

RAVENCON 13.5 GAME DESCRIPTIONS

The Game Room is open from 2pm Friday to 3pm Sunday.

THE AD&D BOARD GAMES

Cooperative game for 2-5 players, ages 14 and up. If you are familiar with roleplaying games, playing is a snap. Even if you are not, the nature of the game makes it simple to try out. Join us as we explore the dungeon's hazards, and struggle to find our way out!

BOSS MONSTER

Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon. The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated—but a player can lose if his Boss takes five Wounds from Heroes who survive his dungeon. Playing Boss Monster requires you to juggle two competing priorities: the need to lure Heroes at a faster rate than your opponents, and the need to kill those Heroes before they reach your Boss.

CARCASSONNE

Carcassonne is a simple (but sometimes tricky!) map-building game for 2-6 players. You claim and try to build cities, roads, and other features to score points. Suitable for ages 12 and up. We have many expansions to suit any group of players.

CALL OF CTHULHU

Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. Call of Cthulhu uses Chaosium's Basic Roleplaying System, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the Academy of Adventure Game Design Hall of Fame.

COSMIC ENCOUNTER

Build a galactic empire... In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy. Many classic aliens from earlier editions of this beloved game return, such as the Oracle, the Loser, and the Clone. Newly discovered aliens also join the fray, including Remora, Mite, and Tick-Tock. No two games are the same!

EPIC SPELL WARS OF THE BATTLE WIZARDS

An explosive spell-casting card game for 2-6 players, ages 15+, with easy to learn rules, and a 30-minute playing time. Hilarious spell-combining mechanic creates endless gameplay variation and invites players to explore hundreds of different winning combos!

KILL DOCTOR LUCKY

3-6 players, ages 12 and up. Why play Clue to solve a murder mystery? Instead play Kill Doctor Lucky and compete to be the one who does him in! Will you try the Rope, the Chainsaw, or the Monkey Hand? Each weapon has a chance to kill him, and with each attempt the other players get one chance and one chance only... to save Doctor Lucky... for their own attempt.

LIVING ARCANIS

LA Intro 1-5: The Gleam of Fires, the Throb of Drums

War drums pound deep in the jungles of the Kraldjur Morass. A battle cry, a full-throated howl of rage and anger, rises over a terrified scream. The scream is cut off, the cry fades... but the drums beat on.

LA HP 2-6: The Price of Honor

A legal battle over the rights to an entrance into the Undercity thrusts the Heroes into the politics of the Tomal Khan's court and ends with a chilling discovery that spans the ages.

LA HP 2-7: Words of the Seer

A power struggle between the Khitani military and the Jial of the Phoenix finds the Heroes inadvertently uncovering a deadly conspiracy aimed at the heart of the First City.

PROJECT CRUSADERS

DISTINGUISHED SOCIETY – SUPERHERO RPG BY MARK GEARY

Come join some of the greatest heroes in the world on adventures stopping evil, saving the innocent, and serving truth and justice!

DS 0203 – The Distinguished Society: The Primal World

The Distinguished Society has been asked by founding member Rhu'lah the Jungle Queen to return to her mysterious home dimension to stop a plot to destroy it! Are you ready to face a place of dinosaurs, ancient aliens, and supervillains? Heroes already involved with The Distinguished Society are welcome, or pre-generated characters are available. Come join the Mid-Atlantic's greatest regional superhero campaign!

DS 0000 – The Distinguished Society: Dealer's Choice

You choose the adventure!

RED DRAGON INN

You and your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. You and your adventuring companions will spend the night drinking, gambling, and roughhousing. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game. Website: <http://slugfestgames.com/games/rdi/>

ROBOTS

During a routine excavation of a coal quarry, the robot miners found a unique artifact: The Coal Heart of Unlimited Power. Any robot that possesses it for 24 hours will become all-powerful! Soon, robots from all over the world sought out the Coal Heart. Play as the greatest robot fighters in the world to capture the Coal Heart and become ALL-POWERFUL!

Robots: Battle for the Coal Heart is a fast-paced role-selection robot-building game. Seize control of the Coal Heart and syphon the health of your enemies. Will you stand as the last unbroken champion, or will you fall to the wayside with the rest of the junkyard? Build your robots using resources and fight with the other robots throughout the game. Your goal: To be the last unbroken (HP > 0) robot or to completely finish your robot.

STRANGE AEONS LARP

This Way, to Old Carcosa!

The local playhouse just announced that it will be putting on the 100th production of the King in Yellow, a play infamous for its slow-to-start first act. Yet all is not as it appears: violence is increasing across Richmond in both intensity and frequency. Will you be able to stop this insidious evil before it can begin? Will you become the monster you so desperately fight to stop?

WEREWOLVES OF MILLER HOLLOW

Up to ten players, ages 12 and up. Your small village is haunted by werewolves who take your neighbors by night. Naturally, the villagers fight back! Of course, finding werewolves isn't an exact science and the lynched may (or may not) be the were! A cooperative game where you use your skills to seek the enemy. Be warned: if you draw too much attention to yourself, you'll be tonight's "guest" for dinner...