring several variations in the mid-century, the game was republished (some would say stolen) by Japanese publisher Shimizu-Leifan (SLHC) and released as "Yum Yum Super Fish Delicious." Cheapass Games is pleased to bring you the English edition under license from SLHC, "Fish Cook."

And now the truth: Fish Cook is a new game by James Ernest, slated for release as a low-price Cheapass Game in the Spring of 2013. This beta test version will be available at cheapass.com. Please print, play, and comment.

Julie Haehn

James Bond 007 RPG, James Bond 007: Barbarossa

1pm - 4pm

The James Bond 007 roleplaying game came out in 1983, giving players the opportunity to live out espionage adventures in the universe populated by the world most famous fictional spy.

"Barbarossa" is the codename for the mission our MI6 agents will undertake, striking back against pirates near the Horn of Africa (sorry, no ninjas in this one).

The Home Secretary's nephew, serving on a cruiser with the regional protection forces, lost his life when his ship was lost, and that isn't the worst of it. The pirates have at least one submarine now.

Can you and your fellow agents disrupt the resurgent pirates before Her Majesty's storied navy loses more ships?

Game can take one or two players of 00 rank, three to five of Agent rank, and six to eight of Rookie rank. More than enough pre-made characters will be available. Almost every roll, from combat to seduction, checks for success using a single chart, making for streamlined play that is easy to learn.

Uqbar of the 156

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Miner's Strike, Eric Flint's 1632 , 1st edition

1pm - 4pm

The folks of Grantville are back at it again dealing with a strike of mine workers right as numerous folks from the Ring of Fire make their appearance.

Kamal

Oh My God! There's An Axe In My Head. the Game of International Diplomacy

1pm - 4pm

Geneva, 1920: The League of Nations convenes for the first time. Proud to be the host for this august world body, Switzerland invites its champion axe-juggling troupe, Les Bella Lieben Jolie De Von Giorno, to entertain the assembled delegates. Unfortunately, halfway through the demonstration, the Troupe goes insane and begins hurling axes into the audience, splitting head after head. The Secretary General calls for calm, but before he can order a recess, his cranium is split as well.

The remaining Great Powers use the confusion to pass the gavel between themselves, conduct international business amidst the chaos, and generally try to shift the balance of world power while escaping a bunch of armed psychopaths.

David Fooden

Pathfinder & N.R.G. System, The Saga of Dragon Star - Ironstone Part 2

1pm - 4pm

Howdy, partner! Welcome to The Saga of Dragon Star TM, an epic fantasy western from Game Smiths LLC. Come and join us for an exciting adventure in early Ironstone, a prosperous and dangerous city in the Frontier Lands where farmers, ranchers, prospectors, killers, and thieves seek their fortune.

The only law is the Dragon Stars, frontier sheriffs appointed by the Ember Council. But in this young settlement, that law is being tested. So saddle up and help drive off The Drifters, a ruthless gang of outlaws recognized by the red sashes they wear. Hopefully the strain is not more than you can bear!

For more information about Game Smiths LLC, The Saga of Dragon Star TM, and other Game Smiths products visit us at the following sites. We look forward to seeing you! www.gamesmithsllc.com www.facebook.com/GameSmiths www.twitter.com/GameSmithsVeno

PSS #4-03: The Golemworks Incident (PFRPG), Pathfinder The Role Playing Game

2pm - 6pm

A Pathfinder Society Scenario designed for levels 5–9.

When the Golemworks in Magnimar starts reporting some “problems” with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.

PSS #4-05: The Sanos Abduction (PFRPG), Pathfinder The Role Playing Game

2pm - 6pm

A Pathfinder Society Scenario designed for levels 3–7.

The Pathfinders are sent to the Sanos Forest in central Varisia to assist an agent researching the fey who inhabit the remote wood. But like many seemingly routine tasks in a Pathfinder's adventuring career, the simple support mission quickly turns into an adventure the PCs aren't soon to forget—presuming they survive.

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

PSS #4-07: Severing Ties (PFRPG), Pathfinder The Role Playing Game

2pm - 6pm

A Pathfinder Society Scenario designed for levels 1–5.

The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team of agents to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar. After proving their value to the Aspis Consortium by carrying out a number of tasks throughout the City of Cyphers, the Pathfinders can learn the location of one of the consortium's local allies and ensure that the support the Aspis Consortium is counting on from their friends won't come.

PSS Intro 2: First Steps—Part II: To Delve the Dungeon Deep (PFRPG), Pathfinder The Role Playing Game

2pm - 6pm

A Pathfinder Society Scenario designed for 1st level characters.

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

Neverwhen, Pathfinder

3pm - 7pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we are introducing new demo adventures. Tanis Dragon

Unexploded Cow

3pm - 5pm

Europe. Summer. 1997. You and your friends have discovered two problems with a common solution: mad cows in England and unexploded bombs in France. You've decided to bring these two powderkegs together just to see what happens. And you wouldn't say "no" to a little money on the side. So round up your herd, march them through France, and set them loose behind the Cordon Rouge. If you're lucky you'll come home rich before Greenpeace figures out what you're up to. Either way, there's something magical about blowing up cows.

Unexploded Cow is one of the most popular Cheapass Games ever, and is now available in this free version, with the original artwork from Mike O'Connor, and updated rules. And coming in Feb 2013, look for the deluxe version, with all-new full-color art by Cheyenne Wright!

Julie Haehn

Ghost Stories, including Guardhouse expansion, Ghost Stories

5pm - 8pm

Wu Feng, long-vanquished general of an undead army, is calling his forces from beyond the grave. If the Taoist monks of your village cannot fend off the horde of ghosts seeking to return Wu Feng before dawn, the world will fall.

In this cooperative game, players take on the role of Taoist Monks, each with a unique special power. As ghosts close in from the edges of the small village, players work together and with the local villagers to turn back the tide, holding on, they hope, long enough to face Wu Feng himself in one final, decisive battle.

as of 2/17/2013

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

New and experienced players alike provide ideas and tactical direction in a game with the odds stacked in Wu Feng's favor. Think you have what it takes to take on Hopping Vampires and other horrors from beyond the grave?

Uqbar of the 156

Welcome to Chicago, The Dresden Files RPG, 1st edition, (FUDGE)

5pm - 8pm

You are part of an elite group of characters connected to Harry Dresden, a supernatural wizard investigator for hire who operates in the streets of Chicago. Something to do with the supernatural is brewing, involving some major power players.

Kamal

PSS #3-21: The Temple of Empyrean Enlightenment (PFRPG), Pathfinder The Role Playing Game

7pm - 11pm

A Pathfinder Society Scenario designed for levels 1–5.

In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned aasimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment.

PSS #4-09: The Blakros Matrimony (PFRPG), Pathfinder The Role Playing Game

7pm - 11pm

A Pathfinder Society Scenario designed for levels 3–7.

The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

PSS Intro 3: First Steps—Part III: A Vision of Betrayal (PFRPG), Pathfinder The Role Playing Game

7pm - 11pm

A Pathfinder Society Scenario designed for 1st level characters.

Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.

SUNDAY

PSS #4-01: Rise of the Goblin Guild (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for levels 1–5.

When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and face to face with a burgeoning thieves' guild.

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

PSS #4–09: The Blakros Matrimony (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for levels 3–7.

The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

PSS #4–12: The Refuge of Time (PFRPG), Pathfinder The Role Playing Game

9am - Noon

A Pathfinder Society Scenario designed for levels 7–11.

In the ruins of a fallen empire built on the power of sin lies the key to awakening a great evil from a time long gone. The Pathfinder Society isn't the only organization seeking this potent artifact, however, and the result of failure could mean disaster for the whole of Varisia and beyond.

Unreleased Pathfinder Society Scenario!, Pathfinder The Role Playing Game

9am - Noon

A yet to be announced, and unreleased, Pathfinder Society Scenario!

Norwescon 36 (2013) Scheduled Gaming – Cascade 9&10

Neverwhen, Pathfinder

10am - 2pm

Welcome to the world of Neverwhen. Neverwhen is a Campaign setting (Using Paizo's popular Pathfinder Roleplaying Game) that allows players and gamemasters to take items and/or characters from any d20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the Neverwhen universes.

We are doing demos of this new Pathfinder setting. Pre-Generated characters are available. The demos consists of several different scenarios selected based on the player's interest. All of the scenarios reflect the ability to combine different genres within the adventure.

For those of you that have played in our demos before we are introducing new demo adventures.

Tanis Dragon

PSS #4–10: Feast of Sigils (PFRPG), Pathfinder The Role Playing Game

Noon - 3pm

A Pathfinder Society Scenario designed for levels 7–11.

In Kaer Maga, the mysterious and dangerous cliffside City of Strangers in untamed Varisia, the Pathfinder Society will come face to face with a sect of the cult of Lissala who prey upon the city's most vulnerable denizens to increase their own power. To what end do they conduct the ancient Feast of Sigils ritual, and can the Pathfinders stop them before their evil plans come to fruition?

PSS #4-EX: Day of the Demon (PFRPG), Pathfinder The Role Playing Game

Noon - 3pm

A Pathfinder Society Scenario designed for levels 3–7.

The Blakros family, long an ally of the Pathfinder Society, has come into possession of a manor house in the imperial nation of Cheliah, where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately, the estate hasn't sat empty as long as the Blakroses think it has, and its recent inhabitants were anything but the devil-worshippers who originally built the manor.

"Day of the Demon" is an exclusive adventure to be run only by 4-star s, Venture-Captain and Venture-Lieutenant campaign volunteers, and Paizo staff for its first year.