

Williamsburg Muster 2012 – RPG schedule

Friday Afternoon, 1-5

Friday Evening, 6-Midnight

Title: ***Pulp Egypt, Labyrinth of Set***

Seats: 6 players, characters provided

System: D6 System

GM: Peter Schweighofer

The heroes awake to find themselves imprisoned in a subterranean labyrinth; can they escape before their cultist captors sacrifice them to magically empower their own political movement? Pulp Egypt author and veteran game designer Peter Schweighofer runs this pulp-era scenario using the D6 System.

Title : ***The Century Club vs. the New Year's Tentacle***

Seats : 6

System : Spirit of the Century

GM: Jeff Collyer

New Years Eve 1920 - our heroes are once again called upon to save the world from a cult bent on summoning a creature from beyond space and time. From seedy gambling dens to opulent parties of the wealthiest, New York City is in the throws of holiday revelry. Little do the inhabitants know of the nefarious plans to cause the end of the world. Thrill as our heroes fight off brainwashed cults. See the sparkle of New York's highest of high society. Thrill as science and the occult clash before your very eyes.

A pulp adventure for 6 players using the Spirit of the Century RPG. Rules taught. 50% action 50% roleplay. A game of two fisted action, mad science, and pithy one-liners.

Saturday Morning, 8-Noon

Saturday Afternoon, 1-5

Title: ***Star Wars D6, Sandbound on Tatooine***

Seats: 6 players, characters provided

System: Star Wars D6 System

GM: Peter Schweighofer

Your smuggling band would have escaped from those bounty hunters without any problem, except that you crash-landed in the desert wastes of Tatooine. Survive the harsh Dune Sea, avoid Imperial entanglements, and dig your ship out of the sands before the bounty hunters find you and finish the job. Join Star Wars roleplaying game writer Peter Schweighofer for this classic-era D6 System adventure.

Title: ***Lady Blackbird***

Seats : 5

System : Lady Blackbird RPG

GM: Jeff Collyer

Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint. Just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow. How will Lady Blackbird and the others escape the Hand of Sorrow? What dangers lie in their path? Will they be able to find the secret lair of the pirate king? if they do, will Uriah Flint accept Lady Blackbird as his bride? By the time they get there, will she want him to? A Steampunk'ish sky ship adventure for 5 players in the style of Firefly. Rules taught.

Title: ***Uresia: Rindenland Rendezvous***

Seats: 6 characters, provided

System: Fantasy FUDGE

GM: Shawn Lockard

What do a magical school girl, a reformed evil wizard, a brown slime, a half-demon chef and an elven hermit have to do with the old, dead Gods of Uresia, and why are they all at the New Hope Faire, amongst the Knights of nearly every order in Uresia? Find the answers and more adventure than you can shake a wand, a battleaxe, a broom, or even a skillet at! Using the Fudge RPG game system and run by Fudge contributor Shawn Lockard.

Title: ***Where is Napoleon Bonaparte?***

Seats:

System: GURPS

GM: Dan Jasman (SJG MiB)

Blurb: TBA

Saturday Evening, 6-Midnight

Title: ***Heroes of Rura-Tonga, Terrors from the Deep***

Seats: 6 players, characters provided

System: D6 System

GM: Peter Schweighofer

A desperate call for aid from one of Rura-Tonga's native villages draws the heroes to expose a conspiracy to expand Nazi influence in the South Pacific and summon an unspeakable horror from the ocean depths. Veteran game designer and Heroes of Rura-Tonga author Peter Schweighofer will use the D6 System to run this pulp-era scenario.

Title : ***The Century Club and the Meteorite of Doom***

Seats : 6

System : Spirit of the Century RPG

GM: Jeff Collyer

1925 - When an meteorite falls in the Canadian wilderness, our heroes must race to retrieve it before it falls into diabolical hands. Little does the world know that the meteorite contains the final ingredient for a plan that will cause the world as we know it to end. And nefarious powers are already on the move. Thrill as zeppelins race over the frozen landscape. Feel the dark heart of the African jungle as our heroes come face to face with their old enemy Gorilla Khan. Will the fantastic paradise of Shangri-La be a welcome rest, or their final resting place.

A pulp adventure for 6 players using the Spirit of the Century RPG. Rules taught. 50% action 50% roleplay. A game of two fistfuls of action, mad science, and pithy one-liners.

Title: ***Uresia: Temphis Milk Run***

Seats: 6 characters, provided

System: Fantasy FUDGE

GM: Shawn Lockard

So all you have to do is to go to one simple village, pick up one simple item, and bring it back to one simple port. What could go wrong. Everything, when that one simple village is full of "civilized" monsters who aren't all that friendly to outsiders, the port is Shadow River, a city that makes Mos Eisley look friendly, and, well, the less said about the item the better... If you are up to it, come play this High Fantasy game using the simple (no really!) Fudge RPG system game written and run by Fudge contributor Shawn Lockard.

Sunday Morning, 8-Noon

Sunday Afternoon, 1-5