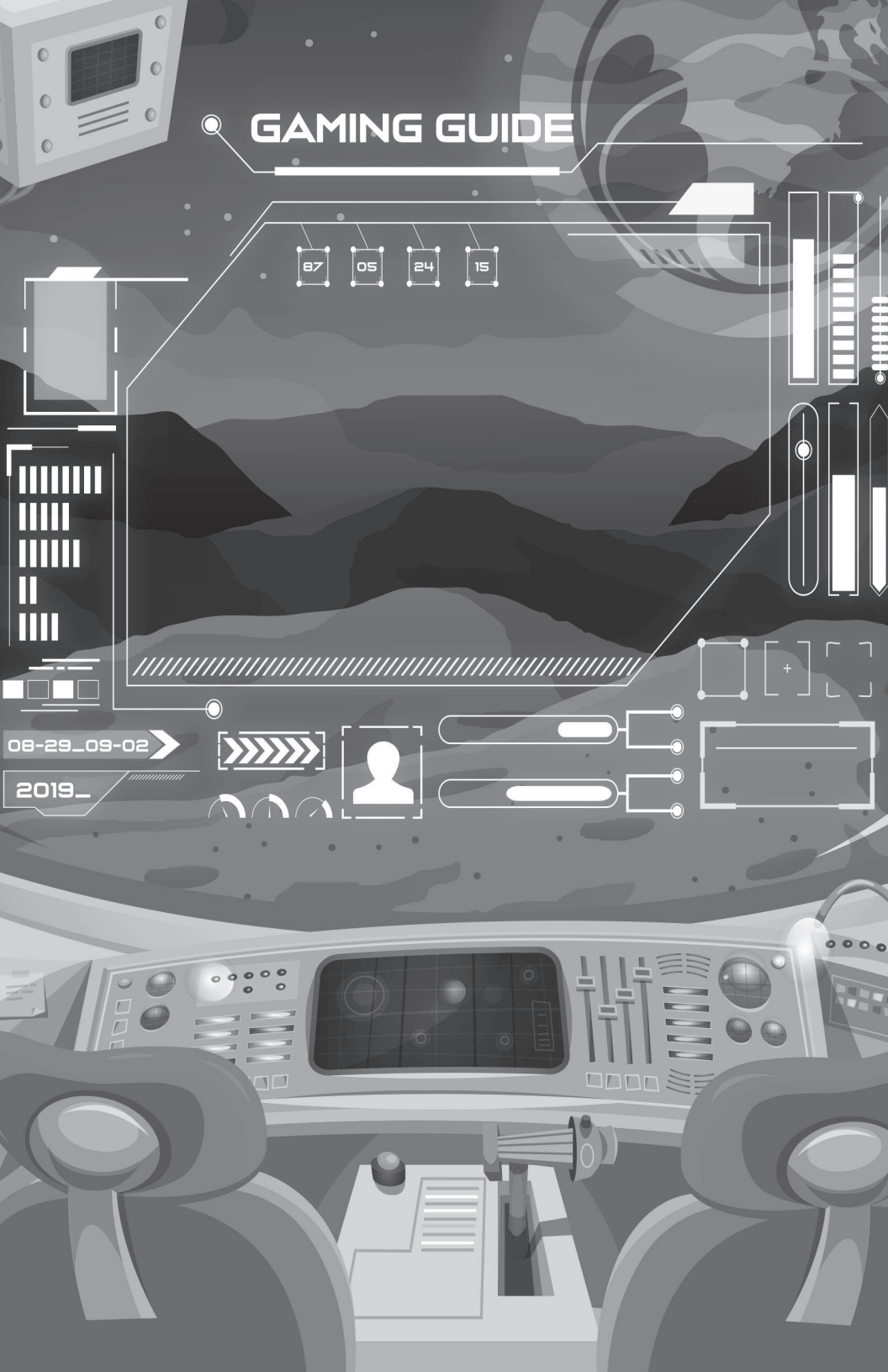
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LOCATIONS

Gaming Registration (And Help!) ..... AmericasMart Building 1, 2nd Floor, South Hall
Artemis Spaceship Bridge Simulator ..... Westin, 14th Floor, Ansley 7/8
Board Games ..... AmericasMart Building 1, 2nd Floor, South Hall
Campaign Role-Playing Games ..... AmericasMart Building 1, 1st Floor
Collectable Card Games ..... AmericasMart Building 1, 2nd Floor, West Hall
Demonstrations ..... AmericasMart Building 1, 2nd Floor, South Hall
Joystick Gamebar Arcade Games ..... AmericasMart Building 1, 2nd Floor, East Hall
Kids Sampler ..... AmericasMart Building 1, 2nd Floor, South Hall
LAN Gaming and Tournaments ..... AmericasMart Building 1, 2nd Floor, East Hall
LARPs ..... Westin, 12th Floor, Piedmont 1-8
Mechcorps ..... AmericasMart Building 1, 2nd Floor, East Hall
Miniatures Games ..... AmericasMart Building 1, 2nd Floor, West Hall
Non-Campaign Role-Playing Games (Bridge Entrance) ..... AmericasMart Building 1, 2nd Floor, West Hall
Open Gaming ..... AmericasMart Building 1, 2nd Floor, East Hall
Skillshot Live ..... Westin, 10th Floor, Savannah Ballroom
Table Top Panels ..... Westin, 7th Floor, Augusta 1, 2, 3
Tokyo Attack Arcade Games ..... AmericasMart Building 1, 2nd Floor, East Hall
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 Gaming ..... Westin, 14th Floor, Ansley 1-6

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GAMING INTRODUCTION

Welcome back to the AmericasMart Building 1 and the Westin Peachtree Plaza Hotel, our home for gaming. We continue to add more events and activities in our spacious home including, free classic arcade games courtesy of Joystick Gamebar, Japanese focused arcade games not normally available in the United States brought to you by Tokyo Attack, a free-play PC and Console section along with new Esports tournaments with cash prizes. New for 2019 we've partnered with Skillshot to present Skillshot Live. Please see below for complete details. On the first floor of AmericasMart Building 1 you will find our Campaign Role-playing gaming events. The Non-Campaign Role-playing gaming events remain in AmericasMart Building 2. HOWEVER! The only access available to this area is via the bridge from building one to building two. This bridge is located on the second floor of building one next to the concession area and Miniatures gaming. If you walk into building 2 from anywhere else in an effort to find the Non-Campaign Role-playing events, "you can't get there from here" rules will apply. You cannot access this gaming area from bulding 2, it must be done from the bridge from building 1. Also on the second floor; Gaming HQ, Board games, Miniatures games, Open Gaming, Demonstrations, Collectible Card games, Kids Sampler, Mechcorps, Tokyo Attack, and Joystick Gamebar classic arcade cabinet games.

The War College/*National Decision Making Game*, *Artemis Starship Bridge Simulator*, Live Action Role-playing games, *Werewolf* games, Videogaming Programming, Table Top Programming, and Skillshot Live are located in the Westin Peachtree Plaza Hotel, next to AmericasMart Building 1 and accessable via skybridge from the second floor of AmericasMart Building 1 and the 6th floor of the Westin.Please note that the main gaming hall and all free to play machines will be available for 24 hours a day via sky bridge from the Westin on the 6th floor and from the Peachtree Street entrance next to Starbucks. During the parade on Saturday morning the Peachtree Street entrance will likely be problematic so the John Portman Boulevard entrance will also be open.

For 2019 we have the usual maps included in 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 *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 Collectible 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.

SKILLSHOT LIVE

Skillshot will hold a number of events throughout Dragon Con. On Saturday and Sunday, they will host an open-entry Dota Underlords tournament with $3,600 in prizing available each day. They will also host meet-and-greets with the the Hi-Rez Studios development team and some of the top pro teams from *SMITE* and *Paladins*. Additionally, the Skillshot area will have an open play area available to gamers, complete with VR titles. Attendees can visit this area to enjoy giveaways, music, anime, and face painting in the Westin Peachtree Plaza Hotel, Savannah Ballroom, entrance on the 9th floor escalators. Full details and further information is available at *www.skillshot.com/dragoncon.*

ARTEMIS STARSHIP BRIDGE SIMULATOR

Join a crew on our fully interactive *Artemis Spaceship Bridge Simulator*: it's a LAN party/LARP/Escape Room mashup experience you can't duplicate online! For 2019 we have also added an additional bridge! Scenarios for the second bridge include cooperative and competitive play. You and your friends assume these roles to operate the Terran Stellar Navy spaceship, Artemis:

- **Captain:** Channel your inner Kirk/Picard/Janeway and make the tough choices.
- **Helm:** Ahead warp factor 1, then slow to impulse and hard to starboard. Bring us behind the enemy fleet just outside torpedo range...
- **Weapons:** Load... lock... fire! Turn big enemy ships into small pieces. Just don't fire nukes at point blank range; go for beam weapons instead.
- **Science:** Scan the sector, find the enemies, and check for secret intel and weaknesses. Watch out for cloaked ships.
- **Communications:** Incoming message! Our space station is under attack! Taunt the enemy fleet leader to draw them away from the base, then call for reinforcements from other Terran vessels.
- **Engineering:** Power and cooling are the name of the game. Boost power to warp to get us there, to weapons for more boom, and to shields when we're getting toasted! Give it all she's got!
- **Fighter:** The Artemis can launch up to 2 single-pilot fighter craft to join the fight and add a bit more punch.

Your crew's success--or failure!--depends on your ability to follow the Captain's orders and work together to defend Terran bases against an alien invasion. This event is a 6 to 8 player experience, suitable for ages 10+. Don't have a group large enough for a full crew? No problem! Sign up and join with another small party and make new friends! Tickets available at *www.Jump2Warp.com* or in-person at Westin Ansley Room 7.

MECHCORPS

They're back! MechCorps is place to let off steam by beating on your friends in a virtual arena by driving Giant Robots loaded to the teeth with guns, lasers, missiles and all types of weaponry. 12 players at a time enter the cockpit simulator pods after a short training session. Each player uses seven display screens, over 50 controls, foot pedals, throttle and joystick to take on all others. The game is easy to learn, but hard to master. Adjustable skill levels allow the novice to enjoy the game, but can also give the veterans a challenge. Located in AmericasMart, Building 1, Floor 2 in the East Hall. See more info on the pods and the game via the Training Manual: *www.mechcorps.com/trainingmanual*

TOKYO ATTACK

Love arcade games? Wish you could visit an arcade in Japan? Good Luck! Tokyo Attack is bringing ALL of their Japanese arcade games to Dragon Con this year! From *Dance Dance Revolution* to *Initial D, Pop'n Music* to *Street Fighter*, *SOUND VOLTEX* to *Silent Scope*. This year they will be bringing their *Kidō Senshi Gundam: Senjō no Kizuna* (*Gundam Battle Pods!*) Tokyo Attack will be located in AmericasMart Building One, on the 2nd floor in the East Hall.

WAR COLLEGE / NDMG

The fine folks at the *NDMG* (*National 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 Decision Making Game* (*NDMG*) 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 *NDM* 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 *NDM* 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 *NDM* 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 NDMg.org. *NDM* 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*. Located in rooms Augusta C and D in the Westin Peachtree Plaza Hotel, 7th floor.

SETTLERS OF CATAN NATIONAL CHAMPIONSHIP QUALIFIER TOURNAMENT

The winner of each Catan National Qualifier will have special Catan-themed prizes and a guaranteed spot at the Catan National Championship in their country. At the National Championship, all Qualifier winners will face off against each other to become the year's Catan National Champion. Every two years, the National Champions are sent to the Catan World Championship tournament to represent their country. Qualifying rounds are on Friday and Saturday at 1:00PM. Full details for the Qualifier Tournament series are available at *https://www.catanstudio.com/events/catan-world-championship/united-states/player-information/*

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, a convention league, 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. And new for 2019 a prize wall where instead of giving away a flat set of boosters for each winner we will be given prize wall tickets that players can redeem for a wide variety of items. Located in AmericasMart Building 1, Floor 2 in the West Hall.

Board Games Membership

Dragon Con Board Games Membership. This membership allows Game checkout from Dragon Con Board Games Library. Also allows access to Dragon Con Werewolf Circles

System: Board Gaming Ribbon
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM
Duration: 4 hours
Cost: $10.00

8hourmunchkin plays Azul

Collect tiles. Use tiles to create a decorative wall. Score points by creating patterns on the wall.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:30 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Board Games

There will be several games available. Come and close out the convention with a board game.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Mon 11:45 AM
Duration: 3 hours
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Carcassonne

Tile placement and worker placement game. Score points by building and controlling cities, roads, farms, and cloisters. Expansions to be determined.

System: Board Games
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 11:59 AM
Duration: 2 hours 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Castle Panic

Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 2 hours 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Dead of Winter

Zombies have overrun society. Protect the colony. Scavenge for supplies. Kill zombies. Face crises. Cooperate to complete a common goal (or not?).

System: Board Games
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 8:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Dead of Winter

Zombies have overrun society. Protect the colony. Scavenge for supplies. Kill zombies. Face crises. Cooperate to complete a common goal (or not?).

System: Board Games
Difficulty: Detailed
Req. Exp.: None
Sessions: Mon 9:00 AM
Duration: 3 hours
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Exploding (and Imploding) Kittens (NSFW)

Exploding Kittens is a kitty-powered version of Russian Roulette. Players draw cards until someone draws an exploding kitten and loses the game. Using the NSFW deck.

System: Board Games
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 11:59 AM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Istanbul

A pick up and deliver game. Your merchant collects and trades goods. Collect rubies by completing tasks. Collect 6 rubies to win. Mocha & Baksheesh expansion.

System: Board Games
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 6:00 PM
Duration: 1 hour 48 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Kingdomino

Build your kingdom by selecting and matching tiles of different terrains. Quick, four-player game. There will be multiple (consecutive) games.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:30 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Lanterns

Place tiles to collect lantern cards. Use sets of lantern cards to score points. Will be using the Emperor's Gifts expansion.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 10:30 AM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Machi Koro

Each player develops a city on their own terms in order to complete all of the landmarks under construction faster than his rivals.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 9:00 AM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Scotland Yard

Mr. X is trying to evade the Scotland Yard detectives in London. Can the detectives locate Mr. X before they run out of transportation resources? Spiel de jahres 1983

System: Board Games
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 6:00 PM, Sun 5:00 PM
Duration: 1 hour 48 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Sleuth

Discover the identity of the missing gem. Game of deduction, and clever questioning.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 11:59 AM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Andrew Conner

8hourmunchkin plays Small World

Players use their fantasy-themed troops to occupy territory and conquer adjacent lands in order to push the other groups off the face of the earth.

System: Board Games
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 8:00 PM, Sun 9:00 AM
Duration: 2 hours 30 minutes
Cost: Free
GameMaster: Andrew Conner

Coup Tournament

You must have a Werewolf or Board Games Sticker to participate. Prize support will be provided by Indie Games. The game will be played in the Werewolf Area on the 14th Floor of the Westin.

System: Coup
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8:00 PM
Duration: 1 hour
Cost: Free

Crokinole Demos and Free Play

Crokinole is a fast-paced dexterity game for 2 or 4 players. Come join us at any time for demos and casual play - all skill levels/ages welcome; beginners encouraged!

System: Demo Games
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 11:00 AM, Sat 11:00 AM, Sun 11:00 AM
Duration: 10 hours
Cost: Free
GameMaster: Mark Freitag

Dominion Tournament

Entry Fee: $10 4-24 Players Play in groups of 3-4 advancing 2 players from each table. Kingdom cards used will be determined at the start of each tournament.

System: Dominion
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 4:00 PM, Sun 4:00 PM
Duration: 3 hours
Cost: $10.00
GameMaster: Glenn Godard

Fog of Love - Romantic Comedy as a Board Game Demo

Create and play two vivid characters who meet, fall in love and try to make an unusual relationship work. All materials will be provided. A romantic comedy board game.

System: Board Games
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM, Fri 11:00 AM, Fri 5:30 PM, Sat 11:00 AM, Sat 5:30 PM, Sun 11:00 AM, Sun 5:30 PM, Mon 11:00 AM
Duration: 4 hours
Cost: Free
GameMaster: Rich Gain

Jupiter Rescue

You're a crack team of rescue robots, launched into space to help the humans at the Jupiter Deep colony get out of whatever predicament they've gotten themselves into.

System: Jupiter Rescue
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Twilight Creations Inc

Monsters of Mt Murhata

Casual Card Game for 2-6 Players Play Monsters, Negotiate with other Monsters Gather the most Treasure Points.

System: Monsters of Mt Murhata
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 2:00 PM, Sat 1:00 PM, Sun 4:00 PM, Mon 11:00 AM, Mon 1:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Twilight Creations

Patient Zero

In the social deductive card game Patient Zero, you must figure out who has first contracted the virus that will eventually turn you into a member of the living dead.

System: Patient Zero
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 4:00 PM, Sun 3:00 PM
Duration: 1 hour
Cost: Free
GameMaster: Twilight Creations Inc

Resistance Tournament

You must have a Werewolf or Board Games Sticker to participate. Prize support will be provided by Indie Games. The game will be played in the Werewolf Area on the 14th Floor of the Westin.

System: Resistance
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9:00 PM
Duration: 1 hour
Cost: Free

The Haunting House

The goal of The Haunting House is to be the first to escape a haunted house that the players have entered

System: The Haunting House
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 12:00 PM
Duration: 1 hour
Cost: Free
GameMaster: Twilight Creations Inc

Settlers of Catan National Championship Qualifier Tournament

This is an opportunity to win a berth at Catan National Championships. Play on Friday and Saturday to qualify for the Finals on Sunday. Top 16 players from Friday and Saturday each get 1 Durgano tile. Top 4 players will receive 1 each of Catan: Frenemies, Catan: Oil Springs, A Game of Thrones: Catan Hodor Promo Card, plus their choice of the Catan Special Wood set (1 purple, 1 pink, 1 black, 1 yellow.) Official Rules: h*ttps://www.catanstudio.com/wp-content/uploads/2018/09/Catan-Championship-Tournament-Rules.pdf*

System: Settlers of Catan
Difficulty: Basic
Req. Exp.: Moderate
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 3:00 PM
Duration: 4 hours
Cost: $10.00

Urban Insanity Game Demo!

Build a city map and compete to complete features for points. Combine one or more of the expansions for extra insanity. Swag giveaways and meet our giant meeple, Big Moe!

System: Original Board Game
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 7:00 PM, Fri 1:00 PM, 2:00 PM, 3:00 PM, 4:00 PM, 5:00 PM, 6:00 PM, 7:00 PM, 8:00 PM, 9:00 PM, 10:00 PM, Sat 1:00 PM, 2:00 PM, 3:00 PM, 4:00 PM, 5:00 PM, 6:00 PM, 7:00 PM, 8:00 PM, 9:00 PM, 10:00 PM, Sun 12:00 PM, 1:00 PM, 2:00 PM, 3:00 PM, 4:00 PM, 5:00 PM, 6:00 PM, 7:00 PM, Mon 1:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Larry Grayson / Mic Mell

Zombies!!!

Zombies!!! puts you in the middle of the action. There is one seat on the helicopter, and you want it. Fight your way through the hordes of Zombies. You don't have to run

System: Zombies!!!
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 4:00 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Darin Hinners

Zombies!!! - Learn to Play

The zombie apocalypse has begun! There is one seat on the helicopter and you want it. Sick zombies on others and play cards to slow them down! Good luck and aim well!

System: Zombies!!!
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 4:30 PM, Sun 1:00 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Twilight Creations Inc

Ascension Heads Up Tournament

Entry Fee: $15 Battle it out 1v1 in a 3-round tournament. Players receive promo card for participating and $10 in Dragon Dollars for each win!

System: Ascension: Deckbuilding Game
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM
Duration: 3 hours
Cost: $15.00
GameMaster: Glenn Godard

Ascension Learn to Play

Free to play. Learn to play this awesome deckbuilding game from our knowledgeable team! Free promo card for playing!

System: Ascension: Deckbuilding Game
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM, Fri 11:00 AM, Sat 11:00 AM, Sun 11:00 AM, Mon 11:30 AM
Duration: 1 hour
Cost: Free
GameMaster: Glenn Godard

Ascension Main Event

Entry Fee: $15 Multiplayer tournament. Promo card to all players. Playmat to 1st plus Dragon Dollars to 1st $50, 2nd $25, 3rd & 4th $10 each. Rules Edition Skulls & Sails

System: Ascension: Deckbuilding Game
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 7:00 PM, Sat 7:00 PM, Sun 7:00 PM
Duration: 1 hour
Cost: $15.00
GameMaster: Glenn Godard

Dragon Con Supershow Tag Team Championship

A bullet round style two player tag event ran by General Manager John Calace where anything can happen. The winners will receive a shot at the LFF Tag Team Championships!

System: Supershow
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 7:30 PM
Duration: 4 hours
Cost: Free
GameMaster: John Calace

Dragon Con Supershow World Championship

A bullet round style singles event ran by General Manager John Calace where anything can happen. The winner will receive a shot at the LFF World Championship!

System: Supershow
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 7:30 PM
Duration: 4 hours
Cost: Free
GameMaster: John Calace

Legend of the 5 Rings event

Standard L5R event. Bring your deck and tokens and represent your Clan. No fee to play.

System: Legends of the 5 Rings, LCG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 1:00 PM
Duration: 5 hours
Cost: Free
GameMaster: Phillip Gladney

Lord of the Rings TCG Cube Draft

No fee and everything required will be provided by the Game Master. Just show up, draft a Fellowship and Shadow deck and start playing.

System: LotRTCG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 1:00 PM
Duration: 6 hours
Cost: Free
GameMaster: Phillip Gladney

MTG: 4-Pack Sealed

Entry Fee: $20 [Sealed - Casual - Non-Elimination] Players get 4 M20 Boosters, build a 30+ card deck, and play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 4:00 PM, Sat 4:00 PM, Sun 4:00 PM
Duration: 1 hour
Cost: $20.00
GameMaster: Glenn Godard

MTG: Battlebond Two-Headed Giant Draft

Entry Fee: $15 ($30/Team) [Draft – Team – Rated – Non-elimination] Each team will get 4 Battlebond boosters to draft, then build 2 decks, and play 4 rounds.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 7:00 PM, Sun 7:00 PM
Duration: 4 hours
Cost: $15.00
GameMaster: Glenn Godard

MTG: Battlebond Two-Headed Giant Sealed

Entry Fee: $20 ($40/Team) [Sealed – Team – Rated – Non-elimination] Each team will get 6 Battlebond boosters to build 2 decks and then play 4 rounds.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 7:00 PM
Duration: 4 hours
Cost: $20.00
GameMaster: Glenn Godard

MTG: Box Sealed

Entry Fee: $115 [Sealed - Rated - Non-Elimination] Players get 36 M20 Boosters, build a deck, and play up to 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 3:00 PM, Sat 3:00 PM, Sun 3:00 PM
Duration: 3 hours
Cost: $115.00
GameMaster: Glenn Godard

MTG: Chaos Draft

Entry Fee: $75 [Draft – Casual – Elimination] 8 Players will draft from a pool of 24 different boosters, including an Italian Legends booster. Prizes based on standing.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 5:30 PM, Sat 5:30 PM, Sun 5:30 PM
Duration: 3 hours
Cost: $75.00
GameMaster: Glenn Godard

MTG: Chaos Sealed

Entry Fee: $40 [Sealed – Casual – Non-Elimination] Players will get 6 different boosters from a pool of modern boosters to build a deck and play. Prizes based on record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 4:00 PM, Sat 4:00 PM, Sun 4:00 PM
Duration: 4 hours
Cost: $40.00
GameMaster: Glenn Godard

MTG: Chronicles Draft

Entry Fee: $60 [Draft – Elimination – Rated] Each player gets 3 Chronicles packs to draft, build a deck, and play up to 3 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 12:00 PM
Duration: 3 hours
Cost: $60.00
GameMaster: Glenn Godard

MTG: Convention League

Entry Fee: $5 [Pre-Constructed – Open Play – Casual – Continuous] Players get a Welcome deck. The deck may be modified using earned loot. See full rules on site.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM
Duration: 1 hour
Cost: $5.00
GameMaster: Glenn Godard

MTG: Core 2019 Re Pre

Entry Fee: $30 [Sealed – Non-Elimination – Rated] Each player gets an M19 Prerelease kit, builds a deck, and plays 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 10:00 AM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Core Set 2020 Re Pre

Entry Fee: $30 [Sealed – Non-Elimination – Rated] Each player gets an M20 Prerelease kit, builds a deck, and plays 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Core Set 2020 Sealed

Entry Fee: $30 [Sealed - Casual - Non-Elimination] Players get 6 M20 Boosters, build a deck, and play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 6:00 PM, Sat 10:00 AM, Sat 6:00 PM, Sat 6:00 PM, Sun 10:00 AM, Sun 6:00 PM, Sun 6:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Dragon Brawl

Free [Constructed – Casual – Multiplayer – Non-elimination] Bring your own Brawl deck and play 2 multiplayer rounds. Special prizes to top finishers.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 7:30 PM, Sat 7:30 PM, Sun 7:30 PM
Duration: 2 hours
Cost: Free
GameMaster: Glenn Godard

MTG: Guilds of Ravnica Block Sealed

Entry Fee: $30 [Sealed – Rated – Non-elimination] Players get 2 packs each from Guilds, Allegiance, and Spark to build a deck and play 4 rounds. Prizes based on record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 3:00 PM, Sat 3:00 PM, Sun 3:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Innistrad Draft

Entry Fee: $60 [Draft – Elimination – Rated] Each player gets 3 Innistrad packs to draft, build a deck, and play up to 3 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 12:00 PM
Duration: 3 hours
Cost: $60.00
GameMaster: Glenn Godard

MTG: Invasion Draft

Entry Fee: $60 [Draft – Elimination – Rated] Each player gets 3 Invasion packs to draft, build a deck, and play up to 3 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Sun 12:00 PM
Duration: 3 hours
Cost: $60.00
GameMaster: Glenn Godard

MTG: Last Chance Sealed

Entry Fee: $30 [Sealed - Rated - Non-Elimination] Players get 6 M20 Boosters, build a deck, and play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Mon 12:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Modern Horizons Sealed

Entry Fee: $60 [Sealed – Rated – Non-elimination] Each player gets 6 Modern Horizons boosters, to build a deck, and play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 5:00 PM, Sat 5:00 PM, Sun 5:00 PM
Duration: 4 hours
Cost: $60.00
GameMaster: Glenn Godard

MTG: Oathbreaker

Free [Constructed – Casual – Multiplayer – Non-elimination] Bring your own Oathbreaker deck and play 2 multiplayer rounds. Special prizes to top finishers.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 1:30 PM, Sat 1:30 PM, Sun 1:30 PM
Duration: 1 hour
Cost: Free
GameMaster: Glenn Godard

MTG: On-Demand Core 2020 Draft

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

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM
Duration: 2 hours 30 minutes
Cost: $16.00
GameMaster: Glenn Godard

MTG: On-Demand Modern Horizons Draft

Entry Fee $30 [Draft – Rated – Elimination – On-Demand] 8 Players draft out three boosters, build decks, and play in an elimination bracket. Prizes based on standing.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM
Duration: 2 hours 30 minutes
Cost: $30.00
GameMaster: Glenn Godard

MTG: On-Demand War of the Spark Draft

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

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM, Fri 8:00 AM, Sat 8:00 AM, Sun 8:00 AM, Mon 8:00 AM
Duration: 2 hours 30 minutes
Cost: $16.00
GameMaster: Glenn Godard

MTG: Pauper

Free Entry [Constructed – Casual – Non-Elimination] Pauper Constructed. Deck Rentals Available. Everyone that plays gets an UltraPro Chibi Token. Winner gets a playmat.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 2:30 PM, Sat 2:30 PM, Sun 2:30 PM
Duration: 3 hours
Cost: Free
GameMaster: Glenn Godard

MTG: Pauper's Pauper

Free [Constructed – Casual – Non-elimination] Bring your own Pauper deck and play up to 4 rounds. Special prizes for top finishers.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 6:30 PM, Sat 6:30 PM, Sun 6:30 PM
Duration: 3 hours
Cost: Free
GameMaster: Glenn Godard

MTG: RePre Chaos

Entry Fee: $30 [Sealed – Non-Elimination – Casual] Each player gets a Random Prerelease kit, builds a deck, and plays 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 7:00 PM
Duration: 1 hour
Cost: $30.00
GameMaster: Glenn Godard

MTG: RePre Dragon's Maze

Entry Fee: $30 [Sealed – Non-Elimination – Rated] Each player gets a Dragon's Maze Prerelease kit, builds a deck, and plays 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 8:00 PM
Duration: 1 hour
Cost: $30.00
GameMaster: Glenn Godard

MTG: RePre Ixalan

Entry Fee: $30 [Sealed – Non-Elimination – Rated] Each player gets an Ixalan Prerelease kit, builds a deck, and plays 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Sealed Commander

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

System: MtG
Difficulty: Basic
Req. Exp.: 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: Sealed Commander Grand Melee

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

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 11:00 AM, Sat 11:00 AM, Sun 11:00 AM
Duration: 2 hours
Cost: $40.00
GameMaster: Glenn Godard

MTG: Sealed Draft

Entry Fee: $30 [Sealed - Casual - Non-Elimination] Payers get 6 M20 Boosters. Open 3 packs, draft 3 packs, build a deck, and play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 12:00 PM, Sat 12:00 PM, Sat 12:00 PM, Sun 12:00 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: Two Headed Giant Sealed

Entry Fee: $40 per team ($20ea) [Sealed - Team - Non-Elimination] Each 2 player team gets 8 M20 Boosters, builds 2 decks, and plays 4 rounds Prizes based on match record

System: MtG
Difficulty: Basic
Req. Exp.: Some
Sessions: Thu 7:00 PM, Fri 2:00 PM, Sat 2:00 PM, Sun 2:00 PM
Duration: 4 hours
Cost: $40.00
GameMaster: Glenn Godard

MTG: War of the Spark Sealed

Entry Fee: $30 [Sealed – Rated – Non-elimination] Players get 6 War of the Spark boosters to build a deck then play 4 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 8:30 PM, Sat 8:30 PM, Sun 8:30 PM
Duration: 4 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: War of the Spark Turbo Sealed

Entry Fee: $30 [Sealed – Turbo - Casual] Each player gets 6 War of the Spark boosters, makes a deck, and plays 1 round. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 11:00 AM, Sat 11:00 AM, Sun 11:00 AM
Duration: 2 hours
Cost: $30.00
GameMaster: Glenn Godard

MTG: WAR!

Free [Casual – Elimination] Bring your own War of the Spark booster to play the traditional card game of WAR! Special prizes to top finishers.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 10:30 AM, Sat 10:30 AM
Duration: 2 hours
Cost: Free
GameMaster: Glenn Godard

MTG: Zendikar Draft

Entry Fee: $80 [Draft – Elimination – Rated] Each player gets 3 Zendikar packs to draft, build a deck, and play up to 3 rounds. Prizes based on match record.

System: MtG
Difficulty: Easy
Req. Exp.: Some
Sessions: Thu 6:00 PM
Duration: 3 hours
Cost: $80.00
GameMaster: Glenn Godard

Rose Tatu Productions Hosts: Dead CCG Open Play

Sign up on Facebook: The Dead CCG Players Club or show up and bring out your Dead CCGs. Meet others who also love your CCGs or want to learn.

System: Dead CCG meet-up
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 8 hours
Cost: Free
GameMaster: Hosted by Rose Tatu Productions

Rose Tatu Productions Presents: 7 Wonders

New players and experienced players welcome. Rules will be taught. 1 to 7 players. 1 hour.

System: 7 Wonders
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Arkham Horror LCG

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours.

System: Arkham Horror, LCG
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 12:00 PM, Sat 2:00 PM, Sat 4:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Ars Alchimia

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours.

System: Ars Alchimia
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Ascension

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours.

System: Ascension: Deckbuilding Game
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Bruges

Rose Tatu Productions Presents: Bruges New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours.

System: Bruges
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Castles of Burgundy: The 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.

System: Castles of Burgundy: The card game
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: Century Spice Road
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: Century Spice Road
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: Coal Baron: The Card Game
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Dixit

New players and experienced players welcome. Rules will be taught. 1 to 8 players. We will play multiple games as time allows. 2 hours.

System: Dixit
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Dominion – Teaching 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.

System: Dominion - Teaching game
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Dominion – Teaching 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.

System: Dominion - Teaching game
Difficulty: Basic
Req. Exp.: None
Sessions: Thu 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Elder Sign

New players and experienced players welcome. Rules will be taught. 1 to 6 players. 2 hours. CCG Area.

System: Edler Sign
Difficulty: Basic
Req. Exp.: None
Sessions: Mon 11:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Elder Sign

New players and experienced players welcome. Rules will be taught. 1 to 6 players. 2 hours. CCG Area.

System: Edler Sign
Difficulty: Basic
Req. Exp.: None
Sessions: Thu 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Evolution: The Beginning

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 2 hours.

System: Evolution: The Beginning
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Fields of Green

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours.

System: Fields of Green
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Inhabit the earth

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 2 hours.

System: Inhabit the Earth
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Keyflow

New players and experienced players welcome. Rules will be taught. 1 to 6 players.

System: Keyflow
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Lord of the Rings: Journeys in Middle-Earth LCG

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours.

System: Lord of the Rings: Journeys in Middle-earth
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 12:00 PM, Sun 2:00 PM, Sun 4:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Lorenzo Il Magnifico

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

System: Lorenzo Il Magnifico
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Lorenzo Il Magnifico

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

GameMaster: Rose Tatu Productions Staff
System: Lorenzo Il Magnifico
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 6:00 PM
Duration: 3 hours
Cost: Free

Rose Tatu Productions Presents: Machi Koro

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 1 hour.

System: Machi Koro
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 11:00 AM
Duration: 1 hour
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: My Village
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Notre Dame

New players and experienced players welcome. Rules will be taught. 1 to 4 players. 2 hours.

System: Notre Dame
Difficulty: Basic
Req. Exp.: None
Sessions: Sun 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Power Grid: The 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.

System: Power Grid: The card game
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: San Juan
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Seasons

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 2 hours.

System: Seasons
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Sushi Go

New players and experienced players welcome. Rules will be taught. We will play multiple games as time allows. 1 to 4 players. 1 hour.

System: Sushi Go
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 10:00 AM
Duration: 1 hour
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Terraforming Mars

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

System: Terraforming Mars
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Terraforming Mars

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

System: Terraforming Mars
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Terraforming Mars

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

System: Terraforming Mars
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: Underwater Cities

New players and experienced players welcome. Rules will be taught. 1 to 4 players. Plan to play all 3 hours.

System: Underwater Cities
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 3 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: Welcome to...
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 10:00 AM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Rose Tatu Productions Presents: 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.

System: Welcome to...
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

Star Wars CCG Cube Draft

No fee and no cards needed, just show up, draft a deck and play! All cards needed will be provided.

System: Welcome to...
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 7:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Rose Tatu Productions Staff

STCCG Second Edition DEMO

Star Trek CCG continues! Learn how to play the game from actual players, including a former US National Champion.

System: STCCG
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 2:00 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Michael Shea

STCCG Second Edition Demo

Star Trek CCG continues! Learn how to play the game from actual players, including a former US National Champion.

System: STCCG
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 1 hour 30 minutes
Cost: Free
GameMaster: Michael Shea

STCCG Second Edition Hall of Fame Format Constructed

Star Trek CCG continues! An excellent play environment with a limited card pool retiring some of the usual backbone and/or power-cards.

System: STCCG
Difficulty: Easy
Req. Exp.: Some
Sessions: Fri 4:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Michael Shea

STCCG Second Edition Slipstream Constructed

Star Trek CCG continues! Fast, fun Star Trek CCG event for players of any level wanting to get a little game in at the start of the festivities. Extra decks available.

System: STCCG
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM
Duration: 2 hours 30 minutes
Cost: Free
GameMaster: Michael Shea

STCCG Second Edition Standard Constructed

Star Trek CCG continues! This is the game you remember, but with newly designed cards. This is a complete card pool. All Second Edition cards are legal.

System: STCCG
Difficulty: Easy
Req. Exp.: Some
Sessions: Sat 4:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Michael Shea

STCCG Second Edition Sealed Deck

Star Trek CCG continues! Relive your Trek CCG memories with actual Decipher product from 2002. Come 30 minutes early for a quick refresher. Take home the cards you get!

System: STCCG
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 4:00 PM
Duration: 5 hours
Cost: Free
GameMaster: Michael Shea

Supershow Singles Tournament

The first ever Supershow tournament in Dragon Con history! Come join the excitement regardless of the experience you have in the ring!

System: Supershow
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7:00 PM
Duration: 2 hours 30 minutes
Cost: Free
GameMaster: John Calace

The Great War

The last best hope for a Babylon 5 collectable card game at Dragon Con. Bring your own decks or use our pre-builts. search for Dragon Con Babylon 5 Facebook group.

System: Babylon 5 CCG
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 9:00 AM
Duration: 4 hours
Cost: Free
GameMaster: Andrew Apold

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/dragoncon19* 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!

BlazBlue Cross Tag Battle Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: BlazBlue: Cross Tag Battle
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 4:00 PM
Duration: 4 hours

Clash Royale Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Clash Royale
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 4:00 PM
Duration: 4 hours

Dragonball FighterZ Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Dragonball FighterZ
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 8:00 PM
Duration: 1 hour

Guilty Gear Xrd REV 2 Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Guilty Gear Xrd Revelator 2 - PS4
Difficulty: Detailed
Req. Exp.: Expert
Sessions: Sun 12:00 PM
Duration: 1 hour

Hearthstone Tournament

$20 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Hearthstone
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 12:00 PM
Duration: 4 hours

League of Legends Tournament

$100 entry ($20 per player on a team), Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: League of Legends
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 1:00 PM
Duration: 6 hours

Mario Kart 8 Deluxe Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Mario Kart 8 Deluxe
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 12:00 PM
Duration: 3 hours

Mortal Kombat 11 Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Mortal Kombat 11
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Thu 8:00 PM
Duration: 4 hours

Overwatch Tournament

$120 entry ($20 per player on a team), Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Overwatch
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 6:00 PM
Duration: 1 hour

Smash Bros Ultimate Doubles Tournament

$10 entry per player, for a total of $20 per team, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Super Smash Bros Ultimate
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 6:00 PM
Duration: 4 hours

Smash Bros Ultimate Singles Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Super Smash Bros Ultimate
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 2:00 PM
Duration: 1 hour

SoulCalibur VI Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: SoulCalibur VI
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 4:00 PM
Duration: 4 hours

Street Fighter V: Arcade Edition Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Street Fighter V: Arcade Edition
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 12:00 PM
Duration: 4 hours

Tekken 7 Tournament

$10 entry, Please see *https://smash.gg/DragonCon2019* for more information, like rulesets or online preregistration.

System: Tekken 7 Tournament - PS4
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 8:00 PM
Duration: 1 hour

Deadlands: The Silver Springs Two-Step

The weird west town of Silver Springs has 99 problems, and a werewolf ain't one! A Savage Worlds system event.

System: Kettle of Fish Productions
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 7:00 PM
Duration: 2 hours
Cost: $5.00
GameMaster: William T. Thrasher

Doctor Who: The Iron Beasts of London

Something is lurking in London's sewers, and if the Doctor and his companions don't act quickly, the year 1865 could be London's last.

System: Kettle of Fish Productions
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 10:00 AM
Duration: 2 hours
Cost: $5.00
GameMaster: Jason Arons

Fading Suns: To Be a Pirate King

Bloodthirsty Jack McGee, the most feared pirate to ever ply the jumpweb, calls a gathering of every freebooter, corsair, and buccaneer in the Known Worlds and beyond.

System: Kettle of Fish Productions
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 2 hours
Cost: $5.00
GameMaster: William T. Thrasher

Game 60 - Towering Threats

The heroes of Convergence face off against a strange and deadly tower full of traps, tricks, and more than one bottomless void. So basically, a normal Saturday.

System: Fractured
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 7:00 PM
Duration: 5 hours
Cost: Free

HighSpires Demo

A demonstration of a full contact foam fighting sport, using a variety of weapons and armor! Great exercise, awesome community, and so much more than just fighting!

System: High Spires of Atlanta
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Eli Barona

Just a Dream and the Wind to Carry Me

With the completion of repairs on the last known airship from the Sea of Stars, the player characters have been invited for an evening's 4-hour tour above the town.

System: Forest of Doors
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 7:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Adrian McLeer

LARP Registration

All LARP events have registration booths ready to answer your questions and sign up interested players.

System: General LARP
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM, Fri 11:00 AM, Fri 12:00 PM, Fri 1:00 PM, Fri 2:00 PM, Fri 3:00 PM, Fri 4:00 PM, Fri 5:00 PM, Sat 10:00 AM, Sat 11:00 AM, Sat 12:00 PM, Sat 1:00 PM, Sat 2:00 PM, Sat 3:00 PM, Sat 4:00 PM, Sat 5:00 PM, Sun 10:00 AM, Sun 11:00 AM, Sun 12:00 PM, Sun 1:00 PM, Sun 2:00 PM, Sun 3:00 PM, Sun 4:00 PM, Sun 5:00 PM
Duration: 1 hour
Cost: Free

Once Upon a Name

A queen's debt to a mysterious figure threatens an entire kingdom. A 6x6 System game.

System: Kettle of Fish Productions
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM
Duration: 2 hours
Cost: $5.00
GameMaster: Jason Arons

Sunset to Sunrise 1066, a World of Darkness LARP

World of Darkness LARP set in 1066 England after the Battle of Hastings. To include Vampire, Fera, Changelings, and a few others in the aftermath. By Night Studios System

System: After The Sun Sets
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 7:00 PM, Sat 7:00 PM, Sun 7:00 PM
Duration: 8 hours
Cost: Free
GameMaster: Sam Levine

The Mortality Machine

You lost Maria two years ago... but maybe you can get her back? A 30-minute immersive theater experience combining LARP and dance.

System: Sinking Ship Creations
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM, Sat 10:00 AM, Sat 1:00 PM, Sat 4:00 PM
Duration: 30 minutes
Cost: $12.00
GameMaster: Ryan Hart, Lara Marcin

The Road to Bremen Town

Heroes on a quest, villains on the run, & wanderers keeping one step ahead of their pasts. All travelers meet on the road to Bremen Town. A 6x6 System event.

System: Forest of Doors
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 7:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Adrian McLeer

Warhammer 40,000: The Exterminatus Waltz

A tribunal of Inquisitors gathers to judge Megiddo, a Hive World overrun by heretics & mutations. Will you save this ancient Imperial planet, or watch it burn?

System: Kettle of Fish Productions
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 2 hours
Cost: $5.00
GameMaster: William T. Thrasher

MINIATURES GAMES

Age of Sigmar 1000pt Tournament!

Come play in our first annual Age of Sigmar Tournament! 1000pts following match play rules, realm artefacts allowed.

System: Games Workshop Warhammer
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 9:00 AM
Duration: 10 hours
Cost: Free
GameMaster: Jon Galvin

Age of Sigmar: Warcry! Demos

Experience small scale skirmish combat in the worlds of Age of Sigmar! Take control of a warband of aspiring chaos fighters to prove you are worthy of ascension!

System: Games Workshop Warhammer
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 11:00 AM
Duration: 4 hours
Cost: Free
GameMaster: Jon Galvin

BattleQuest: Your Adventure Awaits!

Come play a Cooperative, Story-based, Tactical Adventure for 2-5 players, with games taking around an hour to play, though they can be strung together All Day/Night/Con.

System: BattleQuest Minis
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 11:30 AM, Sat 2:00 PM, Sun 4:00 PM
Duration: 12 hours
Cost: Free
GameMaster: Parker Bohn and Morgan Henry

Battletech - 4th Succession War

Battletech old school style! This will be a War of 3039 scenario.

System: Catalyst: BattleTech
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 11:00 AM
Duration: 7 hours
Cost: Free
GameMaster: Elias Kakesh

Battletech - Clan Fight

This is a Clan on Clan fight. Clan Jade Falcon will take on Clan Diamond Shark. Come fight for your honor!

System: Catalyst: BattleTech
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 11:00 AM
Duration: 7 hours
Cost: Free
GameMaster: Elias Kakesh

Battletech - Jihad

Battletech Jihad era. This will be a battle between House Laio (Death Commandos) and House Davion (5th Avalon Hussars).

System: Catalyst: BattleTech
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 11:00 AM
Duration: 7 hours
Cost: Free
GameMaster: Elias Kakesh

Charlie Company

Congratulations on your promotion, now lets see if you can handle the missions. Lead your squad through your tour of Vietnam in this Skirmish RPG style series.

System: RAFM: Charlie Company
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 2:00 PM, Sat 9:00 AM, Sat 2:00 PM, Sun 9:00 AM, Sun 2:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Timothy Gearhart

Combat Command: Tanker's Challenge!

Take on a squadron of WWII tanks and fight for control of Europe over 4 rounds! Between battles, survivors get upgraded, and losses get replaced- with heavier tanks!

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Thomas Thomas

Fong's Command Line Challenge

In conjunction with HardBoot (the ReBoot Rpg circa 1992), up to 4 challengers compete for an elusive upgrade for use in HardBoot..

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 12:30 PM
Duration: 1 hour
Cost: Free
GameMaster: Old Man Henderson

General Quarters 3 - Battle of the Icebergs

WWII Naval miniatures. British and German cruisers and destroyers play Hide and Go Seek among the icebergs. No experience necessary.

System: General Quarters 3
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 3 hours 30 minutes
Cost: Free
GameMaster: Curtis Sharpe

Golden Dragon Miniature Painting Competition

For rules & categories, *www.facebook.com/DragonConpnt* or check the Dragon Con app. Awards given at 1:00pm Sunday at the Paint & Take (Mart 1, Floor 2). Kid-friendly!

System: Paint & Take - Golden Dragon Miniature Painting Competition
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM, Thu 7:00 PM, Thu 8:00 PM, Fri 9:00 AM, Fri 10:00 AM, Fri 11:00 AM, Fri 12:00 PM, Fri 1:00 PM, Fri 2:00 PM, Fri 3:00 PM, Fri 4:00 PM, Fri 5:00 PM, Fri 6:00 PM, Fri 7:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 10:00 AM, Sat 11:00 AM, Sat 12:00 PM, Sat 1:00 PM, Sat 2:00 PM, Sat 3:00 PM, Sat 4:00 PM, Sat 5:00 PM, Sat 6:00 PM
Duration: 1 hour
Cost: Free

HeroClix - 300 points, Golden Age

300 points Golden Age All elements and figures except purple ringed figures are legal.

System: WizKids/NECA HeroClix
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 10:00 AM
Duration: 3 hours
Cost: $5.00
GameMaster: Timothy Cummings

HeroClix - 300 points, Silver Age

300 points Silver Age "Silver Age" for this event allows almost all figures but no additional elements.

System: WizKids/NECA HeroClix
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 10:00 AM
Duration: 3 hours
Cost: $5.00
GameMaster: Timothy Cummings

HeroClix - 500 points, Modern Age

500 points Modern Age

System: WizKids/NECA HeroClix
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sat 10:00 AM
Duration: 3 hours
Cost: $5.00
GameMaster: Timothy Cummings

HeroClix - Battle Royale

Battle Royals $12 entry fee 2-4 person draft format

System: WizKids/NECA HeroClix
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM, Fri 2:00 PM, Sat 10:00 AM, Sat 2:00 PM, Sun 10:00 AM, Sun 2:00 PM, Mon 10:00 AM
Duration: 4 hours
Cost: $12.00
GameMaster: Timothy Cummings

HeroClix - Demonstrations

200 point Modern Age Pre-built teams 20-minute games Prize: Keep the team and get a map! Experience Level: Beginner

System: WizKids/NECA HeroClix
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 AM, Sat 12:00 PM
Duration: 6 hours
Cost: Free
GameMaster: Timothy Cummings

HeroClix - The Charlie Game

The Charlie game A Dragon Con tradition. This is a special format created at Dragon Con. See the website for more information.

System: WizKids/NECA HeroClix
Difficulty: Detailed
Req. Exp.: Some
Sessions: Mon 9:00 AM
Duration: 3 hours
Cost: $5.00
GameMaster: Timothy Cummings

HeroClix - Win A Map, 300 Modern Age

Win A Map 300 Modern No other restrictions.

System: WizKids/NECA HeroClix
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 1:00 PM
Duration: 3 hours
Cost: $5.00
GameMaster: Timothy Cummings

HeroClix - Win A Map, 300 points Modern Age Pauper Highlander

Win A Map 300 points Modern Age Pauper Highlander Entry Fee: $10

System: WizKids/NECA HeroClix
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 1:00 PM
Duration: 3 hours
Cost: $10.00
GameMaster: Timothy Cummings

HeroClix - Win A Map, 300 points Sealed

Win A Map 300 points sealed Buy two boosters, build a 300-point team. 3- Round Swiss format; each round 45 minutes Experience Level: Beginner to Expert

System: WizKids/NECA HeroClix
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM
Duration: 3 hours
Cost: $24.00
GameMaster: Timothy Cummings

Miniature Painting: Paint-Along Workshop - Color Schemes/Army Colors

Sean Twiddy, a professional artist, will discuss color theory & how to choose color schemes. $5 donation to reserve a spot. Sign up at the Painting Competition Table.

System: Paint & Take - Instructional
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sat 1:00 PM, Sun 1:00 PM, Mon 1:00 PM
Duration: 1 hour
Cost: $5.00

Paint & Take - Open Paint

Paint a miniature and take it home with you. Visit the Paint & Take area in the Gaming Hall. Free while supplies last. Charity Donations accepted. Kid-friendly!

System: Paint & Take - Open
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 6:00 PM, Thu 7:00 PM, Thu 8:00 PM, Fri 9:00 AM, Fri 10:00 AM, Fri 11:00 AM, Fri 12:00 PM, Fri 1:00 PM, Fri 2:00 PM, Fri 3:00 PM, Fri 4:00 PM, Fri 5:00 PM, Fri 6:00 PM, Fri 7:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 10:00 AM, Sat 11:00 AM, Sat 12:00 PM, Sat 1:00 PM, Sat 2:00 PM, Sat 3:00 PM, Sat 4:00 PM, Sat 5:00 PM, Sat 6:00 PM, Sat 7:00 PM, Sat 8:00 PM, Sun 9:00 AM, Sun 10:00 AM, Sun 11:00 AM, Sun 12:00 PM, Sun 1:00 PM, Sun 2:00 PM, Sun 3:00 PM, Sun 4:00 PM, Sun 5:00 PM, Sun 6:00 PM, Sun 7:00 PM, Sun 8:00 PM, Mon 9:00 AM, Mon 10:00 AM, Mon 11:00 AM, Mon 12:00 PM
Duration: 1 hour
Cost: Free

Paint & Take - Paint Along Workshop - Faces & Skin

Sean Twiddy, a professional artist, will discuss painting skin & faces. $5 donation to reserve spot. Sign up at the Golden Dragon Miniature Painting Competition Table.

System: Paint & Take - Instructional
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sat 11:30 AM, Mon 11:30 AM
Duration: 1 hour
Cost: $5.00

Paint & Take - Paint Along Workshop - Intro to Miniature Painting

An instructor will demonstrate priming, base coating, highlights & washes. $5 donation to reserve your spot. Sign up at the Golden Dragon Miniature Painting Competition.

System: Paint & Take - Instructional
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 2:30 PM, Fri 4:00 PM, Sat 4:00 PM, Sun 2:30 PM, Sun 4:00 PM
Duration: 1 hour
Cost: $5.00

Paint & Take - Paint Along Workshop - Intro to Miniature Painting for Kids

Kid-friendly instruction on painting miniatures. $5 donation to reserve a spot. Sign up at Golden Dragon Miniature Painting Competition Table.

System: Paint & Take - Instructional
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 2:30 PM, Sun 11:30 AM
Duration: 1 hour
Cost: $5.00

Task Force 1946: The Assault on Brandenberg

A daring Allied assault across a lake to stop a German counterattack in an alternate-history of WWII- give your orders carefully, and your platoon just might survive!

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Thomas Thomas

The Battle for the Iron Throne

Take on the role of one of the great houses of Westeros! Will you defend the High King or try to dethrone them? Be warned- your ally in one battle may be your enemy later!

System: De Bellis Antiquitatis
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: Free
GameMaster: Thomas Thomas

Warhammer 40k Demos

Warhammer 40k is the world's most popular miniatures game! Learn the rules to command your own forces in the grim dark future of Warhammer 40,000 where there is only war!

System: Games Workshop Warhammer 40K
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 11:00 AM, Sat 11:00 AM, Mon 11:00 AM
Duration: 6 hours
Cost: Free
GameMaster: Rob Bristow

Warhammer 40k: Kill Team Demos

Learn the exciting small-scale result of Warhammer 40k: Kill Team! Players control a small force of specialists and duke it out in urban combat!

System: Games Workshop Warhammer 40K
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 11:00 AM, Sat 11:00 AM, Mon 11:00 AM
Duration: 6 hours
Cost: Free
GameMaster: Rob Bristow

Warhammer: Age of Sigmar Demos

Join the fight in Age of Sigmar! Command an army from one of the four Grand Alliances: Order, Death, Destruction or Chaos in this exciting tabletop fantasy minis game.

System: Games Workshop Warhammer
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 11:00 AM, Sat 11:00 AM, Mon 11:00 AM
Duration: 6 hours
Cost: Free
GameMaster: Jon Galvin

Wild West Exodus learn to play

Learn to play Wild West Exodus! The premiere steampunk Wild West miniature game from Warcradle games set in the new dystopian age.

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 11:00 AM, Fri 5:00 PM, Sat 11:00 AM, Sat 5:00 PM, Sun 11:00 AM, Sun 5:00 PM, Mon 10:00 AM
Duration: 4 hours
Cost: Free
GameMaster: CJ McFee

Win or Die: A Game of Thrones Skirmish!

The surviving Stark Children have fled Winterfel and now try to escape on foot. With Lannisters and Boltons hunting them, will they make out alive? Will run again at 7:30

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: None
Sessions: Thu 6:00 PM
Duration: 2 hours
Cost: Free
GameMaster: Thomas Thomas

X-Wing Demos

Try out one of the most popular tabletop miniature games. Command a squad of x-wings, tie fighters, or even droid fighters to output maneuver and destroy your opponent.

System: X-Wing Miniatures
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 2:00 PM, Sat 2:00 PM, Sun 2:00 PM
Duration: 8 hours
Cost: Free
GameMaster: David Lambright

X-Wing Extended Tournament

The tournament will be 3 rounds of Swiss. Extended format. 200 points. All players will receive a prize.

System: X-Wing Miniatures
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 2:00 PM
Duration: 8 hours
Cost: $5.00
GameMaster: David Lambright

X-Wing Quick Build Tournament

Using the quickbuild rules, create a threat 8 squad and play in swiss matches against other players. All participants will receive prizes for playing.

System: X-Wing Miniatures
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 2:00 PM
Duration: 8 hours
Cost: $5.00
GameMaster: David Lambright

ROLE-PLAYING GAMES (CAMPAIGN)

This year, Campaign Gaming will be offering 5 signature campaign offerings, all of which have been extremely successful in years past – Catalyst Lab's *ShadowRun Missions* (SRM/CMP), *Paizo's Pathfinder Society* (PFS) and *Starfinder Society* (SFS), Paradigm Concepts' *Living Arcanis*, and WotC's *D&D Adventurers League* (DDAL). The current release schedule is available on the Gaming Registration website (*http://gaming.dragoncon.org/*).

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 5 different tracks this year. 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)

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 2019). 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.
- *Pathfinder Adventure Card Game* Season 6-1, *The Pathfinder Adventure Card Society* is a yearly themed storyline utilizing the *Pathfinder Adventure Card Game* Core Set, a cooperative card game for 1 to 6 players. As you explore and overcome challenges, you'll improve and customize your character deck by acquiring new items, allies, weapons, and more. Players participating in PACS games should bring a *Pathfinder Adventure Card Game* Class Deck with them, though there are limited decks for loaner use. Each 2 hour session requires 2 Generic Tickets, which can be purchased at Gaming Registration.

Starfinder Society (SFS)

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)

ShadowRun Missions uses *Shadowrun* 5th 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.

Living Arcanis (LA)

Living Arcanis uses *Dungeons and Dragons* 5th Edition Rules with modifications by Paradigm Concepts. For all *Living Arcanis* Events, participation requires a character created for *Living Arcanis* 5e using the character creation guidelines found on the following website: *http://www.paradigmcampaigns.com/DefaultLivA.aspx*. Please refer there for more information.

CCC-GHC-BK1-07 The Peculiar Case of the Selptan Felines

A D&D Adventurers League Event for Characters of Level 1-4. Well that's odd. There sure are a lot of cats in the hamlet of Selpt. In fact, it seems as if just about everyone has one, and boy do they pamper those cats. Even if you've never been a cat person, it's hard to say no. In fact, you should probably be adopted by one straight away. Yes, that's it. You belong to that cat. Who's a pretty human?

System: Homemade Rules Set
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 11:00 AM, Fri 5:00 PM, Sat 11:00 AM, Sat 5:00 PM, Sun 11:00 AM, Sun 5:00 PM, Mon 10:00 AM
Duration: 4 hours
Cost: Free
GameMaster: CJ McFee

CCC-MIND01-01 Lost in Thought

A D&D Adventurers League Event for Characters of Level 11-16. With the liberation of Phlan, refugees from the city have been invited back to start their lives anew. But trouble strikes when one family of refugees goes missing while on the road to Phlan. The new Chancellor seeks answers. Will the adventurers find out what happened to the missing refugees or will they be lost forever?

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

CCC-MIND01-02 Mind Trip

A D&D Adventurers League Event for Characters of Level 11-16. Phlan's refugees are being assaulted on the road and taken into the Underdark to become illithid thralls. Can the characters save some of the travelers and uncover the mastermind of this evil operation? Only a delve into the Underdark will tell.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

CCC-MIND01-03 Dream Walkers

A D&D Adventurers League Event for Characters of Level 11-16. The characters reach the lair of an elder brain and must make their way through its minions to recover the refugees. May be able to get most the refugees out without facing the elder brain. But leaving the menace alive may have consequences too dire to ignore.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

CMP2019-01: The Sun Shines Bright

A Shadowrun Missions Event for Characters of Any Karma. A Kentucky Fried Shadows event. Rumors of state of the art technology shine bright, making the shadows of Kentucky glow. It's time to head deep into the heart of the Bluegrass, just in time for some Big Blue Madness

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-02: And the Meadows in the Bloom

A Shadowrun Missions Event for Characters of Any Karma. A Kentucky Fried Shadows event. A simple job to the mountains of Eastern Kentucky, except folks in the mountains don't drink milk, they drink Whiskey. The Runners had to run the ridges to keep on step ahead of the Storm. Bringing back a valuable and rare price, that everyone wants, the Runners had to outrun Corporations, Law Enforcement, a Pack of Wild Shifters, and a Mountain Witch.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-03: Hard Times Come a-Knocking on My Door

A Shadowrun Missions Event for Characters of Any Karma. A Kentucky Fried Shadows event. Caught between two rival corporations and a corrupt sheriff with nowhere to run, mammoth problems begin to mount for the runners. The team has to decide between a pay day and saving an innocent girl, and here may be time to do both.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 8:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-04: Then my Old Kentucky Home, Goodnight

A Shadowrun Missions Event for Characters of Any Karma. A Kentucky Fried Shadows event. When a greedy corp has gotten to know Kentucky to well, their plans to own the state take shape, and that comes with its own set of problems. Hired to prevent the utter devastation of the Bluegrass and the Cumberlands, the runners have to face off not only against a megacorp set on strip mining the state, but nature itself.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 9:00 AM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-05: Down In The Valley

A Shadowrun Missions Event for Characters of Any Karma. An Old World, New Order event. When a marquee project for Transys Neuronet seems to be in jeopardy the team is asked to steal a body and obtain some data from a fellow runner.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-06: (Tea) Party Time!

A Shadowrun Missions Event for Characters of Any Karma. An Old World, New Order event. An info broker asks the team to abduct someone so she can talk to them, they go on a tour of the Black Country and end up in the toxic and irradiated wasteland that is the East Anglia Stinkfens.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 8:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-07: Firm Favorite

A Shadowrun Missions Event for Characters of Any Karma. An Old World, New Order event. The team is hired by Twinkletoes, a lieutenant with the Burnham Boys, to locate the source of the new street drug Syrup. Things go awry when they find out a disgraced Firm boss is behind it.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 9:00 AM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

CMP2019-08: LOX, Locks, & Lochs

A Shadowrun Missions Event for Characters of Any Karma. An Old World, New Order event. The runners are hired by Alice Barnes to ride on a automated cargo ship as security after a spate of incidents of piracy on the Caledonian Canal.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

D&D Experience: Track AJ

A D&D Adventurers League Event for Characters of Level 5-10. This is a multi-slot event where you keep the same DM and players for the entire series of adventures.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $75.00
GameMaster: Campaign Staff

D&D Experience: Track CZ

A D&D Adventurers League Event for Characters of Level 5-10. This is a multi-slot event where you keep the same DM and players for the entire series of adventures.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $75.00
GameMaster: Campaign Staff

D&D Experience: Track EB

A D&D Adventurers League Event for Characters of Level 10-16. This is a multi-slot event where you keep the same DM and players for the entire series of adventures.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $75.00
GameMaster: Campaign Staff

D&D Experience: Track JA

A D&D Adventurers League Event for Characters of Level 5-10. This is a multi-slot event where you keep the same DM and players for the entire series of adventures.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $75.00
GameMaster: Campaign Staff

D&D Experience: Track PL

A D&D Adventurers League Event for Characters of Level 17-20. This is a multi-slot event where you keep the same DM and players for the entire series of adventures.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $75.00
GameMaster: Campaign Staff

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DDAL-DRW01 Breaking Umberlee's Resolve

A D&D Adventurers League Event for Characters of Level 5-10. The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars. Part 1 of the Dreams of the Red Wizards Trilogy.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 2:00 PM, Sat 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL-DRW02 Blood in the Water

A D&D Adventurers League Event for Characters of Level 5-10. You're led to the ancient underwater city of Myth Nantar by some notes in a captain's journal. The mysteries you uncover may find you drowning in troubles. Part 2 of the Dreams of the Red Wizards Trilogy.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 2:00 PM, Fri 8:00 PM, Sun 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL-DRW03 Saving Silverbeard

A D&D Adventurers League Event for Characters of Level 11-16. In the aftermath of the Assault on Myth Nantar, Zehira is missing once more, only this time it doesn't appear as though she left willingly. Part 3 of the Dreams of the Red Wizards Trilogy.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 2:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL-Open-2019 Forged in Fire

A D&D Adventurers League Event using Pre-generated characters. Three paladins, citizens of the city of Elturel, traveled to Baldur's Gate to arrest three infernal pact warlocks. The warlocks were hired by Falaster Fisk, a ranking member of Baldur's Gate's thieves' guild, to steal a puzzle box from Elturel's High Overseer, Thavius Kreeg. After delivering the stolen puzzle box to Fisk, the warlocks were caught and arrested by the three paladins in Baldur's Gate, though Fisk is in the wind. Using powerful magical shackles, each paladin is chained to one warlock to ensure the warlocks won't run away before their execution in Baldur's Gate. Before the execution can be carried out, the paladins and warlocks are pulled into Avernus by a cultist's ritual. Once in Avernus, the six must depend on each other to survive, as the warlocks have the knowledge needed to navigate the hostile plane, while the paladins have the might.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 10 hours
Cost: $20.00
GameMaster: Campaign Staff

DDAL00-07 The Embers of Hate

A D&D Adventurers League Event for Characters of Level 5-10. Hatred burns with a fire unlikely any other; and the hotter the flame, the more difficult it is to stamp it out. Beneath the rubble of Mulmaster, and a group of angry men and women seek to stoke smoldering embers of hate anew into a raging conflagration. Can you stop them before it is too late, or will evil rise once more from the ashes—free to burn all it touches?

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 8:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL00-08 Layers Upon Layers

A D&D Adventurers League Event for Characters of Level 5-10. During the liberation of Szith Morcane, the factions found an unlikely friend in an agent of evil. Now that alliance has been put to the test - and the factions are looking for adventurers brave (or foolish) enough to venture into the depths of the Feywild to uphold their end of the alliance! Grab your planar forks, theres adventuring to be done!

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 9:00 AM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL07-15 Streams of Crimson

A D&D Adventurers League Event for Characters of Level 17-20. The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Dire forces seek out those shards for their own nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Can you wrest those necromantic artifacts from the hands of the dread mages? Part One of the Broken Chains Series.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDAL07-16 Pools of Cerulean

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sat 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 17-20. The Land of Ash and Smoke was once home to a wizard's sprawling complex and although the balor and its minions are now destroyed, evidence has come to light that more than a little of the arcane enclave was shifted into the Abyss. Where such magics take hold, the world strains to contain such power. Some speak of the land rippling like water, and the air boiling into murderous mist, and of powerful abominations that step out of thin air. Part Two of the Broken Chains Series.

DDAL07-17 Cauldron of Sapphire

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 17-20. Just off the southern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened – and yet the recent events did not set if off. So why is it threatening to explode now? Part Three of the Broken Chains Series.

DDAL07-18 Turn Back the Endless Night

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 17-20. Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four and conclusion of the Broken Chains Series.

DDALCA-01 Return to the Ghost Tower of Inverness

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Thu 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event using Pre-generated characters. This is a familiar scene. Shackled. Bound. The same faces surround you as the last time you were in this dark, dank cell. Your friends, your party members. You've been told that your actions have led to death and destruction near and far, but you were only doing what was demanded of you from those who hold you captive again now. A looming figure goes over your crimes and holds out a glowing gemstone, offering a trade for your lives. "You must undo what you have done and put this back," he whispers. "You must return to the Ghost Tower."

DDAO-10 Across a Misty Tavern (Lvl 11-16)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 9:00 AM
Duration: 5 hours
Cost: $20.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 11-16. Strange mists have been spotted in the Quivering Forest and many fear the return of Barovia. If anyone can warn you of what goes bump in the night, it is Jeny Greenteeth. Please note that as this is an Adventurers League Author Only eventrun by D&D Adventurers League Admin Greg Marks. Due to the nature of an Author Only event, only one table can be sold per slot.

DDAO-10 Across a Misty Tavern (Lvl 5-10)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 8:00 PM
Duration: 5 hours
Cost: $20.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 5-10. Strange mists have been spotted in the Quivering Forest and many fear the return of Barovia. If anyone can warn you of what goes bump in the night, it is Jeny Greenteeth. Please note that as this is an Adventurers League Author Only eventrun by D&D Adventurers League Admin Greg Marks. Due to the nature of an Author Only event, only one table can be sold per slot.

DDAO-20 Somber Screams… (Lvl 11-16)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 2:00 PM
Duration: 5 hours
Cost: $20.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 11-16. A grotesque statuette leads you to the village of Narrows and a disturbing seaside mystery. A four-hour adventure that follows the events of DDAO-10 Across a Misty Tavern Yard run by D&D Adventurers League Admin Greg Marks. Due to the nature of an Author Only event, only one table can be sold per slot.

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DDAO-30 ...and Melancholy Laughter (Lvl 11-16)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Mon 9:00 AM
Duration: 5 hours
Cost: $20.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 11-16. A border dispute threatens spin out of control, but are even darker forces at work? A four-hour D&D Adventurers League Author Only adventure that follows the events of DDAO-20 Somber Screams run by D&D Adventurers League Admin Greg Marks. Due to the nature of an Author Only event, only one table can be sold per slot.

DDAO-30 ...and Melancholy Laughter (Lvl 5-10)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sat 8:00 PM
Duration: 5 hours
Cost: $20.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 5-10. A border dispute threatens spin out of control, but are even darker forces at work? A four-hour D&D Adventurers League Author Only adventure that follows the events of DDAO-20 Somber Screams run by D&D Adventurers League Admin Greg Marks. Due to the nature of an Author Only event, only one table can be sold per slot.

DDEP-DRW01 Assault on Myth Nantar (Lvl 11-16)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 5-16. Thay has set its sights on taking the underwater city of Myth Nantar. Can you stop a full-on invasion by it, or will the sea elves be looking for a new home?

DDEP-DRW01 Assault on Myth Nantar (Lvl 5-10)

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 5-16. Thay has set its sights on taking the underwater city of Myth Nantar. Can you stop a full-on invasion by it, or will the sea elves be looking for a new home?

DDHC-MORD-04 Pudding Faire

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 2:00 PM, Sun 8:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 1-4. You awaken on the morning of the Pudding Faire: just as you did yesterday… and the day before that… and the day before that! To escape the loop, you must break a curse that strikes to the heart of halfling and gnome lore.

DDHC-XGE-01 Rats of Waterdeep

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 2:00 PM, Fri 8:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 1-4. Solve a brutal crime on the mean streets of Waterdeep in this madcap companion adventure for Xanathar's Guide to Everything! A thrilling murder mystery set in the City of Splendors.

DDHC00-GSM Sinister Secret of Saltmarsh

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 9:00 AM, Sun 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 1-4. Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumours of a fabulous forgotten treasure. What is its sinister secret?

DDHC00-GSM Tammeraut's Fate

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Sat 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

A D&D Adventurers League Event for Characters of Level 5-10. Wellgar Brinehanded, a cleric of Procan, approaches the characters in hopes of recruiting them. He has long maintained ties to the inhabitants of the island hermitage in this adventure. When he loses contact with them, he asks the party to investigate.

DDHC00-GSM The Styes

A D&D Adventurers League Event for Characters of Level 11-16. This adventure can be placed in an isolated harbor city located on an island in the Azure Sea. Once a bustling port town, it fell into ruin due to the depredations of the Sea Princes. When the characters visit the port to stock up on supplies, they become involved in the intrigue.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 9:00 AM, Sun 9:00 AM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

DDHC00-GSM Salvage Operation

A D&D Adventurers League Event for Characters of Level 1-4. Emperor of the Waves is a lost ship belonging to the Scarlet Brotherhood. Solmor receives information about it and hires the characters to recover the treasure aboard the ship.

System: D&D Adventurers League
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 8:00 PM, Sat 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

LA: Mini-Mod Intro Mashup!

2 - 2hr mini mods! Problems in Transit & Walking on Eggshells, these two mini adventures optimized for 5 1st level characters.

System: Living Arcanis
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 2:00 PM, Sat 9:00 AM, Sat 8:00 PM, Sun 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

LA: Trouble's Tide

A Standard Living Arcanis adventure optimized for 6th level characters.

System: Living Arcanis
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 2:00 PM, Sun 9:00 AM, Sun 8:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

PFS(2e)1-00: Origin of the Open Road

A Pathfinder Society Event using Pre-generated characters. Pathfinder 2nd Edition. Pathfinder agents explore an arcane metropolis to uncover on of the Society's oldest, untold secrets. Characters provided.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Thu 8:00 PM, Fri 9:00 AM, Fri 2:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 8:00 PM, Sun 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS(2e)1-01: The Absalom Initiation

A Pathfinder Society Event for Characters of Level 1-4 Pathfinder 2nd Edition. The PCs are new Pathfinders, and by building the right connections with the Society's rising factions, they'll begin a bright new career.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Thu 8:00 PM, Fri 9:00 AM, Fri 2:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 8:00 PM, Sun 9:00 AM, Sun 2:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS(2e)1-02: The Mosquito Witch

A Pathfinder Society Event for Characters of Level 1-4 Pathfinder 2nd Edition. The town of Shimmerford has embraced its alleged cryptid, the Mosquito Witch, but could recent attacks and disappearances mean the creature's real?

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Thu 8:00 PM, Fri 9:00 AM, Fri 2:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 8:00 PM, Sun 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS(2e)1-03: Escaping the Grave

A Pathfinder Society Event for Characters of Level 1-4 Pathfinder 2nd Edition. When undead overran Lastwall, countless cultural treasures and people (including Pathfinders) were trapped behind. The PCs launch one of the rescues.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 2:00 PM, Fri 8:00 PM, Sat 9:00 AM, Sat 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-08: What Prestige is Worth

A Pathfinder Society Event for Characters of Level 7-11. Given the countless powerful relics the Pathfinder Society keeps in the vaults beneath the Grand Lodge, it should come as no surprise when there's the occasional magical outburst. However, the most recent incident involves a powerful talisman opening a portal the Hell, and the head curator Zarta Dralneen believes this event is no mere coincidence. Alongside a band of elite Pathfinders, she intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliax's secret history, the follies of House Thrune, and what her role will be in the events to come.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Thu 8:00 PM, Sat 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-20: Countdown to Round Mountain

A Pathfinder Society Event for Characters of Level 7-11. The PCs race against time to explore and evacuate a massive cavern before a mountain of rock from another plane appears and crushes everything within.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Sat 9:00 AM, Sun 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-21: Slaver's End

A Pathfinder Society Event for Characters of Level 5-9. Pathfinder agents unravel the corrupt operations of a disgraced former venture-captain and rescue Pathfinders who fell prey to his greed.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Sat 9:00 AM, Sat 8:00 PM, Sun 9:00 AM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-22: Who Wears the Mask

A Pathfinder Society Event for Characters of Level 12-15. Passing the Torch Part 1. PCs work to uncover a plot involving Grandmaster Torch by infiltrating one of the Inner Sea's most deadly cities and neutralize a powerful threat.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Thu 8:00 PM, Fri 2:00 PM, Fri 8:00 PM, Sat 8:00 PM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-23: Who Speaks for the Ten

A Pathfinder Society Event for Characters of Level 12-15. Passing the Torch Part 2. With most Pathfinders focused on the Whispering Tyrant, the Grand Lodge is vulnerable. Those left must take steps to avert disaster, in the process change the face of the Pathfinder Society forever.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Extensive
Sessions: Fri 2:00 PM, Fri 8:00 PM, Sat 8:00 PM, Sun 2:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS10-98: Siege of Gallowspire

A Pathfinder Society Event for Characters of Level 5-16. (Multi-table Special) - This scenario has two difficulty levels: Soldier and Champion. "Champion" is a considerably more challenging version of the adventure.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Sun 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS4-SP1: Ruins of Bonekeep (Lvl 1) - The Silent Grave

A Pathfinder Society Event for Characters of Level 3-7. An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS5-SP1: Ruins of Bonekeep (Lvl 2) - Maze of the Mind Slave

A Pathfinder Society Event for Characters of Level 3-7. A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze that looks hauntingly more familiar with each discovery.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

PFS5-SP2: Ruins of Bonekeep (Lvl3) - The Wakening Tomb

A Pathfinder Society Event for Characters of Level 5-9. The Pathfinders descend deeper into the ruins of Bonekeep, a centuries-old siege fortress. The deeper dungeons hold even deadlier threats, yet even they cannot compare to the terrible revelations of the tower's true purpose.

System: Pathfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 8:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS Special: Skitter Crash

A Starfinder Society Event using Pre-generated characters. The galaxy's favorite skittermanders are back and ready to help—but this time, they're the ones in trouble!

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 2:00 PM, Sat 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS1-39: The Herald's War

A Starfinder Society Event for Characters of Level 7-12. An alien adversary invades a new ally's space and the PCs must join the rest of the Society in joining the conflict to stop a galactic threat.

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Thu 8:00 PM, Sat 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS2-00: Fate of the Scoured God

A Starfinder Society Event for Characters of Level 1-12. (Multi-table Special) - A divine herald raises an army in opposition to the rest of the galaxy. Heroes must stand together to oppose a growing evil from the Scoured Stars.

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS2-01: Pact World Warriors

A Starfinder Society Event for Characters of Level 1-4. With the Starfinder Society's reputation in jeopardy, there's only one option: showcase the Society's talents in a series of live televised events!

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Thu 8:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS2-04: Future's Fall

A Starfinder Society Event for Characters of Level 7-10. Inside a newly opened vault within the false moon of Salvation's End, the PCs uncover a gateway into a potential future; only learning about this theoretical future can prevent a future catastrophe.

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 9:00 AM, Sat 8:00 PM, Sun 9:00 AM, Mon 9:00 AM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS2-05: Meeting of Queens

A Starfinder Society Event for Characters of Level 1-4. The ant-like formians of Castrovel's colonies are a reclusive species who've only recently made peace with their enemies, the lashuntas. As part of the ongoing peace, the formians have admitted a small number of outsiders to participate in a reenactment of a famous moment in formian history. The PCs are among these privileged few participants, but they soon realize that there are other forces that want the reenactment to fail, tearing apart the peaceful coexistence of formians and lashuntas with it. It's up to the PCs to ensure these shadowy trespassers don't succeed! Scenario Tags: Starship

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 2:00 PM, Fri 8:00 PM, Sat 8:00 PM, Sun 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SFS2-06: Sangoro's Lament

A Starfinder Society Event for Characters of Level 5-8 . Forbidden Arms Part 1 - The Exo-Guardians faction once maintained an impressive fortress known as Sangoro's Bulwark. Year ago, mysterious forces assaulted the bulwark, and the location was thought forever lost—until now. The Starfinder Society selects the PCs to launch an initial foray back to the area around Sangoro's Bulwark, in hopes of retrieving a cache of deadly weapons the Exo-Guardians had guarded before the fortress fell. Can the PCs discover the lost weapons before they fall into the wrong hands?

System: Starfinder Society
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 9:00 AM, Fri 8:00 PM, Sat 8:00 PM, Sun 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $10.00
GameMaster: Campaign Staff

SRM10-01: Death's Daily Business

A Shadowrun Missions Event for Characters of Any Karma. When a corps hires you do solve the mystery of a botched and assignation attempt, you quickly find out a Shadowrunner's job is never done in Neo-Tokyo.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM, Sat 9:00 AM
Duration: 5 hours
Cost: $5.00

SRM10-02: One Stone: Two Birds

A Shadowrun Missions Event for Characters of Any Karma. Yamatetsu became Evo twenty years ago, but the old guard continues to resist Evo-culture. To encourage a return to the fold, Evo sets up an old Yakuza trick, employing your team to make it happen.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 2:00 PM, Sat 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

SRM10-03: When the Bough Breaks

A Shadowrun Missions Event for Characters of Any Karma. An emergency job screams big money...and big problems. Suddenly, you're left holding the package and it's you in the crosshairs. Can you find the right formula to earn that paycheck with your skin intact?

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 8:00 PM, Sun 9:00 AM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

SRM10-04: Get Bento

A Shadowrun Missions Event for Characters of Any Karma. They say your soul is who you are on a bad day. For Sora Suzuki that was yesterday. Today he gets even.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 9:00 AM, Sun 2:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

SRM10-05: The Out of Body Experience

A Shadowrun Missions Event for Characters of Any Karma. In the Sixth World, megacorporations are heartless but the metahuman heart still knows love. Tanaka-san's recent career change affords him everything he could desire, except the soul mate he left behind. Extracting her body proves easy. Rescuing her mind is another matter.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 2:00 PM, Sun 8:00 PM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

SRM10-06: The No Body Problem

A Shadowrun Missions Event for Characters of Any Karma. When the runners are hired to fake a celebrity's death, they might find out just how deep the rabbit hole goes.

System: Shadowrun Missions
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 8:00 PM, Mon 9:00 AM
Duration: 5 hours
Cost: $5.00
GameMaster: Campaign Staff

ROLE-PLAYING GAMES (NON-CAMPAIGN)

AD&D 1E: The Brutally Random Dungeon of Yagish-Voh

A hunt for a valuable object in a stronghold built by a mage before he went mad and created portals to numerous other planes in that place. Bring dice and wits.

System: AD&D 1st Ed
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 9:00 AM, Sun 6:00 PM, Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Ted Skirvin

AD&D 1E: The Forest Oracle

Crops wilt, leaves wither on the trees, and animals must leave the once-fertile Downs valley or die. All who dwell there must abandon their homes or perish.

System: AD&D 1st Ed
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Richard Tomlinson

AD&D 1E: The Long Road Home

Old school Dungeons & Dragons using Adv. D & D rules(loosely). Tournament module from 1995 written by director Mark Liberman. 7th level characters pre-generated to play.

System: AD&D 1st Ed
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sun 9:00 AM, Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Dave Davis

ADGNEPSEF555: Gym class contest

Advanced Dimensional Green Ninja Educational Preparatory Super Elementary Fortress 555, the best cartoon series there never was. CANDY! FUN! COME and PLAY! 16+

System: ADGNEPSEF555
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Andrew Lewis

Age of Rebellion: Star Hard

If you ever finished watching the movie Die Hard only to stop and think to yourself...you know what that movie was missing? Star Wars. Then this game is for you.

System: Age of Rebellion
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Colin Arrowood

Amber Diceless RPG: Children of the Blood

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

System: Amber Diceless RPG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Scott Acker

Apocalypse World Hack: Ark Angel Thirteen

A super hero drama powered by the apocalypse. Characters will be provided.

System: Apocalypse World Hack
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Stephen Marco

Arcanis: Sweet Sorrow

A serial killer stalks the streets of the First City. As the threat grows, will you answer the call to end the danger and bring back peace, justice, and good fortune.

System: Arcanis: World of Shattered Empires
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 6:00 PM, Sat 9:00 AM, Sat 6:00 PM, Sun 9:00 AM, Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Pedro Barrenechea

Blades in the Dark: Cult of Claws

With your demonic patron, play a pack of werewolves navigating the underworld to seek bloody revenge in a dark, Victorian-age fantasy. Materials provided.

System: Blades in the Dark
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6:00 PM, Sat 1:00 PM, Sun 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Stephen Thompson

Bureau 13: Stalking the Night Fantastic - 2019

Evil Rises! The Bureau needs you! You have any vacay time? As Accidental Agents, you discredit monsters online, fight demons, and save lives! Pre-KS game with bonuses!

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Christopher Landauer / David Boop

Bureau 13: Stalking the Night Fantastic - The 90s

Evil Rises! The Bureau Needs You! Can you get the Weekend Off? As Accidental Agents, fight unspeakable terror in the 90s. Get awesome bonuses in our pre-KS launch game!

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Christopher Landauer / David Boop

Bureau 13: Stalking the Night Fantastic - The Early Years

Evil rises! The Bureau needs you! Can you get Tuesday Off? B13 is back as a SW title. Be an Accidental Agent in the early days and get special bonus! Stand alone game.

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Christopher Landauer / David Boop

Call of Cthulhu 7E: A Message of Art

This is an adventure from Chaosium's "Nameless Horrors". Investigators attend the closing party of the Salon de le Rose + Croix and find art that is to die for.

System: Call of Cthulhu 7E
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Anne Freitas

Call of Cthulhu 7E: Route 66 The First Leg: Chicago to Springfield

A spooky and mysterious investigation set in the Summer of 1926. Using CoC 7th editon. No experience necessary, Some gore and violence possible.

System: Call of Cthulhu 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 6:00 PM, Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Randy Billings

Call of Cthulhu 7E: Route 66 The Second Leg: Springfield to St. Louis

Part 2 of the Route 66 sample. The old friends still continue to dig into the secrets behind the mystery of Brendan Whitaker's death and its ties to Route 66.

System: Call of Cthulhu 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Sun 9:00 AM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Randy Billings

Call of Cthulhu 7E: Route 66 The Third Leg: 13 miles of Bad Kansas

Final of our Route 66 sample for Dragon Con. The (remaining, surviving) investigators, friends, move onward towards a large piece of the puzzle of Route 66.

System: Call of Cthulhu 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Randy Billings

Call of Cthulhu d100: Thar be Cats in Ulthar! A Dreamlands Adventure

A humorous, Call of Cthulhu adventure! An epic quest involving artifacts, and Cats in the Dreamlands. Players should be comfortable playing intelligent cats as PCs!

System: Call of Cthulhu d100
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael Furlong

Cypher System: Castaway

Marooned on a deadly planet without weapons, supplies, or even your memories. Hunted by unknown forces and deadly predators. Can you escape and discover who you are?

System: Cypher System
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM, Sat 9:00 AM, Sat 1:00 PM, Sun 1:00 PM, Mon 1:00 PM
Duration: 4 hours
Cost: $5.00

D&D 5E: City-state

Years pass and the city changes. Will it rise to become a shining beacon of enlightenment or spread like a black plague of corruption? You will decide.

System: D&D 5E
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM, Sun 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Chris Dailey

D&D 5E: Dungeon Looters

The heroes bravely infiltrated the villain's lair and defeated him. That's not you. You guys are just here to grab whatever they missed. Now if only it were that easy.

System: D&D 5E
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00

D&D 5E: Enter the Pygmy Dragon XVIII - Hamster Wheel of Time

Can the remembering remnants of your out of time order go back to the perilous past to remake a foretold future which was the possible present?

System: D&D 5E
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM, Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Ken Ditto

D&D 5E: GlitterDoom

Centuries ago, the glitterdoom came to the dwarves. A divine curse transformed these dwarves into hellish forms. Can you delve into the forgotten halls and find the cure?

System: D&D 5E
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Richard Tomlinson

D&D 5E: Introduction to Dungeons & Dragons 5E

The small town of Haranshire has something going on and a group of heroes has assembled to look into the the mysterious events.

System: D&D 5E
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM, Sat 9:00 AM, Sat 6:00 PM, Sun 9:00 AM, Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Richard Mraz

D&D 5E: Monster Hunter - The Mountain Roughrider

A 5e mod for the world of Monster Hunter. Take part in the hunt of a Bulldrome in the snowy mountains. Try not to get bowled over! For 4 2nd level characters.

System: D&D 5E
Difficulty: Basic
Req. Exp.: Some
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: James Scott

D&D 5E: Stranger Things Adventure

This is the Stranger Things Adventure provided in the Dungeons and Dragons Starter set. Beginners welcome. Characters will be provided.

System: D&D 5E
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Anne Freitas

D&D 5E: Tal'dorei - Seductive Waters

An adventure in Tal'Dorei, set in and around the town of Byroden, on the Riffenmist Peninsula. An adventure for 4-6 level 4 players

System: D&D 5E
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: James Scott

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

The great contest looms again. Who will win the ultimate battle of the bands and prove worthy of the title? Who will be …….. THE BEST F****** BAND IN THE UNIVERSE?!?!

System: D&D 5E
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 10:00 PM, Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Chris Dailey

D&D 5E: The Endless Corridors of The Dungeon Tower

Come explore the heights of The Dungeon Tower, an ever-changing tower of myriad challenges. Play pre-generated PCs in this narrative-based speed run dungeon crawl.

System: D&D 5E
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Nathan P Ophardt

D&D 5E: ThunderCats: Ancient Spirits of Evil

The Ancient Spirits of Evil have abandoned Mumm-Ra. Can you and your fellow ThuderCats save Third Earth from something worse than Mumm-Ra the Everliving?

System: D&D 5E
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 9:00 AM, Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Ken Ditto

Delta Green: Classic

Delta Green Agents are called in to investigate mysterious circumstances--and things are not as they seem. Are they ever?

System: Delta Green
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael Furlong

Die RPG: Trapped in the RPG

You have been trapped by an evil GM in an RPG world. Can you and your party defeat the GM and escape? No experience needed, be ready for some horror elements.

System: Die RPG
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Eliot J. Kaplan

Dread: Mystery at Hannover Asylum

What sinister secrets hide in the old estate? Welcome to Hannover Asylum! Horror themed investigation using Jenga tower, miniatures and tiles, & clue handouts. Age 18+

System: Dread
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Rich McCurry

Dread: Sect of the Wyvern

Keep a mysterious cult that has been invading a city at bay with Dread! Nothing needed, a Jenga tower decides your fate. Due to mature content, this is not for children.

System: Dread
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6:00 PM, Sun 1:00 PM, Mon 9:00 AM
Duration: 4 hours
Cost: $5.00

Dungeon Crawl Classics: Sailors on the Starless Sea

0 level funnel, where the characters have to figure out who is kidnapping their fellow villagers, and put a stop to it.

System: Dungeon Crawl Classics RPG
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Will Keller

JUMP INTO THE BEST-SELLING LITRPG EPIC

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Dungeon Crawl Classics: The Queen of Elfland's Son

1st level adventure for Dungeon Crawl Classics, pitting the players against the Unseelie Court of Fairies.

System: Dungeon Crawl Classics RPG
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 6:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: William Keller

Dungeon Crawl Classics: The Well of Souls

This is a zero-level funnel adventure for DCC. No experience necessary, everything will be provided.

System: Dungeon Crawl Classics RPG
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM, Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Will Keller

Everyone is John: Couple of Scenarios

A competitive role-playing game for 3 or more horrible. John is an incompetent insane man, and the players all play voices in his head, each with their own secret goals

System: Everyone is John
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1:00 PM, Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Andrew Apold

Everyone is John: The First Awakening

Everyone plays a Voice in John's head, and ends when poor John is dead Voices bid Willpower to take control, striving to achieve their goal.

System: Everyone is John
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM, Sat 6:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jason Hosler

Fallout PNP: The Road to Tulsa

The coal mine is on fire, so you are out of job. Maybe you can get work in Springfield as a guard or a courier. Uses Fallout 2 video game system but for the tabletop.

System: Fallout PNP
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Bruce Sheffer

Fate: Envoys of Erebus - Exfiltration

Urban fantasy heroes race to extract a DEA agent from a cartel in Mexico City, facing down gangs, cults, and a death goddess! Materials provided.

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Sat 6:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Stephen Thompson

Fate: Envoys of Erebus - Subversion

When a military black op sinks an entire town into the fae wilds, a team of urban fantasy heroes must set things right - before they are eliminated in the cover-up!

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM, Sat 9:00 AM, Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Stephen Thompson

Fate: Galaxy Rangers - Back in Black

The Dark Admiral has secured a round of Series B funding - are you a motivated, self-starting rockstar who wants to disrupt the government status quo? If so, JOIN TODAY!

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael Thompson

Fate: Galaxy Rangers - The Axiom of Treasure Hunting

Take one map on the back of a velvet Elvis, a legendary treasure lost for ages, add a space-a-bago full of Speedwells and let the hijinks ensue.

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9:00 AM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael Thompson

Fate: Tales of the Space Salvage Corps

You have all signed on a contract with the SSC (Space Salvage Corps), a for-profit venture. Using Fate rules, pre-gens provided based on common space tropes.

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Andrew Apold

Fate: The Summoning of Heroes

Twenty-five years ago, you attended Oakheart Sword and Sorcery Summer Camp. Monsters were slain, dungeons looted, and the realm was saved. Now its time for camp reunion?!

System: Fate
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM, Sun 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael Thompson

Gamma World 7E: Feud Glorious Feud

Another day in Deltalanta, the City of Change, and you're given an offer that you can't refuse. 5th level pre-gen characters, rules, and other materials provided.

System: Gamma World 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 9:00 AM, Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Russell Timm

Gamma World 7E: How Gren Thy Garden

Just a (not) nice, (un)pleasant trip to the Feywild. How bad can it be? 5th level pre-gen characters, rules, and other materials provided.

System: Gamma World 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Sat 6:00 PM, Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Russell Timm

Gamma World 7E: The Earth Starts To Rumble

A potentially familiar face is blaming you for Deltalanta's current predicament. 5th level pre-gen characters, rules, and other materials provided.

System: Gamma World 7E
Difficulty: Detailed
Req. Exp.: None
Sessions: Fri 10:00 PM, Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Russell Timm

Genesys: Cyberpunk!

Atlanta 2057. Society is fractured. Megacorps, gangs, and the remnants of the government, all vie for power and this creates opportunity for you. Time to get to work.

System: Genesys
Difficulty: Detailed
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Chris Dailey

Harp Fantasy: Evil Ruins

Harp Fantasy d100 system Fantasy Group clears out an area of evil for loot and fame. If you have never played the system rules will be taught very easy to learn

System: Harp Fantasy
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Pam Lindstrom

Hero 5E: BOOM! BOOM! goes the Lake. Part 1

Hero System 5th Ed. Champions, Modern Day. Your team protects Chicago and the surrounding areas. All is well until there is a sudden explosion on Lake Michigan! Uh oh!

System: Hero System Fifth Edition
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Chris Sawyer

Hero 5E: BOOM! BOOM! goes the Lake. Part 2

Hero System 5th Ed. Champions, Modern Day. Your team protects Chicago and the surrounding areas. All is well until there is a sudden explosion on Lake Michigan! Uh oh!

System: Hero System Fifth Edition
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 6:00 PM, Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Chris Sawyer

Honey Heist: Unbearable Chaos

Looking for a beginner RPG? Want to be a criminal bear wearing a hat? Want to eat honey and pretend to be a human? What do you mean no-it's Honey Heist! 1d6 needed

System: Honey Heist
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 6:00 PM, Sun 9:00 AM, Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Rebecca Cherney

Indie Games on Demand

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

System: Various indie and small press games
Difficulty: Easy
Req. Exp.: 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 Hubbird

Lasers and Feelings: Adventures in SPAAAAAACE!

Make a character with the 1-page Lasers and Feelings RPG and take part in space adventures. Wacky? Sure. Serious? Up to you! For 4-6 players

System: Lasers and Feelings
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 6:00 PM, Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: James Scott

Monsterhearts: Three Days

A Second Edition Monsterhearts game set in the last three days of High School. The last chances to right wrongs or fulfill dreams are present. Characters provided.

System: MonsterHearts
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Steve Marco

Original Game System: STAR TREK - The Animated Series

SATURDAY MORNING CARTOONS! The Klingons have invaded outpost 23. The Enterprise is the closest Starship and is ordered to investigate. NO experience necessary.

System: Original Game System
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Christopher Gurney

Paranoia: Star Dipwads- Arrivaderci Human Race

The Comet Empire, possibly surrounded by a flock of space-sheep, approaches! Engage the menace, citizens. Also, mind the screen door. Space is rumored to be drafty.

System: Paranoia
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9:00 AM, Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Paul Carey

Pathfinder: Adventurers in Search of a DM

No princesses to save, demons to slay, treasure to be looted, or invading hordes. The party sits quiet, waiting for a new quest but one never appears...

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: Apocalypse Wow

Your party must navigate your boat through perils to assassinate a high-profile target downriver. Dice and level 4 sheets provided or bring your own!

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: Aren't We the Good Guys?

No good deed goes unpunished and the road to hell is paved with good intentions; can the party ever do something right?

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: Heroes For Hire- Part 1

Pathfinder: Heroes For Hire- Part 1 (The Journey Begins) Join a Band of Brave adventurers as they take to the King's Road in search of fame and fortune.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Heroes For Hire- Part 2

Pathfinder: Heroes For Hire- Part 2 (The Bridge of Death). Join a brave band of heroes as they seek fame and fortune! It's just a bridge, what could be that dangerous?

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Heroes For Hire- Part 3

Pathfinder: Heroes For Hire- Part 3 (The Forest of Doom) Join a brave band of adventurers as the seek fame and fortune in an enchanted forest.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Heroes For Hire- Part 4

Pathfinder: Heroes For Hire- Part 4 (The Tower of Terror) Join a brave band of adventurers as they seek fame and fortune in a mysterious ruin!

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Heroes For Hire- Part 5

Pathfinder: Heroes For Hire- Part 5 (The City of Thieves) Join a brave band of adventurers as the seek fame and fortune in a vast, wicked city!

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Heroes For Hire- Part 6

Pathfinder: Heroes For Hire- Part 6 (The Far Horizon) Join a brave band of adventurers as the seek fame and fortune upon a far and distant shore!

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Patrick Dougherty

Pathfinder: Murderhoboing for Good

God has failed to reform adventurers in the past and has targeted a new rambunctious group. He hopes to reform them for the better, but this time with new ideas.

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: Peasants Rise Up!

With all the Chad adventurers out of the picture, the peasants must figure out how to deal with everything the adventurers once took care of. Are they ready for the task?

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: The Long Night Part 1 - Darkness and Cold

Generations of winter in Westeros. The war with The Children is over, now they are our allies against something worse... something made of death and the darkness.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Thomas Weeks

Pathfinder: The Long Night Part 2 - Winter Lashes Out

It has been a Long Winter in Westeros, Brandon Stark has started an alliance with The Children. After sending men in to hunt the source, the dead start to fight back.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Thomas Weeks

Pathfinder: The Long Night Part 3 - Bran builds the Wall

Having pushed back the Night King and his army of the Dead, Brandon Stark and The Children build a wall. While they do they need protection and a group of men to fight.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Thomas Weeks

Pathfinder: The Long Night Part 4 - The Battle for The Dawn

The Wall is built and the Long night seems to have an end in sight. Brandon Stark sends you with special weapons to end the threat of the Night King.

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Thomas Weeks

Pathfinder: The Telephone DM

The story is told to one player, they tell it to the next and goes around the table until it returns to the DM. How much of the story will have changed?

System: Pathfinder
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jon Green

Pathfinder: We Be Goblins Too!

The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its goblin "heroes".

System: Pathfinder
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 10:00 PM, Sun 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Thomas Weeks

ReBoot RPG: MegaByte's Cease Fire

HardBoot (the ReBoot RPG) is turning back the clock for mission 2. The web creature is occupying MB's time. Your mission is to sneak into the Tor and liberate data files.

System: ReBoot RPG
Difficulty: Basic
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Archie Magnusun

Red Markets: Free Comic Book Day

Can your group of takers get valuable comics from the ruins of Dragon Con before another group does?

System: Red Markets
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Toby Williamson

Rotted Capes: Play With the Author

Sunny Miami, 2 years after Z day: One of your enclave's scavenger teams has not checked in 48 hours… time to suit up! Join Pedro Barrenechea, lead rules designer for PCI.

System: Rotted Capes
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Pedro Barrenechea

Savage Kingdom 3E: An Eagle Among the Shadows

A gritty fantasy adventure featuring the Savage Kingdoms III Playtest Rules. The heroes are called upon for the most noble of causes: to protect the Lorinthian emperor!

System: Savage Kingdoms 3E
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $8.00
GameMaster: Mike Yow

Savage Kingdom 3E: Rites of Passage

A gritty fantasy adventure featuring the Savage Kingdoms III Playtest Rules! Skathian youth, on their rites of passage, have gone missing near the infamous Giantwood.

System: Savage Kingdoms 3E
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Mike Yow

Savage Kingdom 3E: Scales In The Dark

A gritty fantasy adventure featuring the Savage Kingdoms III Playtest Rules. A strange birth breeds suspicion within a small village, a mystery only our heroes can solve.

System: Savage Kingdoms 3E
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Mike Yow

Savage Kingdom 3E: Sticks and Stones

A gritty fantasy adventure featuring the Savage Kingdoms III Playtest Rules. In misty Caerndon, several newborns have mysteriously vanished in the cold dead of night.

System: Savage Kingdoms 3E
Difficulty: Basic
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Mike Yow

Savage Kingdom 3E: The Sultan's Daughter

A gritty fantasy adventure featuring the Savage Kingdoms III Playtest Rules. A desert sheikh hires outlanders to abduct the legendary daughter of a sultan in Aziria.

System: Savage Kingdoms 3E
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Mike Yow

Savage World: Breaking Badar-dûr = a SWAT:Spells, Weapons & Tactics mashup

What happens when Lord of the Rings, C.O.P.S. and Breaking Bad have a love-child? A fantasy parody comedy where you are Law Enforcement being filmed! *www.swatrpg.com*

System: Savage Worlds
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Sat 6:00 PM, Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Christopher Landauer

Shadowrun 5E: A Willing Extraction in Unwilling Territory

Hired by a Mr Johnson to extract a set of highly desirable targets from a dangerous location, a typical run leaves you wondering who're really the criminals here.

System: Shadowrun 5th Edition
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 9:00 AM, Fri 1:00 PM, Sat 9:00 AM, Sat 1:00 PM, Sun 9:00 AM, Sun 1:00 PM, Mon 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Jonathan L Ferenczy

Shadows of Esteren: Night of Fright

The caravan detours in the village of Gévon. With snow thawing and rain pouring, the group arrives at what appears to be a completely abandoned village...

System: Shadows of Esteren
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Alex Aviles

Shaintar: Long Recon Rangers

For the past several years, the Long Recon Team have served as the tip of the spear, scouting emerging threats to Shaintar. No experience necessary. Dice provided.

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM, Sat 1:00 PM, Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Howard Brandon

Shaintar: White Silver Wolves

The world is falling to ruin. Tempest, Xaos, the Wild... defeat seems inevitable. Yet the White Silver Wolves refuse to quit. No experience necessary. Dice provided.

System: Savage Worlds
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 6:00 PM, Sun 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Howard Brandon

Star Wars D6: The Jedi Awaken - Star Wars Episode 8 Redux

An alternate vision of The Last Jedi. The Resistence fleet makes its stand at the first Jedi temple. Leverages the D6 gaming system. Characters will be provided.

System: Star Wars D6
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Steve Marco

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
Difficulty: Basic
Req. Exp.: 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/John Spicer/ James Risner

Torg Eternity: Day One - Aysle

Torg Eternity is a system that mixes Fantasy&Sci-fi, Magic&Tech, and Dino's&Robots. Come learn to play by living through Day One of Earth being invaded by 7 dimensions.

System: Torg Eternity
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Jimmy Reynolds

Torg Eternity: Day One - Cyberpapacy

Torg Eternity is a system that mixes Fantasy&Sci-fi, Magic&Tech, and Dino's&Robots. Come learn to play by living through Day One of Earth being invaded by 7 dimensions.

System: Torg Eternity
Difficulty: Easy
Req. Exp.: None
Sessions: Mon 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jimmy Reynolds

Torg Eternity: Day One - Living Land

Torg Eternity is a system that mixes Fantasy&Sci-fi, Magic&Tech, and Dino's&Robots. Come learn to play by living through Day One of Earth being invaded by 7 dimensions.

System: Torg Eternity
Difficulty: Easy
Req. Exp.: None
Sessions: Fri 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jimmy Reynolds

Torg Eternity: Day One - Pan-Pacifica

Torg Eternity is a system that mixes Fantasy&Sci-fi, Magic&Tech, and Dino's&Robots. Come learn to play by living through Day One of Earth being invaded by 7 dimensions.

System: Torg Eternity
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jimmy Reynolds

Torg Eternity: Day One - Tharkold

Torg Eternity is a system that mixes Fantasy&Sci-fi, Magic&Tech, and Dino's&Robots. Come learn to play by living through Day One of Earth being invaded by 7 dimensions.

System: Torg Eternity
Difficulty: Easy
Req. Exp.: None
Sessions: Sun 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jimmy Reynolds

Torg Eternity: Mortal Research

TORGanized Play for TORG Eternity. This is an introductory adventure. No experience or anything else needed. Learn how to be a Storm Knight and fight the High Lords.

System: Torg Eternity
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael J Roderick, Sr.

Torg Eternity: Of Steampunk and Storm Knights

TORGanized Play for TORG Eternity. This is an introductory adventure. No experience or anything else needed. Learn how to be a Storm Knight and fight the High Lords.

System: Torg Eternity
Difficulty: Basic
Req. Exp.: None
Sessions: Fri 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Mark Malcolm

Torg Eternity: Strands of the Spider's Web Act I

In TORG Eternity anything is possible for Storm Knights. This is the first act of a two act adventure in TORGanized Play. Play Strands of the Spider's Web Act II next!

System: Torg Eternity
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 9:00 AM
Duration: 4 hours
Cost: $5.00
GameMaster: Michael J Roderick, Sr.

Torg Eternity: Strands of the Spider's Web Act II

In TORG Eternity anything is possible for Storm Knights. This is the second act of a two act adventure in TORGanized Play. Play Strands of the Spider's Web Act I first.

System: Torg Eternity
Difficulty: Basic
Req. Exp.: None
Sessions: Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Mark Malcolm

Vampire 3E: Shadows over Atlanta 2019 Chapter 1 of 3

Dive into the shadowy realm of Atlanta's denizens of the dark in this multi-part story telling experience. Game set in the Vampire the Masquerade 20th Edition Rule Set

System: Vampire 3rd Ed
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 1:00 PM, Sat 1:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jonathan Stokes

Vampire 3E: Shadows over Atlanta 2019 Chapter 2 of 3

Dive into the shadowy realm of Atlanta's denizens of the dark in this multi-part story telling experience. Game set in the Vampire the Masquerade 20th Edition Rule Set

System: Vampire 3rd Ed
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 6:00 PM, Sat 6:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jonathan Stokes

Vampire 3E: Shadows over Atlanta 2019 Chapter 3 of 3

Dive into the shadowy realm of Atlanta's denizens of the dark in this multi-part story telling experience. Game set in the Vampire the Masquerade 20th Edition Rule Set

System: Vampire 3rd Ed
Difficulty: Basic
Req. Exp.: Some
Sessions: Fri 10:00 PM, Sat 10:00 PM
Duration: 4 hours
Cost: $5.00
GameMaster: Jonathan Stokes

WEREWOLF GAMES

Werewolf Sticker

Werewolf membership sticker allows for unlimited Werewolf play on the 14th Floor of the Westin Hotel and the America's Mart 1 Game Floor as well as unlimited play of Board Games.

System: Werewolf Membership
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 7:30 PM
Duration: 1 hour
Cost: $10.00

Coup Tournament

You must have a Werewolf or Board Games Sticker to participate. Prize support will be provided by Indie Games. The game will be played in the Werewolf Area on the 14th Floor of the Westin.

System: Coup
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 8:00 PM
Duration: 1 hour
Cost: Free

Resistance Tournament

You must have a Werewolf or Board Games Sticker to participate. Prize support will be provided by Indie Games. The game will be played in the Werewolf Area on the 14th Floor of the Westin.

System: Resistance
Difficulty: Easy
Req. Exp.: None
Sessions: Sat 9:00 PM
Duration: 1 hour
Cost: Free

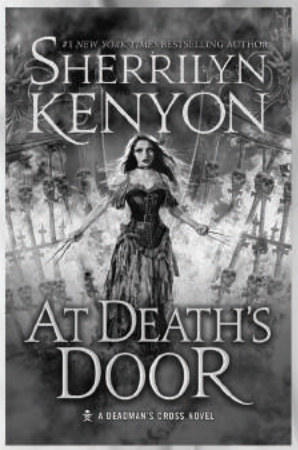
Ultimate One-Night Werewolf Tournament

You must have a Werewolf or Board Games Sticker to participate. Prize support will be provided by Bezier.

System: Werewolf
Difficulty: Easy
Req. Exp.: None
Sessions: Thu 8:00 PM
Duration: 1 hour
Cost: Free

#1 *NEW YORK TIMES* BESTSELLING AUTHOR

SHERRILYN KENYON



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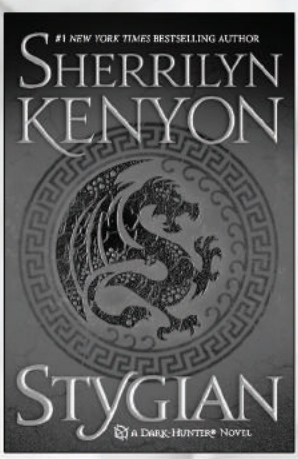

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CAMPAIGN RPGS GRID

Pathfinder Society Events	Thurs	Friday			Saturday			Sunday			Mon
	8pm	9am	2pm	8pm	9am	2pm	8pm	9am	2pm	8pm	9am
PFS10-08: What Prestige is Worth	X				X						
PFS10-20: Countdown to Round Mountain		X			X			X	X		
PFS10-21: Slaver's End		X			X		X	X			X
PFS10-22: Who Wears the Mask	X		X	X			X		X		
PFS10-23: Who Speaks for the Ten			X	X			X		X		X
PFS10-98: Siege of Gallowspire										X	
PFS4-SP1: Ruins of Bonekeep (Lvl 1) - The Silent Grave		X									
PFS5-SP1: Ruins of Bonekeep (Lvl 2) - Maze of the Mind Slave			X								
PFS5-SP2: Ruins of Bonekeep (Lvl3) - The Wakening Tomb				X							
PFS(2e)1-00: Origin of the Open Road	X	X	X	X	X		X	X	X		
PFS(2e)1-01: The Absalom Initiation	X	X	X	X	X		X	X	X		X
PFS(2e)1-02: The Mosquito Witch	X	X	X	X	X		X	X	X		
PFS(2e)1-03: Escaping the Grave		X	X	X	X		X				

Starfinder Society Events	Thurs	Friday			Saturday			Sunday			Mon
	8pm	9am	2pm	8pm	9am	2pm	8pm	9am	2pm	8pm	9am
SFS2-00: Fate of the Scoured God						X					
SFS2-01: Pact World Warriors	X										X
SFS2-04: Future's Fall		X		X	X		X	X			X
SFS2-05: Meeting of Queens		X	X	X			X	X	X		
SFS2-06: Sangoro's Lament		X		X			X	X	X		
SFS Special: Skitter Crash			X		X				X		

There will be a special events running every 2 hours near *Pathfinder/Starfinder* HQ. These events are "PFS 2E Quest 1A: The Sandstone Secret" and Season 6 of the *Pathfinder Adventure Card Game.* Quest events and PACS events do not have tickets, and can be played using Generic Tickets. Each "slot" is 1-1.5 hours long. Seating is via walk-up, first come/first served. *Pathfinder/Starfinder* HQ will have judges on hand to run these demo-style events as folks show up. Availability will be from 9am-9pm Fri/Sat/Sun and 9am-1pm Mon. If you are interested in learning about Pathfinder 2e or playing the new *Pathfinder ADventure Card Game*, feel free to grab some generics and come down. For all *Pathfinder/Starfinder Society* Events, participation requires membership in Paizo's Organized Play and a character created using the Character Creation Guidelines available from *Pathfinder/Starfinder Society* HQ. Pre-generated characters will be available at *Pathfinder Society* HQ upon request.

Living Arcanis Events	Friday			Saturday			Sunday			Mon
	9am	2pm	8pm	9am	2pm	8pm	9am	2pm	8pm	9am
LA: Trouble's Tide	X		X		X		X		X	
LA: Mini-Mod Intro Mashup!		X		X		X		X		

For all Living Arcanis Events, participation requires a character created for Living Arcanis using the rules found at *http://www.paradigmcampaigns.com/DefaultLivA.aspx*. Please refer to this webisite for additional information. Pre-generated characters will be available from the Living Arcanis GameMaster upon request. **All Living Arcanis Events will take place on the 1st Floor of the Atlanta's Mart, Room L.**

Shadowrun Missions Events	Friday			Saturday			Sunday			Mon
	9am	2pm	8pm	9am	2pm	8pm	9am	2pm	8pm	9am
SRM10-01: Death's Daily Business	X			X						
SRM10-02: One Stone: Two Birds		X			X					
SRM10-03: When the Bough Breaks			X				X			
SRM10-04: Get Bento				X				X		
SRM10-05: The Out of Body Experience					X				X	
SRM10-06: The No Body Problem						X				X
CMP2019-01: The Sun Shines Bright	X									
CMP2019-02: And the Meadows in the Bloom		X								
CMP2019-03: Hard Times Come a-Knocking on My Door			X							
CMP2019-04: Then my Old Kentucky Home, Goodnight				X						
CMP2019-05: Down In The Valley					X					
CMP2019-06: (Tea) Party Time!						X				
CMP2019-07: Firm Favorite							X			
CMP2019-08: LOX, Locks, & Lochs								X		

For all *Shadowrun Missions* Events, participation requires a character created for *Shadowrun* 5ed using the character creation guidelines. Pre-generated characters will be available from the *Shadowrun* GameMaster upon request. **All *Shadowrun Missions* events will take place on the 1st Floor of Altanta's Mart, Room L.**

D&D Adventurers League Events	Thurs	Friday			Saturday			Sunday			Mon
	8pm	9am	2pm	8pm	9am	2pm	8pm	9am	2pm	8pm	9am
DDHC00-GSM: Salvage Operation				X	X						
DDHC00-GSM: Sinister Secret of Saltmarsh					X			X			
CCC-GHC-BK1-07: The Peculiar Case of the Selptan Felines		X						X		X	
DDHC-MORD-04: Pudding Faire		X	X							X	X
DDHC-XGE-01: Rats of Waterdeep			X	X							X
DDHC00-GSM: Tammeraut's Fate		X			X					X	
DDAL00-07: The Embers of Hate				X							X
DDAL00-08: Layers Upon Layers								X			X
DDAL-DRW01: Breaking Umberlee's Resolve		X	X		X					X	
DDAL-DRW02: Blood in the Water			X	X				X			
DDHC00-GSM: The Styes		X						X			X
CCC-MIND01-01: Lost in Thought		X									
CCC-MIND01-02: Mind Trip			X								
CCC-MIND01-03: Dream Walkers				X							
DDAL-DRW03: Saving Silverbeard			X	X	X					X	
DDAL07-15: Streams of Crimson					X						
DDAL07-16: Pools of Cerulean								X			
DDAL07-17: Cauldron of Sapphire										X	
DDAL07-18: Turn Back the Endless Night											X
DDALCA-01: Return to the Ghost Tower of Inverness	X										
DDAL-Open-2019: Forged in Fire						X					
DDEP-DRW01: Assault on Myth Nantar									X		
DDEP-DRW01: Assault on Myth Nantar (Lvl 5-10)									X		
DDEP-DRW01: Assault on Myth Nantar (Lvl 11-16)									X		
D&D Experience: Track PL		X		X	X			X		X	
D&D Experience: Track EB		X		X	X			X		X	
D&D Experience: Track AJ		X		X	X			X		X	
D&D Experience: Track JA		X		X	X			X		X	
DDAO-10: Across a Misty Tavern (Lvl 5-10)				X							
DDAO-10: Across a Misty Tavern (Lvl 11-16)								X			
DDAO-20: Somber Screams… (Lvl 5-10)					X						
DDAO-20: Somber Screams… (Lvl 11-16)									X		
DDAO-30: …and Melancholy Laughter (Lvl 5-10)							X				
DDAO-30: …and Melancholy Laughter (Lvl 11-16)											X

D&D OnDemand Events will be running every 2 hours from 9am to 9pm Friday/Saturday/Sunday and from 9am to 3pm Monday. There are no specific tickets for *D&D OnDemand*, it simply takes 2 generic tickets per slot of play. Play is First Come, First Served using a standard event line system. See DDAL HQ for more details.

For all *DDAL* Events, participation requires a character created using the Character Creation Guidelines available from the *DDAL* HQ. Pre-generated 1st level PCs are available at *DDAL* HQ. Events listed as 5-10, 11-16, or 17-20 are not available for new *DDAL* members.

**All *DDAL* events and marshaling as well as *DDAL* HQ will take place on the 1st Floor of the Atlanta's Mart. *D&D* OnDemand will take place in Pre-Function A and Rooms F-G (Look for the *D&D* OnDemand Sign). *DDAL* Main Events will take place in Pre-Function B and Room H (please look for "*DDAL* HQ" sign and *D&D* Experience will take place in Room E. **

NON-CAMPAIGN RPGS GRID

Event	Friday				Saturday				Sunday				Monday	
	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm
AD&D 1E: The Brutally Random Dungeon of Yagish-Voh		X				X			X		X			X
AD&D 1E: The Forest Oracle								X						
AD&D 1E: The Long Road Home		X							X				X	
ADGNEPSEF555: Gym class contest	X													
Age of Rebellion: Star Hard		X												
Amber Diceless RPG: Children of the Blood											X			
Apocalypse World Hack: Ark Angel Thirteen									X					
Arcanis: Sweet Sorrow	X		X		X		X		X		X			
Blades in the Dark: Cult of Claws			X			X			X					
Bureau 13: Stalking the Night Fantastic - The Early Years			X											
Bureau 13: Stalking the Night Fantastic - The 90s						X								
Bureau 13: Stalking the Night Fantastic - 2019										X				
Call of Cthulhu d100: Thar be Cats in Ulthar! A Dreamlands Adventure		X												
Call of Cthulhu 7E: A Message of Art							X							
Call of Cthulhu 7E: Route 66 The First Leg: Chicago to Springfield			X		X									
Call of Cthulhu 7E: Route 66 The Second Leg: Springfield to St. Louis									X	X				
Call of Cthulhu 7E: Route 66 The Third Leg: 13 miles of Bad Kansas													X	
Cypher System: Castaway		X			X	X				X				X
D&D 5E: City-state						X						X		
D&D 5E: Dungeon Looters	X													
D&D 5E: Enter the Pygmy Dragon XVIII - Hamster Wheel of Time		X				X				X			F	
D&D 5E: GlitterDoom												X		
D&D 5E: Introduction to Dungeons & Dragons 5E			X		X		X		X		X			
D&D 5E: Monster Hunter - The Mountain Roughrider										X				
D&D 5E: Stranger Things Adventure		X												
D&D 5E: Tal'dorei - Seductive Waters		X			X									
D&D 5E: The Best F******* Band in the Universe				X				X						
D&D 5E: The Endless Corridors of The Dungeon Tower	X													
D&D 5E: ThunderCats: Ancient Spirits of Evil	X				X									
Delta Green: Classic				X										
Die RPG: Trapped in the RPG						X								
Dread: Mystery at Hannover Asylum	X													
Dread: Sect of the Wyvern			X							X			X	
Dungeon Crawl Classics: Sailors on the Starless Sea		X												
Dungeon Crawl Classics: The Queen of Elfland's Son							X			X				
Dungeon Crawl Classics: The Well of Souls			X			X								
Everyone is John: Couple of Scenarios						X	X							
Everyone is John: The First Awakening		X					X			X				
Fallout PNP: The Road to Tulsa			X											
Fate: Envoys of Erebus - Exfiltration	X						X			X				
Fate: Envoys of Erebus - Subversion		X			X						X			
Fate: Galaxy Rangers - Back in Black	X					X								
Fate: Galaxy Rangers - The Axiom of Treasure Hunting					X					X				
Fate: Tales of the Space Salvage Corps										X				
Fate: The Summoning of Heroes		X							X					
Gamma World 7E: Feud Glorious Feud	X							X						
Gamma World 7E: How Gren Thy Garden							X							X
Gamma World 7E: The Earth Starts To Rumble				X									X	
Genesys: Cyberpunk!		X								X				
Harp Fantasy: Evil Ruins		X												
Hero 5E: BOOM! BOOM! goes the Lake. Part 1		X					X							

Event	Friday				Saturday				Sunday				Monday	
	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm	6pm	10pm	9am	1pm
Hero 5E: BOOM! BOOM! goes the Lake. Part 2			X					X						
Honey Heist: Unbearable Chaos							X		X					X
Indie Games on Demand						X	X	X		X				
Lasers and Feelings: Adventures in SPAAAAAACE!							X				X			
Monsterhearts: Three Days	X													
Original Game System: STAR TREK - The Animated Series					X									
Paranoia: Star Dipwads- Arrivaderci Human Race					X	X								
Pathfinder: Adventurers in Search of a DM														X
Pathfinder: Apocalypse Wow						X								
Pathfinder: Aren't We the Good Guys?	X													
Pathfinder: Heroes For Hire- Part 1	X													
Pathfinder: Heroes For Hire- Part 2		X												
Pathfinder: Heroes For Hire- Part 3			X											
Pathfinder: Heroes For Hire- Part 4				X										
Pathfinder: Heroes For Hire- Part 5													X	
Pathfinder: Heroes For Hire- Part 6														X
Pathfinder: Murderhoboing for Good													X	
Pathfinder: Peasants Rise Up!									X					
Pathfinder: The Long Night Part 1 - Darkness and Cold					X									
Pathfinder: The Long Night Part 2 - Winter Lashes Out						X								
Pathfinder: The Long Night Part 3 - Bran builds the Wall							X							
Pathfinder: The Long Night Part 4 - The Battle for The Dawn								X						
Pathfinder: The Telephone DM										X				
Pathfinder: We Be Goblins Too!				X								X		
ReBoot RPG: MegaByte's Cease Fire										X				
Red Markets: Free Comic Book Day		X												
Rotted Capes: Play With the Author						X								
Savage Kingdom 3E: An Eagle Among the Shadows						X								
Savage Kingdom 3E: Rites of Passage		X												
Savage Kingdom 3E: Scales In The Dark							X							
Savage Kingdom 3E: Sticks and Stones										X				
Savage Kingdom 3E: The Sultan's Daughter			X											
Savage World: Breaking Badar-dûr = a SWAT:Spells, Weapons & Tactics mashup	X						X							X
Shadowrun 6E: A Willing Extraction in Unwilling Territory		X			X	X			X	X			X	
Shadows of Esteren: Night of Fright			X											
Shaintar: Long Recon Rangers		X				X				X				
Shaintar: White Silver Wolves			X								X			
Star Wars D6: The Jedi Awaken - Star Wars Episode 8 Redux		X												
The Cheese Grinder	X	X	X		X	X	X			F				
Torg Eternity: Day One - Aysle									X					
Torg Eternity: Day One - Cyberpapacy														X
Torg Eternity: Day One - Living Land			X											
Torg Eternity: Day One - Pan-Pacifica										X				
Torg Eternity: Day One - Tharkold											X			
Torg Eternity: Mortal Research		X												
Torg Eternity: Of Steampunk and Storm Knights	X													
Torg Eternity: Strands of the Spider's Web Act I					X									
Torg Eternity: Strands of the Spider's Web Act II						X								
Vampire 3E: Shadows over Atlanta 2019 Chapter 1 of 3		X				X								
Vampire 3E: Shadows over Atlanta 2019 Chapter 2 of 3			X				X							
Vampire 3E: Shadows over Atlanta 2019 Chapter 3 of 3				X				X						

Thursday

The Princess Bride Roleplaying Game: Interactive Liveplay!

Join us for the second year of this super-fun live gameplay where we make up a story set in the world of The Princess Bride using audience suggestions. Last year there was singing & Jerry Springer moments! It's inconceivable to miss this panel! Jeff Burns, Marx Pyle, Paul Klotz, Panelist: Chelsea Steverson Thu 07:00 pm Augusta 1-2 [W] 1 Hour

Friday

The State of the Industry

Find out about all of the goings-on in the pulp game industry. We discuss what has happened in the role-playing, board game, & miniatures markets. We also talk about the mainstreaming of tabletop games to a new precedent that we've never seen! Finally, we talk about all of the latest trends! Jason Bulmahn, Eloy Lasanta, Keith Baker, Jenn Ellis Fri 10:00 am Augusta 1-2 [W] 1 Hour

The Backstabbiest Backstabbing Boardgames of All Time

Backstabbing board games can be great fun...or friendship enders. Which are the best backstabbing board games? How do you have fun while competing? What about that traitor mechanic? We talk about all of that here! Evan Bernstein, Edward Povilaitis, Celeste DeAngelis, Mikey Grenier Fri 11:30 am Augusta 1-2 [W] 1 Hour

Designing Combat Systems

Talk with our award-winning designers about creating & designing systems for combat for both home-brew & published systems. What are some of the pitfalls? How realistic or cinematic should you go? Find out here! Jason Bulmahn, Eloy Lasanta Fri 01:00 pm Augusta 1-2 [W] 1 Hour

Eberron in 5th Edition!

The author of Eberron talks about the big news! Eberron is coming out for 5th Edition! This panel is hot off of the press! Don't miss the latest development for 5th Edition! Keith Baker Fri 01:00 pm Augusta 3 [W] 1 Hour

Creating Epic Characters

We talk to people across the media universe! How do we create a character, then project that character into our imaginations, whether it be for a game, drama, podcast, or drama? Brianne Marie, Ellie Collins Fri 02:30 pm Augusta 1-2 [W] 1 Hour

Critical Studies in RPGs: Narrative Power & Playability

Scholars will explore the inherent tension between 'playability' & 'realism' and the power dynamics between players & game masters in tabletop RPGs. Fri 02:30 pm Augusta 3 [W] 1 Hour

The Best Game Masters in the World

Our professional game masters come out to talk about all of their secrets--everything from the basics at the game table to their more advanced techniques. Eloy Lasanta, Keith Baker, Jason Massey, Devon M Chulick Fri 04:00 pm Centennial I [H] 1 Hour

Let's Hug it Out! Cooperative Board Games!

What makes for a good cooperative board game? What are some of the best? Are there general tactics that work well for cooperative board games? We talk about all of that here! Edward Povilaitis, Celeste DeAngelis, Mikey Grenier Fri 04:00 pm Augusta 1-2 [W] 1 Hour

Alignment Fight!

We stage a hilarious debate about alignments in Dungeons & Dragons. Does alignment suck? Is Chaotic Neutral a license to be a campaign wrecker? Track Director Rush Lilavivat goes up against the Dungeons & Randomness in this hysterical throwdown! Objects will be thrown! Jason Massey, Brianne Marie Fri 05:30 pm Augusta 1-2 [W] 1 Hour

The Horror! Scaring the Crap Out of Ourselves in Gaming

A Year of the Bard panel! We talk about horror gaming & specific techniques when it comes to scaring ourselves. We talk about horror methods, building suspense, how far to go with gore or jump scares, & those things that give us nightmares in the dark. Eloy Lasanta, Kenneth Hite Fri 07:00 pm Augusta 1-2 [W] 1 Hour

Saturday

The Most Dastardly Villains of All Time!

A Year of the Bard-themed panel! We will discuss crafting memorable & exquisite villains for your campaigns. Are villains truly evil or just misunderstood? We also talk about role-playing as the villain. Jason Bulmahn, Kenneth Hite, Keith Baker Sat 10:00 am Augusta 1-2 [W] 1 Hour

Actual Play Podcasts

Our prominent actual play artists join us to talk about how they produce, play, & put their games out there in the public. How did they get started? What kind of equipment do you need? Is it worth it to sound edit? Jason Massey, Dustin M. Fletcher, Brianne Marie, Devan Clark Henderson Sat 11:30 am Augusta 1-2 [W] 1 Hour

Best Dungeon Ever

Year after year, this is one of our most popular panels! Our designers talk about constructing the trickiest, most interesting, & most memorable dungeons ever! Jason Bulmahn, Keith Baker Sat 01:00 pm Centennial I [H] 1 Hour

All About Dungeons & Randomness!

Our wonderful guests return to talk about their livestream game that has gone on for years & expanded to thousands of listeners! Join Jason Massey & Brianna Marie as they talk about their amazing livestream game. Jason Massey, Brianne Marie Sat 01:00 pm Augusta 1-2 [W] 1 Hour

Monster Creation Lab

In this panel, we talk to some of our award-winning designers about designing great threats for your table top. What makes a great monster? How do you make a creature that take on a whole party? How do you make unique & interesting threats that fascinate players? Jason Bulmahn, Keith Baker Sat 02:30 pm Augusta 1-2 [W] 1 Hour

Work Replacement Games

The mechanic of work replacement has been around for a long time. Where did it originate? What are the best games that use this mechanic? Are there great games that have hybrid work replacement systems? Evan Bernstein, Edward Povilaitis, Celeste DeAngelis, Mikey Grenier Sat 02:30 pm Augusta 3 [W] 1 Hour

Ultimate Role-Playing!

This is it! Our ultimate Year of the Bard panel! Here, we talk about all things role-playing, from creating characters, crafting motivations, to using mannerisms & doing voices....we talk about it all! Don't miss the panel that you demanded! Keith Baker, Jeff Burns Sat 04:00 pm International South [H] 1 Hour

Game Mastery Tips & Tricks

Learn about advanced techniques on creating campaigns, whipping up characters on the fly, or speeding up combat. We talk about the basics--getting started as a game master as well as more advanced techniques. This panel is for both beginning & veteran game masters! Kenneth Hite, Devon M Chulick Sat 04:00 pm Augusta 1-2 [W] 1 Hour

A Super-Fun Guide to Dungeons & Dragons & Tabletop RPG

Greeting adventurers! Join us on our journey into the wonderful world of Tabletop RPGs. Both new & veteran players will be right at home as the panelists provide tips on role-playing characters, finding the right game for your playstyle, & making sure everyone at the table is having fun! Jeff Burns, Marx Pyle, Panelist: Anthoney Reed, Panelist: Betty Windsor Sat 05:30 pm Augusta 1-2 [W] 1 Hour

Teaching & Learning Ethical Thinking through Tabletop RPGs

An interactive workshop & group RPG exploring the educational value of RPGs & how they can be used to teach philosophical pedagogy. Anne Sullivan Sat 05:30 pm Augusta 3 [W] 1 Hour

The Horror Experiment - LIVE!

Can we play a livestream game & make it scary? Can horror be an audience-participatory event? We try to produce the art of horror in the most unlikely of places. Watch our team create a horror experiment that will either succeed brilliantly, or fail horribly! Sat 07:00 pm Augusta 3 [W] 1 Hour

Dungeons & Randomness - LIVESTREAM!

Don't miss this unforgettable experience! Join the Dungeons & Randomness team as they do another LIVEPLAY event! Jason Massey, Brianne Marie Sat 08:30 pm Augusta 1-2 [W] 1 Hour

Sunday

Board Game Roundup!

Our general panel on the world of board games! What are some of the latest on the market? What are some of the big trends? What are some of your own favorites? Join this audience-interactive round-table discussion about all things board games! Sun 10:00 am Augusta 1-2 [W] 1 Hour

Pathfinder LIVE!

Our hit panel returns! Laugh, cry, & laugh some more as our celebrity guests attempt to survive another adventure cooked up by Pathfinder's lead designer, Jason Bulmahn! Mike Capps, Jason Bulmahn, Mark Meer, Barbara Dunkelman, Jen Brown Sun 11:30 am Regency VI-VII [H] 1 Hour

How Board Games Grew Up

Find out how we went from Monopoly to Pandemic! From Chutes and Ladders to Gloomhaven! We talk to you how board games began, how they grew, how they flourished, and finally how they came to the wonderful and diverse world that we know today. Bill Fawcett, Staff: Bob Farnsworth Sun 11:30 am Augusta 1-2 [W] 1 Hour

Legacy Games

One of the newer trends in board gaming are legacy games. Did it feel weird the first time you ripped up a card for a board game you owned? How did legacy games start? What are some of the best ones? Are legacy games worth it? Evan Bernstein, Edward Povilaitis, Celeste DeAngelis, Mikey Grenier Sun 01:00 pm Augusta 1-2 [W] 1 Hour

Reacting to the Past: Using RPGs in the Classroom

A group of academics will discuss the role-playing pedagogy known as Reacting to the Past. The discussion will also cover the benefits & effects of teaching using RPGs & how to implement them in the classroom. Sun 01:00 pm Augusta 3 [W] 1 Hour

Pathfinder: What's Next?

Talk to the lead designer of the Pathfinder system to find out the latest second-edition news! Where will the next edition of this bestselling game take us? Jason Bulmahn, John Compton Sun 02:30 pm Augusta 1-2 [W] 1 Hour

Do Bards Suck?

A Year of the Bard panel! We hold a mock debate, weighing the pros & cons of bards from a player perspective, from a game master perspective, & from a role-playing perspective. Laugh out loud with our hilarious debate! Brianne Marie Sun 02:30 pm Augusta 3 [W] 1 Hour

The Games behind the Game

Want to run the very best game of your life? You need to see this panel! Find out about how to manage, adjust, & understand the social contracts that go on behind the screen in a role-playing game. Eloy Lasanta, Jason Massey, Brianne Marie Sun 04:00 pm Augusta 1-2 [W] 1 Hour

Twogether Studios

Keith Baker & Jenn Ellis's independent company talks about their latest products, announcements, & developments! See what's next! Keith Baker, Jenn Ellis Sun 04:00 pm Augusta 3 [W] 1 Hour

Managing a Campaign

Our award-winning designers talk designing a campaign from the ground up. How do you start? Where do you get ideas? How do you structure story to both tell a tale & give players choices? Jason Bulmahn, Eloy Lasanta, Jason Massey Sun 05:30 pm Augusta 1-2 [W] 1 Hour

D4 - LIVE!

We feature this local livestreaming podcast here at our convention! D4 is a local live-play group that has raised money for numerous charities through their work. We are proud to host them here! Dustin M. Fletcher, Devan Clark Henderson, Patrick Logan, Ethan Monsour, Katie Downey, Raya W Watkins, Katie Adkins Sun 07:00 pm Augusta 1-2 [W] 4 Hours

Monday

Worst. Gaming. Story. Ever.

This is our annual close-out, CAN'T MISS panel! In this panel, audience participation is a must! We share, we laugh, we cry about our worst gaming experience ever! Laughter! Prizes! Don't miss our last hurrah! Mon 11:30 am Augusta 1-2 [W] 1 Hour

Thursday

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 NDM staff, separates fact from science fiction. CAPT Mark McDonagh Thu 07:00 pm Augusta C-D [W] 1 Hour

War in the Mega Cities of the Future

Overview of current thinking as military planners are preparing for near-future conflict scenarios in & around the megacities of the future. New technologies, UAVs, robots, AI, conventional, unconventional, future approaches. Panel by National Security Decision Making, Inc staff. CAPT Mark McDonagh, Merle S Robinson Thu 10:00 pm Augusta C-D [W] 1 Hour

Friday

1944 Campaigns, 75th Anniversary: Taking the Offensive

Review of World War II 1944 campaigns. Highlights & discussion of the significant or interesting military events in recognition of the 75th anniversary of the Allies taking the offensive in all theaters. Panel by the National Security Decision Making, Inc staff. CAPT Mark McDonagh, Craig B Greathouse Fri 09:00 am Augusta C [W] 2 Hours 30 Min

Radiological Weapons & Physiological Effects of Exposure

Reactor accidents, assassination tools, potential WMD: Radiation is real, but much of the threat is dramatized, fictionalized, or demagogued. Fact vs. fiction, what is the near-term potential? CAPT Mark McDonagh, USN/ret., physicist with 12 years' experience at the Naval War College, on NDM staff. CAPT Mark McDonagh, Merle S Robinson Fri 09:00 am Augusta D [W] 1 Hour

Game Changers: Technology, Techniques & New Environments of Future Conflict

An overview of emerging tools, approaches, & fields that are entering into current & future military conflicts. Presenter: Merle Robinson of the National Security Decision Making, Inc staff. Merle S Robinson Fri 10:00 am Augusta D [W] 1 Hour

The Coming of the Five Horsemen of the Future Global Apocalypse

Pestilence, War, Famine, Disease, Climate: what potential catastrophe is CNN missing? Discusses current & near-future world problem areas: fact, fiction, & where we are now; ways & means with potential to win mankind the Darwin Award. CAPT Mark McDonagh, Merle S Robinson Fri 11:00 am Augusta C-D [W] 1 Hour

Two-Hour Near-Future SciFi-Themed National Security Decision Making Crisis Game

Intense 2-hour crisis-scenario version of NDM geopolitical-military RPG. Play a key decision maker in a major nation a few years from now. Expect crazed dictators, revolutions, pandemics, climate change, uncontrolled AI, genetic breakthroughs, other surprises in a world not quite as you know it. CAPT Mark McDonagh, Merle S Robinson Fri 01:00 pm Augusta C-D [W] 2 Hours 30 Min

NDM Contemporary FastPlay Game (Afghanistan & the Coming Great Power)

Geopolitical-military RPG, players taking a senior leadership position in a real-world nation. It's the world of today. Here are the real issues & some big problems looming. Can you fix it? The focus of this game will be on Afghanistan & the coming Great Power contest. CAPT Mark McDonagh, Merle S Robinson Fri 06:00 pm Augusta C-D [W] 4 Hours

Military Geography of the Solar System

An overview of the military realities of conflict & cooperation in space. Geography of war in space is dominated not by distance but by delta-v & sensors. How experience fighting on land, sea, & air won't help. Panel by the National Security Decision Making staff. CAPT Mark McDonagh, Merle S Robinson Fri 10:00 pm Augusta C-D [W] 1 Hour

Saturday

U-505, a Uniquely Unlucky Submarine: 75th Anniversary of Its Intact Capture

Details of the long & mixed-success of this most famous of submarines. Distinctions: 11 war patrols; sabotaged by French Resistance dockworkers; most damaged U-boat to return from patrol; a CO committed suicide during depth charging; captured intact. CAPT Mark McDonagh, USN/Ret., NDM staff. CAPT Mark McDonagh Sat 09:00 am Augusta C [W] 1 Hour

Geopolitics & Cyberwar

Incorporation of cyberwar capabilities into global conflict may have a significant impact. Does cyberwar change the geopolitical landscape in which international conflict occurs, or is it just a new means to engage within the existing system? Dr. Craig Greathouse, NDM staff. Craig B Greathouse Sat 09:00 am Augusta D [W] 1 Hour

75th Anniversary, Operation Market Garden: Was It Really 'a Bridge Too Far'?

On Operation Market Garden's 75th anniversary, a look at the Allies' most ambitious Airborne operation & evaluation of why it failed. A look at the factors that led to the dashing of Allied hopes of getting a bridge over the Rhine & ending the war by Christmas. Mike Tucker, NDM staff. Panelist: Mike Tucker Sat 10:00 am Augusta C [W] 1 Hour

Chernobyl: Separating Fact from Fiction, Drama, & Demagoguery

The story is generally told to stress drama but avoids technical details, or to harangue over nuclear power but is loose with facts. Lecture separates physics, engineering, actual facts from drama & activist demagoguery. CAPT Mark McDonagh, physicist, retired nuclear sub officer, NDM staff. CAPT Mark McDonagh Sat 10:00 am Augusta D [W] 1 Hour

Contemporary Russia: Not Our Friend

Russia & her evolving position, her antics on the world stage, Russian policy & operational changes over the last 10 years. Where is the common ground, & where are the friction points with the US & the West? Panel by the National Security Decision Making, Inc staff. CAPT Mark McDonagh, Merle S Robinson Sat 11:00 am Augusta C-D [W] 1 Hour

NDM Contemporary FastPlay Game (Saudi Arabia)

Geopolitical-military RPG, players taking a senior leadership position in a real-world nation. It's the world of today. Here are the real issues & some big problems looming. Can you fix it? The focus of this game will be on unrest & conflict in Russia & Saudi Arabia. CAPT Mark McDonagh, Merle S Robinson Sat 01:00 pm Augusta C-D [W] 2 Hours 30 Min

NDM Contemporary FastPlay Game (North Korea)

Geopolitical-military RPG, players taking a senior leadership position in a real-world nation. It's the world of today. Here are the real issues, & some big problems looming. Can you fix it? The focus of this game will be on the consequences of instability in North Korea. CAPT Mark McDonagh, Merle S Robinson Sat 06:00 pm Augusta C-D [W] 4 Hours

Sunday

Strategic Thinkers

Clausewitz, Mahan, Mitchell, & others, strategic thinkers whom many talk about but few know what they actually said. Lecture on what historical strategists actually wrote as compared to what people think they said. Dr. Craig Greathouse, National Security Decision Making, Inc staff Craig B Greathouse Sun 09:00 am Augusta C-D [W] 1 Hour

What to Read: The Military Philosophers, Generals, Historians, & Army Manuals

As long as humans have been able to write, they have recorded the stories of their wars & warfare. In this session, Robert Mosher of the National Security Decision Making, Inc. staff will discuss some of these written works. Panelist: Robert Mosher Sun 10:00 am Augusta C-D [W] 1 Hour

Where to Deploy Your Magic Weapons on the Battlefield

Numerous authors use magic in literary battlefields, but how would magic capabilities interact with strategy, tactics, logistics, the very principles of the art of war? Lecture imposes realities of Mahan, Sun Tzu, Clausewitz on magic war. Robert Mosher of the NDM, Inc. staff. Panelist: Robert Mosher Sun 11:00 am Augusta C-D [W] 1 Hour

Near-Future, SciFi-Themed NDM FastPlay Game

Sci-Fi variant of the geopolitical-military-economic RPG. It's the world you recognize, a few years from now; with some 'peculiar' events. Can you fix things? Or exploit them? The focus of the game will be genetic manipulation & re-engineering of animals and of humans. CAPT Mark McDonagh, Merle S Robinson Sun 01:00 pm Augusta C-D [W] 2 Hours 30 Min

Cold War: 1960s SciFi-Themed NDM FastPlay Game

Sci-Fi variant of the geopolitical-military RPG set in the early 1960s. You're a superpower leader. It just seems like history as we know it, but then, these strange things start to happen. Deal with them. Or exploit them. CAPT Mark McDonagh, Merle S Robinson Sun 06:00 pm Augusta C-D [W] 4 Hours

Monday

Nuclear Threats & European Security: The Way Forward

Examines impact of nullification of the Anti-Ballistic Missile & Intermediate-Range Nuclear Forces Treaties between the US & Russia. It looks at nuclear weapons issues currently in Europe & offers possible scenarios for European security issues going forward. Dr. Craig Greathouse, NDM staff. Craig B Greathouse Mon 09:00 am Augusta C-D [W] 1 Hour

Thursday

Twitch Sings!

Sing your bits out to your favorite video game songs. Staff: Sarah Cheimis Thu 07:00 pm Augusta A-B [W] 2 Hours 30 Min

LFG: Dragon Raid - Geek Ice Breaker

Tired of soloing Dragon Con? Meet some new adventurers to round out your party for the weekend. No more LF1M in trade chat. Laughs & entertaining anecdotes aplenty. Dino Andrade(M), Greg Houser Thu 08:30 pm Augusta E-H [W] 1 Hour

The 8-Bit Bash

The Video Gaming Track is back again this year with its Thursday night retro dance party, now with classic arcade cabinets! Enjoy classics from the '80s and '90s, & you won't even have to put down a quarter for the next game. Costumes optional, but always welcome. DJP Thu 10:00 pm Whitehall [200] 4 Hours

Friday

Sandbox Games as Fieldwork Simulators

From collecting frogs in Zelda: Breath of the Wild to conducting geologic surveys in Skyrim, what happens when you set natural scientists loose in a sandbox world? Mika McKinnon Fri 10:00 am Augusta A-B [W] 1 Hour

Indie Games: The Weird & the Wonderful

A discussion about indie games & the lessons they can teach or have taught AAA games about innovation & reaching new audiences. Ashley Ruhl Fri 10:00 am Augusta E-H [W] 1 Hour

Meet the Cast - LAVA

Sure, they're Loud, Annoying, & Very Annoying...but what do they do in their spare time? What are they working on next? Spend an hour with the LAVA guys & find out what goes on behind the scenes. Bobby Blackwolf(M), Max Mittelman, Robbie Daymond, Ray Chase Fri 11:30 am Centennial I [H] 1 Hour

Going Back to Paragon City: The Return of City of Heroes

After six years, City of Heroes is back & the same as it ever was (well, not exactly). Beware of flying objects coming from the stage. Staff: Kevin Stallard Fri 11:30 am Augusta A-B [W] 1 Hour

Let's Talk about Crunch: Discussing Working Conditions in the Game Industry

Frank discussion about working in the industry & dispelling common misconceptions about games as a career. Mike Capps, Alison Carrier, Gabriel Gonzalez, Ashley Ruhl Fri 11:30 am Augusta E-H [W] 1 Hour

Running Game Jams

In this panel, long-time game jam veterans will share their experiences & offer crucial guidelines for how to make game jams run as smoothly as possible, while also embracing their inherent unpredictability & glorious chaos. Natalie Zina Walschots, Izzie Colpitts-Campbell(M) Fri 01:00 pm Augusta A-B [W] 1 Hour

Dragon Award Nominees: Video Gaming

Check out sizzle reels for the Video Games & Mobile Games entrants in the 2019 Dragon Awards. Staff: Jason Gonding Fri 01:00 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. Mikal Mosley(J), Jessie Pridemore(J), Panelist: Jack Rozsa from Escape The Room Cosplay Fri 02:30 pm Augusta A-B [W] 2 Hours 30 Min

What Is a Loremaster?

Blizzard's panel of experts discuss the ins & outs of creating a compelling story & characters to go with their video games. How does a video game's story get told across multiple platforms such as novels, comics, short stories, & animation? Sean Andrew Copeland, Terran Gregory, Staff: Megan Tindale Fri 02:30 pm Augusta E-H [W] 1 Hour

Getting Started with Streaming (Twitch 101)

Ready to get your feet wet streaming games on the internet? Join us for tips & tricks on getting started & building an audience. Caroline Ratajski Fri 04:00 pm Augusta E-H [W] 1 Hour

Five Nights at Freddy's Trivia

How will your knowledge of Five Nights at Freddy's lore measure up against our trivia masters? PeninaChan(M) Fri 05:30 pm Augusta A-B [W] 1 Hour

Battle Royale 101

Want to know why every new game has a Battle Royale mode nowadays? We'll be breaking it down for you as we tour the genre. Bobby Blackwolf(M), Panelist: George Sumpter Fri 05:30 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. Kimberly Brooks(M), Mikal Mosley(J), Jessie Pridemore(J), Panelist: Jack Rozsa from Escape The Room Cosplay Fri 05:30 pm Peachtree Ballroom [W] 2 Hours 30 Min

The Future eSports Experience

Immersive technologies put you live on the battlemap, command centers let you follow your favorite player midstream--but what's the next step in elevating the eSports fan experience? Industry & academic experts will cover the future of eSports from wearable tech to virtual & augmented reality. Maribeth Gandy, Heather D Walker(M), Todd Alan Harris, Panelist: Jeremy Poore, Possible: Laura Levy Fri 07:00 pm Augusta A-B [W] 1 Hour

Video Games: The Good, The Bad, & The Science

A humorous look at how games get their science horribly wrong & occasionally right. Erin Macdonald, Eric P. Spana, Staff: Stephen Grenade Fri 07:00 pm Augusta E-H [W] 1 Hour

Red Dead Redemption 2: Fan Meetup

The Wild West comes alive in this gritty version of a Barbie Horse Simulator. Gather 'round & tell your stories from the Wild Weird West. Tara Lynne(M) Fri 08:30 pm Augusta A-B [W] 1 Hour

Camelot Unchained

Mark Jacobs shows off the latest builds & greatest features of his forthcoming MMO. Mark Jacobs, Panelist: Andrew Meggs Fri 08:30 pm Augusta E-H [W] 1 Hour

Dub Your Own Dating Sim: Hatoful Boyfriend

The world of visual novels is large & we're going to play one (Hatoful Boyfriend), with voices provided by you! Pigeon sex may not be optional. Staff: Sarah Cheimis Fri 10:00 pm Augusta A-B [W] Mature Audience 2 Hours 30 Min

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, & we like it that way! Chris Gore, Mark Meer, Dino Andrade(M), Quinton Flynn, Lori Alan Fri 10:00 pm Augusta E-H [W] Mature Audience 2 Hours 30 Min

Saturday

Coffee & Coloring

Take a break from the Georgia heat & relax while we color, converse, & drink enormous amounts of coffee. (Bring your own coffee) 8:30am - 11:30am Sat 08:30 am Augusta E-H [W] 2 Hours 30 Min

Meet the Cast: World of Warcraft

Rob Roberts of the VOG Network sits down with the voice actors from World of Warcraft to find out what new projects they're working on & to reminisce over some of their favorite stories while working on the popular Blizzard franchise. Samantha Inoue-harte, Kimberly Brooks, Dino Andrade, Dave Fennoy, Quinton Flynn, Rob Roberts(M) Sat 11:30 am Peachtree Ballroom [W] 1 Hour

Classic Gaming Hardware

From the 2600 to the Switch, the Atari 800 to the Amiga, 2D to 3D, player-missile graphics to FMV, dive deep into the CPUs, GPUs, & system architectures that ran your favorite games. Although accessible to a non-technical audience, some assembly code may be required. Aaron David Lanterman(M) Sat 01:00 pm Augusta A-B [W] 1 Hour

Real-Life Smash Bros!

Wouldn't you like to know what it would be like if your favorite mains came to life in a live-action adaptation? Join the roster & find out as we put real Smash cosplayers in a tournament battle against each other! If your bracket matches the results, you might even get a prize! Panelist: Mackenzie Rowe Sat 01:00 pm Augusta E-H [W] 1 Hour

Hands-on with Gaming Hardware

An opportunity to play with some of the gaming systems of the past. Aaron David Lanterman(M) Sat 02:30 pm Augusta A-B [W] 2 Hours 30 Min

PokéScience: How to Train Your Dragon Type

Who said Pokémon never taught you anything? This year, we are focusing not just on the Pokémon that should be more powerful, but we take a look at just how hard it would be to train these amazing monsters. We will prove who is the very best Pokémon with science! Lucas Hernandez Sat 02:30 pm Augusta E-H [W] 1 Hour

Competitive Overwatch for Newbies

How not to suck, or at least suck less, without playing Hanzo, Bastion, or Torbjorn on every map. Panelist: Jennifer Spangler Sat 04:00 pm Augusta E-H [W] 1 Hour

Your Memories Are in Another Castle: The Nintendo Legacy

Stories of how Nintendo shaped us & sharing that tradition with the next generations. Stories from the panelists & audience about growing up with Nintendo & guiding younger generations on that journey. Philip Daniel Keating Sat 05:30 pm Augusta E-H [W] 1 Hour

Masterpiece Theater

Selected dramatic readings from modern literature & cinema, performed by your favorite video game characters. Mark Meer, Dino Andrade(M), Dave Fennoy, Quinton Flynn, Amanda Miller, Josh Keaton Sat 05:30 pm Peachtree Ballroom [W] 2 Hours 30 Min

PromWatch

PromWatch is back for its second year! 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 07:00 pm Augusta A-B [W] 2 Hours 30 Min

Name That Tune: Video Game Edition

Exercise your encyclopedic knowledge of video game music in as few notes as possible. Panelist: Michael Do Sat 07:00 pm Augusta E-H [W] 1 Hour

Match Game: Video Game Edition

Your favorite '70s TV game show, updated for the modern era. Alison Carrier, Dave Fennoy, Mark Jacobs, Ashley Ruhl, Mikal Mosley, Staff: Phil Collins Sat 08:30 pm Augusta E-H [W] 1 Hour

The Heroes & Villains Ball

The Video Gaming Track invites you to Dragon Con's biggest ball of all. The Heroes & Villains are back again in the Westin. 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. Possible: DJ Spider Sat 10:00 pm Whitehall [200] 4 Hours

Sunday

Ethics in The Sims

In a game where you are essentially God, be it living vicariously through a perfect version of yourself or taking out your life frustrations on virtual characters, what happens when the characters and the situations become too real? Panelist: Adrian Cunningham, Panelist: Yvonne Denkins Sun 10:00 am Augusta A-B [W] 1 Hour

LAVA's Super Kawaii Happy Party Game Go Go Hyper Hangout Funtime

01110111 01100101 00100000 01100100 01100001 01110010 01100101 00100000 01111001 01101111 01110101 00100000 01110100 01101111 00100000 01100011 01101111 01101101 01100101 Max Mittelman, Robbie Daymond, Ray Chase Sun 10:00 am Augusta E-H [W] 1 Hour

Meet The Cast: Mass Effect

We sit down with the voice actors from Mass Effect to find out what new projects they're working on & to reminisce over some of their favorite stories while working on the popular BioWare franchise. Mark Meer, Kimberly Brooks, Quinton Flynn, Staff: Phil Collins Sun 10:00 am Peachtree Ballroom [W] 1 Hour

Love & Hate for Games AI

AI plays an increasingly large role in the modern gaming experience, giving us everything from the villagers in Skyrim to the multitude of planets in No Man's Sky. In this panel, experts on AI & user experience discuss how our gaming experience is influenced by the role of AI. Anne Sullivan, Henrik Warpefelt, Panelist: Brian Margerko, Panelist: Matthew Guzdial Sun 11:30 am Augusta A-B [W] 1 Hour

Turning Video Game Characters into Cosplay

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

Who's Your Love Interest?: Romance in Games

Discussions on romance choices in games, the good, the bad, the favorites, as well as what we'd like to see in the future. Ashley Ruhl Sun 01:00 pm Augusta A-B [W] 1 Hour

Hypermedia & Video Game Development

Blizzard is a leader in creating lore that is connected to their video games, comics, movies, web videos, & other media formats to tell the stories around Blizzard games. Take a look at how those various media formats integrate & demonstrate how that makes Blizzard unique in the video game space. Sean Andrew Copeland, Terran Gregory Sun 01:00 pm Augusta E-H [W] 1 Hour

Critical Studies in Video Gaming

Scholars discuss the roles that transactionism, meta-gaming, & meta/intertextual narratives have on video gaming, opening up spaces for more player engagement while challenging the image of an isolated player. Matthew J. Brown, Panelist: Carrie Neely Sun 02:30 pm Augusta A-B [W] 1 Hour

Feminist Critique of Video Games

As game narratives are more complex & nuanced, the need for more sophisticated examination grows with it. This panel will look at feminist critique as both theoretical lens & vital perspective for finding meaning in games & pushing the industry towards more diverse & exciting narratives. Alison Carrier, Ashley Ruhl, Natalie Zina Walschots Sun 02:30 pm Augusta E-H [W] 1 Hour

Accessibility in Video Gaming

Experts discuss accessible game design & the challenges of accessibility in video gaming. Ben Jacobs(M) Sun 04:00 pm Augusta A-B [W] 1 Hour

Building Community & Monetization in Streaming

Ready to take your streaming to the next level? Join our panelists as they share the tips & tricks of streaming on a schedule, maintaining your audience, & making money off your channel. (Note: no guarantee of profitability.) Caroline Ratajski(M), Larissa Thompson, Marc Gerst Sun 04:00 pm Augusta E-H [W] 1 Hour

Hands-on with Accessibility Hardware

Hands-on demonstration of hardware options for gamers with disabilities. Find out how to both maximize built in options or adapt the environment for you. Ben Jacobs(M), Possible: Lara Levy, Possible: Michael Matlock Sun 05:30 pm Augusta A-B [W] 1 Hour

Working in the Video Game Industry as a Cosplayer

Cosplay for fun & profit getting a job with the video game industry. Mikal Mosley Sun 05:30 pm Augusta E-H [W] 1 Hour

Flags & Iconography in Video Games

What makes a good flag for a video game's faction? Does it convey the spirit of the faction? The Templin Institute discusses the iconography of your favorite video game franchises. Larissa Thompson, Marc Gerst(M) Sun 07:00 pm Augusta A-B [W] 1 Hour

Otome 101

A survey of dating sim games & why their popularity persists to today. Staff: Sarah Cheimis Sun 07:00 pm Augusta E-H [W] 1 Hour

The Human Cost of Superpowers

When we add up the human cost of superheroes, can we continue to stand by the assumption that they are good, just, & even justifiable? This panel will examine that data in detail & ask crucial questions about how we should more openly & honestly critique superhero narratives. Natalie Zina Walschots Sun 08:30 pm Augusta A-B [W] 1 Hour

Persona 5: Take Your Heart

Consider this your calling card, a challenge from the Phantom Thieves to you. Join us in an hour of games, challenges, Q&A, & general thievery as we compete to see who really is the best phantom thief! Panelist: Mackenzie Rowe Sun 08:30 pm Augusta E-H [W] 1 Hour

Dub Your Own Dating Simulator: Doki Doki Literature Club!

The world of visual novels is large, & we're going to play one (Doki Doki), with voices provided by you! Warning: This contains psychological horror elements. Seriously, this is some weird stuff. Staff: Sarah Cheimis Sun 10:00 pm Augusta A-B [W] Mature Audience 2 Hours 30 Min

Tales from Drunken Developers

We drink, & we know things...about video game development. Mike Capps, Mark Jacobs, Ashley Ruhl, Sean Andrew Copeland, Terran Gregory Sun 10:00 pm Augusta E-H [W] Mature Audience 1 Hour

LAVA: Loud, Annoying, & Very Annoying

Loud, Annoying, & Very Annoying is no-holds-barred fandom entertainment. An ever-changing lineup of games, improv, sketch comedy, & video material. With a great deal of audience participation! Max Mittelman, Robbie Daymond, Ray Chase Sun 10:30 pm International South [H] Mature Audience 2 Hours 30 Min

Monday

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. Staff: Kevin Stallard Mon 10:00 am Augusta E-H [W] 1 Hour

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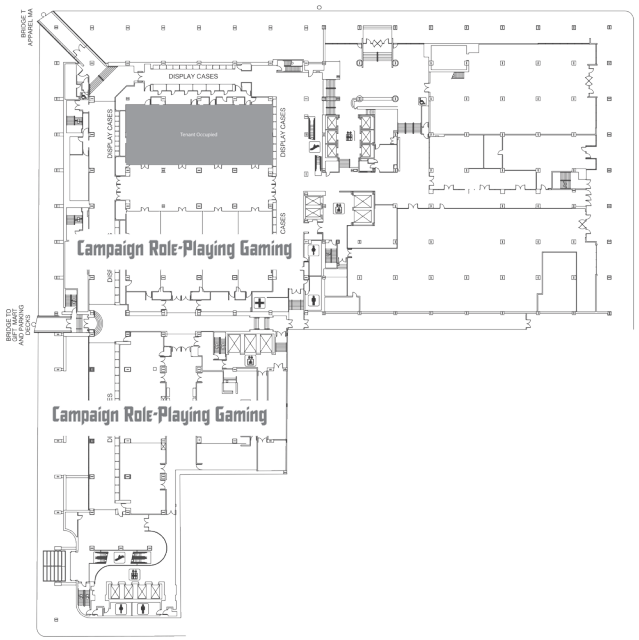

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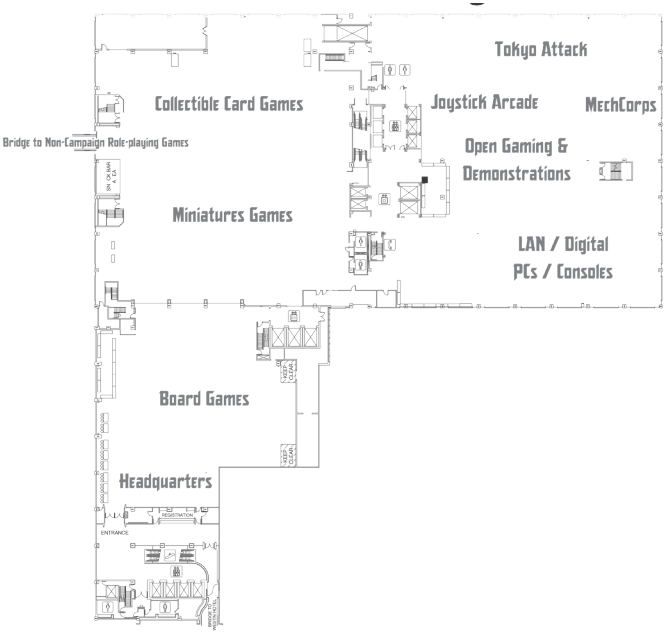

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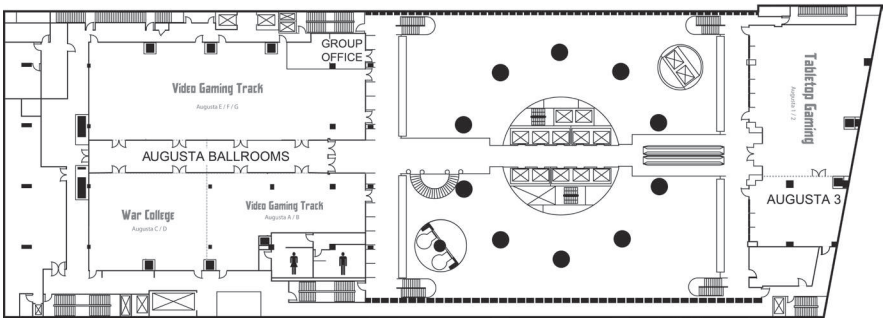

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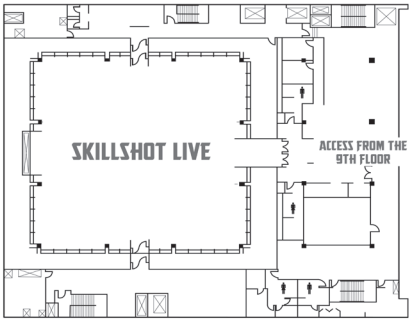

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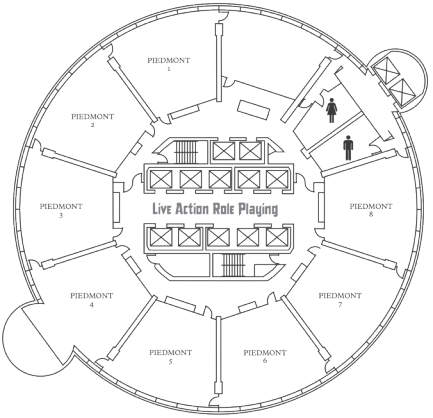

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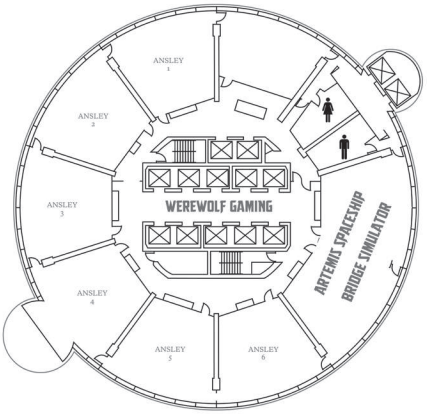

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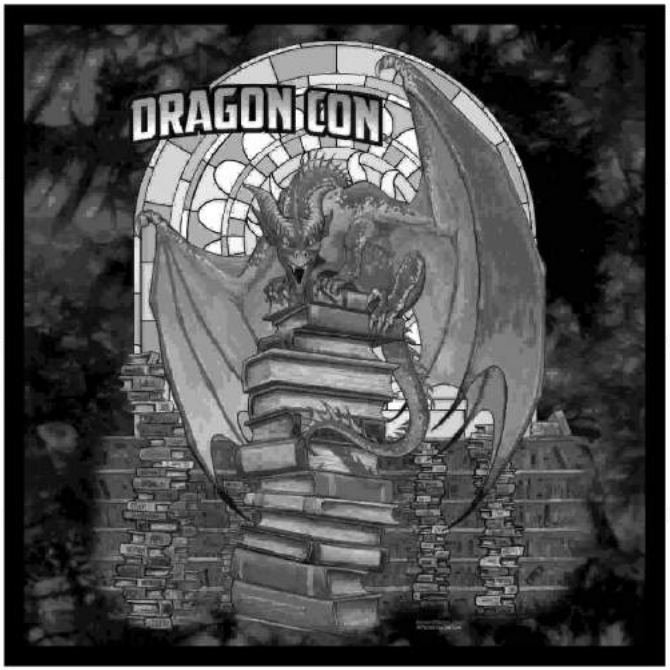

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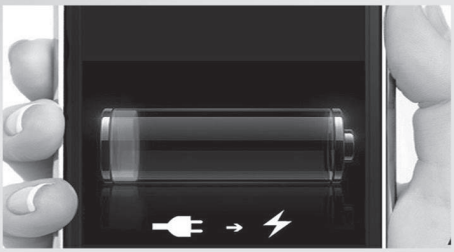
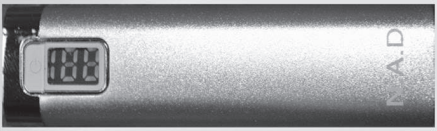
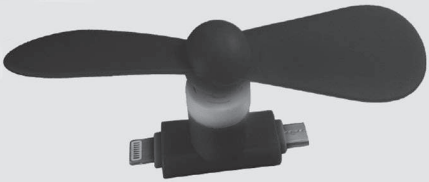


Fully Charged Powerbanks





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