

DunDraCon 49

February 13-16, 2026

Santa Clara Marriott Hotel

2700 Mission College Blvd.

Santa Clara, CA

(866) 994-1403

www.dundracon.com

Enjoy your stay at DunDraCon 49, our 5th year at the Santa Clara Marriott Hotel. Your questions about the DunDraCon Convention can best be answered by this program book, the DunDraCon.com website, the folks at the Information Table (outside California Salon 1), or any DDC staff member in a green DunDraCon staff shirt.

The Santa Clara Marriott is a non-smoking hotel.

You must wear your DDC badge in plain sight in all function areas.

Stay Healthy! Look after yourself. Wear a mask if you feel you need to do so, and respect others' choices to mask or not to mask. If you start to feel ill, **GO HOME**. Whatever you've got, try not to share it with anyone else.

Blood Donations: The Stanford Bloodmobile will accept blood donations on Saturday, February 14, 10 AM to 2 PM, in the parking lot outside the ballrooms.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website at <http://www.dundracon.com> Scan the items below with a smartphone to connect to the Events Page, Games Registration, Games Results, or Homepage on the DunDraCon website.

Events Page



Games Registration



Games Results



DDC Homepage



DunDraCon Rules & Survival Tips

Convention Rules

- **Masks:** This year we do not require masks or proof of vaccinations. You may wear a mask or not at your choice.
- **Wear your Con badge where it can be seen.** You cannot enter the Dealers' Room or a scheduled game without it, and we will be looking for badges in other spaces, including open gaming areas.
- **Leave weapons in your room.** A weapon is, by definition, anything the Committee thinks is a weapon—please don't argue. This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the martial arts demo people keep everything in their room except en route to and from scheduled demos. And it is never appropriate to wield a weapon outside of a planned martial arts demo, even in jest. This in particular is such a serious safety violation that DunDraCon reserves the right to kick the violator out of the Con.
- **Smoke only where allowed**—that is: in the smoking areas *outside*. The Marriott is a 100% non-smoking hotel. Smoking anywhere in the hotel (including the room balconies, which are considered part of the interior) can get you kicked out of the Con, and the hotel may levy a hefty charge as well.
- **Health and safety:** Anyone who endangers the health and safety of others, or causes others to feel unsafe, is subject to expulsion from the Con, though in minor cases you might just get a stern talking-to. Most everyone behaves very well for such a large Con, but because it is large and sometimes crowded, we have to take potentially hazardous situations seriously. In particular, any threat of physical violence or unwanted physical contact, use of controlled substances, use of fire in any way (even a candle), or any inappropriate use of alcohol in public are grounds for kicking the offending party out of the Con. See the **DDC Policy on Harassment** on page 4.
- **Individual selling** is allowed only in the Bazaar.

Hotel Tips

- Don't cook in your rooms or on a balcony! Not even with a microwave. You might set off sprinklers, cause a fire, or get thrown out of the hotel.... (But we're told that you can use the microwave in the lobby gift shop.)
- If you choose to go out and get food (or have it delivered), please don't leave the carcasses lying around—it annoys the hotel staff, which makes it harder for us to work with them.
- Please keep your rooms relatively neat. Especially keep sleeping bags, ice chests, etc. safely stowed away.
- The Santa Clara Marriott has a no-pets policy, so please do not bring non-service animals into the hotel.
- The health club and pool are for the use of registered hotel guests only.
- No gaming in the Orchard...and tips are expected!
- Lost and Found is at the hotel front desk. DunDraCon staff will turn in all lost and found items to the hotel, so check there for any lost items.

General Good Sense

- Sleep some of the time. Your body needs rest, even with nonstop distractions. If you start a game at 2 AM, you'll probably be too wasted to play in your official game when its 8 AM start time rolls round.
- Eat something besides potato chips and candy. Your endurance and concentration will improve amazingly.
- Drink a lot—of water. Hotel air is very dry; use the water stations. Try to avoid sugar and alcohol as much as you can.
- Alcohol is allowed only for those of age. Ignore this rule and you can be asked to leave the Con.
- Tell people where you are. Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.
- We cannot page people at the Con, nor can we guarantee to reach or find anyone. You can leave a note on the DunDraCon message board, and so can your friends, so check the board for messages a few times a day. Ask at the front desk, too; they may have something that hasn't been posted.
- Watch your step. Don't run in the halls or otherwise endanger yourself or others. It's hard to move figures when you're in traction.
- Use the trash cans. Garbage left for someone else to pick up is a major social blunder.
- Keep your temper. Everyone is trying to make the Con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure—without stopping to swear that we didn't foul things up on purpose.
- Know where your children are, and make sure they know where you are. Set a specific time and place to meet whenever you and your children are going to be in different places for even a few minutes. **Ultimate responsibility for your children's safety lies with you;** DunDraCon and the Santa Clara Marriott will do the best we can to support you in that goal. Should any crisis arise, children or adults should contact our staff or the hotel at once.
- Do not play in the stairwells or elevators. This is both a courtesy and a safety issue. During peak times, the elevators are full to capacity and the stairwells are often busy with folks carrying large amounts of stuff to and from game rooms. It is also essential that hotel and Convention staff be able to move between floors in order to run the Convention smoothly. Unfortunately, teleporting is not yet an option.

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Convention Registration

Across from California Salon 3 Convention Registration Hours

Friday	10:00 AM – 9:00 PM
Saturday	9:30 AM – 8:00 PM
Sunday	9:30 AM – 5:30 PM
Monday	9:30 AM – Noon

FULL MEMBERSHIP = \$85

ONE-DAY MEMBERSHIP = \$50

Monday-only Bazaar Membership = \$10

IN-TOW BADGE = \$5

Keep Your Badge! You'll have to show ID and pay a fee to replace your lost badge.

Hotel Information

Convention Food Service

In addition to its regular offerings at Bosc & Bartlett in the lobby and via room service, the hotel is offering a full buffet for breakfast in the Orchard room from 6 to 10 AM – menu available at the door, on the Info Table, and on a link from the DunDraCon home page. There will also be a snack bar in the lobby by the Starbucks sign, open from 6:30 to 11:30 AM.

Later in the day, the Orchard room will be open for lunch and dinner from 11 AM to 9 PM with a variety of main dishes and snacks, with menus available at the same spots.

Tables in the Orchard room are open for eating food purchased there; please use the lobby or hall tables for your own supplies.

Need Help with the Hotel?

Let DunDraCon help settle disagreements and unsnarl questions about rooms. Do not ask the hotel to move furniture or air walls; the Santa Clara Marriott does not do same-day room resets, but we may be able to rearrange furniture informally. Talk to a Committee member—Hilary Powers (usually in the Sedona Room) if possible; she's the one the hotel people are most used to working with. However, in a pinch you can ask any Committee member if you need something. We will back the hotel staff in anything they need to do to maintain the health and safety of the people here, but we want you to have a good time and will do what we can to help!

WARNING!

All the tables and chairs in the gaming rooms and the halls are for the use of the Convention. Do not borrow them. If any are found in your room, they will be removed—and the hotel may slap on an extra charge for the inconvenience. And if you see any banquet-style tables or chairs in someone else's room, you can be sure they're "borrowed"—the hotel is not renting furniture for in-room gaming this year.

PARKING

If you have a room, tell the front desk you have a car when you check in and your room key will be activated for in-and-out parking privileges; \$5/day will be added to your bill. If you're day-tripping, validate your parking entry ticket at the station across from Con Reg so you will be charged \$5 (instead of the hourly rate, up to \$15) to leave the lot.

ANIMALS IN THE HOTEL

The Santa Clara Marriott has a firm no-pets rule. However, documented service animals (but not emotional support animals) are allowed, with no fee. Acceptable documentation consists of a California standard service animal identification tag, or equivalent. (And they mean it! You don't want to think about the fee if the housekeepers report an illicit animal you haven't mentioned, and the trouble from misrepresenting a pet as a service animal is worse.)



GAMES OF FREMONT

What to Do at DunDraCon

Entertainment at DunDraCon comes in many different forms. First are the Convention-sponsored games, including LARPs, board games, card games, miniatures games, and RPGs. All numbered games are registered through the Games Registration program and are listed on the DDC website. You can drop into the Protospiel room (California Salon 4) at any time—even after midnight. Games might start at any time, and designers always want your feedback.

You also don't need to sign up for the Seminars, War College, Fighting Demos, Figure Painting, or Animé Room; just show up at the stated times. The Dealers' Room, Auction, Game Library, and Bazaar are open only at certain hours. Open Gaming rooms are open 24 hours a day. Figure Painting is in California Salon 2, with contests. We have a schedule for the younger crowd (and those with young hearts) in the Kids Room (Seattle). If you need assistance, ask a member of the DunDraCon Committee (the Green Shirts) or go to the Information Table (California Salon 1, open 8:00 AM to 8:00 PM).

Open Gaming

Locations: Sedona – all weekend; Grand D & E – Friday through Sunday; Grand A – Saturday only; Portland, Santa Barbara, and Newport Beach – Monday (and Hector may be able to find you a place on other days). Sierra and Ponderosa – check the table signs to see how much time is available till the next scheduled game before you settle down to play something unscheduled. Open Gaming runs nonstop until 5:00 PM Monday.

No sales permitted in Open Gaming.

We ask you to be courteous to others in the Open Gaming areas and to pay attention to any announcements. All tables are first-come, first-served, with actual gaming having priority. **Note that it takes a live human to hold a table! Stuff left at a table may be moved to the wall.** Please remember to put trash in trash containers. If a trash can is full, please inform hotel staff or a Committee member.

DDC Policy on Harassment

DunDraCon feels very strongly that attendees should be allowed to play in an atmosphere of harmony and good feeling at the Convention.

Harassment can range from purposely touching someone else against their wishes, invading their privacy, or following them around, to comments or gestures that make them feel unsafe or uncomfortable. This is not an exclusive definition; harassment is as broad as the perception of the harassed.

If you feel you are being harassed in any way, and especially if the harassers are persistent, please report this to our Green Shirt staff; you will be referred to a mediator to assist you. Our mediator, either alone or in consultation with others, will hear your concerns and act on them with high priority.

Such a resolution may range from mediation between you and your harasser, to expelling your harasser from the Convention, banning the harasser from some or all future Conventions, or involving local law enforcement if warranted.

Memorial Freecycle Table

DunDraCon is continuing the Memorial Game and Game Component Freecycling Table. This will be a table in the hallway outside California Salon 1.

Anyone may place unwanted but usable games and game components there, free for the taking by anyone else. Junk, antique, or collectible—it's all in the eye of the beholder, so this is your chance to dispose of an unloved or superseded gaming item that someone else might cherish, subject to the limitations listed below.

By leaving any item on the table, you relinquish ownership of it, and may not dispute its appropriation by anyone else. DunDraCon's staff members will periodically police the table, and reserve the right to remove any item or items and dispose of them for any reason.

Please do not leave any of the following; DunDraCon will dispose of these items forthwith:

- Food or food-like substances.
- Liquids, powders, or aerosols, including hobby paints, solvents, fillers, or glues.
- Other toxic or dangerous materials, such as moldy game components, anything that smells of second-hand smoke, broken items with sharp edges, or weapons.
- Books, magazines, comics, CDs, DVDs, tapes, or other materials not related directly to playing games.
- Pets, including dragons who may or may not have been paper-trained.

In Memoriam: Clint Bigglestone, Steve Henderson, Dorothy Heydt, Jerry Jacks, Terry Jackson, Mike Nebeker, and Steve Perrin.



DunDraCon Staff

Randy Angle – Protospiel Coordinator, Seminars
Rachelle Boyd – Social Media Publicity, Press Passes, Special Events, Business Agent for Merchandise
Angela Brockett – Convention Registration Deputy
Meg Creelman – Fighting Demos, ConReg Deputy
June Delane – Member Services, Games Library
Gigi Henderson – Signage, Youth Gaming
Hal Heydt – Chief of Convention Registration
Cynthia Hilton – Proofreader, Copy Editor
Tony Hughes – Bazaar, Organized Play
Kyle Hunt – ConReg GUI Programming
Bill Keyes – Program Book, Publicity, DDC Blast
Teri Keith-Torres – Kids’ Room Deputy
Dana Lombardy – War College Coordinator
Ariel Mahar – Events Scheduling, Mistress of Time and Space
Chad Martens – Dealers’ Room Coordinator
Xander Matthews – Scheduling support; Info Table support
Anne Merrit – War College Deputy
Rob Miles – Animé Room, Audio-Visual Support
Kendra Nelson-Rury – Figure Painting Director
Ryan Nelson-Rury – Figure Painting Deputy
Hilary Powers – Hotel Liaison
Ellen Robertson – Games Reg, Print Publicity & Flyers, Sorcerer’s Apprentice, In charge of “This”
Roderick Robertson – Website, Net Rep, In Charge of “That”
Tristan Salazar – Badge Art
Kendra Schynert – Crew Captain
Mark Schynert – Protospiel Support
Joshua Sigman – LARPs Liaison
Hector Torres – Miniatures Liaison, Floor Manager, Scheduling Support

Animé Room Redwood

The Bay Area Animation Society, under Rob Miles, will host a festival of animation features in Redwood. Come enjoy the show whenever you have time.

Check the schedule posted outside the Animé Room for final times and features. The Animé Room will close from midnight to 8:00 AM each night.



A Note to Parents and Guardians

DunDraCon is happy to have kids of all ages in attendance at our conventions, and we try to provide events and attractions that will appeal to a wide range of ages. We also encourage safety for kids and everyone else, which is why we have a number of rules and recommendations we hope everyone will follow. Children are expected to follow the rules of DunDraCon just as adults are, and are subject to the same penalties and restrictions if they do not.

All children and teens must have and wear their DunDraCon badge while in the Kids’ Room. One way parents and guardians can assure that minors in their charge will be as safe as possible at the Convention is to make sure an emergency contact number is included for every child. If any problem arises, it helps us and the hotel to have a way to contact you right away. Those of you in attendance at the Convention can leave room numbers, but a cell phone number is better, and both is best of all.

Please provide alternative contact numbers (home, business, cell) as appropriate, in the unlikely event that an accident or health crisis gives us need to contact someone on your behalf.

We rate most of our events for content in order that parents, children, and other attendees will have some idea of what they can expect in a given game, and can choose events most appropriate to their enjoyment and comfort. See our **DDC Game Standards** on page 11.

DunDraCon has neither the authority nor the resources to supervise the kids in attendance at our Convention. While we are not baby-sitters, we do want to assist parents in every way we can as they make the most appropriate decisions regarding their children’s presence at the Convention. Know your child’s capacity to operate autonomously and make decisions with that in mind.

Please contact any member of our staff if you need assistance at any time regarding your children (or for any other Convention-related matter). Above all else, we want to help you and yours have the best possible Convention, and will do whatever we can to make that happen.



Dealers' Room

Salons 5-6

Salons 5-6 will have dealers for all of your gaming needs. Note that the room closes early on Monday, so get your last-minute buying done in the morning.

You MAY NOT eat, drink, or smoke inside. You must have your own Con badge to enter the Dealers' Room, not someone else's. Security will be firm on both points.

Dealers' Room Hours

Friday	5:00 PM – 8:00 PM
Saturday	9:30 AM – 5:30 PM
Sunday	9:30 AM – 5:30 PM
Monday	9:30 AM – Noon

Vendors

3bitworld

Licensed statuary, figures, and terrain from 3D sculptors and artists. Customizable cute and fun figures are available at the booth for your imagination and games.

8Bit Bytes

Bright and colorful sketch books, plushies, stickers, earrings, buttons and more.

Amelia Pen Draws

Character art prints for fantasy, stickers, buttons and children's books.

Black Diamond Games

Black Diamond Games is a full spectrum, hobby game store in Concord, California. Open for 18 years, they sell all your hobby game needs along with a two-story Game Center for events.

Bob Goolsby Designs

Handmade designed and crafted jewelry and eye-ware chains.

Branum Games

Branum Games produces tabletop games that are colorful, funny, and highly thematic, lasting around an hour. We have several card, board, and tile-based games. The first two card games, House Monsters and Battle Gnomes, were both successfully kickstarted.

Buttonsmash Tavern

"Come weary traveler, grab materials for your next adventure. We sell handmade potions, cloaks, jewelry, art and more!"

Chessex

All your Dice, figure cases & gaming matt needs.

Chris's Comics

Anime merch, TCG, board games, puzzles, handmade earrings, gaming supplies and so much more.

End of the World Goodies

Unique earrings, bracelets, hair clips and keychains to fit any style.

Featherweight Finery

Featherweight Finery anodized aluminum jewelry is hand crafted just 2.3 miles from DunDraCon. Every piece is made by the artist. Aluminum is lightweight; the anodized colors are vibrant and enduring. They never tarnish or change color.

The earrings are suspended from hypo-allergenic niobium earwires. This and the light weight of the aluminum makes Featherweight Finery easy to wear.

Come by my table in the dealers' room to see what is currently available or talk to me about a custom piece.

Fool's Moon Entertainment

TTRPG books and gaming adjacent merch such as minis, die towers, character plushies, dice and pins.

Games of Berkeley

Games of Berkeley has been pretty darn swell since it opened in 1980, providing tabletop gaming products and experiences to the Bay Area ever since. Our tremendous stock of dice, board games, wargames, dice, RPGs, dice, TCGs, miniatures, dice, and also dice – along with disc golf, novelty gifts, t-shirts, plush toys, and more – ensures that Games of Berkeley has something for everyone.

Games of Fremont

A Fremont-based local friendly neighborhood store selling tabletop games and accessories with plenty of gaming space for gamers.

Gamescape SF

Bay-area game store selling painting supplies, painting demos, miniatures, and board games.

Goodman Games

Goodman Games has put the experience in your roleplaying adventures for 25 years! We publish the **Dungeon Crawl Classics RPG** – *the game with the funky dice!* – and related games such as **Xcrawl Classics** and **Mutant Crawl Classics**. We also publish adventures and more for the world's most popular roleplaying game, including the deluxe versions of **Dark Tower** and **Caverns of Thracia**. *Come see what's new!*

JenUoneArt

Jen Monson is a creator of whimsical art. Her main focus is Resin Koi Ponds, which require hand painting koi and other things on layers of resin.

Mega Negi

Vinyl Anime decals for cars, laptops, water-bottles and anywhere you need a bit of flair.

Mini Adventurers Forge

Anime-inspired laser engraved miniatures for your tabletop adventures.

Nekoseys

Anime, video game Acrylic Keychains, Prints, Buttons, Coloring Pages for all ages.

Octopunx

Steampunk, Fantasy, Gothic, Sci-fi & Just Plain Weird: Octopunx creates Mix and Match Goggles, Jewelry, and other accessories for the dapper geek.

Phoenix Handmade Goods

Fun and colorful Hawaiian style shirts and towels for all ages.

Planet Urf Entertainment®

Original art, games, and books by cartoonist and illustrator **Chuck Whelon**.

Stop by Planet Urf Entertainment for humorous fantasy comics, tabletop games, and original art from the worlds of **Pewfell** and **Urfspace**. Chuck will be featuring his **Pewfell** graphic novels, the medieval fantasy board game **Legitimacy**, **Wizard Pickles** puzzle adventures, **Trolling the Dice** cartoon collection, and original fantasy artwork created for **Goodman Games**. Expect witty world-building, playful monsters, questionable heroes, and plenty of things to read, play, and take home. Perfect for RPG fans, fantasy readers, and anyone who enjoys smart, funny genre art.

Psychic Damage Designs

Woodland critter fantasy miniatures, stickers and prints.

Serial Hobbyists LLC.

Laser cut wares, 3D prints. We have an attached booth for kids' wares.

Scallywags International

Self-published games; Scurvy Dogs: Pirates and Privateers, art, pins, and accessories.

The Ninth Stich

100% handmade costumes, reenactment clothing & dice bags.

Thornhill Gaming

Thornhill Gaming makes ttrpg accessories and gaming related gifts. We have a small curated line of wood products including initiative trackers and dice trays all the way to notebooks and tarot card stands. Everything is designed and made by real geeks for our fellow geeks.

Three Dog Quest

Representing Indie Press Revolution. Roleplaying games, Kickstarter Edition Games, game accessories.

Wonder Lost Creations

Handcrafted leather goods and gaming accessories to enhance your gaming table. Bay Area based, LGBTQIA+ Veteran owned and operated.

Wyvern Warfare

Handcrafted wooden dice trays, custom dice and TTRPG accessories.

Zombiesmith

Local fixture of the Bay Area miniatures scene since 2001, Zombiesmith Miniatures has now partnered with Wargames Atlantic in producing plastic models for This Quar's War. Set on the whimsical world of Alwyd, the Long War has seen the factions of the Quar fighting a grim, unending conflict. Now it is even easier to enter this Grimsical world with multiple plastic kits and the new skirmish rules, Clash of Rhyfles!

Flying Hands Massage

Flying Hands Massage will be outside California Salon 1 for those with sore backs and feet. Well worth the cost! 10-, 15-, or 20-minute sets offered.

	Hours
Saturday	8:30 AM – 6:30 PM
Sunday	8:30 AM – 6:30 PM
Monday	8:30 AM – 1:00 PM



War College Seminars Sequoia Room

Dana Lombardy's 2026 War College spotlights Dana's 50-plus year career as a historian, author, editor, and game designer. This year features new seminars by Arthur Prospero on the history of poison gas, and Tom Vallejos on alternate scenarios if America had entered World War One two years sooner. Ken Hite also joins Dana again on examining what-if historical turning points.

FRIDAY February 13

Bloody Omaha

Where the D-Day invasion almost failed

Presenter: Dana Lombardy

Friday 2:00 PM in the Sequoia Room for 1 hour

The June 6, 1944 massive Allied invasion at Normandy, France called D-Day consisted of five beaches code named Gold, Sword, Juno, Utah, and Omaha. Of these, the American forces at Omaha disembarked onto a confined area with high cliffs, few exits off the beach, strong German fortifications, and immense defensive firepower. It nearly failed. Historian and game designer Dana Lombardy will present new artwork by acclaimed illustrator Keith Rocco along with several "what if" possibilities published in 2 posters and 2 books, plus using his new game Bloody Omaha coming in the spring to demonstrate how history unfolded and could have been different.

SATURDAY February 14

Fun with Poison Gas!

Saturday 1:00 PM in the Sequoia Room for 1 hour

Presenter: Arthur Prospero

Join former combat engineer and history teacher Arthur Prospero for a delightful romp through the history of poisoned gas in warfare! From its delightful origins on the battlefield during the Great War to the lovely present-day weapons of mass destruction, we will take a merry hour to liven up our convention with holocausts, bleeding lungs, and nerve agents. It'll be a...GAS!

Alternate Histories

Saturday 5:00 PM in the Sequoia Room for 1 hour

Presenters: Ken Hite and Dana Lombardy

Ken Hite and Dana Lombardy look at possible changes to history, from battles to assassinations to inventions, and riff on the what-if. What if Hitler went South, not East? What if George Washington died of his smallpox? Bring your favorite change points and try to stump Ken and Dana! **FREE HAND OUT:** get our handy guide to sources for alternate histories.

SUNDAY February 15

Teddy Roosevelt Can Do It!

America Enters World War One in 1915

Sunday 11:00 AM in the Sequoia Room for 1 hour

Presenter: Tom Vallejos

Tom Vallejos explores how different the Great War and the world might have been if Teddy Roosevelt instead of Woodrow Wilson had been president in 1914.

NORAD game 50 years later

Sunday 3:00 PM in the Sequoia Room for 1 hour

Presenter: Dana Lombardy

Long-time DunDraCon presenter Dana Lombardy began his wargame career in 1972 and one of his most famous designs was published the next year. He will talk about creating this unusual game and why it was called “nuclear checkers” by one of the players. A demo game of NORAD 3 will be played after the presentation.

War College Presenters



Dana Lombardy began his game design career in 1972 when he started Simulations Design Corporation (SDC) in San Diego while he was still in college. He has worked on board games, card games, role-playing supplements, magazines, books, battlefield guides, videos, and educational exhibits. Dana will show two of his games: NORAD 3, a new edition of his original 1973 design recently published with Banzai magazine; and Bloody Omaha – The Big Red One on D-Day featuring art by acclaimed artist Keith Rocco.



Kenneth Hite has been a special guest at DunDraCon for many years, speaking about city building, what’s new at Pelgrane Press, and what’s currently “cool” in gaming. He is an award-winning writer and RPG designer with extensive books on the Cthulhu mythos, GURPS Infinite

Worlds, Night’s Black Agents, and The Nazi Occult among his many published works. Ken was the lead designer for Vampire: the Masquerade 5th Edition. Ken and Dana will explore alternate histories.



Arthur Prospero is a former high school history teacher from Petaluma, California. He holds two history degrees, as well as degrees in education and natural science. He is an Alum of San Francisco State University and the University of San Francisco. Arthur was a Combat Engineer in the United States Army, serving in Iraq in 2004. His current pet gaming project is developing an educational board game cynically exposing the military industrial complex.



Tom Vallejos is a regular attendee of DunDraCon, a GM for historical and sci-fi games, and a loyal War College supporter since 2003. He is a lifelong history buff and became an alternate history fan when he was 10 and watched the “Parallel Time” storyline on “Dark Shadows.”



Seminars

Sequoia Room for Presentations & Panels
Monterey Room for Workshops & Roundtables
Friday 12:00 PM – Sunday 6:00 PM

Friday

Welcome to DunDraCon – Panel

Friday Noon in Sequoia for 1 Hour

Presenters: DunDraCon Committee

Welcome to DunDraCon 49 Convention by members of the DunDraCon committee. Questions will be answered, some reminiscences about previous years and origins of the Convention will be offered, and you'll get to know some of the faces behind the events of the Convention.

Game Design: Making RPG Zines – Roundtable

Friday 1 PM in Monterey for 1 Hour

Moderator: Randy Angle

Group discussion about self-publishing your own DIY RPG Zines

RPG Horror Stories; How to Avoid Them – Presentation

Friday 1 PM in Sequoia for 1 Hour

Presenter: Arthur Gonzalez-Martin

After reading way too many Reddit subs during the pandemic, your host has broken down some common themes and mistakes that make up a horrible RPG experience and how to avoid them in your games. He may even read a few stories from gamers like you (within reason).

War College: Bloody Omaha: Where the D-Day Invasion Almost Failed – Presentation

Friday 2 PM in Sequoia for 1 Hour

Presenter: Dana Lombardy

The June 6, 1944 massive Allied invasion at Normandy, France called D-Day consisted of five beaches code named Gold, Sword, June, Utah, and Omaha. Of these, the American forces at Omaha disembarked onto a confined area with high cliffs, few exits off the beach, strong German fortifications, and immense firepower. It nearly failed. Historian and game designer Dana Lombardy will present new artwork by acclaimed illustrator Keith Rocco along with several what-if possibilities using his new Bloody Omaha game to demonstrate how history unfolded and could have been different.

Website: LombardyStudios.com

Storytelling for Games – Workshop

Friday 2 PM in Monterey for 1 Hour

Instructor: Randy Angle

Being a creative writer is somewhat different than being a Game Master. This roundtable is a group discussion about techniques and gotcha while encouraging great storytelling in any game. ** Limited to the first 12 attendees **

War College: Bloody Omaha Game – Workshop

Friday 3 PM in Monterey for 1 Hour

Instructor: Dana Lombardy

Play Dana Lombardy's Bloody Omaha Game

Website: LombardyStudios.com

Diversity, Equity, and Inclusion in the Context of Tabletop Gaming – Presentation

Friday 5 PM in Sequoia for 1 Hour

Presenter: Ronald Melencio

Take a look at the state of DEI in the context of Tabletop Gaming, the progress made, and where we're headed. (Updates from 2025-2026 and inclusion of a broader range of underrepresented groups.)

Saturday

City Building – Panel

Saturday 10 AM in Sequoia for 1 Hour

Presenters: Michael Blum, Doc Cross & Ken Hite

The long-running seminar about the nuts and bolts of creating and using cities in RPGs. This year our foci will be: Center Point Theory, the basic concept of how a city forms; Animals in Cities, what is allowed, how are they fed and housed; Transit in Ancient Cities, how people and goods are moved around in a city.

The 5 Room Dungeon Method: NOT Just For Dungeons – Presentation

Saturday 11 AM in Sequoia for 1 Hour

Presenter: Doc Cross

Come learn about the 5 Room Dungeon Method of dungeon creation. But it's not just for creating dungeons. I'll tell you how to use it for creating castles, villages, and more.

What's New in Role-Playing Games – Panel

Saturday Noon in Sequoia for 1 Hour

Presenters: Ken Hite & Merwin S.

Panelists will talk about what they are playing and especially what is new and worthy of your consideration.

What Makes a One-Shot Different – Panel

Saturday 1 PM in Sequoia for 1 Hour

Presenters: Randy Angle, Lucas Kotowski, Ken Hite & Merwin S.

A One-Shot RPG adventure is fundamentally different than campaign play. The panelists share their techniques and answer your questions.

Acting vs Roleplaying and the influence of Critical Role – Presentation

Saturday 2 PM in Sequoia for 1 Hour

Presenter: Lucas Kotowski

As tabletop roleplaying games move into the mainstream, expectations change and grow. How can Game Masters and Players manage the expectation of presentation and performance while balancing the things that they love most about tabletop roleplaying games?

War College: Fun with Poisoned Gas! – Presentation

Saturday 3 PM in Sequoia for 1 Hour

Presenter: Arthur Prospero

Join former combat engineer and history teacher Arthur Prospero for a delightful romp through the history of poisoned gas in warfare! From its delightful origins on the battlefield during the Great War to the lovely present-day weapons of mass destruction, we will take a merry hour to liven up our convention with holocausts, bleeding lungs, and nerve agents. It'll be a...GAS!

Secrets of the Game Masters – Panel

Saturday 4 PM in Sequoia for 1 Hour

Presenters: Randy Angle, Arthur Prospero, Ken Hite & Merwin S.

Veteran RPG Game Masters share their tips, tricks & secrets while answering your urgent questions.

War College: Alternate Histories – Panel

Saturday 5 PM in Sequoia for 1 Hour

Presenters: Ken Hite & Dana Lombardy

We look at possible changes to history, from battles to assassinations to inventions, and riff on the what-if. What if Hitler went South, not East? What if George Washington died of his smallpox? Bring your favorite change points and try to stump Ken and Dana! FREE HAND OUT: get our handy guide to sources for alternate histories.

Sunday

War College: Teddy Roosevelt Can Do It! America Enters World War One in 1915 – Presentation

Sunday 10 AM in Sequoia for 1 Hour

Presenter: Tom Vallejos

Tom Vallejos explores how different the Great War and the world might have been if Teddy Roosevelt instead of Woodrow Wilson had been president in 1914.

Game Design: What even is a game? A century of definitions – Workshop

Sunday 11 AM in Monterey for 1 Hour

Presenter: Randy O'Connor

In this seminar, you will make your own quick board game, and then we'll explore several definitions of the word 'game,' dating back to the 1930s. **Limited to the first 12 attendees**

Bugging Out, Hunkering Down and Sheltering In-Place... – Presentation

Sunday 11 AM in Sequoia for 1 Hour

Presenters: Karl Reichhold & Karen Kelley

Toto, I have a feeling we're not in Kansas anymore... might be a thought you have when you have to bug out of your home. What do you do? What do you need to take with you? What should you have packed and ready to go? Hunkering Down??? Sheltering In-Place??? What's the difference between the two? Aren't those just staying at home? Come to learn the difference and what you need to have on hand for each instance? Bring your questions. Free gift for the first 20 people!

Crafting Game Terrain – Workshop

Sunday Noon in Monterey for 1 Hour

Instructor: Randy Angle

Type: Seminar

Some examples, demonstrations, and just a bit of hands on for crafting terrain and playing with props at your game table.

** Limited to the first 12 attendees **

Gamemaster's Guide to the Criminal Justice System – Presentation

Sunday Noon in Sequoia for 1 Hour

Presenter: Matthew Yeoman

Covers how crimes are investigated, prosecuted and defended in the real world and ways to extrapolate that to superhero games, science fiction, etc. This will present tips on how to introduce these concepts into a RPG game.

Rare High Moments - How to Manufacture the Exciting Bits – Presentation

Sunday 1 PM in Sequoia for 1 Hour

Presenter: Lucas Kotowski

High moments can be hard to come by naturally, and sometimes epic moments fall flat. In this seminar we will discuss how to make your high moments work.

Website: /linktr.ee/legendarybucket

DunDraCon Feedback – Roundtable

Sunday 1 PM in Monterey for 1 Hour

Moderator: DunDraCon Committee

Tell us what you like and what we can improve. Share your favorites and your worst.

Humor in RPGs for Players & Game Masters – Panel

Sunday 2 PM in Sequoia for 1 Hour

Presenters: Randy Angle & Arthur Prospero

A return of the class Humor in RPGs seminar. The panelists will leverage their vast experience and wicked sense of humor to inform and answer your questions about how to be a funny player or run a silly game. The hidden pillar of every good RPG is Shenanigans.

Mystery Mastering – Workshop

Sunday 2 PM in Monterey for 1 Hour

Instructor: Merwin S.

Bring together all the elements of a fantastic mystery: the Call-up, the Circumstances, the Clues. Then handle anything your players throw at you with a firm grasp of Complications and Corrections.

It's so fast and easy you'll walk out of the seminar with a sketch out of your next original mystery scenario using the 5C system!



Embroidery Stitch-in – Workshop

Sunday 3 PM in Monterey for 1 Hour

Instructor: Sara Angle

Needle artist Sara Angle invites you to attend a one-hour session where she will share her knowledge acquired from 15 years as a professional stitcher and many years as a member of The Embroiderers' Guild of America (EGA). There will be an opening statement followed by a Q&A. Supplies for needle play will be available. ** Limited to the first 12 attendees **

War College: NORAD game 50 years later – Presentation

Sunday 3 PM in Sequoia for 1 Hour

Presenter: Dana Lombardy

Dana began his wargame career in 1972 and one of his most famous designs was published the next year. He will talk about creating this unusual game and why it was called nuclear checkers by one of the players. A demo game will be played after the presentation.

War College: NORAD Game – Workshop

Sunday 4 PM in Monterey for 1 Hour

Instructor: Dana Lombardy

Play Dana Lombardy's NORAD Game

Randomness in Games – Presentation

Sunday 4 PM in Sequoia for 1 Hour

Presenter: Tristan Muntsinger

Randomness is one of the most argued-about parts of tabletop games. Some players love the drama; others hate the "I lost to a die roll" feeling. This seminar is aimed at both players and designers, and treats randomness as a set of distinct tools rather than a single knob.

We'll unpack why different kinds of randomness feel fair or unfair, how they affect skill expression, and how to recognize when a game is asking you to manage uncertainty versus just endure it. We'll break randomness into a practical taxonomy (input vs. output randomness, hidden information vs. stochastic resolution), cover what it's good at (uncertainty, pacing, replayability, catch-up), and the common failure modes. You'll leave with concrete examples and a simple checklist of mitigation techniques: bounded variance, rerolls/mitigation currency, drafting, deterministic setup, and randomness you choose so you can evaluate games more clearly as a player and tune randomness more intentionally as a designer.

How to Form and Keep a Gaming Group Together – Presentation

Sunday 5 PM in Sequoia for 2 Hours

Presenter: Matt Steele

In this 2-part discussion I'll share tips and insights into putting a gaming group together and keeping one running over time. I've organized or been part of many long-running groups since I got into RPGs in the early '80s. This information applies to ANYONE who wants to be part of a group - even if you're not a GM.



Protospiel – Prototype Game Testing

California Salon 4

Friday 9:00 AM – Monday 5:00 PM
Opening Ceremony, Saturday 9:30 AM

What Is Protospiel?

Protospiel is a German word for a prototype game. Independent game designers have events all over the world, game designers bring their unpublished games, and game players provide much needed testing and feedback in exchange for tickets to win prizes at the drawings on Saturday and Sunday. The Protospiel at DunDraCon is an amazing 4-day event with lots of fun and plenty of Indie Game Design community building. Much of the operations of the Protospiel room will be handled by our partners at **Golden Gate Gamemakers**.

For Players

Drop in anytime and enjoy a game. Find a game table that needs players for a game you find interesting. Earn one or more tickets for each game you play toward sweepstakes prizes drawn multiple times throughout the convention.

For Game Designers

Coordinate with other designers to find table space and play your game. If you can't find an empty table, please locate a Protospiel coordinator for help. Tables are always assigned ad hoc, first come-first served. Be helpful and conscientious. Nobody likes a table-hog. Don't leave your storage on the valuable table space. Remember to track who played your games and reward them with sweepstakes tickets, 1 ticket for each hour, after they have provided you with useful feedback.

Protospiel Offerings (partial listing)

All games are unscheduled. If you want to find a particular game, ask around to find the designer and ask them when they will be playtesting their game. For more information about these games, including designer bios, please visit the Protospiel website at [http://www.dundracon.com/Events_Protospiel.php]

Lexomancers by Sam Trabucco

Development Level: Early Beta Test

Style: Intermediate

Type: Board

Length: 1

Players: 2-4

Cooperative word game where players build grids of words (Bananagrams-style) while conforming to shifting restrictions.

Venusville by Battj LLC

Development Level: Early Beta Test

Style: Intermediate

Type: Card

Length: 1

Players: 4

Build a space colony together, but also against one another. Small big, short playtime, big strategy.

OFMOS® Essential by Ofmos Universe

Development Level: Nearly Ready

Style: Intermediate

Type: RPG

Length: 0.5

Players: 2-4

OFMOS® Essential | (Un)serious Game of Success | Handcrafted, Signed, Numbered | Limited 99 Edition Shuffle the 9 fields, each a 3x3 grid, and assemble the 81-position board. Take point-gaining-or-point-losing actions with your 9 ofmos pieces — launch, move (with or without kill), or exit — striving to generate the highest return on your starting 100 points. Don't forget about the bonus-point-generating formations of 3 or more neighboring pieces. At the end of the game, which is called as soon as one of the players removes the last of his/her/their 9 pieces, the one with the most points wins. Think Big & Good Luck!™ OFMOS® Essential is a novel abstract and real strategy game that naturally fosters both competition and collaboration, providing fun for families and friends. 2 to 4 players, ages 13 or older, can show their strategizing chops in sessions that conveniently last 20-30 minutes. With abstract game mechanics that might bring to mind classics such as CHESS and BACKGAMMON (and even digital piece-matching experiences such as TETRIS, BEJEWELED, or CANDY CRUSH), the game is unique and original.

Steam Masters by Branum Games

Development Level: Nearly Ready

Style: Intermediate

Type: Board

Length: 1

Players: 2-4

Steampunk game about investing in steampunk inventions.

Hobo Noir by Charles Picard

Development Level: Alpha Test

Style: Casual

Type: RPG

Length: 3

Players: 4

In Hobo Noir you play hard-luck Depression Era tramps navigating an ever-shifting landscape of angry locals, hard times, and cops of all kinds, relying only on your fellow travelers to get you through. Character creation is quick and easy, requiring only a standard deck of playing cards and a bit of imagination. Gameplay uses a custom set of cards based on old hobo codes; these act as challenges for the tramps as they move on down The Road. Hobo Noir is fail-forward funny-sad gaming intended for true bindlestiffs.

Emissary: The Art of War by d0 Games

Development Level: Nearly Ready

Style: Complex

Type: Board

Length: 2

Players: 2-8

The war is won or lost before the armies march. The Warring States period was an era during the 3rd century BC in ancient Chinese history characterized by warfare, as well as bureaucratic and military reforms and consolidation. Emissary is a mid/heavy weight 2-8 player game set in this period. Players battle for control of the kingdom through diplomacy and warfare in this deterministic area control game. Inspired by games like Ankh, Game of Thrones, Kemet, and Scythe, Emissary stands out with its ZERO randomness, heavy focus on strategic decision making, and a unique diplomacy track. Perfect for fans of 'decision salad' type games with a unique historical setting. The game takes place over the final 10 years of the Warring States period (230 BCE - 221 BCE). Each player will assume control of one of the 7 states fighting for control of China (Qin, Qi, Chu, Wei, Yan, Zhao, Han) or the vicious barbarians to the north (Xiongnu). Players will issue orders (via multi-use cards) to their armies or use cards in combat.

Apex by Floyd McWilliams

Development Level: Nearly Ready

Style: Complex

Type: Board

Length: 1.5

Players: 2-4

Medium length / medium complexity Civ game using flipcharts.

Progress and the Nation by Mark Schynert

Development Level: Nearly Ready

Style: Complex

Type: Board

Length: 3

Players: 3-5

Progress & the Nation is a late beta test civilization building board game with exploration, expansion, and enhancement, but without player elimination.

The game has short actions, determined in most cases by action selection with following; the player choosing the action gets additional ways to benefit. There are a choice of ten different factions with differing proficiencies; opportunity and boost cards present multiple options to players who draw them; historic personalities present additional synergies, and there are 40 states available to develop, federate, or which can become independent. There are also unique goals which determine how each player can approach the game. The game reaches the ending phase when at least one player reaches victory determination, or when all states have entered play or were discarded from the game, or when any player reaches 20 or more progress tokens in a limited time frame. Resolution is strictly limited to counting victory points at the end of the game, with a tie breaker based on progress tokens and federal tokens.

Robhill by Robhill LLC

Development Level: Nearly Ready

Style: Casual

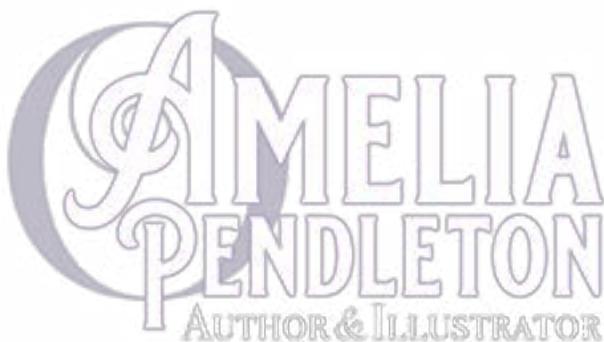
Type: RPG

Length: 0.5

Players: 6

Robhill is a quaint town stuck between a rock and a hard place. You create an adventurer and help tell the story of Robhill its people.

The website is a non-profit site that is raising money for Wounded Warriors and East Bay Innovations.



Mini Super Battles by Stephen Russell

Development Level: Alpha Test

Style: Intermediate

Type: Miniatures

Length: 1

Players: 2-8

Welcome, adventurers, monsters, and lost dimensional time travelers to the great battle arena of Kwantum! Prove your worth, earn fame and fortune, settle your cross dimensional disputes once and for all! Choose from among 18 different races, 13 different guilds, and 50 different character classes each with 20 unique abilities to choose from, for millions of character possibilities. Fight against each other individually, in teams, or form a group to challenge one of over 50 self running boss battles. Every genre is covered in this game, play everything from an human fighter to an ent robot and many many more! Cast spells, summon allies, place traps, create and destroy terrain in this fast paced turn based combat game. Sound familiar? I ran this game at Dundra Con years ago. I have been working on it on and off since then stream lining the system making it better than ever! The Arena awaits, are you ready?

Guess List by Words & Whiteboards Co.

Development Level: Nearly Ready

Style: Party

Type: Other

Length: 0.5

Players: 12

Guess List is an easy-to-learn, fast-paced party game about making lists and guessing the “obvious” or hilariously missing it. Rounds are quick, exciting, and full of “how did I forget that!” laughter that you soon won’t forget.

The active player (the Guesser) draws a topic like “things found at a park” or “sports without a ball.” The other players secretly write their own short list on the topic. When the timer starts, the Guesser blurts out as many things they can think of that fit the topic. If the Guesser says something on any player’s list, that player checks it off. Players score points for each item they’ve checked off their list, and the player with the most points wins!

Word Bound by Words & Whiteboards Co.

Development Level: Late Beta Test

Style: Casual

Type: Other

Length: 0.5

Players: 10

Cryptid meets Just One!

Word Bound is a word association game about creativity under constraint. Each round, players draw a set of restrictions—simple rules that shape what kind of word they’re allowed to say. Every restriction applies at once, so the challenge is to find one single word that fits them all.

It’s not about speed or vocabulary depth, but about pattern recognition and lateral thinking: finding that perfect overlap between categories, spellings, and associations. Some rounds click instantly; others twist your brain in the best way. The result is a clever, compact word game that feels equal parts puzzle and conversation.



Protospiel Sponsors

DunDraCon would like to thank our generous sponsors:



DDC Game Standards

or

Will my child enjoy this game?

DunDraCon defines all games according to a set of consistent guidelines as applied by the GM. DunDraCon does not review GM scripts and cannot guarantee that GMs will always conform to the standard they specify, although DunDraCon does expect this of all GMs. These standards speak to content in the same way that MPAA movie ratings do, but we do not use the same labels or definitions. We hope these standards will be helpful to adults, children, and parents in selecting games they are most likely to enjoy.

Family: Family games will have no profanity, very little or no sexual innuendo, and violence will be limited. Such violence as there is will be brief, stylized, remote, or cartoonish, and never graphic. There are no themes of an intense nature. The game may be simple, but if it is at all complex, the GM will be sure to ease play for children as needed.

Mainstream: Mainstream games may have moderate, limited use of profanity; limited non-explicit references to sexuality; and may contain violent elements. Graphic violence will be limited but may be present. There may be themes of intense nature, but they will not constitute the primary focus of the game. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but children and parents are warned that there may be objectionable moments in games of this category. These games are usually moderately to very complex, and the GM may offer help to children as needed. This is the standard to which most role-playing games are written.

Mature Themes: These games may include profanity or references to sexuality, and may contain violent elements. Graphic violence will be limited but may be present. There will be themes of an intense nature, which may dominate the game, and role-playing may be so intense that younger players will be confused by the lack of an apparent boundary between character and player. GMs are expected to use their judgment to adjust their game as they deem sensible if children are present, but parents and children are warned that there are likely to be objectionable moments in games in this category, and that children should be comfortable acting in an adult manner in the presence of adults. These games are usually moderately to very complex, and there may be no means to assist children in the play of the game. This is the standard to which many LARPs are written.

Very Complex: This category applies to board and card games. Games in this category are likely too complex for children under the age of 12 to enjoy, and some older children may also experience difficulty with them. While the GM is expected to offer assistance as necessary, parents and children are advised that such games may be an unsatisfactory experience.

DDC Game Policies

Prohibitions for all DunDraCon Games

Explicit sexual content and the use of epithets relating to contemporary races, religion, ethnicity, age, sexual orientation, or gender are prohibited. Excessive graphic violence, as might be depicted in a splatter-type horror novel or film, is also unacceptable.

GMs may not charge for any event. The only exception is that we allow GMs of Sealed Deck (and similar) tournaments to sell packs at cost, but they must allow players to bring packs purchased elsewhere, as long as the decks are still sealed.

GMs are not allowed to require or suggest that any player have his or her sight or hearing substantially impaired (blindfolds, noise-cancelling headphones, etc.) as a part of a game. Opt-out or opt-in provisions for players do not make these practices acceptable. DunDraCon considers this a safety issue, and will not schedule games with such practices.

On the Other Hand...

GMs are not responsible for the behavior of players in the game. They are not baby-sitters, and they are not to be held accountable for offensive behavior by any player. If a player is consistently breaking rules, playing in a manner that exceeds the game's stated Game Content level (Family, Mainstream, Mature Themes), engaging in what the GM considers excessive conduct of any sort, or is harassing any other player out-of-character, and does not stop the objectionable actions when asked, DunDraCon delegates to the GM the right to ask that player to leave the game. GMs are expected to use this power only as a last resort. If the GM doesn't feel comfortable ejecting a player, please find a DDC staff member who will do so.

Anyone (GMs, prospective GMs, players, parents) who has questions about how these policies are applied may contact the Games Coordinator, or any DDC Committee member, during the Convention for assistance or clarification. In all cases, our primary intent is to facilitate a game-playing experience that is positive for all participants, especially GMs, and our decisions on applying policy will be made with that intent foremost.

In-Tow Badges and Convention Privileges

DunDraCon issues free "In-Tow" badges as a courtesy to paid members, to allow them to bring nongaming significant others, children, or care-givers to the convention at no additional cost. In-Tow badges must be associated with a paid member's badge.

All In-Tows may enter public areas of the convention as observers. They may make purchases in the Dealers' Room or Bazaar, but may not take part in any other activity except the Kids' Room.

In-Tow care-givers or attendants for disabled attendees may stay with their charges in all Convention areas, even those with restricted entry such as scheduled-game rooms, though they may not play.

Likewise, In-Tows who need continuing attention may stay with the member who has brought them to the Convention, but may not play.

In-Tow badges can be upgraded to full memberships at Con Registration, for the fee that would have applied at the time the associated member's badge was purchased.

Fighting Demonstrations California Salon 3

DunDraCon is pleased to welcome back Amtgard, the Society for Creative Anachronism, and Randy Bartlett, hosted in Salon 3, next to Convention Registration. Please note in the schedule **where** the combat demos will be held.



Amtgard is a not-for-profit, free, non-sectarian group dedicated to the re-creation of medieval and fantasy genres. Amtgard has a vast array of new experiences to offer the interested adventurer, from making clothing appropriate to a certain time period, to wielding a foam-padded replica of an ancient weapon on the field of battle. The re-creation of medieval and fantasy combat is the core of Amtgard. Amtgard is represented at DunDraCon by the Kingdom of WestMarch.



The Society for Creative Anachronism (SCA) is an international not-for-profit organization dedicated to researching and re-creating the arts and skills of pre-17th century Europe. Established in 1966, the SCA “Known World” consists of 20 kingdoms, with over 30,000 members in countries around the world. Members, dressed in clothing of the Middle Ages and Renaissance, attend events which feature tournaments, royal courts, feasts, dancing, educational classes, workshops, and much more.

The SCA is represented at DunDraCon by the Kingdom of the West, the founding Kingdom of the SCA, celebrating its 59th year.

Randy Bartlett: with 20+ years of Whipping, and 10 years teaching how to crack that Whip, Randy is a long-time attendee of DunDraCon and Mad Hatter of all trades. His other activities include leather crafts, local Fairs, and keeping our head of Convention Registration sane on Fridays at DunDraCon.

Fighting Demos Schedule

Saturday

11:30 AM in Salon 8&9 - SCA
2:00 PM in Salon 8&9 - Amtgard
4:00 PM Outside if possible, check in Salon 3

Sunday

11:30 AM in Salon 8&9 - Amtgard
2:00 PM in Salon 8&9 - SCA
4:00 PM Outside if possible, check in Salon 3

Amtgard and the SCA plan to have workshops and impromptu discussions throughout the weekend. Please check the California Salon 3 door for further information.



Unofficial—Unofficial—Unofficial—Unofficial—

DunDraCon Does Not

Officially Present

On Sunday, February 15th,

The Secret Masters Of Gaming

26th Annual Hawaiian Shirt Day

At DunDraCon 49



Wear your brightest, wildest, craziest Hawaiian Shirt and let everyone *in the know* know that you are to be considered a S.M.O.G.

(Hey, we can all dream, can't we?)

Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—

Unofficial—Unofficial—Unofficial—Unofficial—

How to Register for Numbered Games

There are nine sessions of official games (P–8). All of these numbered games require a valid DunDraCon 49 badge number which is used to identify you within the system. Each game has a number based on its starting time. All games in the 100-199 range are in Session 1, all games from 200-299 are in Session 2, etc. Session P could only be signed up for attendees that pre-registered for the convention.

Online Games Registration began Feb. 1 and runs until the end of the con. To register for games online, go to the DunDraCon website or scan the QR code to access Games Registration. You can use your own internet-enabled device or one of our kiosks to do this.

As a choice of last resort, you can fill out a paper form for Games Registration. They can be found and submitted at the Info Table in front of Salon 1. Write your name, badge number, and preferred game numbers clearly on the paper slip. Neatness counts! If we cannot read your handwriting, we may accidentally put you into the wrong game...

You can keep it simple and register for all sessions at once online, or by using a paper long form, but please make a note to yourself so you know what to look for as results are posted for each session.

It is your responsibility to make sure you are entering the correct game. We can double-check your badge number but have no way of knowing which game number you really meant to put into the system.

You may sign up for three game choices per session. The Games Registration program attempts to place you into your first choice. If you don't get into your first choice, it checks to see if it can place you in second, then third choice. It is okay to leave spaces blank if you have no other choices.

We cannot guarantee you and your partner / best friend / family member/ etc. will get sorted into the same game. If one person gets in, and the other does not, our best advice is to show up and ask the GM if there is an extra space.

Please do not submit more than one form per session. This only confuses things, as the program will only accept up to three game numbers per session per member. If you realize you have made a mistake in your choices, you may submit an Override form, either online or in person.

Each session has a deadline after which we cannot accept submissions. For instance, Session 1 closes at 4:30 PM Friday. After the deadline you may continue to sign up for any later sessions, but we will no longer accept closed sessions. See the Games Registration Sign-Up and Posting Times table on the next page for the full schedule.

After each signup session ends we still need to run the program to sort everyone into their games. We post the results online and near the Info Table as soon as possible.

If you see your name and badge number listed for a game, Congratulations! You're in! Double-check the starting time and location of the game and show up on time. If you are late, the GM may choose to give your spot to someone else who is hoping to play. If you don't see your name in your first choice game, check your second and third choices.

If you did not get into a game that session, there are many other options:

If you do not get into a game you really wanted, do not despair: show up for it anyway, as there may be an opening. Individual GMs may allow an additional player into a game or an assigned player might not show up, etc. Please be patient, be polite, and be flexible, as necessary.

If a posted game was not filled, the listing will show a line of stars (*****) for the empty seats. You may show up to try to fill one of those seats at game time (writing your name on the list is not an official placement into a game).

Priority Slips

Priority slips are rewards for helping out at the convention. They are a near-guarantee of getting into one game of your choice. You get a Priority slip for running an official game or working a shift on the DDC Crew.

Priority slips bypass the lottery aspect of Games Registration: once a priority is entered into the system (not just handed in) you are automatically entered into that game. Unlike the lottery, however, priorities are first-come, first-served. If you know you want to use your priority to get into a particular game, submit it as early as possible. Priority slips get you into one game, but they have spaces for three game choices, as on occasion a popular game may fill with priorities, so we give you a chance to have a second or third choice. In this case, your game choices can be in different sessions.

GMs can use their priorities online or ask for a paper slip when they pick up their badges. Crew members receive their priority slips at the end of their shift.

Priority slips do not expire and they are transferrable; so you may give them away if you choose, and if you have a late shift you can use the slip next year.

Games Registration Sign-Up & Posting Times

SESSION	GAME#	SIGN-UP DEADLINE	FORM	FIRST START TIMES	POSTING TIMES
P	P01-P99	Online Pre-reg. only	None	Friday Noon	Friday 11:30 AM
1	100-199	Friday 4:30 PM	Salmon	Friday 6:00 PM	Friday 5:30 PM
2	200-299	Friday 8:00 PM	Pink	Saturday 8:00 AM	Friday 9:00 PM
3	300-399	Saturday 10:30 AM	Blue	Saturday Noon	Saturday 11:30AM
4	400-499	Saturday 4:30 PM	Gold	Saturday 6:00 PM	Saturday 5:30 PM
5	500-599	Saturday 8:00 PM	Green	Sunday 8:00 AM	Saturday 9:00 PM
6	600-699	Sunday 10:30 AM	Lilac	Sunday Noon	Sunday 11:30 AM
7	700-799	Sunday 4:30 PM	Yellow	Sunday 6:00 PM	Sunday 5:30 PM
8	800-899	Sunday 4:30 PM	White	Monday 8:00 AM	Sunday 7:30 PM

THE FINE PRINT:

DunDraCon’s Games Registration will do its best to get every member into at least one game. However, due to chance, popularity of certain games, and other factors, we cannot guarantee that any particular member will be officially assigned into a particular (or any) game.

DunDraCon Website Online Events Registration

You can examine the events schedule, sign up for games, and see the game posting results on the DunDraCon website. Scan the QR Codes below with a smartphone to connect to the Events Page, Games Registration, and/or Games Results pages on the DunDraCon website.

Events Page



Games Results



Games Registration



DDC Homepage



Games Library California Salon 7

Friday: 3:00 PM to 7:00 PM
 Saturday: 11:00 AM to 7:00 PM
 Sunday: 11:00 AM to 7:00 PM
 Monday: 11:00 AM-Noon Returns Only,
 no new borrowing

Games are available for check-out, ONE game per Member. You will need to provide a Driver’s License or state ID as collateral for your game “rental.” You may keep the game as long as you like during the Con, including overnight. ALL games must be returned by Monday Noon. In addition to your DL or ID, you will need to provide your Badge number, email address, and your “at Con” phone number. Of course, we anticipate that all of our members will treat borrowed games with care, as they would their own games. If game parts are missing, please let us know when you return the game.

The Game Library is the pick-up location for any social media contest prizes, and is where you will find Member Services. We hope you come by and visit our Game Library!

The Game Library will also have a survey available so you can provide comments about games, and suggestions regarding new additions. Look for the QR code in the Game Library, and posted in a few locations about the Con.

If you have not already done so, please use the QR below and share your thoughts about various aspects of DunDraCon. If you include your name and email, you’ll be entered in drawings during the Con, and one after the Con for one of two free badges for DDC 50!



Figure Painting

California Salon 2

Painting Hours

Friday: 1:00 PM–10:00 PM
Saturday: 9:00 AM –10:00 PM
Sunday: 9:00 AM–10:00 PM
Monday: 9:00 AM–1:00 PM

Voting Times

Saturday: 5:00 PM–6:15 PM
Sunday: 5:00 PM–6:15 PM

Award Times

Saturday: 7:00 PM
Sunday: 7:00 PM

Paint 'n Take

Ever want to make your own character for a game? Ever dream of sprucing up the figures in your board games? Feel like putting your figures in a verdant forest or a crackled sand desert? Wondering how to make lava effects for your miniatures? How about just sitting in a communal setting, talking to fellow gamers while making something pretty awesome to keep forever? Well, you're in luck!

The Paint 'n Take event at DunDraCon is going strong, and Ryan and Kendra are back to offer encouragement, enthusiasm, and all sorts of advice!

One-Day Painting Competition

Figures can be picked up at any time between 9:00 AM and 4:00 PM on Saturday and Sunday and will be accepted for entry into the contest at any time prior to 5:00 PM each day. Voting will occur from 5:00 PM until 6:15 PM in front of the Information Table, and the winner will be announced at 7:00 PM sharp. Please vote for your favorite 2 entries in each category.

Sponsor: Many thanks to our sponsors, Gamescape and Games of Berkeley, for providing the figures to be painted.



Games Auction

Grand Ballroom Salon A

Sunday

Intake of items:

Saturday, 6:00-8:00 PM, in Room 131

Sunday, 8:00 AM in Salon A

Auction begins: 10:00 AM in Salon A

Looking for the perfect game to fit that space on your game shelf? Have a dusty collectible game that no longer “sparks joy” for you but will thrill others? Then come to the DDC Auction by AuctionMania! on Sunday in the Grand Ballroom Salon A. First gavel is at 10:00 AM!

We have secure storage available on site for accepting lots with completed lot tags earlier than Sunday morning. Early drop-off is encouraged, as it allows for more accurate cataloging and will speed up set-up on the day of the event. Contact the head auctioneer at wargameauction@yahoo.com to make arrangements.

To sell items in the auction, purchase lot tags from AuctionMania! staff at the Convention on Saturday from 6:00 PM to 8:00 PM in Room 131, and again Sunday morning, starting at 8:00 AM, in Grand Ballroom Salon A, or contact our Head Auctioneer in advance to purchase lot tags ahead of time. A “lot” is whatever you decide it should be. It could be one game, or a set. It doesn't even necessarily have to be a game, but please make every effort to enter only gaming-related items for sale. Lot tags are \$2.00 each.

Please note that AuctionMania! reserves the right to refuse to accept certain items, especially if they are of dubious legality. There is a maximum number of 250 lots we can accept based on the time allowed. Refused lots will have their lot tag cost refunded. In order to bid on games you will need to purchase a bid card for \$2.00 from AuctionMania! staff. If you expect to purchase a large number of games we can set up a “tab” for you. Tabs require a refundable \$100.00 deposit. No additional costs such as commissions or fees are involved. All transactions are cash only. See you at the Auction!

LARP Rules

Live Action Role-Playing Games

LARPs, or Live Action Role-Playing Games, take your role-playing experience to the next level. Instead of sitting at tables and rolling dice, the game takes place all around you. LARPing combines traditional RPGs with elements of improvisational acting, where often you are given a character and told to “be them.” How you do that is up to you.

Because of the unique nature of LARPs, there are certain rules that must be followed for everyone to have a good time:

- No one may be turned away from any LARP based solely on age.
- All LARPs use the Games Registration system (unless otherwise noted) and may be signed up for online or at the Games Reg table.
- Each LARP that exceeds maximum capacity will be given an official overflow list, which will randomly sequence people who registered but did not get in. Drop-in players may be added to the end of the list by the GM(s) on a first-come, first-served basis. All players from the printed overflow list must be accommodated before Drop-ins can be considered.
- You must show up to your LARP on time or your spot will be given to someone on the overflow list.
- Don't touch anyone you don't know or don't have permission to touch. Before initiating any sort of contact, ask permission and when in doubt, don't touch. This also means don't touch anyone with anything (baseball bat, feather, whatever). This applies to all DDC events.
- LARPs are just a game. Say “I pull the fire alarm.” Do not actually pull the fire alarm. Never do anything illegal or immoral as part of the game.
- If you can, please resolve your own disputes. LARP rules are often very simple, so please try to handle in-game disagreements between yourselves before getting a GM involved. This makes the whole experience better for players and easier for GMs.
- If you have to leave during a LARP, please tell a GM—don't just disappear.

LARP Central is located between the entrances to California Salons 2 and 3. This area contains the complete set of rules mentioned above, as well as the current schedule, posted player lists, LARP flyers, LARP Lending Library, and any other pertinent announcements.

SESSION P

FRIDAY

Only available via On-line Pre-registration

P71 Captain Curly Ruined Everything

Friday 1 PM in 1445 for 8 Hours

GM: Elaina David

Type: LARP

System: Homebrew

Players: 7

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mainstream

Genre: Comedic Sci-Fi

Costume Suggestions: We will provide props/costume pieces.

We're all gonna die!!!

That's what you were thinking, right? Don't worry, it's a perfectly normal thing to be thinking when you are stuck on a submarine miles underwater, with a murderer on board and the person murdered WASTHEDOCTERAND OHMYGOSHWE'REALLDOOMED! Sob sob, sniff, snuffle. In all seriousness, this LARP is perfect for teen improv lovers with a penchant for comedy, roleplay, puzzles, murder, and in-character group therapy sessions.

SESSION 1

171 The County Fair

Friday 6 PM in Salon B/C for 6 Hours

GM Troupe: Gamer Geekus (Alisha Walton, DJ Walton, Ryan Walton & Liz Ruifrok)

Type: LARP

System: GM Fiat

Players: 24

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mature Themes

Genre: Old Gods of Appalachia 1931

Costume Suggestions: Great Depression era clothing Esau County, Virginia 1931. Young and old alike come to enjoy the county fair. It's just that forces even older have taken interest too. Carnival games, prize pumpkins, and things more sinister abound. Old Gods of Appalachia is a horror anthology game; player discretion is advised.

172 Warehouse 13: The Ring of Power - A Running Dreams Production

Friday 6 PM in 1444 for 6 Hours

GM Troupe: Running Dreams (Zev Trubowitch & Wendy Lo)

Type: LARP

System: L.A.R.P.S.

Players: 16

Provided: All characters provided by GM

LARP Experience: Experience Useful

Game Content: Mature Themes

Genre: Warehouse 13 - strange contemporary

Costume Suggestions: Contemporary (2015) costuming. The world is full of powerful Artifacts - items that have gained supernatural abilities from their ties to epic people, places, or events. Agents of the Warehouse are tasked with recovering these artifacts, to keep them safe and unable to harm anyone. One such Artifact is a ring crafted for King Croesus of Lydia. Called The Ring of Power, it has corrupted those who wore it, driving them into conflict out of greed or lust for power, or inspiring those who saw it to take it for themselves. Thought lost for centuries, it resurfaced to inspire the works of a 20th century author before being lost again. Decades later, there is a chance to retrieve it. Will you succeed, or will you fall under its sway-- or the influence of those who see it as precious enough to fight over?

SESSION 2 SATURDAY

271 A Night of Gold and Silver

Saturday 10 AM in Salon B/C for 6 Hours
GM Troupe: Redhouse Productions (Jordan, Louis & Amanda Abronson)

Type: LARP

System: GM Fiat

Players: 18

Provided: All characters provided by GM

Variations: Narrative, Modified Dreams of Dierdre

LARP Experience: Experience Useful

Game Content: Mainstream

Every year it seems the winters get worse. The grey skies show up sooner, banishing the fading sun with gently falling snow. The winds blow just a bit harsher, their teeth biting more easily through wool and fur that so easily used to keep them at bay. It takes longer for the icy grip to loosen on the land, letting desperate farmers out into the fields to sow the crops that will keep bellies full and famine at bay.

Or maybe not. Maybe things have always been this way and the quiet grumbling rumors are just the old-folks way of imagining how good everything used to be. After all, the flowers still bloom year after year. The potatoes, wheat, and barley still grow and nourish the land. The sun still shines, making its way undaunted past the clouds when they pass. Maybe the grim tidings mean as little as they always have. And true or not, tonight is the winter Solstice, the night to celebrate.

Tonight is the darkest night before the dawn. When the sun rises above the treetops tomorrow, summer will begin to slowly creep in and claw back the days. Tonight marks another year survived, and the turning of the tide in this season's fight against the cold. What better reason to toast? What better reason for King and Queen, Honor and Belief Gholi to throw the grandest midwinter party in all the land on the Frell Family's Concerto, a trade ship transformed for the evening into a veritable Floating Palace? Guests and representatives from all the most important noble families have shown up to schmooze, gain advantage, find love, and more than anything else

enjoy being alive on the longest night of the year. What could possibly go wrong?

272 It Takes a Village

Saturday 10 AM in 1444 for 6 Hours

GM: J Hanju Kim

Type: LARP

System: Homebrew larp

Players: 12

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Family-Friendly

Genre: Modern fantasy

Costume Suggestions: Hogwarts-like robes optional
As Death Eaters take over Hogwarts, fleeing students come to a village with home-schooled witches and wizards. Will this be a safe haven or just spread the danger?

This is a larp that rethinks the Harry Potter world, set late in the first book series. Many villagers see Hogwarts as an indoctrination center and deathtrap for kids, and consider the magical ministries to be vile tyrants only a few steps better than the Voldemort regime. How will the villagers deal with the refugee students, and will they be safe?

This is an explicitly queer-positive and trans-positive larp.

273 Surreal Estate

Saturday 10 AM in 1445 for 6 Hours

GM Troupe: Team Woodbury (Ammy, Erik & Athena Woodbury)

Type: LARP

System: GM Fiat

Players: 18

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mainstream

Genre: Modern and Mysterious

Costume Suggestions: Dress as a realtor or client in 2025
OPEN HOUSE - Saturday 11-4

Discover an exceptional opportunity in this penthouse suite. Experience elevated living in this sophisticated 2 bedroom residence with 1 1/2 baths. With views of the mountains and valley, this is a once in a generation opportunity to own in one of the premier buildings in the city. Fully renovated with new floors and designer touches throughout, this single level dwelling boasts easy walkability around the city and access to the pool and fitness center on site.

Is this the one? Is it finally your opportunity to get a decent price on a place? You've heard some things about the building, but you're not superstitious, and real estate is forever. Besides, after 3 years, you don't even have to disclose deaths on site in this state unless a buyer specifically asks. This place may be the perfect investment in your future.

SESSION 4

471 Socialites, Sinners, and Shades

Saturday 6 PM in Salon B/C for 6 Hours

GM Troupe: ADHD Bandits (Rebeka Trubowitch & Lydia Black)

Type: LARP

System: GM fiat

Players: 14

Provided: All characters provided by GM

LARP Experience: Experience Useful

Game Content: Mature Themes

Genre: Light horror/intrigue

Costume Suggestions: Turn of the century clothing/1910s

It's 1910 in San Jose and you have been invited to the house of the reclusive Sarah Winchester for a seance unlike any other. She hasn't allowed anyone but her servants inside in four years, ever since the 1906 San Francisco earthquake. This party is sure to be the event of the season in this agrarian little town. Your fellow visitors at the mansion will be socialites, members of the press, world renowned spiritualists, and experts in the occult. Are you there to speak with a long lost loved one? To see and be seen by the well to do? Everyone has their reasons for coming tonight, and when the clock strikes midnight, the spiritual realm will awaken.

472 LARP: The Stars Whisper

Saturday 6 PM in 1444 for 4 Hours

GM: Michael Cohn

Type: LARP

System: Freeform

Players: 13

Provided: Characters created at game

LARP Experience: Beginners Welcome

Game Content: Mature Themes

Genre: Philosophical parlor LARP

Costume Suggestions: No costumes required, or dress in whatever makes you feel like a star (like, in the sky)

The Stars Whisper is a quiet, minimalist, philosophical parlor LARP in which you play a star in a constellation, looking out at the universe over the eons. You and your fellow stars will ponder topics like ethics, friendship, and the nature of truth, and try to help each other find answers.

This game may provoke feelings of serenity, joy, frustration, grief, and loss. There are usually moments of humor and absurdity. It is almost certainly the most quiet, pensive experience you will have at this convention.



473 Vampire Flat Meeting

Saturday 6 PM in 1445 for 3 Hours

GM Troupe: Antonio Morton

Type: LARP

System: Freeform-Improv

Players: 7

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mature Themes

Genre: Horror Comedy

Costume Suggestions: However you feel a vampire looks.

Use the character descriptions as inspiration

A flat composed of five Vampires, one familiar, and one werewolf has their monthly meeting where they bring up grievances, discuss issues, and vote on changes to the flat rules. A very silly LARP for seven players, heavily inspired by What We Do in the Shadows.

Character Descriptions:

Ahmet the Silent: a very old and venerable vampire. Was recently manoeuvred out of the local Vampire Council. Struggles with any technology more recent than the printing press.

Camilla di Medici: a slightly younger vampire who is good with computers.

Charlie "Rover" Smith: a werewolf who was run out of the pack in Dunedin and isn't welcome in the Christchurch pack. Asked for and was grudgingly given asylum from the Vampire Council.

Genevra the Unholy: an older vampire who struggles to deal with the modern world. She spent a while in the mid-1900s as a cult leader and is embarrassed by this.

Camilla's partner.

Golden Eyed Tristram: a fairly old and very special vampire who can survive in daylight for short periods of time.

Ronnie Henderson: the newest resident and youngest vampire.

Zoe Hernandez: a human familiar who works for Ahmet the Silent.

SESSION 5

SUNDAY

571 A Night at the Club

Sunday 10 AM in 1444 for 6 Hours

GM Troupe: 2 Geeks, 1 Game (Amy Echeverri & Bill Howard)

Type: LARP

System: L.A.R.P.S.

Players: 16

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mature Themes

Genre: Gumshoe detective

Costume Suggestions: Costumes admired, but not required. It's Valentine's Day 1931. Wear your best Depression duds for an evening of indulgence at a speakeasy in a large American city with Bay access.

It's Boss Valentine's birthday, and he's coming to Club Valentine to celebrate another year of wealth and prosperity where everyone brings a present. Everyone was about to shout, Happy Birthday! when Boss Valentine opened the door. But instead, the bartender received a trip.

POLICE RAID INCOMING. Everyone, get into the back, lock everything down. No one goes in or out until the all-clear is given.

Who knew the boss would be here?

Who is the dirty rat?

Will there still be cake?

572 Captain Curly Ruined Everything... Again

GM: Lucas David

Type: LARP

System: Homebrew

Players: 7

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mainstream

Genre: Sci-Fi, murder mystery, dry comedy

Costume Suggestions: We will provide costumes
"WE'RE ALL GONNA DIE!"

If that's what you thought just now when you read the title, then you would be correct. In this corporate nightmare of an "adventure," you can expect to meet levels of incompetence never before seen this far underwater. Watch the bad entertainment provided by your stingy employers as you scramble like a drowning ostrich to figure out which of your neurotic coworkers on this god-forsaken submarine killed the doctor before they cause another collective wage loss. Buckle up for strange questions, stranger peers, unsolved murders, and worse still, mandatory group therapy with a stale comedian. Or don't. You're a relatively expendable asset either way.

SESSION 6

671 My Jam

Sunday Noon in Salon B/C for 4 Hours

GM: Peter Svensson

Type: LARP

System: American Freeform

Players: 20

Provided: Characters created at game

LARP Experience: Beginners Welcome

Game Content: Mainstream

Genre: Urban Fantasy

Costume Suggestions: Wear something cool you can dance in! This is a magical school dance and you're all teenagers!

My Jam is a larp in which players embody high-school musarchs—magicians whose powers are focused through music—at the biggest dance of the year. During the dance you'll be able to hang with your friends, pick arguments with your frenemies, and moon over your crush, just

like any other high school dance. But when your music is playing, you become the most powerful being on the dance floor—and maybe the entire gymnasium! At the end of the night, one of you will be elected Dance Monarch and enact a powerful ritual that can permanently change the world.

SESSION 7

771 The SunKing's Private Reserve

Sunday 6 PM in Salon B/C for 6 Hours

GM Troupe: Team Volare' (Rob Allard & Lydia Black)

Type: LARP

System: L.A.R.P.S.

Edition: 2nd edition

Players: 24

Provided: All characters provided by GM

Variations: Some GM Fiat

LARP Experience: Beginners Welcome

Game Content: Mature Themes

Genre: 7th Seas/Pirate

Costume Suggestions: Pirate, 1600s

On the Montaigne Ship The Ivory Toad, crew, passengers and prisoners are bound for the secret prison, Le Judgement Du Roi, but rough seas and intrigue may change the vessel's course and the fate of all aboard. Come join us on the 7th Seas for a Team Volare' Production.

772 The Freighter Coralus

Sunday 6 PM in 1445 for 4 Hours

GM Troupe: Antonio Morton

Type: LARP

System: Freeform-Improv

Players: 8

Provided: All characters provided by GM

LARP Experience: Beginners Welcome

Game Content: Mainstream

Genre: Hard Space Science Fiction

Costume Suggestions: All grey clothing

You are the crew of the Coralus, a rickety old freighter carrying much needed relief supplies to a settlement on the planet Ithaca, which has been cut off by ion storms for the past year.

You work for the Galactic Relief Foundation, a grand name for an organization which very much fails to live up to it. Twenty minutes ago an accident occurred forcing the the crew to make a critical decision. This game will include several short improv exercises to enhance enjoyment of the game.





Pathfinder Society Organized Play Prospector Room

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

Every member shares one common dream: to contribute to the Pathfinder Chronicles, printed editions of secret lore coveted by the Society wherein only the most impressive finds and bravest exploits of the Pathfinders are immortalized.

The campaign's home base is sprawling Absalom, the so-called City at the Center of the World, which stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigue of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In **Pathfinder Society Organized Play**, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions tied to the society, each with its own motivations and agendas.

The Pathfinder Society Roleplaying Guild is a constantly evolving mega-campaign played by thousands of players, and the adventures you experience are shared by players around the world. Play is organized into Seasons, throughout which the actions and achievements of you and your fellow Pathfinders create an ongoing storyline.

Each season consists of many Pathfinder Society scenarios (short, 4-hour adventures) set in a variety of exotic locations across Golarion or its future galactic expansion.

Parallel to the Pathfinder setting is **Starfinder**. Set in the distant future of the Pathfinder setting, this space-fantasy game features explorers modeling their organization on the pathfinders of old; seeking adventure throughout the galaxy. The first edition of Starfinder is approaching its grand finale, so come by while you can!

To learn more about the Pathfinder Society, or to join us for an adventure you'll never forget, find us in the Prospector Room any time this weekend. Sign-ups for available slots in every scenario will begin 1 hour in advance, at 8:00 AM, 1:00 PM, and 6:00 PM every day. Seats will be available on a first-come, first-served basis, though some have been filled through pre-registration.

Most games are a single 4-hour slot, but we will also have some shorter games (Quests & Bounties) throughout the weekend. Some games are linked together – while each game can stand alone, together they form a continuous plot line. Games are either Starfinder 2nd edition or Pathfinder 2nd edition. Games are listed at



DunDraCon Merchandise

We have DunDraCon™ merchandise this Year!

Shirts! Pins! Stickers! Challenge coins! We'll be in the Dealers' Room, Friday through Sunday, until and unless we sell out. And if anything is left for Monday, we'll also have a table just outside the Bazaar from 9:00 to 11:00 AM. Supplies will be limited for shirts (unisex sizes). If they sell out quickly, we'll come back next time with even more inventory. And let us know what you'd really love to see us do for DDC 50.



Kids' Room

Seattle

Friday 2:00 PM - 6:00 PM

Saturday 9:00 AM - 6:00 PM

Sunday 9:00 AM - 6:00 PM

The Kids' Room is a place where youthful exuberance can find an outlet within the confines of the Convention. We strive to create a safe and engaging space where children of all ages can come together and play. Each child must have a Convention Badge, either as a gamer or an In-Tow.

Teen Room: We do not have a dedicated space for Teen Gaming this year. For Teen Friendly Games, please check the listings under the Teen Friendly button using the QR code below.

We have plenty of games available in the Kids' Room for folks to choose from (but the games must stay in the Kids' Room since it is a private collection, not owned by the Con). You are always welcome to bring your own game(s) to the room, and there will be scheduled games and other activities planned throughout the weekend. Anyone of any age is welcome in the Kids' Room, but be prepared to play games with our youngest gamers!

Parents, your pre-teen children are welcome in the Kids' Room, but we want to remind you that the Kids' Room is not a babysitting service, and we will not take responsibility for overseeing your child while you are gaming elsewhere. Children under the age of 6 must be accompanied by an adult at all times. We have a sign-in/sign-out policy for any child who is staying in the Kids' Room without an adult. When your child first comes to the Kids' Room, s/he must be accompanied by a responsible adult to sign them in and provide contact information where we can reach you during the con. Children who are signed-in will not be allowed to leave until they are signed-out and accompanied by an authorized adult.

The Kids' Room staff will escort children to the bathroom and get water when needed. We will contact you if there are any questions or problems. It is expected that you will provide adequate food and rest for your child throughout the con, since a lack of either can make them cranky and unmanageable, and we want everyone to have a pleasant time at the Convention.

Children in the Kids' Room are still expected to follow the rules of the con and are subject to the same penalties and restrictions as any adult. They should wear their Convention badge whenever they are in the Kids' Room.

All Kids' Room games and events are Drop-in games, so no need to sign up for them, just show up. All ages are welcome, but preference will be given to our younger players.

We have the following events back this year:

—**Figure Painting Lessons** – Saturday 11:30 AM-1 PM and Sunday Noon-2 PM. Come learn painting techniques from one of our painting gurus. All supplies are provided, including figures to practice on.

—**Monster Smash** – Saturday 3 PM-5 PM and Sunday 2 PM-4 PM, 8 players max. All ages are welcome, but preference will be given to our younger players.

—**Legos** make their appearance again this year. We will have a whole table dedicated to Lego building.

—As always we will have coloring and drawing, with prizes awarded each day at 5:30 PM. Each winner will be able to pick whichever prize they wish.

Kid- and Teen-Friendly Games

On our website, go to Events; there are Kid Friendly and Teen Friendly buttons to click on to see the full list of games. Or use the QR codes below. There's also a button for Family Games under Events, which may offer interesting choices.

Kid-Friendly Games

Teen-Friendly Games



Scheduled Drop-In Games in the Kids' Room

All Kids' Room games are Drop-in games. You can sign up for them or just show up! Other Kid-Friendly and Teen-Friendly games can be found outside of the Kids' Room hours in the regular gaming areas.

Drop-in Hero Kids RPG: Plushie Adventure

Saturday 10 AM on Kids Room Table 3 for 4 Hours

GM: Bill Dash

Type: RPG

System: Hero Kids

Players: 4

Provided: All characters provided by GM

Power Level: Basic / intro

Variations: Basic game

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Similar to last year's Enter the Plushi-verse using the Hero Kids system, but this year I'll be running single-map adventures using the same plushie figures. **NO ONE DIES!** I'll try to keep each adventure to about 1 hour so I can run 3-4 adventures in my time block. GM provides all characters and materials. Kill monsters and steal their stuff! Prizes and treasure for the winners! Come on by the Kids' Room and let's play!

Drop-in Magical Kitties Save River City

Saturday 10 AM on Kids Room Table 2 for 4 Hours

GM: Teri Keith-Torres

Type: RPG

System: FATE System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

River City is as near as your own backyard and as familiar as your mom's apple pie. The humans there don't even notice the terrible troubles that threaten their quiet town.

Of course, that's because they're protected by magical kitties, on constant alert against mystical mischief!

Magical Kitties Saves River City is a cooperative Roleplaying game where you and your magical kitty friends work together using your powers to keep your beloved hometown safe and free of mayhem that lurks around every corner.

Drop-in Guess List

Saturday 11 AM on Kids Room Table 1 for 1 Hour

GM: Marley Timmerman

Type: Board

System: Guess List

Players: 12

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Guess List is an easy-to-learn, fast-paced party game about making lists and guessing the "obvious" or hilariously missing it. Rounds are quick, exciting, and full of "how did I forget that!" laughter that you soon won't forget.

The active player (the Guesser) draws a topic like "things found at a park" or "sports without a ball." The other players secretly write their own short list on the topic.

When the timer starts, the Guesser blurts out as many things they can think of that fit the topic. If the Guesser says something on any player's list, that player checks it off. Players score points for each item they've checked off their list, and the player with the most points wins!

Drop-in Monster Smash

Saturday 2 PM on Kids Room Table 2 for 2 Hours

GM: Teri Keith-Torres

Type: RPG

System: D6 System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

MONSTER ISLE is a large island where MONSTERS live. Unfortunately, the island has begun to shrink. It's a fight to survive! Players create your own MONSTER out of playdough. They can grow claws, spikes, treads or wheels, whatever they need



Drop-in Kids Game Day

Sunday 10 AM on Kids Room Table 3 for 6 Hours

GM: Bill Dash

Type: Board

System: Various

Edition: Various games

Players: 4

Provided: All materials provided by GM

Variations: Basic

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Ten fun and easy table games for young players. Last year's favorites plus a few new ones. As always, prizes for the winners. Come on by Kids Room and let's play!

Drop-in Monster Smash

Sunday 2 PM on Kids Room Table 2 for 2 Hours

GM: Teri Keith-Torres

Type: RPG

System: D6 System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

MONSTER ISLE is a large island where MONSTERS live. Unfortunately, the island has begun to shrink. It's a fight to survive! Players create your own MONSTER out of playdough. They can grow claws, spikes, treads or wheels, whatever they need.

Bazaar

Ballroom Salons ABCDE

Monday 9:00 AM

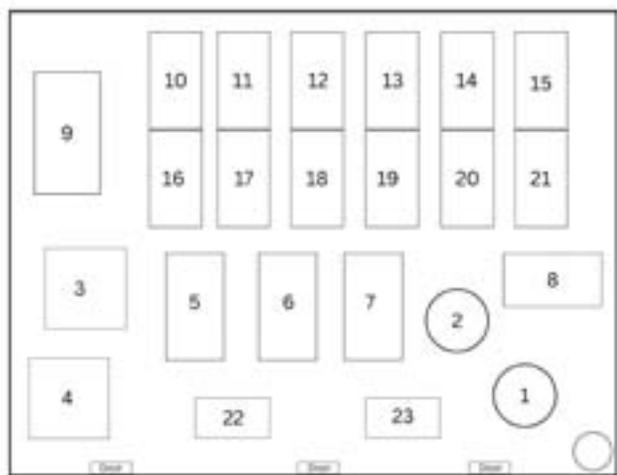
Sellers' Set-up: 8:30 AM

Entrance of the Buyers: 9:00 AM

Sellers: You can offer used games and related items, as well as original art—nothing edible, living, or in original shrink wrap! Be there at 8:30 AM to set up. Best be on time! You'll start with half of an 8'x3' table each (that is, per person, couple, or organized group) but may spread out to a full table after 9:00 AM if space allows. There will be Green Shirts and crew members around to sort out any problems. Please listen to their instructions.

Buyers: We'll open the doors to buyers at about 9:00 AM, maybe a bit later. If crowds prove to be large, we will restrict the flow at the entrance to keep the fire marshals happy. Your patience is appreciated. If crowding occurs, we may restrict entry until the crowding diminishes. No large backpacks or other bulky items, please.

For the convenience of those attending DDC strictly for this event, Monday-only day passes will be available for \$10 (cash only, exact change) at the door. Sales will continue until all the vendors have either sold out, surrendered to lack of demand for their offerings, or 11:30 AM, whichever comes first. Go get a nice lunch with the proceeds of your sales!



Miniatures Hall of Cities

Do you ever wonder: What if George Washington had won the Battle of Long Island, or Custer's 7th Cavalry hadn't been wiped out at Little Big Horn?

In miniature wargaming, players enact simulated battles using scale models called miniature models, which can be anywhere from 2 to 54 mm in height, to represent warriors, vehicles, artillery, buildings, and terrain. These models are colloquially referred to as miniatures or minis.

The Miniatures Room is open until midnight, opening at 8:30 AM, with final close Monday 5 PM, but many of the tables are reserved. If you see what looks like an open table, please speak to Hector Torres (aka the Green Shirt in the room) before settling down at it.

SESSION P FRIDAY

Only available via On-line Pre-registration

P51 Battle for the Dwarrowdelf

Only available via On-line Pre-registration
Friday Noon on Hall of Cities Table 2 for 6 Hours

GM: Wyndham Robertson III

Type: Fantasy Miniatures

System: Middle Earth Strategy Battle Game

Edition: 2024

Players: 6

Provided: All miniatures provided by GM

Power Level: Beginners welcome.

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Take part in Balin's attempt to reclaim the Mines of Moria!

"Balin's attack on Moria has cleared the upper levels. He has set his seat in the Hall of Mazarbul, and claimed Moria as his own. But the truth is that we must still drive the goblins from our home. We can still hear the goblins in the dark below, in the mines."

Can the Goblins withstand the sharp axes of the Dwarves? But they have a Cave Troll or two or more! Come play as the hoard of Goblins or the stalwart Dwarves in one of GW's best games! Come play Games Workshop's Middle Earth Strategy Battle Game and help decide the fate of Moria.

P52 Run through the Jungle

Only available via On-line Pre-registration

Friday Noon on Hall of Cities Table 6 for 5 Hours

GM: Kevin Van

Type: Historical Miniatures

System: Charlie Don't Surf

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A 15mm Vietnam War game

P53 Spacer Bill Ugnuck's Wacky Races Pt.8: Asteroids

Only available via On-line Pre-registration

Friday Noon on Hall of Cities Table 7 for 6 Hours

GM: Dennis Seiffert

Type: Sci-Fi Miniatures

System: Full Thrust

Edition: 2nd

Players: 6

Power Level: Beginner

Variations: 2D Vector Movement Rules

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

C-3PO: "But sir! The odds of successfully navigating an asteroid field are approximately 3720 to 1."

Will you be brave enough to beat the odds? Come challenge your Piloting skills in a "no-holds-barred" race for swag and bragging rights.

This is a 2D vector race game using real-time physics and drift mechanics.

P54 X-Wing Mario-Kart

Only available via On-line Pre-registration

Friday Noon on Hall of Cities Table 13 for 6 Hours

GM: Wayne Fisher

Type: Sci-Fi Miniatures

System: X-Wing

Edition: 1

Players: 5

Provided: All miniatures provided by GM

Power Level: Friendly Flying 30pt max

Variations: Power ups, Bumping rules, Re-spawn checkpoints

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Welcome pilots to the 3rd annual DunDra Eve Classic!

Wayna-de-Hutt is looking forward to winning big backing the ex-imperial pilot that triumphed last solar rotation!

Will the spice runner make a comeback or will the rebel pilots cross the finish first?

Fly over mystery boxes(?) and watch out for those blue shells and space bloopers!

P55 WW II Dogfights: Fight Above Finland

Only available via On-line Pre-registration

Friday Noon on Hall of Cities Table 19 for 3 Hours

GM: Chuck Staedler

Type: Historical Miniatures

System: Sky's the Limit!

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Take to the sky to fly Finnish Buffaloes or Soviet I-16s during the Continuation War. Sky's the Limit! rules taught.

P56 Friends, OGREs, Countrymen!

Only available via On-line Pre-registration

Friday 2 PM on Hall of Cities Table 8 for 6 Hours

GM: Jim Kundert

Type: Sci-Fi Miniatures

System: OGRE

Edition: 2nd

Players: 8

Provided: Miniatures can be provided by GM

Power Level: Nuclear

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Slug it out nuclear style on the battlefield of the future with giant cybernetic war machines.

P57 The Return of Ymir - Mörk Borg - The Early Bird Game

Only available via On-line Pre-registration

Friday 2 PM on Hall of Cities Table 9 for 3 Hours

GM: Chris Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Jötun Borg Hack

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have

ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains, engaging in

Grog, has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?" The answer, as always, is because you were broke

P58 1700s Wilderness Raiding and Looting - Natives, Rangers, Homesteaders do battle

Only available via On-line Pre-registration

Friday 2 PM on Hall of Cities Table 20 for 4 Hours

GM: Pete Michels

Type: Historical Miniatures

System: Fist Full of Lead

Edition: Horse and Musket, 2nd Ed

Players: 8

Provided: All miniatures provided by GM

Power Level: Should have some game experience.

Teens okay

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Killing and looting in the Wilderness

P59 Test of Honour

Only available via On-line Pre-registration

Friday 3 PM on Hall of Cities Table 1 for 4 Hours

GM: Clif Castle

Type: Historical Miniatures

System: Test of Honour

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

28mm Samurai Skirmish. Each player will run a force of 6-10 miniatures



P60 Star Wars X-Wing Flight School!

Only available via On-line Pre-registration
Friday 3 PM on Hall of Cities Table 16 for 5 Hours
GM: Jack Young
Type: Sci-Fi Miniatures
System: Star Wars X-Wing
Edition: 1st/1.0
Players: 5
Provided: All miniatures provided by GM
Power Level: Low level rookie pilots
Variations: Some minor 2.0 rule additions for fun
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
More scum than villainy, the scrappy pilots of the 9th Revenant struggle to earn their name as an outer rim crime syndicate. So when a rival cartel brings Imperial complications to their system it's all hands on deck. X-Wing Flight School returns! Take control of (at one time) the galaxy's finest (but now somewhat derelict) star fighters for a fast-paced dogfight in the Star Wars universe! Beginners and rookie pilots are welcome for this cooperative, scum-themed, tutorial mission. Basic X-Wing 1.0 rules will be taught.

P61 WW II Dogfights: Aluetian Encounter

Only available via On-line Pre-registration
Friday 3 PM on Hall of Cities Table 19 for 3 Hours
GM: Chuck Staedler
Type: Historical Miniatures
System: Sky's the Limit!
Players: 6
Provided: All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
Take to the Alaskan sky to fly American P-40 Warhawks or Japanese A6M2-N Rufes in a battle for air superiority over this U.S. archipelago . Sky's the Limit! rules taught.

SESSION 1

151 Battle of Prokhorovka: July 12, 1943

Friday 6 PM on Hall of Cities Table 17 for 6 Hours
GM: Greg Guth
Type: Historical Miniatures
System: KISS-Rommel
Players: 6
Provided: All miniatures provided by GM
Power Level: Moderate
Rules Knowledge: Experience Useful
Game Content: Mainstream
It is the Morning of July 12, 1943, and the German summer offensive to destroy the Kursk Salient,

Operation Citadel, has been raging for 7 days. The II SS-Panzer Corps is approaching the third and final Russian defense line near the key rail junction of Prokhorovka. This forces Stavka, the Russian High command, to release their last major reserve, the 5th Guards Tank Army and initiate what is still one of the largest armored engagements in history. the Battle of Prokhorovka. WWII Eastern Front, 6mm using KISS-Rommel rules, rules will be taught.

152 Battle of Edgehill

Friday 7 PM on Hall of Cities Table 1 for 4 Hours
GM: Robert Dailey
Type: Historical Miniatures
System: Command and Colors
Edition: Third
Players: 6
Provided: All miniatures provided by GM
Power Level: New players welcome, experience a plus.
Variations: Ancients
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
25mm Command and Colors Large Scale miniatures.

153 The Return of Ymir - Mörk Borg - Veterans

Friday 8 PM on Hall of Cities Table 9 for 3 Hours
GM: Christopher Knox
Type: Fantasy Miniatures
System: Mörk Borg
Edition: 1e
Players: 5
Provided: All miniatures provided by GM
Variations: Ymir Borg
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home... You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains, engaging in
Grog, has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!
Grog just wants his girlfriend back...
Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.
Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?" The answer, as always, is because you were broke This game is aimed at Veterans. If you end up playing in this game and you are not a veteran, that is totally groovy, but our goal is seeing if we can get a full table of veterans, wish us luck.

SESSION 2 SATURDAY

251 Test of Honour Samurai Skirmish

Saturday 9 AM on Hall of Cities Table 1 for 4 Hours

GM: Clif Castle

Type: Historical Miniatures

System: Test of Honour

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

28 mm Samurai Skirmish. Each player will run 6-10 miniatures in a Samurai era fight

252 Winter 1941: T34 and Tank Riders vs Improvised, Hedgehog Defense

Saturday 9 AM on Hall of Cities Table 5 for 3 Hours

GM: Peter Bauer

Type: Historical Miniatures

System: Spearhead

Edition: 1

Players: 6

Provided: All miniatures provided by GM

Power Level: Introduction Game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Winter, 1941 T34 with tank riders tangle with improvised hedgehog defenses

253 Assimilation Target: Camp Khitomer - Star Trek Attack Wing

Saturday 9 AM on Hall of Cities Table 6 for 4 Hours

GM: Sam Slaughter

Type: Sci-Fi Miniatures

System: Star Trek Attack Wing

Edition: Classic

Players: 6

Power Level: Standard

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It is the zenith of the Dominion War, and the loss of life is catastrophic. However, a provisional cease-fire has been reached. At the historic site of Camp Khitomer, peace talks soon begin between the Federation, the Klingon Empire, the Romulan Star

Empire and the Dominion.

A restricted escort of starships from each faction has transported their representative entourages to the conference. As per accord terms, all ships must then withdraw to the boundary of Khitomer's solar system before the talks commence.

The summit has been shrouded in absolute secrecy, yet somehow the Borg Collective is aware. As the last escort ship takes position, a transwarp conduit appears on the edge of the system, a fleet of Borg vessels emerging from the aperture, on course straight for Planet Khitomer. If the ambassadors, high-ranking military and faction leaders are assimilated, the devastation that will follow will be immeasurable. The Borg must be stopped by any and all means possible.

254 Battle Of Prokhorovka: July 12, 1943

Saturday 9 AM on Hall of Cities Table 17 for 6 Hours

GM: Greg Guth

Type: Historical Miniatures

System: KISS-Rommel

Players: 6

Provided: All miniatures provided by GM

Power Level: Moderate

Rules Knowledge: Experience Useful

Game Content: Mainstream

It is the Morning of July 12, 1943, and the German summer offensive to destroy the Kursk Salient, Operation Citadel, has been raging for 7 days. The II SS-Panzer Corps is approaching the third and final Russian defense line near the key rail junction of Prokhorovka. This forces Stavka, the Russian High command, to release their last major reserve, the 5th Guards Tank Army and initiate what is still one of the largest armored engagements in history. the Battle of Prokhorovka. WWII Eastern Front, 6mm using KISS-Rommel rules, rules will be taught.

255 These aren't the bots you're looking for

Saturday 10 AM on Hall of Cities Table 2 for 4 Hours

GM: David Reed

Type: Sci-Fi Miniatures

System: Galactic Heroes

Edition: second edition

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The plans for the Empire's new Doom Moon have been stolen. Rebel forces have captured a robot with half the plans but must find the other robot which has the remaining half of the plans. Achieving that, the rebels must make their way a waiting ship and escape.

256 Assault on Echo Base

Saturday 10 AM on Hall of Cities Table 7 for 5 Hours

GM: Gregory Wong

Type: Sci-Fi Miniatures

System: SW-44, homebrew variant of Memoir 44

Players: 6

Provided: All miniatures provided by GM

Power Level: Beginners welcome

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

While this game depicts the Battle of Hoth, this is NOT the official Battle of Hoth game published by Days of Wonder. This game is based on SW-44, a homebrew variant of Memoir '44. Rules will be taught. Beginners welcome.

257 Battelstar Galactica: Left Behind

Saturday 10 AM on Hall of Cities Table 8 for 4 Hours

GM: Jeff Hiatt

Type: Sci-Fi Miniatures

System: Voidfighter

Edition: 1st

Players: 6

Provided: All miniatures provided by GM

Variations: Battlestar Galactica

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Battlestar Galactica Tactical Miniatures Scenario

A few civilian ships have been stranded after a failed FTL jump — their engines crippled and power reserves fading. Galactica has dispatched a squadron of Vipers and Raptors to defend the helpless vessels and get them back online before the Cylons arrive. But the Cylons are already here.

In this Voidfighter scenario, players command Colonial Vipers, Raptors, and Cylon Raiders in a desperate rescue and assault mission. The Colonials must escort their Raptors as they dock with the stranded ships to complete critical repairs, while the Cylons seek to destroy or capture the survivors. Expect fast-paced dogfights, tactical maneuvers, and cinematic space combat inspired by Battlestar Galactica.

This event accommodates up to 6 players and uses the Voidfighter ruleset, with customized stats and mission objectives for the Battlestar Galactica universe. No prior experience needed — rules will be taught.

258 The Return of Ymir - Mörk Borg

Saturday 10 AM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Ymir Borg

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains.

Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?"

The answer, as always, is because you were broke

259 Battle of Eylau

Saturday 10 AM on Hall of Cities Table 10 for 7 Hours

GM: Jay White

Type: Historical Miniatures

System: Black Powder 2 (modified)

Edition: 2nd

Players: 8

Provided: All miniatures provided by GM

Power Level: Experienced

Variations: Minor house rules

Rules Knowledge: Experience Useful

Game Content: Mainstream

Battle of Eylau, 1807. This scenario represents the action on the southern half of the battlefield on the first day of the battle.

260 Defense of Planet Galman

Saturday 10 AM on Hall of Cities Table 15 for 8 Hours

GM: Keith Holmes

Type: Sci-Fi Miniatures

System: Star Blazers Fleet Battle System

Edition: Second Edition

Players: 7

Provided: All miniatures provided by GM

Power Level: The willing

Variations: Yamato 2199

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In the year 2207, the Bolar Federation continues to attack the liberated planet Galman. The Gamilas military, with aid from the Space Battleship Yamato, defends the world from this latest attack. With newer ships the defense goes well, but the Bolar are persistent and brave. Will the defenses falter, or will they hold?

261 Run through the Jungle

Saturday 10 AM on Hall of Cities Table 20 for 5 Hours

GM: Kevin Van

Type: Historical Miniatures

System: Charlie Don't Surf

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A 15mm Vietnam War game

262 WW II Air Combat: Defending The Reich

Saturday 11 AM on Hall of Cities Table 19 for 6 Hours

GM: Chuck Staedler

Type: Historical Miniatures

System: Sky's the Limit!

Players: 6

Provided: All miniatures provided by GM

Power Level: General gaming experience

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Take to the sky as a Luftwaffe fighter pilot attempting to shoot down American B-17s intent on bombing targets over Germany. Choose from a variety of fighter types, including Bf109s, Bf110s, Me410s, and FW190s. This is an open-ended game: Players can come and play anytime during the game's running time. Sky's the Limit! rules taught for those unfamiliar with the system.

SESSION 3

361 Come Out Fighting -- Pegu, 1942

Saturday Noon on Hall of Cities Table 4 for 4 Hours

GM: John Carnahan

Type: Historical Miniatures

System: Come Out Fighting

Edition: 1st

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Get in for Curs'd Captains new WW2 squad and tank game. This introductory scenario features a rare clash of British (Honey) and Japanese tanks at Pegu, Burma. 28mm; everything provided. This is a fast-play game & people new to historicals are encouraged to join.

362 Fabian Recon Raiders

Saturday Noon on Hall of Cities Table 5 for 4 Hours

GM: Peter Bauer

Type: Sci-Fi Miniatures

System: Starguard!

Edition: 1st

Players: 6

Provided: All miniatures provided by GM

Variations: 50th Year Anniversary

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Fabian recon raiders on Furious Prime

363 Showdown at Fort Zinderneuf

Saturday 1 PM on Hall of Cities Table 13 for 4 Hours

GM: Nick Stern

Type: Historical Miniatures

System: Home Brew Fast Play Rules

Edition: N/A

Players: 8

Provided: All miniatures provided by GM

Power Level: Any

Variations: N/A

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The French Foreign Legion are back defending Fort Zinderneuf against overwhelming hordes of Bedouin tribesmen. Can the tribesmen capture the fort before the relief column arrives? Presented in BIG SCREEN 54mm!

364 Battle of Edgehill

Saturday 2 PM on Hall of Cities Table 1 for 4 Hours

GM: Robert Dailey

Type: Historical Miniatures

System: Command and Colors

Edition: Third

Players: 6

Provided: All miniatures provided by GM

Power Level: New players welcome, experience a plus

Variations: Ancients

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

25mm Miniatures battle of the English Civil War



365 The Return of Ymir - Mork Borg - Kids Game

Saturday 2 PM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Ymir Borg

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains.

Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination...

Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?"

The answer, as always, is because you were broke

Note for parents:

- If your kid is playing, they need to be signed up.
- If you want to play too, then you need to sign up too.
- If you and your kid want to play together (meaning you jointly play a character together), only one of you needs to sign up

366 Battle Of Prokhorovka: July 12, 1943

Saturday 3 PM on Hall of Cities Table 17 for 6 Hours

GM: Greg Guth

Type: Historical Miniatures

System: KISS-Rommel

Players: 6

Provided: All miniatures provided by GM

Power Level: Moderate

Rules Knowledge: Experience Useful

Game Content: Mainstream

It is the Morning of July 12, 1943, and the German summer offensive to destroy the Kursk Salient, Operation Citadel, has been raging for 7 days. The

II SS-Panzer Corps is approaching the third and final Russian defense line near the key rail junction of Prokhorovka. This forces Stavka, the Russian High command, to release their last major reserve, the 5th Guards Tank Army and initiate what is still one of the largest armored engagements in history. the Battle of Prokhorovka. WWII Eastern Front, 6mm using KISS-Rommel rules, rules will be taught.

367 Quar Tractor Assault

Saturday 5 PM on Hall of Cities Table 5 for 6 Hours

GM: Andrew Walters

Type: Mixed-Genre Miniatures

System: New/Unreleased

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Crusaders have amassed a battalion of tractors to breakthrough enemy lines. They'll need to clear the forward trenches so their infantry can advance, and get through the reserve trenches to destroy supplies and artillery. Defenders will need to stop them with guns, mines, and good old close assault.

SESSION 4

451 Taking Down the Force Field

Saturday 6 PM on Hall of Cities Table 2 for 4 Hours

GM: David Reed

Type: Sci-Fi Miniatures

System: Galactic Heroes

Players: 4

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

With the plans for the Doom Moon in hand, a weakness was quickly found in the Imperial design. The Moon has a force field protecting it. The generator station has been found and a group of plucky rebels just needs to blow it up using a nova bomb.

452 Showdown on the Streets of Deadwood

Saturday 6 PM on Hall of Cities Table 10 for 6 Hours

GM: Daniel Kerrick

Type: Historical Miniatures

System: What a Cowboy

Players: 8

Provided: All miniatures provided by GM

Power Level: 21+ Adults only Please

Rules Knowledge: Expected

Game Content: Mature Themes

The year is 1876, and Deadwood is a town on the edge of law and chaos. Nestled deep in the Black Hills of South Dakota, Deadwood has become a haven for gold

miners, gamblers, and outlaws alike. With no official law enforcement to speak of, the town has attracted some of the most dangerous criminals in the West—desperate men and women looking to strike it rich or escape justice.

Now, in the heart of Deadwood, the streets are set to become a battleground. The Sheriff and his deputies have barricaded themselves in the saloon, while the outlaws prepare for one final, blood-soaked showdown. The sun is setting over the horizon, and the tension is palpable—only one side will walk away victorious, while the other will be left in the dust. Who will claim Deadwood as their own? The law or the lawless? The clock is ticking... and the first shot will decide it all.

453 The Return of Ymir - the Vendors Game

Saturday 8 PM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Ymir Borg

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The vendors never get to play, so if you are a vendor, this game is for YOU

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains.

Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

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The answer, as always, is because you were broke



SESSION 5

SUNDAY

551 Wayside Death Rumble - Gaslands

Sunday 9 AM on Hall of Cities Table 6 for 4 Hours

GM: Sam Slaughter

Type: Sci-Fi Miniatures

System: Gaslands

Edition: Gaslands Refueled

Players: 6

Power Level: Standard

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Not too far in the post-cataclysm future, the checkered flag will be dropped for a perilous death rally. The desert racing grounds are within the dusty limits of an abandoned shantytown known as Wayside. Many gaslanders consider this lonely town haunted by the spirits of fallen drivers and gunners, and to speak its name aloud is to foolishly invite ill omens.

The bloodthirsty masses will witness this drone-televised event with an insatiable desire for speed, violence and mayhem, ghosts be damned. Two teams of condemned combat drivers will face off in a gladiatorial-style battle-race, infamously known as the Wayside Death Rumble. The victors of this conflict will revel in full criminal pardons, fortune and glory, while the losers will suffer public televised executions via firing squad, guillotine or ravenous dog pit.

552 Battle for Planet Sadurni

Sunday 9 AM on Hall of Cities Table 18 for 10 Hours

GM: Samuel Horton

Type: Sci-Fi Miniatures

System: Battletech

Edition: Rules of Warfare

Players: 8

Provided: All miniatures provided by GM

Power Level: Mechs medium to heavy

Variations: Some house rules

Rules Knowledge: Experience Useful

Game Content: Mainstream

House Liao has laid claim to a border world of house Marik. Many battles have erupted on the surface as Liao has dropped Mechs to attack key sites. 2 lances from the merc group Team Banzai have their sites on an ammo/fuel base. It is your duty as Marik soldiers to defend this base from being taken over or destroyed. Star League tech level year 3035.



553 Napoleonic Naval Battles

Sunday 9 AM on Hall of Cities Table 21 for 4 Hours

GM: Bob Bergman

Type: Historical Miniatures

System: FORM ON THE ADMIRAL'S WAKE

Players: 8

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Command a 3 ship squadron of powerful Napoleonic ships of the line to destroy the enemy fleet. Unlock your inner Admiral Nelson with fast play and hex-based gaming action. Popular with the South Bay Gaming Club and played regularly at game conventions in the SF Bay Area.

554 The Emissary

Sunday 10 AM on Hall of Cities Table 2 for 4 Hours

GM: David Reed

Type: Sci-Fi Miniatures

System: Galactic Heroes

Players: 4

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Two factions have been at war for decades. Finally, a peace solution is in the works. An emissary must be escorted through the lines to arrange the long-awaited cease fire. However, there are other forces that want to see the peace treaty fail. They've sent their own teams to see that the emissary never arrives.

555 Mythic Battles: Ragnarok

Sunday 10 AM on Hall of Cities Table 3 for 4 Hours

GM: Mark Indiveri

Type: Fantasy Miniatures

System: Mythic Battles

Edition: Version 1.5

Players: 4

Provided: All miniatures provided by GM

Power Level: Learning Game

Variations: Ragnarok + Isfet

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

All the Gods are at war! Command legendary heroes, unleash terrifying monsters, and lead warbands drafted from Greek, Norse and even Egyptian mythology in an epic clash for immortality. Learn as you Play - choose your Pre-Drafted dream team of deities and warriors from the likes of Zeus, Ra, Thor, Horus, Poseidon and Bast, and battle for divine glory. No experience necessary; all rules will be taught as we play. There are only 2 card types, Unit Activation Cards and War Cards - use them both to drive your gloriously painted miniatures into battle and power insane abilities to confound your opponents!

556 OGRE The Mountains

Sunday 10 AM on Hall of Cities Table 5 for 5 Hours

GM: Ix Nichols

Type: Sci-Fi Miniatures

System: OGRE

Edition: 6th Edition

Players: 8

Provided: All miniatures provided by GM

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's the first day of summer in 2078, and as dawn breaks over the Pyrenees, Combine forces are launching an invasion into southern France; the meager Paneuropean garrison does its best to stem the flood of enemy armor and troops. We'll bring to life the nuclear battlefield of 6th edition OGRE with 3D hex terrain and 1/300 scale sci fi tanks, artillery, power-armored infantry, and of course, the huge cybertanks called OGREs.

557 Queen of All Monsters

Sunday 10 AM on Hall of Cities Table 7 for 6 Hours

GM: Dennis Seiffert

Type: Mixed-Genre Miniatures

System: Wings of War

Edition: 2nd

Players: 6

Power Level: None

Variations: Alternative History

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Welcome Wings of War/ Wings of Glory players. It's 1933, and a multinational expedition has returned from Infant Island with a remarkable discovery: a Titan egg. Unbeknownst to the corporation that financed the expedition, the egg belongs to the Queen of Monsters, Mothra.

She has returned to retrieve her egg by any means possible..

558 Night Delivery - Car Wars 4th Ed

Sunday 10 AM on Hall of Cities Table 8 for 6 Hours

GM: Andreas Metzger

Type: Sci-Fi Miniatures

System: Car Wars

Edition: 4th Ed

Players: 8

Provided: Miniatures can be provided by GM

Power Level: 250k for 8 vehicles

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

So you successfully borrowed the cargo before it reached its destination, now all you have to do is drop it off and collect the \$800k payoff - how hard

could that be?! And what are those green and red fluids leaking out of the 7' tall crate? Are those noises you hear coming from there the crate? Maybe you should have sprung for a larger cargo vehicle, or at least one with a separate cargo area.
\$250k for 8 vehicles

559 The Return of Ymir

Sunday 10 AM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains.

Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?" The answer, as always, is because you were broke

560 What A Tanker

Sunday 10 AM on Hall of Cities Table 11 for 6 Hours

GM: Jay White

Type: Historical Miniatures

System: What A Tanker

Edition: 1

Players: 6

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This scenario has each player run 1-2 tanks in World War 2 during the Normandy campaign.

561 Assault on the Witch of Uralia

Sunday 10 AM on Hall of Cities Table 13 for 8 Hours

GM: Michael Price

Type: Sci-Fi Miniatures

System: Star Blazers Fleet Battle System

Edition: Second Edition

Players: 7

Provided: All miniatures provided by GM

Power Level: The willing

Variations: Yamato 2199

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In the year 2207, a dark presence has been draining energy systems near the Galactic core. With heroic efforts, the cause of this has been discovered by Space Battleship Yamato. Now a combined Earth and Gamilas Fleet arrives to destroy this threat. However, someone is defending the Witch of Uralia that is causing stars to dim and spaceship to stall. Will Yamato and the Gamilas break through these defenders so they can destroy this monster before stars go out in nearby system?

562 Necromunda Gang Raids Mini-campaign

Sunday 10 AM on Hall of Cities Table 16 for 6 Hours

GM: Jon Sell

Type: Sci-Fi Miniatures

System: Necromunda

Edition: 2023

Players: 8

Provided: Miniatures can be provided by GM

Power Level: Beginner to Intermediate

Variations: Necromunda Gang Raids supplement

Rules Knowledge: Experience Useful

Game Content: Mainstream

Descend into the underhive for a narrative-driven mini-campaign of small-scale skirmishes! This event focuses on story, character, and cinematic moments, not cut-throat competition. Players will take part in four short, fast-paced missions, each with unique objectives and opportunities for dramatic heroics. Gangs Provided — or Bring Your Own: All participants may use one of the pre-built gangs available at the event, or you can bring your own custom gang built to 750 credits with no Leader and a maximum of 2 Champions. The focus is on creativity, theme, and fun—perfect for newcomers and veterans alike. Throughout the event, players will earn recognition for narrative achievements, and mission wins, with fun awards at the end.



563 1863 - ACW 15mm -Battle of Toad Hollow and Upchuck Run

Sunday 10 AM on Hall of Cities Table 20 for 5 Hours
GM: Pete Michels
Type: Historical Miniatures
System: Rank and File
Edition: 1st
Players: 8
Provided: All miniatures provided by GM
Power Level: Beginner
Variations: ACW supplements. 8 sided dice morale modification.
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Yanks and Rebs maneuver west of Chancellorsville

564 WW II Air Combat: Above The Reich

Sunday 11 AM on Hall of Cities Table 19 for 5 Hours
GM: Chuck Staedler
Type: Historical Miniatures
System: Sky's the Limit!
Players: 6
Provided: All miniatures provided by GM
Power Level: General gaming experience
Rules Knowledge: Experience Useful
Game Content: Family-Friendly
Take to the sky in a battle above Germany, circa 1944, as American B-17 bombers head for their targets. Players can fly U.S. escort fighters, including P-38s, P-47s, P-51s, or Spitfires; or Luftwaffe interceptors, including Bf109s, Bf110s, Me410s, and FW190s. Sky's the Limit! rules taught before play begins.

565 Giant Monster Rampage

Sunday 11 AM on Hall of Cities Table 4 for 5 Hours
GM: Zoran Kovacich
Type: Sci-Fi Miniatures
System: Giant Monster Rampage
Edition: 1st
Players: 7
Provided: All miniatures provided by GM
Power Level: beginners welcome
Variations: home brew rules added where necessary
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
In this titanic free-for-all, you can take control of your favorite cinematic Japanese giant! Smash rival monsters and destroy large swaths of downtown real estate in an epic battle for kaiju supremacy!!

SESSION 6

651 X-Wing Mario-Kart

Sunday Noon on Hall of Cities Table 14 for 6 Hours
GM: Wayne Fisher
Type: Sci-Fi Miniatures
System: X-Wing
Edition: 1
Players: 5
Provided: All miniatures provided by GM
Power Level: Friendly Flying 30pt max
Variations: Power ups, Bumping rules, Re-spawn checkpoints
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
Welcome pilots to the 3rd annual DunDra Eve Classic! Wayna-de-Hutt is looking forward to winning big backing the ex-imperial pilot that triumphed last solar rotation!
Will the spice runner make a comeback or will the rebel pilots cross the finish first?
Fly over mystery boxes(?) and watch out for those blue shells and space bloopers!

652 Napoleonic Naval Battles

Sunday 1 PM on Hall of Cities Table 21 for 4 Hours
GM: Bob Bergman
Type: Historical Miniatures
System: FORM ON THE ADMIRAL'S WAKE
Players: 8
Provided: All miniatures provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Command a 3 ship squadron of powerful Napoleonic ships of the line to destroy the enemy fleet. Unlock your inner Admiral Nelson with fast play and hex-based gaming action. Popular with the South Bay Gaming Club and played regularly at game conventions in the SF Bay Area.

653 The Return of Ymir

Sunday 2 PM on Hall of Cities Table 9 for 3 Hours
GM: Christopher Knox
Type: Fantasy Miniatures
System: Mörk Borg
Edition: 1e
Players: 5
Provided: All miniatures provided by GM
Variations: Ymir Borg
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...
You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have

ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains. Grog, has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?" The answer, as always, is because you were broke

654 Mythic Battles: Ragnarok

Sunday 4 PM on Hall of Cities Table 3 for 4 Hours

GM: Mark Indiveri

Type: Fantasy Miniatures

System: Mythic Battles 1.5

Edition: Ragnarok-Isfet

Players: 4

Provided: All miniatures provided by GM

Power Level: Medium

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

All the Gods are at war! Command legendary heroes, unleash terrifying monsters, and lead warbands drafted from Greek, Norse and even Egyptian mythology in an epic clash for immortality. Learn as you Play - choose your Pre-Drafted dream team of deities and warriors from the likes of Zeus, Ra, Thor, Horus, Poseidon and Bast, and battle for divine glory. No experience necessary; all rules will be taught as we play.

There are only 2 card types, Unit Activation Cards and War Cards - use them both to drive your gloriously painted miniatures into battle and power insane abilities to confound your opponents!

655 The GEV Fields Beyond

Sunday 5 PM on Hall of Cities Table 5 for 5 Hours

GM: Ix Nichols

Type: Sci-Fi Miniatures

System: OGRE

Edition: 6th Edition

Players: 8

Provided: All miniatures provided by GM

Power Level: No experience necessary

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's the second week of summer in 2078, and Combine forces are pushing across the open fields of southern

France, where a Paneuropean counterattack tries to cut the Combine supply line. We'll bring to life the nuclear battlefield of 6th edition OGRE with 3D hex terrain and 1/300 scale sci fi tanks, artillery, power-armored infantry, and of course, the huge cybertanks called OGREs.

656 Trazyn's Tournament

Sunday 5 PM on Hall of Cities Table 8 for 6 Hours

GM: Raymond Metzger

Type: Sci-Fi Miniatures

System: Warhammer 40k

Edition: 10th

Players: 8

Provided: Miniatures can be provided by GM

Variations: Official Games Workshop Combat Patrols.

If you have your own, please bring them. Otherwise they can be provided

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Once again, Trayzn the Infinite is bored. Terribly bored. The only thing that can cure a boredom of this cosmic scale, is to be entertained by his collection. As the leader of a group of warriors that have been imprisoned in his timeless museum, you have an opportunity you can not pass up. In exchange for amusement, Trazyn has promised the winner of the tournament freedom; to be returned to the real world. Will you be able to lead your forces to victory, and escape the clutches of the immortal collector? Or will you and your troops remain trapped; locked inside a temporal prison until the next bout of his boredom?



SESSION 7

751 The Return of Ymir

Sunday 6 PM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Ymir Borg

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains.

Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

Grog just wants his girlfriend back...

Grog will pay you 500 gold coins each for your help in successfully reuniting him with his love and driving Ymir from Jotunheim.

Now, on the dawn of the ninth day, you awaken, scanning the horizon, you see your destination... Castle Jotunheim... home of the Frost Giants!!

As you gaze out into the morning haze... stealing glances at this blue brute in your company, you find yourself asking, "How did we end up in this mess?"

The answer, as always, is because you were broke

SESSION 8

MONDAY

851 The Witcher The Old World

Monday 10 AM on Hall of Cities Table 1 for 6 Hours

GM: Gregory Betchart

Type: Fantasy Miniatures

System: Witcher The Old World

Edition: First

Players: 5

Provided: All miniatures provided by GM

Power Level: Beginners welcome

Variations: Monster expansions, grenades, more quests, possibly epic monsters and Skellig

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Witcher: The Old World With Expansions for five players.

852 X-Wing Convoy Raid & Transport Interception

Monday 10 AM on Hall of Cities Table 2 for 4 Hours

GM: Steffen Metzger

Type: Sci-Fi Miniatures

System: X-wing

Edition: 2

Players: 8

Provided: All miniatures provided by GM

Power Level: Beginner

Variations: N/A

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Convoy Raid:

The Imperials are supplying their surrounded troops on Christophsis, intercept this crucial transport and capture it. Be aware though, there are Black Sun pirates roaming the sector.

(3 Teams: Imperial, Rebel Alliance, Black Sun)

Transport Interception:

The Corporate Sector Authority is having a high priority meeting near the Mon Cala Sector. Shuttles are seen carrying these important figures. Destroy these shuttles so we can liberate the sector.

(2 teams: CSA, New Republic)

Battle for Sullust (If we have time):

With the Empire Fractured after our victory at Endor, many warlords want to claim leadership. The Imperial Remnants are attacking Sullust from the north while the Eriadu Authority strike from the South. We have most of their forces separated from the battle, so try to defeat the remaining forces at Sullust.

(2-3 Teams: Eriadu Authority, Imperial Remnants, New Republic)

853 Cthulhu Wars

Monday 10 AM on Hall of Cities Table 5 for 4 Hours

GM: Jill Gelster

Type: Sci-Fi Miniatures

System: Cthulhu Wars

Players: 8

Provided: All miniatures provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Old Ones have risen. Monsters walk the Earth. Humanity is finished, but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge! Choose 1 of 8 asymmetric factions to battle over the Earth to see who gets to devour it!

No experience necessary. The rules are easy to learn and each faction proceeds to break the rules in different horrifying ways.

854 The Return of Ymir - The Last Game

Monday 10 AM on Hall of Cities Table 9 for 3 Hours

GM: Christopher Knox

Type: Fantasy Miniatures

System: Mörk Borg

Edition: 1e

Players: 5

Provided: All miniatures provided by GM

Variations: Ymir Borg

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You are stil here? Cool! Let's play one last game!

Your fingers hurt, your lips are chapped, you are far from home, and by the gods do you miss home...

You and your companions, plus a frost giant named Grog, who may be the smallest frost giant you have ever seen (not that you have seen a lot of frost giants) have marched for eight straight days through the Ghakis Mountains. Grog has implored you to help him win back his beloved Boreletta from the legendary giant Ymir, who has proclaimed he's returned from the land of the dead, to lead the frost giants to great victory against the Known World!!

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The answer, as always, is because you were broke



Board & Card Games

Ponderosa, Sierra & Hall Tables

Scheduled board and card games can be found in Ponderosa and Sierra. A few games are also scheduled on the Hall Tables across from California Salons 5 & 6. Come to Sedona for open board and card gaming. The tables there are all open on a first-come, first-served basis.

Need people to play with? You'll find paper "PLAYERS WANTED" signs on the admin table at the front of the room – just grab one and place it on your table. You can also post your game and table number in the DunDraCon Discord in the "Players Wanted" category.

Discord Server



Hunting for a game? Check for "PLAYERS WANTED" signs around the room, or use the Discord to see what's available for the tech-savvy gamer. (Or bring your own! This is the place to give your game collection some exercise, or borrow something new-to-you from the Games Library across the hall.)

Help keep the "PLAYERS WANTED" signs real! If you use one, remember to return it to the admin table when your game is ready to start. And if the people under a sign say the game is full, offer to move the sign to the admin table for them. If you post to the Discord, post again when the game starts to keep from frustrating the hopeful.

Wheelchair access: Tables 1, 11, and 26 (two 8' x 3' rectangles and a 5.6' round) near the edges of Sedona have been flagged as accessible. No games are scheduled there and anyone can use them throughout the con, but be warned: if one of the room's official con-sponsored games draws a player who can't get to the scheduled table and there's no other equivalent space open, that game will move to one of these three. If that happens, anyone playing there will have to pack up (and move to the vacated official table if they want to keep playing).

NOTE: It takes a live human to hold a table. Do not leave stuff on an open table and expect to find it waiting for you when you return – unattended games may be moved to the nearest wall if another group shows up and wants to play something else.

SESSION P FRIDAY

Session P games only available via On-line Pre-registration, except for Drop-Ins

Drop-In Carabande

Drop-in game; no registration necessary

Friday Noon on Hall Table 2 for 6 Hours

GM: David Gabriel

Type: Other

System: Carabande

Edition: First edition

Players: 8

Variations: N/A

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Ladies and Gentlemen! Time to start your fingers! Yes, it is time to play that convention favorite flick racing game... Carabande! Easy to learn, easy to play and fun for all ages! Games usually only take about 30 minutes to play so many folks can come and play!

P40 Bohemians

Only available via On-line Pre-registration

Friday Noon on Ponderosa Table 1 for 2 Hours

GM: Reuben Lopez

Type: Board

System: Bohemians

Edition: 1

Players: 3

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A 2025 Essen release! Players take on the roles of artists wandering the streets of Paris at the turn of the 19th and 20th centuries, striving to create masterpieces while facing the challenges of daily life. Bohemians is a card-driven game in which players collect cards to find inspiration, seek muses, and manage everyday necessary tasks. This one gives me Obsession vibes if you narrate your turn. Play nice, but play to win!

P41 Nemesis: Retaliation

Only available via On-line Pre-registration

Friday Noon on Ponderosa Table 3 for 4 Hours

GM: David Brubeck

Type: Board

System: Nemesis

Players: 4

Provided: All materials provided by GM

Variations: With terrain and support squad expansions

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Semi-cooperative horror board game (similar theme to the movie Aliens 1986).

Players take on the roles of highly trained marines, entering the alien nest with strict orders and the most advanced tools available. But will they be well-prepared enough to face the unrelenting horde that awaits them?

In Nemesis: Retaliation, players must survive against overwhelming odds and the possibility of betrayal at every step. Ranked 1000 and rated 8.8/10 on BGG.

P42 Communopoly!

Only available via On-line Pre-registration

Friday Noon on Sierra Table 1 for 6 Hours

GM: Laura-Ann Charlot

Type: Board

System: Monopoly

Players: 6

Provided: All materials provided by GM

Variations: Home brew, based on MonopolyHome brew, based on Monopoly

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Welcome to The Worker's Paradise! Do you have the cunning, ruthlessness, and luck, to not only survive, but also get ahead in the Soviet Union under Stalin? This home-brew board game is basically Monopoly, but with some major plot twists, and more ways to fall afoul of the State than you can shake a vodka bottle at. Make a bad D12 die roll, or simply land on NKVD Headquarters as you travel around the board, and you could end up in a Gulag forced labor camp, fall out of a 12th story window onto some bullets, or simply disappear. Pick a card from the Communist Test or No Chance card decks, and you might be awarded a Sputnik Keepsake souvenir, an almost-new Lada or VAZ moped, or even a Communal Chicken Coop with 6 hens! Or you might pull one of the bad cards and find yourself suddenly in charge of the Chernobyl Nuclear Power Plant, desperately trying to arrange a rental of the Volga Water Works before the plant explodes, showering adjacent properties with radioactive fallout. You could be simply minding your own business, and suddenly be accused of distributing Anti-Soviet propaganda, or hiding Western spies in the basement of your apartment block. Oops! you rolled a Nat 1, and the KGB plants false evidence in your bedroom closet: you are arrested, then Disappeared!. A wild and fun game for 4 to 6 players, plus the GM/Banker.

P43 Sentinels of the Multiverse

Only available via On-line Pre-registration

Friday Noon on Sierra Table 3 for 4 Hours

GM: Matthew Hazen

Type: Card

System: Sentinels of the Multiverse

Edition: 1st Edition

Players: 5

Provided: All materials provided by GM

Variations: All Heroes/Villains/Environments Available

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This is a cooperative card game where each player takes on the role of a superhero joining forces to battle a supervillain. There are many heroes, villains and locations to choose from. Which one will you be?

P44 Santa Monica

Only available via On-line Pre-registration
Friday Noon on Sierra Table 4 for 2 Hours
GM: Charles Wallace
Type: Board
System: Santa Monica
Edition: First edition
Players: 4

Provided: All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly

In Santa Monica, you're trying to create the most attractive stretch of beach in Southern California. Do you opt for a quiet, peaceful beach focused on nature, a bustling beach full of tourists, or something in between that appeals to locals?

P46 Colt Express: Big Box

Only available via On-line Pre-registration
Friday 1 PM on Hall Table 1 for 3 Hours
GM: Melodie Murphy
Type: Board
System: Colt Express
Edition: Big Box
Players: 8

Provided: All materials provided by GM
Variations: Horses & Stagecoaches Expansion
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly

In Colt Express you are all outlaws robbing a train laden with loot. You'll use your cards to scheme up (or program) your plan every turn before the darn tootin' shootin', bootin', 'n' lootin' begins. Watch out though, the Marshall is prowling about the train ready to blast any would be banditos that cross his path. But he isn't the only thing you'll have to worry about as your fellow bandits are all in it for themselves! The player with the most loot at the end of the game wins.
(We will be playing with the Horses & Stagecoach as well as extra characters throughout various other expansions.)

P47 Sweet Lands

Only available via On-line Pre-registration
Friday 1 PM on Ponderosa Table 2 for 4 Hours
GM: Bart Larrenaga
Type: Board
System: Sweet Lands
Edition: 1
Players: 4

Provided: All materials provided by GM
Variations: N/A
Rules Knowledge: Experience Useful
Game Content: Mainstream

Welcome to "Sweet Lands", the kingdom of delightful confections! The former king has succumbed to his gluttonous love for sweets, leaving behind a final decree. Summoned by this royal edict, you and your fellow players are challenged to build the most magnificent city – and if you succeed, you will ascend as the new ruler of

Sweet Lands. Gather the support of various townsfolk and navigate through fierce competition to create the richest and most prosperous city of sweets!

Sweet Lands is a heavyweight Euro-style game with over 200 cards, 14 unique characters, and 449 wooden tokens. During the game, each player develops Cities on their Map Board whilst advancing on their Prosperity Tracks. After 5 rounds, the game ends and the player with the most Victory Points is the winner!

P48 Finspan

Only available via On-line Pre-registration
Friday 1 PM on Sierra Table 2 for 3 Hours
GM: Gee Roman
Type: Board
System: Finspan
Edition: First
Players: 5

Provided: All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
Dive beneath the waves in an epic underwater odyssey. As a reef diver, journey from the radiant Sunlight Zone, through the mysterious Twilight Zone, and down into the inky darkness of the Midnight Zone and sea floor. Along the way, you'll encounter an astonishing variety of ocean life—collecting fish, eggs, young, and entire schools while earning achievements and unlocking benefits.

This third installment of the Wingspan series from Stonemaier Games continues the tradition of blending thoughtful gameplay with discovery. Each creature card includes fascinating real-world facts. Players over age 14 welcome.

P49 Doctor Who -- Time of the Daleks

Only available via On-line Pre-registration
Friday 2 PM on Ponderosa Table 1 for 2 Hours
GM: John Ottenhoff
Type: Board
System: Doctor Who: The Board Game
Edition: 1st edition
Players: 6

Provided: All materials provided by GM
Variations: All expansions and K-9 are available. House rule that all Doctors can help on a task at once as long as they contribute up the maximum number of dice.

Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
This board game is set in the Doctor Who universe. It is a combination of competitive and cooperative play. The Daleks have a ship on the way to invade Gallifrey and change all history throughout the universe. The players choose an incarnation of The Doctor (#1 to #13 available) and travel to other planets and time periods. They overcome challenges by rolling dice with symbols on them that represent talking, science, running, thinking, fighting, and so on.

Various gadgets and companions can help you reroll dice or flip dice facings. Beware! If you fail, the Daleks will

exterminate your dice. Crises and time anomalies can restrict your rolls and abilities. The Doctors must work together to solve problems and stop the Daleks while also racing each other to be the first to get to Gallifrey.

P45 Web of Spies

Only available via On-line Pre-registration
Friday 3 PM on Sierra Table 4 for 3 Hours
GM: Charles Wallace
Type: Board
System: Web of Spies
Edition: First edition
Players: 4
Provided: All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Web of Spies is a deckbuilding game of espionage, exotic locations and powerful assets. Players send their agents to travel the world, acquire powerful assets & eliminate enemy agents in an epic struggle of spycraft, action, and intrigue!

P82 Horrified: Universal Monsters

Only available via On-line Pre-registration
Friday 4 PM on Sierra Table 3 for 3 Hours
GM: Cael Hazard
Type: Board
System: Horrified
Edition: First
Players: 5
Provided: All materials provided by GM
Variations: This will be the standard rules. No variants.
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Note: This game will be run as a learn-to-play and for this who have only played a few times.
We will use two or three selected monsters depending upon players, experience (and courage!)
Imagine living in a place so wretched that it's not plagued by one, two, or even three monsters — but seven of the most horrifying fiends! In this game, you'll come face to face with them all as you work together to rid the town of the maniacal or misunderstood creatures - before it's too late.
Horrified is a co-operative game where players battle the classic Universal movie monsters. Players win or lose together. Players win when all Monsters are defeated but will lose if the Terror track reaches the skull space OR the Monster deck is empty when a card is needing to be drawn.
On a player's turn, they will do their Hero phase actions. Then the Monsters act in the Monster phase. Event cards determine which monster is in play.
Horrified includes high-quality sculpted miniatures (Frankenstein, The Bride of Frankenstein, The Wolf Man, Dracula, The Mummy, The Invisible Man, Creature from the Black Lagoon). Its innovative, easy-to-learn, cooperative gameplay has players working together

against the monsters with varying levels of difficulty. Just as each monster is unique, they require different strategies and tactics to be defeated.

SESSION 1

140 Red Dragon Inn

Friday 6 PM on Hall Table 1 for 6 Hours
GM: Jeff Rogers
Type: Card
System: Red Dragon Inn
Edition: All
Players: 12
Provided: All materials provided by GM
Variations: Plain, Pub Crawl, Dungeon, Sea Event
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Been curious about Red Dragon Inn? Are you an experienced player and can't wait to get in on that sweet sweet RDI Action? Or just familiar with the game and wanting to see how specific characters play? Well you are in luck, I am bringing all the characters (Sets 1-9, Adventure is Nigh, crossover characters, and all the single and double pack expansions) I have several optional play styles available, (Dungeon Crawl, Sea Event, Pub Crawl, and more!) I will take a poll of the table / tables (yes I could split this into multiple tables if there are a lot of people wanting to play) to see what play options we want to use.
If you are unfamiliar, Red Dragon Inn is a card game where each player takes on a character in an adventuring party, here's the hitch though, Adventure is done, we are back at the inn, drinking, fighting, and gambling, you know resting & relaxing...

141 Progress & the Nation

Friday 6 PM on Ponderosa Table 2 for 4 Hours
GM: Mark Schynert
Type: Board
System: Progress & The Nation
Edition: Late Beta Test
Players: 5
Provided: All materials provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Very Complex
Progress & the Nation is a late beta test civilization building board game with exploration, expansion, and enhancement, but without player elimination. It is associated with the DunDraCon Protospiel, which means participants are eligible to participate in drawings for prizes within the Protospiel.
The game has short actions, determined in most cases by action selection with following; the player choosing the action gets additional ways to benefit. There are a choice of ten different factions with differing proficiencies; opportunity and boost cards present multiple options to players who draw them; historic personalities present additional synergies, and there are 40 states available to develop, federate, or which can become independent.

There are also unique goals which determine how each player can approach the game. The game ends when at least one player reaches victory determination, or when all states have either been made available or discarded from the game, or when any player reaches 20 or more progress tokens in a limited time frame. Resolution is strictly limited to counting victory points at the end of the game, with a tie breaker based on progress tokens.

142 John Company (1710)

Friday 6 PM on Sierra Table 4 for 6 Hours

GM: Jefferson Krogh

Type: Board

System: John Company

Edition: 2nd

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

John Company is an interactive historical game about the rise and fall of the British East India Company from the designer of Root, Pax Pamir, and Oath. John Company is a business game with an important twist: players must collectively steer the fate of a single, sprawling organization. They must navigate its vast bureaucracy while reckoning with the consequences of their actions on the Indian subcontinent.

We will play the 1710 scenario, which lasts no more than 5 turns. For new players, we will do a rolling teach.

148 Gravwell - Chaos Edition

Friday 6 PM on Sierra Table 2 for 2 Hours

GM: Andrew Heilborn

Type: Board

System: Gravwell

Edition: 2nd edition

Players: 12

Provided: All materials provided by GM

Variations: Custom fuel deck, more players

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Navigating space is difficult in the best of times, and when you're trying to navigate in a spiraling singularity, it's even harder!

Players start at either end of a wormhole, and have to use different types of fuel cards to work with or against the forces of gravity to escape to the other side. Your fuel cards will usually send you toward the direction of the closest mass, but when you move depends on which cards you have available, and by the time your fuel is consumed, the board may look very different. Use your prediction powers, and embrace the chaos that comes with putting ten players on this ridiculous map!

143 The Thing: Infection at Outpost 31

Friday 7 PM on Sierra Table 1 for 3 Hours

GM: Afshin Coleman

Type: Board

System: The Thing

Edition: Mondo Games

Players: 7

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Based on John Carpenter's horror sci-fi classic; players race to discover who among the team has been infected by this heinous lifeform in a remote antarctic research base.

144 Mind MGMT

Friday 7 PM on Ponderosa Table 1 for 2 Hours

GM: Reuben Lopez

Type: Board

System: Mind MGMT

Edition: 1

Players: 4

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A co-op game where Players control rogue agents who must try to stop Mind MGMT before it's too late! Players work together, ask questions to the Recruiter and deduce the recruiter's whereabouts from the answers they receive before he can complete his mission! A great time, Play nice, but play to win

149 Sidereal Confluence

Friday 7 PM on Hall Table 2 for 4 Hours

GM: Ian Brown

Type: Board

System: Sidereal Confluence

Edition: Remastered Edition

Players: 9

Provided: All materials provided by GM

Variations: with Bifurcation expansion

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

A real-time trading and negotiation game for 4-9 players, where the winner is almost always the person who cooperates best with their opponents! Each player plays as an alien civilization with unique abilities and can make binding deals for anything they can imagine with other players to get what they need. Medium rules complexity (3.5 on BGG scale), lots of talking and interaction with others, but no backstabbing!

146 Libertalia: Winds of Galecrest

Friday 8 PM on Ponderosa Table 3 for 3 Hours

GM: Katie OBrien

Type: Board

System: Libertalia

Edition: 2nd

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

In the world of Galecrest, sky pirates set sail on the winds in search of adventure, treasure, and glory. As an admiral,

you command a vast and varied crew... but so do your rivals sailing other ships in the pirate fleet. Each day the fleet lands on a different island where you'll send a crew member to collect your share of the loot, hoping they'll return to boost your growing group of characters.

147 Xia: Legends of a Drift System

Friday 8 PM on Sierra Table 2 for 4 Hours

GM: David Brubeck

Type: Board

System: Xia

Players: 4

Provided: All materials provided by GM

Variations: With expansions: Missions and Powers, Embers of a Forsaken Star, and Sellsword.

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Xia is a 3-5 player sandbox style competitive space adventure. Each player flies their ship to complete missions, explore sectors, mine resources, trade, battle other ships, and upgrade their ship. First player to 20 fame points wins!

Ranked 193 and rated 7.9 on BGG

SESSION 2

SATURDAY

240 Burn The Witch

Saturday 8 AM on Hall Table 1 for 4 Hours

GM: Aiden Simon

Type: Board

System: Burn the Witch

Players: 15

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Step back into a dark part of our past when frenzy and paranoia dominated people's perception of 'the other', driving communities across medieval Europe to take extreme measures against their fellow man... or woman, as history would have it.

241 Twilight Imperium 4th edition

Saturday 8 AM on Ponderosa Table 1 for 12 Hours

GM: Matthew Chasm

Type: Board

System: Twilight Imperium

Edition: 4th

Players: 6

Provided: All materials provided by GM

Variations: Prophecy of Kings, Thunders Edge

Rules Knowledge: Experience Useful

Game Content: Very Complex

A game of galactic conquest in which three to six players each take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

242 First Annual Fergie Glorantha: The God's War

Saturday 8 AM on Ponderosa Table 3 for 5 Hours

GM: Eric Rauscher

Type: Board

System: Glorantha

Edition: Glorantha: The God's War

Players: 8

Provided: All materials provided by GM

Rules Knowledge: Experience Useful

Game Content: Mainstream

Board game with miniatures based on Greg Stafford's Glorantha

243 Dice Throne Adventures

Saturday 8 AM on Sierra Table 2 for 3 Hours

GM: Roberto Godinez

Type: Board

System: Dice Throne

Edition: V1

Players: 4

Provided: All materials provided by GM

Variations: None

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Exploration, gold, treasure, upgrades, minions, boss battles, and even a shopkeeper named Rosella? Welcome to the battle against the immortal Mad King!

Dice Throne Adventures (DTA) is a cooperative expansion that allows up to 4 players to use the existing Dice Throne heroes in a brand new way. Work together over a series of game nights to travel from the Crimson Sands all the way to the Mad King's throne room. Your heroes will gain deck upgrades, but don't become overconfident. The King hasn't lost a single battle in a thousand years and he's eager for a real challenge.

All season 1 and 2 heroes, including Santa and Krampus, provided.

244 Settlers of Catan

Saturday 8 AM on Sierra Table 4 for 4 Hours

GM: Michael O'Hara

Type: Board

System: Settlers of Catan

Edition: Basic

Players: 6

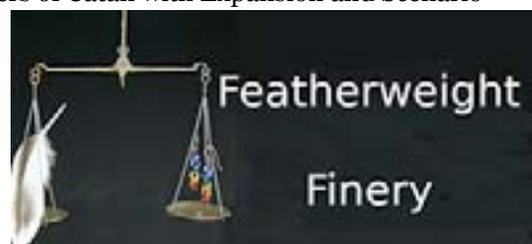
Provided: All materials provided by GM

Variations: Basic + Cities and Knights, Scenarios

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Settlers of Catan with Expansion and Scenario



245 Eldritch Horror

Saturday 9 AM on Ponderosa Table 2 for 7 Hours

GM: Michael Skeen

Type: Board

System: Eldritch Horror

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Experience Useful

Game Content: Mainstream

You and your fellow investigators will travel the world attempting to defeat horrific monsters, face challenging encounters, and collect vital clues if you want to attempt to prevent an Ancient One from awakening. No pressure, but the fate of the world is in your hands!

246 Speakeasy

Saturday 10 AM on Sierra Table 1 for 4 Hours

GM: Bart Larrenaga

Type: Board

System: Speakeasy

Edition: 1

Players: 4

Provided: All materials provided by GM

Variations: None

Rules Knowledge: Experience Useful

Game Content: Mainstream

In this worker-placement and card-management game, you take on the role of one of those mobsters, managing and operating your very own speakeasy empire in Manhattan. To do so, you'll need to use all your cunning and resources to stay ahead of the competition. As you improve your operation, become more infamous, and upgrade to more lavish speakeasies and even casinos, you'll attract the attention of the outside mafia and the police. You need to use your leverage to keep your business running and receive your share from Lucky Luciano.

247 Alien: Fate of the Nostromo

Saturday 10 AM on Sierra Table 3 for 3 Hours

GM: Cael Hazard

Type: Board

System: Alien

Edition: First (only) Edition

Players: 5

Provided: All materials provided by GM

Variations: No variants. Standard rules only without the Ash character.

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Note: This will be run as a learn-to-play for beginners or those who have only played a few times. I will not be using the Ash scenarios or Director's Cut. It may not require the full three hours but previous sessions with new players have taken that long as players like to discuss and coordinate their turns in this cooperative game.

In ALIEN: Fate of the Nostromo, players take the role of Nostromo crew members Ripley, Lambert, Parker, Brett, or Dallas. Over the course of the game, they collect scrap,

craft items, and fulfill different objectives. The crew will lose and gain morale as they encounter the Alien and other situations. If crew morale reaches zero, players lose the game.

Each turn has two phases. In the Crew Action phase, players creep through the Nostromo's halls, gathering scrap, crafting items, trading scrap and items with other players, and using items and their special abilities.

Brett, for example, can craft items with one fewer scrap than other players. If the Alien is within three spaces of the player with the incinerator, that player can use the incinerator to send the Alien back to its nest.

In the Encounter phase, players draw and resolve an Encounter card. The Alien could be lurking behind any corner...

Once the players fulfill their initial objectives, they face one of five final missions, each with a unique set of requirements. Players must fulfill the final mission's requirements simultaneously to win the game.

248 Guess List

Saturday 11 AM on Kids Room Table 1 for 1 Hour

GM: Marley Timmerman

Type: Board

System: Guess List

Players: 12

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Guess List is an easy-to-learn, fast-paced party game about making lists and guessing the "obvious" or hilariously missing it. Rounds are quick, exciting, and full of "how did I forget that!" laughter that you soon won't forget.

The active player (the Guesser) draws a topic like "things found at a park" or "sports without a ball." The other players secretly write their own short list on the topic. When the timer starts, the Guesser blurts out as many things they can think of that fit the topic. If the Guesser says something on any player's list, that player checks it off. Players score points for each item they've checked off their list, and the player with the most points wins!

SESSION 3

340 Heat: Pedal to the Metal DDC Grand Prix

Saturday Noon on Hall Table 1 for 4 Hours

GM: Samuel Pfister

Type: Board

System: Heat

Players: 8

Provided: All materials provided by GM

Variations: Advanced Play and Championship Systems plus Tunnel Vision and Heavy Rain Expansion Rules

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The Heat: Pedal to the Metal DDC Grand Prix will see racers compete for the title of fastest formula one driver in the greater Bay Area. Using the Advanced Play and

Championship Systems as well as Heavy Rain and Tunnel Vision expansion rules for Heat: Pedal to the Metal, racers will go head-to-head in five contests at tracks across the globe.

341 Legend of the Five Rings - Onyx Lives!

Saturday 1 PM on Ponderosa Table 3 for 4 Hours

GM: Andrew Heilborn

Type: Card

System: Legend of the Five Rings

Edition: Shattered Empire

Players: 8

Provided: Game materials can be provided by GM

Variations: Print & Play

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Iweko Dynasty is in ruins. A dark emperor sits on the throne. Three factions battle for the future of the Emerald Empire. Which banner will you choose?

Onyx Lives! Is a fan-driven effort to keep Legend of the Five Rings alive, accessible, and growing. This event is primarily focused on teaching the game as it stands, with new sets and new stories being released on a fairly regular basis.

I will have some decks to lend, but I encourage you to print and sleeve your own, as most of the charm of this game is playing against things you've never seen before!

342 Villainous!

Saturday 2 PM on Sierra Table 1 for 3 Hours

GM: Melinda Harvey

Type: Board

System: Villainous

Edition: All editions

Players: 25

Provided: All materials provided by GM

Variations: Only Disney Villainous

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

In Villainous, each player takes control of one of six Disney characters, each one a villain in a different Disney movie. Each player has their own villain deck, fate deck, player board, and 3D character.

On a turn, the active player moves their character to a different location on their player board, takes one or more of the actions visible on that space (often by playing cards from their hand), then refills their hand to four cards. Cards are allies, items, effects, conditions, and (for some characters) curses. You need to use your cards to fulfill your unique win condition.

343 Theurgy with Hungry Gamer

Saturday 4 PM on Hall Table 1 for 3 Hours

GM: William Brown

Type: Board

System: Theurgy

Players: 2

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Play Theurgy with Hungry Gamer

Theurgy is a classic area control strategy game in which you must carve out your territory and undermine the territory belonging to your rivals. However, to achieve this, players must also manage and draft cards wisely. By performing incredible miracles, unleashing epic combinations of monsters, and cleverly utilising their deity's unique power, players can find ingenious ways to give themselves a surprising edge.

346 Illuminati

Saturday 5 PM on Ponderosa Table 3 for 4 Hours

GM: Tony DeMaria

Type: Card

System: Illuminati

Edition: Latest edition

Players: 8

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The game has ominous secret societies competing with each other to control the world through various means, including legal, illegal, and even mystical. It was designed as a tongue-in-cheek rather than serious take on conspiracy theories. It contains groups named similarly to real-world organizations, such as the Society for Creative Anachronism and the Symbionese Liberation Army.

347 From the Moon

Saturday 5 PM on Sierra Table 2 for 4 Hours

GM: CJ Bridges

Type: Board

System: From the Moon

Edition: Kickstarter

Players: 4

Provided: All materials provided by GM

Rules Knowledge: Experience Useful

Game Content: Very Complex

Help humanity escape the moon by gathering supplies and loading up shuttles! This engine builder features medium-high complexity and light to moderate interactivity.

SESSION 4

440 Axis & Allies: Island Empires 4X

Saturday 6 PM on Sierra Table 1 for 4 Hours

GM: Luis Martinez

Type: Board

System: Axis & Allies

Edition: Milton Bradley 2nd Ed

Players: 5

Provided: All materials provided by GM

Variations: Homebrew variant

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Homebrew variation of classic 1980's Axis & Allies.

Players start on a single Island and grow their empire employing the 4Xs: eXplore, eXploit, eXpand, and eXterminate.

441 Obsession

Saturday 6 PM on Sierra Table 3 for 3 Hours

GM: Nicholas Battjes

Type: Board

System: Obsession

Edition: First, I think?

Players: 4

Provided: All materials provided by GM

Variations: Base Game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Like Downton Abbey, Bridgerton, Pride & Prejudice, and English people being petty in general? This is the game for you.

You are the head of a down-on-their-luck noble family in Derbyshire. The talk of the county is the recent arrival of the newly-orphaned son and daughter of the fabulous Fairchild family, worth 20,000 pounds a year! Compete against your neighbors to woo the fairchilds, develop your estate and reputation, and become the most prestigious house in the county!

Obsession is 4-player tableau-and-deck-builder with an incredible marriage of theme and mechanics.

442 Light Speed Arena

Saturday 7 PM on Hall Table 1 for 1 Hour

GM: William Brown

Type: Board

System: Light Speed Arena

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

A real-time tabletop shooter in which you aim with your tiles and take a smartphone picture to let the app unfold the battle for you. As the roar of the crowd resonates, the arena is lit with the brilliant glow of sponsor ads: Pick your faction and step into battle. Tactically place and orient your spaceships to score the most points by taking down enemy vehicles, collecting mineral units from asteroids, and impressing the game sponsors.

443 Battle for Greyport (Advanced Game)

Saturday 8 PM on Hall Table 1 for 3 Hours

GM: William Brown

Type: Board

System: Battle for Greyport

Players: 3

Provided: All materials provided by GM

Variations: Hard mode for returning players

Rules Knowledge: Expected

Game Content: Mainstream

Hard mode for players already familiar with Battle for Greyport. THIS IS NOT A TEACHING GAME

444 Lords of Hellas

Saturday 8 PM on Sierra Table 4 for 4 Hours

GM: Jeff Yin

Type: Board

System: Lords of Hellas

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Enter the Dark Ages of Greece, ruled by mighty Gods wielding advanced technology. Control asymmetric heroes and choose your path to victory, either by strategic control or adventure style monster hunting and quests.

SESSION 5

SUNDAY

540 Earth

Sunday 8 AM on Ponderosa Table 1 for 3 Hours

GM: Patrick Coleman

Type: Board

System: Earth

Edition: 1e

Players: 5

Provided: All materials provided by GM

Variations: base game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Earth is a tableau builder with simple rules and countless strategic possibilities. With its encyclopedic nature and a near-infinite number of tableau combinations, every single game will allow you to discover new synergies and connections with no 2 games ever being the same.

541 Sheriff of Nottingham

Sunday 8 AM on Ponderosa Table 2 for 4 Hours

GM: Douglas Weed

Type: Board

System: Sheriff of Nottingham

Edition: 1st Edition

Players: 5

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

As a merchant, you want to make as much profit as you can with your goods, but first you'll have to get past the notorious Sheriff of Nottingham.

542 Axis & Allies 1914

Sunday 8 AM on Sierra Table 1 for 8 Hours

GM: Carl Gonzalez-Martin

Type: Board

System: Axis & Allies

Edition: First

Players: 8

Provided: All materials provided by GM

Variations: WWI Axis and Allies

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Axis & Allies 1914 is an A&A styled game set in the first world war, between the Central Powers and Entente. It will play differently from normal A&A in that combat will last one round and continue in the next turn.

543 Dominion

Sunday 8 AM on Sierra Table 2 for 4 Hours

GM: Jim Krestoff

Type: Card

System: Dominion

Edition: 2nd Edition

Players: 6

Provided: All materials provided by GM

Variations: Renaissance and Intrigue expansions

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can buy as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

544 Twilight Imperium 4th ed. with PoK and TE

Sunday 8 AM on Sierra Table 4 for 8 Hours

GM: Clay Tevebaugh

Type: Board

System: Twilight Imperium

Edition: 4th with Both Expansions

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Experience Useful

Game Content: Mainstream

Build an intergalactic empire through trade, research, conquest and grand politics.

546 Heat: Pedal To The Metal

Sunday 8 AM on Sierra Table 3 for 2 Hours

GM: Corban Fowler

Type: Board

System: Heat

Edition: Base Edition

Players: 8

Provided: All materials provided by GM

Variations: Base Edition

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Based on simple and intuitive hand management, Heat: Pedal to the Metal puts players in the driver's seat of intense car races, jockeying for position to cross the finish line first, while managing their car's speed if they don't want to overheat. Selecting the right upgrades for their car will help them hug the curves and keep their engine cool enough to maintain top speeds. Ultimately, their driving skills will be the key to victory!

545 Talisman 4e Revised, (nearly) all expansions

Sunday 9 AM on Ponderosa Table 3 for 12 Hours

GM: Tom Henderson

Type: Board

System: Talisman

Edition: 4e Revised

Players: 5

Provided: All materials provided by GM

Variations: Base Game + Expansions

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Talisman fourth edition revised by Pegasus Spiele with some, or all, of each expansion. There will not be any unofficial expansions. Beginners are welcome and encouraged, veterans will find something to enjoy. Two GMs (who are not players) will act as facilitators and judges. The total run time will be 10 hours, with 8 of those hours being actual game time, and can be extended if needed. There will be a one-hour description of the rules beginning promptly at the scheduled game time followed by a 5-minute break before play commences. There will be two 15-minute breaks and one 30-minute break. Seating is limited so please only register if you are willing to commit to a longform board game with lots of RNG. Fret not if you are unable to get into the game this year because it will be offered again next year. If you are unsure whether you would like to register, perhaps swing by and watch a little this year to inform your registration choice next year.

Talisman is not a cooperative game and can be as competitive as players make it. In the end, there can only be one person to claim the Crown of Command. If you're looking for a high fantasy adventure in a treacherous world filled with blood and whimsy that rewards those who see it through to the bitter end, then please join us.

546 Kids Game Day

Sunday 10 AM on Kids Room Table 3 for 6 Hours

GM: Bill Dash

Type: Board

System: Various

Edition: Various games

Players: 4

Provided: All materials provided by GM

Variations: Basic

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Ten fun and easy table games for young players. Last year's favorites plus a few new ones. As always, prizes for the winners. Come on by Kids Room and let's play!

548 Finspan

Sunday 11 AM on Ponderosa Table 1 for 3 Hours

GM: Gee Roman

Type: Board

System: Finspan

Edition: First

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Dive beneath the waves in an epic underwater odyssey. As a reef diver, journey from the radiant Sunlight Zone, through the mysterious Twilight Zone, and down into the inky darkness of the Midnight Zone and sea floor. Along the way, you'll encounter an astonishing variety of ocean life—collecting fish, eggs, young, and entire schools while

earning achievements and unlocking benefits. This third installment of the Wingspan series from Stonemaier Games continues the tradition of blending thoughtful gameplay with discovery. Each creature card includes fascinating real-world facts. Players over age 14 welcome.

SESSION 6

640 Mountain of Madness

Sunday Noon on Ponderosa Table 2 for 4 Hours

GM: Seth Montes

Type: Board

System: Mountain of Madness

Edition: 1st

Players: 5

Provided: All materials provided by GM

Variations: none

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Work together to reach the Lovecraftian peak, while dodging insanity cards.

1931: Your scientific expedition discovers a new and intriguing mountain range in the middle of the Antarctic polar circle. Under these challenging conditions, the survival of your team will depend on your ability to communicate with each other and to coordinate your efforts to overcome each obstacle — but what you discover on the way to the highest peak will strongly test your mental health. Will you even be able to understand yourself despite the madness that gradually insinuates itself into your mind?

642 The Gods War

Sunday 2 PM on Ponderosa Table 1 for 4 Hours

GM: Tom Granvold

Type: Board

System: Glorantha

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Glorantha: The Gods War is a game of competing pantheons for control of the world. The gods build temples to gain power and bring their forces into the world to defend their temples and attack those of the other gods. The gods can gain additional powers by completing herquests. Each pantheon is different with different abilities. This game is similar to Cthulhu Wars, but set in the world of Glorantha, which is the setting used in the role playing game Runequest. No knowledge of Glorantha is needed to play this game. No experience with The Gods War is needed and is open to all who have some board game experience.

643 Slay the Spire: The Board Game

Sunday 4 PM on Ponderosa Table 2 for 5 Hours

GM: Jonathan Buchalter

Type: Board

System: Slay the Spire

Edition: 1st

Players: 4

Provided: All materials provided by GM

Variations: None yet, expansion on the way.

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Slay the Spire

Based on the video game of the same name, this cooperative deck building game invites you to climb the living tower, facing enemies and finding opportunities along the way as you and your fellows struggle to reach the top and face your destiny. Play as one of four heroes, the resilient and strong Ironclad, whose potent strikes and hardy armor hold the line; the dexterous and deadly Silent, master of small blades and poisons; the risen machine Defect, wielder of powerful orbs with continuous effects; and the serene Watcher, whose graceful forms let them dictate the rhythm of battle. Each hero comes with their own set of cards with multiple options to build off of, leading to increasingly asymmetric decks and play styles as the game develops. but beware, for the enemies will grow along with you as you climb.

644 Spirit Island (Teaching)

Sunday 4 PM on Sierra Table 4 for 4 Hours

GM: CJ Bridges

Type: Board

System: Spirit Island

Players: 4

Provided: All materials provided by GM

Variations: Full expansions

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

Teaching Game of Spirit Island! Cooperative game of settler destruction. Play as a spirit protecting the island from invaders.

Some board game experience is important as the game is quite complex, but the game can be tuned at most levels within reason.

I'd like to get first or second time players primarily, but anyone's welcome.

Game will be played with all expansions included (events, tokens, spirits, full decks of majors/minors) and a few limitations are expected (e.g. no Finder or Ocean which warps gameplay for everyone - expect a straight game).

645 Tales From The Loop: The Boardgame

Sunday 5 PM on Sierra Table 2 for 4 Hours

GM: Jason Unck

Type: Board

System: Tales From The Loop: The Board Game

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Board Gaming in the '80s That Never Was!

648 Red Dragon Inn

Sunday 4 PM on Sierra Table 1 for 4 Hours

GM: Chris Akers

Type: Card

System: Red Dragon Inn

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In 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.

SESSION 7

741 The Napoleonic Wars

Sunday 6 PM on Ponderosa Table 1 for 8 Hours

GM: Kevin Yin

Type: Board

System: The Napoleonic Wars

Edition: 1st

Players: 4

Provided: All materials provided by GM

Variations: None

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The year is 1805, and Europe is in flames. Take control of a major power in a bid for continental domination. GMT's card driven system allows for quicker play, but this is still a grand strategy game. End conditions are random, listed duration is for a game that goes all five turns.

742 IKI: A Game of Edo Artisans

Sunday 6 PM on Sierra Table 3 for 4 Hours

GM: Nicholas Battjes

Type: Board

System: IKI

Edition: 1st UTSUROI

Players: 4

Provided: All materials provided by GM

Variations: English text, Japanese art

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

IKI casts the players as well-to-do business people in Edo (now called Tokyo), Japan. IKI is a Japanese concept somewhat akin to 'chic' or 'urbane', and was considered the ideal an Edoite merchant should strive for. You can become more Iki by running successful businesses, developing the community, eating seasonally, and tastefully displaying your wealth.

The winner will be the player who is the most IKI by end the end of the game wins! During the game you will move

your your agent around the board, developing your own business and patronizing the business of other players. It's a rondel Eurogame at its heart with a Japanese theme and art style.

SESSION 8

MONDAY

840 Emissary

Monday 8 AM on Ponderosa Table 3 for 4 Hours

GM: Tristan Muntsinger

Type: Board

System: Emissary

Players: 8

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Very Complex

The war is won or lost before the armies march. The Warring States period was an era during the 3rd century BC in ancient Chinese history characterized by warfare, as well as bureaucratic and military reforms and consolidation. Emissary is a mid/heavy weight 2-8 player game set in this period. Players battle for control of the kingdom through diplomacy and warfare in this deterministic area control game. Inspired by games like Ankh, Game of Thrones, Kemet, and Scythe, Emissary stands out with its ZERO randomness, heavy focus on strategic decision making, and a unique diplomacy track. Perfect for fans of 'decision salad' type games with a unique historical setting. The game takes place over the final 10 years of the Warring States period (230 BCE - 221 BCE). Each player will assume control of one of the 7 states fighting for control of China (Qin, Qi, Chu, Wei, Yan, Zhao, Han) or the vicious barbarians to the north (Xiongnu). Players will issue orders (via multi-use cards) to their armies or use cards in combat.

841 Trogdor: The Board game

Monday 9 AM on Ponderosa Table 1 for 2 Hours

GM: Jonathan Buchalter

Type: Board

System: Trogdor: The Board Game

Edition: Kickstarter

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

THE TROGDOR COMES IN THE NI~IGHT! Play as the keepers of Trogdor as you help guide the mighty burninator as he lays waste to Peasantry with beefy arm and scorching flames! Trogdor is a co-operative game for up to 6 players, where each player takes it in turns to guide The Burninator in his quest to bring Burnination to the lands as you dodge pesky knights and bowmen. But beware, for legends speak that the Troghammer comethod!

842 Battlestar Galactica: Darkness Before Daybreak

Monday 10 AM on Ponderosa Table 2 for 6 Hours

GM: Mike Hutchinson

Type: Board

System: Battlestar Galactica

Edition: First Edition

Players: 6

Provided: All materials provided by GM

Variations: Elements of all Expansions Included (mostly Exodus)

Rules Knowledge: Expected

Game Content: Very Complex

Come and play the thrilling board game based on the SyFy reboot of Battlestar Galactica. Elements from all expansions will be included (but mostly from Exodus)

Rules knowledge expected. Players 18 and over preferred.

843 Foundations of Rome

Monday 10 AM on Sierra Table 1 for 3 Hours

GM: David Reed

Type: Board

System: Foundations of Rome

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Compete against other architects to construct the greatest monuments, marketplaces, and housing projects bringing you the greatest glory in Rome, the eternal city.

844 Iron Dragon

Monday 10 AM on Sierra Table 2 for 4 Hours

GM: Blake Ogle

Type: Board

System: Iron Dragon

Edition: 1st

Players: 6

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Iron Dragon takes railroading games where they have never gone before — to a land filled with elves, cat-people, trolls and magic. Genetically engineered dragons pull trains across dangerous and unexplored territory.

Connect cities, fight off forest creatures, and explore the underground to build a railroad empire.

Based on the Empire Builder system, this fantasy game puts classic building strategy and money management tools in a new venue. Players use erasable crayons on a special board and operate a rail empire. Perfect for an evening of fun and adventure with family and friends.

In Iron Dragon, probably the most elaborate of the crayon rail games from Mayfair Games, players are set within a fantasy world attempting to create an extensive and profitable rail network. Players use crayons to draw their rail lines on the game board itself and use their existing rail lines to pick up and deliver commodities for payouts dictated by cards.

In addition to the standard mechanisms of Empire Builder, Iron Dragon introduces Foremen, which reduce terrain building/river crossing costs depending on their race (elves get a discount in the forest, dwarves get a discount in the mountains, etc.) and Ships, which allow trains to cross the sea between continents, avoid bottlenecks on land, or jump between two unconnected rail networks. Resources are much more segregated by region, with each region specializing in a few resources based on their back story (which is written in the manual).

845 Arkham Horror

Monday 11 AM on Ponderosa Table 1 for 5 Hours

GM: John Holmes

Type: Board

System: Arkham Horror

Edition: 2005 edition

Players: 5

Provided: All materials provided by GM

Variations: None

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Arkham is a Massachusetts town, so we will have some good old fashioned New England town hall democracy.

The investigators will get to *vote* on which lurking Ancient One is lurking in the void, lusting for ruin, destruction and world domination!. Preserve our traditional New England way of life!

846 Roll Player

Monday 11 AM on Sierra Table 3 for 3 Hours

GM: Katie OBrien

Type: Board

System: Roll Player

Players: 5

Provided: All materials provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Mighty heroes don't just appear out of thin air -- you must create them! Race, class, alignment, skills, traits, and equipment are all elements of the perfect hero, who is ready to take on all opposition in the quest for glory and riches.

In Roll Player, you will compete to create the greatest fantasy adventurer who has ever lived, preparing your character to embark on an epic quest. Roll and draft dice to build up your character's attributes. Purchase weapons and armor to outfit your hero. Train to gain skills and discover your hero's traits to prepare them for their journey. Earn Reputation Stars by constructing the perfect character. The player with the greatest Reputation wins the game and will surely triumph over whatever nefarious plot lies ahead!

847 Codenames & Codenames Pictures

Monday Noon on Sierra Table 4 for 1 Hour

GM: Antonio Morton

Type: Board

System: Codenames

Edition: 1st Edition

Players: 8

Provided: All materials provided by GM

Variations: Codenames & Codenames Pictures

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames — single-word labels like disease, Germany, and carrot. Yes, carrot. It's a legitimate codename. Each spymaster wants their team to identify their agents first... without uncovering the assassin by mistake.

In Codenames, two teams compete to see who can make contact with all of their agents first. Lay out 25 cards, each bearing a single word. The spymasters look at a card showing the identity of each card, then take turns clueing their teammates. A clue consists of a single word and a number, with the number suggesting how many cards in play have some association to the given clue word. The teammates then identify one agent they think is on their team; if they're correct, they can keep guessing up to one more than the stated number of times; if the agent belongs to the opposing team or is an innocent bystander, the team's turn ends; and if they fingered the assassin, they lose the game.

Spymasters continue giving clues until one team has identified all of their agents or the assassin has removed one team from play.



Special Events

Blood Drive:

The **DunDraCon Blood Drive** has returned for 2026! The Stanford Bloodmobile will be on site Saturday, February 14, from 10:00 AM to 2:00 PM and will be located outside the Ballroom doors in the parking lot.

The sign-up link can be found in the DunDraCon groups on Discord and Facebook. If you were unable to sign up ahead of time, speak to the Stanford employees during the donation event about walk-up availability. Those who donate will receive a Blood Donor badge ribbon.

Pin Trading:

The 3rd Annual **DunDraCon Pin Trading** event will be on Sunday, February 15, in the hotel lobby from 3:00 PM to 4:00 PM. Come trade in pins, coins, patches, stickers, or hand-made trinkets. No cash sales allowed.

Dice Throne:

A vibrant promotional poster for the 'Dice Throne Ranked Tournament' at DunDraCon 49. The central focus is the 'Artificer' character from the Dice Throne board game, depicted with glowing green and blue energy. The text 'AGE OF INNOVATION' is prominently displayed at the top in a stylized, metallic font. Below the character, the words 'DICE THRONE' are written in large, bold, orange letters with a flame effect. At the bottom, it says 'RANKED TOURNAMENT' and provides event details: 'Sunday, February 15th at DunDraCon'. The poster also includes a QR code and a small logo for 'Dice Throne'. The background features various game components like cards and dice.

Role-Playing Games

Role Playing games (RPGs) are our biggest group of games (over 200 Official Games altogether), incorporating storytelling, conflict, problem-solving, combat tactics, and/or interpersonal interaction. It's a huge, complicated subgenre of table-top gaming, and it's the biggest reason we are hosting our 49th convention over the course of six decades. So, how do you get the most out of RPGs in this Convention?

Getting into games might seem complicated, but it's not. You can register electronically for a chance to get into games that look exciting to you in each of nine sessions. Or you can get help at the Info Table during the Convention if you're not sure about the process. And there's nothing wrong with trying to drop into any game to see if there are seats available. All of these approaches can be successful. We want all the games to be filled; our system is designed to get all games filled with players who want to be there, even if demand exceeds the supply of seats.

Here are some do's and don'ts that can guide you:

Do make sure you know where your chosen game is. Almost all RPGs are in break-out rooms (converted sleeping rooms) on the first and second floors of the hotel's North Tower. Games with rooms numbered 132 through 149 are on the first floor; 231-244 are on the second floor. Back to the ground floor, there are two RPGs in the Monterey Room, and another hybrid game in Salon A. Signs taped to game room doors list the games that will take place there during the Convention, so if you're ten minutes early, you can be reassured that you are in the right place.

Do show up on time at the room where the game is scheduled. Because foot traffic and elevator delays can get a little crazy at times, GMs will wait up to ten minutes before starting the game, though they'll start immediately if they have a full roster of people present that signed up beforehand. If dropping in, getting there early may help you get that extra seat.

Do respect the GM; they want everyone to have a good time, but they also have rules, and they are entitled to enforce those rules for the good of the game. Just because an RPG comes with printed rulebooks or the electronic equivalent, it doesn't mean the GM will follow that rulebook absolutely. There's a lot of home cooking as GMs conform the rules to their setting and story. The GM's rulings are final, so take it with good grace and keep playing.

Do respect all of your fellow players. Having a good time often entails recognizing that another player is doing something with that goal in mind, and if you can find a

way to accommodate that, it's all the better. Most players will want their cohorts to be as invested in the game as they are.

Don't put up with abusive behavior from anyone, although sometimes it's an unintended slip of the tongue. Ask for a pause in the play, so you can discuss the issue with whoever needs to hear it. Or the GM might notice it and deal with it. In extreme cases, call it out, or leave the game, and if you feel unsafe, contact our staff (the folk in the green shirts), to help deal with the problem.

Don't stay in a game if you don't want to. DunDraCon requires an Open Door Policy for all games—you may leave a game at any time for any reason or no reason. If you don't intend to return within a few minutes, make sure the GM knows.

Do know about safety tools the GM will employ, and if they don't say anything at the start, ask them. There are some great tools that can stave off triggers and keep the game itself on track.

Don't sign up for a game that is likely to trigger you. You can't always know the content of the game ahead of time, but if you are squeamish about spiders, you don't want to sign up for 'Onslaught of the Tarantulas' without considering the trigger.

Don't leave right away if the GM doesn't show. GMs are expected to be present when the game starts, but of course, they may also get caught up in foot traffic. Our duty person will come around to each game to give roster print-outs to the GMs, so we will know if they're not there, and if the GM doesn't show up fairly soon, the duty person will give Priority Slips to those who registered for the game, if they are still there.

Do help get the room ready for the next game when yours is over. Trash goes into bags, everyone makes sure that all the useful bits (dice, figures, coolers, binders, backpacks, portable black holes) that everyone brought go home with the owner. The next game in that same room may follow very close behind yours, so the GM is powerfully motivated to get the game over within time to clear the room. Help them out if you can.

GM Indexes for RPGs by System and by GM

Used in conjunction with the web site, especially the Game Index by System, you can easily prioritize your choices if you want to play in a particular GM's games. Here are the QR Codes for the Game Index by System and by GM:

By System



By GM



SESSION P FRIDAY
Only available via On-line Pre-Registration

Po1 Wulfwald

Friday Noon in 136 for 4 Hours
GM: Alex Zisch
Type: RPG
System: Wulfwald
Players: 6
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Acclaimed indie OSR from the UK set in alternate Earth mythical Iron Age that's dying to get on the table.
You play heathen outlaws called Wolfsheads doomed to be the tip of the spear for a grim Thegn that considers you inferior to a miserable pack of wolves.

Po2 Deadlands: The Last Ride of Hell's Inheritors

Friday Noon in 134 for 4 Hours
GM: Scott Woodard
Type: RPG
System: Savage Worlds
Edition: SWADE
Players: 5
Power Level: Seasoned
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Several years ago, a brutal gang of owlhoots known as Hell's Inheritors cut a swath of chaos and destruction across the American Southwest. Eventually, they were lost to time with rumors of a fierce and final showdown with the law on the streets of some dusty Texas town. Now, the recently discovered remains of a savagely plundered stagecoach exhibit the telltale signs of this notorious gang. Have Hell's Inheritors returned to the Weird West once again? The desert is calling...

Po3 The Girl with Kaleidoscope Eyes

Friday Noon in 132 for 8 Hours
GM: Jim Puder
Type: RPG
System: Hero System
Edition: 4th/5th
Players: 6
Provided: Players must provide own characters
Power Level: 60 active point powers, spd 4-6, 33pd/ed, on a sliding scale
Variations: No more than 2 levels of find weakness, no more than 3d6 of luck
Rules Knowledge: Experience Useful
Game Content: Mainstream
10 years after a meteor strike in the Rockies, a strange woman has been seen wandering the woods. She has displayed powers that seem beyond those of even the strongest super humans.

Po4 Star Wars: The Gavos Disruption

Friday Noon in 137 for 8 Hours
GM: Travis Murphy
Type: RPG
System: Star Wars RPG
Edition: Age of Rebellion
Players: 5
Provided: All characters provided by GM
Power Level: Greenhorns
Variations: + Edge of the Empire
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Our mine on Gavos is an invaluable source of Oridium that provides the Rebellion with the materials and finances it needs to fund our fight against the Empire. Suddenly with no warning whatsoever they've stopped sending shipments and haven't responded to any of our hails. We're sending you and your team to figure out what's going on and get that mine up and running again as soon as possible. Good luck and may the Force be with you

Po5 The Starlost

Friday Noon in 138 for 8 Hours
GM: David Etheridge
Type: RPG
System: Alien
Players: 8
Provided: All characters provided by GM
Variations: Evolved Edition
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You awake from your extended cryo-sleep and discover some frightening things. Are we off course? If so how far and is the ship still moving? MUTHR says the ship is on course but something isn't right. Where are the other scientists and why aren't they in their cryo-tubes. Wait I hear someone coming.....who are you? Wait...no!!!

Po6 Music of the Spheres is Chaos

Friday Noon in 139 for 10 Hours
GM: Helen Brubeck
Type: RPG
System: Dungeon Crawl Classics
Players: 5
Provided: Characters can be provided by GM
Power Level: 5
Rules Knowledge: Experience Useful
Game Content: Mainstream
Deep within the heart of a mountain, Chaos mixes with the elements, threatening to surge and unleash its raw power onto the world, destroying the planet, and even the Gods! This is a high level Dungeon Crawl Classics (DCC) adventure (Level 5) that will be run over two days. Players can bring characters or use a pre-gen. Familiarity with DCC is preferred, but not required. Game will run from noon to 10 pm Friday AND (in an unofficial open gaming event) from 10 am to 8 pm on Saturday.

PLAYERS ARE COMMITTING TO TWO DAYS OF GAMING. Contact HelenB on the DunDraCon Discord with questions.

Po7 Stealing Stories for the Devil

Friday Noon in 140 for 6 Hours

GM: Jenna Pohlman

Type: RPG

System: Stealing Stories from the Devil

Players: 8

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The tycho-ship Celeste has embarked on its maiden voyage across the dimensions. But something has gone terribly wrong, and now you've become chronocriminals to save the world. Will you join the crew to lie, steal and bend reality back to a stability?

Po8 Disney Ruins D&D!

Friday Noon in 141 for 6 Hours

GM: Ben Lopez

Type: RPG

System: Feng Shui

Players: 8

Provided: All characters provided by GM

Power Level: Basic

Variations: 1st Edition

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Disney is producing a new D&D movie, but they've horribly miscast it! Players will choose a D&D archetype, then will participate in randomly selecting actors cast as their characters. Will Arnold Schwarzenegger be cast as the halfling thief? Will Nicolas Cage be cast as the wise Wizard? Danny Devito as the mighty Paladin? Anything is possible!

Po9 Star Trek: Kobayashi Maru

Friday Noon in 142 for 4 Hours

GM: Michael M Kelly

Type: RPG

System: Star Trek Adventures

Edition: Second Edition

Players: 5

Provided: All characters provided by GM

Power Level: Beginner

Variations: Second Edition

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

"I never took the Kobayashi Maru test until now. What do you think of my solution?" – Spock, Star Trek II: The Wrath of Khan.

Now your bridge crew of graduating Starfleet Academy Cadets must face this daunting test to become Federation Officers. Will you succeed as a well-coordinated Starship bridge crew? Or is there an errant Cadet among you who could endanger the future careers of everyone involved?

P10 The Secrets of Skyhorn Lighthouse

Friday Noon in 143 for 6 Hours

GM: Muffy Barkocy

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 5

Provided: Characters can be provided by GM

Power Level: 5

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Join us for The Secrets of Skyhorn Lighthouse, a thrilling Dungeons & Dragons adventure designed for 5th-level characters! Set in a coastal town plagued by rumors of sea monsters, this quest mixes intense combat and rich role-playing opportunities. You'll navigate flooded caves, rescue hostages, and uncover ancient secrets. Whether you prefer to talk your way out of trouble or dive into battle, this adventure offers something for every type of player. Don't miss the chance to be a hero and save the day!

P11 Rat Diplomacy

Friday Noon in 144 for 6 Hours

GM: Michael Cohn

Type: RPG

System: Daggerheart

Players: 5

Provided: Characters created at game

Power Level: 1 or 2

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

You and your friends were enjoying the light, forestal house microbrew at the Wizard's Tower Microbrewery and Taproom, when the proprietor Glowkindle shrieked in alarm. Suddenly you've taken on a job to deal with the rats in his basement. Which is built on an almost-certainly-enchanted underground river. Also there's a real wizard's tower down there. And... an agora? This adventure features social encounters, persuasion, and diplomacy, with a side of combat. We will use the Daggerheart basic rules and do quick, low-level character creation at the table. Feel free to bring your own character concept as well. No familiarity with the rules is required.



P12 Terror in Tinseltown

Friday Noon in 146 for 6 Hours

GM: Jeff Hatch

Type: RPG

System: Pulp Adventure

Players: 6

Provided: All characters provided by GM

Power Level: Pulp Hero

Variations: 3rd Edition Playtest

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In their last documented adventure, The Albion Society travels to Los Diablos to search through the seedy underbelly of Tinseltown in search of the child of one of their own. The missing girl, an aspiring actress has been out of touch for months and a letter from one of her friends indicates sinister trouble. What secrets will our heroes discover? What is the fate of the young actress? Who is behind her disappearance? Find out in this exciting Pulp Adventure Scenario!

P13 The Deck of Many Things

Friday Noon in 147 for 8 Hours

GM: Jeff Boles

Type: RPG

System: Dungeons & Dragons

Edition: 5e 2024

Players: 6

Provided: All characters provided by GM

Power Level: 9

Rules Knowledge: Experience Useful

Game Content: Mainstream

You have been adventuring together for several years, becoming the heroes of the realm, but things have slowed down lately. Then one of you won the infamous Deck of Many Things during a raucous and mind-numbing all-nighter.

After debating, discussing, and disagreeing over the following month, your team finally agreed that since you rarely get to enjoy the thrill and excitement of challenging foes, you would draw from the Deck for a little excitement.

P14 A-Paw-Calypse Meow

Friday Noon in 148 for 6 Hours

GM: Morgan Hua

Type: RPG

System: Year Zero

Players: 5

Power Level: Pets of Rich and Famous People. Pregens provided.

Variations: Animals can talk to each other. Animals have special abilities.

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You play Jackie Chan's Squirrel, Samuel Jackson's Parrot, Snoop Dogg's Cat, Paris Hilton's Chihuahua, and Gary Busey's Dog. Your human is at some charity event and they abandon you at the hospitality suite. As the

world spirals into collapse, you must work together to survive and travel to your wormiest heart of darkness. Tone: Darkly Humorous (Dale & Tucker vs Evil, Evil Dead 2, Shaun of the Dead, Animal Farm) Content Tags: Horror Tropes, Apocalyptic, Cannibalism, Harm to Animals, Drug Use (light), Political Satire (definite), Fowl Language (possibly)

P15 MacFrog: A Muppets Play

Friday Noon in 149 for 6 Hours

GM: Joe Gannon

Type: RPG

System: Dungeons & Dragons

Edition: 5th ed (2024)

Players: 6

Provided: All characters provided by GM

Power Level: 11

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

"Scooter! Scooter!"

The diminutive stage manager looked up to see Fozzie Bear rumbling up to him. "Scooter, we have to get the gang together!"

Scooter flipped a page on his clipboard absentmindedly.

"Isn't it you and Kermit who usually get the gang together? What's going on?"

Fozzie gulped and explained: "Well, you know how Sesame Street got cancelled and Kermit went to offer them a space at Henson Studios? That went really well, but as we were heading home, we came across these three weird Muppets, and they called Kermit a king, and Kermit has been acting really strange ever since.

Scooter turned toward Fozzie and lowered his clipboard. "Fozzie, it's really important that you tell me exactly what the weird Muppets said."

Fozzie looked up, looking for memories in the air. "Ok, let's see. They were all standing around a big pot, and they each spoke in turn

"Hail Kermit, thane of the Muppets"

"Hail Kermit, thane of Sesame Street"

"All Hail Kermit, that shall be king hereafter"

Scooter sighed. "Ok, Here's the plan. You go get the gang together. I need to find someone who's not a man born of woman, and someone who knows how to move a forest. I just hope there's some way out of this without losing our favorite frog."

*Note: This is the family friendly version of this game. All are welcome, and we'll be sticking to the Family content standards outlined in the Game Policies.

P16 Agents of Desire

Friday Noon in 230 for 6 Hours

GM: Arthur Ulfeldt

Type: RPG

System: Cyberpunk

Edition: Cyberpunk RED

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Neon rain on chrome glass, a Ziggurat suit, and a vanished fiancée last seen under the candlelight of La Lune Bleue—welcome to Night City, where every romance comes with Terms of Service. Chase a clean-looking missing-person job as it mutates into a labyrinth of high-end security, street-level opportunists, and hard questions. Just make sure you get paid, choomba.

P17 Friday the 13th in the Doll House

Friday Noon in 231 for 6 Hours

GM: Rob Paul

Type: RPG

System: Dungeons & Dragons

Edition: 2024 5E

Players: 5

Provided: All characters provided by GM

Power Level: 7

Variations: None

Rules Knowledge: Expected

Game Content: Mainstream

It's Friday the 13th and children are going missing. All signs lead to the creepy Doll Maker's house on the hill. Do you have what it takes to free the children and save Friday?

P18 Yazeba's Bed & Breakfast: Beginner Chapters

Friday Noon in 234 for 4 Hours

GM: Rory Dreyfus

Type: RPG

System: Yazeba's Bed & Breakfast

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

"Once upon a time, the world was cruel, and there was a witch who knew it well..."

Yazeba's Bed & Breakfast is the ENNIE-winning slice-of-life legacy RPG from Possum Creek Games. Like writing fanfiction for your favorite Saturday morning cartoon, the game is perfect for players with no roleplaying experience whatsoever as well as seasoned industry gamers.

P19 Should you trust Fae samples? Nope!

Friday Noon in 236 for 6 Hours

GM: Cassiopeia Hunt

Type: RPG

System: Deliria

Players: 8

Provided: All characters provided by GM

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Magic Bath Shoppe

With such absurd products as third eye cream who would blame you for accepting the offer of a free sample and picking the Fae Portal bath bomb? Well now you are stranded and have to find a way home, a shame nothing is truly free!

A dive into the fae realm Deliria you are without every thing but a helpful pile next to where you landed soon you find you are not alone! Make friends and get home!

P20 Jojo's Bizarre Adventure: Clubbing Chaos

Friday Noon in 237 for 4 Hours

GM: Nine Scott

Type: RPG

System: Other

Edition: Jojo's Bizarre Tabletop

Players: 4

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

While spending time at your favorite club a strange fervor begins overtaking the dancers. Is this the work of an enemy stand?!

P21 Past Tents

Friday Noon in 238 for 6 Hours

GM: Liz Ruifrok

Type: RPG

System: Die! RPG

Players: 5

Provided: Characters created at game

Power Level: Beginning

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

It's hard when one falls out of touch with their best friends, but even harder when they end on a whimper and not a bang. Your friend group has moved away from the fantasy and whimsy of their childhood, into the horrible real world of adulthood.

You always remember that cabin, though. The one where you played THAT game, the one that sent you spiraling into the realm of DIE, and the one you'd barely escaped with your lives. The one where your friend, the Master, Francis Frank Juneau had 'died'.

And you'd left them behind.

Which makes it all the stranger when you receive an invitation written in shaky handwriting to the cabin with a threatening personal letter for each of you...



P22 A Giant Problem

Friday Noon in Salon A for 10 Hours

GM: Jason Carpenter

Type: RPG

System: Pathfinder/Starfinder

Edition: First

Players: 6

Provided: Characters can be provided by GM

Power Level: 10

Variations: 20-pt buy, 62k wealth; no third-party, summoners, gunslinger, or evil PCs

Rules Knowledge: Expected

Game Content: Mature Themes

An old giant fort has been reactivated, and a call for soldiers to man it has begun. This call is for leaders, but soon a wider call will follow, and then raids aboveground. Giant slayers: find the fort, enter it, end the threat.

This is a tactically oriented game that will also present plenty of opportunities for RP, but RP will not be forced on you. Create PCs using official Paizo Pathfinder 1E content. Use average HP rounded up, max at first level. I will have a few playable PCs on hand; please have a PC ready to go that meets the requirements. Strong combos and min-maxing are fine, but I will rule out PCs relying on supercheese or exotic stuff that I can't understand, even if it's legal.

I will play rules out of the book. I don't stop too long over a rules argument, however, so if we get stuck, we'll just make a decision and plow ahead.

P23 Third star to the left Mr. XX

Friday Noon in 240 for 8 Hours

GM: Jonah Johnson

Type: RPG

System: Battlestations

Players: 8

Provided: Characters can be provided by GM

Power Level: Rank 1-3

Variations: 2nd edition, with some home brew

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You have just graduated from Star Fleet Academy, a brand new Ensign with a freshly clean uniform and stripe. USS Yorktown NCC-1704 has just been commissioned and you are lucky enough to be assigned to her. You have just made it to your station when the red alert goes off. Vulcan has been is under attack by an unknown ship. Battlestations!

P24 The Weight of Tomorrow

Friday Noon in 241 for 8 Hours

GM: David Giwa

Type: RPG

System: Dungeons & Dragons

Edition: 5th edition (2024)

Players: 6

Provided: Players must provide own characters

Power Level: 5

Rules Knowledge: Experience Useful

Game Content: Mature Themes

A terrible war has been raging between the forces of Pelor and Bane. While neither side has gained much ground, death and misery have inexorably spread across the land. An organization of druids called The Verdant Balance consider it their sacred task to keep the world in cosmic balance. A desperate, honorable king has commissioned a clandestine escort mission: carry a sealed extradimensional lockbox that contains a weapon designed to turn the tides in the war. You are agents of The Verdant Balance tasked with taking this weapon across hostile territory to an ancient druidic sanctum where it can be set up, used, and the war can come to an end.

Character Creation:

Bring a Level 5 character using the 2024 D&D rules.

Any ancestry/class is allowed; characters should have a reason to accept and be committed to True Neutral work. Starting gear: standard starting equipment plus one Uncommon magic item (or two Common items) and one potion of healing.

Please avoid overly complex builds that slow play (we'll keep turns moving for a large table).

Content Note: This adventure includes morally challenging themes, some involving children.

P25 Excession at Beloxon

Friday Noon in 242 for 6 Hours

GM: Harold Ogle

Type: RPG

System: Protectors 2e

Edition: 2e

Players: 6

Provided: Characters created at game

Power Level: Starting

Variations: Dice for effects

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Star Knight Expeditionary Force is dedicated to exploring the unknown, investigating mysterious threats, and cataloguing dangerous artifacts. The survey team that reported the appearance of a large artificial/manufactured object in Beloxon orbit has gone silent and may have disappeared. Your SKEF team has been called upon to investigate.

Protectors is a dice-light science-fantasy game of danger-ready people navigating perilous situations as they experiment with alien technology and discover super powers. Characters are created by the group of players at the start of the session and developed in play.

P26 Beast Killer Project: Conservation

Friday Noon in 243 for 4 Hours

GM: Lucia Ogle

Type: RPG

System: Dungeons & Dragons

Edition: 5th 2024

Players: 5

Provided: Players must provide own characters

Power Level: Tier 1 (levels 1-4)

Variations: Adventurer's League

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

A modern fantasy, written by the GM. Lots of player improv and world-building encouraged.

A famous adventurer and the rest of her band helped settle the country many years ago, fighting off liches and dragons and horrors of the unknown. They protected the city, allowing it to grow into the technologically advanced seaport it is today. However, these adventurers did such a good job that there isn't much work for people trying to break into the business anymore. The lady herself has retired and started a not-for-profit conservation company... which is where you come in! Adventurers are being hired by the company left and right to gather important genetic samples from populations of rare monsters, to help us learn more about their ecology and what we can do to protect them before they disappear forever. They're paying money based on performance which you DON'T have to split with your party! Who cares what they're doing with ankh DNA anyway? Part one of the Beast Killer Project!

P27 The Mystery of Trollskull Island

Friday Noon in 239 for 4 Hours

GM: Karl-Heinz Konrad

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 6

Provided: All characters provided by GM

Power Level: 5th

Variations: 2024

Rules Knowledge: Experience Useful

Game Content: Mainstream

DnD 2024 Tier 2 One-Shot

P28 Raiding Into the Gloom

Friday Noon in 244 for 8 Hours

GM: B. Lyle Daeda

Type: RPG

System: GloomRaider OSR RPG

Players: 8

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

An old-school dungeon-crawling adventure using the GloomRaider RPG rules, run by the creator of the GloomRaider RPG!

P29 Justice Gang : Who ordered the Clown Fiesta

Friday 2 PM in 145 for 4 Hours

GM: Jason Krestoff

Type: RPG

System: Prowlers and Paragons

Edition: Ultimate Edition

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Simon Stagg is throwing a huge party to celebrate the return of his son-in-law, Metamorpho and his grandson.

Also invited is Metamorpho's new team, the Justice Gang, as well as the heads of several tech industries.

Stagg even arranged to have the Cirque du Soleil be the entertainment and the whole party is circus themed. Who doesn't love clowns.

This game takes place in the James Gunn DC movie verse and picks up after the events of Superman.

The game uses the Prowlers and Paragons system, an easy to learn and to use superhero RPG. If you like DC superheroes and ever wanted to play one, this game is for you. Beginners are welcome.

P30 Free Period

Friday 2 PM in 232 for 8 Hours

GM: Dennison Milenkaya

Type: RPG

System: Year Zero

Edition: Tales From The Loop

Players: 6

Provided: Characters created at game

Power Level: 10-15 YO

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Ah, those innocent tween years, growing up in the '80s.

Knight Rider and Culture Club are the coolest. The care-free Summertime is interrupted by school, but at least we get to hang with friends. Not a lot of new people in this small town, ever since families stopped flocking in to work at the science lab with the particle accelerator.

Adults are so very out-of-touch and we're out of time; it's just like Hall & Oates said. What we need is some place to ourselves — away from parents, teachers, and coaches.

P31 A Cult of Iron

Friday 4 PM in 136 for 8 Hours

GM: Chris Muoio

Type: RPG

System: Fantasy Age

Players: 8

Provided: All characters provided by GM

Power Level: 6

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The city brims with steel, gears and steam. A testament to scientific advancement in a world steeped in mystery and magic. You and your companions begin down a rabbit hole of secrets, coercion and rust after the innocuous kidnapping of a simple halfling tinkerer. Get you get to the bottom of the dark mystery seeping into the very cogs and machines that keep the city running while regulating the very heart of the magic that keeps its street vibrant and new?

P32 Blade Runner RPG: Electric Dreams

Friday 4 PM in 134 for 8 Hours

GM: Tom McVey

Type: RPG

System: Year Zero

Edition: Blade Runner RPG

Players: 3

Provided: All characters provided by GM

Rules Knowledge: Experience Useful

Game Content: Mature Themes

It is 2037 in Los Angeles. You are members of the LAPD Replicant Detection Unit, sometimes nicknamed Blade Runners.

A Blade Runner colleague has been shot and killed, and another is missing. Your task is to find the killer and the kidnapper...

We will play the Blade Runner RPG starter set adventure, Electric Dreams, in an eight hour session, with breaks. No experience with the system is necessary. Pregens will be provided.

P33 Uncanny X-Men: Secrets of the Savage Lands

Friday 4 PM in 142 for 8 Hours

GM: Wally Schichnes

Type: RPG

System: Mutants & Masterminds

Edition: 3e

Players: 6

Provided: All characters provided by GM

Power Level: PL10, 160 CP

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

After rescuing a poached Stegosaurus from the Circus of Crime, the X-Men plan to return it to its natural habitat and have a field trip at the same time to the Savage Lands, but can anything ever be that easy for the X-Men? It seems sinister forces are at work trying to keep people from investigating too closely into the tropical dinosaur filled portion of Antarctica.

Play as your favorite X-Man as you uncover the Secrets of the Savage Lands.

P34 Paranoia: Ignorance Is Mandatory

Friday 4 PM in 234 for 6 Hours

GM: Victor Walters

Type: RPG

System: Paranoia

Edition: Ultra-Violet 2016 Edition

Players: 6

Provided: Characters created at game

Power Level: Doomed

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Good day-cycle, Troubleshooters! Friend Computer has a mission of the highest priority for you! We have identified an arch-traitor so treasonous that even knowing what he did could put you on the scaffold with him! You will need to apprehend this traitor and escort him to his final

destination. But watch out! Communists, mutants, and traitors lurk around every corner! Trust no one, and keep your laser handy!

P35 Planescape 5e: Something Wild

Friday 4 PM in 237 for 8 Hours

GM: Arthur Gonzalez-Martin

Type: RPG

System: Dungeons & Dragons

Edition: 5e 2014

Players: 6

Provided: Characters can be provided by GM

Power Level: 6

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Every Berk in Sigil Struggles to keep his savage side at bay. But now the bars of the cage are breaking down. . . . Don't go to sleep, cutter-that's where the shadows slink, gnawing at the frail cord of sanity. The dream-touched sods of Sigil are snapping one by one, turning on each other like wildcats in the streets. And as people become animals, animals become monsters, rending friend and foe alike with fang and claw. The lawful factions have enough trouble dealing with a rash of breakouts from the Prison. But when the shackles of society fall away, it's all a body can do to keep the beast within from bursting free? and running wild.

Converted for 5e, starting at level 6; premades available, but you can bring your own. If you're getting your own character standard array, two common and one uncommon magic item, and 500 starting gold.

P36 The Sky Machine

Friday 4 PM in 243 for 6 Hours

GM: Matt Steele

Type: RPG

System: Year Zero

Edition: Coriolis: The Great Dark

Players: 5

Provided: All characters provided by GM

Power Level: Starting Characters

Variations: n/a

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

As members of the Explorers Guild, you have been sent to Gilen's Point on the small moon Moubarra 4 to perform a rescue mission for a team of lost prospectors - an odd request from the Mining Combine, who usually handle their own problems. In Coriolis: The Great Dark, you are part of a crew of explorers ready to venture out into a new area of the universe - the Lost Horizon. You have your shuttle, your trusted crewmates and a warding guardian in the form of your bird - a strange alien creature that can help you on your journeys. Note: This is the Quickstart adventure for this SciFi horror game.

P37 Riot on the Grub Dreck

Friday 4 PM in 239 for 4 Hours

GM: John Jones

Type: RPG

System: Mörk Borg

Edition: Vast Grimm

Players: 6

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Hurdle into Vast Grimm as prisoners of a depraved Raiders, pressganged into service. When the ship comes under attack by the Grimm Corp, it's time to seize your chance to escape! Battle Raiders for control of the Grub Dreck, discover what was left behind and why the Grimm Corp want it, and escape the Grimm Corp alive in Riot on the Grub Dreck!

SESSION 1

101 The War Slug of Aldrazor

Friday 6 PM in 140 for 6 Hours

GM: Andy Marshall

Type: RPG

System: The Black Hack

Players: 7

Provided: All characters provided by GM

Power Level: Beginner

Variations: Sci-Fi Themes

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A mysterious patron has summoned you to thwart the plans of the self-proclaimed King of the Deep Realms. He commandeered a dread destroyer, and has been wreaking havoc on the surface world.

102 BLACKSAT

Friday 6 PM in 141 for 6 Hours

GM: Gennaro Kukonu

Type: RPG

System: Delta Green

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

NASA always has more people willing to risk death for glory than they have missions to fill. When you finally get the call you discover you've been assigned to a highly classified space shuttle mission. It is the chance of a lifetime Especially since the space shuttle program is coming to an end. You are part of a team that is headed into space to repair a secret spy satellite code-named BLACKSAT.

103 The One Way Heist

Friday 6 PM in 143 for 6 Hours

GM: Bryan Mosley

Type: RPG

System: Dungeons & Dragons

Players: 5

Provided: All characters provided by GM

Power Level: 3rd-5th

Variations: 5e

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Step into the impossible and enter the Crooked House of Mr. Emmerybird, a wizard who has mastered extradimensional spaces. Within his bizarre mansion lies a perfect tesseract—a real four-dimensional hypercube where hallways loop, rooms exist outside of time, and the laws of nature are mere suggestions.

Your party's mission: infiltrate the house, steal Emmerybird's grimoire of arcane secrets, and escape. But beware—the only way out is through the Singularity Door, a mind-bending portal that might twist you inside out if you're not clever (or lucky) enough to master it.

104 Lancer: The Kerberos Campaign

Friday 6 PM in 144 for 6 Hours

GM: Keegan Pincombe

Type: RPG

System: Lancer

Players: 5

Provided: All characters provided by GM

Power Level: LL 3

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Union sent you to the resource-rich Kerberos system, it was as a security escort for the diplomats and mediators aboard the frigate UNS-LS Sacramento. You were there to show the flag, act as impartial observers, and deliver much-needed relief supplies as three warring nations made the first tentative overtures towards global peace.

48 hours ago, that plan went up in a blaze of nuclear fire. Crash-landed and cut off, your squad must now make a daring insertion into hostile territory to rescue a priceless asset: Stacy, the Sacramento's command-and-control NHP. Within her armored escape casket are Schedule 1 matter printers, long range omnihook transceivers, reserve coldcore fusion batteries...everything you need to resupply and call for help.

This is not your world. This is not your war. It seems you'll be fighting anyway.

Lancer is a hex-grid tactical combat game set against the rich tapestry of the interstellar human Diaspora in the far-flung future of 5016u. You are a mech pilot of exceptional skill (or exceptional luck), piloting a bespoke war machine of your own design into conflicts large and small. Rules-light narrative play supplements a flexible combat engine that encourages teamwork, tactical gameplay, and player customization.

105 Pokemon Mystery Dungeon TTRPG

Friday 6 PM in 145 for 6 Hours

GM: Kasi Jammeh

Type: RPG

System: Pokerole

Edition: Pokerole 3.0

Players: 5

Provided: All characters provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Wake up in a world you thought you knew - but everything has changed. You are no longer human. You've been transformed into a Pokémon with only fragmented memories of your former life. Your human mind struggles against newly-awakened instincts as you navigate a world where civilization is scarce and survival depends on strength, cunning, and the bonds you forge.

Join a Pokémon Guild and take on dangerous rescue missions through ever-shifting dungeons filled with traps, hostile creatures, and mysteries. Balance your human Logic against your Pokémon Instincts - rely too much on one and you risk losing the other forever. When pushed to your limits, you can unleash a Primal State for incredible power... but at the cost of your humanity.

This is a game about identity, survival, and friendship.

Will you hold onto what makes you human, or embrace the wild creature you've become?

Please note: This game is intended for players aged 16+ and is not suitable for children. Players should be familiar with the Pokémon franchise like the TCG and video games to know what Pokémon can do. In addition, the battle system is crunchy but outside battle its like a story telling TTRPG.

107 Secret of Karnov Manor

Friday 6 PM in 148 for 6 Hours

GM: Scott Grimberg

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 6

Provided: Characters can be provided by GM

Power Level: 5

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Invited to dinner by the famous collectors, the Karnov's. Should be an interesting time.

108 Come on Barbie, Let's go D&D Party!

Friday 6 PM in 149 for 6 Hours

GM: Jason & Beth Krestoff

Type: RPG

System: Dungeons & Dragons

Edition: 5th ed (2014)

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's time for the annual Princess Barbie Diamond Castle Gala! You and your friends have been invited to join Princess Barbie to celebrate your heroism after your last adventure. But not everything is Fantastic in Barbieland, with tensions rising between you and the neighboring kingdom, this celebration might turn out to be a scorchin' time for your adversaries to strike...

109 Easy Money ...

Friday 6 PM in 230 for 8 Hours

GM: Benjamin Recktenwald

Type: RPG

System: Cyberpunk

Edition: Cyberpunk 2020

Players: 6

Provided: All characters provided by GM

Power Level: 70 character points

Rules Knowledge: Experience Useful

Game Content: Mature Themes

"Easy Money" is what the message from your fixer said. Just look into some project. Some rando corp doofus spilled the beans on some obscure project, and now you're contracted to check it out. Easy money. Why not, you haven't had any contracts in a while and everybody has to eat.

Apparently there is a research base in far northeastern Cali, Modoc County. "C'mon, it's Modoc County. You zip in, you poke around, you zip right out again. You're not going to Arasaka HQ. It's Modoc County. It's like going into Wisconsin. ... of course there was that one time you got your butt kicked in Wisconsin.

Sure. Why not. Just another day doing the bidding of somebody with money, power and guns. And, after all, everybody gotta eat.

110 Alliance Outpost Salvage

Friday 6 PM in 231 for 6 Hours

GM: Zach Morgan

Type: RPG

System: Cortex System/Cortex +

Edition: Cortex Classic

Players: 8

Provided: All characters provided by GM

Power Level: Veteran

Variations: Serenity

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

After the end of the war the Alliance placed a full blockade on the planet of Athens. For 6 years only Alliance Naval personnel have been allowed to land, ostensibly to cleanup hazardous materials and rubble left behind by the war. Recently access has been extended to previous residents and their families so that they can reclaim personal property, family heirlooms, and begin to rebuild. Which works out pretty solidly for the crew of Gideon since Mac's been tipped by a friend about a regional Alliance outpost that wasn't cleaned out to well

when the Alliance originally pulled out. Should be plenty of intel on items of interest sitting around for the taking. An abandoned transport convoy. Ships not salvaged after engagements by Independent forces. An asteroid base that was raided by never properly searched and catalogued. Won't know til someone checks the place out proper...

111 Trouble in Treerivers

Friday 6 PM in 236 for 4 Hours

GM: Jagger Kilmane

Type: RPG

System: The Sword Marches: Metal Sword & Sorcery RPG

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Frogmen are stealing babies from their cribs in the bustling frontier town of Treerivers. You're team of March Wardens are assigned to find the children and end the Frogman threat. But beware, all is not as it seems...

112 WELCOME TO THE BLACK MARCH

Friday 6 PM in 238 for 8 Hours

GM: Chris Bruno

Type: RPG

System: Dungeons & Dragons

Edition: 5E (2024)

Players: 8

Provided: Characters can be provided by GM

Power Level: 18th

Variations: Core + Xanathars, Tashas, Eberron, Wildspace, Faerune, Ravnica

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Dnd one/ 5E. 18th level

20,000 gp plus 1d10 × 250 gp, two uncommon magic items, one rare item, normal starting equipment

No Homebrew or 3rd party material please.

Trouble seems to be afoot in the Town of Gerraway. The local church had reached out to their allies from larger cities due to large number of unrelated crimes popping up. The current issue is that those originally sent to investigate are now missing, so it's time to send in the big guns. That's you.

113 5e Deep Carbon Observatory

Friday 6 PM in 242 for 8 Hours

GM: Matt Morrison

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition (2024)

Players: 6

Provided: Characters can be provided by GM

Power Level: 3-4

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Is D&D 5th Edition OSR? Let's find out! The Old School Renaissance movement found solid footing in RPGs shortly after D&D 4th Edition was released. Matthew Finch (OSRIC, Swords & Wizardry) describes the "pillars" of OSR generally as letting DM rule on clever player plans, sometimes outwitting opponents rather than outfighting them, emphasize the heroic rather than the super-heroic, and that game balance is not important - think of a clever plan or run! Deep Carbon Observatory is Tier 1 verging on Tier 2. A classic representation of the OSR written by Patrick Stewart with art by Scrap Princess and self-published by False Machine Publishing. DCO won 2014 Indie RPG Award's Indie Supplement of the Year. Adventurers come across a town devastated by an unexpected flood, where desperate families cling to ruined homes, then gradually the party moves upstream to discover the strange tomb of an ancient race. Completely converted to 5th Edition (2024) rule set.

114 Goblin Quest

Friday 8 PM in 138 for 4 Hours

GM: Mary Russell

Type: RPG

System: Goblin Quest

Players: 5

Variations: Homebrew setting and monsters

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

You and your goblin friends have been let loose to cause mayhem. Lets go on an adventure and see what loot we can bring back!!!!

115 Defend Your Village!

Friday 8 PM in 132 for 4 Hours

GM: Andrew Walters

Type: RPG

System: The Fantasy Trip

Edition: Legacy Edition

Players: 6

Provided: All characters provided by GM

Power Level: 34 point characters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The adventurers have returned to the village they grew up in and defeated the necromancer who was tyrannizing it. Unfortunately, the second in command is now on the way with what's left of their army to level your hometown. You have an hour or so to prepare...



116 Interns in the Dark

Friday 8 PM in 137 for 4 Hours

GM: Lisa Beasley

Type: RPG

System: Blades in the Dark

Players: 6

Provided: All characters provided by GM

Power Level: N/A

Variations: Adapted to modern Silicon Valley

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Interns in the Dark is a modern-day, satirical, forged-in-the-dark game that takes place in the beautiful, yet terrible area of the Bay.

You play as Interns who have been accepted into a tech company in the Bay and are specifically assigned to a special internship program in a struggling company to do the most innovative thing for the company: steal valuable Intellectual Property (IP) from competitors. Each heist is unique, the play is different each time.

117 Double Feature: COOKED! and Night On The Town

Friday 8 PM in Monterey for 4 Hours

GM: Doc Cross

Type: RPG

System: Toon

Players: 10

Variations: Yep!

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

If you've ever watched Chopped, you know what COOKED! is like. Mystery ingredients and crazy chefs! Who will be the COOKED! Champion? In Night On The Town, you wacky wascals are going out to PARTY!

SESSION 2

SATURDAY

201 Save the Relic, Save the World!

Saturday 8 AM in 132 for 6 Hours

GM: Erik Alfin

Type: RPG

System: Hollow Earth

Players: 8

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It is 1936. Your mission is to hunt down the Germans who stole an ancient relic from the South American jungle. The relic must be returned before something ancient and powerful takes notice and threatens the world.



202 The Lingerin Harvest

Saturday 8 AM in 134 for 8 Hours

GM: Leon Glover

Type: RPG

System: D100 System/Call of Cthulhu

Edition: 7th edition

Players: 6

Provided: All characters provided by GM

Power Level: Intermediate to Experienced

Variations: 1930's time period

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In the heart of the verdant Valley of Heart's Delight, where the scent of blossoming orchards mingles with the hum of newfound prosperity, a subtle yet pervasive darkness begins to stir. The Great Depression's shadow recedes, yet an older, more profound malevolence has taken root and is starting to bear its bitter and corrupt fruit. Can you cut out the blight before it is too late? You are drawn to the Valley of Heart's Delight by its abundance and growing hope for a new and better life. The charismatic leadership of a prominent political figure whose influence seems to transcend the grinding poverty of the Great Depression elevating the importance of California and the Valley's local economy. Could this be the second California gold rush? Will you strike it rich or only find Fool's gold with your dying breath?

203 Ice cold killer

Saturday 8 AM in 136 for 6 Hours

GM: Joseph Silveira

Type: RPG

System: Fragments

Players: 8

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You play as a group of small homunculi running supplies to rural communities, but your caravan find more than just the winter storms besieging the locals.

204 Escape from Mad Science Island

Saturday 8 AM in 137 for 8 Hours

GM: David Rakonitz

Type: RPG

System: Hero System

Edition: Champions 4th Ed.

Players: 6

Provided: Characters can be provided by GM

Power Level: Max 60 point attacks, 33 PD/33 ED

Variations: Minor, Some 5th Ed.

Rules Knowledge: Experience Useful

Game Content: Mainstream

Celebrity Extremis sends its contestants to the most dangerous places in the world (allegedly). This time, they've gone too far and chosen Mad Science Island.

Something has now gone wrong. The contestants are missing, and the old observatory is glowing. The studio needs heroes to save the day and the show's ratings.

206 One Last Thing

Saturday 8 AM in 144 for 6 Hours

GM: Mark Cumming

Type: RPG

System: Hero System

Edition: 5th edition

Players: 7

Provided: All characters provided by GM

Power Level: 250 pts.

Variations: Fantasy Hero

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You are dead ... Well at least you were dead, having died saving several children from a life of slavery. Now you find yourself in a basement standing in front of the mother of one of those children, Clorissa, and her daughter Annette lies unconscious on a table before you. Something tells you paradise is going to have to wait a bit longer.

207 Follow by Lame Mage Productions

Saturday 8 AM in 147 for 4 Hours

GM: Joshua Zhanson

Type: RPG

System: Follow

Players: 5

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Follow is a rules-light, GM-less collaborative storytelling RPG about a fellowship and a quest. We will collectively choose a quest template, ranging from slaying a powerful monster to discovering the cure to a disease to electing a candidate to office. Then, we create characters in our fellowship and play out scenes where we define obstacles in our quest and attempt to resolve them.

Follow is suitable both for players with extensive roleplaying experience and players who have never played a role-playing game before. It is easy to learn and easy to play, while allowing for both substantial narrative freedom and a satisfying story arc. I usually run this game as a "writer's room" where players can seamlessly alternate between author/narrator and character. In-character roleplaying is not required, but players must be prepared to "yes-and", share the spotlight, and collaboratively tell a story. While this game is NOT a crunchy, combat-focused "traditional" RPG, there may be Mature Themes.

208 Mystery at The Night Market

Saturday 8 AM in 148 for 4 Hours

GM: Mary Beene

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 6

Provided: All characters provided by GM

Power Level: 6th

Variations: More emphasis on role-playing and puzzles than math

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

System: [D&D 5E] | Level: Pre-generated 6th-level characters (Living & Undead)

Style: Investigation • Puzzle Solving • Social Intrigue • Light Combat

Just outside the edge of town, beneath a moonless sky, something stirs in the shadows of The Night Market — a strange and secretive bazaar where dreams, memories, and body parts are the accepted currency. For years, both the living and the undead have walked its mist-shrouded stalls in uneasy harmony, protected by ancient laws and powerful enchantments.

But now, something is unraveling. Whispers tell of violence on the outskirts — not just against the living, but against prominent figures of the undead. A wealthy lich merchant has vanished, leaving his magical wares behind. Lola, the banshee who cries people's dreams aloud, is gone. And the rules that once kept the peace seem... fractured.

You've been hired — or perhaps bound — to uncover the truth. Together with a band of unusual allies, both breathing and beyond, you must navigate the web of secrets, illusions, and twisted bargains that hold The Night Market together. But beware: not all puzzles can be solved, and not all games are meant to be won.

Will you uncover the source of the darkness creeping into the market? Or become part of its wares?

209 Fight the Power

Saturday 8 AM in 230 for 8 Hours

GM: Becky Thomas

Type: RPG

System: Cyberpunk

Edition: 2020

Players: 6

Provided: Characters can be provided by GM

Power Level: 65 - 70 character points with GM approval

Variations: Some in house rules

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Hey there Freedom Fighters!

Shemp Pirrudy here.

The long hot summer is over, winter is coming and we're hunkering down throughout the Bay Area and beyond.

We've battled Corporate double speak and the fake PZ1-D4 outbreak, in the WOZ (The West Oakland Combat Zone), the BeeOtch Zee (Bayview Hunters Point Combat Zone), and the EmCeeZee (Martinez/Concord Combat Zone).

We've rescued our brother and sisters, children, and elders from Corporate kidnapping and experimentation, and we've lost others, warriors and the innocent. The Caged Bird of the WOZ is no more, but the children fly free.

Now I'm calling out, looking for our best edge runners - I need YOU! We've got some rescuing to do!

Drop me a DM with STATS! Time is running out!

210 Caravan to Chaos

Saturday 8 AM in 231 for 6 Hours

GM: Mark Bolt

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition (2014)

Players: 5

Provided: Characters can be provided by GM

Power Level: 6th

Variations: Miniatures and light terrain

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

D&D Fifth Edition (2014), 5 players

Variations: Miniatures. Characters/minis provided or BYO. More roleplaying than rule playing. Interesting characters and cooperative storytelling are encouraged. Some mature themes, language, bad jokes, creepy spooky stuff, violence and silliness.

Your recent exploits have raised unwanted attention and the need to leave the city. You have signed on as hired security for a Merchant caravan heading West. A safe exit plan, a new town, time to fence your loot and plan your next adventure; what could go wrong? What indeed...

Get back to the tabletop and settle into a character, and an adventure that hasn't been written yet.

If you BYOC: Lvl. 6, Standard stat array, WOTC, no UA, one +1 weapon or armor; please no min-maxed super characters. 5E 2014 rules and spells.

211 The Eye Of The Beholder - A Changeling the Dreaming one shot

Saturday 8 AM in 236 for 6 Hours

GM: Liz Ruifrok

Type: RPG

System: Changeling the Dreaming

Players: 8

Provided: All characters provided by GM

Power Level: Beginning

Variations: 20th Anniversary

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Baltimore is such an incredible city. Lights, Glamour, crabs? And with an indie art show coming to the city, the

Motleys of Changelings are all too excited to submit their works and perhaps find a new Dreamer to inspire.

But things never seem to quite work out perfectly for our heroes, do they

Curious Chimera seem to be coming to life at a rapid rate. Nightmares and Necnitsa with a penchant for terror and too much inspiration. But what seems to be worse is that the normal population of the Inner Harbor seem to be able to see these terrors as well...

You must solve the mystery, battle these monsters, or restore the balance before the entire birthplace of the Star Spangled Banner becomes a madhouse. Well. More of a Madhouse than it already is...

212 The Confluence of Planar Rifts (Elemental Fire)

Saturday 8 AM in 238 for 8 Hours

GM: Robert Anderson

Type: RPG

System: Pathfinder/Starfinder

Edition: 1st Edition

Players: 8

Provided: Characters can be provided by GM

Power Level: 16th

Rules Knowledge: Experience Useful

Game Content: Mainstream

Imix, the Prince of Elemental Fire, seeks to ignite a cosmic conflagration that will consume entire planes, transforming them into extensions of the Elemental Plane of Fire. Find a way to stop the "Ignition Points" before your personal plane and or home world is consumed by "Fire".

Pathfinder 1E: Level 16th

- Pathfinder Roleplaying Game Core Rulebook
- Advanced Player's Guide
- Ultimate Combat
- Ultimate Magic
- Character Creation: 28 Point Buy
- 315,000 Gold Pieces, Starting Gold

213 The Marauders of Windfall

Saturday 8 AM in 239 for 4 Hours

GM: Jeff DiCorpo

Type: RPG

System: Daggerheart

Players: 5

Provided: All characters provided by GM

Power Level: Tier 1 Adventure: Level 2 Characters

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Materials: All character packets, standees, and dice will be provided.

Characters Provided: Five pre-generated Level 2 characters are available: an Elf Sorcerer, a Ribbet Rogue, a Human Warrior, a Giant Guardian, and a Katari Ranger.

Experience Level: No prior experience with Daggerheart

is required. The adventure is designed to introduce the core mechanics, including the Duality Dice (Hope and Fear), Action Rolls, and Armor/Stress management. The R.A.S. Windfall is the crown jewel of the Royal Navy, a state-of-the-art frigate boasting a magical engine that makes it the fastest vessel in the sky. You and your fellow adventurers have booked passage across the Sablewood, serving as temporary security in exchange for travel to the remote Kinekozan Jags. What begins as a routine voyage quickly turns into a high-stakes aerial struggle. After defending the ship from a deadly Wyvern attack, you are invited to the Commander's table for a formal dinner—only to have the evening shattered by the legendary pirate Calliope Crimson. As the ships lash together in a chaotic boarding action, you will uncover the Windfall's dark secret: a captive mage whose power is being siphoned to fuel the ship's incredible speed.

Will you remain loyal to the Royal Navy, or will you turn against the Commander to help the pirates liberate their kin? Your choices will determine if you escape as heroes or spend the rest of your days as enemies of the crown.

214 Cosmic Knights of Galactic Chivalry!

Saturday 8 AM in 240 for 4 Hours

GM: Matthew Bage

Type: RPG

System: Cosmic Knights of Galactic Chivalry

Players: 8

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Traverse the stars in search of glory and adventure as knights of the Solar Kingdom!

215 Hephaestus: Out of the Forge, into the Multiverse!

Saturday 8 AM in 241 for 6 Hours

GM: Heather Eckman

Type: RPG

System: FATE system

Edition: Fate Accelerated Edition

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Being a human in Ridge City is not easy. Constant super-powered meta-human fights shake the foundation of everything and leave the mundane residents constantly on edge. Being a human with powers, however, makes life infinitely more complicated. This is why so many choose to hide their powers and play at being normal. Speaking of complicated, a team of Capes, the New Science Sentries, has recently discovered their friends and neighbors down the hall are secretly supervillains. It

is time to confront the issue and get all the secrets out in the open. Unfortunately for everyone involved, the multi-dimensional menace known as Nexus has decided that he is bored and thinks that this reveal/ confession/ potential argument could be interesting, but he has decided that he will hurl this entire group of people into another world to have their discussion. Just for fun. The fact that they could completely muck up another world's dealings is simply an added bonus. Now Villain and Cape must work together to survive this other world and return home to their own realm. Good luck, and remember to put on a good show. Nexus is watching.

(Based off the Forging Hephaestus/ Villains' Code series by Drew Hayes)

217 Alliance Outpost Salvage

Saturday 8 AM in 243 for 6 Hours

GM: Zach Morgan

Type: RPG

System: Cortex System/Cortex +

Edition: Cortex Classic

Players: 8

Provided: All characters provided by GM

Power Level: Veteran

Variations: Serenity

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

After the end of the war the Alliance placed a full blockade on the planet of Athens. For 6 years only Alliance Naval personnel have been allowed to land, ostensibly to cleanup hazardous materials and rubble left behind by the war. Recently access has been extended to previous residents and their families so that they can reclaim personal property, family heirlooms, and begin to rebuild. Which works out pretty solidly for the crew of Gideon since Mac's been tipped by a friend about a regional Alliance outpost that wasn't cleaned out to well when the Alliance originally pulled out. Should be plenty of intel on items of interest sitting around for the taking. An abandoned transport convoy. Ships not salvaged after engagements by Independent forces. An asteroid base that was raided by never properly searched and catalogued. Won't know til someone checks the place out proper...

218 Prehistoric: Humanoid vs Dinosaur 2

Saturday 8 AM in 138 for 8 Hours

GM: Nick Matyas

Type: RPG

System: Pathfinder/Starfinder

Edition: Pathfinder 1e

Players: 5

Provided: Players must provide own characters

Power Level: 7

Variations: 20-pt buy; 23,500g, no third-party. Int <= 8.

No reading/writing

Rules Knowledge: Expected

Game Content: Mature Themes
Prehistoric setting. Please bring a prehistoric themed PC. No intelligence based classes. Max Intelligence is 8. No reading/writing allowed. Flexible on the rules if you theme it prehistoric (e.g. if you have full plate, we'll hand wave and say it's bone armor and move on).

219 Pinebox Middle School: The Crawling Queso

Saturday 10 AM in 139 for 4 Hours
GM: Scott Woodard
Type: RPG
System: Savage Worlds
Players: 5
Power Level: Seasoned
Variations: Pinebox Middle School
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Nothing beats a good, spicy queso, but when a mysterious ingredient finds its way into the kitchen of El Tejano Tex-Mex, all 'jalapeno' is about to break loose in Pinebox!

220 The Devil's Arithmetic, a Buckaroo Banzai Adventure

Saturday 10 AM in 140 for 6 Hours
GM: Michael Siverling
Type: RPG
System: Buckaroo Banzai
Edition: Nugget
Players: 7
Provided: All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
The Interns of the Banzai Institute get caught between an ancient horror and a mystery from outer space.

221 Assault and Take-Down of Gornoth Horskun!

Saturday 10 AM in 141 for 6 Hours
GM: Laura-Ann Charlot
Type: RPG
System: Dungeons & Dragons
Edition: WOTC 5th Edition (2014)
Players: 7
Provided: All characters provided by GM
Power Level: 6th Level
Variations: GM may introduce anachronistic technology
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
A classic D&D adventure in Faerun. Your team of 6th Level Adventurers has entered into a contract with the Council of Governments of the Sword Coast, to take down one Gornoth Horskun, a petty Warlord based somewhere in the Evermoors, who has begun to send raiding parties against neighboring towns, and who appears to be supporting bands of Pirates that are disrupting river trade all over the region on several tributaries of the River Desarin. You are to break up this troublemaker's operation, and arrest him if possible. Reconnaissance

of the area indicates that he may have taken over some abandoned silver and copper mines, so you may have to infiltrate both above ground and below ground areas of Horskun's compound. The game will be a balanced mix of role playing, storytelling, and combat. Players looking for an all-combat game are forewarned that stealth, patience, and thinking outside the box will be required for a successful outcome in this game. A good Thief who can slip past a sleepy door guard without tripping an alarm will be just as valuable as a Fighter or Berserker.

222 Mire's Edge

Saturday 10 AM in 142 for 6 Hours
GM: Scott Grimberg
Type: RPG
System: Dungeons & Dragons
Edition: 5e
Players: 6
Provided: Characters can be provided by GM
Power Level: 2
Rules Knowledge: Beginners Welcome
Game Content: Family-Friendly
Perched on the border of a steamy swampland, the settlement of Mire's Edge has a number of problems. When they're not contending with the heat and humidity, or fending off insect bites, supplies are going missing and strained relationships with neighboring lizardfolk settlements are frazzling nerves. Now merchants are being attacked, and sightings of strangely coordinated kobolds are leaving settlers afraid to leave their homes and inciting the lizardfolk to further violence.

223 Alpengard Adventures

Saturday 10 AM in 143 for 4 Hours
GM: Phil Secg Benson
Type: RPG
System: Alpengard
Players: 5
Provided: All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
You're invited to discover a new fantasy TTRPG! Alpengard offers you a dynamic d30-based roll-high system along with unique gaming elements:

- Invoke pneuma—an energy pool that enhances your odds and fuels your powers.
- Enjoy character flexibility—tailor your abilities to match your character's personality.
- Entwine magic objects to your soul so they grow with you throughout your quests.
- Use all your lifeskills, even cooking... kraken-kabobs anyone?
- Travel through the World of the Stonemerer or forge your own legendary world!

As Alpengard's creator, I look forward to meeting you!

224 Avatar Legends: Kasedo Outpost

Saturday 10 AM in 145 for 6 Hours

GM: Jackson Gaydon

Type: RPG

System: Powered by the Apocalypse

Edition: Avatar Legends

Players: 5

Provided: Characters can be provided by GM

Power Level: Fresh Characters

Variations: 100 Years War Era

Rules Knowledge: Experience Useful

Game Content: Mainstream

During the Siege of Ba Sing Se, you and your companions left the city, intending to avoid Fire Nation attention.

You arrive in Kasedo Village, a pitstop through a valley road, but the villagers there act peculiarly, despite their willingness to help.

225 The Crawl into the Place of the Thing: River of Night

Saturday 10 AM in 146 for 4 Hours

GM: Adrian Romero

Type: RPG

System: Shadowdark

Edition: Shadowdark

Players: 6

Provided: All characters provided by GM

Power Level: 3-6

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Mini Dungeon Delving in the jungle and ancient ruins along the Black River using the extremely simple, fast, and fun Shadowdark, based on D&D 5e with all the boring bits cut out. These short delves are mostly by the game author and her talented collaborators. Pick from pregens – archaeologists, treasure hunters, and descendants of the ancients eager to reclaim their heritage – and we'll dive into dangerous choices! You can play this game more than once; there are many places to go, like ancient temples, magma lakes, incandescent grottoes, eerie glistening black monuments, and holes in the ground. There you will meet terrifying void beings, basilisk cultists, the bizarre skandrill, the proud and restless dead, the dream dragon, appallingly huge fauna and hostile flora, and reclusive researchers. My intention as DM is to offer a fast and fantastical game focused on creative choices at the table, with strong visuals and deadly stakes, rather than a lot of exposition or long investigative conversations. This game is great for both new and experienced gamers who can make bold choices and use their voice, and who fear boredom more than character death. If your character is slain, we'll give you another and get you back into the action. Though we will talk lots about gruesome violent happenings, which might actually happen to player characters, there will be no discussion of adult topics or complex ethics. Therefore, this game is great for younger players who can handle horrible things happening to their characters and can keep focus at the table.

226 Vengeance is Ours: Rise of the Ragers

Saturday 10 AM in 149 for 8 Hours

GM: Les Child

Type: RPG

System: Dungeons & Dragons

Edition: 1e

Players: 7

Power Level: Beginning

Variations: House Rules

Rules Knowledge: Experience Useful

Game Content: Mature Themes

You're farmers kids. Raised to do chores and help with the running of the household. But today, you're adventurers. Six of the mightiest bravos to ever wield a stick (sword or mace), a long stick (lance) or even a rock. No scarecrow was a match for your band of heroes. But this day would end as no other. As the sunlight faded from the sky, it was time to head back to your village for supper. But as you crest the hill, you see your village, your homes, in ruins. Houses smoldering, livestock either dead or wandering, and bodies lying in the dirt road. Only the stone building that was the town hall remains standing. You stand for a moment, shocked by this sight, before rushing into town, shouting the names of your parents and siblings.

It was perhaps an hour later when you all gathered at the town hall, faces tear streaked and filthy, the blood of family slaughtered on your hands.

"They're gone, all of them."

As one, you push against the door of the town hall, shoving aside furniture that was stacked up against it from the inside. Near the back you find Consular Evin the town leader. He sits on the floor, a black arrow protruding from his stomach, "so they didn't get you kids. Good. I thought myself safe until one got a bowshot through a high window at me." His voice was ragged, and blood leaked from his mouth as he spoke, "they are the Black Avatar, marauders from the lands south. They are without mercy or conscience."

"I'm done for, but perhaps you can mete out some justice for our people, or find someone who will."

Consular Evin pulled a key on a leather string around his neck and tried to pull it over his head. He sat back, exhausted, "cut the damn thing and take the key to the basement. You'll have to move some desks to find the hatch. There are weapons and items you can use that were confiscated from criminals."

He slumped sideways, his eyes barely open, "get justice or vengeance. Either will do."

And with that message, the consular died, leaving six tired youths to contemplate what to do next.



227 Within the Charnel of Dreams

Saturday 10 AM in 232 for 6 Hours

GM: Andrew Hull

Type: RPG

System: Mothership

Edition: 1e

Players: 5

Provided: All characters provided by GM

Power Level: Starter

Variations: Convict and Management classes

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Shift 7: We're just one more screwed-up bunch of career crims, political dissidents, and other assorted scum.

You've gotta mess-up hard to be doing all day and a night on this piece of junk mining installation, somewhere deep in the middle of nowhere. New Frontier Solutions, our lowest-bidder corrections vendor, has been running us Dusties until we drop. Nobody leaves 'cept by backdoor parole like that.

Now rumor says no more rations or meds are being shipped-down, and the heavy mining equipment is either being left to rust or shipped-up. Even the screws have been rotated out, and the replacements are vicious, trigger-happy, and dead-eyed. So someone said somebody found something maybe out at Pit Nebraska, but Shift 11 hasn't been seen since, and rumors don't mean nothing. Right?

So what gives? Is the corporation really cutting-their losses? Why would they install those new gas cylinders anyway? It's time to break out of this joint.

228 Ardanyan's Revenge

Saturday 10 AM in 234 for 8 Hours

GM: Christopher Mosier

Type: RPG

System: Earthdawn

Edition: 4th Edition

Players: 6

Provided: All characters provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An Introduction to Earthdawn 4th Edition. You'll start out as Kaer dwellers and go from there. This is a premade adventure so no spoilers for other players. Some adult themes.

229 The Seal of Acheron

Saturday 10 AM in 237 for 4 Hours

GM: Mike Schmidt

Type: RPG

System: Daggerheart

Players: 6

Provided: Characters created at game

Power Level: 1

Variations: Release+Void

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Players are tipped off to a secret mound complex out in the wilderness and look to explore it.

230 Hero Kids RPG: Plushie Adventure

Saturday 10 AM on Kids Room Table 3 for 4 Hours

GM: Bill Dash

Type: RPG

System: Hero Kids

Players: 4

Provided: All characters provided by GM

Power Level: Basic / intro

Variations: Basic game

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Similar to last year's Enter the Plushi-verse using the Hero Kids system, but this year I'll be running single-map adventures using the same plushie figures. NO ONE DIES! I'll try to keep each adventure to about 1 hour so I can run 3-4 adventures in my time block. GM provides all characters and materials. Kill monsters and steal their stuff! Prizes and treasure for the winners! Come on by Kids Room and let's play!

231 Magical Kitties Saves River City

Saturday 10 AM on Kids Room Table 2 for 4 Hours

GM: Teri Keith-Torres

Type: RPG

System: FATE System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

River City is as near as your own backyard and as familiar as your mom's apple pie. The humans there don't even notice the terrible troubles that threaten their quiet town.

Of course, that's because they're protected by magical kitties, on constant alert against mystical mischief!

Magical Kitties Saves River City is a cooperative Roleplaying game where you and your magical kitty friends work together using your powers to keep your beloved hometown safe and free of mayhem that lurks around every corner.

SESSION 3

301 All for One, and Ia Ia Cthulhu Fthagn!

Saturday Noon in 147 for 8 Hours

GM: Darin Owen

Type: RPG

System: D100 System/Call of Cthulhu

Players: 5

Variations: Some

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

As former Musketeers, you protected the body of Louis XIII. As members of The Ordre de la Fleur de Lys Noir, you protect France from her enemies both human, and eldritch. Gather all for a swashbuckling adventure of treasonous plots, arcane malfeasance, daring escapades, and confrontation with the Grand High Priest of France himself, Cardinal Richelieu.

302 Thulian Echoes, Part 1

Saturday Noon in 148 for 4 Hours

GM: Rich Fraser

Type: RPG

System: Cairn 2e

Players: 8

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Titus sacked Jerusalem, it is said that during the chaos an enterprising sorcerer made off with a King's ransom in silver and disappeared to far off Thule. You are going to find it.

PLAYERS WILL BE REQUIRED TO MAP AND TAKE NOTES FOR PART 2 TO SUCCEED.

303 Eat Cake

Saturday Noon in 239 for 6 Hours

GM: Richard Robertson

Type: RPG

System: Fragged Empire

Players: 5

Provided: Characters can be provided by GM

Power Level: 2

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The first thing you notice is the red flashing lights as your eyes flicker open. You can barely feel your body as warmth slowly returns to you following your week-long cryogenic sleep. Heat is pumped through the gel that surrounds you, shifting it from freezing to comfortable. Turning your head slightly you catch a glimpse of a crew mate in a similar pod.

You have been asleep for a week and remember that you're on your way to the Denovo IV space station in the outer reaches of the Haven system to trade supplies for a rare jump drive from a quirky Legion hermit named Margetz.

But of course, things are never that simple.

It is then that you notice that the blinking red lights are an alarm; there is an issue on the ship...

Fragged Empire:

"Your genetically engineered people are just now returning to the stars to usher in the dawn of a new age.

Now is the time to reconnect with other forgotten species, explore war-torn worlds, combat ancient threats and forge new frontiers."

Fragged Empire is a post-post-apocalyptic sci-fi setting where your people are just now returning to space following a century of hiding during the aftermath of a galactic war where the Nephilim and their X'ion master successfully defeated the Archons and their servile nations. It's a universe that leans heavily into themes of cultural tension and exploration, with a dash of trans-humanism, nation-building, and a hope for a better future.

A typical game of Fragged Empire will see you and your friends take on the role of a character from one of eight core species. You will join together to form a ragtag band of misfits who travel around the sector in a spaceship, taking odd jobs and getting into trouble.

304 Beast Killer Project: Investigation

Saturday Noon in 240 for 4 Hours

GM: Lucia Ogle

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition 2024

Players: 5

Provided: Players must provide own characters

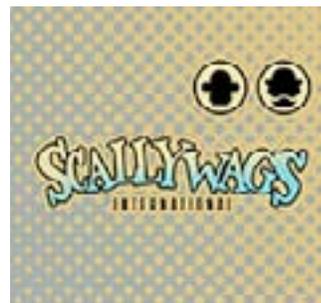
Power Level: Tier 2 (levels 5-10)

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

A modern fantasy, written by the GM. Lots of player improv and world-building encouraged.

It's been a couple of months since the famous conservation nonprofit was asking adventurers to go out into the wilderness to get genetic samples from monsters. You were some of the tougher adventurers in town back then, but with practice, experience, and a whole lotta cash paid to trainers, you've gotten even better at what you do. You thought you'd be done with all of the nonprofit's work... but just recently, you got a magical message back from them. Apparently, someone has stolen the result of your valuable work. The result of the conservation data you gathered is now in the hands of a dangerous thief who could sell it on the black market or do something else nefarious and illegal! You don't know what could be so important about this data that it would be stolen, but the company will pay you a whole lot of money to get it back. Plus, you have a claim on this data, so the police should leave you alone, right? Part two of the Beast Killer Project!



305 Rim Valley Rescue

Saturday Noon in 242 for 4 Hours

GM: Shannon Heavilin

Type: RPG

System: Dungeons & Dragons

Players: 6

Provided: Characters can be provided by GM

Power Level: 1st level

Variations: 5e Players Handbook only.

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

It has never happened in recorded history, but the volcano is erupting. Gauntlet Village is facing destruction. Heroes are needed to help the villagers escape and ensure everyone's safety. Set in a home style world similar to Forgotten Realms, this session is designed for a family friendly group of beginning players.

306 Prime Team Athena and the Orion Pirate Queen

Saturday 2 PM in 132 for 6 Hours

GM: Thomas Vallejos

Type: RPG

System: GURPS

Edition: 4th

Players: 6

Provided: All characters provided by GM

Power Level: Point Cost: 225 to 325

Variations: Minor for player enjoyment

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Prime Team Athena, an elite Star Fleet unit of troubleshooters consisting of females has succeeded in capturing an Orion Pirate Queen from her base! Stranded on a planet after Orion pirates force your starship down, you and your fellow survivors have one goal: escape before they catch up to you. Three members of the Prime Team, the Orion Pirate Queen they captured, and the desperate scout ship crew, must deal with locals, forge uneasy alliances, and face the looming threat of the infamous Pirate Queen's loyalists AND her rivals. There is also the Prime Directive to consider. The locals are primitive. Each choice you make—whom you trust, what you reveal, and how you fight—could determine your fate. Do you dare band together to survive, or risk striking out on your own in this race against time? Prepare for high stakes, shifting loyalties, and a chance at freedom... if you can make it off the planet alive. Set in the Star Fleet Universe, which is based upon Star Trek: The Original Series.



307 Dale Rats

Saturday 2 PM in 136 for 6 Hours

GM: David McCracken

Type: RPG

System: Pathfinder/Starfinder

Edition: Pathfinder 1e

Players: 6

Provided: All characters provided by GM

Power Level: 7

Rules Knowledge: Experience Useful

Game Content: Mainstream

The rats have returned to the Dale. Has the vampire returned as well? The position of rat catcher must be filled. Rumor: Rats as big as horses. Help!!!

I have run versions of this before.

308 Honey in the Rafters

Saturday 2 PM in 139 for 4 Hours

GM: Peter Hymel

Type: RPG

System: Mausritter

Players: 5

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It stands in the garden of an abandoned human-made shack. Blackened by magic and radiating strange energy. The cursed sunflower calls to all who come near.

You and your company of brave mouse adventurers have come from the town of Stumpsville in search of Blossom Butterball, a seed farmer who ran away to join the Cult of Sugar. Use your wits and cunning to bring her home, for your strength alone will surely not be enough!

Take up the sword and don the whiskers of a brave mouse adventurer in Mausritter, the rules-light fantasy adventure role-playing game. It's a huge and dangerous world out there, and it does not look kindly on a small mouse. But if you are very brave and very clever and just a bit lucky, you might survive.

309 Giant in the Forest

Saturday 2 PM in 143 for 8 Hours

GM: Tim Pelesky

Type: RPG

System: Kids on Bikes

Edition: 1st

Players: 5

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Characters: Group of friends in elementary school who love Cryptiods and Urban Myths

Concept: It's the beginning of summer and there are reports of a giant creature creature roaming the woods.

No one in your small Oregon town believe that. Wild Wilson though has seen the creature, sure he's a weirdo who lives in the woods and grows his own plants but he's reliable. You and your friends are claiming to stay at each other houses over the weekend but actually plan to go into the woods camping. Fame, popularity, respect, wealth all can be yours if you find proof of this creature. Time for the Club to hunt a monster in the woods.

310 Dread: Beneath a Metal Sky

Saturday 2 PM in 144 for 6 Hours

GM: June Harless

Type: RPG

System: Dread

Players: 5

Provided: Characters can be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You and your ship crew have been tasked with investigating an abandoned freighter ship that has sent out an SOS signal in the middle of space. Yet, the ship is dilapidated and there seems to be nobody aboard despite the skittering you hear within the walls. A Sci-Fi horror adventure where you try to discover the secrets and mysteries of the abandoned freighter, without losing too many of your crewmates lives in the process. A diceless, jenga-based RPG system. Basic frameworks for characters provided, but players are encouraged to tailor their characters at game start.

311 Tales from the Loop: The Escapee

Saturday 2 PM in 146 for 8 Hours

GM: Charles Picard

Type: RPG

System: Year Zero

Edition: Tales from the Loop

Players: 5

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Do you remember when we found the Escapee? I think it was the year before you moved to Vegas. We'd just gotten back to school and he was hiding in the wings while we were auditioning for the school play. Trapped under that string of lights he looked like a lost puppy. Even after we somehow got him back to your place, I knew it couldn't last. Whenever I drive by the high school, I think about how It all came to a head right before Christmas. My parents didn't understand when I barely played with that Atari they got me. The whole thing still feels like a dream sometimes. But it still bothers me... do you think we made the right choice?

Tales from the Loop is a game set in a high-tech 1980s that never was. You play Kids who solve mysteries that the distracted adults in their lives don't even notice.

312 Cthulhu Trek

Saturday 2 PM in 231 for 6 Hours

GM: Gene Lancaster

Type: RPG

System: Star Trek Adventures

Players: 5

Provided: All characters provided by GM

Variations: Captain's Log version

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

New Players Welcomed!

The USS Kongo is trapped in the midst of a galaxy storm.

The USS Yorktown is sent to investigate.

Communications cannot be established.

Tractor Beams are out of range.

Transporter use impossible.

A starship cannot be risked.

A Damage Control Team is sent via shuttlecraft to investigate!

Using the streamlined Captain's Log version of Star Trek Adventures by Modiphuis, you will unravel the mystery of the Kongo, will you take the path of science or that of the mythos?

This scenario uses an interactive digital map of the USS Kongo, music, and sfx. Everything needed will be provided; pre-generated characters, dice, pencils, and other handouts.

313 Trouble in Treerivers

Saturday 2 PM in 236 for 4 Hours

GM: Jagger Kilmane

Type: RPG

System: The Sword Marches: Metal Sword & Sorcery RPG

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Frogmen are stealing babies from their cribs in the

bustling frontier town of Treerivers. You're team of March

Wardens are assigned to find the children and end the

Frogman threat. But beware, all is not as it seems...

314 The Darien Curse

Saturday 2 PM in 237 for 8 Hours

GM: Michael Blum

Type: RPG

System: Castle Falkenstein

Players: 6

Provided: All characters provided by GM

Variations: Minor, mostly regarding the use of magic

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The characters are asked to investigate the mysterious

"Darien Oath," discovered by Prof. Wedleycock just

before his death. The oath may threaten all the sheep of Scotland!

315 Enter Castle Itsatrap

Saturday 2 PM in 241 for 6 Hours

GM: Liam Simon

Type: RPG

System: D20 System

Edition: Dungeons & Dragons 5E

Players: 5

Provided: Characters can be provided by GM

Power Level: 10

Rules Knowledge: Expected

Game Content: Mainstream

You saw the request on the board. The pay is really high for something this simple. All you got to do is check in on one of the high lords of Waterdeep who hasn't been seen in a while and make sure he's ok. Sounds easy...right?

316 Sumer Prime: I Like Turtles

Saturday 2 PM in 243 for 6 Hours

GM: Dylan Blair

Type: RPG

System: Dungeons & Dragons

Edition: 2024

Players: 5

Provided: Characters can be provided by GM

Power Level: 12th

Rules Knowledge: Experience Useful

Game Content: Mainstream

Congratulations! Your extended sea turtle family should soon grow; it is nesting season in Tortleguero. However, river giants poach the females in your community for turtle soup, and saber-toothed displacer jaguars also hunt your kind. Any hope for future generations may rely on an upcoming meeting with the president to discuss turtle protection. Can you save your loved ones while ensuring the diplomatic mission is a success?

317 Monster Smash

Saturday 2 PM on Kids Room Table 2 for 2 Hours

GM: Teri Keith-Torres

Type: RPG

System: D6 System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

MONSTER ISLE is a large island where MONSTERS live. Unfortunately, the island has begun to shrink. It's a fight to survive! Players create your own MONSTER out of playdough. They can grow claws, spikes, treads or wheels, whatever they need to survive attacks. Roll the Dice. Fight other MONSTERS. SMASH to win! For ages 8 and Up!

318 MacFrog: A Muppets Play

Saturday 4 PM in 134 for 6 Hours

GM: Joe Gannon

Type: RPG

System: Dungeons & Dragons

Edition: 5th (2024)

Players: 6

Provided: All characters provided by GM

Power Level: 11

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

"Scooter! Scooter!"

The diminutive stage manager looked up to see Fozzie Bear rumbling up to him. "Scooter, we have to get the gang together!"

Scooter flipped a page on his clipboard absentmindedly. "Isn't it you and Kermit who usually get the gang together? What's going on?"

Fozzie gulped and explained: "Well, you know how Sesame Street got cancelled and Kermit went to offer them a space at Henson Studios? That went really well, but as we were heading home, we came across these three weird Muppets, and they called Kermit a king, and Kermit has been acting really strange ever since.

Scooter turned toward Fozzie and lowered his clipboard. "Fozzie, it's really important that you tell me exactly what the weird Muppets said."

Fozzie looked up, looking for memories in the air. "Ok, let's see. They were all standing around a big pot, and they each spoke in turn..."

"Hail Kermit, thane of the Muppets"

"Hail Kermit, thane of Sesame Street"

"All Hail Kermit, that shall be king hereafter"

Scooter sighed. "Ok, Here's the plan. You go get the gang together. I need to find someone who's not a man born of woman, and someone who knows how to move a forest. I just hope there's some way out of this without losing our favorite frog."

*Note: This is the Mainstream version of this game.

All are welcome, but parents should know that we'll be sticking to the Mainstream guidelines outlined in the Game Policies.

319 Tales from Tulket: Dragonfall

Saturday 4 PM in 137 for 6 Hours

GM: Lucas Kotowski

Type: RPG

System: LEGACY System

Players: 6

Provided: All characters provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This adventure will take you on a whirlwind chase through the island of Dragon's Landing, pursuing a strange dragon-kin and the mastermind threatening to bring doom and destruction to the people of the island!

It is a story about betrayal and learning what the world demands of heroes.

You will be playing as an Acolyte of the Dragon Riders of Tulket, learning your responsibilities and developing your skill on an island far removed from the mainland troubles. Unfortunately, trouble has come to Dragon's Landing to stay. You must be quick, decisive and willing to brave unknown danger if you want to save anyone.

320 The Gates of Disorder

Saturday 4 PM in 140 for 8 Hours

GM: Stephanie Carter

Type: RPG

System: Dungeons & Dragons

Edition: 5th (2025)

Players: 8

Provided: All characters provided by GM

Power Level: 7

Rules Knowledge: Expected

Game Content: Mature Themes

Drift through eerie dreamscapes, where your thoughts are not your own, and nightmares bleed into reality. Shadows twist with alien logic, landscapes shift and melt beneath your feet, and strange, writhing forms reach into your mind, hungering for more than flesh. Every thought feels hostile, every moment uncertain, and the line between sanity and madness dissolves. Try to survive, as each moment threatens to be... mind-blowing. Content warning: lots of exposed brains, and the slurping thereof!

321 Once Upon a Time in Neo Mexico

Saturday 4 PM in 141 for 6 Hours

GM: Gary Fleming

Type: RPG

System: Dungeons & Dragons

Edition: 5th

Players: 8

Provided: Characters can be provided by GM

Power Level: 5

Variations: Post-Post-Apocalypse Wild West. Low magic, but not no magic.

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Hundreds of years ago The Event nearly wiped humanity from existence. The devastation was so complete that none who survived could even be certain what it was, let alone the cause.

You are hired as part of an ambitious scientific expedition to solve this riddle once and for all. Much like all modern science this will involve traveling across The Kingdom of the Four Corners and into White Sands a scorching desert controlled by roving nomads, religious fanatics, and no less than three concurrent wars and finally into the Forest of Thorns, a cursed land from before recorded history.

For those who survive the rewards will be plentiful. Fame, fortune, scientific acclaim, possibly even internship credit towards your major!

Based on After The End, and A Canticle for Leibowitz, classic dungeon crawling in the Wild West... except with wizards.

322 The Perilous Plans of the Professor Power

Saturday 4 PM in 142 for 8 Hours

GM: Don Satow

Type: RPG

System: Hero System

Edition: 5th or 6th edition

Players: 6

Provided: Characters can be provided by GM

Power Level: 12d6, 8 CVs, 5 Spd, Commensurate defenses

Variations: No Find Weakness / Lack of Weakness

Rules Knowledge: Experience Useful

Game Content: Mainstream

Prideful Professor Power plans plenty of perilous possibilities for powerful protagonists to prevent poor predicaments to the people.

323 Dogs of War

Saturday 4 PM in 145 for 6 Hours

GM: Shannon O'Halloran

Type: RPG

System: Cypher System

Edition: Old Gods of Appalachia

Players: 6

Provided: All characters provided by GM

Power Level: N/A

Variations: Old Gods of Appalachia, 1860s Tech Level

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The year is 1863, and Tennessee is burning.

A barely if at all organized mix of Union sympathizers, ex-Confederate deserters, draft dodgers, and locals defending their homes is dug deep into the Appalachian mountains, where they are beset by devastating raids from Confederate militias. Now, on top of the ongoing guerilla war, the The Green itself is bleeding. Something is deeply and fundamentally wrong with these woods, and we can all hear the wolves howl at the door.

As if Johnny Reb wasn't enough of a problem.



324 The Quest to Save Locrys

Saturday 4 PM in 148 for 4 Hours

GM: Colin Fowler

Type: RPG

System: Legend in the Mist

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A Doom approaches! The idyllic hamlet of Locrys has stood prosperous and peaceful for generations, both protected and sustained by the Lakeswell around which the settlement formed. But an insidious iridescence pollutes the water supply, and dark veins pierce the crystalline forests to the north. You and your fellow brave townsfolk must find the source of the infection and put it to rest to save your home from an uncertain fate. Legend in the Mist is a narrative roleplaying game designed to support story-driven rustic fantasy games. It uses the Mist Engine to marry narrative and mechanics, letting the characters' narrative strengths and weaknesses influence their mechanical actions. Combined with the classic 2d6 dice roll and three-tiered outcome from the Powered by the Apocalypse engine, Legend in the Mist flexibly provides engaging, narrative-driven gameplay.

325 Night City Nostalgia

Saturday 4 PM in 230 for 8 Hours

GM: Brett Lawson

Type: RPG

System: Cyberpunk

Edition: Cyberpunk Red.

Players: 6

Provided: Characters created at game

Power Level: Mid level movers.

Variations: Night City source-book from 2020

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

'This is no side quest, this is your life punk.' Unscripted for maximum player agency. Make characters, use life-path to generate personal objectives and play rogue like in the classic Night City sandbox. Playable workshop. New players and especially new GMs welcome.

326 Dungeon X-Treme

Saturday 4 PM in 232 for 6 Hours

GM: Matthew Hazen

Type: RPG

System: Pathfinder/Starfinder

Edition: 1st edition

Players: 5

Provided: Characters can be provided by GM

Power Level: 10th

Variations: Core Rulebooks Only

Rules Knowledge: Expected

Game Content: Mainstream

Part game, part battle, all action! Do you have what it takes to be a Dungeon Diver? We're looking for exceptional and supernatural phenoms to assault our dungeon and walk away covered in glory and riches. If your Pathfinder 1st edition character sheet says level 10, or you just want to play one, prepare to dive into an exciting and playful dungeon crawl with modern twists including musical themes and opportunities for brand exposure. Our sets are immersive, state of the art, and guaranteed to entertain. So if this sounds like a hilarious good time to you, sign up now. And I look forward to seeing you in the Arena!

327 Dolmenwood X Shadowdark

Saturday 4 PM in 238 for 6 Hours

GM: Anthony Ehara

Type: RPG

System: Shadowdark

Players: 5

Provided: Characters can be provided by GM

Power Level: 4-6

Variations: Pulp Mode + OSE/OSR + Deathbringer

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Dolmenwood X Shadowdark

328 Bronze Before the Gods

Saturday 4 PM in 240 for 6 Hours

GM: Stephen Sabram

Type: RPG

System: Dungeons & Dragons

Players: 8

Provided: All characters provided by GM

Power Level: 5

Variations: Bronze age period, limited armor and weapons

Rules Knowledge: Experience Useful

Game Content: Mainstream

Chosen to represent their city in the legendary Olympic Games, the heroes set out on a perilous journey across land and sea to ancient Athens. Along the way they face trials drawn from Greek myth—capricious spirits, divine omens, and rivals driven by ambition. As the Games reach their climax, mortal pride draws the gaze of the gods themselves to deliver divine judgment. Will the heroes uphold honor, defy fate, or stand witness as hubris is crushed beneath immortal bronze? Bronze Before the Gods is a mythic, roleplay-rich D&D 5E one-shot blending travel, competition, and divine consequence in a classic Greek epic. This is an Athenian, sword and sandals, Bronze age adventure (characters level 5, pre-rolled, equipment character sheets provided for play with individual illustration and background story)



329 Reaver's Rhapsody

Saturday 4 PM in 242 for 4 Hours

GM: John Jones

Type: RPG

System: Mörk Borg

Edition: Wasteland Degenerates

Players: 6

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Downside.

A large, strong-looking woman dressed in chain-secured biker leathers sits down at your table and surveys you and your degenerate associates. "I am Tunguska," she says, simply. "I have job for you. 500 chips each." Ah yes, the job offer. The downside of Arkady City. You can stay here, but only as long as you agree to do their shit work.

The Job.

The heir to the Gas King's throne, Zoya, has run off to find herself. Normally this is fine and expected among Gas Hog scions, because independence is encouraged. But they always keep tabs, and this time Zoya went off the grid near a Federal oil field. The Gas King can't afford a confrontation with the Federal Remnants right now, so you are the lucky doofs that get to go investigate.

330 Tamir & The Palace of Dreams

Saturday 4 PM in 244 for 6 Hours

GM: Kris Miller

Type: RPG

System: Year Zero

Edition: Coriolis

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Portal jumps are routine between the star systems of The Third Horizon. But Djinn live in the Dark Between the Stars and prey on the minds and dreams of travelers. The crew and passengers awaken from stasis to find their ship damaged. The only refuge is an asteroid palace that is not on the charts...

SESSION 4

401 Night Train II: For Whom the Whistle Blows

Saturday 6 PM in 138 for 6 Hours

GM: Michael M Kelly

Type: RPG

System: Savage Worlds

Edition: Deadlands: the Weird West

Players: 5

Provided: All characters provided by GM

Power Level: Seasoned

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Due to the combined effort of the Agency and the US Territorial Rangers, the terror of the infamous Night Train(s) was neutralized by the end of the Great Rail

Wars. Nearly ten years later the vampiric horror of the Night Train threatens to rise once again. Can an isolated posse stop it before it spreads like wildfire across the entire Weird West?

402 The Creeping Eye

Saturday 6 PM in 139 for 4 Hours

GM: Peter Bauer

Type: RPG

System: Traveller

Edition: Mongoose first edition

Players: 8

Provided: All characters provided by GM

Power Level: Introduction Game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

This ad for a traveler adventure will be 40 years after the virus, and may introduce players to the dangers that come from deep space.

403 Clonies II: The Thing in the Storeroom

Saturday 6 PM in 149 for 6 Hours

GM: Dan Curtis Johnson

Type: RPG

System: Tales from the Loop

Edition: PARANOIA

Players: 6

Provided: Characters created at game

Variations: Alpha Complex

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Those quirky future citizens of KID Sector are back with another problematic field trip! Every junior clone understands that, as they finish creche training and graduate into INFRARED Clearance, growing up will bring many changes. But after this latest visit to R&D, the Clonies' strange new friend may be causing more changes than Friend Computer will be okay with! How far will you go to keep a secret? Clonies never say die!

404 The Empty Room

Saturday 6 PM in 234 for 6 Hours

GM: Alan Alexander

Type: RPG

System: Storytelling System/New World of Darkness

Edition: Chronicles of Darkness

Players: 6

Provided: All characters provided by GM

Power Level: Beginners welcome. Age 18+ (Mature themes)

Variations: Some house-rule modifications

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Six college kids enter an empty room. That's it. Just an empty room. And then the nightmares start.

Modified Chronicles of Darkness rules. Up to 6 players. Pregenerated characters will be available.

405 Shadows Over the Quinceañera

Saturday 6 PM in 236 for 6 Hours

GM: Saul Morales

Type: RPG

System: Year Zero

Players: 6

Provided: All characters provided by GM

Variations: Tales of the Old West

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You are all recent arrivals to this small town in New Mexico called Piedras Rojas (Red Rock). From 2 to 6 weeks. You have all befriended the Sheriff, Cahill. Sheriff Cahill has gathered you all to his office early Monday morning. A body was found and he needs you all to find who killed him. A man from a prominent ranching family, the Quinteros.

That same family is planning a Coming of Age celebration for one of the youngest daughters this Saturday. The Quinteros have family coming from surrounding states and Mexico. It's imperative that you find the killer before anger and drink make the extended family too impatient for the law. They will seek justice which will only end in bullets and bloodshed.

406 The Magnus Archives: The Weight

Saturday 6 PM in 239 for 6 Hours

GM: Matt Steele

Type: RPG

System: Cypher System

Edition: The Magnus Archives

Players: 5

Provided: All characters provided by GM

Power Level: 1st Tier

Variations: N/A

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Cynthia Dalton's statement describes an unnatural compulsion that overtook her after her mother passed, forcing her to let her apartment fill with trash, trapping her inside, and almost crushing her with the weight of it all. The follow-up leads investigators from the Magnus Institute leads toward the cause of the compulsion and in conflict with the entity behind these — and other — horrific events across everyday London.

413 Psycotronic Double Feature

Saturday 6 PM in Monterey for 6 Hours

GM: Todd Evans

Type: RPG

System: Tarot Homebrew

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Your Hosts, Count GoddTodd and Renata Mistress of The Damned present a Psycotronic Double Feature of 2 Thrilling Tales of Terror!

1: Tower Ward

Host: Count GoddTodd

Five mysterious patients have been admitted to the the Amnesia Ward of Arkoff Castle Insane Asylum. The head nurse in charge of The Tower Ward has devised new, unconventional methods for exploring the patients suppressed traumas. By the night's end will they all leave the Toward Ward cured, or maybe we should really be asking, Will any be left alive?

2: She Devils of Venis Rising

Hostess: Renata Mistress of the Damned

Five intrepid astronauts are on an interplanetary journey to explore the outer reaches of the universe when a mysterious ray causes their ship, the F1-5, to crash land onto the mysterious third moon of Venus, Xanara. Your heart will rave as this band of brave space explorers discover the moon's dark mysteries and what might be considered the greatest threat to mankind!

The management of The Theater of Mystery kindly asks patrons to observe the following rules:

- Please do not use cell phones inside the Theater.

- No outside food is permitted. The management will provide treats and beverages, and there will be an intermission between features.

- No one will be admitted into The Theater of Mystery once the featured attraction has started.

407 Angel Song Caverns

Saturday 8 PM in 132 for 6 Hours

GM: James Mathews

Type: RPG

System: Cthulhu Dark

Players: 5

Provided: All characters provided by GM

Power Level: Average Human Athlete

Variations: Character options of varied genders and ethnicities.

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Just beyond the town of Seraphim Falls are the Angel Song Caverns, a labyrinth of stone renowned for a haunting windy song that echoes through its depths. The sound drifts and swells like a living thing, as though the earth itself were singing to those who dare to listen.

Six months ago, a powerful earthquake tore open a sealed passage, revealing a vast and previously unknown section of the caverns. Eager to chart the discovery, a team of experienced guides mounted an expedition into the uncharted depths. None of them ever returned.

Four weeks later, a second party followed. They emerged alive—but shaken. Several members reported overwhelming psychological distress. Whatever lies below - it is not welcoming.

Now, despite these previous events, you and your team are heading in. Each of you is a veteran caver, drawn by curiosity, duty, or perhaps obsession with the unknown. Ahead lies a descent into unbroken darkness, where eerie songs coil through the air—and where something in the depths may have developed a taste for human life.

408 Learn to Play Dungeon Crawl Classics -- DCC RPG DEMO

Saturday 8 PM in 136 for 4 Hours

GM: Jon Wilson

Type: RPG

System: Other

Edition: Dungeon Crawl Classics

Players: 6

Provided: Characters can be provided by GM

Power Level: 2nd Level

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

When should a Wizard Spellburn? How do you perform a Mighty Deed? What makes the Halfling so Lucky? Come play a short scenario and get to know the DCC RPG!

409 Rott Jaeger - Hunt the Rotting Dead

Saturday 8 PM in 144 for 6 Hours

GM: Randy Angle

Type: RPG

System: GrymmSpork™

Players: 6

Provided: Characters created at game

Power Level: Low

Variations: Rules-lite, D20 Roll High, Humorous

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Bring a sense of humor for this slapstick and grimdark escapade of goblins, witchcraft, steampunk, and fairytales. Nothing is sacred. No character is too silly. Expect shenanigans. A curse plagues the realm and only the bravest heroes, or foolish bumbler, can hope to stop these Rotting Dead who want to eat BRAINS! Find out what is causing this eldritch curse and put a stop to it... or die trying.

410 The Haunted Shore

Saturday 8 PM in 147 for 4 Hours

GM: John Lynch

Type: RPG

System: Year Zero

Edition: Vaesen

Players: 5

Provided: All characters provided by GM

Power Level: All players will start with brand-new investigators

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Society has been summoned to the Adriatic island of Vis to help sort out a minor problem: Ghosts are haunting its shore, threatening the living!

Can the investigators discover the cause of the problem and put the ghosts to rest before a tragedy happens?

The Haunted Shore is a mystery for the Vaesen TTRPG.

Players take on the role of 19th century supernatural investigators, tasked with following clues and facing danger to protect both the mortal and magical worlds from ruin. The story will potentially include themes of death, murder, and the violence of war.

No experience with the Vaesen system is required. The GM will supply pregenerated characters.

411 Hold Back the Dead

Saturday 8 PM in 148 for 4 Hours

GM: Daniel Santellan

Type: RPG

System: Dungeons & Dragons

Edition: 5E

Players: 6

Provided: All characters provided by GM

Power Level: 4

Variations: 2024

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Your party has finally arrived at the keep. Fog has billowed in... Now the only thing left to do is Hold Back the Dead... For as long as you can... If you can...

412 Dialect: a Game of Language and How it Dies

Saturday 8 PM in 231 for 4 Hours

GM: Ian Brown

Type: RPG

System: Dialect

Players: 5

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Dialect is a storygame RPG where we will play as members of an isolated community. We will be developing their dialect, creating words and phrases according to prompt cards and using our new dialect in-character in roleplaying scenes. Over time, the community will be eroded by disasters or dominating neighbors and we will try to save what pieces we can as our new culture crumbles away. I will teach the game and we will create characters together at the start of the session. The game has very simple rules but is heavy on improv.



501 Curiouser and Curiouser...

Sunday 8 AM in 132 for 8 Hours

GM: Stephanie Carter

Type: RPG

System: Dungeons & Dragons

Edition: 5th (2025)

Players: 8

Provided: All characters provided by GM

Power Level: 7

Rules Knowledge: Expected

Game Content: Mature Themes

Tumble down into a land of madness, where the smell of roses and stale tea wafts on the breeze, riddles echo from the shadows, and you're running so late that your watch starts to hiccup! Logic and proportion give way to perilous nonsense, and the twisted path will make you lose your way, or perhaps your mind... At the heart of it all, the red queen awaits with a temper as sharp as her crown. Every step twists reality, every choice carries risk, and nothing is what it seems. Everything wants to see just how far you'll fall...

502 Into the Mystic's Eye

Sunday 8 AM in 134 for 8 Hours

GM: Erik Alfin

Type: RPG

System: FATE system

Edition: Accelerated

Players: 8

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A new moon appears in the daytime sky, blazing red, burning all living things as it ever so slowly traverses the world. Forests ignite, rivers dry up, and magic becomes unreliable.

503 A Familiar's Quandry

Sunday 8 AM in 136 for 6 Hours

GM: Jeff Boles

Type: RPG

System: Dungeons & Dragons

Edition: 5e 2024

Players: 8

Provided: All characters provided by GM

Rules Knowledge: Experience Useful

Game Content: Family-Friendly

The wizard of Taberknack Tower is known to care dearly for his familiars. We begin our adventure on the first floor of the wizard's tower, which functions as Mister Taberknack's workspace. You watch as the old wizard dips a ladle into a cauldron. He pours a heaping scoop of a steaming, iridescent liquid into a wide-mouthed potion bottle. A salute to the longevity and pursuit of animal-

kind! Mister Taberknack downs the potion. Interesting... he says before, POOF! A puff of rainbow smoke fills the room and something splatters to the ground. As the smoke clears, you see a rainbow ooze where the wizard once stood.

504 Winter's Daughter

Sunday 8 AM in 138 for 6 Hours

GM: Shannon O'Halloran

Type: RPG

System: Other

Edition: Dolmenwood (OSE)

Players: 5

Provided: Characters created at game

Power Level: 1-3

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The tomb of an ancient hero, lost in the tangled depths of the woods. A ring of standing stones, warded by the sinister Drune cult. A fairy princess who watches with timeless patience from beyond the veil of the mortal. A forgotten treasure that holds the key to her heart.

Winter's Daughter is the acclaimed introductory adventure for the Dolmenwood RPG, which runs a modified version of Old School Essentials. This session is a romantic fairy tale adventure, perfect as an introduction to the Dolmenwood.

505 An A-Mews-ing Romp: Stop a CATastrophe!

Sunday 8 AM in 144 for 4 Hours

GM: Wendy Komori Stager

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 6

Provided: All characters provided by GM

Power Level: 3

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's the mid-1980s, and something fishy is happening in the quiet suburb of South Maplewood. The telephone poles are plastered with missing cat posters, and the air hums with mystery (and a faint scent of tuna). With the help of the eccentric local cat lady, it's up to you and your fellow felines to uncover who—or what—is behind the vanishing kitties before the neighborhood descends into a full-blown CATastrophe!

Get ready for a tail-twitching adventure filled with claws, chaos, and catnip-fueled cunning. Expect plenty of laughs, some light-hearted detective work, and maybe even a little existential meowing along the way.

Game Info:

- System: Dungeons & Dragons 5th Edition
- Players: 5–6
- Level: 3 (Pre-made characters provided by the GM)
- Tone: Whimsical, roleplay-heavy, and purr-fect for teens or beginners

So grab your whiskers, sharpen those claws, and prepare to prowl the cul-de-sacs of South Maplewood—because this is one mystery that won't solve itself!

506 MMC: Under the Salvage Pits

Sunday 8 AM in 145 for 4 Hours

GM: Cayden Maletsky

Type: RPG

System: Mutant Crawl Classics

Players: 6

Provided: All characters provided by GM

Power Level: 1st

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

In this post apocalyptic world filled with mutants and murderous robots you are a would-be-seeker looking to complete their Rite of Passage at Rooje Hill. This graveyard of the Ancient One's technology is guarded by a ruthless business man named Jobber who has continuously pillaged and plundered the surrounding communities. Prove yourself worthy and try and take back some ill gotten gains for your self.

507 No Rest for the Wicked

Sunday 8 AM in 149 for 6 Hours

GM: Patrick Hamilton

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition

Players: 8

Provided: All characters provided by GM

Power Level: 3

Variations: Homebrew Oz Genre

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

The characters are recent graduates of the University of Shiz. Originally the characters are relieved at the death of the Wicked Witch of the West. They discover that the 'Good' Witch, Glinda, swept in to take the throne of Oz and now rule with an iron fist. The persecution of ANIMALS continues unabated. The Munchkins have been indentured to complete the yellow brick road allowing easy access for the Winkies to control Oz. The Wizard escaped justice and fled in his airship back to the land of Dorothy. Glinda 'freed' Dorothy from Oz and returned her to Kansas as well.

508 Digital Divas Burn the Reaper

Sunday 8 AM in 230 for 8 Hours

GM: Arthur Ulfeldt

Type: RPG

System: Cyberpunk

Edition: Cyberpunk RED

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Digital Divas are Night City's hottest act—and somehow every show leaves a fresh scorch mark on the map. You're hired to keep the gig running and find the culprit, but the deeper you dig, the weirder it gets—patterns that don't feel human, clues that move like ghosts through the Net—pulling you from backstage chaos into something that wants to stay unseen. Fast, neon-noir, and dangerous: three linked jobs, one escalating mystery, and a finale where you decide what survives when the music cuts out.

509 Something Weird This Way Comes

Sunday 8 AM in 231 for 8 Hours

GM: Nathan Hanner

Type: RPG

System: GURPS

Edition: 4th Edition

Players: 8

Provided: All characters provided by GM

Power Level: 300+

Variations: Wild Weird West

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

GURPS 4th Wild Weird West: Something Weird This Way Comes

Seventeen years ago, the Ghost Dance proved the impossible was real. The dead returned. Ancient beasts walked again. Magic entered the world—and never left. It is now 1888. America runs on steam, steel, electricity, and belief.

You are elite Chicago Pinkerton agents, backed by J.P. Morgan and Nikola Tesla, traveling west aboard a luxury armored train filled with experimental technology. Your rivals—the New York Pinkertons—answer to Edison and Rockefeller, and wherever you go, they are never far behind.

When strange reports emerge from Sundance, Wyoming, near Devil's Tower—vanishing miners, unnatural phenomena, and a traveling carnival that does not follow normal rules—both Pinkerton teams are dispatched. Local law is overwhelmed. Industry is watching closely. Something about Sundance matters, but no one agrees why.

This cinematic GURPS Weird West adventure emphasizes investigation, social conflict, desperate action, and high-stakes choices. Expect tense negotiations, strange science, supernatural danger, and rivals who are sometimes enemies, sometimes allies, and always competitors. The game runs 8 hours with two breaks, using eight pre-generated characters, each with clear motivations, secrets, and personal connections—both within the party and across rival lines.

The frontier is changing again.

The question is who controls what comes next.

THE WORLD AFTER THE GHOST DANCE

In 1871, the Ghost Dance changed history. For a single night, death loosened its grip. Anything larger than a golf

ball, at the moment it died, was offered a second chance. Most returned only briefly. Some endured. All left scars. The event proved something undeniable: belief shapes reality.

Magic exists. Elemental forces can be harnessed. The dead sometimes refuse to stay quiet. Alchemy, however, does not exist—there are no universal shortcuts, only tradeoffs. Power must be earned through labor, electricity, sacrifice, or faith.

By 1888, this knowledge has reshaped the world.

STEAM, STEEL, AND THE SUPERNATURAL

America's second industrial revolution runs hotter than the first. Steam engines burn alongside bound elementals. Rail lines are warded as often as they are patrolled.

Experimental devices push the boundaries of science and sanity.

Nikola Tesla believes the universe is understandable—if dangerous. J.P. Morgan believes stability is worth any cost.

Together, they fund the Chicago Pinkertons, a specialized group tasked with handling problems that fall between law enforcement, corporate interest, and the supernatural. Their authority comes not from government, but from contracts, rail compacts, and corporate courts that hold real power in the modern world.

Opposing them, often openly, are the New York Pinkertons, backed by Thomas Edison and John D. Rockefeller. Where Chicago favors precision, innovation, and negotiation, New York favors brute force, spectacle, and decisive outcomes. Both sides claim they are protecting the nation's future.

THE FRONTIER IS NOT EMPTY

The West is no longer just lawless—it is unstable. Ancient creatures occasionally surface in remote regions. Some towns coexist uneasily with revenants. Others collapse under the strain. Religious movements, spiritual traditions, and fringe cults have flourished in the wake of the Ghost Dance, each offering different explanations—and solutions—for a world that no longer behaves predictably.

Devil's Tower, long sacred to Indigenous peoples, is one such place of tension. During the Ghost Dance, it became a focal point of strange phenomena. Since then, the surrounding region has never fully settled.

SUNDANCE, WYOMING

Sundance is a frontier town that should not matter. It has a modest population, a rail stop, a few mines, and a history of hard luck. And yet, unusual events cluster there: unexplained disappearances, distorted electrical effects, animals behaving strangely, and rumors that the land itself is changing.

Local law enforcement is stretched thin. Outsiders are watched closely. A traveling carnival has recently arrived, drawing crowds—and suspicion.

Corporate interests are suddenly paying attention.

THE PINKERTON'S ROLE

Pinkertons in this era are not detectives in the modern sense. They are troubleshooters, negotiators, enforcers, and arbitrators. They carry legal authority derived from contracts, not constitutions. When they arrive in a town, everyone knows something is about to change.

As Chicago Pinkertons, the player characters are trusted agents with access to significant resources, experimental technology, and wide discretion. They are expected to make judgment calls that will shape lives, property, and sometimes history.

The New York Pinkertons are always nearby—sometimes openly, sometimes in the shadows. Personal rivalries, professional grudges, and conflicting philosophies complicate every situation.

CONTENT: Mainstream, expect quick descriptions of non-bloodless violence, small chance of spiders, and extremely likely descriptions of snakes. Games aides are colored, I will provide aides for those with color blindness if asked.

PC's are GM supplied at 300+ power levels. Beginners are welcome (and will get extra play aides and copy of the rules).

510 Snakeweed on a Train

Sunday 8 AM in 234 for 6 Hours

GM: Marc Willner

Type: RPG

System: Feng Shui

Edition: 2

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It starts on a hillside in the wastelands of the dismal future. Where will it lead? What are the Eaters of the Lotus digging up? Why is the New Simian Army involved? Can you stop it? Should you stop it?

511 Microscope

Sunday 8 AM in 236 for 4 Hours

GM: Sean Maletsky

Type: RPG

System: Microscope

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Want to explore an epic history of your own creation? Want to build fantastic worlds? Want to transcend the limits of time?

Welcome to Microscope, fractal roleplaying!

We'll build the story from the outside in. We'll decide the big picture, the grand scheme of history, and then burrow down and carve out the details.

Humanity leaves the cradle of Earth and explores the stars... Dragons act as gods; greed, vendettas, and fire roil the elves below them... Galaxies are sentient beings that

interact, their hopes and fears propel the cosmic dance... these are a small sample of what we can explore.

512 Games without Frontiers

Sunday 8 AM in 237 for 4 Hours
GM: Dave Sokolowski
Type: RPG
System: Year Zero
Edition: Alien 1e
Players: 5
Provided: All characters provided by GM
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Outer Veil - Two weeks ago, a Weyland-Yutani team arrived at the classified We-Yu Research Facility Crest-Magma 231.a to retrieve goods. Shortly thereafter, the base went dark, and all team communications ceased. Your quickly assembled section of Marines and Company Representatives has been sent to investigate the communications outage, reclaim control of the base, and ensure the safety of any lost scientific data and research materials.

513 Oriental Adventures Ad&d - The Shoguns Fury

Sunday 8 AM in 238 for 4 Hours
GM: Joshua McCarley
Type: RPG
System: Dungeons & Dragons
Edition: AD&D ORIENTAL ADVENTURES
Players: 7
Provided: All characters provided by GM
Power Level: 2nd
Variations: Some homebrew rules
Rules Knowledge: Beginners Welcome
Game Content: Mainstream
Set in pre Tokugawa Japan, you are a mixed group of Japanese pilgrims headed to the Shrine at Ise. But not everyone is who they seem to be.

514 Dispatch: A Run On Long Beach

Sunday 8 AM in 239 for 8 Hours
GM: Aaron Gettman
Type: RPG
System: Hero System
Edition: 5th Edition
Players: 8
Provided: Characters can be provided by GM
Power Level: Low-Powered Superheroic 150base 100disads
Variations: Some house rules (handout provided)
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
Play as your favorite super-hero from AdHoc Studio's story video game Dispatch, or bring your own super to the table to deal with a big problem down at the Long Beach SDN office. Remember the triple D's and let the GM know what your favorite donut is!

515 I hope you can speak Klingon.....

Sunday 8 AM in 242 for 8 Hours
GM: Jonah Johnson
Type: RPG
System: Stellar Odyssey
Players: 8
Provided: Characters created at game
Power Level: Ensign to Captain
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
You were on your way to Qo'noS to chase down a criminal and capture them and the crew. When the ship drops out of warp in the middle of Klingon space, what happened? You still have your orders to track down the pirate, put them in custody, and take them back to earth.

516 Red Packet Rumble Plus

Sunday 8 AM in 243 for 6 Hours
GM: Emily Wells
Type: RPG
System: Feng Shui
Edition: 2
Players: 6
Provided: Characters created at game
Power Level: 1
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
You are a guest at the modern day Romeo and Juliet wedding of the century between the daughter of the DA, Rose Muk and the son of the Triad leader, Leon Yan. What could go wrong? Red Packet Rumble is an intro scenario to Feng Shui 2 that I've put my own spin on. Your group of unlikely allies will hunt down the leaders of a shadowy conspiracy through alternate-universe gangland San Francisco. Feng Shui is a flexible system that plays like every kung fu movie ever made. Characters will be provided but character creation is quick and easy, so feel free to bring your own ideas. There will be good guys, bad guys, and explosions.

517 When the Forest Blinkered (Author playtest)

Sunday 8 AM in 240 for 4 Hours
GM: M. Shanmugasundaram
Type: RPG
System: Trophy Dark
Players: 5
Provided: Characters created at game
Rules Knowledge: Beginners Welcome
Game Content: Mature Themes
The Arch is dark. The forest is darker still. This Trophy Dark incursion places 3-5 players in the roles of doomed prisoners attempting to escape from the horrors of the Arch. Between them, they have fragments of a map to the Prophet, a way through the otherwise impassable forest of dread Kahldur. Their chances are slim, but they think anything is better than the Arch. But they'd be wrong.

CONTENT WARNINGS (unavoidable risk):

Body horror, blindness, confinement, criminal intent, cults, eye horror, fire, graphic violence, harm to animals, mental illness, prison labor, PvP, small spaces, suicide

518 Captain's Holiday

Sunday 10 AM in 137 for 8 Hours

GM: Chris Muoio

Type: RPG

System: The Household Volume I

Players: 6

Provided: All characters provided by GM

Variations: Glamour rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Captain Burkeshire requires your presence to retrieve his betrothed from Bookshire and ensure her safety on the return trip. Brides, Banditry and Baubles give rise to dangers, duels, perils and pitfalls that will make a littlings head spin and hands twitch with the promise of profit, power and levels of decorum only dreamed about by common fae.

519 The Oracle of the Pantheon

Sunday 10 AM in 139 for 6 Hours

GM: Bryan Mosley

Type: RPG

System: Shadowdark

Players: 5

Provided: Characters created at game

Power Level: 2nd-4th

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Half-buried in the sunless Sea of Dust, the mysterious Oracle of the Pantheon speaks in riddles of fate and faith from her temple in the cliffs of stone. Pilgrims come from far and wide to seek their fortunes... for a price. The brotherhood within—stoic and watchful—tend to the ancient Oracle, but something is off.

Your mission: retrieve one of the acolytes, the runaway son of a powerful crime lord—be it by wit or will, (but preferable quietly). But the deeper you go into the echoing halls, the more the air feels thick, the walls damp, and the brothers' prayers not quite right. Something is happening in the Pantheon, and the temple itself seems to be listening.

520 Losing My Religion

Sunday 10 AM in 140 for 6 Hours

GM: Alisha Walton

Type: RPG

System: Storyteller/Old World of Darkness

Edition: Changeling 2nd Ed.

Players: 6

Provided: All characters provided by GM

Variations: 1990's

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

In an oceanside town the Dreaming brought together a group of Childlings for a summer full of solving mysteries and a murder. Seven years later they have grown apart, but the Dreaming is calling them together again.

521 Blade Runner: To Live and Die in L.A.

Sunday 10 AM in 141 for 6 Hours

GM: D D Blake

Type: RPG

System: Blade Runner RPG

Players: 6

Provided: Characters can be provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Routine neon days, routine neon nights, the usual acid rain and slightly radioactive air ---- not much has been happening: the business has been slow for blade runners. There is talk of downsizing the RepDetect unit. It is the quiet before the storm.

522 Wanderhome

Sunday 10 AM in 142 for 6 Hours

GM: Jackson Gaydon

Type: RPG

System: Wanderhome

Players: 6

Provided: Characters created at game

Power Level: Fresh characters

Variations: Base game only

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A pastoral fantasy roleplaying game where you take on the roles of animal-folk traveling from place to place and experiencing the seasons change as well as your own personal growth. In this one shot, we will either explore a location provided by the GM, or handcraft one together as a group before exploring it as characters, determined by the table when we begin. Set aside your swords and dice, for no violence will be found in the Hæth! Bring your tokens (or they will be provided by the GM if you have none!) and cozy, cheerful, melancholy, and introspective vibes to this cute rpg based on the Belonging Outside Belonging system!

523 The Crawl Into the Place of the Thing: River of Night

Sunday 10 AM in 143 for 4 Hours

GM: Adrian Romero

Type: RPG

System: Shadowdark

Players: 6

Provided: All characters provided by GM

Power Level: 3-6

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Crawl Into the Place of the Thing: River of Night Mini Dungeon Delving in the jungle and ancient ruins along the Black River using the extremely simple, fast, and fun Shadowdark, based on D&D 5e with all the boring bits cut out. These short delves are mostly by the game author and her talented collaborators. Pick from pregens – archaeologists, treasure hunters, and descendants of the ancients eager to reclaim their heritage – and we'll dive into dangerous choices! You can play this game more than once; there are many places to go, like ancient temples, magma lakes, incandescent grottoes, eerie glistening black monuments, and holes in the ground. There you will meet terrifying void beings, basilisk cultists, the bizarre skandrill, the proud and restless dead, the dream dragon, appallingly huge fauna and hostile flora, and reclusive researchers. My intention as DM is to offer a fast and fantastical game focused on creative choices at the table, with strong visuals and deadly stakes, rather than a lot of exposition or long investigative conversations. This game is great for both new and experienced gamers who can make bold choices and use their voices, and who fear boredom more than character death. If your character is slain, we'll give you another and get you back into the action. Though we will talk lots about gruesome violent happenings, which might actually happen to player characters, there will be no discussion of adult topics or complex ethics. Therefore, this game is great for younger players who can handle horrible things happening to their characters and can keep focus at the table.

524 Hard Rock II: Big Feet in Metal Shoes

Sunday 10 AM in 146 for 8 Hours

GM: Dan Curtis Johnson

Type: RPG

System: Alien

Players: 6

Provided: All characters provided by GM

Variations: Weird West

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

For many years now, Hard Rock has been a peaceful slice of heaven in the heart of Wykota Territory, even as the rest of the Republic falls apart. The cities of the Old Coast are corrupt and crime-ridden, while the cities of the New Coast are greedy and decadent. Bit by bit, their railroads put grasping hands into the Territories from both sides. It's just a matter of time before they link up and shake on it. Elsewhere, you hear of Settlers and Natives fighting each other, and fighting themselves – ghastly tales of mayhem and murder – but that ain't been the case here. Somehow, by the grace of the Great Mother, these troubles have given y'all a big ol' miss. And yet, you can't help but wonder – how long can it last? Strange rumors swirl – about the new hot springs resort for rich City Folk, and the old abandoned iron works. Is something lurking beyond the Lake?

525 Beyond the Caerwood

Sunday 10 AM in 147 for 8 Hours

GM: Matthew Hazen

Type: RPG

System: Pathfinder/Starfinder

Edition: 1st

Players: 6

Provided: Characters can be provided by GM

Power Level: 8

Rules Knowledge: Experience Useful

Game Content: Mainstream

The Caerwood, east of the village of Inverdeen, has always been a place of mysteries and tall tales. One moon ago, a local hunter getting a drink at the Ox and Lamb claimed to have stumbled across strange ruins deep in the forest. He described to the room of local farmers a vision of strange blueish purple stones and flowers larger than a man. When asked to produce one of these flowers, the hunter said that he had been overcome by lethargy as soon as he entered the ruins and fallen into a sound sleep. When he awoke, he found himself at the edge of the woods, with no memory of how he had arrived there. Most dismissed the story as a work of imagination, but a group of adventurers passing through town decided it was worth investigating. The day after the group entered the Caerwood, strange things began to happen in town. The forest seemed to grow closer to the village overnight and people began to go missing or mysteriously fall asleep and awake miles from the village. The local Reeve lost an entire squad of soldiers that he sent to the town 2 days ago, after receiving reports of these disturbances. He is now offering a 100 acre land grant and a 5,000 gp reward to any group willing to travel to Inverdeen, determine what is happening and rectify the situation.

This is a Pathfinder 1e game for 8th level characters.

There will be characters available to play, but players may choose to bring their own if they create them using only the core rulebook. Each character has 33,000gp for equipment, which can be purchased for market values listed. Ability scores should be purchased as described in the Core Rulebook, page 15, consistent with a High Fantasy story. The game will be played using dwarven forge terrain and miniatures. Feel free to bring your own miniature for your character if you wish.

526 The Ghost of Captain Happen, a Buckaroo Banzai Adventure

Sunday 10 AM in 148 for 6 Hours

GM: Michael Siverling

Type: RPG

System: Buckaroo Banzai

Edition: Nugget

Players: 7

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

An old enemy of the Banzai Institute returns. Which is strange because he's dead.

527 Black Sails - War Against the World

Sunday 10 AM in 232 for 8 Hours

GM: Joe O'Neil

Type: RPG

System: 13th Age

Edition: 2nd

Players: 9

Provided: All characters provided by GM

Power Level: 4th

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

When the pirates of Croatoan Island are declared enemies of all mankind, they adhere to their own doctrine, "War against the World". Join Captain Flint in his war against civilization, do it for profit, or just because you like setting ships on fire.

528 The Widow's Web

Sunday 10 AM in 241 for 6 Hours

GM: Daniel Bodon

Type: RPG

System: Dungeons & Dragons

Edition: 5e (2014)

Players: 8

Provided: Characters can be provided by GM

Power Level: 8

Variations: Some scenario specific rules variations

Rules Knowledge: Experience Useful

Game Content: Mature Themes

In the drow city of Karik'Marz, eight champions are sent into The Widow's Web, a deadly labyrinth filled with monsters, traps, puzzles, and betrayal. The winner's house will rule the city for the next century. The losers will die horrible deaths, victims of the Web's unforgiving trials. Can you survive both the dungeon and the murderous schemes of your fellow dark elves?

SESSION 6

601 Goblin Quest

Sunday Noon in 144 for 4 Hours

GM: Mary Russell

Type: RPG

System: Goblin Quest

Players: 5

Variations: Homebrew setting and monsters

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Who would leave goblins unattended to roam, no one knows but now you and your goblin pals are indeed left on your own. What adventures happens are up to you lets see what happens when we poke the sleeping bear.

602 Thulian Echoes, Part 2

Sunday Noon in 145 for 4 Hours

GM: Rich Fraser

Type: RPG

System: Cairn 2e

Players: 8

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

When Titus sacked Jerusalem, it is said that during the chaos an enterprising sorcerer made off with a King's ransom in silver and disappeared to far off Thule. A century later an enterprising party of explorers made a failed bid to reclaim it. Armed with their notes, are you able to succeed where they failed over a thousand years prior?

603 I Gladius: The Avernus Chapters

Sunday Noon in 236 for 10 Hours

GM: Derek James

Type: RPG

System: Dungeons & Dragons

Edition: 5E 2024

Players: 6

Provided: Players must provide own characters

Power Level: 7th

Restricted Classes: No Summoning Magic or Firearms

Standard Races Apply: No monster races

Standard Point Buy: 27 plus a bonus +2 to one stat

Equipment to be provided at Game

Rules Knowledge: Experience Useful

Game Content: Mature Themes

Come for the glory. Come for the spectacle. Come to face death itself. But through all the fanfare and bloodlust, come for your one chance at escaping the Blood Games of Avernus.

You and your crew of survivors were drawn to, imprisoned by, or insane enough to find yourselves on the Plane of Avernus. Perhaps a summoning gone wrong or as a refugee of Elturel. Now you are bound to your master of iron. A willing or unwilling pawn in his quest for glory in the Pit. But as the stakes grow higher, you are given one opportunity at escape. One opportunity to become legends.

604 Salvage

Sunday Noon in 237 for 6 Hours

GM: Keith Weitzel

Type: RPG

System: Dungeons & Dragons

Edition: AD&D

Players: 6

Provided: Characters can be provided by GM

Power Level: 2

Variations: Minor House rules

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The world is vast, and your boots are still new upon its roads. The ink on your character sheet is barely dry, yet already the call of adventure stirs in your chest. You remember the stories told by firelight of heroes who braved dungeons, of dragons whose wings darkened the skies, of treasures waiting in forgotten halls. You may not yet know the weight of a sword, the sting of a spell, or the thrill of victory hard-won and the agony of defeat. But you know this: the journey begins here, and though you are novices, you are adventurers all the same.

Now, it is your turn. The dice clatter like distant thunder, promising fate and fortune. The tavern door creaks open, and with it, the first step into a realm where every choice matters, every shadow hides a secret, and every friend beside you is part of a tale yet to be written. Old friends return, new legends stir, and the echoes of past adventures call you forward.

You and your companions have been hired by a down-on-his-luck former trade captain whose flagship vessel, the mighty Emperor Of The Waves, which was lost in a storm. Its loss ruined him, and he's desperately hoping you can investigate and regain some of the magical items that were lost with the ship. It may be his only chance to regain his glory, a glory you might be able to share if you're successful. You'll be exploring ruined decks, slowly descending into the depths of the mighty ship in a nautical dungeon crawl with compartments infested and flooded with seawater.

So gather your courage, steady your hearts, and step forward. The dungeon awaits, and the story of your legend is ready to be told. The map is unfurled, the tale is yours to shape. And though years have passed, the magic remains—ready to welcome you back to where it all began, Advanced Dungeon and Dragons!

This is a light-hearted Advanced Dungeon and Dragons adventure for 2nd level characters. Novices and players of all ages are welcome.

605 Bibliomancy

Sunday Noon in 238 for 6 Hours

GM: Steven Drouin

Type: RPG

System: Bibliomancy

Players: 5

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Libraries across the globe are under attack. Books are disappearing in puffs of purple-green mist. You are a book, violently brought to life, and bound to defend the written word. Learn to draw power from within yourself and unravel the mystery of these coordinated assaults. Bibliomancy is a new mystery/horror TTRPG that uses player brought books as the characters for the session. Books should be approximately 200 pages in length. You will be destroy your book as part of gameplay. GM will bring extra books just in case.

606 The Ghost Ship Carthage

Sunday Noon in 240 for 6 Hours

GM: Richard Robertson

Type: RPG

System: Fragged Empire

Edition: Rag-Tag

Players: 5

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

At 03:13 hours standard Haven time, on Octo 14th 1005 AX, the Archon medical frigate Carthage issued a general distress call. At 5:05 hours on Octo 16th, Legion VESPER force Epsilon boarded the vessel. An hour later, the ship went silent, charted a course for deep space, and was never heard from again.

– Vital Emergency Stellar Protocol Expedited Recovery (VESPER) Force After - Action Report on the Carthage Incident.

Adventure Background

As the crucible of the Great War consumed the Archon Empire with impunity, its searing heat gradually melted the Archons' ironclad ethics to slag. The Carthage began as a medical ship on a mission of mercy to the Kaltorans of Haven, but as the Archons' cause grew every more desperate, she received a dread new purpose: harvest Kaltoran refugees, and Nephilim prisoners of war to develop new bio-weaponry for immediate deployment on the front.

Fragged Empire: Rag-Tag

Fragged Empire is a post-post-apocalyptic sci-fi setting where your people are just now returning to space following a century of hiding during the aftermath of a galactic war where the Nephilim and their X'ion master successfully defeated the Archons and their servile nations. It's a universe that leans heavily into themes of cultural tension and exploration, with a dash of trans-humanism, nation-building and a hope for a better future. RAG-TAG will see you and your friends take on the role of a character from one of eight core species who join together to form a rag-tag band of misfit mercs that pilfer the corpses of ghost ships, explore ancient ruins, respond to SOS signals, fight pirates, defend frontier colonies, hunt monsters and explore uncharted worlds! Those of you who survive will do so through cunning, grit, teamwork and luck.



607 Monty Python's Co-Curricular Mediaeval Re-enactment Programme

Sunday 2 PM in 136 for 4 Hours

GM: John Ottenhoff

Type: RPG

System: Monty Python's CMRP from Exalted Funeral

Players: 9

Provided: Characters can be provided by GM

Power Level: Beginner

Variations: Standard game from the main book

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

It's. . . Monty Python's* **RPG** Co-Curricular Mediaeval Re-enactment Programme. A very **silly** serious** educational **far**t game! In it, participant characters (PCs) will engage in a quest that may (or may not***) include such **amoying** terrifying monsters such as (but not limited to) killer rabbits, carnivorous desserts, the Black Beast of Aaargh, snarky fairies. . . and the French. PCs could be rewarded with gold, magic items like the Holy Grail, or they could just learn that the true reward was the **friends** enemies they made along the way.

This game uses the polyhedral dice found in roleplaying games (like that one from a group of magic-users that live on a beach) but additionally uses the more rare d14, d16, d18, and d30 dice. A set of dice will be at the table or players may bring their own.

Players can bring their own character or use one of the handy hand-made pre-generated ones that will be available.

* Knowledge of Monty Python *not* required, but may prove useful if it is not, in fact, entirely useless.

** Don't worry if you are a chronically un-funny person. The game tends to generate lovely comedy around even the most serious persons.

*** Quest contents not guaranteed. May also contain potty jokes, llamas, fruit bats, innuendos, breakfast cereals, and other assorted nonsense. Side effects include laughter and on exceedingly rare occasions, spontaneous thumb loss. Most participants say these side effects are hilarious. Recommended for ages between 12 and 102.5 years. Use as directed.

608 Blue Alley

Sunday 2 PM in 138 for 6 Hours

GM: Eric Boeing

Type: RPG

System: Dungeons & Dragons

Edition: 5E (2024)

Players: 6

Provided: All characters provided by GM

Power Level: 4

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Blue Alley (D&D 5E 2024): A 4-hour Dungeons & Dragons adventure set in Waterdeep for up to 6 level 4 players. Players explore the infamous Blue Alley, a maze filled with traps, monsters, and treasure, originally

written by M.T. Black and Alan Patrick. Pre-generated 4th-level characters will be provided. Up to 6 players.

609 Ruins of Castle Gygar (Sunday Session)

Sunday 2 PM in 143 for 6 Hours

GM: Ben Longman

Type: RPG

System: Dungeons & Dragons

Edition: 1981 B/X

Players: 6

Provided: All characters provided by GM

Power Level: 2-4

Variations: Old School Essentials, Ascending Armor Class and some light house rules

Rules Knowledge: Experience Useful

Game Content: Mature Themes

The Ruins of Castle Gygar is almost a West Marches style campaign, where sessions are run through the year at different conventions, with different players taking on the roles of different characters.

Explore the environs around Jotunsburg including the Dungeon outside of Jotunsburg and the Ruins of Castle Gygar.

It is run via Old School Essentials (1981 Basic/Expert D&D) and uses Ascending Armor Class. It will occasionally incorporate 0-level characters to refresh the stock of available characters.

This game is intended for adult players and children will be turned away.

610 Return to Redwater Rock

Sunday 2 PM in 149 for 4 Hours

GM: Colin Fowler

Type: RPG

System: Avatar Legends

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

You and your merry band of adventurous do-gooders find yourselves on the coast of the Earth Kingdom, in dire need of a seaworthy boat. And old water tribesman named Hanta has just the thing: a mid-size cutter in the southern style, just right for a group of your size. His price is simple; he requests your aid in visiting his wife's grave out on Redwater Rock, the island where they used to live. There's just one problem — Redwater Rock is known to be crawling with brigands, and these days goes by a different name: Pirate Island.

Avatar Legends is an adventure roleplaying game set in the universe of Avatar: the Last Airbender. The game uses the Powered by the Apocalypse engine combined with a nuanced and strategic combat system to let you play a bender of any element, a weapons master, or even an inventive gadgeteer as you explore the fun and familiar world of the show. Adventure on Pirate Island is set in the era of Avatar Roku before the onset of the 100 Years War.

611 What the Sea Taketh, the Sea Keepeth

Sunday 2 PM in 234 for 6 Hours

GM: Sean Phelan

Type: RPG

System: Obscure RPG

Players: 5

Provided: All characters provided by GM

Power Level: Standard

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You're members of the U.S. Coast Guard's Aviation Rescue Swimmers (ASTs), investigating the mysterious disappearance of the cruise ship, Splendid Sojourn. Communication was lost as it sailed from Florida to Barbados — and was never heard from again...until now. Obscure is the Found Footage Inspired Horror RPG. Website is to Obscure's completed Kickstarter, which has information on game.

627 Monster Smash

Sunday 2 PM on Kids Room Table 2 for 2 Hours

GM: Teri Keith-Torres

Type: RPG

System: D6 System

Players: 8

Provided: Characters created at game

Power Level: Beginner

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

MONSTER ISLE is a large island where MONSTERS live. Unfortunately, the island has begun to shrink. It's a fight to survive! Players create your own MONSTER out of playdough. They can grow claws, spikes, treads or wheels, whatever they need to survive attacks. Roll the Dice. Fight other MONSTERS. SMASH to win! For ages 8 and Up!

613 Epic Fantasy Hero

Sunday 4 PM in 132 for 6 Hours

GM: Jim Gettman

Type: RPG

System: Hero System

Edition: Fantasy Hero (V4?)

Players: 7

Provided: Characters can be provided by GM

Power Level: 150 + 100 disad + up to 100 XP

Variations: No END, DEF instead of PD and ED

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Middle Earth thrives. Dwarves run Moria. Time to clear the tunnels below.

614 Tales from Tulket: The Mask of Many Faces

Sunday 4 PM in 134 for 6 Hours

GM: Lucas Kotowski

Type: RPG

System: Dungeons & Dragons

Edition: 5e 2024

Players: 6

Provided: Characters can be provided by GM

Power Level: 5

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

"Welcome aboard Troy'Byon's Magical Flying Menagerie! The premier travel service for adventure across the lands! Enjoy our comfortable quarters, personable crew and be sure to ignore the strange Harlequin's that roam the deck! I'm sure that they are perfectly safe..."

The Mask of Many Faces is a murder mystery set upon the deck of an airship. Explore the ship, its crew and the terrible inevitable murder that is written into the script of those bound to the ship.

This game focuses on mystery, surreal horror and the uncanny. It is a good beginner adventure and is LGBTQ+ friendly!

615 Dr. Cthulhu vs. The Phantom Crime League

Sunday 4 PM in 139 for 6 Hours

GM: Jeff Hatch

Type: RPG

System: Pulp Adventure

Players: 6

Provided: All characters provided by GM

Power Level: Pulp Hero

Variations: 3rd Edition Playtest

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

in 1939 Necropolis is under siege by a series of crimes. Criminals strike and are never found. The crimes range from murder to theft, and no trace is found. The commissioner has requested the assistance of Dr. Cthulhu and his Minions of Madness to track this Phantom Crime League and put a stop to their crimes. Will the heroes be able to tease the villains to their hidden lair? Who is behind the crimes? How do they seemingly disappear?

616 The Delian Tomb

Sunday 4 PM in 140 for 6 Hours

GM: Nick Uhlig

Type: RPG

System: Draw Steel

Players: 6

Provided: All characters provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The Delian Tomb is a learn-to-play intro adventure for Draw Steel, a new heroic fantasy game based around fast, fun, tactical gameplay. You never miss, or have to waste your turn on a spell that fails. Everything you need to learn and play will be provided, just show up and have a great time!

617 Dungeon of the Dead Three

Sunday 4 PM in 141 for 6 Hours

GM: Alexander Hughes

Type: RPG

System: Dungeons & Dragons

Edition: 5e 2014

Players: 6

Provided: Characters can be provided by GM

Power Level: 4

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Come explore the deadly dungeon of the dead three, located in the ever popular Baldur's Gate. Band together & survive the dangers below.

Citizens are disappearing, tensions are rising. The flaming fist is drafting your party into service. Will you get to the bottom of this mystery? Can you stop the grim future that the cultists have put into motion

Create your own PC or use a provided pregen.

Please use official species & subclasses.

618 And now... The Weather

Sunday 4 PM in 142 for 6 Hours

GM: Beth Krestoff

Type: RPG

System: Essence20

Players: 5

Provided: All characters provided by GM

Variations: Welcome To Night Vale Roleplaying Game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Hello dear listeners... This is a story about you. All five of you. As citizens of our friendly desert community, where the sun is hot, the moon is beautiful, and mysterious lights pass overhead while we all pretend to sleep, you seem to have found yourselves tangled up in quite the scandal. How exciting! Will you be able to resolve this curious conundrum on your own or will the Sheriff's Secret Police have to solve it for you? Between you and me, listeners, you do not want that. Not at all, dear listeners... Not. At. All... And welcome to Night Vale.

619 The Zeppelin is the Problem?

Sunday 4 PM in 144 for 6 Hours

GM: Pol Stafford

Type: RPG

System: Stealing Stories from the Devil

Players: 6

Provided: All characters provided by GM

Power Level: Introductory

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

You have returned from a planned adventure in the far future multiverse to the wrong time. Not the 39th century paradise Earth you expected, but the deeply problematic 21st century. And you've ended up in Sacramento... California. Pollutants. Diseases. Suburban Malaise

are all serious challenges in this period. So how the hell are you going to assimilate and ascend an ancient tower in the old downtown area. Ravens are guarding the tower and nordic symbols have literally bled out of the building... how will you handle all these anachronisms, restabilize reality and return home?

620 Conan: The King's Mound Expanded

Sunday 4 PM in 145 for 6 Hours

GM: Gene Lancaster

Type: RPG

System: Conan: The Hyborian Age by Monolith Games

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

New Players Welcomed!

Rumors have been told of an ancient burial mound that none dare venture to; where gold, jewelry, and ancient artifacts await for those foolish enough to enter.

Warnings were overheard of the false king and his skeletal warrior guardians. It is said that those who have visited the mound have never returned.

This is an Introductory scenario for Conan: The Hyborian Age by Monolith Games which has been expanded.

The rule system is light and will be taught during play.

Everything needed to play will be provided; Dice, Pencils, Character Sheets, Maps, Character Tokens, etc.

621 Neon Knights: GOBLIN QUEST

Sunday 4 PM in 148 for 4 Hours

GM: Mark Bachofer

Type: RPG

System: Goblin Quest

Edition: Neon Knights

Players: 9

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Goblins.

Not the merriest of creatures, nor the most noble. But these mischievous fellows are often painted with a crueler brush than they deserve. Goblins are crafty, sharp (in all senses of the word), and tenacious – but above all else, goblins are survivors.

They'd have to be, in order to pull off their latest heist. Every week, the butcher's cart heads to market, full of sweetmeats, succulent sausages, and rump roasts. Such a mouthwatering target has been often coveted by you and your fellow goblins - but today will be the day that you finally make it yours.

Of course, it's best to have a place to escape the consequences of your actions afterwards. Fortunately, you know of the perfect place. Set into a nearby hillside, flanked by solid stone pillars, there's a heavy oaken door. And you're sure with a little effort, you can pry it open...

In GOBLIN QUEST, the players take on the role of Goblins! These Goblins are played with the Neon Knights rule system, a simple d6 fail-forward system. Last year, this system was used to run The Tallest Tail, an adventure of lumberjacks and were-beavers. In this year's game, there aren't any rodents afoot, but players are given a secret Goblin Quest. At the end of the adventure, if you have completed your Quest, you will receive a special prize – but watch out! If you are too obvious in your attempt, others may attempt to usurp your Quest!

622 The Winter Maiden

Sunday 4 PM in 230 for 8 Hours

GM: Steve Kani

Type: RPG

System: Cyberpunk

Edition: 2nd Ed.

Players: 6

Provided: Characters can be provided by GM

Power Level: 70ish Character Points. No Skills over 5

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Edgerunners, I have contacted you directly because I need the best investigators, fixers, techies and solos - regardless of which network or corporation employs you or who you have done jobs for in the past. I need people I know. I need you to track down a new entity that is trying to dismantle my network. Some minor surgery may be required. Actually, it's pretty major surgery but we employ the best surgeons in the world and I'm paying for it. Don't worry, you'll be fine.

623 One of Our Nukes is Missing...Again!

Sunday 4 PM in 231 for 4 Hours

GM: Chris Harget

Type: RPG

System: SpyMovie RPG

Players: 8

Provided: Characters created at game

Power Level: Elite

Variations: Light, fast, funny

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The fate of the free world is in your hands! You're skilled, cunning, nifty spies, rife with questionable coping mechanisms and tragic backstories that make you the best! You've recovered stolen nukes before, but this time it's serious. Sheik Baron Von Hashimoto, a Rogue Nazi Yakuza Arms Dealer Ex-KGB Terrorist, claims no one will stop his nefarious plan! Players choose from a dozen spy archetypes, allocate 4 stats, customize from a quick menu of trademarks and flaws. Creation takes 5 minutes. Rules are fast and breezy.

624 The Sacred Serpent and the Grand Cyclops

Sunday 4 PM in 239 for 6 Hours

GM: Arthur Prospero

Type: RPG

System: D100 System/Call of Cthulhu

Edition: 7th

Players: 5

Provided: All characters provided by GM

Power Level: Mafiosi

Variations: No Luck. You're Lucky enough already.

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Our biggest de colore distilling operation in southern Illinois has been disrupted. Stills busted. Friends of ours in that community killed. We've had problems with these lily whites and their dry-as-a-bone fraternities in the past, but this is hitting our bottom line. In retaliation, Don Citti Of the St Louis operation Has declared woe unto the Klan. Sounds fine to us, fuck those racist Cafone bastards. The Consigliere however, is not so sure. These secret societies usually have connections in the community that run pretty deep, and we don't need the law saying the Cosa Nostra is attacking honest citizens. He's sending a few of us into the sticks to take a look around. But we better hurry. Because in a week the Capo Regime are going to unleash holy hell on the Ku Klux Klan.

625 Road work ahead: Donner, Party of Five

Sunday 4 PM in 241 for 6 Hours

GM: Colin Thompson

Type: RPG

System: Other

Edition: Red Markets

Players: 5

Provided: All characters provided by GM

Power Level: Mid career takers

Variations: First Edition

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Road Work Ahead Part 1: Donner, party of five

Job offer: Donner Lake Militia Fort went and had their enclave fall. Dunno why, dunno how, don't care. The point is there was a courier there when it happened. He's dead, also don't care. But the package is fine. Anybody willing to swing by and grab the package before the casualties wake up could get a bunch of bounty if they get it to Little Big on the Nevada side. Successful takers can navigate wilderness, be real sneaky, and run like hell. Contact WeedLordBoner69 at Last Farm.

Red Markets is a game of economic horror amid a zombie apocalypse. You are Takers, mercenaries who do jobs in the zombie wasteland dreaming of buying your way into a better life.

Five years into the zombie apocopyse, Local 420 has to mount up and navigate the ruined remains of civilization on the first leg of their journey to the score of a lifetime.

626 Dungeon Crawler Carl

Sunday 4 PM in 242 for 8 Hours

GM: Chris Eckman

Type: RPG

System: Homebrew

Players: 5

Provided: Characters created at game

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Greetings, esteemed volunteer! Welcome to the World Dungeon, a state-of-the-art subterranean death labyrinth brought to you by the Syndicate's proudest purveyor of terror and reality entertainment, the Borant Corporation. Consider yourself "lucky" to be a part of Dungeon Crawler World, an event that's not only legally sanctioned but apparently essential for intergalactic viewers who need a bit of... let's call it high-stakes drama in their lives. You and your fellow Crawlers are now the proud property of Borant until one of two things happens: you make it past the Tenth Floor (which, statistically speaking, you won't) and gain citizenship, or... well, that one's too depressing. So, sue me, there's three things... Let's focus on the bright side, shall we?

You've made it this far, meaning you're one of the select few who survived the Transformation Event and managed to avoid the tempting warmth of oblivion. Now, by stepping into the dungeon, you've agreed to a unique opportunity: clawing your way to freedom as a Crawler. Once inside, the System AI—yes, that's me—will assign you a unique Crawler Number and a Crawler Name, which will be emblazoned in your HUD for the edification of your future fans. And if you're still wondering what a HUD is, don't worry—it's all very intuitive, assuming you can read.

GM Note: It is good to know what Dungeon Crawler Carl is, but you do not need to have read the book, you will have fun all the same!

SESSION 7

701 Dread: The Hangover

Sunday 6 PM in 136 for 4 Hours

GM: Steve Anderson

Type: RPG

System: Dread

Players: 6

Provided: All characters provided by GM

Power Level: Beginner friendly

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

A bunch of friends are in Vegas for a bachelor party.

What could possibly go wrong?

Much, much more than in the movie, as it turns out. How much more? Only you can tell; when you pull a Jenga piece, you determine the fate of your character...and possibly all life on earth. Will they succeed, or will they die in a horrible way?

This horror game will be played using the Dread RPG system and will include violence, guns, death, gore, body horror, and maybe even Elvis.

No dice are needed and new players are welcome. This is a game focused on adult themes, so please no children.

703 The Secret Temple of Artix

Sunday 6 PM in 147 for 4 Hours

GM: Kyle Bascom

Type: RPG

System: Dungeon Crawl Classics

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

A caretaker of the Travelers' Temple, nestled deep within the base of Stargazers Peak, rushed into the village with a strange wound in his shoulder. You can barely keep him calm as he babbles on about an attack from unseen assailants! He has pleaded with any who hear him to help the caretakers stave off the unknown invaders, for the prized possession of the temple cannot be stolen at any cost. In return, any other item within the temple is yours for the taking.

705 The Empty Room

Sunday 6 PM in 232 for 6 Hours

GM: Alan Alexander

Type: RPG

System: Storytelling System/New World of Darkness

Edition: Chronicles of Darkness

Players: 6

Provided: All characters provided by GM

Power Level: Beginners welcome. Age 18+ (Mature themes)

Variations: Some house-rule modifications

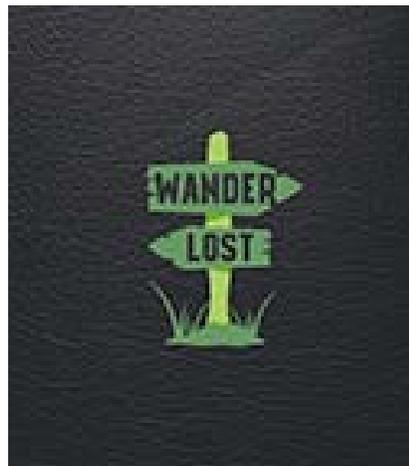
Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

Six college kids enter an empty room. That's it. Just an empty room. And then the nightmares start.

Modified Chronicles of Darkness rules. Up to 6 players.

Pregenerated characters will be available.



706 Yazeba's Bed & Breakfast

Sunday 6 PM in 237 for 4 Hours

GM: Rory Dreyfus

Type: RPG

System: Yazeba's Bed & Breakfast

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

"Once upon a time, the world was cruel, and there was a witch who knew it well..."

Yazeba's Bed & Breakfast is the ENNIE-winning slice-of-life legacy RPG from Possum Creek Games. Like writing fanfiction for your favorite Saturday morning cartoon, the game is perfect for players with no roleplaying experience whatsoever as well as seasoned industry gamers.

707 Bibliomancy

Sunday 6 PM in 238 for 6 Hours

GM: Steven Drouin

Type: RPG

System: Bibliomancy

Players: 5

Provided: Characters created at game

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Libraries across the globe are under attack. Books are disappearing in puffs of purple-green mist. You are a book, violently brought to life, and bound to defend the written word. Learn to draw power from within yourself and unravel the mystery of these coordinated assaults.

Bibliomancy is a new mystery/horror TTRPG that uses player brought books as the characters for the session.

Books should be approximately 200 pages in length. You will be destroy your book as part of gameplay. GM will bring extra books just in case.

708 The Dwarven Peace Crusade

Sunday 6 PM in 240 for 6 Hours

GM: J Hanju Kim

Type: RPG

System: Savage Worlds

Edition: SWADE

Players: 6

Provided: All characters provided by GM

Power Level: Veteran

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Nearly thirty years ago, your people's home in the Lonely Mountain was destroyed by the dragon Smaug. Now you live as refugees. For nine years, King Thrain has waged a devastating war with the orcs of the Misty Mountains, in vengeance for the death of his father Thrór – possibly influenced by the ring he wears, the last of the Dwarf-rings from long-dead Sauron. Now Thrain is preparing for a potentially devastating final push at the gates of Moria, which may kill off much of what remains of your people.

As his family and subjects, you have determined to push forth from the safety of your homes, make your way to the front line, and pull him back from his madness - stopping the war. The way is long and none will support your journey, but it must be undertaken for the survival of your people.

This is a Savage Worlds event set in Middle Earth, with characters who are more ordinary people on an extraordinary quest.

710 What We Sow

Sunday 8 PM in 138 for 4 Hours

GM: John Lynch

Type: RPG

System: Year Zero

Edition: Vaesen

Players: 5

Provided: All characters provided by GM

Power Level: All players will play a new investigator.

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

The Society has been invited to the Dalmatian coast to help a mill owner whose mill is suddenly cursed! What is causing all of the accidents and injuries? And who are the strange figures lurking in the wheat fields, watching their every move?

What We Sow is a mystery for the Vaesen TTRPG. Players take on the role of supernatural investigators, tasked with following clues and facing danger to protect both the mortal and magical worlds from ruin. This adventure may include themes of murder, betrayal, and violence. No experience with the Vaesen system is required. The GM will supply pregenerated characters.

SESSION 8

MONDAY

801 All About The Mani

Monday 8 AM in 132 for 8 Hours

GM: Jesse Harder

Type: RPG

System: City of Mist

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Even from several streets away, you can already hear the music, a dozen different tunes clashing and echoing between the giant-sized hotels, each casino trying to outdo its competitors. Day or night, you can see beams of light blazing in a myriad of colors against the dark clouds, which cover this den of vice like a blanket. There is no better place for a heist than Fortune Row, The City's district of glitz and glamour. And though the vaults of the myriad casinos store more wealth than any gambler could ever dream of, you've set your sights on a far more valuable score: luck itself.

In the narrative-first, urban-fantasy, noir game of City of Mist you play as Rifts, ordinary people with extraordinary powers. These powers come from a Mythos, a force of myth, legend, folklore, and story, which wishes to have its tale retold through you.

802 Mystery at 3M

Monday 8 AM in 134 for 8 Hours

GM: David Guon

Type: RPG

System: Traveller

Edition: MegaTraveller (GDW)

Players: 6

Provided: All characters provided by GM

Power Level: Rules Knowledge: Useful. Mature content

Variations: Gateway Sector

Rules Knowledge: Experience Useful

Game Content: Mature Themes

On the remote desert-world of Caster (2035 Cinder/Gateway) a mining settlement has gone off-line. No one responds to any communications and the mag-lev line shows as blocked. Mining executives and starport authorities want to know what has happened and has asked the crew of the Phoenix Hawk to find out.

This scenario is a follow-on to Fate of the Ad Astra (DDC-46) and Liberty Port: Revonis (DDC-47), and Shoals of Fire (DDC-48).

More role-play than combat, but be sure to pack your laser!

803 Magic Gone Wild

Monday 8 AM in 136 for 8 Hours

GM: Les Child

Type: RPG

System: Dungeons & Dragons

Edition: 1e

Players: 8

Provided: All characters provided by GM

Power Level: 5-7

Variations: House Rules

Rules Knowledge: Experience Useful

Game Content: Mature Themes

You are a part of a decidedly failed adventuring group. All your decent treasure, including most of your good magic items went one by one to level training, resurrections, and restitution. The few remaining trinkets you have are utility items. The only work you can get is guarding caravans nobody has any interest in assaulting, or providing security for social events. Well, until Tuesday...

804 Glenhold Outbreak

Monday 8 AM in 138 for 8 Hours

GM: Aaron Blomenkamp

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 6

Provided: All characters provided by GM

Power Level: 13

Rules Knowledge: Experience Useful

Game Content: Mainstream

Time is short before the Pyroclast Division arrives at the town of Glenhold. Glenhold suffers from a plague and the local healers have been unable to stop the spread. The town is currently locked down to contain the spread. You, as a member of a special squad from the Imperial Order of Dawn, have orders to stop the outbreak before the Pyroclast Division is brought in. What will you do to save Glenhold?

805 Let it Snow

Monday 8 AM in 141 for 6 Hours

GM: Robert Weidman

Type: RPG

System: Dungeons & Dragons

Edition: 2024 Rules

Players: 6

Provided: Players must provide own characters

Power Level: 10

Variations: Magic Items-1 Rare, 2 Uncommon, 6 Common

Rules Knowledge: Experience Useful

Game Content: Mature Themes

In the frozen reaches of the world, beyond the northernmost peaks where daylight burns dim and the winds sing and sting like banshees, legends whisper of a divine artifact.

806 The Whispers of the Endless Gale

Monday 8 AM in 143 for 8 Hours

GM: Robert Anderson

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition

Players: 8

Provided: Characters can be provided by GM

Power Level: 16

Rules Knowledge: Experience Useful

Game Content: Mainstream

Yan-C-Bin, the Prince of Elemental Air, desires to strip all other planes of their atmosphere and stability, leaving them as barren, wind-scoured voids. Find a way to stop the "Air-Siphons" before your personal plane and or home world is consumed by a Tornado of Magical intensified Air and turned into "A Living Storm".

- Starting Gear: 5,000 gp plus 1d10 x 250 gp, three uncommon magic items, one rare item, normal starting equipment
- Start Stats: Standard Array
- Also. One Additional Feat to Start
- Please No-3rd Party

807 There Can Only be One!

Monday 8 AM in 146 for 8 Hours

GM: Ron Correll-Feichtner

Type: RPG

System: Unisystem

Players: 7

Provided: All characters provided by GM

Power Level: Character Archetypes from the TV show. In between Seasons 4 and 5 of the TV show.

Variations: Buffy The Vampire Slayer RPG, Eden Studios

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Just when you were hoping for a break, Evil once again comes to town! Of course, this is Sunnydale. So did it ever really leave? Join Buffy and the rest of the Scoobies as they fight vamps, demons, and turn back the forces of evil who once again want to open the gates of the Hellmouth. This time, the threat has ties to the past! Can Buffy and the gang prevail once again!

808 Derailment at St. Faustina Station

Monday 10 AM in 137 for 6 Hours

GM: Patrick Riley

Type: RPG

System: Wildcard Roleplaying System

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

After a deadly subway accident, several strangers find themselves in a chthonian labyrinth. To reach their next destination, they must overcome numerous trials, defeat formidable monsters, and confront their own demons.

809 Ruins of Castle Gygar (Monday Session)

Monday 10 AM in 139 for 6 Hours

GM: Ben Longman

Type: RPG

System: Dungeons & Dragons

Edition: 1981 B/X

Players: 6

Provided: All characters provided by GM

Power Level: 2-4

Variations: Old School Essentials, Ascending Armor Class and some light house rules

Rules Knowledge: Experience Useful

Game Content: Mature Themes

The Ruins of Castle Gygar is almost a West Marches style campaign, where sessions are run through the year at different conventions, with different players taking on the roles of different characters.

Explore the environs around Jotunsburg including the Dungeon outside of Jotunsburg and the Ruins of Castle Gygar.

It is run via Old School Essentials (1981 Basic/Expert D&D) and uses Ascending Armor Class. It will occasionally incorporate o-level characters to refresh the

stock of available characters.

This game is intended for adult players and children will be turned away.

810 The Sablewood Messengers

Monday 10 AM in 140 for 4 Hours

GM: Walter Manbeck

Type: RPG

System: Daggerheart

Edition: 1st

Players: 5

Provided: All characters provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Dive into the heart of adventure! Your need to deliver a mysterious package to a village deep within the Sablewood forest, to someone called the White Fire Arcanist.

Long Description:

Your party is tasked with delivering a mysterious package to Hush, a village deep within the Sablewood forest, to someone called the White Fire Arcanist. The adventure features six pre-generated characters, including Marlowe Fairwind (Loreborne Elf Sorcerer), Barnacle (Underborne Ribbet Rogue), Garrick Reed (Highborne Human Warrior), Khari Nix (Ridgeborne Giant Guardian), and Tegan Sapphire (Slyborne Faerie Bard). Designed to be a self-contained experience, guiding players through the mechanics of Daggerheart, the adventure provides opportunities for players to interact with the world and contribute to its narrative by diving into collaborative storytelling, exploration, combat, and social interaction. Players will learn the rules of the game as they delve deeper into the mystery unfolding before them!

811 Murder in Ape City

Monday 10 AM in 142 for 6 Hours

GM: Norm Albert

Type: RPG

System: D6 System

Edition: Planet of the Apes

Players: 6

Provided: All characters provided by GM

Variations: Magnetic Press Play

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

The unthinkable has happened! Ape has killed ape! Join the investigation and help restore peace and order to Ape City.



812 Lost Citadel of the Scarlet Minotaur

Monday 10 AM in 144 for 4 Hours

GM: Lisa Beasley

Type: RPG

System: Shadowdark

Players: 6

Provided: Characters can be provided by GM

Power Level: 1

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

Explore the ruined citadel, where stories tell of legendary treasures. And of the Scarlet Minotaur, wrathful guardian of its domain

813 The Hoard of the Sea Wolf King

Monday 10 AM in 145 for 6 Hours

GM: Gil Trevizo

Type: RPG

System: Shadowdark

Players: 6

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mature Themes

For as long as your people have sailed these waters, the clans of the Sea Wolves have sent their youth into the pitch-black caves of Old King Skorgald to battle draugr, trolls, and things unspeakable, hoping to bring back treasure that would prove themselves worthy to take on the wolfskin. Now your time has come, to face your fate and return with glory and honor, or join the bleached bones of the many who fell to the Sea Wolf King. This 0-level gauntlet adventure (published in Cursed Scroll #3) serves as an introduction to Shadowdark, a gritty low-fantasy RPG similar to Basic D&D with modern elements.

814 The Corruption of Skyhorn Lighthouse

Monday 10 AM in 147 for 6 Hours

GM: Muffy Barkocy

Type: RPG

System: Dungeons & Dragons

Edition: 5e

Players: 5

Provided: Characters can be provided by GM

Power Level: 8

Rules Knowledge: Expected

Game Content: Mainstream

Embark on a thrilling underwater adventure in The Corruption of Skyhorn Lighthouse, a Dungeons & Dragons adventure designed for 8th-level characters. Strange creatures are attacking the seas, and the keeper of the lighthouse has been accused of summoning them. Team up with a mysterious triton to uncover the truth, explore dangerous coral caves, and face off against a sinister force lurking in the depths. Will you save the seas or succumb to the darkness? Perfect for fans of mystery, exploration, and epic battles!

815 When Push Comes to Shove

Monday 10 AM in 148 for 4 Hours

GM: Andrés Pérez-Bergquist

Type: RPG

System: Draw Steel

Players: 5

Provided: All characters provided by GM

Power Level: 1st

Variations: None

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

An evil cult seeks to unleash a forgotten horror, and it's up to you to stop them! Trek through dark woods, scale high mountain peaks, and delve into the heart of an ancient dwarven forge to do battle with them and their minions across a variety of 3D terrains with plenty of treacherous drops hungry for enemies to be kicked over the edge. Enjoy robust tactical fantasy combat and learn as you play the highly-anticipated Draw Steel RPG. All characters provided, no prior experience necessary.

816 Drumer and the Whale

Monday 10 AM in 230 for 2 Hours

GM: Arthur Ulfeldt

Type: RPG

System: Cyberpunk

Edition: Cyberpunk RED

Players: 5

Provided: All characters provided by GM

Rules Knowledge: Beginners Welcome

Game Content: Mainstream

Neon glare fades to black water, and something down in Night City Bay is singing—a strange ULF signal pulsing from the deep like a whale with a grudge. A pattern-obsessed dataworker hires your crew for what sounds like simple salvage: get under the waves, find the source, drag it topside, get paid. But in Night City, treasure is never just treasure—it's a trigger, and once you bite, the ocean bites back.



817 Beast Killer Project: Incursion

Monday Noon in 149 for 4 Hours

GM: Lucia Ogle

Type: RPG

System: Dungeons & Dragons

Edition: 5th Edition 2024

Players: 5

Provided: Players must provide own characters

Power Level: Tier 3 (levels 11-16)

Rules Knowledge: Beginners Welcome

Game Content: Family-Friendly

A modern fantasy, written by the GM. Lots of player improv and world-building encouraged.

Horrible things are happening in the port city! Rifts have opened over the city, and monsters like no one has ever seen are tearing everything apart with fists, tendrils, and what-have-you. The high-level wizard and city's unofficial protector is nowhere to be found! Strangest of all, a member of her conservation organization contacted you about imminent inexplicable events just a day before all this happened. What's really going on here? Where have these creatures come from? What does an environmental nonprofit have to do with it all? Will the city be utterly destroyed? Part three of the Beast Killer Project!



If You Don't Get an Official Game... Drop-In Games & Other Options

You have lots of other ways to play at DunDraCon:

- (1) Try the Drop-In D&D Arena – combat games in the Hall of Cities (Miniatures) presented by the Premium Tattoo group. Games start Friday at 1:00 PM, 4:00 PM, and 7:00 PM; Saturday at Noon, 3:00 PM, and 7:00 PM; and Sunday at Noon. They run three hours each (or maybe less if your character is unlucky).
- (2) Join Blades in the Dark for roleplaying games of last resort, starting at 11:00 AM and 7:00 PM on Saturday and Sunday. Go to the Info Table ten to twenty minutes before these times to get in the queue. These games are full of action, going for up to four hours.
- (3) Official games often have vacancies, and GMs are generally happy to fill out their rosters with folks new to the experience. Check the Hall of Cities and the game rooms in the North Tower at the scheduled start time to see if you can find a spot.
- (4) You can play in Pathfinder Society games in the Prospector Suite if they have any vacancies. It's generally best to sign up ahead of time, but you might be able to slip in.
- (5) Go to the Protospiel room (Salon 4 of the California Ballroom), where developing games are tested. If you play, you'll get raffle tickets for prize drawings, as well as the chance to try games that might eventually show up in crowd funding or on store shelves. You might even find your name in the published rule book in that case, because many times, the play-testers show up in the credits. And there might be snacks...
- (6) Cruise open gaming areas (Salon A on Saturday, Salons D and E Friday through Sunday, and the hall tables and the Sedona Room all convention) for games with PLAYERS WANTED signs.
- (7) Set up your own game in one of the open gaming areas – with a PLAYERS WANTED sign, of course.

Success favors the bold and the lucky. Be both!



DunDraCon 49 Event Locations Map

