

XENOCON



DAVENPORT, IOWA

OCTOBER 3RD - 5TH

CASI

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GUEST OF HONOR:

FRANK MENTZER



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XENOCON



DAVENPORT, IOWA

Welcome to Xenocon!

Pre-Register for Xenocon 2015

This weekend for just \$15

CONVENTION RULES

For the health, safety, and well-being of all, we ask that you follow these simple rules at all times.

- 1) Be respectful of other people and their property. Play nicely with others.
- 2) Smoking is not permitted inside CASI or within 50 feet of the building entrances.
- 3) Children are welcome to attend, but anyone under the age of 18 must be accompanied by a parent or guardian. **None of the staff are insured, certified, trained, or qualified to be responsible for minors!**
- 4) You are required to wear your badge at all times. Game masters are to ensure that all players at their tables are properly wearing badges. Report any violations to the convention staff. Anyone not wearing a badge will be asked to leave or purchase a new badge. Please return lost badges to the front desk.
- 5) Anyone breaking local, state or federal statutes will be asked to leave immediately. All weapons (even toys) must be peace-bonded and may not be drawn or aimed.
- 6) Personal property left/stored in the hall is not the responsibility of XenoCon or its staff. XenoCon and its staff members are not responsible for unattended items in any area.
- 7) Have fun and enjoy the convention!

XENOCON REFUND POLICY

For all XenoCon events and activities there will only be refunds in the case of an emergency as decided by the convention committee or registration department head. A refund will only occur if a written request is received by the aforementioned persons within (3) calendar days after the preregistration deadline.

Refunds apply only to personal memberships; no refunds or forwarding will be permitted of products or services, or any other memberships such as dealer memberships or complimentary memberships to guests.



Five years ago, Paizo Publishing announced an update to the 3.5 edition of D&D, called the Pathfinder Roleplaying Game and a new organized play campaign called Pathfinder Society Organized Play.

Pathfinder Society is like a home game of your favorite fantasy roleplaying game: it has a GM and players, dice are rolled, characters created, monsters are vanquished, treasure is tallied and accumulated – everyone gathers a few times a month to play together. Set in the popular Pathfinder Chronicles campaign setting (home of the blockbuster monthly Pathfinder Adventure Path series), Pathfinder Society Organized Play follows the exploits of the setting's most notorious group of treasure hunters, vagabond scholars, and thrill seeking rogues: The Pathfinder Society. Characters made for Pathfinder Society Organized Play are members of this august society, with countless adventures in their future.

The Pathfinder Society is based in a teeming metropolis called Absalom. Known as the City at the Center of the World, Absalom is the largest city in the Pathfinder Chronicles campaign setting and is the economic and social capital of the world. As an independent city state, Absalom is desired by all the nations of the world, but most especially the powers nearest to it. Eight powerful interests have infiltrated the Pathfinder Society in hopes of using it as a cover to retrieve missives, steal objects, and eliminate those who stand in their way. The Society also counts among its members those agents faithful only to their mysterious overlords, and those looking out for the general fraternity of Society explorers. Though only a minority of Pathfinders are secretly faction members, in Pathfinder Society Organized Play every player belongs to one of these ten factions.

For additional information on Pathfinder Society Organized Play, visit paizo.com/pathfindersociety, download the PDF guide book, and register a character.

To get a Pathfinder Society Organized Play chapter started in your area, please contact Paizo's Pathfinder Society Campaign Coordinator, Michael Brock, at mikebrock@paizo.com.

Gamicon Omega

Playing the newest games and classic favorites

February 20-22, 2015

Sheraton Hotel, Downtown Iowa City



Guest of Honor:



Dan Proctor
of **Goblinoid Games**

Whether you're discovering or revisiting the roots of old-school roleplaying, Goblinoid Games has you covered.

If you're looking for the feel of the retro-editions of the world's most popular fantasy roleplaying game, classic post-apocalyptic science fantasy, or other old-school games, you're in the right place. It's time to leave page-long stat blocks and hour-long combats behind to rediscover what was fun about gaming. You'll wonder why you didn't come back sooner.

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**Role Playing Games • Pathfinder Society RPG • Arcanis RPG
Board Games • Card Games • Game Demos • Miniatures Games • Auction
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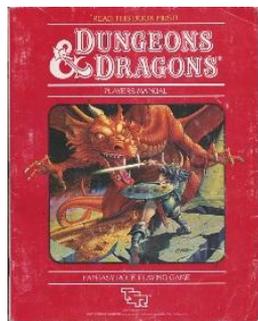
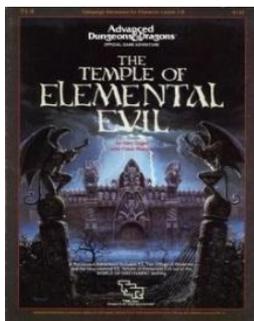
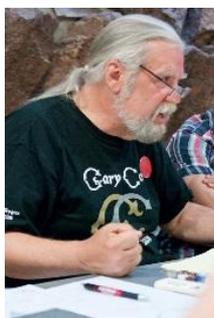
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GUEST OF HONOR: FRANK MENTZER

Frank Mentzer, is an American fantasy author and game designer best known for his work on early materials for the *Dungeons & Dragons* (D&D) fantasy role-playing game. He was an employee of TSR, Inc. from 1980–1986, part of that time as Creative Advisor to the Chairman of the Board, Gary Gygax. He also founded the Role-Playing Games Association (RPGA) during his time with TSR. He has been closely involved with the world's largest game auction at the Gen Con game convention since 1983, and is an expert on (and a major collector of) family board games and role-playing games. After Gygax was ousted from TSR at the end of 1985, Mentzer left TSR as well and helped Gygax to start New Infinities Productions Inc.

Frank Mentzer's Schedule during Xenicon:

Castle of Doom (10 Players) Friday - 7PM - 11PM

Game: AD&D 1E RPG

Back to 1974 (12 Players) Saturday – 10 am - 1 pm

Game: Original 1974 D&D RPG

Lich Dungeon (10 Players) Saturday - 2PM - 6PM

Game: AD&D 1E RPG (May be delayed due to the auction)

Death in Wretched Swamp (9 Players) Saturday - 7PM - 11PM

Game: AD&D 1E RPG

Ticket to Ride: Europe (4 Players) Sunday - 10AM - Noon

Game: Board Game

Auction

The auction will take place at 1PM Saturday.

All Items must to Auctioneer by Noon.

Cash only. ATM on site.

1. To buy or sell, you must have a convention membership.
(Register with staff to participate.)
2. Bids are in \$1 increments (no 50¢ minimum bids).
Items must be processed thru auction registration sometime between 8 am Saturday and start of auction. The seller is responsible for preparing auction slips for each item to be sold, under the direction of auction personnel.
3. Once the auction is concluded the staff will begin processing sales, buyers first. Once all the buyers are thru, then the sellers will receive their money and their unsold merchandise. All buyers must pick up their purchases immediately after the auction, and directly thereafter all sellers their cash and unsold items.
4. Purchased items must be paid for with cash or check (with proper ID).
5. 7% Iowa sales tax will be added to the bid price of all items, and is the responsibility of the buyer.
6. XenoCon takes a 10% cut of all sold items at the auction.
7. XenoCon is not responsible for quality or completeness of merchandise, so caveat emptor.
8. Any unretrieved merchandise becomes the property of XenoCon.

Convention-long Events

These events will be available during the entire convention.

Board Game Library. Come check one out and give it a try! Featuring many of the hot new games from GenCon, including Imperial Settlers, Dead of Winter, Black Fleet and Five Tribes. As well as many of the top 100 games on Board Game Geek.

Pathfinder Society-<http://xenocon.weebly.com/pfs.html>

D&D Adventurers League



List of Events

Friday (5PM-Midnight)

Block 1 (5PM-9PM)

Intro to D&D 5th Ed (5 Players)

Game: D&D 5th Ed RPG

GM: Todd Holladay

Basic dungeon crawl for beginners, designed to introduce roleplaying and the new edition to players.

Table 21

Battlestar Galactica (7 Players)

Game: Board Game

GM: Bill Ranes

A board game of betrayal and survival for 3-7 players.

Table 26

Zombicide (6 Players)

Game: Board Game

GM: Tripp Crouse

Come learn the basic rules of Zombicide!

Table 27

Falcon's Peak (6 Players)

Game: DND 5E RPG

GM: Randy Hancks

Written by David Howery (Originally published for the AD&D 1E System, Dungeon Magazine Issue #3) Modified for D&D 5th Edition by Randy Hancks 1st Level Characters, provided # Player Spots 4-6

You have heard stories of an old abandoned bandit stronghold, where in decades no one has been able to find its' hidden treasures. Will you succeed where so many others have failed? Can you discover the long lost secrets of Falcon's Peak?

Table 19

Block 1.25 (6PM-10PM)

Friday Night Fiasco (4 Players)

Game: Fiasco RPG

GM: Andrew Lister

Come enjoy a light crunch, fun roleplay experience. There will be several playsets to choose from. Warning: Fiasco tends to end up a wacky, edgy, mature game.

Table 17

The Bridge at Dawn (6 Players)

Game: La Resistance RPG

GM: Jamie Herbert

The Germans have been brining more mutions by rail than necessary, and trucking them towards Caen. The brits have given us the route, and asked us to find out what is planned and if possible stop or slow down German operations, it could be the biggest mistake of our lived but no guts no glory eh Mon ami?

Table 13

Pilot Training for Beginners - Xwing Minis Demos (2-5 Players)

Game: Star Wars: Xwing Miniatures Game

GM: Jared "Tank" Brokaw

Ever have an overwhelming desire to fly around in space in your Xwing snubfighter going PEW-PEW against endless waves of TIE Fighters? Well, this is as close as you're going to get! Come learn how to play the popular Star Wars: Xwing Miniatures game by Fantasy Flight Games in 60 minutes or less. No experience necessary, these demos are for those who have never played before and have an interest in doing so. All materials will be provided. There shall be four demonstrations (one per hour) during this block, so if you missed one, come to another. Each demo will be with balanced sides (two Xwings versus three TIE Fighters), and there can be a player per ship to make two teams. So...will the Rebels triumphoh? Or shall the Empire strike down the Rebellion? Only one way to find out. Man your ships, and May the Force be with you.

Table 22

Terror in Paradise (6 Players)

Table 15

Game: Dread RPG

GM: Bryan Nash

Adult Themes. Two weeks on the most secluded island getaway in the entire world sounded like a fantastic idea. No cell phones, no internet, totally off-the-grid. This should be the most peaceful two weeks you've ever had... So why are people screaming?? Come try out the Dread RPG, where hands trembling with fear are actually hazardous to your character's health!

Block 1.5 (7PM-11PM)

Castle of Doom (10 Players)

Table 24

Game: AD&D 1E RPG

GM: Frank Mentzer

Round 3 of the original Quest for the Rod of 7 Parts (RPGA 1982)! Can you penetrate the castle on the island, and find the artifact?

Eldritch Horror (8 Players)

Table 18

Game: Board Game

GM: Dustin Snyder

Eldritch Horror is a cooperative adventure game in which one to eight players take the roles of globetrotting investigators working to gather clues, solve mysteries, battle terrifying monsters, and protect the world from otherworldly threats. With twelve unique investigators, two hundred-fifty tokens, and over three hundred cards, Eldritch Horror presents an epic, world-spanning adventure with each and every game.

Deadlands Reloaded (3+ Players)

Table 14

Game: Savage Worlds RPG

GM: Michael Darwik

In an alternate reality Earth, evil walks the Earth, the Civil War never ended, and apocalypse looms. Deadlands Reloaded covers the late 19th century.

Chronos of the Rings (6 Players)

Game: Chronos RTCL RPG (d20 OGL)

GM: Jim Albrecht

Learn the basics of the Chronos real-time combat system written by Kurt Patz, while adventuring in MiddleEarth.

Table 16

Sleepless Nights (6 Players)

Game: Dread RPG

GM: Justin Duffy

Its friday night and time for sweet dreams of rainbows and sunshine. This time however its a stormy night in a large mansion with several of your classmates. A shadowy figure chases you and a small child giggles in the distance. Can you survive the night?

Table 18

Dread
the RPG



PREMIERING EXCLUSIVELY AT XENOCON!

**STUPID DICE STUDIO'S
FIRST RPG- Premiering
Here!**

- Full character creation rules to make sentai heroes!
- Full rules to create mecha and combine them into giant gestalts!
- Rules for building an evil empire to torment you heroes including monsters, lieutenants and the inevitable hoards of underlings!
- Fast playing rules that emulate the genre of Japanese Sentai action such as Dynaman or Power Rangers!



Demos running throughout the convention!



Unique games for Unique Minds

SATURDAY (9AM-Midnight)

Block 2 (9AM-1PM)

Back to 1974 (12 Players)(This game will probably start about 10am)

Game: Original 1974 D&D RPG

Table 24

GM: Frank Mentzer

Back to the beginning...when "roleplaying" first appeared. Relive that "first time" feel!

Cosmic Encounter (6 Players)

Table 22

Game: Board Game

GM: Henry Mueller

A crazy mixed up contest for the galaxy with each player having a different way to bend the rules.

Star Realms Demo for Beginners (1+ Players)

Table 15

Game: Non-collectable card game

GM: Andrew Vickers

Star Realms is a spaceship combat deckbuilding game designed by Magic Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty (developer and cofounder of the Ascension Deckbuilding Game).

The Slave-Pit of Drazhu Presented by Corridor Games On Demand (4 Players)

Table 21

Game: Dungeon World RPG

GM: James Shannon

The players are captured adventures and pitiful pit slaves of Drazhu, who has put them to work in his mines. When an earthquake grants them a chance at escape, can they make the most of it?

The Grindhouse 3 (8 Players)

Table 22

Game: Pathfinder RPG/Minis

GM: Bryan Nash

Do YOU have the strength to take on all challengers?? Test your mettle in the THIRD ANNUAL GRINDHOUSE ARENA! This PATHFINDER grand melee event will use pre-generated Player Characters so bring only your dice and your courage, but check your mercy at the door! This one-of-a-kind, trap-filled Arena of Spinning Death™ will pit Player Character against Player Character against Player Character in an eight-hour, enter-at-any-time King of the Mountain challenge unlike anything you've ever seen! AGAIN!

Episode 69: The Red Witch of Mercury (5 Players)

Game: Danger Patrol RPG (beta)

Table 19

GM: Jeremy Mahr

Zap! Pow! Create an episode of Danger Patrol on the spot in this narrative RPG which evokes the feel of Flash Gordon, Buck Rogers, or Sky Captain and the World of Tomorrow. Each hero has a style (Alien, Atomic, Robot,...) and a role (Professor, Flyboy, Commando,...) each with different powers. Quick, simple character setup in this indie game where everyone shares the story.

Eagle/Gryphon Games Demo (4 Players)

Game: Board Game

Table 26

GM: Laura Gifford

Come try out various new games from the company that has brought you Through the Ages, Age of Steam and Defenders of the Realm !



Slay the Princess, Rescue the Dragon, wait... (8 Players)

Game: Hackmaster 4th Ed/AD&D

Table 17

GM: Brian Kucharo

The Princess Darya has been kidnapped on the eve of her wedding to the wealthy Prince Louis the XIX by the dragon Vartraxous! King Morgan (Darya's father) seeks noble-ish adventurers to retrieve his daughter and preserve his lucrative trade deals resting on this marriage. Can the "heroes" rescue her, or will King Morgan have to find another way to get at his neighbors coffer?

Block 3 (2PM-6PM)

Lich Dungeon(10 Players)(This game may be slightly delayed due to the auction)

Game: AD&D 1E RPG

Table 24

GM: Frank Mentzer

The infamous megadungeon from 1976, Levels 1-2. Sandbox style; explore! (Buy both from DriveThru RPG, Paizo, or NobleKnight!)

TPK Ultimate Gladiator Competition [Pathfinder] (16 players)

Game: Pathfinder RPG

Table 13

GM: Brian Berg

The famed slave-pits of Kharabad are the most notorious and foul gladiator arenas in all the known lands. Here the orcs fight slaves for sport in tribute to their gods of strength and bloodshed. Using TPK Games' Ultimate Gladiator and Laying Waste sourcebooks, you will face off against a number of other players in an extremely cutthroat game of player vs. player combat for glory and prizes!

Hutt's Favor (4 Players)

Game: Star Wars Edge of Empire RPG

Table 16

GM: Todd Holladay

A group of rag-tag smugglers just trying to get by in the galaxy. Your benefactor calls in a favor.

Warmachine/Hordes Demo (1+ Players)

Game: Minis

Table 18

GM: Dustin Snyder

WARMACHINE players take on the role of warcasters as they lead their titanic forces into battle. Warcasters possess significant martial prowess of their own as well as having hardened warriors and magical spells to bring to bear. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies.

HORDES players take on the role of warlocks as they lead their wild forces into battle. Warlocks are formidable combatants in their own right, and their armies make use of both hardened and brutal warriors and packs of savage warbeasts, allowing them to contend on equal footing with the greatest armies of the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, minions, and beasts in their hordes.

Star Realms League Play (1+ Players)

Game: Non-collectable card game

Table 15

GM: Andrew Vickers

Star Realms is a spaceship combat deckbuilding game designed by Magic Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty (developer and cofounder of the Ascension Deckbuilding Game). Prizes to be earned!!!

Atomic Robo Presented by Corridor Games on Demand (5 Players)

Game: Atomic Robo RPG

Table 20

GM: James Shannon

The Roleplaying Game of Action Science! Play as an action scientist, an immortal robot, a super-spy, pulp adventurer, or something *stranger still* from the hidden recesses of super-science! The Atomic Robo RPG brings you the most explosive Fate Core experience yet.



TV Stands

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Le Mans 1971 (24 Hours of Madness) (12 Players)

Game: Call of Cthulhu 6th Ed RPG

Table 21

GM: Jeremy Mahr

The 24 hour race is the setting for this unique Cthulhu scenario brought from GenCon 2014 (with blessings from Novo Ordo Seclorum and Fluff and Crunch Productions). Everyone has come to the race for their own reasons: adventure, intrigue, sex, money, and revenge. But, they aren't ready for what is really going on.

Heralds of War (6 Players)

Game: Project: Athens RPG (playtest)

Table 19

GM: Jamie Herbert

General Cleomenes lies dying poisoned by an assassin's dart. Tomorrow an army rides to tear down our walls, we must find a cure soon or all is lost! Project Athens is our next game taking place in a classical setting of greek mythology, and using a unique choose dice based system, the game rules will be taught and you will have a chance to shape the game before we put up the kickstarter!

Atomic Robo Presented by Corridor Games on Demand (5 Players)

Game: Atomic Robo RPG

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GM: James Shannon

The Roleplaying Game of Action Science! Play as an action scientist, an immortal robot, a super-spy, pulp adventurer, or something *stranger still* from the hidden recesses of super-science! The Atomic Robo RPG brings you the most explosive Fate Core experience yet.

Power Grid (6 Players)

Game: Board Game

GM: Henry Mueller

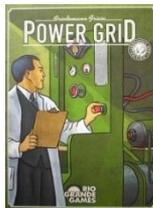


Table 26

A game of economic area control to be zapped by the other players

The Grindhouse 3 (8 Players)

Game: Pathfinder RPG/Minis

GM: Bryan Nash

Do YOU have the strength to take on all challengers?? Test your mettle in the THIRD ANNUAL GRINDHOUSE ARENA! This PATHFINDER grand melee event will use pre-generated Player Characters so bring only your dice and your courage, but check your mercy at the door! This one-of-a-kind, trap-filled Arena of Spinning Death™ will pit Player Character against Player Character against Player Character in an eight-hour, enter-at-any-time King of the Mountain challenge unlike anything you've ever seen! AGAIN!

Table 22

Deadlands Noir (3+ Players)

Game: Savage Worlds RPG

GM: Michael Darwick

In an alternate reality Earth, evil walks the Earth, the Civil War never ended, and apocalypse looms. Deadlands Noir covers the early 20th century.

Table 17

Pilot Training for Beginners - Xwing Minis Demos (2-5 Players)

Game: Star Wars: Xwing Miniatures Game

GM: Jared "Tank" Brokaw

Ever have an overwhelming desire to fly around in space in your Xwing snubfighter going PEW-PEW against endless waves of TIE Fighters? Well, this is as close as you're going to get! Come learn how to play the popular Star Wars: Xwing Miniatures game by Fantasy Flight Games in 60 minutes or less. No experience necessary, these demos are for those who have never played before and have an interest in doing so. All materials will be provided. There shall be four demonstrations (one per hour) during this block, so if you missed one, come to another. Each demo will be with balanced sides (two Xwings versus three TIE Fighters), and there can be a player per ship to make two teams. So...will the Rebels triumph? Or shall the Empire strike down the Rebellion? Only one way to find out. Man your ships, and May the Force be with you.

Table 27

Battle of Sirius Rift (2+ Players)

Game: Full Thrust Minis

GM: Jim Albrecht

Help determine if the Confederation of Colonies will be able to maintain their freedom from the Sol Imperium.

Table 11

All Around the Mulberry Bush (4 Players)

Game: Army of Darkness RPG (Cini-Uni System)

GM: Brian Allen

Adult Themes. A thousand worlds... a thousand evils... but one of those worlds is yours and you're not about to let a bunch of tree-lovers take it over and keep it. Time to kick Mother Nature's butt and show her who's boss!

Table 10

Block 4 (7PM-11PM)

Saturday Night Special: Death in Wretched Swamp (9 Players)

Game: AD&D 1E RPG

GM: Frank Mentzer

You'll die in the swamp. Everybody does. But, if you make it through, you'll be rich enough to retire.

Table 24

Blood Thinner than Water (6 Players)

Game: Old World Of Darkness RPG

GM: Andrew Lister

You've woken up in a dark room. Your naked body is covered in a thick substance and tubes run from your body up into the ceiling. You are not alone. What brought you here? For what purpose? Will you survive long enough to find out. Come try to survive a game that won Happy Jack's RPG Podcasts 2-sides, Epic contest for "Best Epiphany of Villainy." The story also inspired the new podcast, Shadowvane.

Table 19

Black Fleet (4 Players)**Game: Board Game****GM: Henry Mueller**

Aye, merchant, pirates, and Navy are we be fit to ply the seas to victory?

Table 27**Star Realms League Play (1+ Players)****Game: Non-collectable card game****GM: Andrew Vickers**

Star Realms is a spaceship combat deckbuilding game designed by Magic Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty (developer and cofounder of the Ascension Deckbuilding Game). Prizes to be earned!!!

Table 15**The Quiet Year Presented by Corridor Games on Demand (5 Players)****Game: The Quiet Year RPG****GM: James Shannon**

For a long time, we were at war with The Jackals. But now, we've driven them off, and we have this – a year of relative peace. One quiet year, with which to build our community up and learn once again how to work together. Come Winter, the Frost Shepherds will arrive and we might not survive beyond that. But we don't know about that yet. What we know is that right now, in this moment, there is an opportunity to build something.

Table 20**Eldritch Horror (8 Players)****Game: Board Game****GM: Dustin Snyder**

Eldritch Horror is a cooperative adventure game in which one to eight players take the roles of globetrotting investigators working to gather clues, solve mysteries, battle terrifying monsters, and protect the world from otherworldly threats. With twelve unique investigators, two hundred-fifty tokens, and over three hundred cards, Eldritch Horror presents an epic, world-spanning adventure with each and every game.

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The Grindhouse 3 (8 Players)

Game: Pathfinder RPG/Minis

GM: Bryan Nash

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Do YOU have the strength to take on all challengers?? Test your mettle in the THIRD ANNUAL GRINDHOUSE ARENA! This PATHFINDER grand melee event will use pre-generated Player Characters so bring only your dice and your courage, but check your mercy at the door! This one-of-a-kind, trap-filled Arena of Spinning Death™ will pit Player Character against Player Character against Player Character in an eight-hour, enter-at-any-time King of the Mountain challenge unlike anything you've ever seen! AGAIN!



Zombicide (6 Players)

Game: Board Game

GM: Tripp Crouse

Table 25

This will be an intermediate game of Zombicide. Some understanding of the rules would be helpful, but not necessary.

Of Magi and Steam Knights (6 Players)

Game: BESM d20 RPG

Table 13

GM: Jim Albrecht

Find out what happens when you mix Anime, magic, elves and steam powered mecha knights.

Supply Run (6 Players)

Game: Open d6 - Star Wars RPG

Table 17

GM: Randy Hancks

Your rebel cell has been tasked with a mission to liberate supplies and equipment from a well guarded Imperial outpost. Will the Force be with you on this dangerous mission? Bring lots of d6s, one of a different color for a wild die.

Quad Cities Game Night Group

Board Games and Party Games

For Calendar of events go to:

<http://www.meetup.com/The-QuadCities-GameNight-Group>

***Sign up this weekend and you will
be entered to win a free Board Game!***

Open to the Public

All Skill levels Welcome

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Sleepless Nights (6 Players)

Game: Dread RPG

GM: Justin Duffy

Its friday night and time for sweet dreams of rainbows and sunshine. This time however its a stormy night in a large mansion with several of your classmates. A shadowy figure chases you and a small child giggles in the distance. Can you survive the night?

Table 16

You're Next (8 Players)

Game: d20 Multi-genre RPG

GM: Nigel Ray

You're on your way to the gym. You stop in the restroom at the transportation center, just as you have a million times before. You finish your business, and turn to leave, but the door is, well, changed. It used to be a normal restroom door, but now it's made of weathered planks, and has brass fittings. New decor? It must have been like that when you came in. I mean, mustn't it?

On the other side of the door the corridor has changed, too. It's rough-hewn stone, dimly lit by the fluorescents in the restroom behind you, and by a flickering red light coming from around the corner ahead. Curiouser and curiouser. You look back, and the normal sinks and so forth are still there. What's around the corner? It can't hurt to take a quick peek.

Around the corner is a vaulted cavern, with multiple archways leading into it, lit by a roaring bonfire against one of the rune-carved walls. People are coming through the archways, oddly-garbed people, but you have eyes only for the cowboy in the center of the cavern, lying face down in a pool of blood.

You approach the cowboy, vaguely aware that the others are doing the same. Someone turns him over. He looks up at you with recognition and says, "You're next!" He coughs. And he dies.

The eerie part, the really creepy part, is that he has your face. And so do all the oddly-garbed people....

Table 14

SUNDAY (9AM-6PM)

Block 5 (9AM-1PM)

Sunday Morning Tradition: Ticket to Ride: Europe (est. 10AM-Noon) (4 Players)

Game: Board Game

Table 22

GM: Frank Mentzer

The classic boardgame by Alan Moon. Gary and Frank played this on Sunday mornings at conventions.

TPK Presents: Tomb of Caragthax [Pathfinder] (6 players)

Game: Pathfinder RPG

Table 13

GM: Brian Berg

The players stumble upon the forgotten cairn of a long dead butcher of ages past. Caragthax's malignance in life has not kept him well in death, and both he and his former companions hungrily await retribution against those who try discovering the secrets sealed away in his tomb and for those who foolishly disturb his millennia of rest.

Walt's Angels 2: Inglorious Beaches (6 Players)

Game: Savage Worlds RPG

Table 19

GM: Bryan Nash

Adult Themes. Sequel to last year's Charlie's Angels/Disney Princesses mash-up! (No prior experience needed.) World War Mouse caught the entire globe by surprise, and things aren't going well for the Allies battling against the Mouseketeers. Time for Walt's Angels to take down the House of Mouse!



Episode 23: Danger at the Gravity Ballet of Danger (5 Players)**Game: Danger Patrol RPG (beta)****Table 21****GM: Jeremy Mahr**

Zap! Pow! Create an episode of Danger Patrol on the spot in this narrative RPG which evokes the feel of Flash Gordon, Buck Rogers, or Sky Captain and the World of Tomorrow. Each hero has a style (Alien, Atomic, Robot,...) and a role (Professor, Flyboy, Commando,...) each with different powers. Quick, simple character setup in this indie game where everyone shares the story.

Eagle/Gryphon Games Demo (4 Players)**Game: Board Game****Table 26****GM: Laura Gifford**

Come try out various new games from the company that has brought you Through the Ages, Age of Steam and Defenders of the Realm !

Local Customs (4 Players)**Game: Shadowrun 3rd Edition RPG****Table 15****GM: Brian Allen**

Thousands of packages, containers, and crates pass through Cities' Customs every day. Because the customs office is so understaffed most packages pass through without so much as a short delay. Sometimes though, shipments are randomly stopped for further inspection... and Mr. Johnson is eager to get his delivery. Even if it means cutting through the red tape as necessary.

Supply Run (6 Players)**Game: Open d6 - Star Wars RPG****Table 17****GM: Randy Hancks**

Your rebel cell has been tasked with a mission to liberate supplies and equipment from a well guarded Imperial outpost. Will the Force be with you on this dangerous mission? Bring lots of d6s, one of a different color for a wild die.

Block 6 (2PM-6PM)

The Golblin Hordz (6 Players)

Game: Pathfinder RPG

Table 13

GM: Mike H and Dan T

The Flayed Ear Goblin Tribe is under assault from the undead legion, lead hordes of goblins against the undead (and each other) to determine who will be the next Under chieftain.

Hutt's Favor (4 Players)

Game: Star Wars Edge of Empire RPG

Table 21

GM: Todd Holladay

A group of rag-tag smugglers just trying to get by in the galaxy. Your benefactor calls in a favor.

We've got Crabs! (5 Players)

Game: Pathfinder RPG

Table 19

GM: Andrew Lister

An affluent gnome is constructing a luxury resort. The grand opening is in a week, but the owner has a bit of a problem on his hands. The workers have been driven away by an infestation of crabs. With his entire savings riding on this venture, the owner brings in hired help to put an end to his crustacean crisis.



STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME

Warmachine/Hordes Demo (1+ Players)

Game: Minis

Table 15

GM: Dustin Snyder

WARMACHINE players take on the role of warcasters as they lead their titanic forces into battle. Warcasters possess significant martial prowess of their own as well as having hardened warriors and magical spells to bring to bear. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies.

HORDES players take on the role of warlocks as they lead their wild forces into battle. Warlocks are formidable combatants in their own right, and their armies make use of both hardened and brutal warriors and packs of savage warbeasts, allowing them to contend on equal footing with the greatest armies of the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, minions, and beasts in their hordes.

Zombicide (12 Players)

Game: Board Game

Table 27

GM: Tripp Crouse

Advanced-level game of Zombicide! Tons of Zombies. Will you survive?

Deadlands Hell On Earth Reloaded (3+ Players)

Game: Savage Worlds RPG

Table 17

GM: Michael Darwick

In an alternate reality Earth, evil walks the Earth, the Civil War never ended, and apocalypse looms. Deadlands Hell on Earth covers the late 21st century.



Falcon's Peak (6 Players)

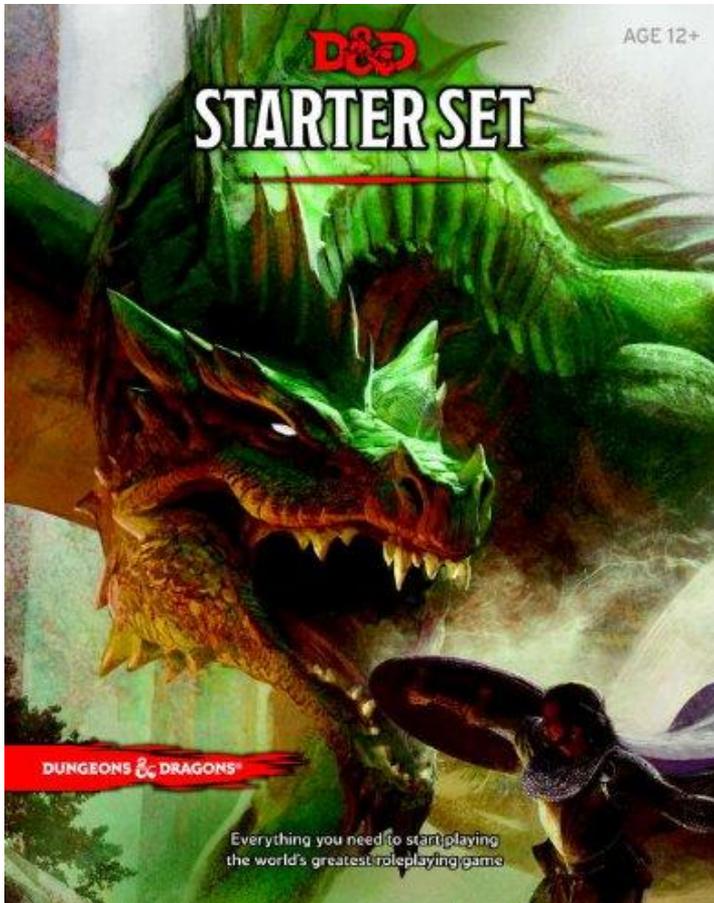
Game: DND 5E RPG

GM: Randy Hancks

Written by David Howery (Originally publish for the AD&D 1E System, Dungeon Magazine Issue #3) Modified for D&D 5th Edition by Randy Hancks 1st Level Characters, provided # Player Spots 4-6

Table 20

You have heard stories of an old abandoned bandit stronghold, where in decades no one has been able to find its' hidden treasures. Will you succeed where so many others have failed? Can you discover the long lost secrets of Falcon's Peak?



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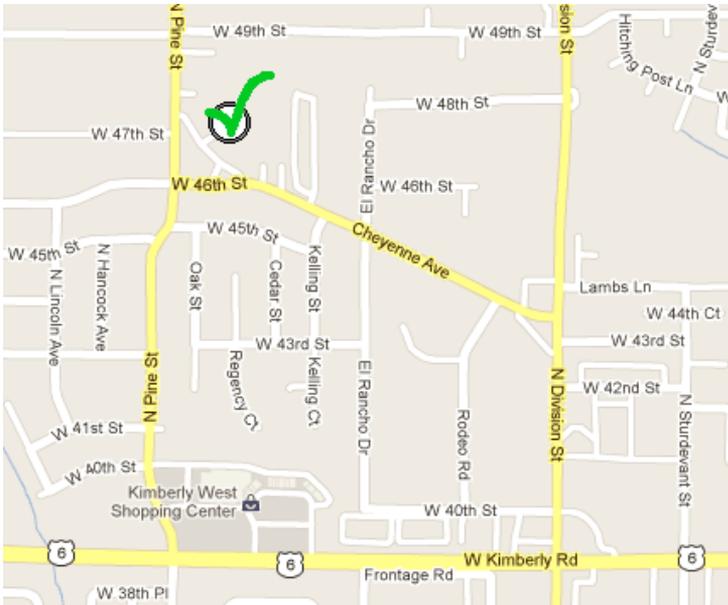
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