

# G.E.A. GAMEDAY

## 20 FEB. 2010

SLOT 1: 9:00 am – 1:00 pm

1. "Long Road to Farthestwall" - Intro (100-120) - Hundreds have disappeared on the way to Farthestwall. Entire caravans armed and armored have gone missing, their horses wandering riderless near the road; the wagons and cargo untouched, and no blood to be found. It is as if they merely got off and walked away. The town relies on these travelers to survive. Maybe you can discover what is happening on the "long road to Farthestwall". Jim

2. "Woe of the Wigget" – Intro (100-120) – Two Feet has three brothers that have been Wigget napped can you help him in his time of woe? Dwayne

3. "The Freeing of Fradiss" – Veteran (200-250) - A town has been taken hostage by murderous ogres and the king wants the heroes to root out the problem. Will the heroes lead the township rebellion? Toby

4. "The Stalker of Brackwallow" – Journeyman (150-200) - Some foul creature is stalking and killing the simple folk of Brackwallow. The village elders seek out adventurers to save them before any others are killed. Are you hero enough to slay The Stalker of Brackwallow? BigE

5. Battle Arena, Phil

SLOT 2: 2:00 pm – 6:00 pm

1. Interactive: Gutter Gnome Gauntlet

## SLOT 3: 7:00 PM – 11:00 PM

1. "Soulton's Throne" - Legendary (300+) – The legendary sword, Soulton, has been discovered. Or at least that is what the King's sages believe. After years of digging through piles of dusty scrolls and crumbling maps, the location of the blade is known. Now to find a group of brave adventurers to retrieve the dangerous artifact. Know anyone? Jim

2. "Sons of Krog" – Veteran (200-250) - Tuminus is once again threatened by orcs, as before these orcs are well armed, and very intelligent. The War chief Krog has sent his personal Equerry and the Right arm of his horde, without aid the combined force of the Valley could fall to "The Sons of Krog". Borrini

3. "Agamon's Plea" – Apprentice (120-150) - The heroes travels take them to a ruined farmstead with a sole survivor begging for justice. Will the heroes be able to aid the meek? Toby

4. "Triple Threat" – Master (250-300) – The heroes have been hired by none other than Vandar the Ram to travel to an ancient battlefield and retrieve an ancient artifact for the venerable Warlock. Do you have what it takes to help Vandar the Ram? Craig

5. Battle Arena, Phil

See you all there.....