

GAMING SCHEDULE

FRIDAY 2:00 PM

CITY OF MIST (2-HOUR SLOT)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

FRIDAY 3:00 PM

ANIME 5E: CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

DUNGEONS & DRAGONS

SECRETS IN THE CLAY: THE MYSTERY (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

PATHFINDER (10 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

FRIDAY 4:00 PM

CARCASSONNE (1 HOUR)

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. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

DEMOS ON DEMAND

FOUR HORSEMEN: THE OMEGA WARS (6 HOURS)

Set in the universe of the popular *Four Horsemen* science fiction books. Battle it out in this tactical card game as human mercenaries or alien races!

PG-13 | Board Game | Max 4 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HENCHMAN! (6 HOURS)

Henchman is a zany cooperative backstabber—compete with your co-workers to advance from Minion status to become the new Henchman!

PG-13 | Board Game | Max 7 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HULL BREACH! (6 HOURS)

Hull Breach! is a space-based tactical card game for 2 players and up. Command your Station, build your fleet, and conquer!

PG | Board Game | Max 8 players

GM: Clarion Game Studios

ESCAPE THE DARK CASTLE (2 HOURS)

A simple, cooperative game of retro-atmospheric adventure. Players take the roles of prisoners and must work together using dice and cards to overcome the castle's many horrors, traps and challenges.

PG-13 | Board Game | 1-4 players | GM: Gordon Lawyer

MAGIC: THE GATHERING—COMMANDER (7 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

A TOUCH OF EVIL: DARK GOTHIC (2 HOURS)

Dark Gothic is a deck-building game set in Flying Frog's *A Touch of Evil* game series.

PG | Board Game | Max 5 players | GM: Gordon

FRIDAY 5:00 PM

AD&D BOARD GAME: LEGEND OF DRIZZT (2 HOURS)

The AD&D board game is a 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!

Ages 14+ | Board Game | 2-5 players | GM: Daxaphar

CALL OF CTHULHU: ONE-SHOTS (INCLUDING DEAD BOARDER, EDGE OF DARKNESS, AND THE HAUNTING, AMONG OTHERS) (2 HOURS)

Call of Cthulhu is a horror TTRPG based around the Lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 4 players | GM: Laila Elgiar

WHEN THE SKY COMES LOOKING FOR YOU (2 HOURS)

Your party is hired by a loanshark luchador to track down a debtor. This leads you to an airship on its way to the Near. Can you escape in time? A Weird Frontiers adventure for level 2 characters. Pregens will be provided. Weird Frontiers is a Dungeon Crawl Classics variant for fans of cowboys and Cthulhu.

PG-13 | TTRPG | Max 6 players | GM: J.

FRIDAY 6:00 PM

BATTELECH: THE GRINDER (7 HOURS)

All materials will be provided. This scenario is designed to appeal to all skill levels but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs, and be killed. Winning is not important, nor is trying to be the best. What is important is the enjoyment that the players express. This event runs until at least midnight. Walk-ups are welcome.

PG-13 | Miniature Board Game | Max 10 players | GM: Chuck

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

DARK TOWER (7 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

FRIDAY 7:00 PM

D&D 5E: CLUCKS FROM THE SHADOWS (4 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

DEADLANDS: COFFIN ROCK (5 HOURS)

Coffin Rock is an adventure for Deadlands Reloaded. The mining town of Coffin Rock, CO, is a seething cauldron of trouble. The local soiled doves are making a killing, some say ghosts walk the streets, and a mad serial killer is on the loose. And there's more, amigo! Lots more. A group of outlaws have hatched a vengeful scheme to get even with the locals, a new preacher is stirring up trouble, and a mysterious shaman foretells dark tidings from the nearby hills. All that stands between the town and more chaos than a twister in Kansas are a posse of strangers still dusty from the trail. Polish up your six-guns, dust off your Hoyle's, fire up that flamethrower, and get ready for more Weird Western action than you can shake a tomahawk at!

PG-13 | TTRPG | 6 players | GM: Tom Melanson

DUNGEONS & DRAGONS

SECRETS IN THE CLAY: THE DUNGEON CRAWL (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

FRIDAY 8:00 PM

GASLIGHTS & GRIMOIRES:

THE GRAND GUIGNOL (5 HOURS)

1901. When a young American heiress shows signs of a mysterious disease, the Society sends you to investigate. Armed with only a vague notion and your wits, you and your associates will face the potential threat of an all-out war.

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

SNATCHING HOPE FROM THE JAWS OF DEFEAT (4 HOURS)

This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

STORMVAULT (2 HOURS)

Stormvault is a cooperative game of exploration and adventure in which mighty Stormcast Eternals heroes search for lost artefacts and battle the fearsome champions of Chaos.

PG | Board Game | Max 4 players | GM: Gordon Lawyer

FRIDAY 9:00 PM

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

SATURDAY 9:00 AM

CARCASSONNE (2 HOURS)

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. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

DEMOS ON DEMAND**FOUR HORSEMEN: THE OMEGA WARS (16 HOURS)**

Set in the universe of the popular *Four Horsemen* science fiction books. Battle it out in this tactical card game as human mercenaries or alien races!

PG-13 | Board Game | Max 4 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HENCHMAN! (16 HOURS)

Henchman! is a zany cooperative backstabber—compete with your co-workers to advance from Minion status to become the new Henchman.

PG-13 | Board Game | Max 7 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HULL BREACH! (16 HOURS)

Hull Breach! is a space-based tactical card game for 2 players and up. Command your Station, build your fleet, and conquer!

PG | Board Game | Max 8 players

GM: Clarion Game Studios

DUNGEONS & DRAGONS**SECRETS IN THE CLAY: THE MYSTERY (2 HOURS)**

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MAGIC: THE GATHERING—COMMANDER (13 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

MILK RUN (5 HOURS)

Sammy said, "All ya' gotta do is pick up da package from a drop and take it to another drop. Ya' don't even have to talk to anyone, much less shoot 'em. Easy, peasy!" Sounds like an easy payday. What could go wrong?—A cyberpunk module for Savage Worlds.

PG-13 | TTRPG | Max 6 players | GM: Paul

PATHFINDER (19 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

THE STARS ARE RIGHT (1 HOUR)

An abstract tile placement board game, with a Cthulhu-mythos-theme.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

SATURDAY 10:00 AM

ACCURSED HEART OF THE WORLD ENDER (2 HOURS)

Dungeon Crawl Classics Module. A 0-level-funnel that takes visitors to an ancient shrine where they are given luxurious care. What can be wrong?

PG | Board Game | Max 5 players | GM: Mike McKeown

ALPHA STRIKE: INTRODUCTORY GAME (2 HOURS)

Alpha Strike is an abstract larger scale way to play Battletech. Join the game to learn the basics of large-scale combat.

PG-13 | Miniature Board Game | 6 players | GM: Chuck

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

BRINDLEWOOD BAY:

A NIGHT AT THE (WHALING) MUSEUM (3 HOURS)

Murder, She Wrote meets Lovecraft. Everyone plays a grandmother in a cozy New England town with a curiously high murder rate. The Whaling museum is hosting its gala! Surely nothing will disturb the festivities. Not even... *Murder!*

PG-13 | Miniature Board Game | 4 players | GM: Jonah Knight

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

DARK TOWER (8 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

ESCAPE THE DARK CASTLE (2 HOURS)

A simple, cooperative game of retro-atmospheric adventure. Players take the roles of prisoners and must work together using dice and cards to overcome the castle's many horrors, traps and challenges.

PG-13 | Board Game | 1-4 players | GM: Gordon Lawyer

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

SECRETS IN THE CITY: D&D (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

SATURDAY 11:00 AM

KILL DOCTOR LUCKY (2 HOURS)

Why play Clue to solve the 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 attack

the other players get one chance and one chance only—to save Doctor Lucky... for their own desperate attempt.

Ages 12+ | Board Game | 3-6 players | GM: Daxaphar

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SATURDAY NOON

D&D 5E: CLUCKS FROM THE SHADOWS (4 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

SATURDAY 1:00 PM

BATTLETECH: MERCENARY SHOWDOWN (3 HOURS)

In this game, we pit McCarron's Armored Cavalry against Hansen's Roughriders in a fight to find out which merc unit will come out on top.

PG-13 | Miniature Board Game | Max 8 players | GM: Chuck

CALL OF CTHULHU: THE DEAD LIGHT (5 HOURS)

Call of Cthulhu is a horror TTRPG based around the lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 6 players | GM: Tom Melanson

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

VILLAGERS (1 HOUR)

Villagers is a resource building game for 2-5 people. In this game, you seek to accumulate productive residents for your growing village, which in turn increases the village's fortunes. Several types of professions (Weavers, Smiths, etc.) support and are supported by others, which increases the value of your

hamlet's output. Games take 30 minutes or so.
Ages 12+ | Board Game | 2-6 players
GM: Master of the Obvious

WONDER WOMAN:

CHALLENGE OF THE AMAZONS (2 HOURS)

The Amazons, a powerful tribe of warriors, have lived in peace for centuries on the tranquil island of Themyscira. That peace is shattered when their enemies invade. Now it's up to you to defend your home! A co-operative board game.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

SATURDAY 2:00 PM

ACCURSED HEART OF THE WORLD ENDER (3 HOURS)

Dungeon Crawl Classics Module. A 0-level-funnel that takes visitors to an ancient shrine where they are given luxurious care. What can be wrong?

PG | Board Game | Max 5 players | GM: Mike McKeown

DUNGEONS & DRAGONS:

SECRETS IN THE CLAY (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MANY HANDS MAKE SHORT WORK:

A KINGDOM OF KESHANAR ADVENTURE (2 HOURS)

Limbs are washing up on the beaches of Keshanar! Your party has been tasked to investigate by the Temple of Osiris. This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolution. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

WHEN THE SKY COMES LOOKING FOR YOU (2 HOURS)

Your party is hired by a loanshark luchador to track down a debtor. This leads you to an airship on its way to the Near. Can you escape in time? A Weird Frontiers adventure for level 2 characters. Pregens will be provided. Weird Frontiers is a Dungeon Crawl Classics variant for fans of cowboys and Cthulhu.

PG-13 | TTRPG | Max 6 players | GM: J.

SATURDAY 4:00 PM

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

SATURDAY 6:00 PM

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SATURDAY 7:00 PM

BATTLETECH: RAID ON ALYINA (6 HOURS)

The Hinterlands are a broken shell of what used to be the Jade Falcon occupation zone. What remains of the Falcons must defend their resources against the forces of the Tamar pact.

PG-13 | Miniature Board Game | Max 10 players | GM: Chuck

DARK TOWER (4 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

DEADLANDS: NIGHT TRAIN (5 HOURS)

Deadlands. The original Weird West roleplaying game. The name itself conjures scenes of drifters shooting it out with unliving horrors across the dusty plains of the American West. Twenty-five years ago one famous adventure encapsulated this promise so completely it became legend itself: John Goff's Night Train.

PG-13 | TTRPG | 6 players | GM: Tom Melanson

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

SATURDAY 8:00 PM

GASLIGHTS & GRIMOIRES:

WITH REGARDS FROM JACK (4 HOURS)

1901. Ten years after the worst killer of the modern era was last seen, a new rash of murders suggests that he might have returned. You and the Society are called to solve a murder and stop a murderer, who clearly is not human...

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

HORRIFIED (2 HOURS)

In this game, you'll come face-to-face with seven horrifying monsters as you work together to rid the town of the maniacal or misunderstood creatures... before it's too late.

PG | Board Game | Max 4 players | GM: Gordon Lawyer

MANY HANDS MAKE SHORT WORK:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

Limbs are washing up on the beaches of Keshanar! Your party has been tasked to investigate by the Temple of Osiris. This is a 5e urban adventure for 5th level PCs—for fans of Ancient

Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolution. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

MONTY PYTHON'S COCURRICULAR MEDIAEVAL REENACTMENT PROGRAMME (3 HOURS)

Monty Python's Cocurricular Mediaeval Reenactment Programme, is, in fact, not a role-playing game (silly), but rather a very rigorous course of study intended only for serious students of English History. (Think timeline of the Holy Grail with most of the characters from the Pythons' universe.) Pre-generated characters will be provided.

R | TTRPG | Max 5 players | GM: Donna

SUNDAY 9:00 AM

D&D 5E: CLUCKS FROM THE SHADOWS (2 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

FORBIDDEN ISLAND (5 HOURS)

Forbidden Island is a cooperative board game where players work together to win the game. Players take turns moving their pawns around the island and keeping the island from sinking, while trying to collect treasures and items. As the water level rises, it gets more difficult and sacrifices must be made.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

MAGIC: THE GATHERING—COMMANDER (5 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

PATHFINDER (5 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

WEDDING PARTY (5 HOURS)

The job is simple: Deliver Lilianna Fairchild, the daughter of a well-to-do land baron on Persephone, to her wedding aboard the luxury cruise liner the *Rim's Dream*.—A Savage Worlds module in the *Firefly* universe.

NC17 | TTRPG | 6 players | GM: Paul

SUNDAY 10:00 AM

AD&D BOARD GAME: CASTLE RAVENLOFT (2 HOURS)

The AD&D board game is a 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!

14+ | Board Game | 2-5 players | GM: Daxaphar

CALL OF CTHULHU: CRYOSLEEP (4 HOURS)

Call of Cthulhu is a horror TTRPG based around the lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 6 players | GM: Tom Melanson

CALL OF CTHULHU: ONE-SHOTS (INCLUDING DEAD BOARDER, EDGE OF DARKNESS, AND THE HAUNTING, AMONG OTHERS) (2 HOURS)

Call of Cthulhu is a horror TTRPG based around the Lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 4 players | GM: Laila Elgiar

DARK TOWER (2 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

GASLIGHTS & GRIMOIRES: SUNFLOWER (4 HOURS)

Mid-1905. An extraordinary celestial event and an unexplainable weather phenomenon have drawn you to the heart of America. Your mission: uncover the truth behind the government's enigmatic presence and protect two unsuspecting orphans whose fate may shape the future of humanity—if a timeless darkness doesn't reach them first.

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (2 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

SUNDAY NOON

CARCASSONNE (1 HOUR)

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. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

D&D 5E: CLUCKS FROM THE SHADOWS (2 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SUNDAY 4:00 PM

END OF CONVENTION

We look forward to seeing everyone back next year for the 100th Anniversary of Science Fiction!

