

OFF-ON

DOT MATRIX WITH STEREO SOUND

BATTERY

1987 DRAGON CON 2021

# GAMING GUIDE

CELEBRATING 35 YEARS OF  
FANDOM, GAMING, AND FUN.

Dragon Con 2021



SELECT

START



PHONES

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## LOCATIONS

Gaming Registration .....	AmericasMart Building 1, 2nd Floor, South Hall (Just inside the main hall from the Westin Hotel)
Board Games .....	AmericasMart Building 1, 2nd Floor, South Hall
Campaign Role-Playing Games .....	Westin Savannah Ballroom and AmericasMart Building 1, 3rd Floor.
Collectable Card Games .....	AmericasMart Building 1, 2nd Floor, West Hall
Demonstrations .....	AmericasMart Building 1, 2nd Floor, South Hall
Joystick Gamebar Arcade Games .....	161 Peachtree Center Ave NE, Atlanta, GA 30303, 10AM – 4AM daily
LAN Gaming and Tournaments.....	AmericasMart Building 1, 2nd Floor, West Hall
LARP .....	Westin, 12th Floor, Piedmont 1-8
Miniatures Games .....	AmericasMart Building 1, 3rd Floor
Non-Campaign Role-Playing Games (Bridge Entrance) .....	AmericasMart Building 1, 2nd Floor, West Hall
Open Gaming .....	AmericasMart Building 1, 8AM to 2AM Westin, 10th Floor, Savannah Ballroom
Table Top Panels .....	Westin, 7th Floor, Augusta 1, 2, 3
Video Gaming Panels.....	Westin, 7th Floor, Augusta A/B and Augusta E/F/G/H
War College / NDMG .....	Westin, 7th Floor, Augusta C/D
Werewolf / Social Deception Gaming.....	Westin, 14th Floor, Ansley 1-8

## CREDITS

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### Director of Campaign RPG's

Brooks Banks .....

### Director of Collectable Card Games

Jim Colson .....

### Director of E-Tournaments

Joseph Monaco .....

### Director of LAN Gaming

Gail Reese.....

### Director of Table Top Gaming

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### Director of Gaming Registration

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Helpful Human to Have Around .....

## GAMING INTRODUCTION

Due to renovations and permanent construction at AmericasMart building 1 and Covid-19 policies, Gaming is changed somewhat for 2021. Please see the previous section labeled “Locations” to locate the different gaming groups.

There are no gaming events located on the first floor of AmericasMart Building 1. To access all the gaming sections please take the escalator up one level if entering from Peachtree Street. Access can also be gained via the skybridge from the Westin Hotel on the 6th floor of the Westin Hotel. AmericasMart Building 1 will not be available 24 hours a day for gaming during the convention. The building will close at 2AM and reopen at 8AM to allow time for cleaning overnight. 24 hour space is available for gamers in the Westin Hotel in the Savannah Ballroom on the 10th floor. Gamers will be permitted to check out board games overnight.

The *War College/National Security Decision Making Game*, Campaign Role-Playing Games, Live Action Role-playing games, *Werewolf*, and other social deception games, Video Gaming Programming, and Table Top Programming are located in the Westin Hotel, next to AmericasMart Building 1 and accessible via skybridge from the second floor of AmericasMart Building 1 and the 6th floor of the Westin.

During the parade on Saturday morning the Peachtree Street entrance will likely be problematic so the John Portman Boulevard entrance will also be open.

We will have the usual maps included in our *Quick Start Guide*, our mobile app and the Gaming Guide to help you navigate. There is also signage that will help direct you to the proper floor, meeting room or area. If all else fails and you have trouble finding where you need to be please ask a helpful volunteer at Gaming HQ/Registration located on the AmericasMart side of the bridge connecting the AmericasMart with the Westin Peachtree Plaza Hotel and inside the AmericasMart in the North Hall. Gaming Registration will be open Thursday at 4PM and also every day of the convention at 8AM.

You can access our massive library of board games for \$10 and borrow any game we have. Board game access also allows you play of any *Werewolf* game at the convention the entire weekend. Members interested in playing just *Werewolf* games will also need to purchase a board game pass.

In order to play some events you will need an event ticket. Most event tickets are \$5.00 but there are many free demonstration games and a handful are more expensive. There are also Collectable Card Game tournaments that charge more and those tickets usually include the cards you will use and keep in your games. You can also purchase generic tickets that are usable at any event. If an event is sold out you can show up for that event with a generic ticket and if anyone with a “real” ticket for that event does not show up you will be able to step in. Other tournaments will be able to add additional space as needed. This is particularly true for the larger events where there is more of a chance of a no show or cancellation.

We collect admission fees for events to fund prizes for most events. We award “Dealer Coins” to the winners of some events that can be used as credit in the Exhibition Halls in the AmericasMart and the Dragon Con Stores in the Marriott, Sheraton and the AmericasMart. Each coin is valued at \$5 in credit.

## WAR COLLEGE / NDMG

The fine folks at the *NSDMG (National Security Decision Making Game)* will return to the convention this year. They will be running different formats of their games and doing some great seminars and presentations. If you pay attention to the news or current events, or have an interest in military and geopolitical history and/or contemporary affairs, it is a hoot!

The *National Security Decision Making Game (NSDMG)* is a political, military, and economic roleplaying game that uses gaming as an entertaining medium to inform players of contemporary, historical and futuristic geopolitical, military and economic issues.

The idea behind the *NSDM* game is: “You players are the Congress. You over there, you’re the Cabinet. You folks in the corner are the Joint Chiefs. This guy’s the President. The scenario is that it’s the world as you know it today. Fix it. You may start now.”

There are new issues and problems explored and different nations in play in every game, showing a range of real issues across the world and modeling a number of different political systems. Can you affect Iran as the US? Can you take the Ukraine playing Russia? And how to you solve a problem like Korea?

In addition to trying to fix the world as it is today, the *NSDM* staff will also be running a game with SciFi themes set in the near future, the consequences of instability in North Korea and the unrest & conflict in Russia and Saudi Arabia.

The *NSDM* lecture series will follow up on the performance from the last five years with detailed presentations covering contemporary and historical geopolitical and military topics, including prominent World War I and II anniversaries, developing technology in combat, terrorism and destructiveness. Discussions of contemporary Russia (hint: they are not our friends,) Cyberwar and its impact on global conflict and separating fact from fiction concerning Chernobyl.

Full details can be found at [nsdmg.org](http://nsdmg.org). *NSDM* is also on Facebook, where they frequently post links to, and discuss, articles of general and national security interest: [facebook.com/pages/The-National-Security-Decision-Making-Game/187557132044](https://facebook.com/pages/The-National-Security-Decision-Making-Game/187557132044).

Located in rooms Augusta C and D in the Westin Peachtree Plaza Hotel, 7th floor.

## SUNMESA EVENTS

Sunmesa Events has partnered with Dragon Con to host more Card Game events than you can possibly play. There will also be cube drafts featuring Star Trek and Lord of the Rings. Magic: The Gathering with sealed drafts in over ten different formats including 24 different boosters from throughout Magic's history, plus lots of single elimination tournaments. Endless drafts, tournaments for complete sets of foils, and one of a kind prizes will also be available. Dozens of free, casual and learn to play events, all supported by expert judges and staff. Located in AmericasMart Building 1, Floor 2 in the West Hall

## VIDEO GAMING

Tournaments available for Dragon Con 2021:

- ✧ All tournaments will be held in AmericasMart Building 1 on the second floor.
- ✧ *Overwatch*: This is a \$50 entry event (\$10 per player on each team), taking place on Saturday September 4th @ 4PM EST.
- ✧ *MTG Arena*: This is a \$20 entry event, taking place on Sunday September 5th @ 4PM EST.
- ✧ *Mario Kart 8 Deluxe Singles*: This is a \$10 entry event, taking place Friday September 3rd @ 4PM EST. There will be a player cap of 64 players.
- ✧ *Mario Kart 8 Deluxe Doubles*: This is a \$20 entry event (\$10 per player on each team), taking place Friday September 3rd @ 8PM EST. There will be a player cap of 32 teams.
- ✧ *Pokemon Unite (5v5)*: This is a \$50 entry event (\$10 per player on each team), taking place on Saturday September 4th @ 4PM EST.
- ✧ *Dragonball FighterZ*: This is a \$10 entry event, taking place Saturday September 4th @ 8PM EST. There will be a player cap of 64 players.
- ✧ *Tekken 7*: This is a \$10 entry event, taking place Sunday September 5th @ 4PM EST. There will be a player cap of 64 players.
- ✧ *Guilty Gear Strive*: This is a \$10 entry event, taking place Sunday September 5th @ 8PM EST. There will be a player cap of 64 players.
- ✧ *Super Smash Bros Ultimate Doubles*: This is a \$20 entry event (\$10 per player on each team), taking place Friday September 3rd @ 6PM EST. There will be a player cap of 32 teams.
- ✧ *Super Smash Bros Ultimate Singles*: This is a \$10 entry event, starting on Saturday September 4th @ 1PM EST for pools upto top 24. Top 24 will take place Sunday September 5th @ 2PM EST. There will be a player cap of 128 players.

Pre-Registration for all the events listed above can be found at <https://smash.gg/dragoncon2021>.

# DRAGON CON'S RETRO ARCADE AT JOYSTICK'S POPUP GAMEBAR

40 classic cabinets and pinball all on free play.  
Entry requires a Dragon Con badge or \$10 cover.  
Arcade and bar open till 4am every night.

*Tekken Tag Tournament* ~ New Bracket every day  
Sign up starts @ 1pm

\$5 Sack Lunch ~ All Day

Rock Band Karaoke ~ 6pm to 10pm

DJ Dance Party ~ 11pm to 4am every night

Late Night Food ~ 10pm to 4am



THURSDAY - SUNDAY  
10AM - 4AM  
161 PEACHTREE CENTER AVENUE





## BOARD GAMES

### Board Games Membership

DragonCon Board Gaming Membership. \$10 allows unlimited Checkout/Play from DragonCon Board Games Library

**System:** Board Gaming Ribbon  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 72 hours  
**Cost:** \$10.00

### Ascension Main Event

Entry Fee: \$15 Multiplayer tournament. Promo card to all players. Playmat to 1st plus Prize Tickets based on entries. Rules Edition: Skulls & Sails.

**System:** Ascension  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 7:00 PM, Sat 7:00 PM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$15.00  
**GameMaster:** Glenn Godard

### Crokinole Demo

Crokinole is a disk-flicking dexterity board game. Come see custom boards and learn to play this family friendly Dexterity Game,

**System:** Crokinole  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Fri 1:00 PM, Fri 6:00 PM, Sat 9:00 AM, Sat 1:00 PM, Sat 6:00 PM, Sun 9:00 AM, Sun 1:00 PM, Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Mark Freitag

### Settlers of Catan Tournament

Come face off against DragonCon's best Catan Players. Prizes awarded to each Daily Tournament Winner

**System:** Settlers of Catan  
**Difficulty:** Basic  
**Required Experience:** Extensive  
**Sessions:** Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM  
**Duration:** 6 hours  
**Cost:** \$10.00  
**GameMaster:** Shaunnen Drake

## COLLECTIBLE CARD GAMES

### 7 Wonders

New players and experienced players welcome. Rules will be taught. 1 to 7 players. 1 hour. CCG Area. Monday, 9/2/19 1:00PM.

**System:** 7 Wonders  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Mon 1:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

### Arkham Horror LCG

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 1:00PM.

**System:** Arkham Horror, LCG  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 1:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

### Android: Netrunner

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 10:00AM.

**System:** Android: Netrunner  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Sun 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

### Beyond the Sun

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Sunday, 9/5/21 1:00PM.

**System:** Beyond the Sun  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 1:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Cartographers**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 8 players. 2 hours. CCG Area. Friday, 9/3/21 10AM.

**System:** Cartographers  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Century Spice Road**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Saturday, 9/4/21 6:00PM.

**System:** Century Spice Road  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Clank**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 2 hours. CCG Area. Saturday, 9/4/21 2:00PM.

**System:** Clank  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 2:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Coal Baron: The Great Card Game**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 6:00PM.

**System:** Coal Baron: the Card Game  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Elder Sign**

Rose Tatu Productions Presents: Elder Sign New players and experienced players welcome. Rules will be taught. 1 to 6 players. 2 hours. CCG Area. Thursday, 9/2/21 6:00PM.

**System:** Elder Sign  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Fields of Green**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 10:00AM.

**System:** Fields of Green  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Food Chain Magnate (Intro Game)**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 2:00PM.

**System:** Food Chain Magnate (Intro Game)  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Sun 2:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Heart of Crown**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 6:00PM.

**System:** Heart of Crown  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### **Highlander CCG Lean and Mean type 2**

Lean and Mean Type 2 tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 2:00 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander CCG Type 1 constructed**

Highlander CCG Type 1 constructed tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander CCG Type 1 constructed**

Type 1 Constructed tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 2:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander CCG Type 1 constructed**

Type 1 Constructed tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 12:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander CCG Type 2 constructed tournament**

Highlander CCG Type 2 constructed tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander CCG Type 2 constructed tournament**

Highlander CCG type 2 constructed tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander True Q tournament**

No pre game Q's allowed. No double elimination - if you behead someone get there ability rest of the tournament - play till there is only one!

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 6:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander True Q tournament**

No pre game Q's allowed. No double elimination - on killing another immortal you get a copy of that immortal in your pre game which can't be removed. Play tell only 1

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander Type 1 cube event**

Type 1 cubed - all material provided

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 2:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander Type 1 cube event**

All material provided. Type 1 cube event all welcome

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 2:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Highlander Type 2 cube**

Type 2 cube event - product supplied

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### **Istanbul**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 6:00PM.

**System:** Istanbul  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### **Lord of the Rings TCG Cube Draft**

Play Lord of the Rings TCG. It's free to play and no cards or tokens required! Everything will be provided, just show up and draft cards into a playing deck.

**System:** LotRTCG  
**Difficulty:** Easy  
**Required Experience:** Some  
**Sessions:** Fri 1:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Phillip Gladney

---

### **Lord of the Rings TCG Sealed Event**

Sealed Product Draft. Cost is \$10/player. Players get 1 Two Towers starter deck along with one Fellowship booster and 1 TT draft pack for drafting. Nothing else needed

**System:** LotRTCG  
**Difficulty:** Easy  
**Required Experience:** Some  
**Sessions:** Sun 1:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Phillip Gladney

---

### ***Lorenzo Il Magnifico***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Friday, 9/3/21 5:00PM.

**System:** Lorenzo Il Magnifico  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 5:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Lorenzo Il Magnifico***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Sunday, 9/5/21 5:00PM.

**System:** Lorenzo Il Magnifico  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Sun 5:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Lost Ruins of Arnak***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Saturday, 9/4/21 1:00PM

**System:** Lost Ruins of Arnak  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Luxor***

New players and experienced players welcome. Rules will be taught. 1 to 5 players. Plan to play all 2 hours. CCG Area. Saturday, 9/4/21 6:00PM.

**System:** Luxor  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Machi Koro***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 1 hours. CCG Area. Monday, 9/6/21 1:00PM.

**System:** Machi Koro  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Mon 1:00 PM, Mon 2:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Masters of Renaissance***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hour. CCG Area. Monday, 9/6/21 1:00PM.

**System:** Masters of Renaissance  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Mon 1:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***MTG Chaos Draft***

Entry Fee: \$100 [Draft – Elimination] 8 Players will draft from a pool of 24 different boosters, including an Italian Legends booster. Prizes based on standing.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 4:00 PM, Sat 4:00 PM, Sun 4:00 PM  
**Duration:** 3 hours  
**Cost:** \$100.00  
**GameMaster:** Glenn Godard

---

### ***MTG Commander Sealed***

Entry Fee: \$40 [Preconstructed - Multiplayer] Players get a sealed commander deck and play 2 multiplayer rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Thu 8:00 PM, Fri 8:00 PM, Sat 8:00 PM, Sun 8:00 PM  
**Duration:** 4 hours  
**Cost:** \$40.00  
**GameMaster:** Glenn Godard

---

### ***MTG Commander Sealed Grand Melee***

Entry Fee: \$40 [Preconstructed - Elimination - Multiplayer] Players get a sealed commander deck and play 1 grand melee multiplayer round. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 10:00 AM, Sat 10:00 AM, Sun 10:00 AM  
**Duration:** 4 hours  
**Cost:** \$40.00  
**GameMaster:** Glenn Godard

---

### ***MTG Early Bird Forgotten Realms Sealed***

Entry Fee: \$30 [Sealed – Non-Elimination] Players get 6 Forgotten Realms boosters, build a 40+ card decks, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Thu 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard



## RPG SERIES

# BLACK PHOENIX ALCHEMY LAB INTRODUCES THE RPG SERIES

SCENTS DESIGNED TO EMULATE THE RACE, CLASS AND ALIGNMENT OF YOUR RPG CHARACTERS

BLACK PHOENIX  
ALCHEMY LAB  
INTRODUCES A  
RPG SCENT  
SERIES WITH  
FANTASY RACES  
SUCH AS DWARF,  
HALF-ELF AND  
GNOME; CLASSES,  
SUCH AS ROGUE,  
MAGE AND  
FIGHTER; AND  
ALIGNMENTS,  
SUCH AS GOOD,  
EVIL, LAWFUL  
AND CHAOTIC.

ALL PERFUME  
OILS ARE FULLY  
LAYERABLE, SO  
YOU CAN WEAR  
THEM ALONE OR  
RECREATE YOUR  
FAVORITE RPG  
CHARACTER.



## Booth 1419!

BLACK PHOENIX  
TRADING POST'S  
ATMOSPHERE  
SPRAYS ARE  
INSPIRED BY RPG  
LOCATION TROPES:  
ENTERING A  
MUSTY CRYPT?  
WE'VE GOT THE  
SCENT FOR YOU!  
CONFRONTING A  
CULT OF NEFARI-  
OUS EVILDOERS?  
SHOOT A BIT OF  
UNSPEAKABLY EVIL  
TEMPLE INTO THE  
AIR!



## BLACK PHOENIX ALCHEMY LAB



EXTRAORDINARY SCENTS FOR EXTRAORDINARY PEOPLE

[WWW.BLACKPHOENIXALCHEMYLAB.COM/RPG.HTML](http://WWW.BLACKPHOENIXALCHEMYLAB.COM/RPG.HTML)  
[WWW.BLACKPHOENIXTRADINGPOST.COM/RPGSPRAY.HTML](http://WWW.BLACKPHOENIXTRADINGPOST.COM/RPGSPRAY.HTML)

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### **MTG Forgotten Realms Sealed**

Entry Fee: \$30 [Sealed – Rated – Non-Elimination] Players get 6 Forgotten Realms boosters, build a 40+ card deck, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 12:00 PM, Sat 12:00 PM, Sun 12:00 PM  
**Duration:** 4 hours  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard

---

### **MTG Kaldheim Sealed**

Entry Fee: \$30 [Sealed – Non-Elimination] Players get 6 Kaldheim boosters, build a 40+ card decks, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 6:00 PM  
**Duration:** 1 hour  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard

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### **MTG Last Chance Sealed**

Entry Fee: \$30 [Sealed – Rated – Non-Elimination] Players get 6 Forgotten Realms boosters, build a 40+ card deck, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Mon 12:00 PM  
**Duration:** 4 hours  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard

---

### **MTG On-Demand Box Sealed**

Entry Fee: \$115 [Sealed – On-Demand] 4 Players each get box of draft boosters from which to make a 40+ card deck and play round robin. Prizes based on standing.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM  
**Duration:** 3 hours  
**Cost:** \$115.00  
**GameMaster:** Glenn Godard

---

### **MTG On-Demand Draft**

Entry Fee: \$16 [Draft – Elimination – On-Demand] 8 Players draft out three boosters, build 40+ card decks, and play in an elimination bracket. Prizes based on standing.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM  
**Duration:** 3 hours  
**Cost:** \$16.00  
**GameMaster:** Glenn Godard

---

### **MTG Strixhaven Sealed**

Entry Fee: \$30 [Sealed – Non-Elimination] Players get 6 Strixhaven boosters, build a 40+ card decks, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard

---

### **MTG Two-Headed Giant Forgotten Realms Sealed**

Entry Fee: \$60 [Sealed – Non-Elimination] Teams get 12 Forgotten Realms boosters, build 2 40+ card decks, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 2:00 PM, Sat 2:00 PM, Sun 2:00 PM  
**Duration:** 4 hours  
**Cost:** \$60.00  
**GameMaster:** Glenn Godard

---

### **MTG Zendikar Rising Sealed**

Entry Fee: \$30 [Sealed – Non-Elimination] Players get 6 Zendikar Rising boosters, build a 40+ card decks, and play 4 rounds. Prizes based on match record.

**System:** MtG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$30.00  
**GameMaster:** Glenn Godard

---

### **My Village**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 10AM.

**System:** My Village  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### **Notre Dame**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 2:00PM.

**System:** Notre Dame  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 2:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### **Port Royal**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. We will play multiple games as time allows. CCG Area. Monday, 9/6/21 10:00AM.

**System:** Port Royal  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Mon 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu  
Productions Game Host

---

### **San Juan**

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Saturday, 9/4/21 10:00AM

**System:** San Juan  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu  
Productions Game Host

---

### **Snowdonia**

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Saturday, 9/4/21 5:00PM.

**System:** Snowdonia  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Sat 5:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu  
Productions Game Host

---

### **SRG Supershow - Cosmic Crusaders Draft**

Champions of our solar system face off to decide who's best in the only way possible: pro wrestling! Choose your champion and enter the ring! \$20 entry, keep your deck!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 7:30 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** \$20.00  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### **SRG Supershow - Demo (Friday)**

Supershow: The Game brings the action of pro wrestling to the table! Whether you are a wrestling fan, or you just enjoy gameplay, Supershow has something for everyone!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 10:00 AM, Fri 10:30 AM, Fri 11:00 AM, Fri 11:30 AM, Fri 12:00 PM, Fri 12:30 PM, Fri 2:30 PM, Fri 3:00 PM, Fri 3:30 PM, Fri 4:00 PM, Fri 4:30 PM, Fri 5:00 PM, Fri 5:30 PM  
**Duration:** 30 minutes  
**Cost:** Free  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### **SRG Supershow - Demo (Monday)**

Supershow: The Game brings the action of pro wrestling to the table! Whether you are a wrestling fan, or you just enjoy gameplay, Supershow has something for everyone!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Mon 10:00 AM, Mon 10:30 AM, Mon 11:00 AM, Mon 11:30 AM, Mon 12:00 PM, Mon 12:30 PM, Mon 2:30 PM, Mon 3:00 PM, Mon 3:30 PM, Mon 4:00 PM, Mon 4:30 PM, Mon 5:00 PM  
**Duration:** 30 minutes  
**Cost:** Free  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

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### **SRG Supershow - Demo (Saturday)**

Supershow: The Game brings the action of pro wrestling to the table! Whether you are a wrestling fan, or you just enjoy gameplay, Supershow has something for everyone!

**System:** Supershow  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 10:00 AM, Sat 10:30 AM, Sat 11:00 AM, Sat 11:30 AM, Sat 12:00 PM, Sat 12:30 PM, Sat 2:30 PM, Sat 3:00 PM, Sat 3:30 PM, Sat 4:00 PM, Sat 4:30 PM, Sat 5:00 PM, Sat 5:30 PM  
**Duration:** 30 minutes  
**Cost:** Free  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### **SRG Supershow - Demo (Sunday)**

Supershow: The Game brings the action of pro wrestling to the table! Whether you are a wrestling fan, or you just enjoy gameplay, Supershow has something for everyone!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 2:30 AM, Sun 10:00 AM, Sun 10:30 AM, Sun 11:00 AM, Sun 11:30 AM, Sun 12:00 PM, Sun 12:30 PM, Sun 3:00 PM, Sun 3:30 PM, Sun 4:00 PM, Sun 4:30 PM, Sun 5:00 PM, Sun 5:30 PM  
**Duration:** 30 minutes  
**Cost:** Free  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### ***SRG Supershow - Dragon Con Championship Tournament!***

The Main Event of the convention! The Dragon Con Champion will be crowned as Supershow: The Game presents the DC Tournament. Get in the ring & be part of the Supershow!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 7:30 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** Free  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### ***SRG Supershow - Payoff Pack Draft***

Supershow The Game brings the action of pro wrestling to the table! Tonight: the Legendary Fighting Federation brings you a fun draft to welcome you to the Supershow!

**System:** Supershow  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 7:30 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** \$30.00  
**GameMaster:** Jonathan Thew and Jeremy Steigerwald

---

### ***Star Wars CCG Cube Draft***

Play Star Wars CCG at DragonCon! Free to play and no cards required. All resources provided. Simply draft a deck and enjoy.

**System:** SWCCG  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 1:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Phillip Gladney

---

### ***Terraforming Mars***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Friday, 9/3/21 1:00PM.

**System:** Terraforming Mars  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:**  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Terraforming Mars***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Saturday, 9/4/21 1:00PM.

**System:** Terraforming Mars  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Terraforming Mars***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Friday, 9/3/21 10:00AM.

**System:** Terraforming Mars  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Fri 10:00 AM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***The Crew: The Quest for Planet 9***

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 6:00PM.

**System:** The Crew  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Ticket to Ride***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Friday, 9/3/21 2:00PM

**System:** Ticket to Ride  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 2:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Ticket to Ride***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Sunday, 9/5/21 6:00PM.

**System:** Ticket to Ride  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Ticket to Ride: Italy***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours. CCG Area. Saturday, 9/4/21 2:00PM

**System:** Ticket to Ride  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 2:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Tuscany***

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours. CCG Area. Saturday, 9/4/21 10:00AM

**System:** Tuscany  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host



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### ***Tybor the Builder***

New players and experienced players welcome. Rules will be taught. 1 to 8 players. We will play multiple games as time allows. CCG Area. Monday, 9/6/21 10:00AM.

**System:** Tybor the Builder  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Mon 10:00 AM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Type 1 Sealed deck - product provided***

Highlander CCG - Type 1, 1 start and 3 boosters - sealed deck tournament

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 2:00 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### ***Type 1 Sealed deck - product provided***

Type 1 Constructed tournament, product provided

**System:** Highlander  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 2:00 PM  
**Duration:** 3 hours 30 minutes  
**Cost:** Free  
**GameMaster:** Jason Hasis

---

### ***Underwater Cities***

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours. CCG Area. Friday, 9/3/21 1:00PM.

**System:** Underwater Cities  
**Difficulty:** Complex  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host



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### ***Vampire: The Eternal Struggle***

New players and experienced players welcome. Rules will be taught. 1 to 5 players. 2 hours. CCG Area. Sunday, 9/5/21 5:00PM.

**System:** V:TES  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 5:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Welcome to...***

New players and experienced players welcome. Rules will be taught. 1 to 8 players. We will play multiple games as time allows. 2 hours. CCG Area. Thursday, 9/2/21 6:00PM.

**System:** Welcome To...  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

---

### ***Wingspan***

New players and experienced players welcome. Rules will be taught. 1 to 5 players. 2 hours. CCG Area. Sunday, 9/5/21 6:00PM.

**System:** Wingspan  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Rose Tatu Productions Game Host

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### ***Dragon Con Mobile App***

Dragon Con is excited to announce the return of our free mobile app for iOS, Android, Blackberry, and mobile internet browsers. Point your web browser to [m.core-apps.com/dragoncon21](http://m.core-apps.com/dragoncon21) download your app from the the iTunes or Android market today by looking for "Dragon Con," or use the QR code to the left.

Make sure you check out the "Gaming Events icon on the homescreen for all the latest event scheduling!

## MINIATURES GAMES

### ***Battle for the Throne***

Have you ever wanted to conquer a medieval kingdom but on a miniature scale? Lead your own House and defeat rivals through battle, siege, and diplomacy. Become a Monarch!

**System:** De Bellis Antiquitatis  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 1:30 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Thomas E Thomas

### ***BattleTech: Battle on New Avalon 3067***

Battle on New Avalon 3067: the 22nd Avalon Hussars vs. the Death Commandos

**System:** Catalyst: BattleTech  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Sat 7:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Elias Kakesh

### ***BattleTech: Bootcamp***

Come learn to play Battletech! Rules will be taught using the latest Battletech Intro box set.

**System:** Catalyst: BattleTech  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sun 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Rob Moore

### ***BattleTech: Bootcamp***

Come learn to play Battletech! Rules will be taught using the latest Battletech Intro box set.

**System:** Catalyst: BattleTech  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Chris Keaton

### ***BattleTech: Bootcamp***

Come learn to play Battletech! Rules will be taught using the latest Battletech Intro box set.

**System:** Catalyst: BattleTech  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Alex Hathcock

### ***BattleTech: Clan Ghost Bear vs. Fedcom***

The once peaceful world of Cyrek's Beacon has become the latest warzone of the Clan's Crusade across the Inner Sphere!

**System:** Catalyst: BattleTech  
**Difficulty:** Detailed  
**Required Experience:** Extensive  
**Sessions:** Sat 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Alex Hathcock

### ***BattleTech: Com Guard vs. Wolf's Dragoons***

Hate runs deep between these two factions. Come help settle the score!

**System:** Catalyst: BattleTech  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Sun 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Chris Keaton

### ***BattleTech: Friday Night Fights Kill and Take!***

This will be a free for all Battletech game. You get to keep the miniature of any kills you make.

**System:** Catalyst: BattleTech  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 7:00 PM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Alex Hathcock

### ***BattleTech: War of 3039***

This will be a War of 3039 scenario. The Grey Death Legion vs. House Kurita's 1st Ghost.

**System:** Catalyst: BattleTech  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Fri 11:00 AM  
**Duration:** 6 hours  
**Cost:** Free  
**GameMaster:** Elias Kakesh

### ***General Quarters 3 - WWII Naval miniatures. 2nd Battle of Narvik!***

You made it through the 1st Battle of Narvik... Now the British are coming back for round two, and they want their port back! No experience necessary.

**System:** General Quarters 3  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Curtis Sharpe

---

### ***In the Grim Darkness of Sunday Afternoon, there is only Techno-Fantasy***

Imperial Guard and Imperial Space Marines stand together against Traitor Marines and Ork Mercenaries!

**System:** Homemade Rules Set  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 1:30 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Thomas E Thomas

---

### ***Of Rats and Men***

The human Holy Empire is besieged by a vast horde of foul Rat-Men from below the earth. Will steam, steel, and gunpowder prevail against raw numbers and twisted science?

**System:** De Bellis Antiquitatis  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 1:30 PM  
**Duration:** 3 hours  
**Cost:** Free  
**GameMaster:** Thomas E Thomas

---

### ***Paint & Take - Advanced Workshop - Basing***

Sean Twiddy will demonstrate various ways to bring a miniature to life through basing with base rocks, basing sand and gravel, shrubberies, grass scatter flock, & tufts.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 1:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Sean Twiddy

---

### ***Paint & Take - Advanced Workshop - Basing***

Sean Twiddy will demonstrate various ways to bring a miniature to life through basing with base rocks, basing sand and gravel, shrubberies, grass scatter flock, & tufts.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 1:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Sean Twiddy

---

### ***Paint & Take - Advanced Workshop - Edge Highlighting***

Nicholas Leclerc will demonstrate how to make your edge highlight pop. The class will cover topics like side-brush highlighting & pinpointing your brush for tight lines.

**System:** Paint & Take - Instructional  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Fri 5:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Nicholas Leclerc

---

### ***Paint & Take - Advanced Workshop - Faces & Skin***

Sean Twiddy will demonstrate advanced techniques & methods to bring a miniature to life. He will discuss painting skin with emphasis on bringing out the best in faces.

**System:** Paint & Take - Instructional  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Fri 11:00 AM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Sean Twiddy

---

### ***Paint & Take - Advanced Workshop - Faces & Skin***

Sean Twiddy will demonstrate advanced techniques & methods to bring a miniature to life. He will discuss painting skin with emphasis on bringing out the best in faces.

**System:** Paint & Take - Instructional  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Sat 11:00 AM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Sean Twiddy

---

### ***Paint & Take - Advanced Workshop - Non-Metallic Metals***

Nicholas Leclerc will demonstrate how to paint metal without using metallic paint (NMM). You will learn tips and tricks to making black, white, & colors appear as metal.

**System:** Paint & Take - Instructional  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Sat 5:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Nicholas Leclerc

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Chad Woyce will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 11:00 AM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chad Woyce

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Chad Woyce will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chad Woyce

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Chad Woyce will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 11:00 AM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chad Woyce

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Chad Woyce will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chad Woyce

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Will Newberry will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Will Newberry

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting***

Will Newberry will demonstrate the various techniques & methods to bring a miniature to life including base coating, shading, and highlights.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Will Newberry

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting for Kids***

Brandy Pethel will demonstrate the various techniques & methods to bring a miniature to life. This class is geared for our younger miniature gamers.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### ***Paint & Take - Beginner Workshop - Intro to Miniature Painting for Kids***

Brandy Pethel will demonstrate the various techniques & methods to bring a miniature to life. This class is geared for our younger miniature gamers.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### ***Paint & Take - Golden Dragon Miniature Painting Competition - Speed Paint Session 1***

New this year! Participate in the first speed paint competition in one of two sessions. Both sessions will have the same miniature, paints, & brushes. Award for 1st prize.

**System:** Paint & Take - Golden Dragon Miniature Painting Competition  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 11:00 AM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### ***Paint & Take - Golden Dragon Miniature Painting Competition - Speed Paint Session 2***

New this year! Participate in the first speed paint competition in one of two sessions. Both sessions will have the same miniature, paints, & brushes. Award for 1st prize.

**System:** Paint & Take - Golden Dragon Miniature Painting Competition  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 1:00 PM  
**Duration:** 1 hour  
**Cost:** \$5.00  
**GameMaster:** Brandy Pethel

---

### ***Paint & Take - Golden Dragon Miniature Painting Competition Awards***

Enter a Paint & Take miniature in one of three categories: Paint & Take (adults), Youngbloods (ages 11-17), & Hatchlings (under 10). Award for 1st place in each category.

**System:** Paint & Take - Golden Dragon Miniature Painting Competition  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### ***Paint & Take - Intermediate Workshop - Blending***

Chris Faulkenberry will demonstrate blending techniques to achieve smooth transitions in paint color to include layering and feathering.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chris Faulkenberry



---

### **Paint & Take - Intermediate Workshop - Blending**

Chris Faulkenberry will demonstrate blending techniques to achieve smooth transitions in paint color to include layering and feathering.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sun 3:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chris Faulkenberry

---

### **Paint & Take - Intermediate Workshop - Eyes**

Chris Faulkenberry will demonstrate techniques for painting eyes on a miniature.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 5:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chris Faulkenberry

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### **Paint & Take - Intermediate Workshop - Eyes**

Chris Faulkenberry will demonstrate techniques for painting eyes on a miniature.

**System:** Paint & Take - Instructional  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 5:00 PM  
**Duration:** 1 hour  
**Cost:** Free  
**GameMaster:** Chris Faulkenberry

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### **Paint & Take - Open Paint Day 1 (Thursday)**

Paint a miniature and take it home with you. Find the Paint & Take in Mart 1, 3rd floor. Free while supplies last. Charity donations accepted for premium miniatures.

**System:** Paint & Take - Open  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Thu 4:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### **Paint & Take - Open Paint Day 2 (Friday)**

Paint a miniature and take it home with you. Find the Paint & Take in Mart 1, 3rd floor. Free while supplies last. Charity donations accepted for premium miniatures.

**System:** Paint & Take - Open  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 11:00 AM  
**Duration:** 9 hours  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### **Paint & Take - Open Paint Day 3 (Saturday)**

Paint a miniature and take it home with you. Find the Paint & Take in Mart 1, 3rd floor. Free while supplies last. Charity donations accepted for premium miniatures.

**System:** Paint & Take - Open  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 11:00 AM  
**Duration:** 9 hours  
**Cost:** Free  
**GameMaster:** Brandy Pethel

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### **Paint & Take - Open Paint Day 4 (Sunday)**

Paint a miniature and take it home with you. Find the Paint & Take in Mart 1, 3rd floor. Free while supplies last. Charity donations accepted for premium miniatures.

**System:** Paint & Take - Instructional  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 11:00 AM  
**Duration:** 7 hours  
**Cost:** Free  
**GameMaster:** Brandy Pethel

---

### **Rangers of Shadow Deep: Mission 1 - The Missing**

A co-operative tabletop miniatures game, in which players create their ranger, gather companions, and play through missions. Everything needed to play is provided.

**System:** Rangers of Shadow Deep  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 2:00 PM, Sun 2:00 PM, Sun 4:00 PM  
**Duration:** 2 hours  
**Cost:** Free  
**GameMaster:** Colonel Snake

---

### **Star Wars Miniatures: Learn to Play**

Learn to play any of the 3 Star Wars miniatures games: X-Wing, Armada, or Legion

**System:** X-Wing Miniatures  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM  
**Duration:** 8 hours  
**Cost:** Free  
**GameMaster:** David Lambricht

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### **Zombie Judgement**

Help save and evacuate local civilians from being turned into the shambling masses of zombies in an adventure designed for those looking to start gaming.

**System:** Homemade Rules Set  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 8:00 AM, Fri 1:00 PM, Sat 8:00 AM, Sat 1:00 PM, Sun 8:00 AM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Christopher Gearhart

## ROLE-PLAYING GAMES (CAMPAIGN)

This year, Campaign Gaming will be offering five signature campaign offerings, four of which have been extremely successful in years past, and one new offering. Returning campaigns include Catalyst Lab's *ShadowRun Missions* (SRM/CMP), Paizo's *Pathfinder Society* (PFS) and *Starfinder Society* (SFS), and WotC's *D&D Adventurers League* (DDAL). The one new campaign offering this year is *Torg Eternity*. At present, we do not have a firm commitment on the specific events that will be offered, as release schedules for events have not been finalized by the various companies that offer Campaign style gaming.

We will be offering both in-person gaming and Virtual gaming content this year. *DDAL*, *SRM*, and *DCM* will all offer in-person gaming at the convention. *DDAL* will also offer virtual gaming content, while *PFS/SFS* will be exclusively virtual for this year's show.

Virtual gaming content can be found at TableTopEvents: <https://tabletop.events/conventions/dragon-con-rpg-2021>, and will have a separate 'badge' and 'event' cost. Participants do not need a Dragon Con in-person membership to participate.

In-person gaming content can be found on our standard Gaming Registration site: <http://gaming.dragoncon.org>, and will of course require a Dragon Con in-person membership to participate. In addition, all in-person event schedule will be available via the Dragon Con 2021 app.

When current release schedules are available (ensuring the ability to provide the newest event scenarios, while being able to guarantee these scenarios will be received in a timely fashion for the show), we will update the Gaming Registration website and the TableTopEvents websites.

## CAMPAIGN INFORMATION

### *D&D Adventurers League (DDAL)*

*D&D Adventurers League* Events uses the *Dungeons and Dragons* 5th Edition Rules. For all *D&D Adventurers League* Events, participation requires membership in the RPGA/DCI and a character created using the Character Creation Guidelines available from the following website: <http://www.dndadventurersleague.org>. Please refer to this website for additional information.

*D&D OnDemand*, under the *DDAL* umbrella, are scheduled 2-hour events for those who are wanting an introduction to *D&D Adventurers League*, or even just to 5th Edition *D&D*, or just have a couple hours to kill. These events are geared towards new characters and new players. Pre-generated characters, basic rules, dice, and pencils will be provided for those who wish to just show up and play. The *D&D OnDemand* events will even cater to replay, as the available content varies from slot to slot. All that is required is 2 Generic Tickets, which can be purchased at Gaming Registration. These events will run every 2 hours from 9am to 9pm Friday/Saturday/Sunday and 9am to 3pm Monday.

*D&D Experience*, under the *DDAL* umbrella, is a multi-slot event that takes place over the course of the convention. You will keep the same great DM and players for the entire series of adventures. Your one ticket covers all the listed slots of your track. We are offering 2 different tracks this year, with each track having 2 different slot offerings. These events will be played in a smaller room away from the main *DDAL* gaming area. These are very limited in quantity to ensure the very best gaming experience, and are priced accordingly.

### *Pathfinder Society (PFS)*

Again, *PFS* will only be available via our Virtual offering.

*Pathfinder Society* uses Paizo's *Pathfinder* Rules. For all *Pathfinder Society* Events, participation requires membership in Paizo's Organized Play system and a character created using the Character Creation Guidelines available from the following website, <http://paizo.com/pathfinderSociety>. Please refer to this website for additional information.

*PFS* Quests, under the *Pathfinder Society* umbrella, we will be offering walk-up 1(ish) hour mini-events for those who want to just drop by and play a little *Pathfinder* based *D&D* (please note that this is not 5th Edition, but the *Pathfinder* 2E ruleset which is newly released at GenCon 2018). There are 6 1(ish) hour events available, so you can always play for longer if you want. Each 1(ish) hour event requires 1 Generic Ticket, which can be purchased at Gaming Registration.

### ***Starfinder Society (SFS)***

Again, *SFS* will only be available via our Virtual offering.

*Starfinder Society* uses Paizo's *Starfinder* Rules. For all *Starfinder Society* Events, participation requires membership in Paizo's Organized Play system and a character created using the Character Creation Guidelines available from the following website, <http://paizo.com/starfinderSociety>. Please refer to this website for additional information.

*SFS Quests*, under the *Starfinder Society* umbrella, we will be offering walk-up 1(ish) hour mini-events for those who want to just drop by and play a little *Starfinder* based *D&D* (please note that this is not 5th Edition, but the *Starfinder* ruleset which was based on *Pathfinder 1E*). There are 5 1(ish) hour events available, so you can always play for longer if you want. Each 1(ish) hour event requires 1 Generic Ticket, which can be purchased at Gaming Registration.

### ***ShadowRun Missions (SRM or CMP)***

Again, *SRM* will only be available in-person for this year's show.

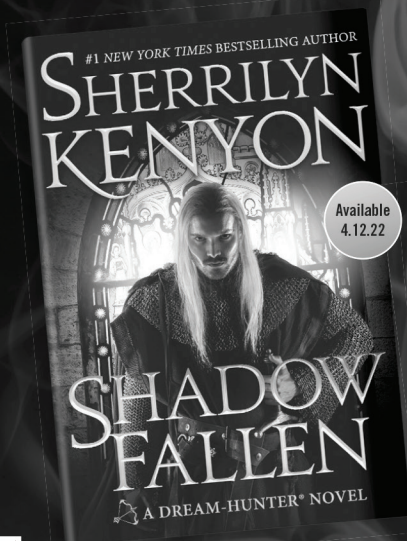
*ShadowRun Missions* uses *Shadowrun* 6th Edition Rules. For all *Shadowrun Missions* Events, participation requires a character created for *Shadowrun* 5ed using the rules found at <http://www.shadowruntabletop.com/missions/>. Please refer to this website for additional information.

### ***Delphi Council Missions (DCM)***

Again, *DCM* will only be available in-person for this year's show.

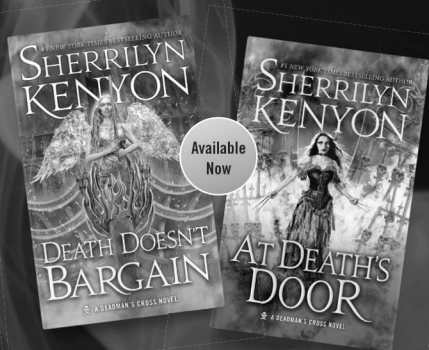
*Delphi Council Missions* uses the current version of the *TORG Eternity* rules (by Ulisses North America), which are located at <http://torg-gamereference.com/>. You can also get a copy of the campaign rules at <https://www.drivethrurpg.com/product/350905/Torganized-Play-Shared-Campaign>.




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## CAMPAIGN EVENTS

### DCM D1-NE: Day 1- Nile Empire

A Delphi Council Missions Event for Characters of Any Level In the shadows of the pyramids, six strangers witness the arrival of the Nile Empire. Can they escape with their lives, or will the sands of Egypt swallow their corpses?

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Thu 8:00 PM, Sun 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM D1-T: Day 1- Tharkold

A Delphi Council Missions Event for Characters of Any Level A Spetsnaz team is sent into enemy-controlled Moscow on a priority mission. But they may find that techno-demons are not the greatest horror they will need to face.

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Sat 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM DCA-02: The Lure of Albion

A Delphi Council Missions Event for Characters of Any Level A magical ritual has been discovered in an abbey in Nottingham. The Storm Knights must acquire the scroll before it falls into enemy hands.

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM DCNE-09: The Orphan

A Delphi Council Missions Event for Characters of Any Level Stumbling across a village destroyed by a sandstorm, the Storm Knights learn that the storm was brought on by a demon! Can the team stop this demon from further destruction across the deserts???

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM DCT-05: What Demons Fear

A Delphi Council Missions Event for Characters of Any Level An old Tharkoldu saying goes, "The enemy of my enemy is my enemy." It is this saying that sends Storm Knights into St. Petersburg to meet with a mortal enemy. What could bring Thratchen to ask the Delphi Council for aid?

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM DCT-07: Hell is other I.S.P.S

A Delphi Council Missions Event for Characters of Any Level A power-hungry technodemon is carving out his own little dominion within the Torment Grid. Have you got what it takes to stop him and survive?

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Mon 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### DCM IE-06: The Silent City

A Delphi Council Missions Event for Characters of Any Level During the early days of the invasion, Nagoya, Japan was inflicted with a particularly virulent outbreak of the jiangshi virus, causing its population to flee. Today, the otherwise abandoned city houses a closely guarded Kanawa research facility, where Ankari Ito - a brutal mercenary assassin - waits for a mysterious hard drive to be decrypted. A group of Storm Knights is assigned to recover the hard drive, but getting to the facility will not be easy. As the group journeys through the streets of the Silent City, its secrets - both deadly and wonderful - will be revealed.

**System:** Torg Delphi Council Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 8:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### SRM 2081-01 Death of a Fixer

A Shadowrun Missions Event for Characters of Any Karma If a runner gets geeked, it's just biz. But when it's a popular fixer, everyone wants to know why.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

### SRM 2081-02: Urgent Care

A Shadowrun Missions Event for Characters of Any Karma With Mr. Johnson's reputation on the line, runners must infiltrate DocWagon to extract one of their own.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-03: Johnson and Johnson**

A Shadowrun Missions Event for Characters of Any Karma Johnson has the job; Johnson wants the data. Too bad they're different people.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Fri 8:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-04: Trailblazers**

A Shadowrun Missions Event for Characters of Any Karma Seattle's Underground changes constantly. As smugglers vanish along a new route, tunnel rats are called in to smoke the trouble out.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-05: This is Renton**

A Shadowrun Missions Event for Characters of Any Karma When the neighborhood watch is in cahoots with a murderous thrill gang, the obvious course of action is to throw a party... with bullets.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-06: Cutting Strings**

A Shadowrun Missions Event for Characters of Any Karma A friend goes missing, the puppet master is revealed—but to find her, you may need to play to his tune.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sat 8:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-07: Bootleg Bliss**

A Shadowrun Missions Event for Characters of Any Karma The Triad are tired of bootleggers—they're bad for business. Corner the market and curb the competition, with just one little hit.

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 9:00 AM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM 2081-08: Child's Play**

A Shadowrun Missions Event for Characters of Any Karma Extract and babysit a kid as he negotiates the sale of daddy's latest prototype. What could possibly go wrong?

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 2:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff

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### **SRM Prime Mission 14: Chrysanthemum Down**

A Shadowrun Missions Event for Characters of Any Karma Tanaka-san wants something recovered. Never mind that he wants it recovered from the Tunguska crater. Or those events are spiraling towards an international incident. You can handle all that, right? (This is a Primer Runner Mission, only characters' with 150+ Karma may play. Some pregens will be available.)

**System:** Shadowrun Missions  
**Difficulty:** Detailed  
**Required Experience:** None  
**Sessions:** Sun 8:00 PM  
**Duration:** 5 hours  
**Cost:** \$5.00  
**GameMaster:** Campaign Staff



**DO YOU JUST HAVE TOO  
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## ROLE-PLAYING GAMES (NON-CAMPAIGN)

### ***Amber Diceless RPG: Children of the Blood***

Continuing game set in the prehistory of Zelazny's Amber. Find your way in a myriad of secrets and lies. Learn the ways of the court. Discover the truth of hidden worlds.

**System:** Amber Diceless RPG  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Scott Acker

### ***Call of Cthulhu 7E: Dinner at the Sterling Mansion***

It's 1933 and you've been invited to dinner at the infamous Sterling Mansion. None of the guests are quite what they seem. Perhaps you'll survive the night.

**System:** Call of Cthulhu 7E  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Doug Hamerski

### ***CBR+PNK: One Last Job***

Megacorps are like the old world casinos, and the house always wins. Tonight, you and your team of veteran runners take the house. Then you're out, for good.

**System:** CBR+PNK  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM, Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Michael Thompson

### ***D&D 3.5: Zarngrym's puzzle mayhem***

The Order of the Moon-Knights sends seekers to find the three sacred artifacts of the moon deity. The High Priest, Zarngrym, has chosen you to find one of them. 7th lvl

**System:** D&D 3.5  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 9:00 AM, Fri 6:00 PM, Sat 1:00 PM, Sun 9:00 AM, Mon 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Ted Skirvin

### ***D&D 5E: Come Be A Gladiator***

Come kill your fellow players in a free for all arena with traps and multiple lives! Be a Gladiator in a 5e D&D PvP game and hold eternal bragging rights!

**System:** D&D 5E  
**Difficulty:** Detailed  
**Required Experience:** Some  
**Sessions:** Fri 9:00 AM, Fri 1:00 PM, Sun 9:00 AM, Sun 1:00 PM, Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Jimmy Reynolds

### ***D&D 5E: Enter the Pygmy Dragon XIX: Alpacalypse***

GameMaster: Ken Ditto

**System:** D&D 5E  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM, Mon 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00

### ***D&D 5E: Kobold Karavan***

Can our heroes help a peaceful clan of kobolds cross a hostile landscape to reach their promised land?

**System:** D&D 5E  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Nathan Ophardt

### ***D&D 5E: Monster Mash***

Welcome to Transylvania. It's a graveyard smash! 5th level sheets provided or bring your own! Any experienced player welcome. Dice provided.

**System:** D&D 5E  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Ben Dell'Orto

### ***D&D 5E: Oops All Clerics***

A 5e one shot adventure for high level clerics. Different domains req. Will outline specifics in pre-chat. Minimum of 4 players, maximum of 6. Races will be assigned.

**System:** D&D 5E  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Sat 9:00 AM, Sun 9:00 AM, Mon 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Chris Mилоjevic

### ***D&D 5E: The Best F\*\*\*\*\* Band in the Universe***

Another 10,000 years have passed and the great contest looms again. Who will be ..... THE BEST F\*\*\*\*\* BAND IN THE UNIVERSE?!?! Super simplified 5E.

**System:** D&D 5E  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 10:00 PM, Sat 10:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Chris Bailey

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### ***D&D 5E: The Hunt for Ted Turner's Gold***

Celebrity and eccentric billionaire Ted Turner has died under mysterious circumstances. Can you follow his clues and find Ted's hidden stash of stolen Mayan gold?

**System:** D&D 5E  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM, Sat 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Chris Dailey

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### ***D&D 5E: The Siege of Camelot***

After watching the Usurper King hold Camelot for decades, the descendants of Arthur's knights return. 7th level characters to be provided. New players welcome.

**System:** D&D 5E  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Marco

---

### ***Fallout: The Road to Tulsa***

Jobless, homeless, with few supplies you seek employment in Springfield. There is a courier job to Tulsa. You could have a future if you can make it.

**System:** Fallout PNP  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Bruce Sheffer

---

### ***Fate: DuckTales™: A Murder Most F.O.W.L.***

Webby has improbably acquired tickets to Great Escape Island. Join the DuckTales™ crew as they try to solve a murder mystery and escape with their lives.

**System:** Fate  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Ken Ditto

---

### ***Gamma World 7E: Hole Hog***

A sinkhole of other-planar origin continues to grow and slowly consume the Imperial outpost of Bacon. Can you stop it? Do you want to?

**System:** Gamma World 7E  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 10:00 PM, Sat 10:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Russell Timm

---

### ***Gamma World 7E: Pig Out***

In the Imperial outpost of Bacon, the Emporkerer's birthday celebration is being served an unexpected eviction notice.

**System:** Gamma World 7E  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM, Sat 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Russell Timm

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### ***Gamma World 7E: Pork Chop Shop***

While traveling through Ham-Town, you're approached by someone that wants you to stop by the Wrecktorium and... pick up...a couple pieces of Ancient tech.

**System:** Gamma World 7E  
**Difficulty:** Basic  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM, Sat 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Russell Timm

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### ***Indie Games on Demand***

Taste the best of what small press gaming has to offer! Games include Fiasco, Dogs in the Vineyard, Little Fears, Sideload, Ingenious and more! Come make demands!

**System:** Various indie and small press games  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM, Sat 6:00 PM, Sat 10:00 PM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Tobes

---

### ***Lasers and Feelings: Galaxy Rangers Chronicles***

Chip Rockjaw and the crew of the Ajax may get the fame, but there are many brave men and women who dedicate their lives to protecting the galaxy. These are their stories.

**System:** Lasers and Feelings  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Sat 1:00 PM, Sun 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Michael Thompson

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### ***MonsterHearts: No Sleep til the End of the World***

In three days Armageddon will begin. For the graduating monsters of Winterdale High, what do they do? Monsterhearts Second Edition, No experience or books required.

**System:** MonsterHearts  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Marco

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**Mystic Punks RPG:**  
**#CancelSatan**

21 Jump Street in a necromancy high school in Hell. Go undercover and coerce headmaster Satan into the compromising position of committing a good deed.

**System:** Mystic Punks  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Mon 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Albertson / Dragon Warrior

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**Mystic Punks RPG:**  
**Stacie Stardust and the Dimension Boppers (Part 1 of 3)**

Mystic punks bop across dimensions to stop a multiverse ending cosmic horror with slap bracelets! Jem and the Holograms meets Stargate. Players get a free poster map.

**System:** Mystic Punks  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Albertson / Dragon Warrior

---

**Mystic Punks RPG:**  
**Stacie Stardust and the Dimension Boppers (Part 2 of 3)**

Mystic punks bop across dimensions to stop a multiverse ending cosmic horror with slap bracelets! Jem and the Holograms meets Stargate. Players get a free poster map.

**System:** Mystic Punks  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Albertson / Dragon Warrior

---

**Mystic Punks RPG:**  
**Stacie Stardust and the Dimension Boppers (Part 3 of 3)**

Mystic punks bop across dimensions to stop a multiverse ending cosmic horror with slap bracelets! Jem and the Holograms meets Stargate. Players get a free poster map.

**System:** Mystic Punks  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Albertson / Dragon Warrior

---

**Paranoia: CDC squad!**

Attention Troubleshooter Squad WD40: Due to a labor shortage in the Collection of Deceased Clones service group, you are reassigned to CDC duty. Serve the Computer.

**System:** Paranoia  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Paul C

---

**Pathfinder (1E): Call the Guards! Part 6- Order in the Court!**

Pathfinder (1st Ed.) Call the Guards! Part 6- Order in the Court! As an Elite member of the Town Guard, it's up to you to keep the streets safe and enforce the Law!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Extensive  
**Sessions:** Mon 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): Call the Guards! Part 1- Hitting the Streets!**

Pathfinder (1st Ed.) Call the Guards! Part 1- Hitting the Streets! Congrats! You are now a member of the Town Guard! Help keep the city of Townburg safe and secure!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): Call the Guards! Part 2- On Patrol!**

Pathfinder (1st Ed.) Call the Guards! Part 2- On Patrol! As a member of the Town Guard it's your job to help keep the city of Townburg safe and secure!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): Call the Guards! Part 3- Holding the Fort!**

Pathfinder (1st Ed.) Call the Guards! Part 3- Holding the Fort! Congrats! As member of the Town Guard its your job to help keep the city of Townburg safe and secure!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 6:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): Call the Guards! Part 4- Keeping the Peace!**

Pathfinder(1st Ed.) Call the Guards! Part 4- Keeping the Peace! Congrats! As a member of the Town Guard its your job to help keep the city of Townburg safe and secure!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): Call the Guards! Part 5- To Serve and Protect!**

Pathfinder (1st Ed.) Call the Guards! Part 5- To Serve and Protect! Congrats! As a member of the Town Guard its your job to keep the city of Townburg safe and secure!

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Patrick Dougherty

---

**Pathfinder (1E): We Be Goblins Too**

Many goblin, big tribe, big trouble!

**System:** Pathfinder (1E)  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 9:00 AM, Sun 9:00 AM, Mon 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Jon Green

---

**Pathfinder (2E): Adventurers in Search of a DM**

Adventurers need quests, but none are springing up! What's going on!

**System:** Pathfinder (2E)  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Mon 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Jon Green

---

**Pathfinder (2E): The Telephone DM**

A session prompt is passed around the table; each player is allowed to change 5 words in the prompt. Whenever the prompt gets back to the GM he has to run it!

**System:** Pathfinder (2E)  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Jon Green

---

**Rifts RPG: Phoenix Rising**

An invasion of the main Coalition headquarters in a race against time to stop the deployment of a devastating weapon. Characters will be provided, new players welcome.

**System:** Palladium Games  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 10:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Steve Marco

---

**Shadowrun 6E: Atlanta Shadowrun: Theft Excelsior**

The latest Avengers film is being shot in Atlanta, and someone wants a souvenir. Try not to get star-struck. An entry-level, rules-lite Shadowrun game for new players.

**System:** Shadowrun 6th Edition  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM, Fri 6:00 PM, Sat 9:00 AM, Sat 1:00 PM, Sun 9:00 AM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** Jonathan L Ferenczy

---

**THE CHEESE GRINDER**

Players create their biggest cheesiest 9th level Pathfinder character, using our rule set and are thrown into a dungeon of death to see how long they can survive.

**System:** Pathfinder (1E)  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Fri 9:00 AM, Fri 1:00 PM, Fri 6:00 PM, Sat 9:00 AM, Sat 1:00 PM, Sat 6:00 PM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$1.00  
**GameMaster:** Bart Hewitt

---

**The Fantasy Trip: Dark Lord's Doom (Part 1 of 2)**

Another Dark Lord is on the rise, threatening to bring death and destruction to all who oppose him ... and maybe a few who don't. 4 players with 35 pt TFT heroes.

**System:** The Fantasy Trip  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 9:00 AM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** John Hanna

---

**The Fantasy Trip: Dark Lord's Doom (Part 2 of 2)**

Another Dark Lord is on the rise, threatening to bring death and destruction to all who oppose him ... and maybe a few who don't.

**System:** The Fantasy Trip  
**Difficulty:** Basic  
**Required Experience:** Some  
**Sessions:** Sat 1:00 PM  
**Duration:** 4 hours  
**Cost:** \$5.00  
**GameMaster:** John Hanna

---

**Virtual: Fate: Return to the Stars: New Worlds, New Civilizations**

In the 27th century humanity returns to the stars to reconnect the lost civilizations of humanity. Set out on a voyage of exploration and discovery.

**System:** Fate  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Mark Sabalauskas





---

**Virtual: Fate: Return to the Stars: One Short Sleep Past**

Your crack team of first contact specialists has an unusual challenge: reviving people found in cold sleep on a space station that had been abandoned for over century,

**System:** Fate  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Mark Sabalauskas

---

**Virtual: Fate: Return to the Stars: New Worlds, New Civilizations**

In the 27th century humanity returns to the stars to reconnect the lost civilizations of humanity. Set out on a voyage of exploration and discovery.

**System:** Fate  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Mark Sabalauskas

---

**Virtual: Honey Heist: Ursine of the Times**

Be a criminal bear in this easy to learn and play one-page RPG! You'll work with a team of criminal bear masterminds to pull off the heist of the century! Literally!

**System:** Honey Heist  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM, Sun 1:00 PM, Mon 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Rebecca Cherney

---

**Virtual: Fate: Return to the Stars: One Short Sleep Past**

Your crack team of first contact specialists has an unusual challenge: reviving people found in cold sleep on a space station that had been abandoned for over century,

**System:** Fate  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Mark Sabalauskas

---

**Virtual: Monster of the Week: Haunted House?**

Work together as a group of famous paranormal investigators to figure out if a house is really haunted or if it's just a man in a mask! Don't split up, gang!

**System:** Monster of the Week  
**Difficulty:** Easy  
**Required Experience:** Some  
**Sessions:** Fri 10:00 PM, Sat 6:00 PM, Sun 9:00 AM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Rebecca Cherney

---

**Virtual: Honey Heist: Ursine of the Times**

Be a criminal bear in this easy to learn and play one-page RPG! You'll work with a team of criminal bear masterminds to pull off the heist of the century! Literally!

**System:** Honey Heist  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM, Sun 1:00 PM, Mon 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Rebecca Cherney

---

**Virtual: Savage Worlds: Deadlands (SWADE) Into the Weird West**

Saddle up and ride out as you and your posse bring law and order to the Weird West. Greenhorns and grizzled veterans are welcome. Please leave your shootin' iron at the door!

**System:** Savage Worlds  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Howard Brandon

---

**Virtual: Monster of the Week: Haunted House?**

Work together as a group of famous paranormal investigators to figure out if a house is really haunted or if it's just a man in a mask! Don't split up, gang!

**System:** Monster of the Week  
**Difficulty:** Easy  
**Required Experience:** Some  
**Sessions:** Fri 10:00 PM, Sat 6:00 PM, Sun 9:00 AM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Rebecca Cherney

---

**Virtual: Savage Worlds: Shaintar (SWADE) Legends Awaken**

Join the Heroes of Shaintar in their never-ending battle against the forces of Flame, Darkness, and Tempest! No experience, needed! Characters provided!

**System:** Savage Worlds  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Fri 6:00 PM, Sat 6:00 PM, Sun 6:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Howard Brandon

---

**Virtual: Savage Worlds: Deadlands (SWADE) Into the Weird West**

Saddle up and ride out as you and your posse bring law and order to the Weird West. Greenhorns and grizzled veterans are welcome. Please leave your shootin' iron at the door!

**System:** Savage Worlds  
**Difficulty:** Easy  
**Required Experience:** None  
**Sessions:** Sat 1:00 PM, Sun 1:00 PM  
**Duration:** 4 hours  
**Cost:** Free  
**GameMaster:** Howard Brandon

# NON-CAMPAIGN RPGS GRID

Event	Friday				Saturday				Sunday				Monday	
	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm
Amber Diceless RPG Children of the Blood											X-	X		
Call of Cthulhu 7E Dinner at the Sterling Mansion	X	X												
CBR+PNK One Last Job		X			X									
D&D 3.5 Zarngym's puzzle mayhem	X		X		X				X					X
D&D 5E Come Be A Gladiator	X	X							X	X	X			
D&D 5E Enter the Pygmy Dragon XIX: Alpacalypse		X			X					X			X	
D&D 5E Kobold Karavan	X													
D&D 5E Monster Mash		X												
D&D 5E Oops All Clerics	X				X				X				X	
D&D 5E The Hunt For Ted Turner's Gold		X			X									
D&D 5E The Siege of Camelot											X			
D&D 5E The Best F***** Band in the Universe				X				X						
Fallout PNP The Road to Tulsa					X									
Fate: DuckTales™ A Murder Most F.O.W.L.	X				X									
Gamma World 7E Hole Hog				X				X						
Gamma World 7E Pig Out			X				X							
Gamma World 7E Pork Chop Shop		X				X								
Indie Games on Demand						X	X	X		X				
Lasers and Feelings Galaxy Rangers Chronicles	X					X			X					
MonsterHearts No Sleep til the End of the World		X												
Mystic Punks RPG #CancelSatan														X
Mystic Punks RPG Stacie Stardust and the Dimension Boppers (Part 1 of 3)		X												
Mystic Punks RPG Stacie Stardust and the Dimension Boppers (Part 2 of 3)						X								
Mystic Punks RPG Stacie Stardust and the Dimension Boppers (Part 3 of 3)										X				
Paranoia CDC squad!										X				
Pathfinder (1E) Call the Guards! Part 1- Hitting the Streets!	X													
Pathfinder (1E) Call the Guards! Part 2- On Patrol!		X												
Pathfinder (1E) Call the Guards! Part 3- Holding the Fort!			X											
Pathfinder (1E) Call the Guards! Part 4- Keeping the Peace!					X									
Pathfinder (1E) Call the Guards! Part 5- To Serve and Protect!						X								
Pathfinder (1E) Call the Guards! Part 6- Order in the Court!													X	
Pathfinder (1E) We Be Goblins Too	X								X					X
Pathfinder (2E) Adventurers in Search of a DM													X	
Pathfinder (2E) The Telephone DM					X									
Rifts RPG Phoenix Rising								X						
Shadowrun 6E Atlanta Shadowrun: Theft Excelsior		X	X		X	X			X	X				
The Cheese Grinder	X	X	X		X	X	X			F				
The Fantasy Trip Dark Lord's Doom (Part 1 of 2)					X									
The Fantasy Trip Dark Lord's Doom (Part 2 of 2)						X								
Virtual: Fate: Return to the Stars New Worlds, New Civilizations		X												
Virtual: Fate Return to the Stars: One Short Sleep Past											X			
Virtual: Honey Heist Ursine of the Times						X				X				X
Virtual: Monster of the Week Haunted House?				X			X		X					
Virtual: Savage Worlds Deadlands (SWADE) Into the Weird West						X				X				
Virtual: Savage Worlds Shaintar (SWADE) Legends Awaken			X				X				X			

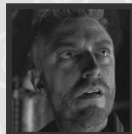
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# PENSACON FEB 18-20, 2022

CELEBRITIES • AUTHORS • ARTISTS • ENTERTAINMENT • PANELS • WORKSHOPS  
COSPLAY CONTESTS AND SO MUCH MORE!



**MICHAEL ROOKER**  
THE SUICIDE SQUAD



**SEAN GUNN**  
THE SUICIDE SQUAD



**RYAN HURST**  
SONS OF ANARCHY



**ALANNA MASTERSON**  
THE WALKING DEAD



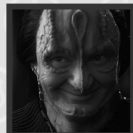
**DAVID BRADLEY**  
HARRY POTTER



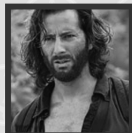
**AMY JO JOHNSON**  
MIGHTY MORPHIN  
POWER RANGERS



**DAVID YOST**  
MIGHTY MORPHIN  
POWER RANGERS



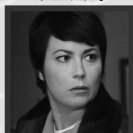
**ANDREW ROBINSON**  
STAR TREK  
DEEP SPACE NINE



**HENRY IAN CUSICK**  
LOST



**LOU FERRIGNO**  
THE INCREDIBLE HULK



**KIM RHODES**  
SUPERNATURAL



**BRIANA BUCKMASTER**  
SUPERNATURAL



**SAMANTHA SMITH**  
SUPERNATURAL



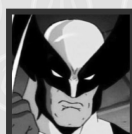
**JIM O'HEIR**  
PARKS & RECREATION



**JOHN ROSS BOWIE**  
THE BIG BANG THEORY



**GEORGE BUZA**  
X-MEN



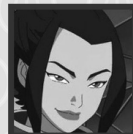
**CAL DODD**  
X-MEN



**CHRIS POTTER**  
X-MEN



**LENORE ZANN**  
X-MEN



**GREY DELISLE-GRIFFIN**  
AURATAR  
THE LAST AIRBENDER



**ZACH AGUILAR**  
DEMON SLAYER



**STEVE DOWNES**  
HALO



**KELLEN GOFF**  
MY HERO ACADEMIA



**TRINA NISHIMURA**  
MY HERO ACADEMIA



**BRINA PALENCIA**  
MY HERO ACADEMIA



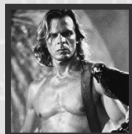
**BIN FURUYA AND  
EIICHI KIKUCHI**  
ULTRAMAN



**COLLEEN  
CLINKENBEARD**  
MY HERO ACADEMIA



**YOUNG MC**  
GRAMMY-WINNING RAPPER



**MARC SINGER**  
BEASTMASTER



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## TABLETOP GAMING

### Thursday

#### ***The Princess Bride LIVEPLAY EVENT***

Jeff Burns Thu 07:00 pm Augusta 1-2 [W] 1 Hour

#### ***Introductory Board Games!***

When it comes to board games, what are some great gateway games? Join the podcast Which Game First to explore wonderful games used to introduce new & old players to the dynamic world of board gaming. Evan Bernstein Thu 07:00 pm Augusta 3 [W] 1 Hour

#### ***Tabletop Gaming through the Web***

COVID has forced many tabletoppers to go to an online medium for their games. We talk about what we've learned about gaming through an online medium & the many lessons that we've learned over the past year. We talk about ways to enhance tabletop gaming over a computer & how it's affected us. Jason Massey, Rutch Lilavivat Thu 10:00 pm STRM\_CH2 [O] 1 Hour

### Friday

#### ***The Game Master's Bag of Tricks***

Beyond just setting up your campaign or establishing characters, what are some great tips that professional game masters have for your table? Ask our award-winning panelists! Sean Molley , Rush Lilavivat Fri 10:00 am Augusta 1-2 [W] 1 Hour

#### ***Roleplayers Unite!***

Take roleplaying to the next level at your tabletop game with professional players of the game! Brianne Marie, Brian Duckwitz Fri 11:30 am Augusta 1-2 [W] 1 Hour

#### ***Streaming Your Tabletop Game***

Join our professional gamers to talk about the best way to start streaming your own tabletop games for an audience. How do you get started? How do you grow your community? What other trials & tribulations await? Evan Bernstein, Jason Massey, Brianne Marie, Joe OBrien Fri 01:00 pm Augusta 1-2 [W] 1 Hour

#### ***When Tabletop Went Online***

COVID meant that many games had to move to an online format. What is the best way to do this? What online resources are the best? What are some of the differences between the online & at-the-table experiences? What can we learn from these differences? Jason Massey, Devon M Chulick Fri 02:30 pm Augusta 1-2 [W] 1 Hour

#### ***Closed for Cleaning***

Fri 04:00 pm Augusta 1-2 [W] 1 Hour

#### ***Help! My Game Is on Fire!***

Our wondrous & marvelous professionals in the gaming industry help you with your gaming problems! Do you have problems with...that player? Will no one roleplay? Have a table of only murder hobos? We answer your questions with both sarcasm & honesty! Kenneth Hite Fri 05:30 pm Augusta 1-2 [W] 1 Hour

#### ***Board Game Media Tie-ins***

This panel is centered around if a particular board game is a good one on its own merits without the branding associated with it. We look at things like Star Wars Armada, Stardew Valley: The Board Game, & Battlestar Galactica. Fri 05:30 pm Augusta 3 [W] 1 Hour

#### ***Writing an Adventure***

Being a game master is one thing, but what about writing your own adventure with a beginning, middle, and end? Join published authors as they talk about how to write your own module and the steps to getting it published! Brian Duckwitz Fri 07:00 pm Augusta 1-2 [W] 1 Hour

#### ***Start Playing Games - LIVE Game!***

Join the largest tabletop roleplaying game website for their LIVE action roleplay event! The head of Start Playing Games hosts an all-star panel of players for this action-packed event. Andrew E.C. Gaska, Anthony Rapp, Devon M Chulick(M), Todd Haberkorn, Noah Averbach-Katz Fri 08:30 pm Grand Ballroom A-F [S] 1 Hour

### Saturday

#### ***Game Mastering 101***

Our award-winning & professional game masters talk about how to get started as a game master as well as some of the fundamentals of this art form. Kenneth Hite, Devon M Chulick Sat 10:00 am Augusta 1-2 [W] 1 Hour

#### ***Dungeons and Randomness***

The Dungeons and Randomness podcast is here! Join the game master & most of the cast as they talk about their adventures, as well as their past, present, & future! Jason Massey, Brianne Marie Sat 11:30 am Augusta 1-2 [W] 1 Hour

#### ***The World's Most Dastardly Villains***

Everyone loves a bad guy. This panel is on crafting villains for your tabletop game, whether it be for Dungeons & Dragons or Dread. Join our panel of award-winning panelists! Kenneth Hite, Jason Massey Sat 01:00 pm Augusta 1-2 [W] 1 Hour

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### ***The Munchkin Panel***

This one card game totally revolutionized the pulp gaming industry. Whether it be board games, card games, or even roleplaying games, this game has affected it all. Join the developer of Munchkin himself to talk about the inception of the ingenious product which has stood the test of time. Steve Jackson Sat 02:30 pm Augusta 1-2 [W] 1 Hour

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### ***Closed for Cleaning***

Sat 04:00 pm Augusta 1-2 [W] 1 Hour

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### ***Start Playing Games***

Join the creator of the Start Playing Games website on how this gaming for-profit site started, where it's going, & what the future holds! Devon M Chulick Sat 04:00 pm Augusta 3 [W] 1 Hour

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### ***Professional Game Mastering for Fun & Profit***

People are now paid to host tabletop games. Some draw revenue through their followers. Others are paid directly. Find out how to do this & turn your favorite hobby into a living! Featuring the founder of StartPlayingGames.com & the hosts of Dungeons and Randomness. Jason Massey, Brianne Marie, Devon M Chulick Sat 05:30 pm Augusta 1-2 [W] 1 Hour

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### ***Playing RPGs without a Table: Play-By-Post***

What if I told you there was a place where you could create a character, RP in a town and go on missions with your friends, or strangers, all on your own schedule. Explore modified play by post role-playing games! Text based servers and ways to play even when you don't have a GM or a table. Sara Abis Sat 05:30 pm Augusta C [W] 1 Hour

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### ***The Horror Experiment - LIVE!***

We will chill you to the bone with this LivePlay event! Hosted by the Director of the Tabletop Track, follow our intrepid panelists as they attempt to stay alive in this live version of Dread, one of the scariest games on the market. Rush Lilavivat Sat 07:00 pm Augusta 1-2 [W] 1 Hour

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### ***Dungeons and Randomness LIVE Play Event!***

Jason Massey, Brianne Marie Sat 07:00 pm Peachtree Ballroom [W] 1 Hour

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## ***Sunday***

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### ***Advanced Game Mastering Tactics***

Want to up your game? Want to see some of the best tricks and tactics that professional game masters use? Join our award-winning judges to find out how they use truly advanced techniques to craft games at the next level. Sean Molley, Rutch Lilavivat Sun 10:00 am Augusta 1-2 [W] 1 Hour

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### ***Steve Jackson Games***

Welcome, Steve Jackson himself! Here, Steve talks about his company, its rich history, & what's next for the company. Steve Jackson Sun 11:30 am Augusta 1-2 [W] 1 Hour

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### ***Vintage Games***

Bill Fawcett, Evan Bernstein Sun 01:00 pm Augusta 1-2 [W] 1 Hour

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### ***BIG Board Games***

We all know & love them--big, massive, sprawling board games that may take hours to play. What's the best way to tackle these games? How do we find the time & even physical space to play them? Join our hosts from the Which Game First podcast. Evan Bernstein Sun 02:30 pm Augusta 1-2 [W] 1 Hour

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### ***Closed for Cleaning***

Sun 04:00 pm Augusta 1-2 [W] 1 Hour

---

### ***Twenty Tips & Tricks for Every GM***

The title says it all! We go over twenty tabletop tricks that any game master can use to enhance the fun at their table. Sean Molley, Rutch Lilavivat Sun 05:00 pm STRM\_CH2 [O] 1 Hour

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### ***When the Table Top Grew Up***

Join two of the industry's movers and shakers to talk about the history of role-playing and board games! How did the whole thing get started? Besides Dungeons & Dragons, of course. How it is explode into the massive hobby of today? What were the big trends and what does the future hold? Steve Jackson, Kenneth Hite Sun 05:30 pm Augusta 1-2 [W] 1 Hour

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### ***Paizo Games***

Find out what's happening with Pathfinder, Starfinder, & all of your favorite Paizo games! Talk with the lead designer of Paizo games himself! Jason Bulmahn Sun 07:00 pm Augusta 1-2 [W] 1 Hour

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## ***Monday***

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### ***Worst. Gaming. Story. Ever.***

Our end of convention panel continues its tradition of hearing your woeful stories. Audience participation! Laugh, cry, & hug it out. This panel is your best way to say goodbye to the convention. Mon 11:30 am Augusta 1-2 [W] 1 Hour

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Close to 100,000 attendees over the convention weekend

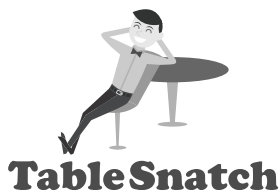


# Where Will You Be Eating **TONIGHT?**

Sometimes, plans for dining out get lost in everything else going on.



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## NSDMG / WAR COLLEGE (NSDMG)

### Thursday

#### ***Chernobyl, Fact vs Fiction, Drama, Demagoguery***

The story is usually told for drama or to rant over reactors, loose with facts and spurning technical details. This gives the physics and engineering: Chernobyl reactor design, advantages, vulnerabilities, how it went wrong. Capt. Mark McDonagh, physicist, retired nuclear sub officer, NSDM staff Thu 07:00 pm Augusta C-D [W] 1 Hour

### Friday

#### ***Nanotechnology, Fact versus Fiction***

Nanotech, good or bad, is a favorite SciFi topic: near-magical nano-enhanced tools, deadly weapons, terrifying accidents. With a technology focus, this lecture attempts to separate fact from fiction. Capt. Mark McDonagh, USN/ret., physicist with 12 years Naval War College experience, on NSDM staff CAPT Mark McDonagh Fri 09:00 am Augusta C [W] 1 Hour

#### ***Intersection of Cyber War and Statecraft***

By other means: an overview of the evolving nature of cyberwar and its role in achieving the goals of statecraft. Discusses case studies including the Stuxnet attack on Iran and the SolarWinds hack. Joseph Shelby, Software Engineering Senior Manager and Cyber Security instructor, on the NSDM staff. Joseph Shelby Fri 09:00 am Augusta D [W] 1 Hour

#### ***Super Soldiers***

Technologies/approaches designed to enhance soldiers. Focuses on current & near-future approaches (enhancements/tools) to improve combat performance: weapons, sensors, protection, strength, endurance, medical, situational awareness, communications. By Merle Robinson, NSDMG staff. Fri 10:00 am Augusta D [W] 1 Hour

#### ***Cyberwar Contemporary Issues and Explanations***

Panel discussion of cyberwar, definitional, legal and strategic issues needed to understand the strategic advantages of cyberwar and why actors use cyber within the international system. Panel begins to unpack the newest domain of warfare. Moderated by Dr. Craig Greathouse with the NSDMG staff. Fri 11:00 am Augusta C-D [W] 1 Hour

#### ***"Near Future" Science-Fiction Crisis NSDM National Security Decision Making Game***

Fast-paced, near-future, 2-hour crisis-oriented variant of NSDMG's geopolitical-military-economic RPG. It's the world as you know it, just a few years from now. Take a senior leadership in the US, China, Russia, or other major power, facing a crisis that might be tomorrow's real-world headline Fri 01:00 pm Augusta C-D [W] 2 Hours 30 Min

#### ***Closed for Cleaning***

Fri 05:00 pm Augusta C [W] 1 Hour

#### ***Closed for Cleaning***

Fri 05:00 pm Augusta D [W] 1 Hour

#### ***Contemporary NSDM: National Security Decision Making MegaGame***

Geopolitical-military-economic role-playing game, players taking senior leadership and decision-making positions in a model of a real nation. It's the world of today. Here are the real issues, and some big problems looming. Can you fix it? Start now. This game lasts 3.5 hours. Fri 06:00 pm Augusta C-D [W] 4 Hours

#### ***The Global Economy at 100***

History of the global economy through decay of British dominance, the world wars and the Great Depression; agreements in place to streamline money transfer and trade; current status and strategic implications of globalization. Dr. Craig Greathouse with NSDMG staff. Fri 10:00 pm Augusta C-D [W] 1 Hour

### Saturday

#### ***Bikini Atomic Tests 75th Anniversary***

After Alamogordo, Hiroshima, Nagasaki, the fourth & fifth atom bombs ever detonated. Bikini fed early ideas on utility & limitations of atomic weapons. Objectives, findings, historical significance. Capt. Mark McDonagh, USN/ret., physicist with 12 years' Naval War College experience, on NSDM staff. Sat 09:00 am Augusta C [W] 1 Hour

#### ***Great Power Competition***

Great Powers have always shaped the international system economically, politically and militarily. Lecture looks at the influences and effects of the Great Powers in the international system historically and currently, including the impact of hegemonic states. By Dr. Craig Greathouse, NSDMG staff. Sat 09:00 am Augusta D [W] 1 Hour

#### ***Israel & the Near East: Challenges for the Future***

Overview of the Near East examining actual/potential conflicts & possible compromises/resolution. Post-Netanyahu Israel; Turkey's strategic plans; Syrian Civil War; Lebanon's meltdown; Egypt's challenges; Iraqi instability; potential for Iranian/Israeli conflict. NSDMG staff. Merle S Robinson Sat 10:00 am Augusta C [W] 1 Hour

#### ***Putin and Russia***

A Great Power or a wannabe? The goals and motivations of Russia under Putin, discussing whether Russian attempts to forge a dominant position in the international system has yielded success in staking out a Great Power position in that system. Dr. Craig Greathouse, NSDMG staff. Sat 10:00 am Augusta D [W] 1 Hour

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### ***Coming of the Five Horsemen of the Future Global Apocalypse***

Pestilence, War, Famine, Disease, Climate: what potential catastrophes is CNN missing? Discusses current and near-future world problem areas: fact, fiction, and where we are now; ways and means with potential to win mankind the Darwin award. Panel by the National Security Decision Making staff. Sat 11:00 am Augusta C-D [W] 1 Hour

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### ***Contemporary NSDM: National Security Decision Making MegaGame***

Geopolitical-military-economic role-playing game, players taking senior leadership and decision-making positions in a model of a real nation. It's the world of today. Here are the real issues, and some big problems looming. Can you fix it? Start now. This event lasts 3.5 hours. Sat 01:00 pm Augusta C-D [W] 4 Hours

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Sat 05:00 pm Augusta C [W] 1 Hour

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Geopolitical-military-economic role-playing game, players taking senior leadership and decision-making positions in a model of a real nation. It's the world of today. Here are the real issues, and some big problems looming. Can you fix it? Start now. This events lasts 3.5 hours. Sat 06:00 pm Augusta C-D [W] 4 Hours

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## ***Sunday***

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### ***Electromagnetic Pulse: Separating Science from Science Fiction***

The history behind EMP effects. Mechanisms that characterize an EMP attack. Feasibility of a strategic-level EMP scenario & worst-case potential. CAPT Mark McDonagh, USN/Ret. physicist with 12 years' experience at the Naval War College currently on NSDM staff, separates fact from science fiction. CAPT Mark McDonagh Sun 09:00 am STRM\_CH2 [O] 1 Hour

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### ***United Nations' 75th Birthday: Reflections, Repute***

UN at 75: lauded, criticized. A hall for amicable dialogue fostering peace and security, or for useless posturing and specious hype? A humanitarian body or a corrupt, overprocessed, lethargic bureaucracy? Successes, failures, the road ahead into the 21st Century. By Merle Robinson, NSDMG staff. Sun 09:00 am Augusta C-D [W] 1 Hour

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### ***20,000 Leagues Under the Sea 150th Anniversary***

How accurate were Jules Verne's vision, speculations and portrayal of technologies of the future, in particular submarine engineering and working underwater? Capt. Mark McDonagh, USN/ret., submarine officer, physicist and advanced open-water SCUBA diver, on NSDM staff. CAPT Mark McDonagh Sun 10:00 am Augusta C-D [W] 1 Hour

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### ***Airships: Science meets Steampunk***

Airships: Science meets Steampunk. What aspiring Skylords need to know. Covers the logistics, construction & operation of airships with a review of historical weapons/tactics. By Robert Mosher and Merle Robinson, NSDMG staff Merle S Robinson, Robert Mosher Sun 11:00 am Augusta C-D [W] 1 Hour

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### ***"Near Future" Science-Fiction NSDM: National Security Decision Making MegaGame***

Near-future variant of the geopolitical-military-economic RPG. Take a senior decision-making position in a model of a real nation. Explore the boundaries between science and science fiction. Crazy dictators, pandemics, environmental crises, malignant AI, genetic breakthroughs, and other surprises Sun 01:00 pm Augusta C-D [W] 4 Hours

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### ***Closed for Cleaning***

Sun 05:00 pm Augusta C [W] 1 Hour

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### ***Closed for Cleaning***

Sun 05:00 pm Augusta D [W] 1 Hour

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### ***ColdWar-1960s Sci-Fi Variant NSDM MegaGame***

Sci-Fi variant of the geopolitical-military-economic live-action role playing game set in the early 1960s. You're a superpower leader. It's just history as we know it, but then some "peculiar" things start to happen. Fix it. Or don't, just use it against the other guy. Sun 06:00 pm Augusta C-D [W] 4 Hours

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### ***Structure & Function of US National Security Apparatus***

Lecture describes functions and responsibilities of the patchwork of organizations that shape U.S. National Security policy. Linkages between foreign and military policy, intelligence organizations, homeland security. Politics and budget. History and themes. Dr. Craig Greathouse, NSDMG staff. Sun 10:00 pm Augusta C-D [W] 1 Hour

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## ***Monday***

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### ***Strategic Thinkers, A Brief Introduction***

Clausewitz, Jomini, Sun Tzu, Mitchell, Mahan: such classic strategic thinkers are frequently referenced, but few actually understand what they said and why. This lecture is a brief introduction to these theorists and why they still matter so many years later. By Dr. Craig Greathouse, NSDMG staff. Mon 09:00 am Augusta C-D [W] 1 Hour

## VIDEO GAMING (VGT)

### Thursday

#### Video Game Karaoke

Well, it's pretty much just an excuse to do karaoke, but if you want to dress up as a video game character, we're totally cool with that! Thu 07:00 pm Augusta E-H [W] 2 Hours 30 Min

#### 8-Bit Bash

The Video Gaming Track is back again this year with its Thursday night retro dance party. Enjoy classics from the '80s and '90s. Costumes optional but always welcome, & you won't even have to put down a quarter for the next game. DJP Thu 10:00 pm Peachtree Ballroom [W] 4 Hours

### Friday

#### Seriously, Do Better

Given the recent (and not-so-recent) history of troubles involving the harassment of women in the gaming industry, a group of industry insiders discuss what is working, what isn't working, and what needs to change in order to reduce the toxicity in video gaming for all. Alison Carrier, Ashley Ruhl, Julianne Capps Fri 10:00 am Augusta E-H [W] 1 Hour

#### Video Game Cosplay

The trials and tribulations of taking your favorite video game characters off the screen and into the real world as cosplay. Alison Carrier, Ashley Ruhl, Mikal Mosley Fri 11:30 am Augusta E-H [W] 1 Hour

#### Overwatch Voice Actor Q&A

Sure, you know about Symmetra, Sombra, Pharah, & Soldier 76—but what else are the voice actors behind your favorite Overwatch characters up to these days? Carolina Ravassa, Anjali Bhimani, Fred Tatasciore Fri 01:00 pm Centennial II-III [H] 1 Hour

#### Ethics in The Sims - Part 2

There's power and there's too much power. Where do you fall when you're playing the Sims? In a game where you're essentially God, what happens when the characters and situations become too real? Continuing our discussion of the Sims games and the ethics and psychology underlying them. Fri 01:00 pm Augusta A-B [W] 1 Hour

#### Red Dead Redemption Fan Meetup

This Red Dead fan panel will have a little bit of something for everyone, whether you want to reminisce about the original Red Dead Redemption, gush about the beauty of Red Dead 2, or discuss all of the Red Dead online roles or if we'll ever get to own homes or visit Mexico! Tara Lynne Fri 01:00 pm Augusta E-H [W] 1 Hour

#### 1-on-1 with Courtenay Taylor

An intimate conversation with the voice behind beloved characters from Resident Evil, Mass Effect, Ratchet & Clank, & more. Covering personal stories, current events, & issues that are near and dear, this interview is a peek behind the curtain with one of our favorite actresses. Courtenay Taylor, Kevin Stallard(M) Fri 02:00 pm STRM\_CH2 [O] 1 Hour

#### Headcanons Welcome - How Games Create Personalized Stories

Panelists will discuss the most effective ways that games intentionally and emergently leave room for the player-interpretation of the story, through character creation, dialogue choices, and play style choices. Alison Carrier, Ashley Ruhl, Rob Roberts(M), Sean D Weiland Fri 02:30 pm Augusta E-H [W] 1 Hour

#### Video Game Costume Contest - Pre Judging

Pre-judging for our Video Game Costume Contest. Mandatory for all contestants. Not open to spectators. Contestants may bring one handler. Alison Carrier, Mikal Mosley, Ebony Warrior Studios Fri 04:00 pm Augusta A-B [W] 2 Hours 30 Min

#### Video Games - The Good, The Bad, and The Science

A humorous look at how games get their science horribly wrong and occasionally right. Dr. Stephen Granade, Eric P. Spana Fri 04:00 pm Augusta E-H [W] 1 Hour

#### Closed for Cleaning

Fri 05:30 pm Augusta E-H [W] 1 Hour

#### Closed for Cleaning

Fri 07:00 pm Augusta A-B [W] 1 Hour

#### 1-on-1 with DC Douglas

Spend an hour on the wild side with the man behind Albert Wesker. We will talk about how the reality of creating fantasy worlds is stranger than fiction. DC Douglas Fri 07:00 pm Augusta E-H [W] 1 Hour

#### Video Game Costume Contest

A cavalcade of some of the most impressive costumes inspired by the most popular video games of yesterday & today. Participants must attend pre-judging in order to participate. Alison Carrier, Mikal Mosley, Ebony Warrior Studios, Jon St. John(M) Fri 07:00 pm Peachtree Ballroom [W] 1 Hour

#### Video Game Improv

Our favorite characters from Video Games get down and dirty with delicious dialog. We honestly have no idea what is going to happen and we like it that way! Mark Meer, Dino Andrade, DC Douglas, Greg Houser Fri 08:30 pm Augusta E-H [W] Mature Audience 1 Hour

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### **Mass Effect - Shore Leave on the Citadel**

Good news! Anderson has ordered us to take some shore leave on the Citadel! Wear your best formal spin on your favorite Mass Effect character to join the first-ever Citadel Shore Leave costume contest. Fri 10:00 pm Augusta A-B [W] Mature Audience 2 Hours 30 Min

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## **Saturday**

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### **Coffee & Coloring**

Take a break from the Georgia heat & relax while we color, converse, & drink enormous amounts of coffee. Sat 08:30 am Augusta E-H [W] 4 Hours

### **Geek Ice Breaker**

Good news, everyone! Dino Andrade is here to help you make some new friends for the weekend. No more LF1M in trade chat. Laughs & entertaining anecdotes aplenty. Dino Andrade, Greg Houser Sat 01:00 pm Augusta A-B [W] 2 Hours 30 Min

### **1-on-1 with Jon St. John**

An hour with the man behind Duke Nukem. An hour of stories, conversation, & answers to questions you never knew you wanted to ask. Greg Houser(M), Jon St. John Sat 01:00 pm Augusta E-H [W] 1 Hour

### **Masterpiece Theater**

Take some of your favorite scenes from movies/TV/video games, add a murderers row of talented voice actors, & watch the mayhem ensue! DC Douglas, Jim Cummings, Fred Tatasciore, Carlos Ferro Sat 02:30 pm Augusta E-H [W] 1 Hour

### **Overwatch Voice Actor Q&A**

Didn't get enough of our Overwatch crew the first time around? Try again! (And this time, stay on the payload.) Carolina Ravassa, Anjali Bhimani, Fred Tatasciore, Little Red Dot(M) Sat 04:00 pm Peachtree Ballroom [W] 1 Hour

### **Designing Video Games**

A rambling yet comprehensive enumeration of the most common pitfalls & pratfalls that occur when developing video games, complete with facepalm-worthy examples of the fallout that occurs afterward. Alison Carrier, Bobby Blackwolf(M), Todd Alan Harris, Brian Urbanek, Christopher Kao Sat 05:30 pm Augusta A-B [W] 1 Hour

### **Closed for Cleaning**

Sat 05:30 pm Augusta E-H [W] 1 Hour

### **Closed for Cleaning**

Sat 07:00 pm Augusta A-B [W] 1 Hour

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### **Kiss/Marry/Kill - Video Game Edition**

Each round, panelists will be given 3 characters to designate kiss, marry, & kill. Contestants chosen from the audience will guess what they think the panelists chose, with points awarded for each panelist that they match 100%. The contestant with the most points at the end of the game wins! Ashley Ruhl Sat 08:30 pm Augusta A-B [W] 1 Hour

### **PromWatch**

PromWatch is a chance for you to have fun & dress as your favorite Hero in formalwear like tuxedos & cocktail dresses. Go all out with gala wear or a simple black-tie look! \*An all ages event; if you want to bring or partake in any alcohol, you must be 21+. Sat 08:30 pm Augusta E-H [W] 2 Hours 30 Min

### **Heroes & Villains Ball**

The Video Gaming Track invites you to Dragon Con's biggest ball of all! After an extra year to build up tension, we don't know what to expect. Enjoy the musical stylings of DJ Spider while you dance the night away under our mind-controlling dance lights of doom. You won't even need your supersuit. DJ Spider Sat 10:00 pm Peachtree Ballroom [W] 4 Hours

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## **Sunday**

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### **1-on-1 with Dino Andrade**

The Man of Many Voices talks about life in Hollywood, raising a son in the family (show) business, & why Star Trek is the proper way to raise a child into geekdom. Dino Andrade, Greg Houser(M) Sun 11:30 am Augusta E-H [W] 1 Hour

### **1-on-1 with Sean Copeland**

The Senior Lore Historian from Blizzard Entertainment sits down with us to talk about life at Blizzard during the pandemic, how his career has evolved alongside World of Warcraft, & how he 'accidentally' found himself with a bestselling book on Amazon. Sun 01:00 pm STRM\_CH2 [O] 1 Hour

### **Genshin Impact Fan Meetup**

Travelers of Teyvat, come together to discuss the game, compare party compositions, & talk about your favorite characters. Sun 01:00 pm Augusta A-B [W] 1 Hour

### **1-on-1 with Felicia Day**

We're having a sitdown with the brains behind Geek & Sundry to talk about a variety of topics covering her journey from geek gamer to geek royalty. Felicia Day, Little Red Dot(M) Sun 01:00 pm Peachtree Ballroom [W] 1 Hour

### **Hearthstone - Fireside Gathering**

Fireside Gatherings are real-world gatherings of people to play Hearthstone where they can meet, mingle, & play the game face-to-face with opponents. Sun 02:30 pm Augusta A-B [W] 4 Hours



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### **1-on-1 with Mark Meer**

A conversation with 'The Most Interesting Man On The Citadel.' What's it like to DM a game in an actual English castle? How do you get to be so good at imitating Hunter S. Thompson, & what possible use is that in real life? These are just some of the questions we're going to answer. Mark Meer, Kevin Stallard(M) Sun 02:30 pm Augusta E-H [W] 1 Hour

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### **Gender Unlocked: Character Creation for Everyone**

Game developers & fans will discuss games that expand character creators with more options for gender expression. We'll examine games that implement these choices well, games that miss the mark, & discuss why expanded gender expression is important for both players & developers. Alison Carrier, Ashley Ruhl, Tyra A Burton, Rob Roberts(M), Sean D Weiland Sun 04:00 pm Augusta E-H [W] 1 Hour

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### **Overwatch Voice Actor Q&A**

Didn't get enough of our Overwatch crew the first time around? Try again! (And this time, stay on the payload.) Christopher Lloyd(M), Carolina Ravassa, Anjali Bhimani, Fred Tatasciore Sun 04:00 pm Peachtree Ballroom [W] 1 Hour

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### **Closed for Cleaning**

Sun 05:30 pm Augusta E-H [W] 1 Hour

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### **Closed for Cleaning**

Sun 07:00 pm Augusta A-B [W] 1 Hour

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### **A Very Special Edition of Masterpiece Theatre**

What happens when you take some of the most beloved voice talents around, hand them some scripts, & say "Do your worst!?" We want to find out. Mark Meer, Dino Andrade, Jon St. John, Jason Gonding(M) Sun 07:00 pm Peachtree Ballroom [W] 1 Hour

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### **The \$5.48 Pyramid - Video Game Edition**

Voice Actors. Silly Categories. Homage to a classic game show. THINGS THAT WILL BE IN OUR GAME SHOW!!! See? Winning is just that easy. Courtney Lytle, DC Douglas, Fred Tatasciore, Roy Wilkinson, Ian ODonnell(M) Sun 08:30 pm Augusta E-H [W] 1 Hour

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### **Crawl out through the Fallout**

Gussy up in your raddest garb worthy of the White Glove Society for a chance to place in the first-ever Crawl out through the Fallout costume contest. See you there, Daddy-O! Sun 10:00 pm Augusta A-B [W] 2 Hours 30 Min

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### **The Notorious DC Douglas Erotic Fanfic Show**

Join the voice of Wesker, Legion, & many others as he embarks on an erotic journey of language. 17+ NSFW, NO late seating! DC Douglas Sun 11:30 pm Augusta E-H [W] Mature Audience 2 Hours 30 Min  
Monday

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### **End Boss: Survivor's Gathering**

The good, the bad, & the ugly--we want to hear it all. What we did right. What we did wrong. What we should never do again. What we missed. Mon 10:00 am Augusta E-H [W] 1 Hour

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Fantasy  
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Gulf Coast

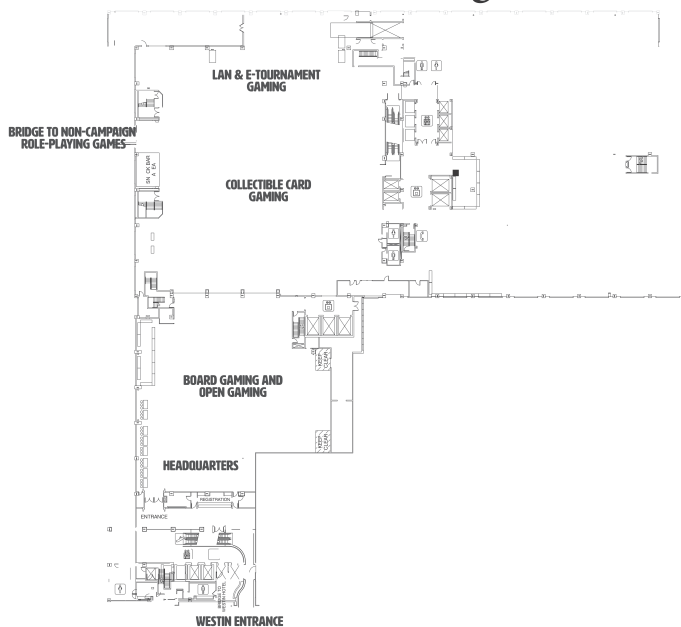
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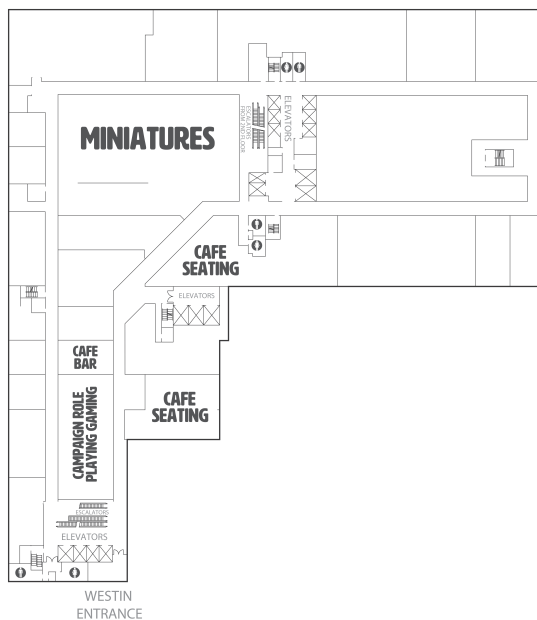


Details & Tickets: [Faery-Ball.com](http://Faery-Ball.com)

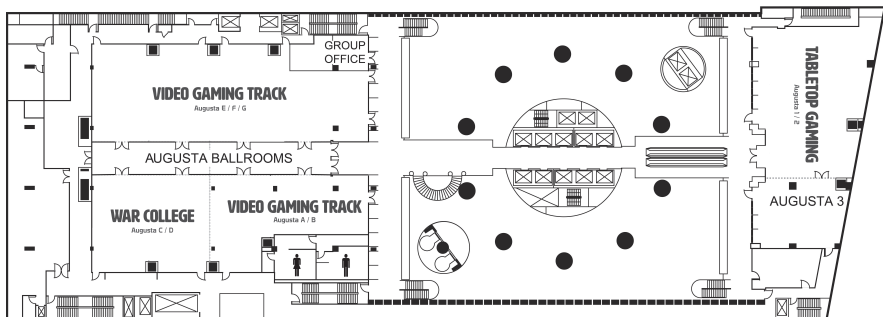
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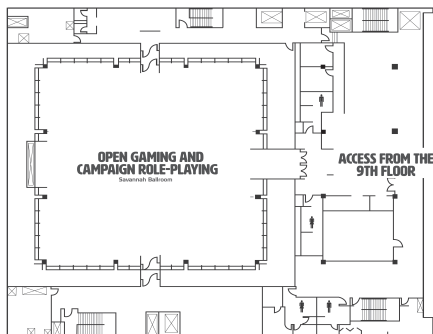
## AMERICASMART, BUILDING 1, FLOOR 3



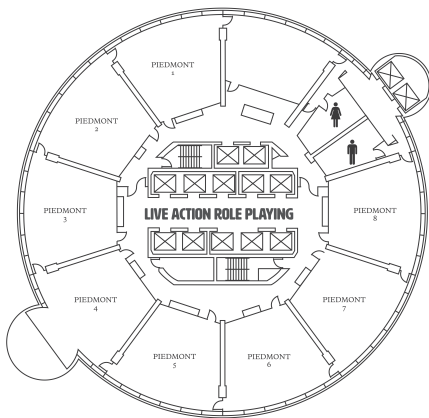
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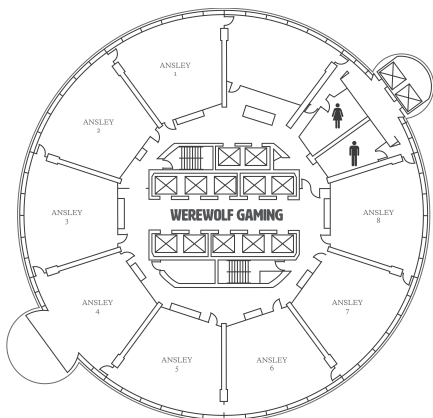
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WESTIN, FLOOR 12



WESTIN, FLOOR 14



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