

# Roleplaying Saturday H760 & H762

Please note that this a tentative schedule

	Table 1 (H-760)	Table 2 (H-760)	Table 3 (H-760)	Table 4 (h-760)	Table 5 (H-762)	Table 6 (H-762)	
Time							
9:00							
9:30							
10:00	<b>Living Greyhawk</b>  Dungeons and Dragons 3.5  Storyteller: John Doyle  Exp level: none		<b>Vampire Requiem (intro)</b>  Storyteller: Librarie Donjon  Exp level: none		<b>Life Less Ordinary?</b>  GURPS (english or french)  Stoyrteller: Stéphane Thériault  Exp level: none	Living Arcanis	
10:30							
11:00							
11:30							
12:00							
12:30							
1:00		<b>Doubloons and Flagons</b>  Dungeons and Dragons 3.5  Storyteller: Eric Lis  Exp level: none		<b>Tragedy in Burgund</b>  Dungeons and Dragons Forgotten Realms  Storyteller: Jason Sobey  Exp level: none			
1:30							
2:00	<b>Memorable Inconveniences</b>  Dungeons and Dragons 3.5  Storyteller: Marc Lanctot  Exp level: none				<b>Vampire Requiem (intro)</b>  Storyteller: Librarie Donjon  Exp level: none		
2:30							
3:00							
3:30							
4:00							
4:30							
5:00							
5:30							
6:00	<b>Cinq malfrats pour une masure/Five shades for a hovel</b>  KULT, 3rd edition  Storyteller: Louis-Philippe Corbeil Girard		<b>Vampire Requiem (intro)</b>  Storyteller: Librarie Donjon  Exp level: none	<b>Camarilla LARP</b>			
6:30							
7:00							
7:30							
8:00							
8:30							
9:00							
9:30							

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Time	Table 1 (H-760)	Table 2 (H-760)	Table 3 (H-760)	Table 4 (h-760)	Table 5 (H-762)	
9:00	<b>Living Greyhawk</b>  Dungeons and Dragons 3.5  Storyteller: John Doyle  Exp level: none	<b>Dreams of Treasure</b>  Dungeons & Dragons 3.0 Forgotten Realms  Storyteller: Jason Sobey  Exp level: none			<b>CSI: Gondor</b>  GURPS 4th ed.  Storyteller: Chris Hammock  Exp level: none	
9:30						
10:00						
10:30						
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12:00						
12:30						
1:00			<b>Vampire Requiem (intro)</b>  Storyteller: Librarie Donjon  Exp level: none	<b>Animal Planet</b>  Storyteller: Conan Purves  Savage Worlds  Exp level: none		
1:30						
2:00	<b>Living Greyhawk</b>  Dungeons and Dragons 3.5  Storyteller: John Doyle  Exp level: none					
2:30						
3:00						
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4:00						
4:00						
4:30						
5:00						

## Roleplaying Game Descriptions

### Doubloons and Flagons

System: Dungeons and Dragons 3.5 (modified)

Storyteller: Eric Lis

Number of Players: 3 to 5

Experience Level: none

Story: It's been a good tour sailing with the dreaded pirate, Captain Scupper, aboard the privateer ship Red Waves. Times have been profitable and the voyage has been survivable, and heaven (or at least, shore leave) was in your future. That was yesterday. Today, you find yourself awake on the wrecked remains of your ship, with only a handful of the crew still alive, the captain feeding the fishes and the treasure (and most importantly, your share of it) gone West aboard some other blaggard's ship. Before you sail for home, you want that treasure back, so set the sails, weigh the anchor, and sharpen the cutlass!

Storyteller notes: Character sheets will be provided to players. Setting is High Seas with very low if any magic. Players may choose to be noble privateers, evil pirate scum, or anything in between.

### Living Greyhawk

Storyteller: John Doyle

Number of players: 4 to 6

Exp Level: none

Basic D&D Version 3.5 Rules by Wizards of the Coast

A number of introductory adventures from the region of Tusmit (Quebec) will be offered to all players who will be interested in tempting their fate in this beautiful and exotic part of the Baklunish West. The customs, flavors and laws of this enigmatic and exotic region will be at the forefront of your Player Character's life during your time in this part of Oerth.

### Memorable Inconveniences

Storyteller: Marc Lanctot

System: Dungeons and Dragons 3.5ed

Exp Level: none

"What is safe to take for granted? Now that even the most basic aspect of your mind's capacities is hindered, how will you piece together the mystery that lies within this new kind of magic ... "

### **Life less Ordinary?**

Storyteller: Stéphane Thériault

System: GURPs

Exp Level: none

Number of players: 3 to 5 English or French speaking (majority rules)

Life on Earth is boring. No ghosts, no "magic", no mental powers... those who claim to have some are all charlatans. But is it really true? There are those who speak of beings capable of opening the doors leading to strange dimension. Are they deluding themselves? A group of innocent LARPer are about to find the truth, as a weekend of live roleplaying turns suddenly to a real mission of survival. But much more than their lives are at stakes, as the fate of all humanity is in the balance. Luckily, there are secrets that even evil cannot know about, secrets that could change the face of the Earth...

Version francais: La vie sur Terre est sans surprise. Fantômes, magies, pouvoirs mentaux... tout est chimère, et seuls les charlatans clament leur existence Mais est-ce la vérité? Certains parlent d'êtres capable d'ouvrir les portes menant à d'étranges dimensions. Sont-ils trop crédules? Un groupe de LARPer est sur le point de trouver la vérité, alors qu'une fin de semaine de jeu de rôle Live se transforme rapidement en mission de survie. Mais ce n'est pas seulement leur vie qui est en jeu; le destin de l'humanité en entier est dans la balance. Heureusement il y a des secrets tellement bien enfoui que même le mal les ignore, des secrets qui pourrait changer la face du monde...

### **Tragedy in Burgund**

System: Dungeons and Dragons Forgotten Realms

Storyteller: Jason Sobey

Number of players: 3 to 5

Exp Level: none

In the beginning of summer, the small town of Burgund celebrates the coming season of prosperity of harvesting and trade. By that joyful sunny day, a tragedy will fall upon the village and a scheme will unfold.

Storyteller's note This is a Dungeons & Dragons 3.0 game in the Forgotten Realms. Serious (not too serious) players welcomed. Preferably an open mind to another world of intrigue and bashing.

### **Vampire the Requiem**

Hosted by: Librairie Donjon

Exp Level: none (demo Game)

Vampires: blood-drinking creatures of the night. Horrors born of darkness, whose sole purpose in life - unlife, actually - is to slake their unholy thirst on the blood of the living. Without doubt, vampires are monsters. Monsters, though, need not always be unthinking, unfeeling terrors empty of remorse, or even compassion or other human traits. Indeed, vampires can exceed their deathless curse, themselves becoming antiheroes or even heroes. Then again, some vampires truly remain monsters.

### **Animal Day**

Storyteller: Conan Purves

System: Savage Worlds

Exp level: none

The Hilliard family leads a happy and fulfilling life in uber- typical suburban north america. They are spending a quiet spring evening at home. Dr. Hilliard goes over some papers and smokes his pipe, his lovely wife Eleanor is repairing the dishwasher while athletic Cindy does her homework and 10-year old Ralphie reads comic books. Unbeknownst to them, and to the rest of the humans on the planet, a time of terrible reckoning has arrived. The animals have united together to rid earth of all humans. They start tonight. You will take the role of the members of the Hilliard family as the attack begins. Can you survive? Can the perfect family stay united while under attack? Is there even a chance that with your combined skills, you can find the source of the animals' newfound motivation and intelligence and maybe even save human civilization? Join me in a fast, furious and fun battle of survival replete with action, gore and compelling family drama.

### **System: Dungeons & Dragons 3.0 Forgotten Realms**

Storyteller: Jason Sobey

Exp Level: none

English version: You are in a prison and got nothing to lose until a fellow inmate talks about a treasure. The word echoes in your head and your eyes open wide to fortune.

Version francaise: Vous etes en prison et vous n'avez rien a perdre jusqu'a ce qu'un autre prisonnier parle d'un tresor. Le mot resonance dans votre tete et vos yeux s'ouvrent d'merveillement. Joueurs francais et/ou anglais.

### **CSI: Gondor**

System - GURPS 4th edition

Storyteller: Chris Hammock

Player language - English and/or French

Number of Players - 3 to 5

Description - It is the year 3014 of the Third Age of Middle Earth.

The return of many orcs, goblins, southrons, and easterlings to Mordor and to the lands surrounding it has caused concern amongst its neighbours. The men of Gondor, Rohan, and Esgaroth, the elves of Mirkwood and the dwarves of Erebor and the Iron Hills have all seen the threat growing on their borders. Denethor II, the Steward of Gondor, has invited representatives from the other five nations to attend a council meeting at Minas Tirith to discuss the matter. All the nations have sent delegations, but a midnight double murder on the eve of the meetings threatens to derail the whole proceeding. The PCs must solve the crime by the morning so that the meeting can proceed.

### **Cinq malfrats pour une mesure/Five shadies for a hovel**

System: KULT, 3ième Édition

Storyteller: Louis-Philippe Corbeil Girard

Nombre de Joueurs: 3-5

Description: Locataires d'un appartement miteux, votre proprio vous apprend que plusieurs de vos voisins seraient disparus en laissant tout derrière eux et, surtout, sans payer leur loyer! Parvenez à résoudre l'énigme et obtenez trois mois de loyer gratuit! POUR UN PUBLIC AVERTI. Available in English.

English Version: Tenants of a shabby apartment, your landlord informs you that several of your neighbors disappeared leaving everything behind them and, especially, without paying their rent! Succeed in solving the enigma and obtain Disponible en Francais