

# RPGA Games

Go to [www.warhorn.net/celesticon](http://www.warhorn.net/celesticon) for more information and to sign up for these games before the convention.

## Friday

### Slot 1: 2:00 PM – 6:00 PM in Salon 4

#### **CALIMSHAN 3-1 The Malice of Mintar (The Battlecloak Saga, Part 1) (LFR)**

Ala'Ammar, patriarch of House Azhar, believes his bloodline might be traced back to the legendary House Asada. To validate his bloodline, Ala'Ammar must find an ancient artifact that radiates light when worn by those with the blood of House Asada. Such an artifact is the famous Battlecloak of Vycaena. Ala'Ammar does not wish to alert his rivalst, so he seeks a band of daring adventurers to search for him.

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### Slot 2: 7:00 PM – 11:00 PM in Salon 4

#### **CALIMSHAN 3-2 The Menace of Memnon (The Battlecloak Saga, Part 2)**

Disguised as a troupe of traveling minstrels and dramatists, the heroes arrive in Memnon: a city built upon the sweat of slaves. The search for the Battlecloak continues, and the heroes may find themselves performing... but not necessarily in combat.

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## Saturday

### Slot 3: 9:00 AM – 1:00 PM in Salon 4

#### **CALIMSHAN 3-1 The Malice of Mintar (The Battlecloak Saga, Part 1) (LFR)**

Ala'Ammar, patriarch of House Azhar, believes his bloodline might be traced back to the legendary House Asada. To validate his bloodline, Ala'Ammar must find an ancient artifact that radiates light when worn by those with the blood of House Asada. Such an artifact is the famous Battlecloak of Vycaena. Ala'Ammar does not wish to alert his rivalst, so he seeks a band of daring adventurers to search for him.

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# RPGA Games

## **CALIMSHAN 3-3 The Agony of Almraiven (The Battlecloak Saga, Part 3)**

In the land of assassins, djinn, giant birds, and magic lamps, the heroes find themselves pursued all the way to the gates of Almraiven, and quickly discover that there are those who will stop at nothing to prevent Ala'Ammar from getting his hands on a precious artifact: a Battlecloak that will restore honor to his family and, once and for all, deliver freedom to the oppressed people of Calimshan!

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**Slot 4: 2:00 PM – 6:00 PM in Salon 4**

## **CALIMSHAN 3-2 The Menace of Memnon (The Battlecloak Saga, Part 2)**

Disguised as a troupe of traveling minstrels and dramatists, the heroes arrive in Memnon: a city built upon the sweat of slaves. The search for the Battlecloak continues, and the heroes may find themselves performing... but not necessarily in combat.

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**Slot 5: 7:00 PM – 11:00 PM in Salon 4**

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# RPGA Games

## **LFR - PREQ3-1 Shrouded Visions**

Lady Saharel of Spellgard provides answers to the questions of those deemed worthy... but deemed worthy by whom? Answers beget more questions when pilgrims return from a restored Saharelgard with prophecies obtained after an offering to the new power in charge: the church of Shar. This is a half-round (two-hour) Living Forgotten Realms adventure for characters of the Heroic tier (levels 1-10). Although it is about half the length of a typical LFR adventure, this adventure offers many opportunities for roleplaying. If you choose to explore all of the different options available, the game can easily last more than two hours. Note: This adventure takes place after the events described in ADCP1-2 through ADCP1-4 Scepter Tower of Spellgard and is also an optional prelude to ADCP3-2 From Dawn Till Dusk. To be clear, PREQ3-1 is sanctioned for home play, but ADCP3-2 is a Battle Interactive and as such can only be played at public events.

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## **Sunday**

**Slot 6: 9:00 AM – 1:00 PM in Salon 4**

## **LFR - PREQ3-1 Shrouded Visions**

Lady Saharel of Spellgard provides answers to the questions of those deemed worthy... but deemed worthy by whom? Answers beget more questions when pilgrims return from a restored Saharelgard with prophecies obtained after an offering to the new power in charge: the church of Shar. This is a half-round (two-hour) Living Forgotten Realms adventure for characters of the Heroic tier (levels 1-10). Although it is about half the length of a typical LFR adventure, this adventure offers many opportunities for roleplaying. If you choose to explore all of the different options available, the game can easily last more than two hours. Note: This adventure takes place after the events described in ADCP1-2 through ADCP1-4 Scepter Tower of Spellgard and is also an optional prelude to ADCP3-2 From Dawn Till Dusk. To be clear, PREQ3-1 is sanctioned for home play, but ADCP3-2 is a Battle Interactive and as such can only be played at public events.

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# RPGA Games

**Slot 7: 2:00 PM – 6:00 PM in Salon 4**

## **LFR - ADCP3-2 From Dawn Till Dusk (levels 1-20)**

The Empire of Netheril has taken over the fortress of Spellgard -- Saharelgard, as they name it now -- and are compelling its oracle, Lady Saharel, to serve their will. Their dominance is not yet assured, but with reinforcements on the way, soon the pass will be closed and Netherese control of the area will be absolute. Only a twelve-hour window of opportunity is left to liberate Saharel and prevent the Shades from achieving a major victory. A Living Forgotten Realms two-round continuous-play Battle Interactive set at Spellgard for characters of the Heroic and Paragon tiers (levels 1-20). You should allow 11 hours of play time to run this event (we recommend two 5-hour back-to-back slots with a 1-hour dinner break). This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. It is recommended that at least three of the characters at the table be members of the same Adventuring Company or meta-organization. We suggest, but do not require, that you play the prequel adventure PREQ3-1 Shrouded Visions before playing this adventure. Those who have interacted with the Netherese in previous adventures (particularly NETH3-1 through NETH3-3) may also find some story connections. Characters that participated in the LFR-adapted published adventure Scepter Tower of Spellgard should find this adventure particularly interesting (although the plot of ADCP3-2 is completely new, many of the locations will be familiar).

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**Slot 8: 7:00 PM – 11:00 PM in Salon 4**

No Events

## **Monday**

**Slot 9: 8:00 AM – 12:00 PM in Salon 4**

## **LFR - MYREALM**

By Peter A. Willis. What another haunted mansion, when will these ghost realize that the Heroes of the Forgotten Realms have their number? A MyRealms written for your enjoyment....

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## **LFR - MyRealms**

By mystery author. Brought to you by a mystery author do you dare your characters for this mystery DM?

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# RPGA Games

Slot 10: 1:00 PM – 5:00 PM in Salon 4

No Events