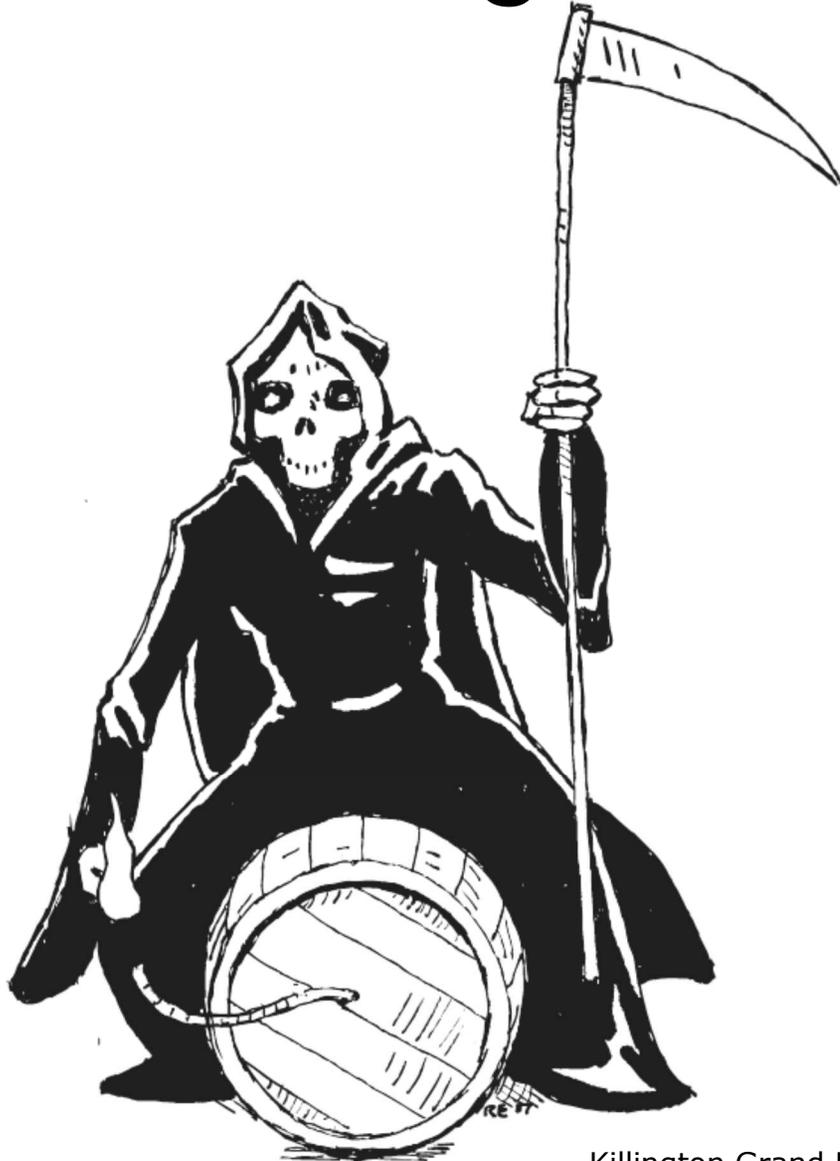


Carnage XX



Killington Grand Resort
Killington, VT
November 3-5, 2017
www.carnagecon.com

How to Get There



Killington Grand Hotel

4763 Killington Road,
Killington, VT 05751

1-800-621-MTNS

<http://www.killington.com>

Driving Directions from Major Cities:

Killington Resort is located in central Vermont at the junction of US 4 and VT 100 North in Killington, 11 miles east of Rutland.

BOSTON MA: 3 hours driving time. Take Interstate 93 to just south of Concord, NH Exit onto Interstate 89 north and follow to US 4 Rutland, Exit 1 in Vermont. Follow US 4 west to Killington.

HARTFORD CT: 3 1/4 hours driving time. Follow Interstate 91 to north of Bellows Falls, VT. Take Exit 6 (Rutland) onto VT 103 and follow to VT 100. Take VT 100 north to US 4 and follow US 4 west to Killington. 4 3/4 hrs. from NY CITY (via Connecticut Turnpike): Connecticut Turnpike (Int. 95) to Int. 91 and then follow directions given under "Hartford."

NY AND NJ AREAS (via NY Thruway): 5 hours driving time. NY Thruway to Exit 24 Albany. Take Northway (Int. 87) north to Fort Ann/Rutland Exit 20. Pick up NY 149 and follow east to US 4. Turn left on US 4 and follow east to Killington.

MONTREAL: 3 1/2 hours driving time. Take Highway 10 east to Highway 35 south. Exit at Route 133 south and follow to Interstate 89 south. Exit Interstate 89 at Exit 3 in Bethel, VT and follow VT 107 west to VT 100 south to Killington.

Carnage XX

A Vermont Game Convention



Killington Grand Resort
Killington, VT
November 3-5, 2017

www.carnagecon.com

Committee Membership

Chuck Davis	Kevin Day	Tyler Dion	Tom Dorman
Mike Griffin	Doug Gray	Emily Gray	Ray Hickey
Scott Lasell	Josh McGary	Doug Neet	Gaylord Newcity
Robert Rousse	Nyssa Schmidt	Rod Sheldon	Michael Tutt

Game Slot

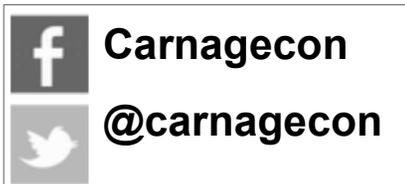
	<u>Friday</u>	<u>Saturday</u>	<u>Sunday</u>
A Friday Afternoon	1pm - 5pm		
B Friday Evening	7pm - 11pm		
C Friday Overnight	11:30pm—?		
D Saturday Morning		8am - 12pm	
E Saturday Afternoon		1pm - 5pm	
F Saturday Evening		7pm - 11pm	
G Saturday Overnight		11:30pm—?	
H Sunday Morning			8am - 12pm
H1/H2 Sunday Late Morning			10am - 2pm (or 5pm)
I Sunday Afternoon			1pm - 5pm

Admission Pricing

	<u>for the Weekend</u>	<u>for a Day</u>
At the Door	75.00	40.00
Pre-registration	65.00	35.00

NO TICKET PRICES FOR INDIVIDUAL EVENTS (unless specified in the description)

Because of the uniform pricing policy, Friday admission entitles participation from 1pm Friday to 6am Saturday. Saturday admission is good from 8am until 6am Sunday, and Sunday covers 12am Sunday 'til closing.



Welcome

Join us in Killington, Vermont for the 20th annual Carnage convention, a celebration of tabletop gaming. To help make this an excellent weekend for everyone attending, we have a few suggestions and a couple of rules that will help make this weekend safe and fun for all

Pre-registration

We think this is a very good idea. It helps ensure that you'll be able to participate in the events you want. It will also help save you a little money. Pre-registrations should be completed on the form in the back of this book and mailed in as soon as possible. Feel free to make additional copies.

Any forms received postmarked after October 24 will be declined and held for customers at the Carnage registration desk. GMs: Even if you are only running games, not playing, please turn in a form so that we will make you a name badge. GM and volunteer credit will be applied to the price of admission during pre-registration.

You can register online for Carnage XX this year, and pay via PayPal.

<http://registration.carnagecon.com>

Registration

Everyone who attends Carnage must check in at the registration table upon arrival. If you do not preregister, you can register Friday morning 10am at the registration table to help expedite the process. *We can only accept cash, check or credit. There is an ATM on-site.*

Name Tags

The name badge you receive when you register is your ticket for Carnage and must be worn in a visible location at all times.

The Rules

No smoking, no pets, and no weapons (including soft ammo and "boffer") inside the convention area unless part of a sanctioned event. Please show proper respect for all other participants at the con and for hotel property. If you are having a problem please locate a convention staff member at any of the staff tables or hotel security.

Carnage Gaming Harassment Policy

Carnage Gaming is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age or religion. We do not tolerate harassment of convention attendees in any form. Convention attendees violating these rules may be sanctioned or expelled from the convention, without a refund, at the discretion of the Carnage Gaming staff. Repeat offenders may be banned from future conventions at the discretion of the Carnage Gaming staff. Our anti-harassment policy can be found at: <http://www.carnagecon.com/carnage-gaming-harassment-policy/>

The Dealer Area

The dealer area will be open during most of the convention(TIMES). Please take a few minutes to visit our dealers and see what they have brought. They put out a lot of effort to be here supporting our convention. Show them you appreciate that effort.

Food and Drink at Killington Resort in 2017

Prestons and????? Will offer a full menu for the weekend The cafeteria at Snow shed is open 7:30 until later in the evening. The resort's food vendor is available on site for most meals. When dining outside the resort, it is a good idea to let your server know ahead of time when you will need to return to the con.

For full details of food options at Killington at the convention this year, the link <http://tinyurl.com/killingtoneats> will take you to the Carnage web site news post explaining available options. Prestons

Accessibility

Accommodations

As of this printing, the Killington Grand Resort still has space available., ask about the condo options. Contact the resort at 1-800-621-6867 to make your reservation for Carnage. Note: you must call the resort directly to get the convention room rate. Killington's online reservation system does not apply a convention rate.

The Killington Grand Resort is a mountainside hotel just off the junction of US Route 4 and Vermont Route 100 in Killington. In addition to its convention spaces and variety of lodging choices, the Killington Grand has an in-house restaurant and convenience store, outdoor heated pool, fire pit and health club, all surrounded by the beautiful Green Mountains of Vermont.

The resort has an excellent rate for conventioners and will surely provide for all of your needs over the course of the weekend. Family members of conventioners will also be pleased by Killington's location, which provides easy access to area shopping, touring, and a variety of activities to keep even the non-gamer pleasantly occupied over the course of the weekend.

2017 Features

Extra Life Event

We are happy to announce that Extra Life is coming to Carnage XX Extra Life is a gaming marathon where all the money raised goes directly to support Children's Miracle Network Hospitals. All weekend long there will be special programming events – cool games, a Star Wars LARP and a silent auction. We hope you will donate whatever you are able to this great cause. Sign up to join the Extra Carnage team at <http://www.extra-life.org/index.cfm?fuseaction=donorDrive.team&teamID=28960>. Then ask the people in your life to support you as you play 24-hours of games at Carnage XX (bathroom and food breaks allowed!). Or just raise money anyway that works best for you - we just want everyone to have fun and raise money for a great cause. If you want to get involved, contact Sean Murphy at murphys49@yahoo.com.

Wargame Room

Come play your favorite historical board game. OCS, CWB, A3R, and plenty more will be offered. Email Chuck at cdavis@vermontel.net to find out what games are being played or to get your game on the "opponents wanted" list. Also check the folder in the [consimworld.com](http://www.consimworld.com) convention area. Please visit the Promote Your Game Forum:

Games for Kids Only

Once again this year, thanks to Justin Berman and Kevin Day, Carnage is offering a morning of kids-only board gaming. On Saturday any time from 8am to 12pm in the Board Game Room, join Justin and Kevin and some of the Carnage staff, for some great kid-friendly games. The kids must be

between the ages of 5 and 12. The staff asks that a parent or responsible adult accompany the younger children (7 and under). We also ask that parents of the older children let the staff know where they will be if they are not staying. Parents that stay are welcome to learn the games and play with their children. The kids can also stop by anytime during the afternoon 1pm-5pm and jump into a game or learn a new one with a parent(s).

Parents do not have to register their children for this event, as it is complimentary for attendees bringing their families. And even if your son or daughter is registering for the convention to play in other events, they can still join in the fun! Please be sure to check the website for any updates and contact us with any questions.

Pathfinder Society Information

To pre-register for Pathfinder Society (PFS) games, players must BOTH mail in a hard-copy Carnage registration form AND sign up on Warhorn at <https://warhorn.net/events/carnage-2016-pfs>. Walk-ins will be accommodated once pre-registered attendees are seated.

Dungeons & Dragons Adventurers League (AL) Information

To help us make sure we have enough tables and DMs for all the events scheduled, please register for Adventurers League (AL) games with BOTH the Carnage registration process AND on Warhorn at <https://warhorn.net/events/southern-nh-adventurers-league>. Walk-ins of course are always welcome once pre-registered attendees are seated.

Event Descriptions

Board Games

B152 A Game of Thrones: The Board Game (Second Edition) (GM: *Jeff Mayo* Room: *Snowshed Ballroom SBL30*) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne. Based on the best-selling A Song of Ice and Fire series by George R.R. Martin, A Game of Thrones is an epic board game in which it will take more than military might to win. Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros! **(12 Players) (Friday 1p-5p)**

B170 Anachrony (GM: *Carlo Gozzi* Room: *Snowshed Ballroom SBL27*) Anachrony features a unique two-tiered worker placement system. To travel to the Capital or venture out to the devastated areas for resources, players need not only various Specialists (Engineers, Scientists, Administrators, and Geniuses) but also Exosuits to protect and enhance them — and both are in short supply. The game is played in 4-7 turns, depending on the time when the looming cataclysm occurs. The elapsed turns are measured on a dynamic Timeline. By powering up the Time Rifts, players can reach back to earlier turns to supply their past "self" with resources. Each Path has a vastly different objective that rewards it with a massive amount of Victory Points when achieved. The Paths' settlements will survive the impact, but the Capital will not. Whichever Path manages to collect most points will be the new seat for the Capital, thus the most important force left on the planet. **(4 Players) (Friday 1p-5p)**

B151 BANG! (GM: *Eric Johnson* Room: *Snowshed Ballroom SBL36*) The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)! **(7 Players) (Friday 1p-5p)**

B154 Betrayal at House on the Hill (GM: *William Van Patten* Room: *Snowshed Ballroom SBL24*) Players all begin as allies exploring a haunted house filled with dangers, traps, items and omens. As players explore the mansion, new room tiles are chosen at random; accordingly, the game board is different each session. Eventually the "haunt" begins, with the nature and plot of this session's ghost story revealed; one player usually "betrays" the others and takes the side of the ghosts, monsters, or other enemies, while the remaining players collaborate to defeat them. **(6 Players) (Friday 1p-5p)**

B160 Captain Sonar (GM: *Rachel Winer* Room: [Snowshed Ballroom SBL12](#)) Welcome aboard the SS Nemo! Here, you may find yourself in the role of engineer, radio operator, first mate, or even captain. Work with your crew to control the sub as you try to locate and destroy the enemy, but watch out, or they just might catch you first! **(8 Players) (Friday 1p-5p)**

B144 Clank (GM: *Kevin Randino* Room: [Snowshed Ballroom SBL26](#)) Clank is a deck-building board game where you and 1-3 others must venture deep within a dungeon to steal the dragon's treasure. All movement is handled through a deck you create every turn. The deeper you go, the more likely it becomes that the dragon will catch you. Build your deck to craft a character able to get the rarest treasure without awakening the dragon, lest you suffer his wrath! **(4 Players) (Friday 1p-5p)**

B164 Competitive Zombies (GM: *Sam Jones* Room: [Snowshed Ballroom SBL15](#)) Everyone for themselves! You will compete with each other to be the first one to reach safety when zombies have been let loose on the City! **(8 Players) (Friday 1p-5p)**

B148 Dune (GM: *Dean Chung* Room: [Snowshed Ballroom SBL11](#)) Enter the world of diplomacy, political intrigue, and military struggle as depicted in Frank Herbert's sci-fi masterpiece. Dune is a game of negotiation, allegiances, bluffing, and treachery among players. As leader of one of the six powerful factions vying for control over the desert planet, Dune, you will be given a unique set of abilities to help guide your faction to victory. Experience this multiplayer gaming classic that seamlessly blends simple mechanics with rich theme. New players welcome. **(6 Players) (Friday 1p-5p)**

B150 Flash Point (GM: *Thomas A. Compter* Room: [Snowshed Ballroom SBL33](#)) The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. You must work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger. The residential fires are tough enough, but the heat really turns up on the Second Story and even more in Urban Structures. And let's not even talk about how hard it is to fight fires in a Submarine! Flash Point: Fire Rescue is a cooperative game of fire rescue. This session will include a basic residential fire as a learning game, followed by a more challenging scenario in one or more of the many expansions: Urban Structures, 2nd Story, Extreme Danger, Dangerous Waters, or Honor and Duty. Part of Double Exposure's Envoy Program **(6 Players) (Friday 1p-5p)**

B149 Fluxx & Kittens in a Blender (GM: *Elizabeth Demarais* Room: [Snowshed Ballroom SBL08](#)) Fluxx is the ever-changing rule-based card game where the point is to meet the current goal, which may change at any moment -- along with every other rule in the game. Save your kitten and well... the name says it all for the rest of the kittens. **(10 Players) (Friday 1p-5p)**

B172 Grand Prix (GM: *Gary Bobar* Room: [Snowshed Ballroom SBL14](#)) Formula 1 racing at its best. Take on the role of Team owner. Get your cars ready...and out on the track! **(8 Players) (Friday 1p-5p)**

B394 Letters From Whitechapel (GM: *Justin Berman* Room: [Snowshed Ballroom SBL35](#)) Can you track down Jack the Ripper? Players take on the roles of investigators trying to track the infamous murderer. One player will play Jack and try to avoid Scotland Yard. **(6 Players) (Friday 1p-5p)**

B157 Memoir 44' (GM: *Eric Bussiere* Room: [Snowshed Ballroom SBL21](#)) Memoir 44' is a tactical WWII game. Players will play thru the Pegus Bridge scenario. There will be other scenarios available. **(8 Players) (Friday 1p-5p)**

B187 Mysterium (GM: *Kevin Day* Room: [Snowshed Ballroom SBL05](#)) In this asymmetric cooperative game, one player adopts the role of the ghost while the other players play as psychics. All players share the same goal: to shed light on the strange circumstances surrounding the ghost's death. Prize Support for this event provided by Quarterstaff Games. **(14 Players) (Friday 1p-5p)**

B169 Penny Press (GM: *Robert Djikman Dulkes* Room: [Snowshed Ballroom SBL18](#)) New York at the turn of the 20th century. Newspapers cost a penny and they were packed with all the news fit to print! Compete with other New York publishers to make the best paper possible and out sell you competition. Extra! Extra! (GM'd by one of the designers of the game) **(4 Players) (Friday 1p-5p)**

B143 Potion Explosion (GM: *Sarah Follensbee* Room: [Snowshed Ballroom SBL19](#)) Dear students, it's time for the final exams of the Potions class! The rules are always the same: take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Remember, though, that to win the Student of the Year award, being quick won't be enough: you'll also need to brew the most valuable potions in Potion Explosion! **(4 Players) (Friday 1p-5p)**

B163 Sagrada (GM: *Lee Cota* Room: [Snowshed Ballroom SBL25](#)) As a skilled artisan, you will use tools-of-the-trade and careful planning to construct a stained-glass window masterpiece in the Sagrada Familia. Players will take turns drafting glass pieces, represented by dice; carefully choosing where to place each one in their window. Windows have unique color and shade requirements, and similar dice may never be adjacent so placing each die is more challenging than the last. Fortunately, you'll have just the right tools to help you through. Gain prestige by adapting to the preferences of your fickle admirers, and of course, by adding your own artistic flair while completing your glass masterpiece in Sagrada. **(4 Players) (Friday 1p-5p)**

B166 Sentinels of the Multiverse (GM: *Margot Schips* Room: [Snowshed Ballroom SBL23](#)) A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a faraway galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? You! The players comprise a team of heroes, all with impressive powers and abilities to defeat the forces of evil. Answer the call to protect the multiverse in this cooperative, fixed-deck card game with a comic book flavor. This is an introductory session ideal for new players or those with just a few skirmishes under their belt. **(5 Players) (Friday 1p-5p)**

B265 Shootin' Ladders (GM: *Jim Thayer* Room: [Snowshed Ballroom SBL37](#)) Remember Chutes & Ladders? It's back! But now your token is a heavily-armed Gingerbread Man out to destroy all other players with your candy-themed weapons. Upgrade your Dessert Eagle to an M&M16, Choco-Choca-Chain Gun, Gatling Gumdrops, or several others. If you want to get up close and personal, strap on the Raisinet Bayonet or break out the Cherry Chain Saw. If you win, the glory is yours. If you don't win... well, that's just how the cookie crumbles. **(8 Players) (Friday 1p-5p)**

B147 Sushi Go Party (GM: *Rachel Keast* Room: [Snowshed Ballroom SBL07](#)) Start your weekend with a party! A Sushi Go Party! Build the most impressive plate for Honor and Glory (and points) Played like the original game with new cards and exciting menus. Friendly for ages 8+. Children under 10 must be dropped off and picked up by a parent or guardian. **(8 Players) (Friday 1p-5p)**

B159 Vast: The Crystal Caverns (GM: *Alex Clay* Room: [Snowshed Ballroom SBL10](#)) The crystal cavern has lain dormant for too long. The dragon, sleeping inside, begins waking as goblin tribes fill its halls. A lone knight seeks glory in its depths and a cursed thief attempts to escape his torment. The cave itself shifts and grows in the darkness. In this asymmetric game, each player must use their own unique play style to achieve their objectives and win. **(5 Players) (Friday 1p-5p)**

B158 Village (GM: *Ryan Baker* Room: [Snowshed Ballroom SBL20](#)) Life in the village is hard – but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious and strive for a career in public office. Each player will take the reins of a family and have them find fame and glory in many different ways. Time will not stop for anyone and with time people will vanish. Those who will find themselves immortalized in the village chronicles will bring honor to their family and be one step closer to victory. Village is a game full of tactical challenges. A smart and unique new action mechanism is responsible for keeping

turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death; as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart time-management. **(4 Players) (Friday 1p-5p)**

B189 Affliction: Salem 1692 (GM: *Daniel Hundycz* Room: *Oscar Wilde Ballroom OW15*) The hysteria over witches among the people of Salem swept the region like a disease in 1692. As is the case in any tragic event, there are those whom will use the circumstances to their advantage. Under the veil of the witch-hunt lie other motivations; power, greed, revenge and righteousness. Affliction is a game set in the hysteria of a witch-hunt. Use your influence to whisper in the ear of the magistrate, judge, governor or minister to protect some and have others arrested. Salem was a chance to gain property, exact revenge and prove one's righteousness. Affliction uses a low luck, highly interactive worker placement, engine building, engine disruption mechanic. It historically represents the colonists in the Salem area of the time. The characters in the game were all present during the witch hunt. More information at <http://dphgames.com/affliction> **(4 Players) (Friday 7p-11p)**

B171 Anachrony (GM: *Robert Djikman Dulkes* Room: *Oscar Wilde Ballroom OW01*) Anachrony features a unique two-tiered worker placement system. To travel to the Capital or venture out to the devastated areas for resources, players need not only various Specialists (Engineers, Scientists, Administrators, and Geniuses) but also Exosuits to protect and enhance them — and both are in short supply. The game is played in 4-7 turns, depending on the time when the looming cataclysm occurs. The elapsed turns are measured on a dynamic Timeline. By powering up the Time Rifts, players can reach back to earlier turns to supply their past "self" with resources. Each Path has a vastly different objective that rewards it with a massive amount of Victory Points when achieved. The Paths' settlements will survive the impact, but the Capital will not. Whichever Path manages to collect most points will be the new seat for the Capital, thus the most important force left on the planet. **(3 Players) (Friday 7p-11p)**

B181 Carcassonne Big Box (GM: *Robert Owen Williams* Room: *Oscar Wilde Ballroom OW19*) The classic tile laying game together with the Princess and Dragon, Traders and Builders, Inns and Cathedrals, The Tower, and Abbey and Mayor expansions. **(6 Players) (Friday 7p-11p)**

B173 Chez Geek (GM: *Heather Tate* Room: *Oscar Wilde Ballroom OW12*) Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends -- for as long as you can stand them. Get a job -- they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping. Just remember, when your roommate and his S.O. keep you up all night: you can't throw them out. They live here. **(5 Players) (Friday 7p-11p)**

B193 Feast For Odin (GM: *Justin Popple* Room: *Oscar Wilde Ballroom OW02*) In this epic game, command a band of Vikings to trade, hunt, raid, pillage, and plunder in search of wealth and glory for your tribe. A Feast for Odin is a saga in the form of a board game, from acclaimed designer Uwe Rosenberg. In this strategic worker placement game for one to four players, you will experience the Viking way of life. Each player explores new territories—and raids the villages they find there—to increase their wealth and glory, while also taking part in day-to-day activities such as gathering food to feed their band of hungry Vikings. In the end, the player whose possessions carry the greatest value is the winner. **(4 Players) (Friday 7p-11p)**

B202 Fire and Axe: A Viking Saga (GM: *Eric Paperman* Room: *Oscar Wilde Ballroom OW03*) Players will vie for glory across three epic Viking sagas. You will need your long ships to raid, trade and settle the lands beyond. Will you trade with the locals gaining their trust or will your bloody axe do your talking? The chose is yours... **(5 Players) (Friday 7p-11p)**

B176 Firefly: Twenty Grand (GM: *Rachel Keast* Room: *Oscar Wilde Ballroom OW04*) Getting by in the 'verse ain't easy. Sometimes you gotta do business with some unsavory folks. Time's up, your note's being called in. There's a limited time to come up with the cash so you'd better work fast. No telling what some folks'll do when you stiff'em 20,000 credits. Come captain your ship

through the whole damn verse. Do your jobs and get paid while avoiding the hazards of the black. Based on the Firefly television series. Primarily a pickup and deliver game with minimal player to player interaction. This game includes both rim expansions and the pirate and bounty hunter expansion pack. Recommended for age 16+. Moderate violence and adult themes. **(4 Players) (Friday 7p-11p)**

B369 Great Western Trail (GM: *Lisa Leopold* Room: *Oscar Wilde Ballroom OW17*) America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. Needless to say, each time you arrive in Kansas City, you want to have your most valuable cattle in tow. However, the "Great Western Trail" not only requires that you keep your herd in good shape, but also that you wisely use the various buildings along the trail. Also, it might be a good idea to hire capable staff: cowboys to improve your herd, craftsmen to build your very own buildings, or engineers for the important railroad line. If you cleverly manage your herd and navigate the opportunities and pitfalls of Great Western Trail, you surely will gain the most victory points and win the game. **(4 Players) (Friday 7p-11p)**

B203 Mare Nostrum: Empires (GM: *William Minsinger* Room: *Oscar Wilde Ballroom OW23*) Mare Nostrum is an empire-building game in which 3-5 players lead their individual ancient empires to dominion of Mare Nostrum. You grow the fame and glory of your empire by expanding your influence into new provinces, then extending your trade caravans, building markets, and founding new cities and temples. You can recruit heroes and create wonders to help your cause. But beware of your "friends," because they may look upon your gains with envy and greed... **(5 Players) (Friday 7p-11p)**

B175 Mysterium (GM: *Kevin Randino* Room: *Oscar Wilde Ballroom OW18*) Someone's been murdered! You and a group of other psychics have been hired to commune with the spirit of the victim to track down their killer. The spirit is unable to speak to you directly however, and may only communicate in visions. You must all work together to decipher the visions to narrow a list of suspects. Once the list has been narrowed, you'll only have one chance to choose the real killer, or the soul of the deceased can never pass on. **(7 Players) (Friday 7p-11p)**

B200 New Angeles (GM: *Carlo Gozzi* Room: *Oscar Wilde Ballroom OW21*) In New Angeles, you gain control of one of these megacorporations, then you use your wealth and influence to create more wealth and more influence. To do this, you cut deals and forge temporary alliances. You leverage your credits and assets to gain financial superiority over your corporate rivals. All the while, you also need to keep an eye toward the masses, striking deals with the other corps as necessary in order to keep a lid on crime, disease, and unrest. If you want to maximize your profit, you need to keep New Angeles open for business! Also has a traitor mechanism... In the end, it's Battlestar Galactica more streamlined! **(6 Players) (Friday 7p-11p)**

B7 Nomic (GM: *Christopher Griffin* Room: *Oscar Wilde Ballroom OW10*) Think that you're clever? Like to play rules lawyer? Try a game where you make the rules. Nomic is a game invented by a philosopher, and the rules are simple. On your turn, roll a die and earn that many points, first to 100 points wins. Oh, and you suggest a rules change for the other players to vote on. Can you have your opponents bark like seals? If they agree to it! Want to try and make Magic: The Gathering relevant somehow? Go for it! Who knows what kind of game we'll end up playing! Will the game turn into a round of laser tag? *Probably* not, but you have to show up to find out! **(12 Players) (Friday 7p-11p)**

B196 Revolution! (GM: *Jess Cobb* Room: *Oscar Wilde Ballroom OW14*) Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and collect more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise. **(6 Players) (Friday 7p-11p)**

B197 Scythe (GM: *Derek Dunn* Room: *Oscar Wilde Ballroom OW22*) Scythe is a euro game of the dystopian aftermath of WWI economics and territory control. Scythe has made it into the BGG top 5. Come and see why! **(5 Players) (Friday 7p-11p)**

B195 Society of Ultimate Evil and Terror the Card Game - S.U.E.T (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW20*) In S.U.E.T. the Card Game you play an Evil Genius competing to gain entry into the Society of Ultimate Evil and Terror. To do so you must be the first to complete a doomsday device and blackmail the world. **(5 Players) (Friday 7p-11p)**

B201 Spike (GM: *Ron Griffin* Room: *Oscar Wilde Ballroom OW16*) Players are the owners of one of the many rail companies in the eastern United States at the turn of the 20th century. They need to expand their rail network to be able to move goods around the eastern Us and fulfill their contracts. The goal...easy... have more wealth than your rivals! **(4 Players) (Friday 7p-11p)**

B184 Star Wars: Rebellion (GM: *Joel Beebe* Room: *Oscar Wilde Ballroom OW06*) Experience the Galactic Civil War like never before. In Rebellion, you control the entire Galactic Empire or the fledgling Rebel Alliance. You must command starships, account for troop movements, and rally systems to your cause. Given the differences between the Empire and Rebel Alliance, each side has different win conditions, and you'll need to adjust your play style depending on who you represent. **(2 Players) (Friday 7p-11p)**

B174 Steam Park (GM: *Sarah Follensbee* Room: *Oscar Wilde Ballroom OW05*) In this management game, you'll have to build your own amusement park and make it the largest and most profitable in the region. By constructing the three-dimensional, wonderful rides designed by Marie Cardouat, you will see your park grow right before your eyes. Choose your strategy! Build Stands to attract more Visitors, or Toilets to keep the Dirt under control. Whatever decision you take, take it quickly: the less time you spend planning, the more time you'll have to maintain your park. Thanks to a clever, original action-choosing mechanism, winning in Steam Park is as much a matter of being the best as of being the fastest! **(4 Players) (Friday 7p-11p)**

B178 Terraforming Mars (GM: *Nick McIntosh* Room: *Oscar Wilde Ballroom OW13*) In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. **(5 Players) (Friday 7p-11p)**

B183 Too Many Bones (GM: *Patrick Hutchins* Room: *Oscar Wilde Ballroom OW11*) Too Many Bones comes loaded for bear by breaking into a new genre: the dice-builder RPG. This game takes everything you think you know about dice-rolling and turns it on its head. Dripping with strategy, this fantasy-based RPG puts you in the skin of a new race and takes you on an adventure to the northern territories to root out and defeat growing enemy forces and of course the infamous "baddie" responsible. **(4 Players) (Friday 7p-11p)**

B191 Unknown (GM: *Black Knight* Room: *Oscar Wilde Ballroom OW24*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. Your team must explore the nearby tunnels in order to keep the base camp supplied with food and complete the missions set out for you. The base game features 16 characters, 16 missions, and 5 optional tasks, along with 7 enemy types and 9 environmental hazards to ensure a different experience every game. **(6 Players) (Friday 7p-11p)**

B109 World Domination (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW29*) The Friday night classic returns for Carnage XX. No need for detailed game descriptions here, the game has been offered, the addicts will come! To make this year's offering interesting, each player will be given points to select starting technologies. **(12 Players) (Friday 7p-11p)**

B204 Power Patrol (GM: *Adam Hinxman* Room: *Oscar Wilde Ballroom OW16*) Power Patrol is a coloring card game where the player customizes their deck with colors and abilities. Power Patrol utilizes a hidden and reveal system to active abilities. Cards that survive the round gain a level and become stronger as the game goes on! **(10 Players) (Friday 11:30-?)**

B205 Age of Conan (GM: *William Minsinger* Room: *Oscar Wilde Ballroom OW19*) Age of Conan is a board game which puts players in control of one of the major kingdoms of the Hyborian age, in the period of history well known through the tales of the adventures of Conan the Cimmerian, the barbarian hero created by Robert E. Howard. You will fight with armies, sorcery and intrigue to make your kingdom the most powerful of its age, and to secure on your side the mightiest hero of all – Conan the Cimmerian! In Age of Conan, you control one of the major kingdoms of the Hyborian Age – Aquilonia, Turan, Hyperborea and Stygia. You will build up and use your armies and emissaries, you will enhance your actions with your kingdom cards, and you will try to take advantage of the adventures of Conan to increase the power and wealth of your kingdom. **(4 Players) (Saturday 8a-12p)**

B228 Agricola (GM: *Laurie MacKeigan* Room: *Oscar Wilde Ballroom OW06*) Start life on your farm in a wooden shack with your spouse. Work hard and maybe someday you'll be able to upgrade your house, expand your fields, add livestock and expand your family! **(5 Players) (Saturday 8a-12p)**

B226 Bill & Ted's Excellent Board Game (GM: *Neal Byles* Room: *Oscar Wilde Ballroom OW12*) Strange things are afoot on Killington Mountain. Collect personages of historical significance in order to pass your oral history report. But beware! Every time you bag someone, the phone booth breaks most heinously, and your adventure through time will take a most bogus turn! **(4 Players) (Saturday 8a-12p)**

B220 Cats: A Sad but Necessary Cycle of Violent Predatory Behavior (GM: *Daniel Hundycz* Room: *Oscar Wilde Ballroom OW22*) This is a crazy secret selection, simultaneous reveal programming game that plays in about 20-30 minutes. The closer you get to the end of the game, the more insane and paranoid you (and your cat) will get. You will laugh, plot and scratch your brain! Play as a cat against 3 to 5 other cats attempting to Catch, Steal and Eat birds in the back yard. All of you will have the same abilities at your disposal. Stalk the big birds before catching them. Play with the ones that you caught to increase the enjoyment value before eating them. For more information, visit <http://dphgames.com/cats/> **(5 Players) (Saturday 8a-12p)**

B216 Dark Souls (GM: *Patrick Hutchins* Room: *Oscar Wilde Ballroom OW05*) Dark Souls™: The Board Game is a cooperative dungeon crawl board game for 1–4 players. To win the game, players must work together tactically to learn how to defeat enemies before finally confronting the boss. Players will find specific attack patterns and weaknesses of the enemies, but they will have to be careful. If a player's character dies, the game does not end, but starting over comes at a cost. Each time a character falls in combat, the whole party must return to the bonfire, and all enemies reset. Use your resources sparingly, learn quickly, and prepare to die. **(4 Players) (Saturday 8a-12p)**

B264 Dexterity Games Palooza (GM: *John LeMaire* Room: *Oscar Wilde Ballroom OW13*) There will be a number of fun dexterity games to choose from. Ice Cool, PitchCar, Flick Em' Up and others will all be available. **(8 Players) (Saturday 8a-12p)**

B215 Fate of the Elder Gods (GM: *William Van Patten* Room: *Oscar Wilde Ballroom OW11*) In Fate of the Elder Gods, 1-4 players take on the ever-maddening role of cults trying to summon ancient evil and herald the fall of mankind! Each cult is competing to be first to summon their god, but they must also repel intrepid investigators working to seal off the gate to beyond with Elder Signs. Gather arcane artifacts, cast powerful spells, embrace the Dark Gift of your Elder God, and be first to awaken your dread master... before it's too late! **(4 Players) (Saturday 8a-12p)**

B194 Feast For Odin (GM: *Temis De La Pena* Room: *Oscar Wilde Ballroom OW01*) As a Viking chief, lead your tribe of merry men to glory. Trade, explore, settle new lands, loot and pillage. But be sure to have enough food at the end of the turn that you can feed everyone. Hungry Vikings are not happy ones. Designed by Uwe Rosenberg. **(4 Players) (Saturday 8a-12p)**

B177 Firefly (GM: *Gary Bobar* Room: *Oscar Wilde Ballroom OW21*) Aiming to misbehave? This is the game for you.... Hire your crew, upgrade your ship, and take on a job. Could be an easy pick-up and delivery or a little more difficult and certainly more illegal. **(5 Players) (Saturday 8a-12p)**

B207 Ghosts Love Candy! (GM: *Heather Tate* Room: *Oscar Wilde Ballroom OW10*) It's Halloween – and you're a ghost who loves candy! Haunt trick-or-treaters so they'll leave you their sugary treats – collect more than your spectral opponents, and you win! But don't scare the costumed kids too much, or they'll run away – and that means less candy for you! Pay special attention to the kids' unique powers, too; each one is themed to their Halloween costume. May the savviest spook win! The ghost, kid, and candy cards feature frighteningly adorable art. This is the cutest game you've ever played about a haunting! It's scary, fast-playing fun for three to six phantoms. **(5 Players) (Saturday 8a-12p)**

B210 Great Western Trail (GM: *Bethany Creaser* Room: *Oscar Wilde Ballroom OW03*) You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. You will need cowboys to help on the trail. You need to keep the herd together to Kansas. If you cleverly manage your herd and navigate the opportunities and pitfalls of Great Western Trail, you surely will gain the most victory points and win the game. **(4 Players) (Saturday 8a-12p)**

B236 History 101: The POTUS Punch-Out (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW20*) What if all the former U.S. Presidents walked into a bar? In this unique new board flipping game you will be leading a team of former presidents and competing to see what former President will still be standing when the dust settles. **(8 Players) (Saturday 8a-12p)**

B224 Isle of Skye: From Chieftain to King (GM: *Stephen Tracy* Room: *Oscar Wilde Ballroom OW14*) Welcome to the Isle of Skye. As Chieftain of a Scottish clan, players auction off plots of land to build the most majestic landscapes. **(5 Players) (Saturday 8a-12p)**

B221 Krosmaster: Arena (GM: *Black Knight* Room: *Northstar NS05*) Krosmaster Arena is a PvP-orientated card game that offers the lustiest warriors among you the chance to challenge other players to heated battles in arenas scattered around Hormonde. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force -- only those with the perfect strategy will prevail. **(4 Players) (Saturday 8a-12p)**

B395 Le Havre (GM: *Sarah Cooper* Room: *Oscar Wilde Ballroom OW02*) One of Uwe Rosenberg's first glorious creations, Le Havre is already a classic! It has a 'similar feel' to his breakout star Agricola, in that you live in constant fear of having enough food for your meeples. Le Havre is a harbor town where you collect resources, and then build with or manipulate those resources in order to gain the most wealth! Estimated time around 3-4 hours, depending on experience level of players. If most players already know the game, we can use the expansion cards. **(4 Players) (Saturday 8a-12p)**

B243 Manhattan Project: Energy Empire (GM: *Brett McLay* Room: *Oscar Wilde Ballroom OW04*) Nations will rise out the ashes of war in an atomic age. Players will control a nation struggling for power during this age. They must build their nation's economy and government, back to pre-war levels. Nuclear energy is the only future... **(5 Players) (Saturday 8a-12p)**

B211 Munchkin (GM: *Serenity Love* Room: *Oscar Wilde Ballroom OW23*) Munchkin is a card game where you, "kill the monsters, steal the treasure, and stab your buddy." You get to defeat a potted plant or pick up the duck of doom. "You should know better than to pick up a duck in a dungeon." **(8 Players) (Saturday 8a-12p)**

B218 Power Grid (GM: *Daniel Beard* Room: *Oscar Wilde Ballroom OW24*) Ever want to own the power company? Well, here is your chance. Build your own power plants and make them newer, larger, and more efficient as the game goes on. Will your plants run on coal, oil, trash, nuclear energy (don't worry about the waste), wind, or fusion? As you build your plants you will be able to power more and more cities. And as with all businesses the more customers, the more money...and better power plants. Don't worry if things don't work out this quarter; there are always government subsidies. **(6 Players) (Saturday 8a-12p)**

B168 Settlers of Catan-Pretty Pretty Tiles (GM: *Brennan Martin* Room: *Oscar Wilde Ballroom OW25*) Come play the classic Settlers of Catan on handmade textured tiles. **(4 Players) (Saturday 8a-12p)**

B223 Space Domination (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW29*) Build the Galaxy, select starting systems, explore, colonize, expand, meet your neighbors...AND CRUSH THEM UNDER THE WEIGHT OF YOUR MILITARY MIGHT! Space Domination is not a game for the timid. It's



Two Locations!

2 Mascoma St
Lebanon, NH 03766

black-moon-games.com

9 Evelyn St
Rutland, VT 05701

GAMES · EVENTS · FUN!



winner take all in a race to conquer the galaxy. Do you have what it takes to forge an empire? **(8 Players) (Saturday 8a-12p)**

B209 Terra Mystica (GM: *Robert Owen Williams* Room: [Oscar Wilde Ballroom OW15](#)) Players each take a different race and work on terraforming land to their preferred terrain to build their settlements, trading posts, and towns. **(5 Players) (Saturday 8a-12p)**

B206 Tiny Epic Demos (GM: *Kori Joyce* Room: [Oscar Wilde Ballroom OW26](#)) For those times when there isn't enough time to soak up a Sunday afternoon with a sprawling empire building game, Gamelyn Games offers the Tiny Epic series of games. These games offer a taste of big box games in much smaller, affordable and portable packages. Tiny Epic games available: TINY EPIC GALAXIES, TINY EPIC WESTERN, TINY EPIC KINGDOMS, TINY EPIC DEFENDERS (and TINY EPIC QUEST, if it ships in time). **(12 Players) (Saturday 8a-12p)**

B230 Visitor in Blackwood Grove (GM: *Max Seidman* Room: [Oscar Wilde Ballroom OW07](#)) A mysterious Visitor has crash-landed in Blackwood Grove. Race to figure out the secret rule and save the alien in this induction game by local designers! This is a quick game, demos will continue thru out the slot. **(6 Players) (Saturday 8a-12p)**

B232 Triumph and Tragedy Tournament (GM: *Marc Guenette* Room: [Gateway GW01](#)) Three player WW II game. The west (US/Britain), the Soviets and the Axis battle and exert control over Europe. Come play in this casual tournament. Rules will be posted on the website and at the registration when available. This event may extend into the afternoon slot. **(12 Players) (Saturday 9a-1p)**

B153 A Game of Thrones: The Board Game—Feast or Dance (GM: *Brennan Martin* Room: [Oscar Wilde Ballroom OW25](#)) King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne. Based on the best-selling A Song of Ice and Fire series by George R.R. Martin, A Game of Thrones is an epic board game in which it will take more than military might to win. Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros. Depending on the number of players, will play either the 4 player Feast for Crows or the 6 player Dance of Dragons versions of the game. **(6 Players) (Saturday 1p-5p)**

B396 Agricola (Advanced) (GM: *Sarah Cooper* Room: [Oscar Wilde Ballroom OW12](#)) Agricola with the heating expansion, Farmers of the Moor. This is for experienced players already comfortable with the base game. The expansion adds new improvements, an additional action component, the need to heat your house, and horses! yum! **(4 Players) (Saturday 1p-5p)**

B233 Behütunsburg (GM: *Jeannie Compter* Room: [Oscar Wilde Ballroom OW04](#)) Behütunsburg: In 13th century Bayern, family ties were strong, but for some, the lust for power was stronger. Players will assemble a "court" of barons and knights with their ladies, then a king and queen, and finally adding a castle. Each of these elements are worth a certain number of victory points. Knights can be sent on quests for treasure, and rogues can be sent to steal treasure and kidnap ladies. **(4 Players) (Saturday 1p-5p)**

B161 Captain Sonar (GM: *Eric Caron* Room: [Oscar Wilde Ballroom OW01](#)) In Captain Sonar, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without their crew: The Chief Mate, the Radio Operator, and the Engineer. **(8 Players) (Saturday 1p-5p)**

B165 Cooperative Zombies (GM: *Sam Jones* Room: [Oscar Wilde Ballroom OW21](#)) Players will work together to ensure all of you reach safety when the zombies have been let loose on the streets of the City! **(8 Players) (Saturday 1p-5p)**

B393 Daring Damsels (GM: Room: [Oscar Wilde Ballroom OW15](#)) Players will work together to ensure all of you reach safety when the zombies have been let loose on the streets of the City! **(4 Players) (Saturday 1p-5p)**

B234 Eldritch Horror (GM: *Michele Denault* Room: [Oscar Wilde Ballroom OW18](#)) Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. The end draws near! Do you have the courage to prevent global destruction? Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One. **(6 Players) (Saturday 1p-5p)**

B235 Galaxy Trucker: Anniversary Edition (GM: *Gordon Spaeth* Room: [Oscar Wilde Ballroom OW11](#)) In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers—the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? **(5 Players) (Saturday 1p-5p)**

B242 Kemet (GM: *Alex Clay* Room: [Oscar Wilde Ballroom OW13](#)) In Kemet, players each deploy the troops of an Egyptian tribe and use the mystical powers of the gods of ancient Egypt – along with their powerful armies – to score points in glorious battles or through invasion of rich territories. A game is typically played to 8 or 10 victory points, which may be accrued through winning attacks, controlling temples, controlling fully-developed pyramids, sacrificing to the gods, and wielding particular magical powers. **(5 Players) (Saturday 1p-5p)**

B237 Keyflower (GM: *Oliver Dienz* Room: [Oscar Wilde Ballroom OW17](#)) Starting with only one humble house you will build an entire village during the four seasons of the game. Use your workers to acquire new buildings or have them produce valuable resources. Upgrade existing buildings to increase output and to gain victory points. Keyflower is arguably the best game in Richard Breese's Key-series. A tightly linked design incorporating worker placement, bidding and special building functions creates a rich gaming experience and a real sense of achievement at the game's end. **(6 Players) (Saturday 1p-5p)**

B238 Lords of Waterdeep w/Scoundrels of Skullport Expansion (GM: *Margot Schips* Room: [Oscar Wilde Ballroom OW24](#)) Scoundrels of Skullport is a double expansion to the popular Lords of Waterdeep. In the base game players are powerful lords trying to control the city of Waterdeep by gaining control of its treasures and resources through trickery, negotiation or force. The expansion features more challenging quests with larger rewards and adds a new resource to the game: Corruption. Players who choose to take corruption will accomplish their goals faster, but at what cost? **(6 Players) (Saturday 1p-5p)**

B239 Monster Masks (GM: *Stephen B Davies* Room: [Oscar Wilde Ballroom OW08](#)) It's Halloween, and the trick-or-treaters are making the rounds. But are they just the neighborhood children in disguise, or are there actual monsters behind those masks? Monster Masks is an asymmetrical 2-player game that takes about 20-30 minutes. One player plays as the humans, who must deduce which of the trick-or-treaters are kids and which are monsters. The other player plays as the trick-or-treaters, who are trying to collect the right kinds of treats so that they can perform their tricks. **(2 Players) (Saturday 1p-5p)**

B212 Munchkin Marvel w/Mystic Mayhem (GM: *Heather Tate* Room: *Oscar Wilde Ballroom OW10*) The Munchkin: Marvel Edition is an all-new Munchkin game that fuses the classic card game fun of monster-slaying and role-playing with the most iconic characters from the Marvel universe. Munchkin: Marvel Edition comes complete with Treasure and Armor and plenty of monsters to fight, plus Allies, Affiliations, Powers, and custom S.H.I.E.L.D. Agent Role cards, and is the perfect game for Munchkin fans who are ready for an epic Marvel battle! Journey into Mystery! Join up with Doctor Strange and the Defenders as you fight villains like the evil Baron Mordo and the Dread Dormammu. All new Doors and Treasures, as well as 12 oversized Dungeon cards, introduce powerful new threats and allies. **(6 Players) (Saturday 1p-5p)**

B240 Orleans (GM: *Richard Creaser* Room: *Oscar Wilde Ballroom OW03*) Players take control of a household in medieval France. By managing and recruiting a variety of tradespeople, you expand your influence and garner prestige. Build trading posts, harvest goods and develop goodwill to become the master of Orleans. **(5 Players) (Saturday 1p-5p)**

B145 Potion Explosion (GM: *Justin Popple* Room: *Oscar Wilde Ballroom OW05*) Dear students, it's time for the final exams of the Potions class! The rules are always the same: take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Remember, though, that to win the Student of the Year award, being quick won't be enough: you'll also need to brew the most valuable potions in Potion Explosion! **(4 Players) (Saturday 1p-5p)**

B219 Power Grid (GM: *Peter Ferguson* Room: *Oscar Wilde Ballroom OW19*) The classic game of power management. Buy power plants, contracts in cities, and power cities. Who can power the most? **(6 Players) (Saturday 1p-5p)**

B241 Psychological Warfare (GM: *Daniel Hundycz* Room: *Oscar Wilde Ballroom OW22*) A twisted humorous psychology themed strategic 1/2-hour card game. Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time, you must balance your mental energy and play your cards wisely. Scoring is measured by how well you meet your 4 basic needs. To win, you need to be just a little bit better than everyone else. Defense Mechanisms, Phobias, Neurosis, Backhanded Compliments and a whole lot more. More information is available at <http://dphgames.com/psychological> **(4 Players) (Saturday 1p-5p)**

B198 Scythe (GM: *Nick McIntosh* Room: *Oscar Wilde Ballroom OW23*) It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as "The Factory", which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. Scythe is an engine-building game set in an alternate-history 1920s period. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. Starting positions are specially calibrated to contribute to each faction's uniqueness and the asymmetrical nature of the game. **(5 Players) (Saturday 1p-5p)**

B167 Sentinels of the Multiverse: Vengeance (GM: *Laurie MacKeigan* Room: *Oscar Wilde Ballroom OW14*) In the Vengeance mode of Sentinels of the Multiverse, you will play a team of heroes fighting a team of villains, each with their own abilities and synergies! Gather your hero team to take on the Vengeful Five! **(5 Players) (Saturday 1p-5p)**

B390 Society of Ultimate Evil and Terror the Card Game - S.U.E.T (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW20*) In S.U.E.T. the Card Game you play an Evil Genius

competing to gain entry into the Society of Ultimate Evil and Terror. To do so you must be the first to complete a doomsday device and blackmail the world. **(5 Players) (Saturday 1p-5p)**

B231 Visitor in Blackwood Grove (GM: *Max Seidman* Room: *Oscar Wilde Ballroom OW07*) A mysterious Visitor has crash-landed in Blackwood Grove. Race to figure out the secret rule and save the alien in this induction game by local designers! This is a quick game, demos will continue thru out the slot. **(6 Players) (Saturday 1p-5p)**

B229 Viticulture (GM: *Derek Dunn* Room: *Oscar Wilde Ballroom OW16*) I'm sure you enjoy having a nice glass of wine, but have you ever thought about owning a winery and producing it? Come and enjoy this worker placement game and be an owner! **(6 Players) (Saturday 1p-5p)**

B186 Star Wars: Rebellion Tournament (GM: *Andy Palmer* Room: *Oscar Wilde Ballroom OW06*) The Galactic Rebellion. Can you be the one to save the rebel's base or will you bring the might of the empire to bear with the Deathstars? There will be a number of preliminary rounds, leading to the ultimate battle. Participants need to know how to play the game, as it will not be taught. Tournament rules will be posted on the Carnage website, (carnagecon.com) when available. This event will extend in the evening slot. **(8 Players) ()**

B386 878: Vikings - Invasion of England (GM: *Rodney Sheldon* Room: *Gateway GW09*) The Vikings are raiding the English coast...and staying. 878 is a light war game in which player will play in teams...the invading Vikings or the English defenders. **(4 Players) (Saturday 7p-11p)**

B252 Alchemists (GM: *Justin Popple* Room: *Oscar Wilde Ballroom OW03*) Mandrake root and scorpion tail; spongy mushroom and warty toad — these are the foundations of the alchemist's livelihood, science, and art. But what arcane secrets do these strange ingredients hide? Now it is time to find out. Mix them into potions and drink them to determine their effects — or play it safe and test the concoction on a helpful assistant! Gain riches selling potions to wandering adventurers and invest these riches in powerful artifacts. As your knowledge grows, so will your reputation, as you publish your theories for all to see. Knowledge, wealth, and fame can all be found in the murky depths of the alchemist's cauldron. **(4 Players) (Saturday 7p-11p)**

B245 Axis & Allies Double Blind (GM: *Bob Yates* Room: *Oscar Wilde Ballroom OW10*) Using the Axis and Allies system (2004 version), this double-blind game recreates the fog of war. With players fully defining the setups, reconnaissance, coast watchers and (new for 2017) a victory point system, this won't be your typical Axis and Allies game. **(5 Players) (Saturday 7p-11p)**

B155 Betrayal at House on the Hill (GM: *Daniel Beard* Room: *Oscar Wilde Ballroom OW24*) You know that creepy old house up the hill? The place where once that thing happened? Well, from time to time things still happen up there. Because there is strength in numbers a group of you have decided to investigate this place for yourselves. Everyone has a flashlight, so let's do this? What could possibly go wrong? Fear grows with each room you explore. Creepy events unfold as you collect items and discover the deadly secrets held within the decaying walls. Suddenly something has changed, the group seems to have gotten split up. Was that a scream? Whose idea was it to come to this creepy place, anyway? **(6 Players) (Saturday 7p-11p)**

B253 Blood Rage (GM: *John Stella* Room: *Oscar Wilde Ballroom OW04*) Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Players will take control of Viking clans, with their own warriors, leader and ship. They will invade and pillage in a quest to gain as much glory as possible before Ragnarök finally consumes the land! **(5 Players) (Saturday 7p-11p)**

B249 Concordia (GM: *Brett McLay* Room: *Oscar Wilde Ballroom OW05*) Build your trade routes in ancient Rome. Colonize the Mediterranean region. Create the mighty Roman empire. Come try this quick deck building game of trade and economics set in the ancient Mediterranean. **(5 Players) (Saturday 7p-11p)**

B380 Dominion Tournament (GM: *Michael Room: [Oscar Wilde Ballroom OW45](#)*) Join us in the 8th annual Carnage Dominion Tournament. The tournament will consist of a series of Swiss rounds, with random sets of cards each round. The players at the final table will help choose the cards used. Points are awarded based on each player's finish in each round. The number of rounds will be determined by the number of players. At the end of Swiss play the top four players will square off for one last game! Prizes will include a souvenir Carnage play mat and a copy of the latest Dominion expansion. **(32 Players) (Saturday 7p-11p)**

B255 Endeavor (GM: *Eric Paperman Room: [Oscar Wilde Ballroom OW01](#)*) Age of colonization. The great European powers are opening new trade routes to Africa, India and the New world. So, come earn glory for your empire thru exploration, trade and warfare. **(5 Players) (Saturday 7p-11p)**

B248 Expanded Eclipse (GM: *Chris Dondero Room: [Oscar Wilde Ballroom OW29](#)*) A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships with which to wage war. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory! Expanded Eclipse allows for up to 12 players to vie for galactic dominance with new and exciting system tiles and rare technologies. Last year, 11 played in an epic game. This year we may get 12! **(12 Players) (Saturday 7p-11p)**

B259 Great Western Trail (GM: *Robert K. Leopold Room: [Oscar Wilde Ballroom OW17](#)*) In great western trail, you are rival cattlemen in 19th century America, herding cattle from Texas to Kansas City in a circular trail. Your cattle are then shipped by train, earning you money and victory points. Hire capable staff, such as cowboys to improve your herd, craftsmen to build your cattle posts, or engineers for the railroad line. Upon each arrival at the destination station, have your most valuable cattle in tow. The winner is the player who manages their herd best and exhibits good timing in mastering opportunities and pitfalls on the great western trail. **(4 Players) (Saturday 7p-11p)**

B388 History 101: The POTUS Punch-Out (GM: *Veronica Hamilton Room: [Oscar Wilde Ballroom OW20](#)*) What if all the former U.S. Presidents walked into a bar? In this unique new board flipping game you will be leading a team of former presidents and competing to see what former President will still be standing when the dust settles. **(8 Players) (Saturday 7p-11p)**

B225 Isle of Skye: From Chieftain to King (GM: *Lia Venner Room: [Oscar Wilde Ballroom OW15](#)*) In this tile-laying game 2 to 5 players are the chieftains of 5 famous clans. The players try to build their little kingdoms to score as many points as possible. But in each game only 4 of the 16 scoring cards will be scored. Each game is different and leads to different tactics and strategies. And in the end the player with the best kingdom will become the sovereign of the island, not the richest player! **(5 Players) (Saturday 7p-11p)**

B244 Kremlin (GM: *Kenneth Marin Room: [Oscar Wilde Ballroom OW21](#)*) A classic Avalon Hill board game from its heyday involving power politics, backstabbing, and Politburo purges. **(5 Players) (Saturday 7p-11p)**

B213 Munchkin Apocalypse! (GM: *Jess Cobb Room: [Oscar Wilde Ballroom OW12](#)*) It's the end of the world! In Munchkin Apocalypse, every possible natural (and unnatural) disaster has happened . . . or will happen during the game. You are a rugged survivor in a world full of people – and things – that want to kill you and take your stuff. So, do it to them first! **(6 Players) (Saturday 7p-11p)**

B246 Oh Captain (GM: *Nick McIntosh Room: [Oscar Wilde Ballroom OW18](#)*) Our intrepid adventurers have sailed on a journey, finding the hidden cave of a mythic monster. There are so

many strange things there! The Captain allows the crew to search through the place and bring back to him what they have found, but by bluffing the Captain, they will try to keep the best part of the loot for themselves...In Oh Captain!, an asymmetric game of changing roles, an adventurer must offer the loot cards they draw to the Captain, telling the Captain something about what the cards contain but not necessarily speaking truthfully. Indeed, some cursed objects can't be spoken of at all by the adventurers. **(6 Players) (Saturday 7p-11p)**

B250 Ora et Labora (GM: *Ryan Baker Room: [Oscar Wilde Ballroom OW16](#)*) In Ora et Labora, each player is head of a monastery in the Medieval era who acquires land and constructs buildings – little enterprises that will gain resources and profit. The goal is to build a working infrastructure and manufacture prestigious items – such as books, ceramics, ornaments, and relics – to gain the most victory points at the end of the game. Ora et Labora features two variants: France and Ireland. **(4 Players) (Saturday 7p-11p)**

B251 Sherlock Holmes: Consulting Detective (GM: *Rachel Winer Room: [Oscar Wilde Ballroom OW13](#)*) Join the Baker Street Irregulars and match wits against the great Sherlock Holmes as you chase down leads across London and attempt to solve the greatest mysteries of the Victorian era! Note: We will be playing cases from the "Jack the Ripper & West End Adventures" expansion. No prior experience required. **(5 Players) (Saturday 7p-11p)**

B227 Strange Synergy (GM: *Peter Ferguson Room: [Oscar Wilde Ballroom OW14](#)*) 100 unique powers. You get 9. Make a team, and hope your synergy is better than your enemies! **(4 Players) (Saturday 7p-11p)**

B179 Terraforming Mars (GM: *Bethany Creaser Room: [Oscar Wilde Ballroom OW19](#)*) Mankind begins to terraform the planet Mars. Giant corporations initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process. However, all the corps are competing to be the biggest contributor to the colonization of Mars. When all three global parameters have reached their goal, the terraforming is complete, and the game ends after that generation. Count your Terraform Rating and other VPs to determine the winning corporation! **(5 Players) (Saturday 7p-11p)**

B247 The Gate of R'lyeh (GM: *Daniel Hundycz Room: [Oscar Wilde Ballroom OW22](#)*) The Gate of R'lyeh is a deduction game of cosmic horror. Trapped beyond R'lyeh's cosmic gate, the monstrous Cthulhu waits to break through. The failing prison is about to collapse and release him upon the world. "In his house at R'lyeh, dead Cthulhu waits dreaming." The Gate of R'lyeh is a deduction game for 5 to 8 players. This is not another Resistance/Werewolf clone! The clock is ticking. The goal is to create 4 sigils and seal the failing gate, trapping Cthulhu in his prison forever. The Investigators have two enemies. The clock and cultists hidden among their numbers. The cultists will be unaware of each other (they are from different cults) and this among other factors adds to the massive paranoia present in this game. More Information available at <https://dphgames.com/rlyeh> **(8 Players) (Saturday 7p-11p)**

B254 Ticket to Ride: 10th Anniversary Edition (GM: *Ron Griffin Room: [Oscar Wilde Ballroom OW25](#)*) The classic train game....only bigger and better! **(5 Players) (Saturday 7p-11p)**

B182 Two Classics: Carcassonne & Aladdin's Dragons (GM: *Jeannie Compter Room: [Oscar Wilde Ballroom OW02](#)*) We're combining 2 classic games into one session: Carcassonne and Aladdin's Dragons! The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. This session will feature a basic game with only the base rules, followed by an advanced game with several expansions, including The River, Inns and Cathedrals, The Princess and the Dragon, and Traders and Builders. In ancient and long forgotten times heroes were lured to Eastern lands by tales of bountiful treasure and powerful magic. The

treasure was found, not lying about, but in dangerous caves guarded by fierce dragons. On reaching the palace, the heroes found their way blocked by powerful guards. Here they could pass the guards only with the right influence or, failing that, generous bribes. Within the palace walls, the heroes bartered their hard-won treasures **(5 Players) (Saturday 7p-11p)**

B192 Unknown (GM: *Black Knight Room: Oscar Wilde Ballroom OW23*) Unknown is a fully cooperative dungeon crawler where the players explore, gather resources, fight enemies and environmental hazards, and attempt to complete missions to start rebuilding civilization, all while trying not to starve. You are among a group of survivors, those that were smart enough to hide underground when the war came to your city. Your team must explore the nearby tunnels in order to keep the base camp supplied with food and complete the missions set out for you. The base game features 16 characters, 16 missions, and 5 optional tasks, along with 7 enemy types and 9 environmental hazards to ensure a different experience every game. **(6 Players) (Saturday 7p-11p)**

B256 Zombie Fluxx (GM: *Kimberly Bibona Room: Oscar Wilde Ballroom OW07*) Grab a chainsaw? Barricade the windows? Start a Zombie baseball team? Draw a card. Play a card. Try to kill the zombies that are keeping you from winning...until someone changes the rules and suddenly you might actually want zombies! **(6 Players) (Saturday 7p-11p)**

B190 Affliction: Salem 1692 (GM: *Daniel Hundycz Room: Oscar Wilde Ballroom OW15*) The hysteria over witches among the people of Salem swept the region like a disease in 1692. As is the case in any tragic event, there are those whom will use the circumstances to their advantage. Under the veil of the witch-hunt lie other motivations; power, greed, revenge and righteousness. Affliction is a game set in the hysteria of a witch-hunt. Use your influence to whisper in the ear of the magistrate, judge, governor or minister to protect some and have others arrested. Salem was a chance to gain property, exact revenge and prove one's righteousness. Affliction uses a low luck, highly interactive worker placement, engine building, engine disruption mechanic. It historically represents the colonists in the Salem area of the time. The characters in the game were all present during the witch hunt. More information at <http://dphgames.com/affliction> **(4 Players) (Sunday 8a-12p)**

B262 Camel Up (GM: *William Van Patten Room: Oscar Wilde Ballroom OW22*) In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving! **(8 Players) (Sunday 8a-12p)**

B217 Dark Souls (GM: *Patrick Hutchins Room: Oscar Wilde Ballroom OW16*) Dark Souls™: The Board Game is a cooperative dungeon crawl board game for 1–4 players. To win the game, players must work together tactically to learn how to defeat enemies before finally confronting the boss. Players will find specific attack patterns and weaknesses of the enemies, but they will have to be careful. If a player's character dies, the game does not end, but starting over comes at a cost. Each time a character falls in combat, the whole party must return to the bonfire, and all enemies reset. Use your resources sparingly, learn quickly, and prepare to die. **(4 Players) (Sunday 8a-12p)**

B261 Easy Like Sunday Morning (GM: *Rachel Keast Room: Oscar Wilde Ballroom OW45*) After a long weekend of intense gaming, give your poor brain a break. Come and unwind with some easy, fun games. I will offer Sushi Go, Hanabi, Exploding Kittens (SFW) and Wonky. All these games are fun and easy to learn. Come down with your coffee and join us for some laid back Sunday morning entertainment. Friendly for ages 8+. Children under 10 must be accompanied by a parent or guardian. Games last from 10-12. Walk-ins welcome. **(25 Players) (Sunday 8a-12p)**

B222 Krosmaster: Arena (GM: *Black Knight Room: Northstar NS05*) Krosmaster Arena is a PvP-orientated card game that offers the lustiest warriors among you the chance to challenge other

players to heated battles in arenas scattered around Hormonde. All players begin with the same number of points which they use to build a team of characters whose various talents must fuse to form a versatile and powerful fighting force -- only those with the perfect strategy will prevail. **(4 Players) (Sunday 8a-12p)**

B214 Munchkin Shakespeare (GM: *Neal Byles Room: Oscar Wilde Ballroom OW18*) To be or not to be? Be and make others not be. Whether 'tis nobler in the mind to suffer the Slings and Arrows of outrageous Bad Stuff, or to backstab your friends and take their Good Stuff, you have to play Munchkin Shakespeare. But if what is dreamt in your philosophy is "love all, trust a few, do harm to none," then you're playing the wrong game. **(6 Players) (Sunday 8a-12p)**

B263 New World: A Carcassonne Game (GM: *Temis De La Pena Room: Oscar Wilde Ballroom OW11*) Lead your meeples to explore and colonize a New World. Fast, and easy to play and learn **(5 Players) (Sunday 8a-12p)**

B267 New York 1901 (GM: *Ron Griffin Room: Oscar Wilde Ballroom OW17*) Build the iconic skyscrapers of New York City. Players will vie to build up the Financial District of turn of the century New York. They will try to raise up one of the legendary buildings...the Park Row, the Woolworth, the Singer building and the Met Life building! Building one of these would be the crowning achievement in any real estate moguls portfolio. **(4 Players) (Sunday 8a-12p)**

B266 Roads & Boats (GM: *Oliver Dienz Room: Oscar Wilde Ballroom OW13*) The quintessential game of resource management, logistics and economic engine building. Start with a few donkeys, geese, some boards and build up your economy to produce trucks, steamboats, currency and shares. Make sure that resources are in the right place at the right time and protect the products from the other players by loading them on your transporters as quickly as possible. Whoever builds the most efficient network of production and transport will go away as the winner. **(5 Players) (Sunday 8a-12p)**

B199 Scythe (GM: *Scott Cleveland Room: Oscar Wilde Ballroom OW21*) Scythe is a euro game of the dystopian aftermath of WWI economics and territory control. Scythe has made it into the BGG top 5. Come and see why! **(5 Players) (Sunday 8a-12p)**

B258 Sedis Sandbox (GM: *Kori Joyce Room: Oscar Wilde Ballroom OW26*) Sedis is a set of tiles with a systematic configuration of pips and blanks along the outer edges of each of its 60 wooden tiles. As with dominoes or playing cards, you can play a huge number of games using the large variety of game

Weekly Events
Tournaments for 40k & Warhammer
Friday Night Magic
Saturday Pokemon Leagues
40K and Fantasy League play

Wide Open Spaces
4000 sq. ft. of store space
2500 sq. ft. of open tables
Space available for role playing groups and open gaming.

Your Source for Everything Gaming...
Warhammer, 40K, Pokemon, Magic,
Board Games, D&D mini's, Role Playing Game
Warmachine, Flames of War, Mountain T-Shirts,
and so much more!

Visit The Game Castle online at
www.thegamecastle.com

The Game Castle
123 Nashua Rd # 5
Londonderry, NH 03053
Tel: 603-425-7400

mechanics available with Sedis. With Sedis, you and your friends can create your own games, or just play the games created by us and others in our developing community of players! The Sedis website (<https://nefergames.com/our-games/sedis/>) contains both rules for starting games as well as a growing collection of how-to-play videos and a downloadable print-and-play version of the tiles. **(12 Players) (Sunday 8a-12p)**

B392 Shootin' Ladders (GM: *Jim Thayer* Room: *Oscar Wilde Ballroom OW14*) Remember Chutes & Ladders? It's back! But now your token is a heavily-armed Gingerbread Man out to destroy all other players with your candy-themed weapons. Upgrade your Dessert Eagle to an M&M16, Choco-Choca-Chain Gun, Gatling Gumdrop, or several others. If you want to get up close and personal, strap on the Raisinet Bayonet or break out the Cherry Chain Saw. If you win, the glory is yours. If you don't win... well, that's just how the cookie crumbles. **(8 Players) (Sunday 8a-12p)**

B391 Society of Ultimate Evil and Terror the Card Game - S.U.E.T (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW20*) In S.U.E.T. the Card Game you play an Evil Genius competing to gain entry into the Society of Ultimate Evil and Terror. To do so you must be the first to complete a doomsday device and blackmail the world. **(5 Players) (Sunday 8a-12p)**

B260 The Resistance (GM: *Kevin Randino* Room: *Oscar Wilde Ballroom OW44*) The Resistance is a game of deception and deduction. You sit with a group of people, some working with you, some secretly working against you. The spies of the group all know who their allies are, but everyone else is in the dark. Spies must work to sabotage missions while members of the resistance attempt to root out the spies. Your only tools for victory are logic and deceit. **(10 Players) (Sunday 8a-12p)**

B385 Time of Crisis (GM: *Chuck Davis* Room: *Gateway GW09*) The Roman Empire in crisis. Come try this light war game based on the internal strife of the Roman Empire. Can you keep the empire from falling? **(4 Players) (Sunday 8a-12p)**

B268 Above and Below (GM: *Sarah Follensbee* Room: *Oscar Wilde Ballroom OW03*) Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above and below ground. In the game, you send your villagers to perform jobs like exploring the cave, harvesting resources, and constructing houses. Will you send Hanna along on the expedition to the cave? A great cavern lies below the surface, ready for you to explore-- this is where the storytelling comes in. When you send a group of villagers to explore the depths, one of your friends reads what happens to you from a book of paragraphs. You'll be given a choice of how to react, and a lot will depend on which villagers you brought on the expedition, and who you're willing to sacrifice to succeed. At the end of the game, the player with the most well-developed village wins! **(4 Players) (Sunday 10a-2p)**

B162 Captain Sonar (GM: *Dean Chung* Room: *Oscar Wilde Ballroom OW01*) At the bottom of the ocean, no one will hear you scream! In Captain Sonar, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without their crew: The Chief Mate, the Radio Operator, and the Engineer. End your Carnage weekend with this fun, real-time, team vs. team game of "Battleship" for grown-ups. **(8 Players) (Sunday 10a-2p)**

B208 Ghosts Love Candy! (GM: *Jess Cobb* Room: *Oscar Wilde Ballroom OW12*) It's Halloween – and you're a ghost who loves candy! Haunt trick-or-treaters so they'll leave you their sugary treats – collect more than your spectral opponents, and you win! But don't scare the costumed kids too much, or they'll run away – and that means less candy for you! Pay special attention to the kids' unique powers, too; each one is themed to their Halloween costume. May the savviest spook win! **(6 Players) (Sunday 10a-2p)**

B269 Pandemic: Iberia (GM: *Eric Caron* Room: *Oscar Wilde Ballroom OW04*) Welcome to the Iberian Peninsula! Set in 1848, Pandemic: Iberia asks you to take on the roles of nurse, railway man, rural doctor, sailor, and more to find the cures to malaria, typhus, the yellow fever, and cholera. **(5 Players) (Sunday 10a-2p)**

B397 Power Grid: The First Sparks (GM: *Sarah Cooper* Room: *Oscar Wilde Ballroom OW25*) This game distills the dynamic and feel of power grid to a Paleolithic society without money or energy. Picture humanity developing after the monolith first visited. Food is your money and technologies help you hunt and gather more food, so you can grow your tribe. Winner is the person with the most tribe members on the board at the end of the game. **(6 Players) (Sunday 10a-2p)**

B274 Rex: The Final Days of an Empire (GM: *Andy Palmer* Room: *Oscar Wilde Ballroom OW23*) The Lazax empire is falling. The Imperial City is on its way out. The six major civilizations are vying for control of the city and the chance to rise from its ashes. You will need negotiation skills, some military might and of course the wisdom to know when to betray your own allies. **(6 Players) ()**

B273 Shogun - There Can Only be One! (GM: *Michele Denault* Room: *Oscar Wilde Ballroom OW24*) The Time: 16th Century. The Place: Feudal Japan at War. The Challenge: Command an Army of Samurai Warriors, Battle for Provincial Control, and Become Shogun. **(4 Players) ()**

B270 Talisman 4th Edition (GM: *Eric Bussiere* Room: *Oscar Wilde Ballroom OW19*) Talisman is an adventure board game set in a fantasy medieval world. Players will choose a character that is based on role playing archetypes, such as heroes, wizards, villains, thieves, monsters, etc. The game makes players feel they are traveling the world to find equipment, weapons, ancient relics, and companions that will help them on their quests. Along the way, they visit various locales in the worlds, battle each other and fantastic creatures to make their way to the top or be the last one standing. **(6 Players) (Sunday 10a-2p)**

B180 Terraforming Mars (GM: *Joel Beebe* Room: *Oscar Wilde Ballroom OW06*) In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. **(5 Players) (Sunday 10a-2p)**

B271 Terror in Meeple City (GM: *Brynne Spaeth* Room: *Oscar Wilde Ballroom OW05*) Prepare to Rampage through the streets of Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeple – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the game... **(4 Players) (Sunday 10a-2p)**

B272 Young Love - Pre-Kickstarter Playtest (GM: *Johnny Perreira* Room: *Oscar Wilde Ballroom OW10*) Playtest of a competitive flirting board game by first-time designer Johnny Perreira. Multiple copies will be available to play, and winners of each game will be entered in a lottery to win a copy of the prototype. Visit younglovegame.com for more details. **(6 Players) (Sunday 10a-2p)**

B257 Zombie Fluxx (GM: *Elizabeth Demarais* Room: *Oscar Wilde Ballroom OW09*) Fluxx is the ever-changing rule-based card game where the point is to meet the current goal, which may change at any moment -- along with every other rule in the game. Now with zombies! **(10 Players) ()**

B156 Betrayal at House on the Hill (GM: *Stephen Tracy* Room: *Oscar Wilde Ballroom OW22*) With the Widow's Walk expansion, Betrayal at House on the Hill gets bigger with a new upper story of the house to explore and 50 new haunts to confound and terrify the hapless explorers. **(6 Players) (Sunday 1p-5p)**

B276 Boss Monster (GM: *Sam Jones* Room: *Oscar Wilde Ballroom OW18*) Players will build a dungeon, slay the heroes and claim the title of Boss Monster! **(6 Players) (Sunday 1p-5p)**

B146 Clank (GM: *Ryan Lockwood* Room: *Oscar Wilde Ballroom OW13*) An adventure deck building game! Sneak into an angry dragon's underground lair. Delve as deep as you dare to steal as much loot as you can and try to make it back out alive! Make too much noise and face the dragon's wrath! **(4 Players) (Sunday 1p-5p)**

B275 Formula De (GM: *Daniel Beard* Room: *Oscar Wilde Ballroom OW45*) Formula De is a fast-paced racing game, in which the cars top speeds are limited by having to end a certain number of turns in each of the racetracks many curves. Come check out this game which captures the feel of real racing! **(9 Players) (Sunday 1p-5p)**

B389 History 101: The POTUS Punch-Out (GM: *Veronica Hamilton* Room: *Oscar Wilde Ballroom OW20*) What if all the former U.S. Presidents walked into a bar? In this unique new board flipping game you will be leading a team of former presidents and competing to see what former President will still be standing when the dust settles. **(8 Players) (Sunday 1p-5p)**

B368 Madeira (GM: *Lisa Leopold* Room: *Oscar Wilde Ballroom OW17*) Madeira is an island officially discovered early in the 15th century by Portuguese seafarers. Madeira, the Portuguese word for wood, refers to the dense forest that covered its wild, fertile landscape. This, and its strategic position far into the Atlantic Ocean made the island one of the most significant Portuguese discoveries. Madeira served as a "laboratory" for what would become the Portuguese Empire. **(4 Players) (Sunday 1p-5p)**

B185 Star Wars: Rebellion (GM: *Jeff Mayo* Room: *Oscar Wilde Ballroom OW16*) In Star Wars Rebellion, you control the entire Galactic Empire or the fledgling Rebel Alliance. You must command starships, account for troop movements, and rally systems to your cause for control of the galaxy. **(4 Players) (Sunday 1p-5p)**

B277 Tammany Hall (GM: *Brad Blitstein* Room: *Oscar Wilde Ballroom OW11*) "The way to have Power is to take it" - William "Boss" Tweed Tammany Hall is a game of politics in New York City in the mid to late 1800's. Help the new immigrants to settle into the city...and hopefully they pay you back with their support when you run for mayor. Try out this game of backstabbing, corruption and yes even some slander. **(5 Players) (Sunday 1p-5p)**

B384 The Wasteland Express Delivery Service (GM: *John Stella* Room: *Oscar Wilde Ballroom OW21*) You work as a driver for the last delivery service on earth...The Wasteland Express Delivery Service. To be successful at your job, you may need to be a little mad. There are many hazards in the wastelands between points of civilization. Do you have what it takes to make thru? **(5 Players) (Sunday 1p-5p)**

B370 Carnage Accords Diplomacy Tournament (GM: *David Maletsky* Room: *Fireside Lounge Fireside Lounge*) The Carnage Accords is hosting the North American Championships this year. This will be an all weekend long event. It begins Friday evening. People may play in as many or as few of the sessions as they would like. Tournament rules will be posted on the Carnage website. <http://carnagecon.com/> **(98 Players) (All Weekend starting Friday @ 7p)**

Card Games

C377 Learn to Play Arkham Horror: The Card Game (GM: *Ray* Room: *Snowshed Cafeteria SC01*) The Arkham Horror card game is a cooperative experience where each player takes on the role of an investigator plumbing the depths of the mythos. In this newcomer-friendly "learn to play" session, investigators are recruited by Dr. Henry Armitage to investigate the whereabouts of his

missing colleagues, Professors Rice and Morgan. This session will take players through the first two scenarios of the Dunwich Legacy campaign. Bring your own starting deck, or use one provided. **(8 Players) (Friday 1p-5p)**

C375 Magic: The Gathering Commander Tournament (GM: *Ray* Room: *Escapade ES06*) Our annual Commander tournament is back! Choose your favorite deck and come to play. Prizes will be awarded for winning AND for creative decks and creative play. All participants will receive some prize. Commander deck building rules can be found at the official Magic: The Gathering website. **(99 Players) (Friday 7p-11p)**

C381 Cards Against Humanity (GM: *Eric Johnson* Room: *Escapade ES13*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18 and over. Teenagers younger than 18 may play if given parental permission personally to the GM. **(20 Players) (Friday 11:30-?)**

C379 Red Dragon Inn Tournament (GM: *Jordan Streeter* Room: *Escapade ES11*) It is after the adventure and you and your party decided to relax at the local inn. The party decides to have some drinks and play some cards to pass the time. The goal of the game is to either gamble your companions out of all their gold or to drink them under the table. The tournament is a 4 round timed seeding tournament with a potential championship round. Round times are dependent on number of players (roughly 30 minutes per player each round). **(20 Players) (Saturday 8a-10a)**

C383 Legend of the 5 Rings: The Chrysanthemum Blooms Anew (GM: *Quarterstaff Games* Room: *Escapade ES08*) Samurai of Rokugan! We gather on the slopes of Killington once more, as the beloved setting rises as a new LCG from Fantasy Flight Games. Players will play 4 rounds of Swiss, using decks constructed from a single core set, as per the rules in the Learn to Play guide. There will be participation prizes, as well as promos from the OP Launch Kit awarded based upon sportsmanship, record, and clan representation. **(32 Players) (Saturday 1p-5p)**

C188 DrunkQuest (GM: *Kevin Day* Room: *Preston's*) Munchkin the drinking game returns for a second year at Carnage! This game is reserved for players of 21 years or older. **(6 Players) (Saturday 8p-11p)**

C378 Star Wars: Destiny Tournament (GM: *Ray* Room: *Escapade ES06*) In every game of Star Wars: Destiny, you'll gather your small team of iconic characters and battle to defeat your foes, using your dice and the cards in your deck. The last player with characters standing wins the game. To successfully outmaneuver your opponent, you'll need to carefully consider your options. If you ever wondered who would win a duel between two teams of heroes and villains from the Star Wars universe, there's no better way to find out than with Star Wars: Destiny. **(99 Players) (Saturday 7p-11p)**

C382 Cards Against Humanity (GM: *Eric Johnson* Room: *Escapade ES13*) Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card. 18 and over. Teenagers younger than 18 may play if given parental permission personally to the GM. **(20 Players) (Saturday 11:30p-?)**

C372 A Game of Thrones: The Card Game - Learn to Play (GM: *Rodney Sheldon* Room: *Escapade ES01*) Come learn to play Fantasy Flight Games LCG, A Game of Thrones. Decks will be provided. So, come choose your great house to defend or maybe you prefer it up on the wall? After you learn to play...stick around at 10am for a casual Game of Thrones Tournament. **(8 Players) (Sunday 8a-10a)**

C373 A Game of Thrones: The Card Game Casual Tournament (GM: *Rodney Sheldon* Room: [Escapade ES05](#)) After a busy weekend of gaming, come play in this casual Game of Thrones LCG Tournament. Need a deck? We will have some available. Need to learn how to play? Come to the learn to play event at 8am. Already know how to play? What are you waiting for...come play some cards! Players will be paired off in a Swiss style tournament. The rules will be casual. Prizes will be awarded. **(24 Players) (Sunday 10a-2p)**

C376 Arkham Horror: The Card Game – Carnevale of Horrors (GM: *Ray* Room: [Escapade ES13](#)) Terror on the Canals! Venice's Carnavale is underway, but something monstrous lurks in the water. Someone should investigate these strange happenings, and that someone is you! Come and play in a cooperative LCG that pits you against the terrors of H.P. Lovecraft's Cthulhu mythos in the city of Venice. Bring your own deck, or play with one of our decks. **(8 Players) (Sunday 10a-2p)**

Miniatures

M310 Attack on Fort Bouchard (GM: *Griff* Room: [Snowshed Cafeteria SC14](#)) 1862 - On one of the many rivers in the western theatre of the War. A small Union force must attempt to breach a small and protected Confederate fort overlooking the river. Will it be wiser to avoid the fort and attempt to destroy the supply depot? Or is it protected too heavily. Does the Union have enough force to breach the fort? Even with Gunboat support? Come give it a try. See what you can do. *Rules: G&Z House Rules. (6 Players) (Friday 1p-5p)*

M104 Autodueling in Akron (GM: *Bob Yates* Room: [Snowshed Cafeteria SC18](#)) All the best drivers will be in the autodueling arena! An arena with multiple levels, ramps, underpasses and built in surprises guarantee an exciting match. Come out and drive, or just watch the show. The arena, cars and rule modifications were created by the late Jeff Lyczak. The event is run in his honor. *Rules: Car Wars (20 Players) (Friday 1p-5p)*

M105 Battle of Bennington 1777 (GM: *Phil Hammond* Room: [Snowshed Cafeteria SC20](#)) "They are ours or tonight Molly Stark sleeps a widow!" And with that, men from NH, VT and Mass moved forward to attack the Hessian troops and allies in their two redoubts on the battlefield to be known as Bennington. Stark had numbers, his enemy had position and heights. In the end, a great victory for the colonial troops and one that played into Saratoga to come. But can you do as well? Or can you hold the heights for reinforcements to arrive? Another game from Carnage's past! *Rules: Volley & Bayonet original edition 28mm (7 Players) (Friday 1p-5p)*

M102 Introduction to Kings of War (GM: *Erik Rutins* Room: [Snowshed Cafeteria SC21](#)) Beginners welcome! Come learn how to play the popular new fantasy miniatures game which has replaced Warhammer Fantasy Battles. Armies and terrain will be provided, along with instruction and encouragement. *Rules: Kings of War, 2nd Edition (6 Players) (Friday 1p-5p)*

M101 Invasion of New Hebrides - Session 1 (GM: *Donna Howard* Room: [Snowshed Cafeteria SC17](#)) The People's Army of Liberation has invaded New Hebrides, and the war is going badly for the defenders. Help the locals defend the only pass to their capital, or join the victorious forces "liberating" the planet. Dirtside II is a fast-paced game of 1:300th futuristic miniatures combat. *Rules: Dirtside II (10 Players) (Friday 1p-5p)*

M103 The Blind Leading the Blind - Session 1 (GM: *Matt Webster* Room: [Snowshed Cafeteria SC19](#)) Wargaming gives us a certain level of omniscience; we see the enemy's plan before it unfolds. What if you were down at eye level with your soldiers? Seeing only what they saw? It would provide a new level of uncertainty. This scenario is run as a double-blind. Two identical boards set up and things outside of your purview are only revealed when your men can actually see it. The fog of war will play a major role in how this game turns out. Scenario: The Allies have

passed through the Siegfried line following the successful D-Day invasion and break-out. Aachen is the first Germany city to resist their push. In the days ahead, desperate fighting will take place. In a tiny corner of the battle, a stubborn nest of German 2.2cm FlaK guns have been causing trouble for the air campaign. A U.S. rifle platoon has been tasked to locate and silence them. The German Lieutenant must not allow that to happen. *Rules: Disposable Heroes v1 modified (5 Players) (Friday 1p-5p)*

M136 Check Your Six WWI - Hollywood Style (GM: *Terry Terry* Room: [Oscar Wilde Ballroom OW34](#)) Man to Man air combat over the trenches of WWI. Your aircraft is primed and ready. You're primed and ready with your trusty pistol by your side, just in case. Hey, in the movies you see the hero take that pistol pot shot at his evil enemy and get him right between the eyes, so why not here. There might be some other interesting plot twists. Think CY-6 with a little bit of pulp in it. We're flying string bags here, it's all for fun. Rules will be taught as needed. *Rules: CY-6 with Home Brew Additions (8 Players) (Friday 7p-11p)*

M124 Foo Fighter Found (GM: *Scott Howland* Room: [Oscar Wilde Ballroom OW32](#)) A downed UFO has been captured by the Nazis. They have built a makeshift secret installation around the UFO. Housing mysterious alien tech Nazi scientists work to unlock its secrets. The allies have discovered and are sending several teams to retrieve tech and document the sight. Maybe make off with some info and even a scientist or two. Fight as the Nazi's to protect their prize or act as allied Spec ops teams to gather intelligence. This is a game of 28mm alt-history pulp action. *Rules: Pulp Alley (5 Players) (Friday 7p-11p)*

M114 Frostgrave The Calm Before the Storm - Session 1 (GM: *Michael Johns* Room: [Oscar Wilde Ballroom OW33](#)) Players take a fast-paced and deadly trip through a frozen, ruined city in search of fame, glory and treasure! *Rules: Frostgrave (6 Players) (Friday 7p-11p)*

M133 Introduction to Kings of War - Session 2 (GM: *Erik Rutins* Room: [Oscar Wilde Ballroom OW37](#)) Beginners welcome! Come learn how to play the popular new fantasy miniatures game which has replaced Warhammer Fantasy Battles. Armies and terrain will be provided, along with instruction and encouragement. *Rules: Kings of War, 2nd Edition (6 Players) (Friday 7p-11p)*

M117 Invasion of New Hebrides - Session 2 (GM: *Donna Howard* Room: [Oscar Wilde Ballroom OW35](#)) The People's Army of Liberation has invaded New Hebrides, and the war is going badly for the defenders. Help the locals defend the only pass to their capital, or join the victorious forces "liberating" the planet. Dirtside II is a fast-paced game of 1:300th futuristic miniatures combat. *Rules: Dirtside II (10 Players) (Friday 7p-11p)*

M130 Racing for the Sun (GM: *Jennifer Paperman* Room: [Oscar Wilde Ballroom OW36](#)) Attention: This is the Captain of the Luftschiff Zeppelin Sword of Damocles, on its maiden voyage from Europe to America. We have learned there is a vampire on board. I will lead the crew and passengers to find and destroy it. I have also turned around the airship, heading back east. Should we fail to destroy this terror, it is my fervent hope that the rising sun will succeed. *Rules: Pulp Alley (4 Players) (Friday 7p-11p)*

M126 The Battle of Hanghai (GM: *Mike Paine* Room: [Oscar Wilde Ballroom OW43](#)) In order to justify military action in China, the Japanese military instigated seemingly anti-Japanese incidents. Five Japanese Buddhist monks were beaten. Over the next few hours, a group burnt down a factory. Sources argue this was orchestrated by Japanese agents, though it might have been carried out by Chinese in response to the Hanghai Municipal Police's aggressive anti-riot tactics in the aftermath of the beating of the monks. The Japanese military had already concentrated some troops around the shoreline of Hanghai to put down any resistance in the event that violence broke out. The military's justification was that it had to defend its citizens. Throughout this period, the Chinese 19th Route Army had been massing outside the city, causing consternation to the civil Chinese administration of Hanghai and the foreign-run Concessions. However, at midnight Japanese troops attacked targets

around the city and began an invasion. Will the foreign powers intervene? Sign up and find out!
Rules: Home Crafted (9 Players) (Friday 7p-11p)

M138 The Peach Orchard (GM: *Michael Cassiani* Room: *Oscar Wilde Ballroom OW40*)
 Gettysburg July 2, 1863 can Longstreet push Sickles off the field, or will Sickles hold the peach orchard? 15mm ACW carnage and glory. *Rules: Carnage and Glory (6 Players) (Friday 7p-11p)*

M112 Welcome to the Nam! (GM: *Richard Haskins* Room: *Oscar Wilde Ballroom OW38*) Demo
 Using Battle Front Flames of War Tour of Duty Source Book. Open session, players may come in and out to try out the rules. *Rules: Flames Of War Version 3 Rule Set (6 Players) (Friday 7p-11p)*

M316 (Re)Capture the Ship (GM: *Jennifer Paperman* Room: *Oscar Wilde Ballroom OW36*) The
 Luftschiff Zeppelin Sword of Damocles has been captured by a group of Allied infiltrators, intent on taking its military secrets back to their base. The Germans have sent out their elite squadrons of pterodactyl riders to land forces on the Sword of Damocles and reclaim it before the Allies can get away. *Rules: Fistful of Lead (5 Players) (Saturday 8a-12p)*

M311 Battle of Chesapeake (1781) (GM: *Thomas A. Compter* Room: *Oscar Wilde Ballroom OW35*) "Battle of the Chesapeake (1781) 19 British, 24 French
 5 September 1781; To Rear Admiral Thomas Graves: Your mission; Reinforce or evacuate Lieutenant General Lord Cornwallis at Yorktown. Never mind that French fleet in the way. They won't be any trouble. Really. Should be a snap! No Pressure! Don't worry that that idiot Cornwallis will probably surrender to Washington if you fail in your mission. Don't worry that your King is depending on you! This semi-historical naval miniature battle will be fought using Version 2.0 of the Tattered Sails and Shattered Gunwales ruleset: (<http://www.comptereenterprises.com/pirates/Sails.pdf>). " *Rules: Tattered Sails and Shattered Gunwales (6 Players) (Saturday 8a-12p)*

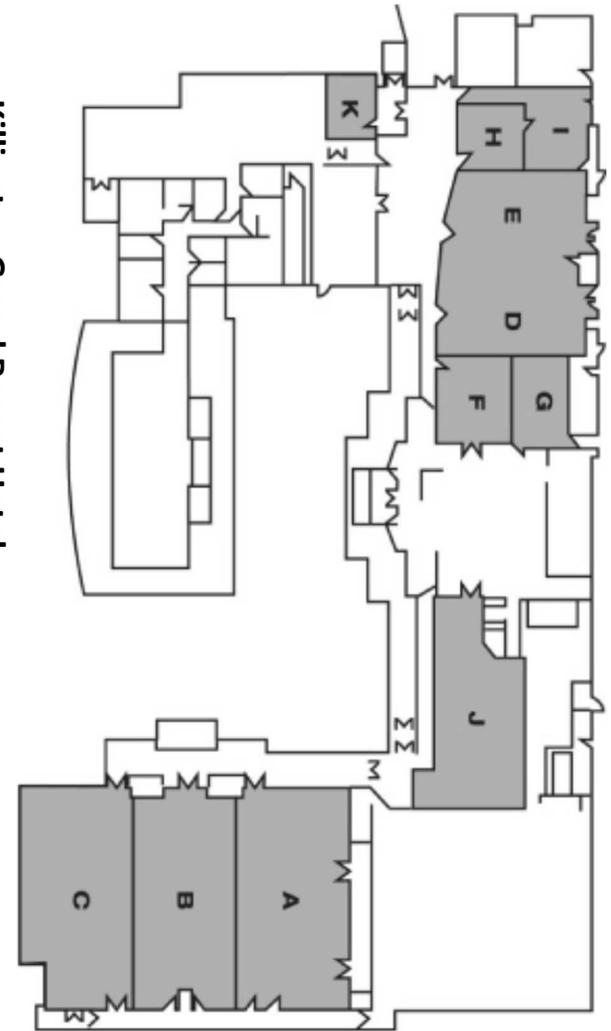
M315 Dr. Carnage and the Grim Reaper - Episode 1: A piece of the (GM: *Jim Dirmaier* Room: *Oscar Wilde Ballroom OW38*) It is 1936 and the U.S. government scientists have made some frightful discoveries that, in the wrong hands, could spell disaster for the world. Dr. Carnage plans to be those wrong hands. The evil genius has hired Chicago gangsters to kidnap the lead scientist and steal the formula for a special nerve agent gas that will go into making a weapon of such mass destruction that it will terrorize the world! (insert evil laugh here). But there are still forces of good in this world that aim to stop his dastardly plan... let's see how good their aim is. Tommy guns, fast cars and lots of action are the norm for this game. This is the first game of a Pulp Alley convention mini campaign. Leagues will be used in more than one game as the story to stop Dr. Carnage threads through the weekend leading up to the exciting conclusion on Sunday. If you play the same league in more than one game then you can improve their stats, weapons, and equipment. *Rules: Pulp Alley (6 Players) (Saturday 8a-12p)*

M314 Hanghai Raiders Strike Back! (GM: *Mike Paine* Room: *Oscar Wilde Ballroom OW43*) It's Hanghai China during the 1920s, Zan Zou the Iron Claw, the leader of the Deadly Long Sword Gang, exercises control over the city, openly killing anyone who gets in his way. Until one day, the Nolan Brothers and their Hanghai Raiders come back to Hanghai to stake their claim. A massive brawl ensues, more than fifty gangsters are defeated by Nolan Brothers Hanghai Raiders. So, begins the thrilling struggle for Hanghai, don't miss a single astounding moment! Nothing like it, no risk too great, no danger too daring! Kids are welcome and adults that can play like kids are welcome too! *Rules: Home Crafted (9 Players) (Saturday 8a-12p)*

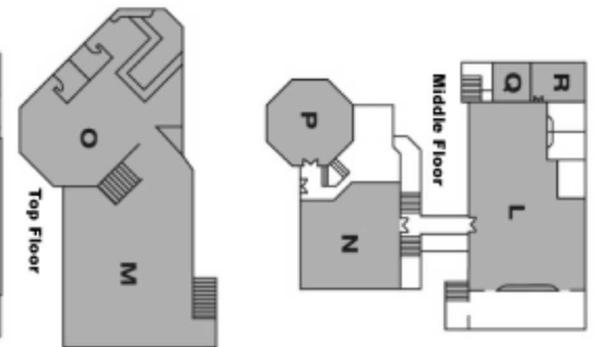
M308 Pirates! - Game 1 (GM: *Tim Audette* Room: *Oscar Wilde Ballroom OW31*) The British are headed to Briktuga, but there is only one ship left in the harbor. Choice your pirate captain and crew and capture be the first to the man the ship *Rules: BriktWars (8 Players) (Saturday 8a-12p)*

M317 Shell Game (GM: *Andy Roy* Room: *Oscar Wilde Ballroom OW37*) Throughout the FedCom Civil War many factions found themselves drawn into the conflict, with forces loyal to Victor Steiner-Davion, or his sister, Katrina. The Capellan Confederation used the war to its

- Killington Grand Resort Hotel**
Rooms
 A-C) Oscar Wilde Ballroom
 D-E) Northstar Ballroom
 F-G) Gateway I & II
 H-I) Escapade I & II
 J) Prestons
 K) Roundabout



- Snowshed Lodge**
Rooms
 L) Snowshed Ballroom
 P) Snowshed Bakery
 U) Snowshed Gateway



- Snowshed Cafeteria**
 Q-R) Snowshed Highlander I & II

advantage by at first allying with Victor's forces, only to surprisingly attack FedCom's planet Tikonov in 3067. Several mercenary factions have recently accepted a contract to assist the Capellan Confederation on Tikonov. The mercenaries have been tasked to seek out and slay Colonel Bill Kilgore. Colonel Kilgore is rumored to be in an armored convoy, escorted by elements of the Davion Heavy Guard. If Kilgore can be slain, the effectiveness of the 3rd Cavalry's armored corps will be substantially reduced. However, the mercenaries do not know which armored vehicle their target is in. Join us for a large Battletech Alpha Strike game in which four mercenary factions attack a large armored convoy of the 3rd Davion Cavalry that is being escorted by elements of the Davion Heavy Guard. *Rules: Battletech Alpha Strike (10 Players) (Saturday 8a-12p)*

M313 Star Wars X-Wing: Death Star Trench Run (GM: *Chris Nichols* Room: *Oscar Wilde Ballroom OW32*) " ""This will be a day long remembered. It has seen the end of Kenobi; it will soon see the end of the rebellion. ""

—Darth Vader to Grand Moff Wilhuff Tarkin before the battle

In this exciting game of X-Wing we will be reenacting the final scenes of “A New Hope”. The Death star's plans have been utilized to find a weakness, the question is can the Rebel's take advantage of this information before the Death Star can blast the rebel base.

""Any attack made by the Rebels against this station would be a useless gesture, no matter what technical data they've obtained. ""

—Admiral Conan Motti

The players will be divided between the Rebel Alliance and the Imperial Forces. Will the defenders be able to stem the Rebel attack long enough for the space station to fire or will the small force slip past the defenses and bring an end to the Death Star?

""Lock S-foils in attack position. ""

—Red Leader

“It's not impossible. I used to bullseye womp rats in my T-16 back home, they're not much bigger *Rules: X-Wing (6 Players) (Saturday 8a-12p)*

M309 Take the Last Train to Vienna (GM: *Jim Carroll* Room: *Oscar Wilde Ballroom OW30*)

June 1916 - The Brusilov Offensive has smashed thru The Austro-Hungarian lines. Archduke Josef Ferdinand barely escapes Lutsk. Unfortunately, his train breaks down on his way home. The Russians have a great opportunity to capture a member of the royal family. The Archduke needs to be defended at all costs. Good luck against those Cossacks! *Rules: Trench Wars (6 Players) (Saturday 8a-12p)*

M318 The Blind Leading the Blind - Session 2 (GM: *Matt Webster* Room: *Oscar Wilde Ballroom OW39*)

Wargaming gives us a certain level of omniscience; we see the enemy's plan before it unfolds. What if you were down at eye level with your soldiers? Seeing only what they saw? It would provide a new level of uncertainty. This scenario is run as a double-blind. Two identical boards set up and things outside of your purview are only revealed when your men can actually see it. The fog of war will play a major role in how this game turns out. Scenario: The Allies have passed through the Siegfried line following the successful D-Day invasion and break-out. Aachen is the first Germany city to resist their push. In the days ahead, desperate fighting will take place. In a tiny corner of the battle, a stubborn nest of German 2.2cm FlaK guns have been causing trouble for the air campaign. A U.S. rifle platoon has been tasked to locate and silence them. The German Lieutenant must not allow that to happen. 15mm scale. *Rules: Disposable Heroes v1 modified (5 Players) (Saturday 8a-12p)*

M352 A World at War - Flames of War Tournament (GM: *Christopher Kadish* Room: *Oscar Wilde Ballroom OW41*)

"It's 1944, and the tide is turning. In Europe, the Allies have landed in Normandy and are driving towards the Westwall. In the east, the Red Army continues its push deeper into the German Reich. In the Pacific, forces of the United States Marines are pushing the forces of the Empire of Japan back, island by bloody island. Will the Allies achieve final victory? Or will the Germans and their Japanese allies rally and stave off defeat? Join us and find out! Please contact tournament coordinator with any questions you may have regarding this event. This is a

Flames of War tournament using the Version 4 Late War format. Lists are from approved LW Version 4 compliant lists.

List size is 1650 points

Schedule of Events

4 November 2017

Registration: 0800-0830

Briefing: 0830-0845

Setup round 1: 0845-0900

Round 1: 0900-01130

Lunch and Dress Parade: 01130-1230

Setup round 2: 1230-1245

round 2: 1245-1515

Setup round 3: 1515-1530

Round 3: 1530-1800

Awards, Cleanup, 1800-1830 " *Rules: Flames of War, Version 4 (18 Players) (Saturday 8a-5p)*

M354 Age of Sigmar Mega-Battle (GM: *Quarterstaff Games* Room: *Oscar Wilde Ballroom OW45*)

The Blight War has begun, the forces of Nurgle are gathering and are seeping into our world. The Realm Gate to Nurgle's domain lies deep in a forest corrupted by Nurgle's influence and it's up to us to push it back. Will we save our land and people, or will the blight war consume all that we hold dear? Join us for an Age of Sigmar narrative Mega Battle using the new and fully painted Death world terrain by Games Workshop. This event will be using the 2017 General's Handbook Matched Play rules at army points cap of no more than 1000 points. Armies do not have to be painted, and we will have a limited number of armies for players to use. *Rules: Age of Sigmar (10 Players) (Saturday 8a-2p)*

M322 Arena of Death (GM: *Don Cee* Room: *Oscar Wilde Ballroom OW35*) Choose your character and enter the Arena of Death to fight evil monsters. Will you gain fame and become a hero? Or, die a grisly death? *Rules: Dungeons and Dragons 5th Edition (20 Players) (Saturday 1p-5p)*

M320 Duel Between Eagles (CY-6) (GM: *Terry Terry* Room: *Oscar Wilde Ballroom OW34*) August 11, 1940 Col. Adolph Galland is leading a fighter group of Bf-109s over the English Coastline on a shake-down flight assessing his unit's combat effectiveness. They ran into a squadron of Spitfires lead by Flt. Lt. 'Sailor' Malan and a dogfight ensued. *Rules: Check Your Six (8 Players) (Saturday 1p-5p)*

M321 Duel In The Sky (GM: *Gregg Belevick* Room: *Oscar Wilde Ballroom OW37*) Come and fly the great fighter aircraft of WW II. Fame or Flames really gives you the feel of being in the cockpit. Come and test your mettle against other would-be aces. *Rules: Famer Or Flames (10 Players) (Saturday 1p-5p)*

M326 Frostgrave The Calm Before the Storm - Session 2 (GM: *Michael Johns* Room: *Oscar Wilde Ballroom OW33*) Take a wild ride through a frozen city in search of fame, fortune and glory . . . If you dare! *Rules: Frostgrave (6 Players) (Saturday 1p-5p)*

M328 Hanghai Raiders and the search for THE PEKING MAN (GM: *Mike Paine* Room: *Oscar Wilde Ballroom OW43*) You and your gang must discover who has taken THE PEKING MAN and smuggle the crate out of Hanghai yourself and deliver it to your national museum. Excitement, danger and adventure await you! Kids are welcome and adults that can play like kids are welcome too! *Rules: Home Crafted (9 Players) (Saturday 1p-5p)*

M319 Pirates! - Game 2 (GM: *Tim Audette* Room: *Oscar Wilde Ballroom OW31*) You are fleeing Brikuga on the last ship, but the British are incoming and the area is swarming with other pirates! *Rules: BrikWars (8 Players) (Saturday 1p-5p)*

M327 Robotech: Tactics (GM: *Black Knight* Room: *Northstar NS01*) Robotech RPG Tactics TM is a fast-paced, tabletop combat game that captures the action and adventure of the Robotech anime. Two or more players can engage in small squad skirmishes or scale up to massive battles. Relive the clashes

of the First Robotech War, engage in stand-alone tactical games, or use the dynamic game pieces to enhance your Robotech RPG experience. *Rules: Robotech: Tactics (4 Players) (Saturday 1p-5p)*

M325 Smash and Grab! (GM: *Jordan Hauser* Room: *Oscar Wilde Ballroom OW40*) Smash and Grab! is a 28 mm figure game pitting Saracens against an English* settlement and castle. The Saracens will be tasked with burning and pillaging the village and peoples, while the defenders must evacuate everyone they can across the river nearby! Enjoy a moderate scale melee! *Rules: Have fun storming the castle! (10 Players) (Saturday 1p-5p)*

M329 The Wake of General Bartleby-Smythe (GM: *Stephen Smith* Room: *Oscar Wilde Ballroom OW39*) The English Spymaster of San Pommes de Terre, General Bartleby-Smythe, has passed on. His last dispatch to the Admiralty was rumored to be ruinous for the rogues and scallawags of the region, but he choked on a chicken bone before it could be sent! Do you have wits enough to find it before anyone else does? Bring your best banter to the Social Affair-style game! All miniatures and rules provided, first-timers welcome, PG-13. *Rules: Pulp Alley Social (6 Players) (Saturday 1p-5p)*

M324 World of Tanks (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW29*) "Based on the popular computer game, World of Tanks the miniatures game brings the same competitive edge & excitement to the gaming table. Unlike the computer game squads of tanks & guns are used instead of single vehicle combat. Just like the computer game any number of countries can be on each other's teams. Players will select their forces from a wide variety of offerings before the teams are randomly selected. All vehicle statistics are historically based (using Brian Stokes original TANK CHARTS for reference). Vehicle models are from Flames of War. Movement systems & support rules are of my own design. Come join us for what will certainly be a Battle Royale! *Rules: House Rules (12 Players) (Saturday 1p-5p)*

M333 Anything Goes At The Circus (GM: *Gregg Belevick* Room: *Oscar Wilde Ballroom OW37*) You've seen the track and the Lego chariots. You've heard the screams. Come on down and see what all the fun is. TC Maximus is a simple game of Roman Chariot racing. All are invited. *Rules: TC Maximus (14 Players) (Saturday 7p-11p)*

M336 Carnage in the Corn (GM: *Steve Hier* Room: *Oscar Wilde Ballroom OW36*) September 17, 1862. Hooker vs. Jackson in the opening round of the battle of Antietam. Fightin' Joe aims to send his corps through Miller's Cornfield and on to Dunker Church crushing the Confederate left in the process. Stonewall has an ace up his sleeve - General Hood and a division of angry Texans who's breakfast the Yankees just spoiled. *Rules: Brigade Fire and Fury 2nd Edition (6 Players) (Saturday 7p-11p)*

M340 Chotusitz 1742 (GM: *Rich Wallace* Room: *Oscar Wilde Ballroom OW32*) A Long-Awaited Rematch -- This, their second and last major battle of the 1st Silesian War, gave both the Austrians, under Prince Charles, and the Prussians, under Frederick II, a chance to redeem mistakes from the Battle of Mollwitz the year before. For the Prussians' part, Frederick had spent more than a year retraining, remounting, and refitting his cavalry, which had embarrassed him so egregiously at Mollwitz. For the Austrians, under the new commander, Prince Charles, their infantry saw 1742

Black Knight Comics



www.blackknightcomics.com
email: bkcomics@adelphia.net

Japanese Animation

Over 185 CD Soundtracks
Over 256 Videos and DVDs
Anime RPGs and CCGs
Anime T-shirts
Lots of Anime Merchandise

Mail Order:
10 Pinecrest Dr.
Essex Jct, VT 05452
802-878-6636

as a much better trained and disciplined force than the raw recruits had been at the beginning of the war. Each side was anxious to test themselves again. *Rules: 28mm Carnage & Glory2 computer moderated (8 Players) (Saturday 7p-11p)*

M331 Dr. Carnage and the Grim Reaper - Strike of the Sky Pirates (GM: *Jim Dirmaier* Room: *Oscar Wilde Ballroom OW38*) Dr. Carnage's evil plan grows and he has hired some air pirates to shanghai material and equipment that is needed to build his Grim Reaper rocket. The sky pirates will have to raid a remote air base in Nevada (Area 15) in order to steal what the Dr. needs, but, the local good guys, and a small military contingent, might have something to say about that. Airplanes, gyrocopters, rocket backpacks, nefarious Communists, and lots of action are the norm in this game. This is the second game of a Pulp Alley convention mini campaign. Leagues will be used in more than one game as the story to stop Dr. Carnage threads through the weekend leading up to the exciting conclusion on Sunday. If you play the same league in more than one game then you can improve their stats, weapons, and equipment. *Rules: Pulp Alley (Smash & Grab scenario) (6 Players) (Saturday 7p-11p)*

M337 Frostgrave The Calm Before the Storm - Session 3 (GM: *Michael Johns* Room: *Oscar Wilde Ballroom OW33*) Players adventure in a frozen ruined city in search of fortune and glory! *Rules: Frostgrave (6 Players) (Saturday 7p-11p)*

M335 Green Monster Invades the Green Mountains (GM: *Leo Gallant* Room: *Oscar Wilde Ballroom OW44*) Baseball miniatures game played at a Fenway Stadium replica, easy rules, fun to play. If you have any knowledge of baseball, give it a try. REDSOX vs YANKEES *Rules: 28mm-Sports (6 Players) (Saturday 7p-11p)*

M332 Pirates! - Game 3 (GM: *Tim Audette* Room: *Oscar Wilde Ballroom OW31*) This event will be based off of the outcome of the previous game, Either pirates assaulting Briktopia to capture the governor's daughter or the British assaulting Brikstuga to rescue the governor's daughter. *Rules: BrikWars (8 Players) (Saturday 7p-11p)*

M353 Star Wars X-Wing Tournament (GM: *Drew Brown* Room: *Oscar Wilde Ballroom OW41*) "Lock s-foils in attack position and bring your 100 point squadrons out for a standard dogfight tournament in the X-Wing Miniatures Game. We will be using the latest tournament rules and FAQ documents released by Fantasy Flight Games.

To facilitate completion in the time period, we will be running 60 minute rounds with minimal breaks in between. Prize support will be from a Fantasy Flight tournament kit provided by Black Moon Games. Come on down and remember to fly casual! " *Rules: Star Wars X-Wing Miniatures Game (16 Players) (Saturday 7p-1a)*

M323 The Battle for Nar Shaddaa (GM: *Richard Creaser* Room: *Oscar Wilde Ballroom OW30*) The Empire is still reeling from the death of Emperor Palpatine and the destruction of the Second Deathstar but the fight continues to bring peace to the galaxy. Diplomatic efforts to reign in the unruly Hutts of Nar Shaddaa have failed. Upon the advice of General Calrissian, the Rebels have decided that a show of force is the only way to subdue the unruly bounty hunters. With S-foils locked, the rebel fleet translates into the Nar Shaddaa system, ready to bring the battle to the most vicious pilots in the galaxy. *Rules: X-Wing (6 Players) (Saturday 7p-11p)*

M338 The Brawl in Hanghai (GM: *Mike Paine* Room: *Oscar Wilde Ballroom OW43*) It's 1920s Hanghai China United States and British Marines stand guard in Hanghai, protecting the International Settlement in the city. Marines remained posted through the outbreak of hostilities guarding against the various warlord armies that roamed the city and later the Japanese. Can you protect the city or will you take it for your own? *Rules: Home Crafted (9 Players) (Saturday 7p-11p)*

M330 The Peach Orchard (GM: *Craig Tower* Room: *Oscar Wilde Ballroom OW39*) Gettysburg July 2, 1863 can Longstreet push Sickles off the field, or will Sickles hold the peach orchard? *Rules: 15 mm Carnage and Glory (6 Players) (Saturday 7p-11p)*

VALLEJO MODEL COLOR KOLINSKY SABLE BRUSHES FINE MINIATURE PRODUCTS



Scratch

18 HANOVER ST. LEBANON, NH
SCRATCHMAKERSFACE.COM



MINIATURE
PAINTING NIGHT
WEDNESDAYS
5-8PM

M339 The Samson of All Fears (CY6: Jet Age) (GM: *Terry Terry* Room: *Oscar Wilde Ballroom OW34*) The Israeli Air Force is making an early morning bombing attack on a strategic Egyptian installation. The Egyptian Air Force is scrambled to intercept the incoming IAF Aircraft. Will the AIF complete its mission or will the EAF be able to successfully defend their airspace? Rules will be taught as needed. *Rules: CY-6: Jet Age (8 Players) (Saturday 7p-11p)*

M341 Wavre, Belgium - 1944 (GM: *Griff* Room: *Oscar Wilde Ballroom OW40*) This is a fictional WWII scenario. It is fought on the same battlefield as the 1815 Napoleonic Battle where the Prussians held Grouchy from joining Napoleon at Waterloo. In this scenario, we fast forward to 1944. A small German force is tasked with keeping the Allies from crossing the river Dyle as they push through Belgium heading for Germany. Can the Germans hold or will the Allied Armor punch through? Come give it a try and see what you can do. *Rules: Combat HQ by Jim Bamba. (6 Players) (Saturday 7p-11p)*

M343 Dewey at Manila Bay 1898 (GM: *Phil Hammond* Room: *Oscar Wilde Ballroom OW39*) On the eve of the American Century, the US was drawn into war with Spain over Cuba (Remember the Maine). Yet the first blow struck by the US was half a world away in the Philippines by a civil war

veteran Yankee sailor from Vermont. Come relive the battle and see if you can do as good as George did or if you can save the Spanish fleet to make the US occupation hell. First run at Carnage I, it's time to bring George back! *Rules: Modified Steam, Steel and Torpedo in 1/1000 scale (8 Players) (Sunday 8a-12p)*

M342 Dr. Carnage and the Grim Reaper - The lair of Dr. Carnage (GM: *Jim Dirmaier* Room: *Oscar Wilde Ballroom OW38*) The world waits in fear as Dr. Carnage prepares his weapon of mass destruction (the immense rocket known as the Grim Reaper, carrying a massive neural gas warhead) on his secret jungle island base in the middle of an extinct volcano. But when the location of the evil doctor's base is found out, the forces of good act quickly and mount a full scale attack on the lair before the evil genius can complete his plans. Screaming jungle natives, secret weapons, and lots of machinegun fire are the norm in this game. This is the epic culminating game of a Pulp Alley convention mini campaign. Leagues will be used in more than one game as the story to stop Dr. Carnage threads through the weekend leading up to this exciting conclusion. If you play the same league in more than one game then you can improve their stats, weapons, and equipment. *Rules: Pulp Alley (Race Against Time scenario) (6 Players) (Sunday 8a-12p)*

M350 Battle at Broken Rock Bridge (GM: *Griff* Room: *Oscar Wilde Ballroom OW34*) The young Dwarven Prince Griffin has been summoned to council. But his dastardly Uncle has eyes for the throne and lays a trap at Griffin's bridge. Even if he has to resort to enlisting the aid of Orc's and Goblin's and the like. If he can keep the young Prince from attending the council, or even perhaps slay him.... the path to the throne will be open. There may be others who have a different view of what the outcome should be. *Rules: Dragons Rampant (6 Players) (Sunday 10a-2p)*

M346 Carnage in Magnificent Style - Pickett's Charge (GM: *Steve Hier* Room: *Oscar Wilde Ballroom OW35*) July 3, 1863. Take command of one of the three Confederate divisions making that charge. Can you push your luck, break the Union lines, and prove that Bobby Lee's plan was doable after all? Or, will you too be forced to open a buffet restaurant? Victory Point Games "In Magnificent Style", volume 1 of the Death or Glory series, with miniatures. Three Confederate players with the game system running the Union response. *Rules: Home Rules (3 Players) (Sunday 10a-2p)*

M349 Moby Dick (GM: *John Rigley* Room: *Oscar Wilde Ballroom OW40*) Captain Ahab is once again hot on the trail of Moby Dick and needs to fill in his crew with some strong backs to row the boats and toss the Harpoons. This is not a job for the week of heart, as you may end up feeding the fish. *Rules: Home grown (9 Players) (Sunday 10a-2p)*

M348 Return of the Hanghai Dragon (GM: *Mike Paine* Room: *Oscar Wilde Ballroom OW43*) Don't miss thrill after thrill of blazing action as you and your companions try to amass a fortune in silver and artifacts before the Hanghai Dragon reanimates. Excitement and adventure await you! Kids are welcome and adults that can play like kids are welcome too. *Rules: Home Crafted (9 Players) (Sunday 10a-2p)*

M347 Riding frosty on the Ice Cream Road (GM: *Scott Howland* Room: *Oscar Wilde Ballroom OW37*) In the hot and dusty future, only one thing is better than being shiny and chrome. It's ice cream. Our local despot (Immortan Joshua) awaits the latest shipment of the refreshing treat (just don't ask where they get the milk), rival gangs attempt to hijack the shipment before it reaches his compound. Are you MAD enough to hijack the frozen gold, or are you ready to ride in to Valhalla protecting Immortan Joshua's tasty treats? This is a fast paced game using Hot Wheels (Rules are a Full Thrust variant). *Rules: Axles & Alloys (6 Players) (Sunday 10a-2p)*

M344 Silent Death - Smash (GM: *Bruce Carson* Room: *Oscar Wilde Ballroom OW31*) Each player receives a starter space-ship. You get upgrades as you damage/destroy other players. The first player to complete a "4th generation" ship is the winner! Kid-friendly. *Rules: Silent Death (16 Players) (Sunday 10a-2p)*

M345 Star Trek Fleet Action (GM: *Chris Dondero* Room: *Oscar Wilde Ballroom OW29*) "The Battle of Cheron is generally considered the decisive battle in the Earth-Romulan War. Both sides recognized the major victory achieved here by the Earth Alliance as a humiliating defeat of the Romulan military. This event would establish long-term political effects within the Romulan Empire lasting well into the 24th century. ""Earth believes the Romulans to be warlike, cruel, treacherous; and only the Romulans know what they think of Earth."" (TOS episode: ""Balance of Terror"")
 " *Rules: House Rules (24 Players) (Sunday 10a-2p)*

M355 Warhammer 40K Tournament at Carnage (GM: Room: *Oscar Wilde Ballroom OW41*)
 Format: Each player must bring a 1500pt 8th Edition Battle-forged army created using the Matched Play rules. You must provide two copies of your army list that includes all optional choices such as Warlord Trait, Faction Trait, Psychic Powers, beginning-of-game Stratagems and must specify Detachments and Command Points for your list.
 This will be a three-round tournament with three prizes at stake: Best General, Best Painted and Best Sportsman. You do not have to be fully-painted to play, and the Best Painted prize can be judged on overall army or one awesome centerpiece model if that's all you have finished!
 All players must bring all the materials they need to play such as dice, measuring tapes, Indexes/Codices, Core Rulebook etc.
 Any questions about the event can be submitted to blackmoonnh@gmail.com *Rules: Warhammer 40K 8th Edition (24 Players) ()*

M351 Frostgrave The Calm Before the Storm - Session 4 (GM: *Michael Johns* Room: *Oscar Wilde Ballroom OW33*) Winter is coming! In the city of Felstadt, it has been here for a thousand years! Players search through the city in search of fortune and glory! *Rules: Frostgrave (6 Players) (Sunday 1p-5p)*

Live Action Role Playing Games

L12 Galaxy of Darkness (GM: *James Tazelaar* Room: *Roundabout RA01*) A sci-fi take on the Chronicles of Darkness currently being developed by the Mind's Eye Society for their upcoming chronicle, with a modified rule set. **(25 Players) (Friday 7p-11p)**

L20 The Realms: Weapon-Making Workshop (GM: *Tara Pregent* Room: *Ski Check Ski Check*) Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet, join the feast , and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army.
 This workshop helps players construct their foam weapons for entering the Realms. Play begins at 1pm on Saturday
 You're in the Realms now and you'll never be quite the same again. **(25 Players) (Saturday 10a-12p)**

L10 Campfire Tales (GM: *Jeremiah Desautels* Room: *Roundabout RA01*) Each of the PCs is at a wilderness camp at the end of the year, but strange things prowl the night and the campers can become victims...or heroes. **(25 Players) (Saturday 1p-5p)**

L21 The Realms (GM: *Tara Pregent* Room: *Ski Check Ski Check*) Enter the Realms and learn the ways of the sword; become an apprentice mage or squire to a knight; grab a goblet, join the feast , and listen to the bard's tale as you gather at the banquet; compete in the tourney and improve your swordsmanship; take up your bow and fire at the approaching army.
 You're in the Realms now and you'll never be quite the same again.
 Realms play sessions start at 1pm on Saturday and every two hours after that. **(25 Players) (Saturday 1p-3p)**

L11 Episode 3.25: Incident at Khaba (Extra Life Special) (GM: *Sean Murphy* Room: *Roundabout RA01*) The reach of Emperor Palpatine is spreading across the galaxy as world upon world capitulate to Imperial rule. The planet Khaba, rich in fuel sources and technology, has so far been spared from overt takeover or suffered military conflict. To reduce the risk of war, both the Empire and the Senate have been invited to discuss the future of the planet. Tension and intrigue abound at the cantina conference. This live action role-play event is a fundraiser for Extra Life. No donations required, but every dollar



Quarterstaff Games
 152 Church Street
 Burlington, Vermont
 802-863-3666
qstaffvt@gmail.com

Vermont's Premier Gaming Store
 Specializing in Board, Card, and
 Tabletop Miniatures Games.

**Welcome to Killington, agent.
 Your mission, should you
 choose to accept it:**

**Visit our booth in the
 Dealer Hall, present this
 coupon, and save \$5 on
 any purchase of \$50 or
 greater.**

Thank You for Shopping Local!

Offer valid during Carnage Royale, November 4-6, 2016.
 This advertisement will self destruct in 30 seconds...

raised goes to Children's Miracle Network Hospital. This is a Dark Phoenix event. **(20 Players) (Saturday 7p-11p)**

L8 Capture the Flag LARP (GM: *Serenity Love* Room: *Ski Check Ski Check*) Who wouldn't have fun learning how to hit someone with foam swords? Why not make it even more fun by making it a war? Train your soldiers, then try defeating the other side by killing off every member, or capturing the enemy's flag. **(25 Players) (Sunday 8a-12p)**

L9 A Will to Murder (GM: *Robert Lamm* Room: *Roundabout RA01*) Albion House, a stately dwelling in the small English village of Highthorpe was the scene of murder last evening. Roy O'Leary was found dead in his study at 6 pm yesterday, stabbed several times in the chest with his own paperknife. O'Leary's lawyer has asked the family to gather at Albion House for the reading of the will. The police are also present since the family members are the prime suspects in murder case. The will has a single clause, the whole of Roy's fortune is left to whoever identifies his murderer! **(11 Players) (Sunday 1p-5p)**

Role Playing Games

Extra Life Event

We are happy to announce that Extra Life is coming to Carnage XX! Extra Life is a gaming marathon where all the money raised goes directly to support Children's Miracle Network Hospitals. All weekend long there will be special programming events – cool games, a casino LARP and a silent auction. We hope you will donate whatever you are able to this great cause. Sign up to join the Extra Carnage team at <http://www.extra-life.org/index.cfm?fuseaction=donorDrive.team&teamID=28960>. Then ask the people in your life to support you as you play 24-hours of games at Casino XX (bathroom and food breaks allowed!). Or just raise money anyway that works best for you - we just want everyone to have fun and raise money for a great cause. If you want to get involved, contact Sean Murphy at murphys49@yahoo.com.

R93 Back To the Old House (GM: *Petra Jackl* Room: *Snowshed Ballroom SBL03*) It's dead dust breath seeping through splintered doorways. The dark hiss of long forgotten stallions. Endless nights huddled in the death shed, and tears at bedtime. The house is calling, but you don't pick up. You've tried to forget, to make a fresh start and be somebody new, but it's all bullshit. Everything that

counts for anything went down in that fucking house. Bad things happened, and you were part of it. You left unfinished business. That's why you need to go back. To finish it. To end it all. You would rather not go back to the old house. But you will. A rousing game of Fiasco for 4-8 players! Adult themes, ages 18+. This is a Dark Phoenix Event. **(7 Players) (Friday 1p-5p)**

R111 Dungeon World: The Terrible Hunger of Count Oskenborg (GM: *Eric Loren* Room: *Snowshed Ballroom SBL16*) Demigod-tyrant Count Oskenborg is both thoroughly terrible and an inveterate gourmand, and his demand for endlessly more decadent menus has driven his chef insane. Can you use the poor man's scribbled ravings to assemble a final, fatal meal for Oskenborg before he makes a meal of your village? **(5 Players) (Friday 1p-5p)**

R98 Lakos Keep (GM: *Robert Lamm* Room: *Snowshed Highlander SHA06*) A recently unearthed manuscript may have uncovered the whereabouts of a highly sought religious relic. Is the anonymous author correct or is this just another dead end? The answer lies in Lakos Keep, the nearly forgotten outpost of an ancient border. Four to six 2nd level characters attempt to uncover the truth. Characters provided. **(6 Players) (Friday 1p-5p)**

R89 Night Floors (GM: *Adam Flynn* Room: *Snowshed Highlander SHA03*) It begins with the disappearance of a young artist from her Manhattan apartment. But the bizarre tapestry of items left behind hint at something more than out of ordinary and much less than sane. Your Delta Green cell has been activated. Your mission is to covertly identify and contain any possible threats to the oblivious masses. Come play a game of investigative existential horror with a side of conspiracy in modern day New York for 2-4 players. **(5 Players) (Friday 1p-5p)**

R63 Summer Break and Killer Birds (GM: *Dan Williams* Room: *Snowshed Highlander SHA01*) Roleplaying in the 80's that never were. Boulder City was just a regular town in Colorado until they built the Hyperloop particle accelerator there back in the 60's. Since then, it's become the greatest scientific center on Earth - and how Earth has changed! Robots, magnitron drives, gauss freighters - this is the 80's as it should have been. You and your friends live in Boulder City, and life's mostly good for a kid. It's summer break now, and you expected another plain summer vacation, but then a pigeon started talking to you. Your parents don't understand - "Birds can't talk!" Time to figure out what's going on around here. **(6 Players) (Friday 1p-5p)**

R76 The Big City Caper! (GM: *Michael Polletta* Room: *Snowshed Ballroom SBL17*) Take one mad scientist, two criminal masterminds, three sports championships, four powerful and mysterious artifacts, five families, and the 1924 Democrat National Convention, mix in New York City during prohibition, and top it off with the construction of the Century Club's new Headquarters and you've got a recipe for adventure! Spirit of the Century is a character-based system that emulates pulp action novels, and in this game, you'll get your fill as our heroes race through the city that never sleeps in an attempt to prevent man-made, natural, and supernatural disasters! **(8 Players) (Friday 1p-5p)**

R40 The Dropship Murphies (GM: *Ian Eller* Room: *Snowshed Ballroom SBL02*) It is a big galaxy out there, full of weird science, alien magic, ancient ruins and very hungry native life forms. Despite all that, people from the Pact Worlds push out into the Vast, colonizing and capitalizing. Sometimes, they get in deep trouble. That's where you come in: the Dropship Murphies are the toughest, hardest bunch of mercenaries in the Vast, specializing in pulling naive pilgrims, greedy suits and lost explorers out of the fire -- for a price.

"Dropship Murphies" is an ongoing adventure for the Starfinder space fantasy role-playing game by Paizo, Inc. Sessions are connected but episodic, so players are free to join for as many or few as they want. Accept a client, plan the drop and then try and keep Murphy's Law at bay long enough to get paid.

Pre-generated characters will be provided. Keep an eye on www.ianeller.com for previews and other updates. This is a Dark Phoenix event: <http://www.darkphoenixevents.com/> **(8 Players) (Friday 1p-5p)**

R35 The Quiet Year (GM: *Sarah Fowler* Room: *Snowshed Ballroom SBL32*) This is a GM-less world-building/story-building game, in which you collaborate to build a settlement over the course of a year. Players act as both the town and the greater world in a collaborative world-building scenario. **(5 Players) (Friday 1p-5p)**

R83 The Sinister Sutures of the Sempstress (GM: *David Clarkson* Room: *Snowshed Ballroom SBL01*) Mother was wrong. There are monsters in the closet. Halloween is not over! Terror seeks you out in your own homes. You will find yourself in the House of Tattered Remnants, pursued by an eldritch entity known only as the Sempstress. You must overcome patchwork horrors, unearthly craftsmen and even the unraveling of your own reality as you hope to defeat her and escape. Or will you be unmade by the Sempstress' evil? This game is a horror-themed Dark Phoenix Event intended for six fearless 6th level characters in a Dungeon Crawl Classics RPG game by Goodman Games. **(7 Players) (Friday 1p-5p)**

R62 Until the Canals Run Red (GM: *Matthew Wheeler* Room: *Snowshed Highlander SHA02*) The job was simple, you had to get in, grab the book and get out. Only there was something there that didn't want you to take the book and now Clave is dead and it's going to take all your wits to survive the night and the fallout from the botched job. Blades in the Dark is a narrative driven game about a crew of criminals in a Victorian city of eternal night teeming with scoundrels, life, demons and desperate measures. **(6 Players) (Friday 1p-5p)**

R51 Village in the Mists (GM: *Doug Poirier* Room: *Snowshed Ballroom SBL09*) In the deep woods the frontier town of Kernbi has gone silent. Not a word has been heard from them in weeks, until now. A caravan passed through Kernbi and found it desolate and suffocated by a wicked mist. The caravan master searched a few buildings and found them empty of people. Tables were set and there was food still upon stoves, as if someone was about to sit down and eat. But there were things wandering the heavy mists, things of evil and with great haste the caravan left the area. For level 1 characters. **(6 Players) (Friday 1p-5p)**

R43 A Day Unlike Any Other... (GM: *Charles Brown* Room: *Snowshed Highlander SHA06*) It started like any other beautiful late spring day on the Boston Common... but then everything changed in the blink of an eye... **(8 Players) (Friday 7p-11p)**

R18 Blood Moon (GM: *Scott Legault* Room: *Snowshed Ballroom SBL04*) It's 1867, you're on a stagecoach bound from Durango, each for your own reasons. An overnight mail stop in the defunct mining town of Pine Flats will leave you deep in the thrall of terror and madness. Characters provided for this two-fisted fighting horror game. Characters provided, adult themes. This is a Dark Phoenix Event: <http://www.darkphoenixevents.com/> **(7 Players) (Friday 7p-11p)**

R115 Buckle Up! (GM: *Matt MacKeigan* Room: *Snowshed Ballroom SBL14*) Rumors have drifted out of the blasted wastelands of an ancient aero-ship from the Before Times, uncovered by a recent sandstorm. The lure of salvageable tech and trade-able goods has attracted every raider, mutie, and skulk for leagues around but none have been able to penetrate the mysteries of the ancient ship as it seems to be protected by some sort of lost magic. With riches and reputation on the line it's time to buckle up and hit the Atomic Highway! No experience with Atomic Highway or RPGs in general is necessary. A.H. is a simple, fast paced set of rules that supports "movie-style" action. **(6 Players) (Friday 7p-11p)**

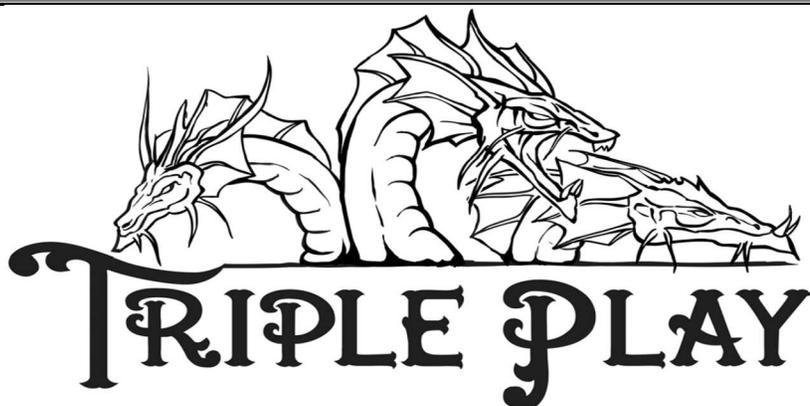
R48 Camp Frozen Lake (GM: *Roy Larsen* Room: *Snowshed Ballroom SBL05*) Summer camp! Fun! Campfires! Swimming! Arts and crafts! Bows and arrows! Howling from the woods! ... wait, what? Normally Camp Frozen Lake is full of fun and adventure, but this year is different. There's a new counselor that seems off, there's a howling that's coming from the woods, and worst of all - one of

the kids from your cabin has gone missing! Can you find what's been going on? **(6 Players) (Friday 7p-11p)**

R3 Coriolis: The Third Horizon (GM: *Mike Wells* Room: *Snowshed Ballroom SBL28*) In the recesses of the Third Horizon you get a job. Hired to explore a research station thought lost over 100 years ago, it should be an easy enough task. What dangers could be lurking on a century old space station? This is the quick start adventure for Coriolis using a variation of Mutant Year Zero rules. Pre-generated characters will be used and provided. Players only need bring a handful of six-sided dice and a pencil. **(5 Players) (Friday 7p-11p)**

R17 Debts to Pay (GM: *Andre Kruppa* Room: *Snowshed Gateway SGW 01*) (Scenario by Dave Allen and Shawn Carmen Presented by Andre Kruppa) The Empire is ruthlessly consolidating power after the Rebel Alliance won their victory at Yavin. Most beings struggle to make a living amid the war-torn galaxy. Many have fled toward the rim' fleeing entanglements, war, or seeking a fresh start. The black and gray markets are thriving; at the moment, amid the disruption. The crew of the Ornery Mule find themselves working for Bargas the Hutt and his rim-based criminal enterprise. He has a simple job for them, an easy run, it is said. If one thing seems true, there is no such thing as a simple run these days. (Runs until 1 or 2AM!!) [Immersive play with lighting, sound, and emphasis on role-playing! – Game Soapbox Productions with DarkPhoenixEvents.com] (Please do not read this Edge of Empire scenario in advance.) **(6 Players) (Friday 7p-10p)**

R4 Doctor Who: Timelash Redux (GM: *Robin Lea* Room: *Snowshed Ballroom SBL30*) The Timelash episode had a lot of fun ideas that never quite came together. This reboot builds a new backstory out of those ideas and a few more from That Other Baker's time as the Doctor. If you have no idea what I'm talking about and just want to play some Doctor Who, don't worry; you'll have no trouble jumping in. If you've already seen the episode and know all the original spoilers, that's cool too. **(6 Players) (Friday 7p-11p)**



Comics - Cards - Games

42 Opera House Square
Claremont, NH 03743

Phone: 603-287-8910

E-Mail: info@TriplePlayNH.com

FB: www.facebook.com/pages/Triple-Play-Games-Claremont-NH
Web: www.tripleplaynh.com

R31 Fish & Chips (GM: *Matthew Timmins* Room: *Snowshed Ballroom SBL08*) When the Ghostbusters are hired to rescue freshman ""Chips"" McGuire, it's time to visit their alma mater, old Miskatonic U. When the stars are right, who ya gonna call? **(5 Players) (Friday 7p-11p)**

R44 Grotesque (GM: *Brad Younie* Room: *Snowshed Ballroom SBL35*) Your team of paranormal investigators is invited to investigate recent sightings of a supposed "monster" that has attacked various people in a small community. The investigation gets weird when the attacks seem to point to a rather gruesome local legend. Can you solve the mystery before the monster attacks you! Beginners welcome, characters provided. **(6 Players) (Friday 7p-11p)**

R278 Portal Under the Stars (GM: *Robert K. Leopold* Room: *Snowshed Ballroom SBL11*) You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. Or... Not just yet, you're not. Right now, you're a farmer with a pitchfork and the only thing between you and delving deeper into the dungeon is your trusty trap-finding chicken. Join Master Judge Bobby and return to the glory days of fantasy with Dungeon Crawl Classics Role Playing Game. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery. Fast play, cryptic secrets, and a mysterious portal await the brave. **(6 Players) (Friday 7p-11p)**

R16 Prince Charming, Reanimator (Extra Life Special) (GM: *Sean Murphy* Room: *Snowshed Ballroom SBL01*) It is said that in the Grimmswood lies a sleeping princess. Prince Hubert Charming is determined to rescue her or, rather, determined to have you and your scruffy band of "volunteers" enter the ruins of the castle to bring her forth for his kiss. Co-hosted with David Clarkson, the game will take place on multiple tables as players compete to survive and win prizes such as "Best Death," "Longest Surviving Character," and "Most Lost Characters." Dice and characters (LOTS of characters) provided. Donations may be made at any time to add monsters to other table (or your own), find a weapon, or otherwise mess with the game. No donations required but every dollar raised goes to Children's Miracle Network Hospital. This is an Extra Life Event in conjunction with Dark Phoenix Events: <http://www.darkphoenixevents.com/> **(18 Players) (Friday 7p-11p)**

R19 Secrets of the Flesh (GM: *Charles Gerard* Room: *Snowshed Ballroom SBL36*) An original exclusive Golden Goblin Press scenario by Andi Newton (Call of Cthulhu, Classic 1920's). Two English brothers have gone missing after a prospecting expedition to the British corner of the Solomon Islands in the South Pacific. It has been two years since their last messages. Investigators pick up the trail where the brothers were last seen, and soon begin to unravel secrets and grapple with strange local customs and taboos. Can they survive sinister magics in a world that is thoroughly alien? **(6 Players) (Friday 7p-11p)**

R5 The Dropship Murphies (GM: *Ian Eller* Room: *Snowshed Ballroom SBL02*) It is a big galaxy out there, full of weird science, alien magic, ancient ruins and very hungry native life forms. Despite all that, people from the Pact Worlds push out into the Vast, colonizing and capitalizing. Sometimes, they get in deep trouble. That's where you come in: the Dropship Murphies are the toughest, hardest bunch of mercenaries in the Vast, specializing in pulling naive pilgrims, greedy suits and lost explorers out of the fire -- for a price.

"Dropship Murphies" is an ongoing adventure for the Starfinder space fantasy role-playing game by Paizo, Inc. Sessions are connected but episodic, so players are free to join for as many or few as they want. Accept a client, plan the drop and then try and keep Murphy's Law at bay long enough to get paid.

Pre-generated characters will be provided. Keep an eye on www.ianeller.com for previews and other updates. This is a Dark Phoenix event: <http://www.darkphoenixevents.com/> **(8 Players) (Friday 7p-11p)**

R6 The Haunted Watermill (GM: *Kenneth Marin* Room: *Snowshed Ballroom SBL09*) When powerful brigands assault the King's Caravan and make off with his daughter's dowry, it's up to

your party to retrieve it. Scouts say the bandits could be hiding out in a watermill abandoned over a decade ago. The watermill was reportedly assaulted by a hideous monster which chased the family living there out for good. Could the bandits be in league with such a beast? Or could they be its next prey? An adventure for character levels 7 to 10. Pre-gens will be provided, or bring a beloved character in that range. **(7 Players) (Friday 7p-11p)**

R129 The Manumission (GM: *Oscar Rios* Room: *Snowshed Ballroom SBL37*) An original exclusive Golden Goblin Press scenario by Oscar Rios. Investigators are hired by a respected centurion to find and free his nephew, whom his brother in law sold into slavery to cover his bar tab and gambling debts. However, he and his sister can provide few details. Should investigators find the boy, they learn that his new owners have dark plans for their new slave, plans which don't involve selling him back to his family. **(6 Players) (Friday 7p-11p)**

R110 The Next 48 (GM: *Kris Lewis* Room: *Snowshed Ballroom SBL22*) A violent and bloody war is imminent when Bone Gnawer Sully O'Riordan's estranged daughter is kidnapped by ghouls, jeopardizing both the Masquerade and the Litany. Prince Markus Stuyvesant denies any involvement, but that's not enough for the incensed Garou. Now, a motley group of enemies must band together to find Sully's daughter before the streets of Manhattan are awash in the blood of leech and lupine alike. Pre-generated characters. Parental Advisory cranked to 11. **(6 Players) (Friday 7p-11p)**

R15 The Siege of Reason (GM: *Adam Flynn* Room: *Snowshed Ballroom SBL26*) It is a breathlessly hot June in the year of our lord, 1210, and the Albigenian Crusade claims the lives of heretic and innocent alike. Fleeing the savagery of the Catholic armies, refugees seek safety in the mountain fastness of Minerve. But they find themselves besieged, first by Simon de Montfort's forces and then... by an unfolding horror that has no name. In this time of fanaticism and upheaval can any yet cling to their sanity? Come play a game where you must investigate and defend yourselves against horrors both man-made and utterly unnatural. No rules or historical knowledge necessary. Call of Cthulhu (custom) rules. **(5 Players) (Friday 7p-11p)**

R374 The Simple Life (GM: *Conor Napier* Room: *Snowshed Ballroom SBL32*) Welcome to the City of Ambervale, what was once a lawless frontier town has grown into an equally lawless metropolis nestled in the shadows of impassable mountains. There's an opportunity to make some gold for those willing to take it. A country lord has called you forth to seek fabled treasure and ruins to the north and get a foothold on new territory. Will you help him or double cross him? And what lies in the mountains, riches or ruin? Join us and find out for yourself! An adventure for 3-5 4th level PCs. **(5 Players) (Friday 7p-11p)**

R87 The Ultimate Mission (GM: *James Doyle* Room: *Oscar Wilde Ballroom OW26*) You awake upon a large galley class boat made entirely of what seem like glass. The sails are drawn and there is no wind present. There is a small gangplank at the bow of the ship that leads to what you presume is a glass dock. You have never seen water this clear in your life. This event has been brought back once again for this year's event and has been popular at ConnecticutCon, WestCon as well as Carnage on the Mountain V. Venerable heroes will be provided. Previous AD&D experience preferred. **(8 Players) (Friday 7p-11p)**

R14 The Vault of Zerduzan (GM: *Paul Siegel* Room: *Snowshed Ballroom SBL17*) Beneath the ruins of an ancient tower lies the Vault of Zerduzan. Constructed centuries ago by the long-dead demonologist, some say it was meant as the burial shrine for his most favorite servants and companions. Others say it was a sanctum for his efforts to command demons. No matter what it is sure to contain wealth and arcane secrets for any that would dare plumb its depths. A 2010 one page dungeon contest winner written by Craig Brasco. **(8 Players) (Friday 7p-11p)**

R85 Titansgrave: A Roundabout Way Home (GM: *Mark Coutu* Room: *Snowshed Ballroom SBL31*) With the information, and an unforeseen package, the group returns with information that was required of them. However, when a shot brings their ship crashing down, the group needs to figure out how to get home safe. Who shot them down and what could they want? **(6 Players) (Friday 7p-11p)**

R2 Alma Monster (GM: *Petra Jackl* Room: *Snowshed Ballroom SBL03*) Parties, sex, drugs, booze, studying...and a touch of the weird. In a well-regarded "public ivy" university, secluded away where most students are not allowed cars and there are no commuters, students and faculty have the same problems as anyone at college. Only, there might be a strange house or rumors of a mysterious society. No way any of that will interfere with finals. A rousing game of Fiasco for 4-8 players! adult themes, ages 18+. This is an Extra Life event in conjunction with Dark Phoenix Events. **(8 Players) (Friday 11:30-?)**

R49 The Darkness Beyond Our World (GM: *Roy Larsen* Room: *Snowshed Ballroom SBL05*) A knock on the door, an envelope with your name on it with a pair of boarding passes with note: "You're being activated. Please take the flight to Dulles International. Asset Walshe has become unreliable and we need him in London for debriefing. Meet your fellow agents in Dulles. Order a pint and sit at the bar closest to the gate and await further instructions." **(6 Players) (Friday 11:30-?)**

R33 The Profilers (GM: *Christopher Stuetzle* Room: *Snowshed Ballroom SBL10*) In this one-shot, using the Fate Accelerated system, players will take on the roles of members of an elite FBI profiling team (like on the TV show "Criminal Minds"). The team has been assigned to investigate the murder of a local debutante by the name of Aemelia, the youngest daughter of the upper class Ashton family. Under considerable pressure from the mayor to solve the case quickly, the team will find itself juggling several stakeholders and need to navigate the local aristocracy to unravel the mystery of Aemelia's last hours. How deep will the rabbit hole go? **(5 Players) (Friday 11:30-?)**

R91 A Sea of Regret (GM: *Charles Gerard* Room: *Snowshed Ballroom SBL36*) An original exclusive Golden Goblin Press scenario by Charles Gerard. Investigators are hired to watch over precious cargo on a ship sailing from Syria to Rome. Sea travel in the Roman Empire is always treacherous, with threats of foul weather and pirates always bearing down. But soon seafarers aboard The Minerva learn there are much greater perils looming. Strange phantoms and portents begin to appear. Crew members are found mutilated by some monstrous beast. Can the investigators solve this mystery before the creature claims them as well? **(6 Players) (Saturday 8a-12p)**

R557 Durance (GM: *Orson Bradford* Room: *Snowshed Highlander SHA03*) "On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority." Durance is an entertaining storytelling game by the designer of Fiasco, Jason Morningstar. Unlike more traditional RPGs, this is a troupe-style game where players take turns describing scenes and running multiple characters. The game has mechanisms for making scenes intense and building towards a harrowing ending. It is set in a bleak and gritty sci-fi universe, but the players can make it as grim or darkly comical as they want. **(5 Players) (Saturday 8a-12p)**

R69 Gatekeepers I (GM: *Ilya Bossov* Room: *Snowshed Ballroom SBL15*) Too long they have lived on the lands stolen from your people, too long they have poisoned and squandered the ruins left by your ancestors. Everqueen commands, and you march to war. Soon, the warhost of the twelve tribes of the Feral Elves and their allies will lay siege to the Skyfather Citadel. Soon Giant Mantises will reap the reckoning they have sown for generations. But before the siege begins, you have a special mission, and the price of failure is worse than death. Sessions are connected but episodic, so players are free to join for as many or few as they want. No prior knowledge necessary, characters will be created at the table. **(6 Players) (Saturday 8a-12p)**

R118 II Dwellers of the Forbidden City (GM: *Kenneth Marin* Room: *Snowshed Ballroom SBL21*) Legends abound of a lost city hidden in the jungle, overflowing with vast treasure, forgotten to man's memory. Your party has discovered an ancient map to this city. Your expedition's purpose is two-fold, obtain passage into the city and determine if the legends of its wealth are true. This

adventure for levels 4 to 7 comes with pre-generated characters, or bring a beloved character of your own in that range. **(7 Players) (Saturday 8a-12p)**

R54 One From the Dustbin (GM: *John M Prushko* Room: [Snowshed Ballroom SBL05](#)) A tribute to Gary Gygax and the other writers of early D&D adventuring. One out of many dusty modules will be picked to run through these vintage adventures! **(8 Players) (Saturday 8a-12p)**

R79 Scooby Who (GM: *Charles Brown* Room: [Snowshed Ballroom SBL17](#)) The year is 1974. The Mystery Machine pulls up for lunch at a pizza shop in small town in coastal Maine just as a mysterious blue box appears... And then things get strange... **(8 Players) (Saturday 8a-12p)**

R95 Search and Rescue (GM: *Alexander Jackl* Room: [Snowshed Ballroom SBL01](#)) You are a member of an emergency search and rescue team. Your Hospital ship was diverted to Procyon 5 by a distress call. You arrive to a colony in the midst of a civil war. Then things heat up... This is a Sci-Fi Adventure and a Dark Phoenix Event. Anyone can play but role-playing is a must! **(7 Players) (Saturday 8a-12p)**

R74 Six Gun City: Mouse Guard RPG (GM: *Gordon Spaeth* Room: [Snowshed Ballroom SBL32](#)) What's more awesome than mice with swords? Mice with six shooters riding the range in the Wild West! Though chivalry in the Mouse Territories and the Legend of the Black Axe are ancient history, there are still those who revere the code and spirit of the Mouse Guard. Bands of heroes roam the plains, deserts, and mountains, protecting mouse folk who have settled the frontier with their guns and wits. A chance encounter offers an opportunity for glory, if not fortune. Will you rise up to seize your destiny in the Mouse Lands? The Mouse Guard RPG has received numerous awards and is a streamlined version of Luke Crane's Burning Wheel RPG system. This event is family friendly and open to Mice of all ages and experience... **(6 Players) (Saturday 8a-12p)**

R67 Strange Aeons Part 1: Prison of the Mind (GM: *Jacob Benedek* Room: [Snowshed Ballroom SBL09](#)) Adventurers are invited to participate in a game that will span at least three 4 hour sessions with the option to continue as long as there is time and space available. This is suitable for beginning or veteran players who want adventure and mystery mixed together with role-play. Players will start at level 1 and can progress up to level 12 depending on how much content is played. The content from a Pathfinder Adventure Path and run with D&D5 mechanics. You can reach the GM with questions at jakemtdm@gmail.com.
In part one, the heroes face a supernatural killer stalking them through a surreal cityscape. They must seek out allies if they're going to have any hope of escaping the terrors that surround them. **(6 Players) (Saturday 8a-12p)**

R128 TC Ancients: Orcs, Hobgoblins and Giants (GM: *Luc Poulin* Room: [Snowshed Ballroom SBL23](#)) You are relaxing at the local resort when you hear a panicked patron at the next table describing an invasion of her home town. Levels 1 – 6 Dungeons & Dragons v3.5 for TC Ancients by Luc Poulin Bring your own or we will provide pre-generated characters. **(8 Players) (Saturday 8a-12p)**

R132 The Blood Sword of Emeric (GM: *Oscar Rios* Room: [Snowshed Ballroom SBL37](#)) An original exclusive Golden Goblin Press scenario by Oscar Rios. Investigators are tasked with finding a missing legionary patrol who were hunting a Germanic rebel leader, Emeric the Red. Said to wield a magic sword given to him by Pluto, which is rumored to make him not only invulnerable but immortal, Emeric is feared by many Germanic tribes. His elimination could strengthen the empire's standing in the region considerably. **(6 Players) (Saturday 8a-12p)**

R99 The Hoard (GM: *Robert Lamm* Room: [Snowshed Highlander SHA06](#)) Aystrom XVIII: The Dar'Sidhe have the Seed of Worlds. It has the potential to create a brand new world; by replacing the current one. However, such things cannot be accomplished easily. There is still time to stop them, but you must act now. Hundreds of Drow are marching through the desert, honor guard to their most powerful warlocks and the Seed. You can't let them have it. You have to get it back. **(8 Players) (Saturday 8a-12p)**

R127 The Magnificent 2-7 Players (GM: *Bradley Polant* Room: [Snowshed Ballroom SBL07](#)) The town of Rose Creek needs heroes to stand against injustice. Can you save them? One of the oldest of the "old school" games. Characters and cowboy hats will be provided. No experience needed. **(7 Players) (Saturday 8a-12p)**

R64 The Silence of Outpost Aloran (GM: *Dan Williams* Room: [Snowshed Ballroom SBL14](#)) The Andorian trouble (whatever you do, don't call it a civil war!) threatens to spill into neighboring systems and endangers the stability of the Federation! Starfleet has ordered the USS Garuda to Deneb IV, on the border of Andorian space, to check on a Vulcan research station that's gone quiet. If the Andorians have attacked the station, it could spell the end of the young Federation! Find out what's happened, and resolve the issue - diplomatically if you can, but in any event - resolve it. **(6 Players) (Saturday 8a-12p)**

R120 Cold Warning (GM: *Tim McGonagle* Room: [Snowshed Ballroom SBL29](#)) An original exclusive Golden Goblin Press scenario by Scott Aniolowski) What begins with the dubious suicide of Joseph Sutton and the bizarre behavior of his widow Marilyn, leads investigators to Winter Haven, a remote hunting lodge in rural Maine. Here they experience mysterious phenomena, encounter suspicious lodge guests and staff, learn of ancient legends, and confront strange and frightening creatures before finally witnessing the awesome power of a Great Old One. **(6 Players) (Saturday 1p-5p)**

R78 Corruption of the Daleks (GM: *Charles Brown* Room: [Snowshed Ballroom SBL17](#)) The Doctor has been arrested... and The Doctor has been arrested...and The Doctor has also been arrested... Why has the Shadow Proclamation brought in the 4th, 6th and 12th incarnations of the Time Lord (for charges "too numerous to read in the field")... and what mysterious figure is lurking in the shadows of the Kaverna prison? Pre-gens provided - may be able to handle walk-ups. **(8 Players) (Saturday 1p-5p)**

R116 Crossbows & Carbines (GM: *Matt MacKeigan* Room: [Snowshed Ballroom SBL08](#)) "Simple job," the Boss said, "A milk run." The Boss didn't mention the raiders, the killer robots, or the sinister technomancer! It's time to load up and put the pedal to the metal if you're going to survive along the Atomic Highway! Easy to grasp rules and cinematic action. **(6 Players) (Saturday 1p-5p)**

R52 Cult of the Dead (GM: *Doug Poirier* Room: [Snowshed Highlander SHA04](#)) The Cult of the dead, a missing gnomish engineer, a strange and ancient priest. The facts make little sense but if you are to save the gnomish engineer you must put the pieces together. This adventure is designed for 4-6 characters level 3rd – 4th. **(6 Players) (Saturday 1p-5p)**

R106 Dark Desert Highway (GM: *Scott Legault* Room: [Snowshed Ballroom SBL04](#)) You've been on the road too long. Tired, irritable, pissed off and shit out of luck. Gas tank's running low, sun's going down, storm's rolling along behind you and the last exit was hours ago. Up ahead, silhouetted against the flat desert scrub, is a building. Looks like luck might have just turned around. A gas station and diner, something that time forgot out here on the desert highway. There's even a few cars and a rig there. Hallelujah, civilization! Maybe they'll even have pie. Characters provided, adults only, mature themes. This is a Dark Phoenix Event. **(6 Players) (Saturday 1p-5p)**

R96 Doom (GM: *Andre Kruppa* Room: [Snowshed Gateway SGW 01](#)) A scenario by Chad Bowser presented by Andre Kruppa. Gnaeus Antonius Tremulus has had bizarre dreams of fearsome portent that he has not yet spoken of in the forum and he has received your band of inquirers and warriors during the morning salutatio (receiving of clients) with what seems a matter of urgency. There is a strange heaviness to the cold winter air and a feeling of something impending like the calm before a storm as you await the details of this new mission from one of your vital patrons. It is hard to imagine to what strange dark corner of the empire this odd mystery may lead. [Immersive play with lighting, sound, and emphasis on role-playing! – Game Soapbox Productions with DarkPhoenixEvents.com] (Please do not read this scenario from De Horror Cosmico in advance.) **(6 Players) (Saturday 1p-7p)**

R113 Dungeon World: The Gallery of Peculiarities (GM: *Eric Loren* Room: *Snowshed Ballroom SBL16*) One of you should never have opened the Ruined Urn-Prison. Unfortunately, you can't remember which of you it was, and now it's riding around clinging to one of your souls. Can you put a possessing fiend back in the jar before dawn? **(5 Players) (Saturday 1p-5p)**

R84 Frozen In Time: Mutant Edition! (GM: *David Clarkson* Room: *Snowshed Ballroom SBL01*) Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now the Ghost Ice has shattered, revealing hints at deeper mysteries entombed within its icy grasp. Strange machines and wonderful horrors stir beneath its depths... This game is a Dark Phoenix Event intended for six fearless seekers in the new Mutant Crawl Classics RPG game by Goodman Games. **(8 Players) (Saturday 1p-5p)**

R70 Gatekeepers II (GM: *Ilya Bossov* Room: *Snowshed Ballroom SBL15*) Your city is under siege. Your masters are displeased, but also distracted. Now is your chance to act. Will the conquering Feral Elves be better than the Giant Mantises that ruled this city for millennia with an iron pincer? Will you make a difference? Will you be a slave again? How far will you go for freedom? Do you want to live forever? Sessions are connected but episodic, so players are free to join for as many or few as they want. No prior knowledge necessary, characters will be created at the table. **(6 Players) (Saturday 1p-5p)**

R81 GURPS Jumanji (GM: *Neal Byles* Room: *Snowshed Ballroom SBL24*) An adventure for those who seek to find a way to leave their world behind. Your parents, in a fit of insanity, just bought that creepy old mansion just outside of town. "It was a great deal!" Dad said. Yeah. Being a House of Death is usually good for a serious discount. What's worse, it's your first full day in the house, and your parents have the nerve to go to work, leaving your stupid big sister in charge! But wait! What's that noise? It sounds like drumming, and it seems to be coming from this cool looking board game. Maybe the day won't be a TOTAL disaster after all! Characters provided for 2-6 players of any age and experience level. Just in case something unexpected happens. **(6 Players) (Saturday 1p-5p)**

R57 Hunger in Dystopia (GM: *Phillip Trefethen* Room: *Snowshed Ballroom SBL21*) Survivors in a dystopian future must fight for resources in a destitute world overrun by raiders and mutants. **(7 Players) (Saturday 1p-5p)**

R94 Incident at Palmar Station (GM: *Alexander Jackl* Room: *Snowshed Ballroom SBL03*) You dock at Palmar Station to do some repairs and find that the station is in terrible shape. You and your crew need to fix the station in order to get off but soon you find you are not the only crew there -- and not all of you will get out. Sci-Fi action/suspense set in the far future. No experience necessary. This is an Extra Life Event in conjunction with Dark Phoenix Events. No donations required but every dollar raised goes to Children's Miracle Network Hospital. **(8 Players) (Saturday 1p-5p)**

R68 Microscope: Boom Town / Ghost Town (GM: *Justin Berman* Room: *Snowshed Highlander SHA06*) Microscope works differently than some role-playing games. You won't have your own character. You won't play the game in chronological order. You may know all about the future, but be surprised by the past. You'll build the story from the outside in. You'll decide the big picture, the grand scheme of history, and then burrow down and carve out the details. No experience necessary -- just a desire to create a story together over three hours. Boom Town / Ghost Town: there's gold in them thar hills! When the riches pour in, the community thrives and grows. When the well dries up, the community withers and the people move away. Your community could go through a series of booms and busts, nearly dying and then thriving again when there's a new influx. **(4 Players) (Saturday 1p-5p)**

R56 My Little Pony: Tails of Equestria (GM: *Douglas Shute* Room: *Snowshed Ballroom SBL30*) Learn to play this new game from Ninja Division! Tails of Equestria lets you play in the world of My Little Pony! Adult and younger players are welcome alike! \$5 suggested donation to Making Strides

Against Breast Cancer. One lucky player will go home with a Tails of Equestria core book! **(6 Players) (Saturday 1p-5p)**

R59 Nothing's Free at Gypsy's (GM: *Joe Weinmunson* Room: *Snowshed Highlander SHA03*) You had to park on the street overnight, and now it's been sideswiped! First off, who's even driving around Stars Hollow at night? And Gypsy can fix it up, but it'll cost. Try to find the stinkin' rat who trashed your ride. A teen detective game set in the world of "Gilmore Girls." **(5 Players) (Saturday 1p-5p)**

R58 Off to Save the Wizard (GM: *Dorsey Weber* Room: *Snowshed Ballroom SBL26*) The wizard is missing and without him the people of Oz are terrified, oppressed, and suffering under unspeakable villainy. Glinda, leader of what resistance remains, has used her last great transportation spell to summon a band of mighty heroes from the lands across the sands of the Deadly Desert to help save Oz from the most villainous threat it has ever faced. Will the heroes be able to save the Land of Oz from this unknown threat? **(6 Players) (Saturday 1p-5p)**

R65 Strange Aeons Part 2: The Dead Don't Dream (GM: *Jacob Benedek* Room: *Snowshed Ballroom SBL09*) Adventurers are invited to participate in a game that will span at least three 4 hour sessions with the option to continue as long as there is time and space available. This is suitable for beginning or veteran players who want adventure and mystery mixed together with role-play. Players will start at level 1 and can progress up to level 12 depending on how much content is played. The content from a Pathfinder Adventure Path and run with D&D5 mechanics. You can reach the GM with questions at jakemtdm@gmail.com. In part two, exploring the surroundings, the heroes face creatures escaped from nightmare realms and the vestiges of traumatized victims. Through research and special encounters, they find clues to what led to their current positions. **(6 Players) (Saturday 1p-5p)**

R122 TC Ancients: The Road to Husum (GM: *Steven Parenteau* Room: *Snowshed Ballroom SBL14*) You were travelling through the forest in an effort to reach the port town of Husum. Pirate activity along the northern coast has been growing and there is also gold to be made when pirates are threatening trade routes. This is a TC Realms adventure for characters 4-9 level. **(8 Players) (Saturday 1p-5p)**

R72 The Caves Beneath Gray Keep (GM: *Paul Siegel* Room: *Snowshed Ballroom SBL19*) Goblins have been sighted around a cavern in the base of the very hill on which sits Gray Keep. The Lord's Seneschal has issued a generous bounty on the pests, a fine enticement for a newly formed band of adventurers. It's not as though the goblins have accidentally dug openings in cursed underground chambers holding dark secrets better left forgot, right? A low-level old school OD&D (OED) adventure. **(8 Players) (Saturday 1p-5p)**

R41 The Dropship Murphies (GM: *Ian Eller* Room: *Snowshed Ballroom SBL02*) It is a big galaxy out there, full of weird science, alien magic, ancient ruins and very hungry native life forms. Despite all that, people from the Pact Worlds push out into the Vast, colonizing and capitalizing. Sometimes, they get in deep trouble. That's where you come in: the Dropship Murphies are the toughest, hardest bunch of mercenaries in the Vast, specializing in pulling naive pilgrims, greedy suits and lost explorers out of the fire -- for a price.

"Dropship Murphies" is an ongoing adventure for the Starfinder space fantasy role-playing game by Paizo, Inc. Sessions are connected but episodic, so players are free to join for as many or few as they want. Accept a client, plan the drop and then try and keep Murphy's Law at bay long enough to get paid. Pre-generated characters will be provided. Keep an eye on www.ianeller.com for previews and other updates. This is a Dark Phoenix event: <http://www.darkphoenixevents.com/> **(8 Players) (Saturday 1p-5p)**

R86 The Long Road Home (GM: *James Doyle* Room: *Oscar Wilde Ballroom OW26*) Being separated from the rest of your army and the war winding down not in your favor, you and your group need to find a way home while avoiding the enemy around you. Characters provided, some AD&D experience preferred... **(6 Players) (Saturday 1p-5p)**

R45 Wild West and Wizards (GM: *Brad Younie* Room: *Snowshed Ballroom SBL35*) The year is 1870, and wizards have traveled west along with the No-Maj. You are all wizards riding a train out west with the intent to settle. But a few of you are agents of the Magical Congress of the USA (MACUSA) on a mission to track a group of Dark Wizards. As you all sit and watch the western desert pass by, your

train clatters onward to danger! This is a fun adventure in JK Rowling's Wizarding World, using a brand-new game system by Carnivore Games. Beginners welcome. Characters provided. **(6 Players) (Saturday 1p-5p)**

R131 A Haunting in Kingsport (GM: *Oscar Rios* Room: *Snowshed Ballroom SBL37*) An original exclusive Golden Goblin Press scenario by Oscar Rios. On a cold and snowy New Year's Eve in 1899, Morton and Charlotte Pomeroy murdered their three children and several servants. It went down in history as the most shocking and tragic crime the city of Kingsport had ever witnessed. The Pomeroy estate quickly gained a dark reputation for being the most haunted house in all of Kingsport (which for Kingsport is saying a lot.) Now, 27 years later, a team from the American Society for Psychic Research, a noted clairvoyant medium, and the estate's new owner are about to conduct the first ever-formal scientific investigation of the Pomeroy estate. **(6 Players) (Saturday 7p-11p)**

R125 Casualties of the Jazz Age (GM: *Bradley Polant* Room: *Snowshed Ballroom SBL07*) The boss has been hit, the gang has been scattered, and someone is picking off the gang members one at a time. It's time to pick up the pieces and get back in the fight and/or flee for your lives. Maybe both! Characters will be provided and no experience is needed. One of the oldest of the "old school" games. **(5 Players) (Saturday 7p-11p)**

R80 Discworld: Undiplomatic Incident (GM: *Neal Byles* Room: *Snowshed Ballroom SBL24*) Trading Gate Watch House Patrol No. 1 gets assigned a lot of special cases (or somehow manages to trip over them). It's an honor that Commander Vimes trusts you that much. It's worth a couple of extra dollars in "haphazard pay" a month. But this latest case looks fairly straightforward: find a foreign diplomat or whatever-he-is who seems to have gotten himself lost, sort out any trouble he may be in, and babysit him for a few days. The only thing is, it's not clear how legitimate he is. After all, can anyone actually be the ambassador from an upside-down mountain that's probably a figment of someone's imagination? Characters provided for 2-6 players of any age and experience level. **(6 Players) (Saturday 7p-11p)**

R97 Doom (GM: *Andre Kruppa* Room: *Snowshed Gateway SGW 01*) A scenario by Chad Bowser presented by Andre Kruppa. Gnaeus Antonius Tremulus has had bizarre dreams of fearsome portent that he has not yet spoken of in the forum and he has received your band of inquirers and warriors during the morning salutatio (receiving of clients) with what seems a matter of urgency. There is a strange heaviness to the cold winter air and a feeling of something impending like the calm before a storm as you await the details of this new mission from one of your vital patrons. It is hard to imagine to what strange dark corner of the empire this odd mystery may lead. [Immersive play with lighting, sound, and emphasis on role-playing! – Game Soapbox Productions with DarkPhoenixEvents.com] (Please do not read this scenario from De Horror Cosmico in advance.) **(6 Players) (Saturday 7p-1a)**

R71 Gatekeepers III (GM: *Ilya Bossov* Room: *Snowshed Ballroom SBL15*) The fools have done it again. You could have warned them, but they wouldn't listen. Instead, you prepared for the worst, and you weren't disappointed. A Prime Unspeakable is spreading through the city like a wildfire, carving all living things into fine red contagious mist. It's not something you can stop, but you can contain it if you act quickly, for you know its weakness. Your plan will cost many brave lives. They are ready for you, my queen. Sessions are connected but episodic, so players are free to join for as many or few as they want. No prior knowledge necessary, characters will be created at the table. **(6 Players) (Saturday 7p-11p)**

R139 Goblin She-Pirates (GM: *Ranzy Post* Room: *Snowshed Ballroom SBL11*) While fleeing from a massacre, a troupe of she-goblins stumbles upon the remnants of some Halfling merchants. The merchants were burying some crates. Do the merchants have a boat? Let's be goblin pirates! A boat, a handful of goblins, and black powder weapons. What could go wrong? Oh yeah, she-goblins use magic. **(6 Players) (Saturday 7p-11p)**

R77 Incathulhu (GM: *Tom Mechler* Room: *Snowshed Highlander SHA06*) Join an expedition of scientists and explorers from Miskatonic University as they travel to the high Andes to follow a trail that starts with a monk who accompanied Pizzaro and ends with what may be... Eternal life! This scenario was inspired by stories I heard during my family's trip to Peru last spring. It's full of Incan culture and ancient ruins, monster, traps and cultists." **(5 Players) (Saturday 7p-11p)**

R121 Journey to the Center of Madness (GM: *Tim McGonagle* Room: *Snowshed Ballroom SBL29*) An original exclusive Golden Goblin Press scenario by Oscar Rios. When last, we left off the valiant crew of the airship Geisha III were closing in on the mountain lair of the evil Dr. Vulcan in an effort to recover a stolen top secret power source. With it the villainous genius could create a weapon powerful enough to destroy a city. However, his agents are suspected of raiding the tomb of Lady Li, the greatest and most evil cultist the world has ever known. He may be us to something much worse than destroying just one city. Can our heroes stop him in time? **(6 Players) (Saturday 7p-11p)**

R92 Little Third (GM: *TJ Howell* Room: *Snowshed Ballroom SBL28*) It isn't every day that you get a call from the wife of a Triad boss, asking for the utmost discretion in a potentially very profitable job. But what she has in mind could just be the most dangerous thing you've ever done... **(6 Players) (Saturday 7p-11p)**

R123 Scooby Doo & Arkham Too (GM: *Steven Parenteau* Room: *Snowshed Ballroom SBL14*) Grab a pizza pie and warm up the Mystery Machine, Mystery Inc. is back on the move. The Scooby-Doo gang has left Crystal Cove High School and started their freshman year at Miskatonic University...Go Pods! This is a Dark Phoenix Event. **(6 Players) (Saturday 7p-11p)**

R82 SG-24 Heads into Trouble (GM: *Neil Churchill* Room: *Snowshed Ballroom SBL16*) SG-24 is ordered to checkout a planet which has very high level radio traffic, all of which is highly encrypted to the point that the NSA cannot decode it. The fact that the MAU is located inside of a cave is not helping. So, the General has ordered the team to recon the area. Pre-generated characters will be available. **(8 Players) (Saturday 7p-11p)**

R46 Spring-Heeled Jack (GM: *Brad Younie* Room: *Snowshed Ballroom SBL35*) A mysterious man arrives from England to ask for the help of your paranormal investigative group to track down a bizarre creature known as Spring-Heeled Jack. He says he tracked it from London to an area of Boston. He claims the creature is quite dangerous and would make a terrific find if you catch him. But as you work to track down the elusive creature, you discover that it may be far more sinister than you had ever imagined. Beginners welcome. Characters provided. **(6 Players) (Saturday 7p-11p)**

R66 Strange Aeons Part 3: Never-ending Nightmare (GM: *Jacob Benedek* Room: *Snowshed Ballroom SBL09*) Adventurers are invited to participate in a game that will span at least three 4 hour sessions with the option to continue as long as there is time and space available. This is suitable for beginning or veteran players who want adventure and mystery mixed together with role-play. Players will start at level 1 and can progress up to level 12 depending on how much content is played. The content from a Pathfinder Adventure Path and run with D&D5 mechanics. You can reach the GM with questions at jakemtdm@gmail.com. In part three, adversaries seem to be all around and everywhere you go. The heroes must find and defeat the source of the disturbances influencing those of weakened minds. **(6 Players) (Saturday 7p-11p)**

R42 The Dropship Murphies (GM: *Ian Eller* Room: *Snowshed Ballroom SBL02*) It is a big galaxy out there, full of weird science, alien magic, ancient ruins and very hungry native life forms. Despite all that, people from the Pact Worlds push out into the Vast, colonizing and capitalizing. Sometimes, they get in deep trouble. That's where you come in: the Dropship Murphies are the toughest, hardest bunch of mercenaries in the Vast, specializing in pulling naive pilgrims, greedy suits and lost explorers out of the fire -- for a price.

"Dropship Murphies" is an ongoing adventure for the Starfinder space fantasy role-playing game by Paizo, Inc. Sessions are connected but episodic, so players are free to join for as many or few as they want. Accept a client, plan the drop and then try and keep Murphy's Law at bay long enough to get paid.

Pre-generated characters will be provided. Keep an eye on www.ianeller.com for previews and other updates. This is a Dark Phoenix event: <http://www.darkphoenixevents.com> **(8 Players) (Saturday 7p-11p)**

R90 The Wastrel of Babington (GM: *Charles Gerard* Room: *Snowshed Ballroom SBL36*) An original exclusive Golden Goblin Press scenario by Oscar Rios. An eccentric British aristocrat has absconded to an all-but-forgotten family property on an island in the North Sea. Behavior before his departure was erratic. He ranted about strange "research." Worst of all, there are rumors that he was spotted keeping the company of a mysterious foreign woman. His parents, scandalized, have asked investigators to bring him home before the family's honor is tarnished. But the group arrives to discover a scene of horror and corruption that defies reason. And that is only the beginning... **(6 Players) (Saturday 7p-11p)**

R100 Uncharted Territory (GM: *Robin Lea* Room: *Snowshed Ballroom SBL30*) Return to the Farscape universe with some new heroes. Well, new people, anyway. There'll be space ships, weird technology, alien worlds, creepy villains, and maybe even a felled caper or two. **(6 Players) (Saturday 7p-11p)**

R61 Until the Canals Run Red (GM: *Matthew Wheeler* Room: *Snowshed Ballroom SBL21*) The job was simple, you had to get in, grab the book and get out. Only there was something there that didn't want you to take the book and now Clave is dead and it's going to take all your wits to survive the night and the fallout from the botched job. Blades in the Dark is a narrative driven game about a crew of criminals in a Victorian city of eternal night teeming with scoundrels, life, demons and desperate measures. **(6 Players) (Saturday 7p-11p)**

R88 XX Bar Room Brawl Event... T.O.S.S. Style (GM: *James Doyle* Room: *Oscar Wilde Ballroom OW26*) Over the past 13 years, the Red Iguana Inn has been burned, crushed, trampled and smashed as its trapped patrons killed each other in the hopes of escape. Realizing the scumbag, you were hunting for a 250,000 gold payday was in fact an annoying, twisted Halfing that never seems to die year after year winds up being the least of your worries. 13 years later, 13 years smarter, 13 years possibly luckier and you still are no better off than you were 13 years ago. This year's brawl, to commemorate Carnage XX, is going T.O.S.S. Style. 13 slots for 13 characters, the best of the best from each year. Is this the final, lucky year for you all?? Guess you'll find out at the Brawl... Cash prizes, psychological counseling at your own expense. **(13 Players) (Saturday 7p-11p)**

R75 Pokéthulhu NOOOO!!!! (GM: *Brynne Spaeth* Room: *Snowshed Ballroom SBL24*) Do you dream to become a Pokethulhu Master? Do you breathlessly anticipate the inevitable rise of the Elder Ones? Come to the table to put yourself in the shoes of a young Pokéthulhu Cultist traveling the known world in search of those cute, cuddly, soul devouring 'thulhus! Throughout the land, the time honored tradition of young cultists lovingly and unquestioningly capturing, nurturing, and offering sacrifices to the many wondrous, terrifying Pokéthulhu is being perverted to unknown ends. Can you stem the tide of the simple "collection" of 'thulhus before the Elder Gods' wrath becomes unquenchable? Will you save your families and each other from certain doom? And who, or what, is the dreaded "Aapp" that seems to be the cause of all this? Find out! Players may want to download a free copy of the Pokethulhu RPG by Cumberland Games to familiarize themselves with the "rules," though it may only lead to insanity... **(8 Players) (Saturday 11:30p-?)**

R25 A Hero Alone (GM: *Alexander Jackl* Room: *Snowshed Ballroom SBL03*) You wake up one morning and find that you are not the same. You have powers, and your life will not be the same. Will you use your powers for good, or try to? A super hero role playing experience for advanced role-players. All welcome. This is a Dark Phoenix Event. **(6 Players) (Sunday 8a-12p)**

R22 Buckle Up! (GM: *Matt MacKeigan* Room: *Snowshed Ballroom SBL08*) Rumors have drifted out of the blasted wastelands of an ancient aero-ship from the Before Times, uncovered by a recent sandstorm. The lure of salvageable tech and trade-able goods has attracted every raider, mutie, and

skulk for leagues around but none have been able to penetrate the mysteries of the ancient ship as it seems to be protected by some sort of lost magic. With riches and reputation on the line it's time to buckle up and hit the Atomic Highway! No experience with Atomic Highway or RPGs in general is necessary. A.H. is a simple, fast paced set of rules that supports "movie-style" action. **(6 Players) (Sunday 8a-12p)**

R27 Hunger in Dystopia (GM: *Phillip Trefethen* Room: *Snowshed Ballroom SBL21*) Survivors in a dystopian future must fight for resources in a destitute world overrun by raiders and mutants. **(7 Players) (Sunday 8a-12p)**

R28 Learn to Hack (GM: *Charles Brown* Room: *Snowshed Ballroom SBL17*) Spend two hours making a PC (or helping others if you have a first or second level one of your own) for the HackMaster role-playing game, then run through a short adventure (probably "A Simple Retrieval"). **(6 Players) (Sunday 8a-12p)**

R26 The Dragon of Cambria (GM: *Tim McGonagle* Room: *Snowshed Ballroom SBL29*) An original exclusive Golden Goblin Press scenario by William Adcock. The Silures of western Britannia, a tribe with lukewarm dealings with Rome, has officially asked the Roman governor for assistance. This rare opportunity to improve relations with the sometimes troublesome tribe cannot be passed up. It should be easy to solve their problem; what are the chances that an actual dragon has moved into their territory? **(6 Players) (Sunday 8a-12p)**

R24 The Gauntlet! (GM: *Robert Holden* Room: *Snowshed Highlander SHA04*) 5th Edition D&D tournament style event, \$20 entry fee. All proceeds benefit Making Strides Against Breast Cancer. Prize support from Role 4 Initiative. Hunger Games meets Dungeons and Dragons, up to 14 players go in only one can come out victorious! Traps, treasures, and betrayal are part for the course. Bring your own character or one can be provided for you. Level 6 characters no multi-class. PHB races and classes only. **(14 Players) (Sunday 8a-12p)**

R13 The Korvat Incident (GM: *Steven Parenteau* Room: *Snowshed Ballroom SBL14*) A call from Federation outpost 7 along the Klingon border has called the Constellation to action. A Klingon transport has crossed into federation space at high warp speed. The Constellation has been called to respond. This is a Dark Phoenix Event: <http://www.darkphoenixevents.com/> **(6 Players) (Sunday 8a-12p)**

R23 Winter Wonderland (GM: *Dorsey Weber* Room: *Snowshed Ballroom SBL26*) It is December, and the holidays are fast approaching. The heroes of the streets, and a few others, have been noticing that goodwill towards others, acts of kindness, and people being nicer in general has been declining as the month progress rather than increasing as it usual does this time of year. Can they stop the end of the holiday spirit and save the day before it's too late? **(6 Players) (Sunday 8a-12p)**

R119 A3 Assault on the Aerie of the Slave Lords - The Finale (GM: *Kenneth Marin* Room: *Snowshed Ballroom SBL30*) The ultimate AD&D tournament scenario. Your daring party has infiltrated the city of the Slavers, and you've discovered a passageway leading to the chamber of the Slave Lords themselves. It's time to go put a stop to their evil once and for all. The module comes with pre-generated characters; all will be distributed. Note that the module is infamous for having an option that the party gets captured in order to run A4, but we'll be battling this one out. **(7 Players) (Sunday 10a-2p)**

R60 Death School (GM: *Joe Weinmunson* Room: *Snowshed Highlander SHA03*) It's the CIA's most elite school for covert agents. America's deadliest enemies are coming with a final exam. This is a game that throws you head-first through the plate glass window of 1980's action cinema for some big, dumb fun. **(8 Players) (Sunday 10a-2p)**

R140 Let's Be Goblin Pirates! (GM: *Ramzy Post* Room: [Snowshed Ballroom SBL11](#)) While fleeing from a lost battle, a grundle of goblins stumbles upon a crew of Halfling merchants. The merchants are hurriedly burying some ill-gotten goods. Merchants have a boat. Let's be goblin pirates! A boat, a handful of goblins, and black powder weapons. What could go wrong? **(6 Players) (Sunday 10a-2p)**

R55 One From the Dustbin (GM: *John M Prushko* Room: [Snowshed Ballroom SBL05](#)) A tribute to Gary Gygax and the other writers of early D&D adventuring. One out of many dusty modules will be picked to run through these vintage adventures! **(8 Players) (Sunday 10a-2p)**

R73 Outdoor Spoliation (GM: *Paul Siegel* Room: [Snowshed Ballroom SBL19](#)) OD&D Volume 3 states that "offhand adventures in the wilderness are made on the Outdoor Survival playing board," and that's just what we're going to do. Players will mount a monster-hunt and treasure-retrieval hexcrawl adventure in a variegated wilderness environment. Uses the Original D&D rules (OED variant) and the recommended Avalon Hill Outdoor Survival board game map. **(8 Players) (Sunday 10a-2p)**

R356 Psi*Run (GM: *Adam Flynn* Room: [Snowshed Ballroom SBL31](#)) Whoever's after you, you know one thing: they will stop at nothing to capture you and you'll stop at nothing to stay free. The holes in your memory vie for attention with your startling abilities - stay one step ahead of the Chasers long enough to answer your questions, and hope your psychic powers don't go wild. Come play a smash-up of Cronenberg's Scanners, The Fugitive, & The Bourne Identity. **(5 Players) (Sunday 10a-2p)**

R141 Star Diceplosion (GM: *Ilya Bossov* Room: [Snowshed Ballroom SBL15](#)) You were born on the fringe of the galaxy. Your ancestors fled here from the plague and the war and they called the star Hope. Of many nations and species, the melting pot of Hope always looks ready to boil over, but at the end of the day it's always the hotheads that blow their lids and fly off into space. And now that you have your own ship, you're one of them. The quarantine was lifted about 10 years ago, and now the entire system is in the throes of a gold rush, building and launching ships as fast as you can to bring back more abandoned treasures from the galaxy. This is a playtest of a brand new game in development, inspired by Firefly and Star Trek. The Diceplosion role-playing system allows you to design your own ship and create your own alien species, with simple combat rules and very little math to get in the way of the galactic scavenger hunt. Character creation is fast and will be done on the spot. **(6 Players) (Sunday 10a-2p)**

R107 The Gaslight Gang Goes West! (GM: *Scott Legault* Room: [Snowshed Ballroom SBL04](#)) Adventure in turn of the century England where the world teeters on the brink of global strife, progress in technology and industry rapidly outpaces culture and the division betwixt wealth and poverty widens daily. Fight against oppression as a soldier, scoundrel or scholar. Wield mysterious powers as an arcanist, touch the mind of another as a lucid dreamer, or master steampunk devices as an artificer. The Gaslight Gang returns to run a special errand in America for the Queen! Join Iron Jim, Vanity Rose, Katja, the Great Mysterio and the rest of the gang and fight the good fight against the forces of oppression and evil in turn of the century England! Game rules explained, characters provided. 8 players, bring your cheesy accents! This is a Dark Phoenix Event. **(8 Players) (Sunday 10a-2p)**

R108 Torg Eternity: Day One (GM: *John LeMaire* Room: [Snowshed Highlander SHA01](#)) Experience the first day of Earth's invasion by mysterious High Lords from alternate realities. **(6 Players) (Sunday 10a-2p)**

R53 Abduction (GM: *Doug Poirier* Room: [Snowshed Ballroom SBL09](#)) In the quaint and pastoral countryside of Haiden strange happenings have been occurring every summer for the last 15 years. Cows disappear, the mutilated carcasses of bovines are sometimes discovered, and at night strange lights can be seen in the sky. Attempts to investigate the matter by locals has often lead to those individuals going lost and mission only to turn up six to eight weeks later. They tell stories of small grey people probing and experimenting on them and long trips into the starry-night sky. For years, this phenomenon has gone ignored by the local lord, that is until the Lords son went missing in Haiden. Lord Gagnin does not believe the stories of the local peasantry and thinks it far more likely his

son was kidnapped or worse, has run off. You have been hired to find the Lords son and bring him home. In the unlike event creatures from the sky are responsible for his son's disappearance then take care of them too. How hard could it be? **(6 Players) (Sunday 1p-5p)**

R38 Cryptoviral Extortion (GM: *TJ Howell* Room: [Snowshed Ballroom SBL28](#)) Triads are supposed to be the ones committing crimes, not being victimized by them. And so, when a lieutenant finds himself without access to some sensitive files, it's time to remedy that before the boss finds out. **(6 Players) (Sunday 1p-5p)**

R36 Discworld: Mrs. Nomed's Respectable Lodging-House (GM: *Neal Byles* Room: [Snowshed Ballroom SBL24](#)) Mrs. Eulice Nomed runs a respectable lodging house in Ankh-Morpork, which is the best place that you can find to live while you make your fortune in the city. There are, no doubt, worse landladies, so you don't object too much to Mrs. Nomed's funny little rules. Anyway, when what's in the cellar bursts forth upon the unknowing mortal world, frankly, paying your rent a month in advance and wiping your feet when you come through the door will be the least of your worries. Characters provided for 2-6 players of any age and experience level. **(6 Players) (Sunday 1p-5p)**

R500 Durance (GM: *Orson Bradford* Room: [Snowshed Highlander SHA06](#)) "On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority." Durance is an entertaining storytelling game by the designer of Fiasco, Jason Morningstar. Unlike more traditional RPGs, this is a troupe-style game where players take turns describing scenes and running multiple characters. The game has mechanisms for making scenes intense and building towards a harrowing ending. It is set in a bleak and gritty sci-fi universe, but the players can make it as grim or darkly comical as they want. **(5 Players) (Sunday 1p-5p)**

R30 Fish & Chips (GM: *Matthew Timmins* Room: [Snowshed Ballroom SBL08](#)) When the Ghostbusters are hired to rescue freshman ""Chips"" McGuire, it's time to visit their alma mater, old Miskatonic U. When the stars are right, who ya gonna call? **(5 Players) (Sunday 1p-5p)**

R34 Lovecraftesque (GM: *Sarah Fowler* Room: [Snowshed Ballroom SBL32](#)) Lovecraftesque is a GM-less storytelling game of brooding cosmic horror. Together, you tell the story of a lone Witness at the mercy of strange and terrifying events. The game helps you create a slow-building mystery, culminating in a climactic scene of horror. Players contribute monsters, mystery, clues, and ambience. **(4 Players) (Sunday 1p-5p)**

R29 Not Everything Remains Buried (GM: *Michael Polletta* Room: [Snowshed Ballroom SBL21](#)) It has been over a year since the brave adventurers came together over profit and honor during the succession crisis. In that time, the strange group of friends has looked out for the true heir to the Rinaldi throne, and searched for a way to break the necromancer's curse on him. They have made their way to Bruges, an ancient Doloreaux city, hoping to find rest and shelter away from their enemies. And, perhaps, somewhere in the musty books, dark catacombs, secret laboratories, or even with the mysterious "blessed," they may find answers. But with the death of a nobleman and a mad man's dangerous search for power, they may just find that some things are best left buried. Ironclaw is a unique system featuring anthropomorphic heroes with skills, swords, and spells. **(8 Players) (Sunday 1p-5p)**

R37 Pop Star (GM: *Hoyle Anderson* Room: [Snowshed Ballroom SBL26](#)) A small crew tries to keep three teenagers out of trouble while they follow a pop singer on tour around the galaxy. This is a character-driven and role-play heavy game. Mongoose Traveller 2.0 is the basis, but some liberties are taken. Characters will be provided. **(6 Players) (Sunday 1p-5p)**

R47 Post-Apocalypse (GM: *Brad Younie* Room: [Snowshed Ballroom SBL35](#)) After spending a year stranded on a deserted Pacific island, your team of paranormal investigators return home to find a world devoid of people, but teeming with ghosts. As you search for survivors and answers, you

learn a terrifying truth. Can you survive in this post-apocalyptic world, or join the ghosts that haunt the shadows? Beginners welcome, characters provided. **(6 Players) (Sunday 1p-5p)**

R39 The Dropship Murphies (GM: *Jan Eller* Room: *Snowshed Ballroom SBL02*) It is a big galaxy out there, full of weird science, alien magic, ancient ruins and very hungry native life forms. Despite all that, people from the Pact Worlds push out into the Vast, colonizing and capitalizing. Sometimes, they get in deep trouble. That's where you come in: the Dropship Murphies are the toughest, hardest bunch of mercenaries in the Vast, specializing in pulling naive pilgrims, greedy suits and lost explorers out of the fire -- for a price.

"Dropship Murphies" is an ongoing adventure for the Starfinder space fantasy role-playing game by Paizo, Inc. Sessions are connected but episodic, so players are free to join for as many or few as they want. Accept a client, plan the drop and then try and keep Murphy's Law at bay long enough to get paid.

Pre-generated characters will be provided. Keep an eye on www.ianeller.com for previews and other updates. This is a Dark Phoenix event: <http://www.darkphoenixevents.com/> **(8 Players) (Sunday 1p-5p)**

R32 The Profilers (GM: *Christopher Stuetzle* Room: *Snowshed Ballroom SBL37*) In this one-shot, using the Fate Accelerated system, players will take on the roles of members of an elite FBI profiling team (like on the TV show "Criminal Minds"). The team has been assigned to investigate the murder of a local debutante by the name of Aemelia, the youngest daughter of the upper class Ashton family. Under considerable pressure from the mayor to solve the case quickly, the team will find itself juggling several stakeholders and need to navigate the local aristocracy to unravel the mystery of Aemelia's last hours. How deep will the rabbit hole go? **(5 Players) (Sunday 1p-5p)**

RAL534 CCC-QCC-01 Delusions of Grandeur (Levels 11-16) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC04*) Levels 11-16

The factions have heard murmurings of a new sect rising from the ashes of the dragon and Elemental Evil cults they have encountered in the past. This time, though, they seem to have an even more apocalyptic goal. A deep gnome informant believes the cult is dabbling with dangerous magic, but he, too, has his own agenda. **(6 Players) (Friday 1p-5p)**

RAL532 CCC-TRI-01 Into the Darkness (Levels 11-16) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC05*) Levels 11-16

As the Moonsea recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? **(6 Players) (Friday 1p-5p)**

RAL533 CCC-TRI-02 Impression Left Behind (Levels 11-16) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC07*) Levels 11-16

Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. **(6 Players) (Friday 1p-5p)**

RAL490 CCC-TRI-05 Hunt of Malar (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS01*) Levels 5-10 optimized for 8th

Mulmaster has seen better days, though it is slowly rebuilding with the help of the Thayans, and anyone willing. Rumors have begun to spread of farmsteads being ransacked, their owners being murdered for rituals of an unknown source. Our heroes have been tasked with finding the source, but what they uncover shows something far more sinister, and far more deadly. **(6 Players) (Friday 1p-5p)**

RAL493 CCC-TRI-06 Haggard Heroes (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS02*) Levels 5-10

The Glacier of the White Worm's innermost mysteries have always been elusive, but with hag plans unfolding the glacier has taken a turn for the worse. Adventurers must brave the ice and

learn of experiments that bring an ever-growing danger to Mulmaster, and the Moonsea. **(6 Players) (Friday 1p-5p)**

RAL512 CCC-TRI-07 Beneath the Moonsea (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS03*) Levels 5-10

Trade to the city of Mulmaster has all been severed due to the destruction of the Bay. Reconstruction has been hampered by the wrath of Umberlee. In order to assuage her anger, a new shrine will need to be consecrated. This will require the reclamation of the Kraken's Tear, which was lost centuries ago when Northkeep sank below the waves. **(6 Players) (Friday 1p-5p)**

RAL514 CCC-TRI-08 Dreadful Wail (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS04*) Levels 5-10

Mulmaster scrambles to defend itself, as news spreads up the River Lys of a fog-like leviathan barreling towards them! The heroes must pull together any available resources, and then repel this beast before it breaks the town and any chance for a future. **(6 Players) (Friday 1p-5p)**

RAL506 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL517 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL507 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL521 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL489 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC12*) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL538 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC12](#)) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Friday 1p-5p)**

RAL479 DDAO-16 Wild Arcana (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC13](#)) Levels 5-10

Near a small village magic has been acting strangely. Spells, potions, items, locations, and even people have erupted with odd magical effects. What is causing this wild arcana? **(6 Players) (Friday 1p-5p)**

RAL453 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC06](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Friday 1p-5p)**

RAL458 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC03](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Friday 1p-5p)**

RAL537 CCC-QCC-01 Delusions of Grandeur (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC01](#)) Levels 11-16

The factions have heard murmurings of a new sect rising from the ashes of the dragon and Elemental Evil cults they have encountered in the past. This time, though, they seem to have an even more apocalyptic goal. A deep gnome informant believes the cult is dabbling with dangerous magic, but he, too, has his own agenda. **(6 Players) (Friday 7p-11p)**

RAL535 CCC-TRI-01 Into the Darkness (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC02](#)) Levels 11-16

As the Moonsea recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? **(6 Players) (Friday 7p-11p)**

RAL536 CCC-TRI-02 Impression Left Behind (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC03](#)) Levels 11-16

Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. **(6 Players) (Friday 7p-11p)**

RAL528 CCC-TRI-05 Hunt of Malar (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS01](#)) Levels 5-10 optimized for 8th

Mulmaster has seen better days, though it is slowly rebuilding with the help of the Thayans, and anyone willing. Rumors have begun to spread of farmsteads being ransacked, their owners being murdered for rituals of an unknown source. Our heroes have been tasked with finding the source, but what they uncover shows something far more sinister, and far more deadly. **(6 Players) (Friday 7p-11p)**

RAL529 CCC-TRI-06 Haggard Heroes (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS02](#)) Levels 5-10

The Glacier of the White Worm's innermost mysteries have always been elusive, but with hag plans unfolding the glacier has taken a turn for the worse. Adventurers must brave the ice and learn of experiments that bring an ever-growing danger to Mulmaster, and the Moonsea. **(6 Players) (Friday 7p-11p)**

RAL531 CCC-TRI-07 Beneath the Moonsea (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS03](#)) Levels 5-10

Trade to the city of Mulmaster has all been severed due to the destruction of the Bay. Reconstruction has been hampered by the wrath of Umberlee. In order to assuage her anger, a new shrine will need to be consecrated. This will require the reclamation of the Kraken's Tear, which was lost centuries ago when Northkeep sank below the waves. **(6 Players) (Friday 7p-11p)**

RAL530 CCC-TRI-08 Dreadful Wail (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS04](#)) Levels 5-10

Mulmaster scrambles to defend itself, as news spreads up the River Lys of a fog-like leviathan barreling towards them! The heroes must pull together any available resources, and then repel this beast before it breaks the town and any chance for a future. **(6 Players) (Friday 7p-11p)**

RAL466 DDAL07-01 A City on the Edge (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC04](#)) Levels 1 - 4

So, you've finally arrived in Chult. Now that you've gotten over the shock of Port Nyanzaru's exotic beauty, it's time to get down to business. The five factions await contact and will no doubt have some work for you to do. Reach out to them and let them know that you're ready to do what needs to be done! **(6 Players) (Friday 7p-11p)**

RAL469 DDAL07-02 Over the Edge (Levels 5 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC05](#)) Levels 5 - 10

In response to a new but as-of-yet-unnamed threat, the factions have called upon adventurers to venture into the jungle in search of a location for a new base of operations. As such, you have been charged with scouting several locations to assess their viability. Surely something so trivial as a scouting mission couldn't go wrong? **(6 Players) (Friday 7p-11p)**

RAL516 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC06](#)) Levels 5-10 optimized for 8th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Friday 7p-9p)**

RAL518 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC06](#)) Levels 5-10 optimized for 8th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Friday 9p-11p)**

RAL520 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida*)

Room: *Snowshed Cafeteria SC07*) Levels 5-10 optimized for 8th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Friday 7p-9p)**

RAL522 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida*)

Room: *Snowshed Cafeteria SC07*) Levels 5-10 optimized for 8th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Friday 9p-11p)**

RAL539 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC08) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Friday 7p-9p)**

RAL541 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC08) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Friday 9p-11p)**

RAL485 DDAO-15 Debts to be Paid (Levels 5-10) (GM: *Mark Merida*) Room: *Snowshed*

Cafeteria SC21) Levels 5-10

The glow of happiness caused by Mulhron'd's returned to Toril, along with the return of their pantheon's incarnations, has begun to fade. Old rivalries among the priesthood are renewed and the neglect of certain religious sites during the past century is both an embarrassment and a bone of contention. The Zhentarim see this as a prime opportunity for profit and are calling in favors from the other Factions to make the most of this unique situation. **(6 Players) (Friday 7p-11p)**

RAL454 Keep on the Borderlands - Parts 3 and 4 (Levels 1 - 4) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC17) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Friday 7p-11p)**

RAL455 Keep on the Borderlands - Parts 3 and 4 (Levels 1 - 4) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC18) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry

the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Friday 7p-11p)**

RAL524 DDEP07-01 Peril at the Port (Levels 1 - 4) (GM: Room: *Snowshed Cafeteria SC01*)

Levels 1 - 4

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rapsCALLIONS into the city! **(5 Players) (Friday Midnight-?)**

RAL526 DDEP07-01 Peril at the Port (Levels 1 - 4) (GM: Room: *Snowshed Cafeteria SC02*)

Levels 1 - 4

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rapsCALLIONS into the city! **(5 Players) (Friday Midnight-?)**

RAL525 DDEP07-01 Peril at the Port (Levels 5 - 10) (GM: Room: *Snowshed Cafeteria SC03*)

Levels 5 - 10

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rapsCALLIONS into the city! **(5 Players) (Friday Midnight-?)**

RAL527 DDEP07-01 Peril at the Port (Levels 5 - 10) (GM: Room: *Snowshed Cafeteria SC04*)

Levels 5 - 10

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rapsCALLIONS into the city! **(5 Players) (Friday Midnight-?)**

RAL554 CCC-QCC-01 Delusions of Grandeur (Levels 11-16) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC13) Levels 11-16

The factions have heard murmurings of a new sect rising from the ashes of the dragon and Elemental Evil cults they have encountered in the past. This time, though, they seem to have an even more apocalyptic goal. A deep gnome informant believes the cult is dabbling with dangerous magic, but he, too, has his own agenda. **(6 Players) (Saturday 8a-12p)**

RAL555 CCC-TRI-01 Into the Darkness (Levels 11-16) (GM: *Mark Merida*) Room: *Snowshed Cafeteria SC14*) Levels 11-16

As the Moonsea recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? **(6 Players) (Saturday 8a-12p)**

RAL556 CCC-TRI-02 Impression Left Behind (Levels 11-16) (GM: *Mark Merida*) Room:

Snowshed Cafeteria SC15) Levels 11-16

Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. **(6 Players) (Saturday 8a-12p)**

Remember Your First Time?



GAMING! Let us bring you back. Let us excite you again like that first time.

Let our professional game masters make you believe again. Step into fantasy, suspend belief and be taken to realms unimagined.

Join us in Snowshed and meet our GMs. Find out how you can experience the game you've been searching for since that first time.

We take the work out of your fun!

www.darkphoenixevents.com

RAL508 CCC-TRI-05 Hunt of Malar (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS01*) Levels 5-10 optimized for 8th
Mulmaster has seen better days, though it is slowly rebuilding with the help of the Thayans, and anyone willing. Rumors have begun to spread of farmsteads being ransacked, their owners being murdered for rituals of an unknown source. Our heroes have been tasked with finding the source, but what they uncover shows something far more sinister, and far more deadly. **(6 Players) (Saturday 8a-12p)**

RAL510 CCC-TRI-06 Haggard Heroes (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS02*) Levels 5-10
The Glacier of the White Worm's innermost mysteries have always been elusive, but with hag plans unfolding the glacier has taken a turn for the worse. Adventurers must brave the ice and learn of experiments that bring an ever-growing danger to Mulmaster, and the Moonsea. **(6 Players) (Saturday 8a-12p)**

RAL513 CCC-TRI-07 Beneath the Moonsea (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS03*) Levels 5-10
Trade to the city of Mulmaster has all been severed due to the destruction of the Bay. Reconstruction has been hampered by the wrath of Umberlee. In order to assuage her anger, a new shrine will need to be consecrated. This will require the reclamation of the Kraken's Tear, which was lost centuries ago when Northkeep sank below the waves. **(6 Players) (Saturday 8a-12p)**

RAL515 CCC-TRI-08 Dreadful Wail (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS04*) Levels 5-10
Mulmaster scrambles to defend itself, as news spreads up the River Lys of a fog-like leviathan barreling towards them! The heroes must pull together any available resources, and then repel this beast before it breaks the town and any chance for a future. **(6 Players) (Saturday 8a-12p)**

RAL542 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th
The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Saturday 8a-10a)**

RAL543 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th
The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Saturday 10a-12p)**

RAL546 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th
The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Saturday 8a-10a)**

RAL547 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th
The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means

are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Saturday 8a-10a)**

RAL544 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC12](#)) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Saturday 10a-12p)**

RAL545 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC12](#)) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Saturday 10a-12p)**

RAL484 DDAO-15 Debts to be Paid (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC21](#)) Levels 5-10

The glow of happiness caused by Mulhron's returned to Toril, along with the return of their pantheon's incarnations, has begun to fade. Old rivalries among the priesthood are renewed and the neglect of certain religious sites during the past century is both an embarrassment and a bone of contention. The Zhentarim see this as a prime opportunity for profit and are calling in favors from the other Factions to make the most of this unique situation. **(6 Players) (Saturday 8a-12p)**

RAL476 DDAO-16 Wild Arcana (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC22](#)) Levels 5-10

Near a small village magic has been acting strangely. Spells, potions, items, locations, and even people have erupted with odd magical effects. What is causing this wild arcana? **(6 Players) (Saturday 8a-12p)**

RAL463 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC03](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL473 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC02](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL462 Keep on the Borderlands - Parts 3 and 4 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC04](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL492 Keep on the Borderlands - Parts 3 and 4 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC05](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL486 Keep on the Borderlands - Parts 5 and 6 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC06](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL487 Keep on the Borderlands - Parts 5 and 6 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC07](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL496 Keep on the Borderlands - Parts 7 and 8 (Levels 1 - 4) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC08](#)) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on

Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players)**
(Saturday 8a-12p)

RAL497 Keep on the Borderlands - Parts 7 and 8 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC09*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 8a-12p)**

RAL461 Keep on the Borderlands - Parts 5 and 6 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC19*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 1p-5p)**

RAL498 Keep on the Borderlands - Parts 7 and 8 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC20*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Saturday 1p-5p)**

RAL399 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC02*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL404 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC06*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL409 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC13*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will

space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL410 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC14*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL411 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC15*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL450 D&D 2017 Open (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC18*) Levels 1 - 4

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL405 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC07*) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL406 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC08*) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL407 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC09*) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL412 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will

space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL413 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC12](#)) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL449 D&D 2017 Open (Levels 5 - 7) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC17](#)) Levels 5 - 7

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL400 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC01](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL401 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC05](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL402 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC04](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL403 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC03](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL408 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC10](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will

space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL448 D&D 2017 Open (Levels 8 - 10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC16](#)) Levels 8 - 10

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will space nearly 8 hours of continuous play. Bring your existing Adventurers League character of up to 10th level or create a new one at 1st level. The D&D Open is open to all challengers. **(6 Players) ()**

RAL483 DDAO-15 Debts to be Paid (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC21](#)) Levels 5-10

The glow of happiness caused by Mulhron's returned to Toril, along with the return of their pantheon's incarnations, has begun to fade. Old rivalries among the priesthood are renewed and the neglect of certain religious sites during the past century is both an embarrassment and a bone of contention. The Zhentarim see this as a prime opportunity for profit and are calling in favors from the other Factions to make the most of this unique situation. **(6 Players) (Saturday 7p-11p)**

RAL477 DDAO-16 Wild Arcana (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC22](#)) Levels 5-10

Near a small village magic has been acting strangely. Spells, potions, items, locations, and even people have erupted with odd magical effects. What is causing this wild arcana? **(6 Players) (Saturday 7p-11p)**

RAL551 CCC-QCC-01 Delusions of Grandeur (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC12](#)) Levels 11-16

The factions have heard murmurings of a new sect rising from the ashes of the dragon and Elemental Evil cults they have encountered in the past. This time, though, they seem to have an even more apocalyptic goal. A deep gnome informant believes the cult is dabbling with dangerous magic, but he, too, has his own agenda. **(6 Players) (Sunday 8a-12p)**

RAL552 CCC-TRI-01 Into the Darkness (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC13](#)) Levels 11-16

As the Moonsea recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? **(6 Players) (Sunday 8a-12p)**

RAL553 CCC-TRI-02 Impression Left Behind (Levels 11-16) (GM: *Mark Merida* Room: [Snowshed Cafeteria SC14](#)) Levels 11-16

Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. **(6 Players) (Sunday 8a-12p)**

RAL509 CCC-TRI-05 Hunt of Malar (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS01](#)) Levels 5-10 optimized for 8th

Mulmaster has seen better days, though it is slowly rebuilding with the help of the Thayans, and anyone willing. Rumors have begun to spread of farmsteads being ransacked, their owners being murdered for rituals of an unknown source. Our heroes have been tasked with finding the source, but what they uncover shows something far more sinister, and far more deadly. **(6 Players) (Sunday 8a-12p)**

RAL511 CCC-TRI-06 Haggard Heroes (Levels 5-10) (GM: *Mark Merida* Room: [Snowshed Group Sales SGS02](#)) Levels 5-10

The Glacier of the White Worm's innermost mysteries have always been elusive, but with hag plans unfolding the glacier has taken a turn for the worse. Adventurers must brave the ice and learn

of experiments that bring an ever-growing danger to Mulmaster, and the Moonsea. **(6 Players) (Sunday 8a-12p)**

RAL494 CCC-TRI-07 Beneath the Moonsea (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS03*) Levels 5-10

Trade to the city of Mulmaster has all been severed due to the destruction of the Bay. Reconstruction has been hampered by the wrath of Umberlee. In order to assuage her anger, a new shrine will need to be consecrated. This will require the reclamation of the Kraken's Tear, which was lost centuries ago when Northkeep sank below the waves. **(6 Players) (Sunday 8a-12p)**

RAL495 CCC-TRI-08 Dreadful Wail (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Group Sales SGS04*) Levels 5-10

Mulmaster scrambles to defend itself, as news spreads up the River Lys of a fog-like leviathan barreling towards them! The heroes must pull together any available resources, and then repel this beast before it breaks the town and any chance for a future. **(6 Players) (Sunday 8a-12p)**

RAL467 DDAL07-01 A City on the Edge (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC04*) Levels 1 - 4

So, you've finally arrived in Chult. Now that you've gotten over the shock of Port Nyanzaru's exotic beauty, it's time to get down to business. The five factions await contact and will no doubt have some work for you to do. Reach out to them and let them know that you're ready to do what needs to be done! **(6 Players) (Sunday 8a-12p)**

RAL471 DDAL07-02 Over the Edge (Levels 5 - 10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC03*) Levels 5 - 10

In response to a new but as-of-yet-unnamed threat, the factions have called upon adventurers to venture into the jungle in search of a location for a new base of operations. As such, you have been charged with scouting several locations to assess their viability. Surely something so trivial as a scouting mission couldn't go wrong? **(6 Players) (Sunday 8a-12p)**

RAL548 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC09*) Levels 5-10 optimized for 8th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) (Sunday 8a-10a)**

RAL549 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) (Sunday 8a-10a)**

RAL550 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) (Sunday 8a-10a)**

RAL482 DDAO-15 Debts to be Paid (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC21*) Levels 5-10

The glow of happiness caused by Mulhron's returned to Toril, along with the return of their pantheon's incarnations, has begun to fade. Old rivalries among the priesthood are renewed and the neglect of certain religious sites during the past century is both an embarrassment and a bone of contention. The Zhentarim see this as a prime opportunity for profit and are calling in favors from the other Factions to make the most of this unique situation. **(6 Players) (Sunday 8a-12p)**

RAL478 DDAO-16 Wild Arcana (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC22*) Levels 5-10

Near a small village magic has been acting strangely. Spells, potions, items, locations, and even people have erupted with odd magical effects. What is causing this wild arcana? **(6 Players) (Sunday 8a-12p)**

RAL488 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC08*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 8a-12p)**

RAL464 Keep on the Borderlands - Parts 3 and 4 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC05*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 8a-12p)**

RAL491 Keep on the Borderlands - Parts 5 and 6 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC06*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 8a-12p)**

RAL499 Keep on the Borderlands - Parts 7 and 8 (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC07*) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 8a-12p)**

RAL519 DDAL07-06 Fester and Burn (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC09*) Levels 5-10 optimized for 8th
The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy. **(6 Players) ()**

RAL523 DDAL07-07 Rotting Roots (Levels 5-10 optimized for 8th) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC10*) Levels 5-10 optimized for 8th
The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy. **(6 Players) ()**

RAL540 DDAL07-08 Putting the Dead to Rest (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 5-10 optimized for 8th
The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy. **(6 Players) ()**

RAL481 DDAO-15 Debts to be Paid (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC21*) Levels 5-10
The glow of happiness caused by Mulhronnd's returned to Toril, along with the return of their pantheon's incarnations, has begun to fade. Old rivalries among the priesthood are renewed and the neglect of certain religious sites during the past century is both an embarrassment and a bone of contention. The Zhentarim see this as a prime opportunity for profit and are calling in favors from the other Factions to make the most of this unique situation. **(6 Players) (Sunday 1p-5p)**

RAL474 DDAO-16 Wild Arcana (Levels 5-10) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC22*) Levels 5-10
Near a small village magic has been acting strangely. Spells, potions, items, locations, and even people have erupted with odd magical effects. What is causing this wild arcana? **(6 Players) (Sunday 1p-5p)**

RAL414 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC11*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL415 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC12*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of

Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL416 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC13*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL417 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC14*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL418 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC15*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL419 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC16*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL420 Keep on the Borderlands - Epic (Levels 1 - 4) (GM: *Mark Merida* Room: *Snowshed Cafeteria SC17*) Levels 1 - 4
The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL456 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room:) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RAL457 Keep on the Borderlands - Parts 1 and 2 (Levels 1 - 4) (GM: *Mark Merida* Room:) Levels 1 - 4

The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. If it were not for a stout few, many would indeed fall prey to the evil which surrounds them, and it will certainly take exceptional and brave folk to rise above the common people and join the battle to stave off the darkness which would otherwise overwhelm civilized lands. It is up to bold adventurers to carry the battle to the enemy and strike back against the gibbering hordes. Explore each of the Caves of Chaos alongside other stalwart adventurers to discover the source of all evil, and then on Sunday afternoon, join with the larger force of good folk in a grand assault! **(6 Players) (Sunday 1p-5p)**

RPS288 PFS 8-22 Wrath of the Fleshwarped Queen (GM: *Luc Poulin* Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Scenario designed for levels 1-5. **(6 Players) (Friday 1p-5p)**

RPS300 PFS 9-05 Call of the Copper Gate (GM: *Devon Terpening* Room: [Snowshed Bakery SBK 02](#)) #9-05 Call of the Copper Gate (3-7, Dark Archives) **(6 Players) (Friday 1p-5p)**

RPS302 PFS 9-07 Salvation of the Sages (GM: Room:) #9-07 Salvation of the Sages (7-11, Scarab Sages) **(6 Players) (Friday 1p-5p)**

RPS359 PFS 2-08 The Sarkorian Prophecy (GM: *Bill Tobin* Room: [Snowshed Bakery SBK 01](#)) **(6 Players) (Friday 7p-11p)**

RPS287 PFS 8-23 Graves of Crystalmau Pass (GM: *Liam Tobin* Room: [Snowshed Bakery SBK 02](#)) A Pathfinder Society Scenario designed for levels 3-7. **(6 Players) (Friday 7p-11p)**

RPS286 PFS 8-24 Raid on the Cloudborne Keep (GM: *John Calhoun* Room: [Snowshed Bakery SBK 03](#)) A Pathfinder Society Scenario designed for levels 5-9. **(6 Players) (Friday 7p-11p)**

RPS299 PFS 9-04 The Unseen Inclusion (GM: *Gage Sironi* Room: [Snowshed Bakery SBK 04](#)) #9-04 The Unseen Inclusion (1-5, Scarab Sages) **(6 Players) (Friday 7p-11p)**

RPS362 PFS 9-01 The Cost of Enlightenment (GM: *Megan Walker* Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Scenario designed for levels 1-5. **(6 Players) (Saturday 8a-12p)**

RPS284 PFS 9-02 A Case of Missing Persons (GM: *Devon Terpening* Room: [Snowshed Bakery SBK 02](#)) A Pathfinder Society Scenario designed for levels 3-7. **(6 Players) (Saturday 8a-12p)**

RPS285 PFS 9-03: On the Border of War (GM: *Gage Sironi* Room: [Snowshed Bakery SBK 03](#)) A Pathfinder Society Scenario designed for levels 5-9. **(6 Players) (Saturday 8a-12p)**

RPS363 PFS 9-05 Call of the Copper Gate (GM: *Vincent Sarah* Room: [Snowshed Bakery SBK 04](#)) #9-05 Call of the Copper Gate (3-7, Dark Archives) **(6 Players) (Saturday 8a-12p)**

RPS281 PFS: The Ruins of Bonekeep Level 1: The Silent Grave (GM: *John Wermer* Room: [Snowshed Bakery SBK 05](#)) A Pathfinder Society Special designed for levels 3-7. **(6 Players) (Saturday 8a-12p)**

RPS303 PFS 8-15 Hrethnar's Throne (GM: *Leo Parlo* Room: [Snowshed Bakery SBK 03](#)) A Pathfinder Society Scenario designed for levels 5-9. **(6 Players) (Saturday 1p-5p)**

RPS361 PFS 9-01 The Cost of Enlightenment (GM: *Jason Avery* Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Scenario designed for levels 1-5. **(6 Players) (Saturday 1p-5p)**

RPS306 PFS 9-02 A Case of Missing Persons (GM: *Willis Sloat* Room: [Snowshed Bakery SBK 02](#)) A Pathfinder Society Scenario designed for levels 3-7. **(6 Players) (Saturday 1p-5p)**

RPS360 PFS 9-04 The Unseen Inclusion (GM: *Vincent Sarah* Room: [Snowshed Bakery SBK 04](#)) #9-04 The Unseen Inclusion (1-5, Scarab Sages) **(6 Players) (Saturday 1p-7p)**

RPS297 PFS: The Ruins of Bonekeep Level 2: Maze to the Mind Slave (GM: *John Wermer* Room: [Snowshed Bakery SBK 05](#)) A Pathfinder Society Special designed for levels 3-7. **(6 Players) (Saturday 1p-5p)**

RPS291 PFS 9-00 Assault on Absalom (Subtier 1-2) (GM: *Megan Walker* Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS365 PFS 9-00 Assault on Absalom (Subtier 1-2) [CORE] (GM: *Willis Sloat* Room: [Snowshed Bakery SBK 05](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS295 PFS 9-00 Assault on Absalom (Subtier 10-11) (GM: *Christopher Marsh* Room: [Snowshed Bakery SBK 04](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS292 PFS 9-00 Assault on Absalom (Subtier 3-4) (GM: *Vincent Sarah* Room: [Snowshed Bakery SBK 02](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS296 PFS 9-00 Assault on Absalom (Subtier 3-4) [CORE] (GM: *John Calhoun* Room: [Snowshed Bakery SBK 07](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS293 PFS 9-00 Assault on Absalom (Subtier 5-6) (GM: *Devon Terpening* Room: [Snowshed Bakery SBK 03](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS294 PFS 9-00 Assault on Absalom (Subtier 7-8) (GM: Erik Room: [Snowshed Bakery SBK 06](#)) A Pathfinder Society Special for play with multiple tables. **(6 Players) (Saturday 7p-12a)**

RPS282 PFS 9-01 The Cost of Enlightenment (GM: Willis Sloat Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Scenario designed for levels 1-5. **(6 Players) (Sunday 8a-12p)**

RPS366 PFS 9-05 Call of the Copper Gate (GM: Megan Walker Room: [Snowshed Bakery SBK 02](#)) #9-05 Call of the Copper Gate (3-7, Dark Archives) **(6 Players) (Sunday 8a-12p)**

RPS301 PFS 9-06 The Shores of Heaven (GM: Chris Sheehan Room: [Snowshed Bakery SBK 04](#)) #9-06 The Shores of Heaven (1-5, Sov. Court) **(6 Players) (Sunday 8a-12p)**

RPS304 PFS Module Emerald Spire: Shrine of the Awakener (GM: Liam Tobin Room: [Snowshed Bakery SBK 03](#)) **(6 Players) (Sunday 8a-12p)**

RPS298 PFS 5-05 The Elven Entanglement (GM: Bill Tobin Room: [Snowshed Bakery SBK 01](#)) A Pathfinder Society Scenario designed for levels 5-9. **(6 Players) (Sunday 1p-5p)**

RPS398 PFS 9-06 The Shores of Heaven (GM: Chris Sheehan Room: [Snowshed Bakery SBK 03](#)) #9-06 The Shores of Heaven (1-5, Sov. Court) **(6 Players) (Sunday 1p-5p)**

RPS305 PFS Mod Emerald Spire: The Circle of Vissk-Thar (GM: Liam Tobin Room: [Snowshed Bakery SBK 02](#)) **(6 Players) (Sunday 1p-5p)**

RSS307 SFS 1-01 The Commencement (GM: John Wermer Room: [Snowshed Bakery SBK 07](#)) A great Introduction to Starfinder for level 1 characters. **(6 Players) (Friday 1p-5p)**

RSS280 SFS Quests Into the Unknown (GM: Erik Room: [Snowshed Bakery SBK 08](#)) A series of five Starfinder Quests designed for 1st-level characters. **(6 Players) (Friday 1p-5p)**

RSS357 SFS 1-01 The Commencement (GM: Jason Avery Room: [Snowshed Bakery SBK 07](#)) A great Introduction to Starfinder for level 1 characters. **(6 Players) (Friday 7p-11p)**

RSS358 SFS 1-02 Fugitive on the Red Planet (GM: Christopher Marsh Room: [Snowshed Bakery SBK 08](#)) A Starfinder Society Scenario designed for levels 1-4. **(6 Players) (Friday 7p-11p)**

RSS367 SFS Quests Into the Unknown (GM: Bill Tobin Room: [Snowshed Bakery SBK 07](#)) A series of five Starfinder Quests designed for 1st-level characters. **(6 Players) (Saturday 8a-12p)**

RSS279 SFS 1-01 The Commencement (GM: Erik Room: [Snowshed Bakery SBK 07](#)) A great Introduction to Starfinder for level 1 characters. **(6 Players) (Saturday 1p-5p)**

RSS364 SFS 1-04 Cries from the Drift (GM: Christopher Marsh Room: [Snowshed Bakery SBK 08](#)) **(6 Players) (Saturday 1p-5p)**

RSS289 SFS 1-02 Fugitive on the Red Planet (GM: Jason Avery Room: [Snowshed Bakery SBK 07](#)) A Starfinder Society Scenario designed for levels 1-4. **(6 Players) (Sunday 8a-12p)**

RSS290 SFS 1-03 Yesteryear's Truth (GM: Christopher Marsh Room: [Snowshed Bakery SBK 08](#)) **(6 Players) (Sunday 8a-12p)**

RSS283 SFS 1-01 The Commencement (GM: Erik Room: [Snowshed Bakery SBK 07](#)) A great Introduction to Starfinder for level 1 characters. **(6 Players) (Sunday 1p-5p)**

Special Events

S505 Carnage Math Trade: The 20th Anniversary Edition (GM: Rodney Sheldon Room: [Oscar Wilde Ballroom OW-Info Desk](#)) The no-ship math trade is a different way to swap your unwanted games for new titles. Offer what you would trade away, pick out the games on offer you would want in exchange and then an algorithm maximizes the number of trades that happen based on what people offer and are willing to accept. At the convention, bring your games to the drop-off area in the Oscar Wilde Ballroom and pick up what you got in exchange. It's that easy! For full details on how to participate, including all deadlines, follow the link to the BoardGameGeek list where people are listing their offers: <https://boardgamegeek.com/geeklist/230179/carnage-math-trade-20th-anniversary-edition>
Note: tickets are not required to participate in the math trade. You can add one to your cart as a reminder, and it will not interfere with signing up for other games. **(99 Players) (Friday 1p-5p)**

S558 Improvised Weapons – A Live Adventure Early Show (GM: Room: [Snowshed Highlander SHA01](#)) Improvised Weapons is an actual play 5th edition Dungeons & Dragons podcast featuring improvisers and stand-up comedians in the Burlington, VT area. You can follow us on Twitter and Facebook @IWVTCast. Join our cast of adventurers Nicole Sisk as the Half-orc Barbarian Olash Mershux, Fred Naumann as the Human Bard, Cassian von Daemos, Jon van Luling as the Dwarf Cleric, Yarfik Stormhammer, and our illustrious DM Sam Kurnit as we delve into the land of Threa. There will be peril and hilarity helped along by you through your donations to Extra Life, as well as a special guest who will change the party forever. See your favorite new podcast broadcast live at Carnage for the first time and Hit It and Crit It with them! 13+ for language and adult situations. **(50 Players) (Friday 7p-9p)**

S559 Improvised Weapons – A Live Adventure Late Show (GM: Room: [Snowshed Highlander SHA01](#)) Improvised Weapons is an actual play 5th edition Dungeons & Dragons podcast featuring improvisers and stand-up comedians in the Burlington, VT area. You can follow us on Twitter and Facebook @IWVTCast. Join our cast of adventurers Nicole Sisk as the Half-orc Barbarian Olash Mershux, Fred Naumann as the Human Bard, Cassian von Daemos, Jon van Luling as the Dwarf Cleric, Yarfik Stormhammer, and our illustrious DM Sam Kurnit as we delve into the land of Threa. There will be peril and hilarity helped along by you through your donations to Extra Life, as well as a special guest who will change the party forever. See your favorite new podcast broadcast live at Carnage for the first time and Hit It and Crit It with them! 13+ for language and adult situations. **(50 Players) (Friday 9p-11p)**

S371 Operation: Sneaky Carnage Launch (GM: Monique Priestley Room: [Oscar Wilde Ballroom OW26](#)) Your mission, should you choose to accept it: become a secret agent of joy, spreading laughter and intrigue to unsuspecting victims. You will receive custom Carnage Sneaky Cards as part of an interactive scavenger hunt that inspires creativity and rewards audacity. Complete each objective and then pass the card along to an unwitting accomplice, who now becomes part of the game! The fun is ever-expanding, but it all starts with you! #playitforward Based on Gamewright's www.sneakycards.com. The game itself runs all weekend long, as long as people pass cards to each other. This launch event gets cards into players' hands. Participants can meet Monique Friday at 5pm at the designated location for their assignments. Can't make the briefing? Text Monique at 802.222.1909 to arrange a rendezvous. **(20 Players) (Friday 5p-6p)**

S134 Ghost Stories with Golden Goblin Press (GM: Oscar Rios Room: [Roundabout RA01](#)) As the midnight wind howls across the mountain, under the dark November sky join Golden Goblin Press for a telling and trading of ghost stories. We'll be telling and trading stories of classic, original, and real-life accounts of encounters with supernatural forces. Tell your own story for a

chance to win one of Golden Goblin Press' horror fiction collections, or just come to listen if you dare. **(25 Players) (Friday 11:30-?)**

S501 Introduction to Miniatures Painting (GM: *Travis Griffin* Room: *Northstar NS02*) Learn basic, introductory techniques including basecoating, brush care, paint consistency, shading, and highlighting. Materials will be provided and each student can keep their practice miniature. Session will be in the Vendor room provided by Scratch Makerspace. **(10 Players) (Saturday 10a-1p)**

S135 Paint for Fun! Dragonfly (GM: *Jeannie Compter* Room: *Roundabout RA01*) Back this year by popular demand, Jeannie will be holding a painting party again this year at Carnage. You can grab some of this fun and express your talent by painting a delightful and beautiful Dragonfly: <http://www.2flightsup.com/dragonfly/>. Jeannie teaches you the modern techniques step by step for creating a beautiful painting in just a few hours that you will be proud to hang in your home. This event has an additional cost of \$30.00 pp. Everything: canvas, brushes, paint, etc. is included. **(10 Players) (Saturday 8a-12p)**

S502 Advanced Miniatures Painting (GM: *Travis Griffin* Room: *Northstar NS02*) This session is dedicated to advanced blending with a focus on brush manipulation, paint consistency, creating light situations, and a brief non-metallic metal overview. Materials will be provided and each student can keep their practice miniature. Session will be in the Vendor room provided by Scratch Makerspace. **(10 Players) (Saturday 1p-3p)**

S503 Needle Felting (GM: *Karen Zook* Room: *Northstar NS03*) Learn a new craft while you make some fun and geeky needle felted creatures. Learn to make needle felted models of your favorite characters, or an adorable critter. All materials provided, students keep their finished project. This event costs \$25, please visit the Scratch Makerspace booth in the vendor room to pre-pay for the event, or pay when you arrive. **(15 Players) (Saturday 1p-4p)**

S387 Gemhammer & Sons Dungeons & Dragons Live Game (GM: *Douglas Shute* Room: *Snowshed Highlander SHA01*) Join Victory Condition Gaming for the third chapter in Gemhammer & Sons Gaming's D&D Live Game, streamed live from Carnage! This traveling live game has raised hundreds of dollars for charity in 2017! This chapter, donations go to Gamers for a Cure for the American Cancer Society, Gamers Against Alzheimer's for The Alzheimer's Association and the Villainous Vixens for Camp Ta-Kum-Ta. Every person in the audience who donates \$3 or more (with at least \$1 going to each charity) will receive a d20, become a "deity" in our game and hopefully help our adventurers when their luck turns against them. What lies in store for our newly accomplished "dragonslayers"? Will the Deck of Wonder and the Deck of Many More Things continue to cause problems in chapter 3? Join VCG and the Gemhammer crew after hours and find out! **(50 Players) (Saturday 7p-9p)**

S504 Sip n' Felt (GM: *Karen Zook* Room: *Northstar NS02*) Learn a new craft while you make some fun and geeky needle felted creatures. Learn to make needle felted models of your favorite characters, or an adorable critter. All materials provided, students keep their finished project. This event costs \$35, please visit the Scratch Makerspace booth in the vendor room to pre-pay for the event, or pay when you arrive. This event is for adults only, no one under 21. The first drink of the evening will be provided by Scratch Makerspace. **(15 Players) (Saturday 6p-8p)**

S1 Cube of Death Pub Trivia (GM: *Christopher Griffin* Room: *Preston's*) Cube of Death is the pub trivia event that plays like an RPG. Assemble your elite squad of minutiae-masters, discover whether your team will play as the sneaky thief, the doughty warrior or other character class, then answer questions plumbing the depths of nerd trivia to do damage to your competitors and knock them out of the game! Join us for our 6th Cube of Death trivia tourney at Carnage with your host Chris Griffin. This is a walk-up event, no ticket reservations required. Form a team of your own or find one to join! **(50 Players) (Saturday 11:30p-?)**



Complete form and mail to:
Carnage Gaming
64 County Road - Hartland
Windsor, VT 05089

PRE-REGISTRATION FORM

Please pre-register for events. (Must be postmarked by October 28)

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: (____) _____

E-Mail: _____ Check here if you are GMing:

	Time Slot	1st Choice	Title	2nd Choice	Title
A	FRI 1-5				
B	FRI 7-11				
C	FRI 11:30-?				
D	SAT 8-12				
E	SAT 1-5				
F	SAT 7-11				
G	SAT 11:30-?				
H	SUN 8-12				
H1/2	SUN 10-12 (or 2)				
I	SUN 1-5				

Please register for event by the code number (the letter/number combination that precedes the name of the event) and then the title of the event. Pre-registration will help guarantee you the events you want. If events sell out, preference will go to those who pre-registered, in the order the pre-registration forms are received.

Please pre-register me for Carnage. I will be attending:

For the Entire Weekend (FRI, SAT, SUN): \$65 _____

For the Entire Weekend as One of a group of Five or more people: \$45 _____

All five pre-reg forms and payment must be enclosed in one envelope

Single Day: \$35 _____

T-Shirt: \$20 (+\$2 for xxl or 3xl) _____

Circle size: s m l xl xxl 3xl

(ladies' cut) s m l xl xxl

Total Amount Enclosed: _____

Please make check or money order payable to Carnage Gaming