

| Event # | Event Title | System | Gamemaster | Day | Period | # Slots | Difficulty | Maturity | Description |
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| R124 | Welcome to Adult Hood | Legend of the 5 rings | Michael Tedford | THU | 8am | 2 | Introductory | Teen | You have just finished your Gempuku (coming of age trials) now for the celebration in Otosan Uchi the capital city where you will declare your name to the world and be inducted into the adult society. There will be games and competitions. You are given a message with the imperial seal on it, Which is strange and unusual. You hope you're not the only one. |
| R142 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 8am | 1 | Introductory | Teen | 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! Characters of Level 1-2, Introduction Modules |
| R143 | CCC-TRI-11 Olma1-1 - Flooded Dreams | D&D 5e | Adventure League GMs | THU | 8am | 2 | Training | Teen | With a hag coven bringing destruction and ruin to the city of Mulmaster, its leaders send an expedition into the Flooded Forest to learn of its secrets. Old notes speak of the coven's original |

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| | | | | | | | | | <p>lair, but nothing can prepare the expeditionary group for what they find.</p> <p>Characters of Level 1-4</p> |
| R144 | DDAL00-02A The Darkwood Webs | D&D 5e | Adventure League GMs | THU | 8am | 1 | Training | Teen | <p>A trio of exhausted sprites interrupt your group as you start to break camp and continue your journey to Hillsfar. Do you dare answer their plea for aid and enter the forst of Cormanthyr?</p> <p>Characters of Level 1-4</p> |
| R145 | DDAL07-03 A Day at the Races | D&D 5e | Adventure League GMs | THU | 8am | 1 | Training | Teen | <p>The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up! Part One of The Jungle Has Fangs Trilogy. For Characters of Level 1-4</p> |
| R146 | CCC-TRI-03 ROC1-1 - Fences & Swords | D&D 5e | Adventure League GMs | THU | 8am | 1 | Training | Teen | <p>The Northern Moonsea region has recently been plagued by a mysterious pirate ship, which is seemingly able to appear and vanish without notice. Causing fear and beginning to impact trade, those with vested interests in the area need to remove this thorn in their side. To do that, they must first discover where the mysterious ship calls home.</p> |

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| | | | | | | | | | For Characters of Level 5-10 |
| R147 | CCC-TRI-05 Night1-1 - Hunt of Malar | D&D 5e | Adventure League GMs | THU | 8am | 2 | Beginner | Teen | <p>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.</p> <p>For Characters of Level 5-10</p> |
| R148 | DDAL00-02C Spawn of the Maimed Virulence | D&D 5e | Adventure League GMs | THU | 8am | 1 | Beginner | Teen | <p>Before his death, the green dragon The Maimed Virulence, Vorgansharax, had many mates across Faerûn. The forest of Cormanthor and surrounding areas have become a battleground between sibling dragons, all vying for the choicest territory. Can a band of adventurers protect Hillsfar by either defeating or negotiating with the spawn of The Maimed Virulence?</p> <p>For Characters of Level 5-10</p> |
| R149 | DDAL07-06 Fester and | D&D | Adventure | THU | 8am | 1 | Beginner | Teen | The denizens of the Old City have made some unusual sightings in the festering |

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| | Burn | 5e | League GMs | | | | | | <p>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.</p> <p>For Characters of Level 5-10</p> |
| R150 | DDAL07-09 Unusual Opposition | D&D 5e | Adventure League GMs | THU | 8am | 2 | Experien ced | Teen | <p>The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult’s humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!</p> <p>For Characters of Level 11-16</p> |
| R151 | CCC-TRI-14 Yul2-1 - Voice in the Night | D&D 5e | Adventure League GMs | THU | 8am | 2 | Experien ced | Teen | <p>World Premiere, Created by The Role Initiative</p> <p>For Characters of Level 11-16</p> |
| R152 | DDAL00- 02E Forgotten | D&D 5e | Adventure League GMs | THU | 8am | 1 | Experien ced | Teen | <p>A forgotten foe prowls the intermingled ruins of Thultanthar and Myth Drannor at the heart of the web of plots that</p> |

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| | Foes | | | | | | | | threaten Cormanthor. You must delve into the ruins of the City of Song and bring the enemy to the ground. For Characters of Level 11-16 |
| R153 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | THU | 8am | 2 | Experienced | Teen | A beholder tyrant ship crashed into the Dragonspine Mountains many years ago. Three beholders survived and found a home in Mulmaster. A recent archaeological dig may have discovered the crash site. The Mulmaster Beholder Corps doesn't want the ship's secrets to fall into the hands of someone who could use it for evil. Do you have what it takes to help the Corps? For Characters of level 11-16 |
| R154 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 10am | 1 | Introductory | Teen | See Thursday 8am |
| R155 | DDAL00- 02B The Weirding Vats | D&D 5e | Adventure League GMs | THU | 10am | 1 | Training | Teen | Goblins abounds! Strange goblins have been sighted in the farm lands south of Hillsfar! Locals report that they have been straying from the forest-realm of Cormanthor to the south in increasing numbers, and beg you to put an end to their incursions. |

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| | | | | | | | | | For Characters of Level 1-4 |
| R156 | DDAL07-03 A Day at the Races | D&D 5e | Adventure League GMs | THU | 10am | 1 | Training | Teen | See Thursday 8am |
| R157 | CCC-TRI-04 ROC1-2 - Birds of a Feather | D&D 5e | Adventure League GMs | THU | 10am | 1 | Beginner | Teen | <p>The ship plaguing the Northern Moonsea region, “The Merchant Lord’s Folly”, is unable to hide anymore. Through coercion of their best fence, its current port and owners have been located. Now is the chance to strike out, and possibly acquire both the boat and its captains: The Teshwave Siblings.</p> <p>For Characters of Level 5-10</p> |
| R158 | DDAL00-02D Echoes of the Weeping War | D&D 5e | Adventure League GMs | THU | 10am | 1 | Beginner | Teen | <p>Over 700 years ago the Army of Darkness raged through Cormanthor before breaking the proud city of Myth Drannor. Rumors tell of powerful magic lost deep in the Darkwood, now supposedly found, that harkens back to that terrible war.</p> <p>For Characters of Level 5-10</p> |
| R159 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | THU | 10am | 1 | Beginner | Teen | See Thursday 8am |

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| R160 | DDAL00-02F The Definition of Heroism | D&D 5e | Adventure League GMs | THU | 10am | 1 | Experienced | Teen | <p>Myth Drannor lies under a layer of debris that is nearly a quarter-mile thick. But there are secrets in the chaos, and some of those secrets yearn to be made known once more. Within the rubble of Thultanthar and Myth Drannor can be heard ethereal voices--but of what they speak, no sane mind has yet to report.</p> <p>For Characters of Level 17-20</p> |
| R116 | Heroes of Altamira, Flashback (Ep. 1-3) | 7th Sea | Megan Hollembaek | THU | 1pm | 2 | Beginner | Teen | <p>New to Heroes of Altamira? Well then Flashback is the place you want to start. These events are normally retired, but we're bringing them back to give you a chance to start on the ground floor! Players choice of the listed adventures will be run.</p> |
| R118 | Horror on the Gulf | Call of Cthulhu | Robert Dosdourian | THU | 1pm | 2 | Beginner | Adult | <p>The Thuuleon Oceanographic Research School accepted your application to the TORS research lab in the Gulf of Mexico. You will do research, work with station crew who are drilling core samples and review various scientific data from systems tests in accordance with a government grant funded by the Nelson Institute of Marine Research. You heard about the BP disaster and</p> |

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| | | | | | | | | | figure lightning won't strike twice. |
| R121 | Hyperborea: In Umbrage Taken | Astonishing Swords men & Sorcerers of Hyperborea | David Prata | THU | 1pm | 3 | Experienced | Teen | A Zangeriosan emissary asks the party to undertake an urgent mission to the Savage Boreal Coast. The last ship to drop off supplies at some new settlements found the first village burnt to the ground. A second village was perfectly intact, but deserted. The Governor needs a group of adventurers to find out what happened. A high-level adventure adapted from Terror in the Tropics' by Roy Rowe, first published in WGR2 Treasures of Greyhawk. |
| R127 | Mystery at Knobbe Hill | Lucid Dreams Role-Playing Engine | Andre Kruppa | THU | 1pm | 5 | Beginner | Adult | Your best friend Jack is dead and a strange promise to investigate must be fulfilled. Jack had been behaving a bit oddly in recent years, delving into odd books and traveling to different universities and historical societies instead of hunting and fishing. As you drive deep into the woods you wonder as to your fate? [Immersive play with lighting, sound, and emphasis on role-playing! - with DarkPhoenixEvents.com] (Returning 2 Session Game) |
| R129 | Stormgate Living Campaign - | D&D 5E | Noel Proulx | THU | 1pm | 2 | Beginner | Everyone | You have arrived in Stormgate, a massive city in a pocket dimension full of wonder and horror. You have heard |

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| | Into the Storm | | | | | | | | <p>tales that those who venture here are not heard from again, is that by choice or fate? Whichever it is you have a feeling trouble awaits.</p> <p>Bring a 1st level character (or use a pre gen). Standard Array, PHB for sources.</p> |
| R134 | Brigadoom | Dunge on World | Eric Loren | THU | 1pm | 2 | Beginner | Teen | <p>At last! Your hunt for the Lost Hoard of Captain Bloodsabre has led you to the fabled Vanishing Isle of Cromlech. Too bad it's called Vanishing for a reason. Can you spirit the Hoard off the island before it sinks beneath the icy Eastern Sea for another three centuries?</p> |
| R136 | GUARD vs Pirates | G-Core | David Benevides | THU | 1pm | 1 | Beginner | Everyone | <p>You are members of GUARD (Government Ultimate Action Response Division), a government agency that is specialized dealing with superhuman threats. A group of Superhuman pirates has stolen a nuclear missile cruiser. The government has sent you in to respond to the threat, before</p> |
| R137 | Stormgate Living Campaign - Into the storm | D&D 5E | David Fromerth | THU | 1pm | 2 | Beginner | Teen | <p>You have arrived in Stormgate, a massive city in a pocket dimension full of wonder and horror. You have heard tales that those who venture here are not heard from again, is that by choice or fate? Whichever it is you have a</p> |

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| | | | | | | | | | feeling trouble awaits. |
| R139 | Curse of Grendel | Call of Cthulhu 5th ed | Joseph Pandolph | THU | 1pm | 2 | Beginner | Teen | Near the village of Hart's Hall on the coast of southern Maine, archaeologists have unearthed a startling discovery - the remains of a Viking settlement. But, what sinister secrets are held within a strange sarcophagus that was found buried within the earth beneath that settlement? |
| R112 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | THU | 1pm | 2 | Beginner | Everyone | |
| R113 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | THU | 1pm | 2 | Beginner | Everyone | |
| R161 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 1pm | 1 | Introductory | Teen | See Thursday 8am |
| R162 | CCC-TRI-12 Olma1-2 - Ill Met in Ylraphon | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Training | Teen | A behemoth threatens Mulmaster at the direction of a bheur hag named Auntie Olma, but intelligence reveals that she has another sinister plot unfolding at the same time. One of her agents has infiltrated nearby Ylraphon on a mission to destabilize the town and weaken it in advance of a large |

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| | | | | | | | | | <p>attack. The Lords of Mulmaster cannot defend both settlements at once. Can the heroes reach Ylraphon and find the agent before she succeeds at her mission, so that the forces of the town may rally to defend their homes?</p> <p>For Characters of Level 1-4</p> |
| R163 | CCC-TRI-11 Olma1-1 - Flooded Dreams | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Training | Teen | See Thursday 8am |
| R164 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | THU | 1pm | 1 | Training | Teen | <p>A mysterious clue has led you outside of the safety of the city's walls and into the jungle beyond. You have been asked to venture into the jungle and seek out the wisdom of some of the native humanoids in the area—perhaps they will be able to shed some light on the situation and provide some insight on who is behind it all. Part Two of The Jungle Has Fangs Trilogy.</p> <p>For Characters of Level 1-4</p> |
| R165 | DDAL07-02 Over the Edge | D&D 5e | Adventure League GMs | THU | 1pm | 1 | Beginner | Teen | 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 |

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| | | | | | | | | | <p>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?</p> <p>For Characters of Level 5-10</p> |
| R166 | CCC-TRI-06 Night1-2 - Haggard Heroes | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Beginner | Teen | <p>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 at large.</p> <p>For Characters of Level 5-10</p> |
| R167 | CCC-TRI-05 Night1-1 - Hunt of Malar | 2 | Adventure League GMs | THU | 1pm | 2 | Beginner | Teen | See Thursday 8am |
| R168 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | THU | 1pm | 1 | Beginner | Teen | <p>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</p> |

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| | | | | | | | | | <p>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.</p> <p>For Characters of Level 5-10</p> |
| R169 | DDAL07-10 Fire, Ash, and Rain | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Experienced | Teen | <p>Within the jungles of Chult lay a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still lay a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they?</p> <p>For Characters of Level 11-16</p> |
| R170 | CCC-TRI-15 YUL2-2 - The Dark of the Hive | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Experienced | Teen | <p>World Premiere, Created by The Role Initiative</p> <p>For Characters of Level 11-16</p> |
| R171 | DDAL07-09 Unusual Opposition | D&D 5e | Adventure League GMs | THU | 1pm | 2 | Experienced | Teen | See Thursday 8am |
| R172 | CCC-TRI-01 YUL1-1 - | D&D | Adventure | THU | 1pm | 2 | Experienced | Teen | As Faerûn recovers from the demon threat, a prominent leader goes |

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| | Into the Darkness | 5e | League GMs | | | | ced | | missing. Is this a simple rescue mission, or is there more at stake? For Characters of Level 11-16 |
| R173 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 3pm | 1 | Introductory | Teen | See Thursday 8am |
| R174 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | THU | 3pm | 1 | Training | Teen | See Thursday 1pm |
| R175 | DDAL07-02 Over the Edge | D&D 5e | Adventure League GMs | THU | 3pm | 1 | Beginner | Teen | See Thursday 1pm |
| R176 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | THU | 3pm | 1 | Beginner | Teen | See Thursday 1pm |
| R126 | DOCTOR WHO: Isle of Mist!! | Doctor Who Roleplaying Game | Jason Blair | THU | 5pm | 4 | Training | Everyone | As the Eleventh Doctor and his companions are returning from their ordeal with the Great Intelligence and its Whisper Men on the planet called Trenzalore, suddenly the TARDIS is pulled off course. After the TARDIS makes a hard landing, the Doctor finds the TARDIS is unable to escape back into the time vortex. The Doctor and companions find themselves on a mist |

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| | | | | | | | | | covered beach of a very strange island, and they soon find out they are also not alone. |
| R122 | Under the Cover of Night | DCC Lankmar | Michael Curtis | THU | 5pm | 2 | Beginner | Teen | Celebrate this year's release of DCC Lankmar with a brand new adventure written by the game's lead writer! The dangers of Lankmar are unleashed upon the characters as they fight to survive another night in the City of the Black Toga. Do the players have what it takes to make it through to dawn? Sign up and find out. |
| R123 | Afterverse: The Last Ditch | Afterverse | Ray Nothnagel | THU | 5pm | 2 | Introductory | Teen | In the year 2058, aliens have occupied Earth; one group of outlaws takes up the mantle of heroism kicks off the resistance by attacking an enemy slave camp, and finds a troubling project there. (original d6-based system; read more at book.afterver.se) |
| R108 | Gi Joe / Transformers: Devastation | Cortex Plus | Chris Pierce | THU | 5pm | 2 | Beginner | Teen | |
| R120 | Heroes of Altamira, Ep. 15 - | 7th Sea | Mark Edwards | THU | 7pm | 2 | Experienced | Teen | A seemingly random fight in Paseo Largo could reveal one of the de Silva's most nefarious schemes. That is, if |

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| | Black Sheep | | | | | | | | finding out doesn't kill you first. We recommend you join this campaign by first playing Flashback. |
| R117 | Heroes of Altamira, Flashback (Ep. 4-6) | 7th Sea | Megan Hollembaek | THU | 7pm | 2 | Beginner | Teen | New to Heroes of Altamira? Well then Flashback is the place you want to start. These events are normally retired, but we're bringing them back to give you a chance to start on the ground floor! Players' choice of the listed adventures will be run. |
| R119 | Avalanche! | Call of Cthulhu | Robert Dosdourian | THU | 7pm | 2 | Beginner | Adult | In 1959 an international team of investigators found the decomposed remains and ruined camp of researchers who did not return from a geological field expedition in the Dyatlov Pass. In the time since, the Soviet government closed the area making it off limits to further travel due to extreme weather conditions and unexplained, overwhelming forces. |
| R128 | Checkpoint Zulu | Call of Cthulhu/variant | Paul Siegel | THU | 7pm | 2 | Beginner | Teen | 1983, West Berlin. A secret international agency working on a means of evacuating refugees from the Eastern Bloc is on the verge of a breakthrough, but the pressure is mounting. Increased reliance on discredited research, psychotropic drugs, and unreliable assets is starting |

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| | | | | | | | | | to yield results, but at what cost? It's Stranger Things meets cold war espionage in this game of dark cosmic horror. |
| R130 | Stormgate Living Campaign - The Dark Below | D&D 5e | Noel Proulx | THU | 7pm | 2 | Beginner | Everyone | <p>There is something amiss in the north quarter of the city. Someone has been abducting acolytes of Pelor and animating their rotting corpses to wreak havoc on the citizens of Stormgate. The High Priestess asks you to put an end to this atrocity.</p> <p>Bring a 1st level character (or use a pre gen). Standard Array, PHB for sources, or use an existing Stormgate character.</p> |
| R131 | 7 Sisters | D+D 3.5 lite | David DeLuca | THU | 7pm | 2 | Introductory | Adult | <p>In order to introduce an under served demographic to fantasy gaming, I'm looking for a group of female gamers. In decades of gaming, I've seen too few female faces at my table. Want to change that. Play as a member of the 7 Sisters, a renowned all female mercenary group, seeking to rid the world of evil. Characters provided. Veterans and newbies welcomed. Join us, have some laughs, roll some dice, vanquish some evil.</p> |

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| R132 | HYPERBOR EA: The Black Moss-Hag of Lug | Astonis hing Swords men & Sorcere rs of Hyperb orea | Jeffrey Talanian | THU | 7pm | 2 | Beginner | Teen | Out on the farms southeast of the Town of Swampgate, little people have been observed stealing across the moonlit fields. Until recently, they were considered nothing more than a nuisance. Of late, however, they have been breaking fences, trampling crops, taking livestock, and causing other inconveniences. Then, a week ago, disaster struck: In the dead of night, two young sweethearts went missing. |
| R135 | Arcane Thorne Series Episode 4: Valley of Fragile Peace Part 1 | Dunge ons & Dragon s 5th Edition | John Cote | THU | 7pm | 2 | Beginner | Teen | The excitement of returning the traitor Harvey Dunselle to face Arcane Thorne justice is behind you as the team begins its next mission to solve a mystery in the most unstable and dangerous location anywhere in Wotlandia. 4th level characters provided or BYO from last year's Total Con. Concludes with Episode 5, Sunday 8-12. |
| R138 | Stormgate Living Campaign - The Dark Below | D&D 5E | David Fromerth | THU | 7pm | 2 | Beginner | Teen | There is something amiss in the north quarter of the city. Someone has been abducting acolytes of Pelor and animating their rotting corpses to wreak havoc on the citizens of Stormgate. The High Priestess asks you to put an end to this atrocity. |

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| R140 | Obscured by Clouds | Call of Cthulhu 5th ed | Joseph Pandolph | THU | 7pm | 2 | Beginner | Teen | After several hours of drifting through a wall of fog, the passengers and crew of the treasure hunting vessel the SS Valley see what appears to be an old Galleon drifting in the current. Does it hold a terrific fortune or a terrifying doom? |
| R114 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | THU | 7pm | 2 | Beginner | Everyone | |
| R115 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | THU | 7pm | 2 | Beginner | Everyone | |
| R103 | The Eclipse Runners | Starfinder | Ian Eller | THU | 7pm | 2 | Beginner | Teen | The Dropship Murphies are Gone, Long Live the Eclipse Runners! In the weird and wondrous universe of Paizo's Starfinder space fantasy RPG, the former Dropship Murphies have a new ship -- the sentient Eclipse -- and a new base of operations -- the independent space station Nebula City. Hunted and deep in debt, the Eclipse Runners must explore the galaxy for magical and technological artifacts while dodging an ever growing list of rivals and enemies. It is an ongoing episodic adventure where each session is self-contained but contributes to the overall Eclipse |

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| | | | | | | | | | Runners? narrative. Pre-generated characters are provided. This is a Dark Phoenix Event |
| R104 | A Hero Alone | Scifi COC variant | Alexander Jackl | THU | 7pm | 2 | Introductory | Adult | In this game you will develop an ordinary group of people who suddenly become involved with very unusual circumstances. Each character will begin to develop powers and you must decide what happens and how you deal with it.? A very fun and communal character creation process and an open dynamic play style make this an unusual game. A Super Hero game with a twist set in Long Island in the year 2017 in Iron GM 27's Broken History Universe. 4-6 players, Sci Fi COC Variant, no rules knowledge required, role-playing a must, Adult/Mature content, characters will be generated in course of play. This is a Dark Phoenix Event. |
| R105 | Hocus Focus | Fiasco | Petra Jackl | THU | 7pm | 2 | Introductory | Adult | A Dresden Fiasco! It was all going according to plan??Occult Chicago. Beneath the surface there are movers and shakers, magic and artifacts, all hidden from mortal eyes. There's so much right there for the taking - money, power, fame, respect - it feels like all you need to is just reach out and |

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| | | | | | | | | | grab it. And that's just what you intend to do. You've got supernatural powers, a full proof plan, and then? Easy street. What could go wrong but then Harry Dresden shows up! Fiasco is a heavy roleplaying game where you, the player, create the game as you go along and I am here to enjoy the hilarity as it unfolds. Everything provided, just bring your cheesy accents and a sense of adventure. Adults only due to a tendency towards mature themes. This is a Dark Phoenix Event. |
| R106 | No Bounds | Numenera | Jason Marcure | THU | 7pm | 2 | Beginner | Adult | Who are we? The RED FLEET! That's right! Are we going to let some scrawny land-loving, cypher cursed so-called Aeon Priest tell us where we can and can't sail? NO! Right again! Now the Great Captain of the fleet tells us not to sail to them Black Isles. He's listening to that amber robed land-lover. He's telling us where we can and can't sail. What do you make of that? He's not our captain! Right you are! There ain't nothin' in or on these seas we can't beat! ?Cast to, raise the mainsail, put yer backs into it ya sea dogs! We're making for the Black Isles, Iron Wind take us! Numenera, Characters |

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| | | | | | | | | | provided, up to 6 players, mature themes. This is a Dark Phoenix Event. |
| R107 | In Medias Res | Shadowrun | Thomas Howell | THU | 7pm | 2 | Beginner | Adult | Another job, another betrayal.? You're in an underground club, holding what you went to great trouble to steal, looking at Mr. Johnson's corpse and an empty case that should be stuffed with diamonds.? Was that police sirens you just heard?? Looks like it's going to be a long night! Shadowrun RPG, 6 players, mature themes. This is a Dark Phoenix Event. |
| R109 | League of Extraordinary Gentlemen | Ubiquity Roleplaying System | Steve Wollett | THU | 7pm | 3 | Beginner | Adult | |
| R177 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 7pm | 1 | Introductory | Teen | See Thursday 8am |
| R178 | CCC-TRI-13 Olma1-3 - What Lies Beneath Ylraphon | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Training | Teen | Chasing the mysteries of Auntie Olma has disturbed more powerful forces, and the city of Ylraphon pays the price. Zombies, ghosts, and creatures even more sinister tear up the streets. With Ylraphon in danger, adventurers must push back the undead horde |

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| | | | | | | | | | threatening it all! For Characters of Level 1-4 |
| R179 | CCC-TRI-09 BHC1-0 - Tinhammer Falls | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Training | Teen | A sleepy little mining town in the Dragonspine Mountains has enjoyed the peace and quiet of their simple lives for decades. But despite his best intentions, the arrival of a scholar seeking ancient treasures has disrupted this community. A travelling band of adventurers is just what is needed to set things right. For Characters of Level 1-4 |
| R180 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | THU | 7pm | 1 | Training | Teen | The temple lay just ahead, and within the answers to a great many questions about the recent goings on in Port Nyanzaru. The journey here has been long and arduous and hopefully soon at an end. Leave your trepidations at the door; there's exploring to be done! Part Three of The Jungle Has Fangs Trilogy. For Characters of Level 1-4 |
| R181 | DDAL00- 02C Spawn of the Maimed | D&D 5e | Adventure League GMs | THU | 7pm | 1 | Beginner | Teen | See Thursday 8am |

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| | Virulence | | | | | | | | |
| R182 | CCC-TRI-07 Night1-3 - Beneath the Moonsea | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Beginner | Teen | 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. 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. For Characters of Level 5-10 |
| R183 | CCC-TRI-06 Night1-2 - Haggard Heroes | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Beginner | Teen | See Thursday 1pm |
| R184 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | THU | 7pm | 1 | Beginner | Teen | 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. For Characters of Level 5-10 |

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| R185 | DDAL07-11 A Lesson in Love | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Experienced | Teen | An old elf has wandered into the city from the jungle prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter? For Characters of Level 11-16 |
| R186 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Experienced | Teen | See Thursday 8am |
| R187 | DDAL07-10 Fire, Ash, and Rain | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Experienced | Teen | See Thursday 1pm |
| R188 | CCC-TRI-02 Yul1-2 - Impression Left Behind | D&D 5e | Adventure League GMs | THU | 7pm | 2 | Experienced | Teen | 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. For Characters of Level 11-16, Adventure Ends at 12am |
| R141 | Afterverse: The Sirius | Afterve | Ray Nothnagel | THU | 9pm | 2 | Introduct | Teen | In 2071, after defeating the occupying alien force, Earth cobbles together a |

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| | Expedition | rse | | | | | ory | | fleet and sets off to make first contact the right way. (original d6-based system; read more at www.afterver.se) |
| R110 | Escape from Port Royal | Savage Worlds | James Carpio | THU | 9pm | 2 | Beginner | Teen | |
| R111 | Pirates of the Wasteland | SPECIAL | David Benevides | THU | 9pm | 2 | Beginner | Teen | |
| R189 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | THU | 9pm | 1 | Introductory | Teen | See Thursday 8am |
| R190 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | THU | 9pm | 1 | Training | Teen | See Thursday 7pm |
| R191 | DDAL00-02D Echoes of the Weeping War | D&D 5e | Adventure League GMs | THU | 9pm | 1 | Beginner | Teen | See Thursday 10am |
| R192 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | THU | 9pm | 1 | Beginner | Teen | See Thursday 7pm |

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| R233 | Heroes of Altamira, Flashback (Ep. 7-9) | 7th Sea | Megan Hollembaek | FRI | 8am | 2 | Beginner | Teen | New to Heroes of Altamira? Well then Flashback is the place you want to start. These events are normally retired, but we're bringing them back to give you a chance to start on the ground floor! Players' choice of the listed adventures will be run. |
| R234 | Welcome to Adult Hood | Legend of the 5 Rings | Michael Tedford | FRI | 8am | 2 | Introductory | Teen | you have just finished your Gempuku (coming of age trials) now for the celebration in Otosan Uchi the capital city where you will declare your name to the world and be inducted into the adult society. There will be games and competitions. You are given a message with the imperial seal on it, Which is strange and unusual. You hope you're not the only one. |
| R235 | Troy City Mysteries | World of Darkness | David Benevides | FRI | 8am | 2 | Beginner | Teen | As far as the supernatural goes Troy City is a Hot Spot. From supernatural beings like Vampires, werewolves, and fea, to cults dedicated to ancient elder gods, it has it all. Troy City Wizardly Investigations is a detective agency with a dealing with more supernatural problems of the city as it was founded by a real wizard, the firm deals with things that others just can't. Do you have what it takes to solve some of |

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| | | | | | | | | | the more interesting ca |
| R236 | Pirates! Search for the Holigost | Call of Cthulh u (varian t) | Robert Dosdourian | FRI | 8am | 2 | Beginner | Adult | Avast mateys and stand ye fast! A ghost ship is a-sail! It has wrought havoc on all who navigate these waters ship crews have been set upon and sunk! Tide flows against us. We must band together now and end this cursed ship's rule on the high seas! What say ye?! |
| R237 | Stormgate Living Campaign - Tower of Angor | D&D 5E | Noel Proulx | FRI | 8am | 2 | Beginner | Everyone | You have been spending a good deal of time in The Breach, an inn with a rough and rowdy reputation. Cyric the innkeeper lets you in on a little information, for a small price, about a tower just outside the city that is supposedly ripe with treasure. He does warn you that claiming the towers spoils might not be all that easy though, the locals avoid it at all costs. Bring a 1st level character (or use a pre gen). Standard Array, PHB for sources. |
| R238 | From Whence It Came | Psi*Ru n (hack) | Eric Loren | FRI | 8am | 2 | Training | Everyone | For years you have protected the Treasure in secret. Now a once-forgotten Enemy stirs on the horizon or in the sky or in the bowels of the world. The Treasure must be destroyed. Will you destroy it, or will its foul nature destroy you? |

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| | | | | | | | | | From Whence It Came is a hack of the storytelling RPG Psi*Run. Create a cursed artifact, a stirring enemy, and the world it threatens, and then carry your burden until you or it is consumed. |
| R239 | Stormgate Living Campaign - The Tower of Angor | D&D 5E | David Fromerth | FRI | 8am | 2 | Beginner | Teen | You have been spending a good deal of time in The Breach, an inn with a rough and rowdy reputation. Cyric the innkeeper lets you in on a little information, for a small price, about a tower just outside the city that is supposedly ripe with treasure. He does warn you that claiming the towers spoils might not be all that easy though, the locals avoid it at all costs. |
| R240 | Lakos Keep | Thunder CRPG | Robert Lamm | FRI | 8am | 2 | Training | Everyone | A recently discovered diary 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. |
| R228 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | FRI | 8am | 2 | Beginner | Everyone | |

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| R229 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | FRI | 8am | 2 | Beginner | Everyone | |
| R201 | SUNdown at Alpha Tauri | Star Trek/COC mashup | Steven Parenteau | FRI | 8am | 2 | Beginner | Teen | Starbase 617 has lost contact with the archaeological research team sent to Alpha Tauri. Last reports from the team were no issues or problems. The crew of the USS Constellation has been dispatched to Alpha Tauri to investigate why contact with the research team has been lost. 6 players, 1 ductory level, 2 maturity level. This is a Dark Phoenix Event. |
| R202 | A Hero Alone | Scifi COC variant | Alexander Jackl | FRI | 8am | 2 | Introductory | Adult | In this game you will develop an ordinary group of people who suddenly become involved with very unusual circumstances. Each character will begin to develop powers and you must decide what happens and how you deal with it.? A very fun and communal character creation process and an open dynamic play style make this an unusual game. A Super Hero game with a twist set in Long Island in the year 2017 in Iron GM 27's Broken History Universe. 4-6 players, Sci Fi COC Variant, no rules knowledge required, role-playing a must, Adult/Mature |

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| | | | | | | | | | content, characters will be generated in course of play. This is a Dark Phoenix Event. |
| R203 | 17 April 1961: Operation Fat Rat | Wild Talents 1st Ed | Jeffrey Lawrence | FRI | 8am | 2 | Introductory | Adult | NATO's Talent Operations Group calls you back to service. Your special gifts are required to extract an American citizen who has been abducted. She is? unique. She is dangerous. She must not be allowed to be used against the West by her Soviet captors. Retrieve her from the airbase in Cuba where she is being held before she can be sent to Moscow. A diversion has been planned to cover your team's actions. Godspeed. Characters provided. This is a Dark Phoenix Event. |
| R204 | Font of Knowledge | Timewatch | Thomas Howell | FRI | 8am | 2 | Introductory | Adult | Time-traveling saboteurs just snuffed out all human life with Comic Sans? Find out what happened, track clues forwards and backwards in time, and save true history from those who tried to erase it.? Everyone -- and we mean everyone -- is counting on you! Timewatch RPG, 6 players, mature themes. This is a Dark Phoenix Event. |
| R205 | Xtra Life Event : Carnivale | DCC | David Clarkson | FRI | 8am | 2 | Introductory | Teen | Now with Extra Life! Scores of village children have vanished after returning home from a magical day at a |

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| | Of The Damned | | | | | | | | seemingly innocent traveling fair. In the dead of night, a band of novice adventurers follow clues back to the carnival, soon finding themselves trapped in a mist-shrouded killing ground, where the attractions have been transformed into things of nightmare! This is intended to be run in a Dungeon Crawl Classics Tournament style format; when one character dies a new player can take his place, players can play multiple characters. This is an Extra Life special event hosted by Dark Phoenix Events/DCC Road Crew for 12 players |
| R219 | Temple on an Island | D&D 5E | Mary Lindholm | FRI | 8am | 2 | Beginner | Teen | An elven prince has asked you to venture to a volcanic island in the Trackless Sea to retrieve relics stolen long ago. The reward is considerable, but are you brave enough? Set on an active volcanic island and located far from the mainland the island is known only to the most experienced mariners. |
| R276 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 8am | 1 | Introductory | Teen | See Thursday 8am |
| R277 | CCC-TRI-11 Olma1-1 - | D&D | Adventure | FRI | 8am | 2 | Training | Teen | See Thursday 8am |

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| | Flooded Dreams | 5e | League GMs | | | | | | |
| R278 | CCC-TRI-09 BHC1-0 - Tinhammer Falls | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Training | Teen | See Thursday 7pm |
| R279 | DDAL07-03 A Day at the Races | D&D 5e | Adventure League GMs | FRI | 8am | 1 | Training | Teen | See Thursday 8am |
| R280 | DDAL00- 02C Spawn of the Maimed Virulence | D&D 5e | Adventure League GMs | FRI | 8am | 1 | Beginner | Teen | See Thursday 8am |
| R281 | CCC-TRI-08 Night1-4 - Dreadful Wail | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Beginner | Teen | 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. For Characters of Level 5-10 |
| R282 | CCC-TRI-07 Night1-3 - Beneath | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Beginner | Teen | See Thursday 7pm |

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| | the Moonsea | | | | | | | | |
| R283 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | FRI | 8am | 1 | Beginner | Teen | See Thursday 8am |
| R284 | DDAL07-12 In Search of Secrets | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Experien ced | Teen | <p>The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. Within the jungles, a number of cities fell into ruin during the Year of Blue Fire. Both the merchant princes and factions believe that if discovered, they likely contain knowledge that would prove invaluable in the battles to come. Grab your guide and get to looking!</p> <p>For Characters of Level 11-16</p> |
| R285 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R286 | DDAL07-11 A Lesson in Love | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Experien ced | Teen | See Thursday 7pm |
| R287 | CCC-TRI-01 YUL1-1 - | D&D 5e | Adventure League GMs | FRI | 8am | 2 | Experien ced | Teen | See Thursday 1pm |

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| | Into the Darkness | | | | | | | | |
| R241 | Under the Cover of Night | DCC Lankmar | Michael Curtis | FRI | 10am | 2 | Beginner | Teen | Celebrate this year's release of DCC Lankmar with a brand new adventure written by the game's lead writer! The dangers of Lankmar are unleashed upon the characters as they fight to survive another night in the City of the Black Toga. Do the players have what it takes to make it through to dawn? Sign up and find out. |
| R242 | Afterverse: Crimes Against Humanity | Afterverse | Ray Nothnagel | FRI | 10am | 2 | Introductory | Teen | In 2095, a criminal investigation in the asteroid belt has larger implications as tensions between alien workers and the native humans escalate to violence. (original d6-based system; read more at www.afterverse.se) |
| R220 | The Long Road Home | Mekton Zero | Jay Libby | FRI | 10am | 1 | Beginner | Teen | Picking up from last year's Total Con, the Kargan officers have escaped and now struggle to make it home. Will they be able to keep a low profile or will it all go to hell? |
| R288 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 10am | 1 | Introductory | Teen | See Thursday 8am |
| R289 | DDAL07-03 | D&D | Adventure | FRI | 10am | 1 | Training | Teen | See Thursday 8am |

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| | A Day at the Races | 5e | League GMs | | | | | | |
| R290 | DDAL00-02D Echoes of the Weeping War | D&D 5e | Adventure League GMs | FRI | 10am | 1 | Beginner | Teen | See Thursday 10am |
| R291 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | FRI | 10am | 1 | Beginner | Teen | See Thursday 8am |
| R243 | Heroes of Altamira, Ep. 16 - Fall from Grace | 7th Sea | Mark Edwards | FRI | 1pm | 2 | Experienced | Teen | They say, "Justice delayed is Justice denied," but at long last, there'll be no more delays. Of course, they also say, no good deed goes unpunished. We recommend you join this campaign by first playing Flashback. |
| R244 | Heroes of Altamira, Flashback (Ep. 10-12) | 7th Sea | Megan Hollembaek | FRI | 1pm | 2 | Beginner | Teen | New to Heroes of Altamira? Well then Flashback is the place you want to start. These events are normally retired, but we're bringing them back to give you a chance to start on the ground floor! Players choice of the listed adventures will be run. |
| R245 | Pirates - Search for the | | Robert Dosdourian | FRI | 1pm | 2 | Experienced | Adult | Avast mateys and stand ye fast! The Holigost is a-sail and said to be captained by the ghost of King Henry V |

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| | Holigost | | | | | | | | himself! She's wrought havoc on all who sail the shipping lanes - ships plundered, fired and set upon... and sunk! Time for us to band together now and end that ghostly ship's rule on the seas. What say ye?! |
| R246 | The Crown Champions hip | D&D 3.5 | Mark Oliver | FRI | 1pm | 2 | Experienced | Everyone | This will be a TEAM competition. Players are encouraged to sign up as teams of two. Can you get into the castle, find the Crown, and get it out of the castle before any of the other teams do? Players will have a choice of Mage or Rogue (one each per team). For complete rules set, please email Mark Oliver (mark.s.oliver@gmail.com). |
| R247 | DUNGEON OF DOOM!!! PVP | D&D 5th edition | jaimie Delorge | FRI | 1pm | 2 | Beginner | Teen | Two competing groups one heroes one villains enter the dungeon of doom. Battle past creatures and traps to reach the vault of ages. Each group will try to get the final great treasure and then battle each other for it . Glory and bragging for the victors , shame for the losers. Characters provided sympathy is not. |
| R248 | The Doomsday Device of | d20 Moderon/ Superh | Kevin Hogan | FRI | 1pm | 2 | Beginner | Teen | The Legion of Awesome has been called back into duty. The fate of all of humanity once again rests in the balance. Can our fateful heroes find |

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| | Doom | ero Variant | | | | | | | the arch villain Psychotronic in time to thwart whatever dastardly plan he has in store? A light Superhero d20 variant. |
| R250 | Mall Madness | CoC (lite) | David DeLuca | FRI | 1pm | 2 | Beginner | Adult | A zombie survival game totally NOT ripped off from the folks who ran it last year. Nope. Completely original idea. (they had a way cooler mall diorama too) The year is 1985. You are one of a group of survivors of the Zombie Apocalypse, holed up in The Mall. How long can you keep the ravenous hordes at bay? |
| R251 | Atla: The Grand Heist | Atla | Rik Lloyd | FRI | 1pm | 2 | Introductory | Teen | Atla is a storytelling-oriented tabletop about a world where sentient animals engage in brutal conflict. Low and high technology conflict with magic to make a stylistically unique world. This campaign will take you and your friends through a heist of The Trust, the most secure bank in The City of Glass. You'll need some magical fortitude, quick reflexes, a silver tongue, and more than a bit of luck to get out-riches intact. |
| R252 | Slade's Cup | Astonishing Swords | Morgan Hazel | FRI | 1pm | 2 | Introductory | Teen | A smashed cup at a convocation of demon princes is the only remnant of the non-aggression pact. Over |

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| | | men and Sorcerers of Hyperborea | | | | | | | centuries the cup has been reassembled. The heroes must retrieve the final piece to bring the relic back together, if only to sell it to the highest bidder. |
| R230 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | FRI | 1pm | 2 | Beginner | Everyone | |
| R231 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | FRI | 1pm | 2 | Beginner | Everyone | |
| R206 | Doom | Cthulhu Invictus | Andre Kruppa | FRI | 1pm | 2 | Introductory | Adult | Gnaeus Antonius Tremulus has had dreams of fearsome portent and he has urgently received your band during the morning salutation. There is heaviness to the chill air and a feeling of something impending like the calm before a storm. It is hard to imagine to what strange dark corner of the empire this odd mystery may lead. Characters and play materials provided! ENDS AT 6:15PM Immersive play with lighting, sound, and emphasis on role-playing! ? This is a Dark Phoenix Event in conjunction with Game Soapbox Productions. |

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| R207 | The Eclipse Runners | Starfinder | Ian Eller | FRI | 1pm | 2 | Beginner | Teen | <p>The Dropship Murphies are Gone, Long Live the Eclipse Runners! In the weird and wondrous universe of Paizo's Starfinder space fantasy RPG, the former Dropship Murphies have a new ship -- the sentient Eclipse -- and a new base of operations -- the independent space station Nebula City. Hunted and deep in debt, the Eclipse Runners must explore the galaxy for magical and technological artifacts while dodging an ever growing list of rivals and enemies. It is an ongoing episodic adventure where each session is self-contained but contributes to the overall Eclipse Runners narrative. Pre-generated characters are provided. This is a Dark Phoenix Event</p> |
| R208 | No Time Like The Present | Cypher System | Jason Marcure | FRI | 1pm | 2 | Beginner | Adult | <p>1984, Florida. Having recently dispatched a shape changing human/dinosaur hybrid (the case is top secret of course), the Special Investigations team known only as the Team has been asked to investigate a derelict ship floating off the coast of Florida. The briefing is strangely lacking detailed information, upon arrival you find out it's impossible to approach using aircraft, given the ship's proximity</p> |

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| | | | | | | | | | <p>to Cuba. We don't know why, but someone in Washington really wants that ship?, the briefing officer tells you. Given your supposed experience (a roll of his eyes) your ?team? (air quotes) will go in first. As soon as you give us the all clear, we can send in a recovery crew. You board the small skiff provided by the Coast Guard, and are soon on your way. Cypher System, characters provided, up to 6 players, mature themes. This is a Dark Phoenix Event</p> |
| R209 | Scurvy Bastards and Grim Disasters | Fiasco | Petra Jackl | FRI | 1pm | 2 | Introductory | Adult | <p>Arrrhhh Playset for Fiasco Arrrhhh! Welcome to the crew you scurvy landlubbers.... Treasure and glory await only the bravest, biggest and most backstabbing brutes! Live the pirate life and ply the seas in search of riches, revenge and a Royal marque or two! Beset travelers, privateers and merchants till? your very name strikes fear in the hearts of all on the water. Brave storms, monsters and fellow venomous pirates! Be the first to lay hands on booty and claim your gold! It be a High seas Fiasco! Fiasco is a heavy roleplaying game where you, the player, create the game as you go along</p> |

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| | | | | | | | | | and I am here to enjoy the hilarity as it unfolds. Everything provided, just bring your cheesy accents and a sense of adventure. Adults only due to a tendency towards mature themes. This is a Dark Phoenix Event |
| R210 | The God That Failed | Godbound | Jeffrey Lawrence | FRI | 1pm | 2 | Introductory | Adult | The Godswar has rent the heavens and ended divinities. The Words of Creation thunder from the throats of mere mortals. Entire universes have been shattered, and those with the capacity have fled for those few that remain. One such group of disparate neophyte godlings find themselves on the edge of a surviving, if damaged, world. This world, their last hope, is at risk, and is being corrupted by a rot from within. Can the tiny pantheon staunch the bleeding before all hope is lost? This is a Dark Phoenix Event. |
| R211 | The Quiet Year | The Quiet Year | Sarah Fowler | FRI | 1pm | 2 | Introductory | Teen | In this GM-less story-telling/world-building game, you collaborate to create a settlement and discover what happens to it over the course of a year. Make creative choices about what the community is like, how the world works, and what interesting and potentially weird things happen to it, |

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| | | | | | | | | | documenting events and discoveries on an ever more detailed map. Will you decide that a strange tower appeared in the night, rising to the sky so far that it seems to touch the SUN? Will a faction of the town decide that they should build a cloud-harvesting machine to deal with your water shortage? Will a plague of butterflies attack your citizens? 1-5 players, all levels of skill. This is a Dark Phoenix Event |
| R212 | Xtra Life Event : Roll Da Bones! | DCC | Scott Legault | FRI | 1pm | 2 | Introductory | Teen | Now with Extra Life! A Level 2 Dungeon Crawl Classics Adventure. Years have passed since the shipping lanes from Freeport to the Seaward islands have feared the predations of Captain Ulars Bhet and his war galley The Sea Drake. Lately rumors have circulated in the doxy houses and card shark tables that his ghost has returned to hunt the fat merchants yet again; but you pay no mind to such loose talk. Instead you and your crew have come into the possession of a certain map that shows where Capt. Bhet hid away his treasures... Take on the role of hardened sailor or savvy explorer as you and your crew seek treasure from |

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| | | | | | | | | | the hands of the dead! The Dungeon Crawl Classics game will take place on two tables culminating in a grand battle as you race to escape with your ill-gotten gains. This is an Extra Life special event hosted by Dark Phoenix Events/DCC Road Crew for 12 players. |
| R221 | Girl in a Well | D&D 5E | Mary Lindholm | FRI | 1pm | 2 | Beginner | Teen | A young girl has disappeared without a trace. The last place she was seen was by a community well. Her mother pleads with you to help find her. The valley is home to a swamp full of creatures and a series of earthquakes has opened passages linking the mountain caves to the world of the Underdark. |
| R222 | The Hunt | The Hunt | James Carpio | FRI | 1pm | 2 | Beginner | Teen | The Hunt is America's favorite game show, pastime, and arena sport. You are a Hunter. Part cop, part executioner, and part American Idol. Thrill the crowds as you hunt America's most wanted criminals for cash, prizes, fame, and glory. This is TSR's 3 table main event and is going to be wild. |
| R223 | Ghostbusters Inc | Cortex Plus | Chris Pierce | FRI | 1pm | 2 | Beginner | Teen | Congratulations on joining the Ghostbusters Incorporated franchise family. We look forward to our first evaluation at the end of the fiscal year. |

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| | | | | | | | | | Good Luck to you, Ghostbusters Arkham |
| R292 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Introduct ory | Teen | See Thursday 8am |
| R293 | CCC-TRI-12 Olma1-2 - Ill Met in Yraphon | D&D 5e | Adventure League GMs | FRI | 1pm | 2 | Training | Teen | See Thursday 1pm |
| R294 | DDAL00- 02A The Darkwood Webs | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Training | Teen | See Thursday 8am |
| R295 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Training | Teen | See Thursday 1pm |
| R296 | CCC-TRI-03 ROC1-1 - Fences & Swords | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Training | Teen | See Thursday 8am |
| R297 | CCC-TRI-05 Night1-1 - Hunt of Malar | D&D 5e | Adventure League GMs | FRI | 1pm | 2 | Beginner | Teen | See Thursday 8am |

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| R298 | DDAL00-02C Spawn of the Maimed Virulence | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Beginner | Teen | See Thursday 8am |
| R299 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Beginner | Teen | See Thursday 1pm |
| R2A1 | DDAL07-09 Unusual Opposition | D&D 5e | Adventure League GMs | FRI | 1pm | 2 | Experienced | Teen | See Thursday 8am |
| R2A2 | CCC-TRI-14 Yul2-1 - Voice in the Night | D&D 5e | Adventure League GMs | FRI | 1pm | 2 | Experienced | Teen | See Thursday 8am |
| R2A3 | DDAL00-02E Forgotten Foes | D&D 5e | Adventure League GMs | FRI | 1pm | 1 | Experienced | Teen | See Thursday 8am |
| R2A4 | DDAL07-12 In Search of Secrets | D&D 5e | Adventure League GMs | FRI | 1pm | 2 | Experienced | Teen | See Friday 8am |
| R2D1 | The Quiet Year | The Quiet Year | Kasey Clark | FRI | 1pm | 2 | Introductory | Teen | In this GM-less story-telling/world-building game, you collaborate to create a settlement and discover what happens to it over the course of a year. |

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| | | | | | | | | | <p>Make creative choices about what the community is like, how the world works, and what interesting and potentially weird things happen to it, documenting events and discoveries on an ever more detailed map. Will you decide that a strange tower appeared in the night, rising to the sky so far that it seems to touch the sun? Will a faction of the town decide that they should build a cloud-harvesting machine to deal with your water shortage? Will a plague of butterflies attack your citizens? 1-5 players, all levels of skill. This is a Dark Phoenix Event</p> |
| R253 | Afterverse: The Battle of Ceres | Afterverse | Ray Nothnagel | FRI | 3pm | 2 | Introductory | Teen | <p>In 2101, the Bactarans have blown through the blockade at Ceres, and must be stopped before they can report to their homeworld. (original d6-based system; read more at www.afterver.se)</p> |
| R2A5 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Introductory | Teen | See Thursday 8am |
| R2A6 | DDAL00-02B The Weirding | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Training | Teen | See Thursday 10am |

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| | Vats | | | | | | | | |
| R2A7 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Training | Teen | See Thursday 1pm |
| R2A8 | CCC-TRI-04 ROC1-2 - Birds of a Feather | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Beginner | Teen | See Thursday 10am |
| R2A9 | DDAL00- 02D Echoes of the Weeping War | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Beginner | Teen | See Thursday 10am |
| R2B1 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Beginner | Teen | See Thursday 1pm |
| R2B2 | DDAL00- 02F The Definition of Heroism | D&D 5e | Adventure League GMs | FRI | 3pm | 1 | Experien ced | Teen | See Thursday 10am |
| R254 | Red Dwarf and the Pirates of Penzantz III | d20 Moder n/ Sci- Fi Variant | Kevin Hogan | FRI | 5pm | 2 | Beginner | Teen | Holly informs the crew of Red Dwarf that a strange anomaly has been detected around Penzantz III. The anomaly is growing and the ship's controls stopped responding. Can Lister, Rimmer and Kryton get the ship |

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| | | | | | | | | | straight and back on course? |
| R255 | Inconceivable! | Brass & Steel - A Game of Steampunk Adventure | John Cote | FRI | 7pm | 2 | Beginner | Teen | After 25 years failing to conceive with his now deceased wife Clarisse, French President Emile Loubet and his new wife Marie are finally with child. For two months, the French have celebrated but today, news broke that Marie has been kidnapped! Even worse, France says Great Britain is responsible! Now you, the clandestine Queen's Knights of the Chimera, must find the real villains and bring Marie home to Paris to clear Great Britain's proud name. |
| R256 | Pirates - Search for the Holigost | Call of Cthulhu | Robert Dosdourian | FRI | 7pm | 2 | Experienced | Adult | Avast mateys and stand ye fast! A ghost ship is a-sail! It has wrought havoc on all who navigate these waters ships crews have been set upon and sunk! Tide flows against us. We must band together now and end this cursed ship's rule on the high seas! What say ye?! In the event of extended play, this session may be a continuation (as in a campaign). It is not necessary to have played in the 1:00-5:00 game to play in this one. |
| R257 | RED CELL ONE: The | Call of Cthulhu | Jason Blair | FRI | 7pm | 4 | Experienced | Adult | Screams of terror echo through the cool autumn night, as yet again this |

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| | Horseman! ! | u D20 system | | | | | ced | | quiet New England town has been rocked by another bizarre Murder! Now it's up to the FBI's Critical Incident Response Group code named RED CELL ONE to stop this madman from killing again, and turning this Halloween season into a Bloody Nightmare!!! |
| R258 | The Eye of Cybele (1 of 3) | Savage worlds | Joe Wronski | FRI | 7pm | 1 | Beginner | Teen | <p>The Eye of Cybele</p> <p>A multi era three part Savage Worlds trilogy of adventures concerning the legend of the Eye of Cybele an ancient artifact of prophecy and clairvoyance.</p> <p>The B Team, May 2 1932 - Part One of the Eye of Cybele, Savage Worlds</p> <p>As junior members of the Study Group for Germanic Antiquity you have long supported the senior members of your organization as they scour the world for artifacts, knowledge, and secrets lost to the mist</p> |
| R259 | The Crown Champions hip | D&D 3.5 | Mark Oliver | FRI | 7pm | 2 | Experien ced | Everyone | <p>This will be a TEAM competition. Players are encouraged to sign up as teams of two. Can you get into the castle, find the Crown, and get it out of the castle before any of the other</p> |

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| | | | | | | | | | teams do? Players will have a choice of Mage or Rogue (one each per team). For complete rules set, please email Mark Oliver (mark.s.oliver@gmail.com). |
| R260 | The Fourth Phantasmagoria | DCC RPG | Michael Curtis | FRI | 7pm | 2 | Experienced | Teen | The conclusion to the Four Phantasmagorias series. The characters have achieved the limit of mortal power, but there are stronger forces in the multiverse that threaten the Dreamworld's existence. It's up to you to stop them. A DCC RPG adventure for 10th level PCs! |
| R261 | Welcome to Adult Hood | Legend of the 5 Rings | Michael Tedford | FRI | 7pm | 2 | Introductory | Teen | You have just finished your Gempuku (coming of age trials) now for the celebration in Otosan Uchi the capital city where you will declare your name to the world and be inducted into the adult society. There will be games and competitions. You are given a message with the imperial seal on it, which is strange and unusual. You hope you're not the only one. |
| R262 | Train Wreck | Call of Cthulhu | Geoff Leatham | FRI | 7pm | 2 | Training | Everyone | All aboard the Transatlantic! The luxury train that will sweep you from Kansas City to Los Angeles in the height of Jazz Age comfort. Mingle with the famous and not yet famous. The authorities have jailed the local prophet who |

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| | | | | | | | | | contends that passengers will contend with ice, fanatics, mystical energies and horrors from another dimension, so reserve your seat today. |
| R263 | DUNGEON OF DOOM!!! PVP | D&D 5th edition | jaimie Delorge | FRI | 7pm | 2 | Beginner | Teen | Enter the dungeon of doom in a race to open the vault of ages before another band does this is a PVP event. One band will be good heroes the other vile villains. Traverse a dungeon filled with monsters , traps and a sadistic Dm. Winners will get glory and bragging rights , losers shame . Characters provided , sympathy is not. |
| R264 | War in Crow's Foot | Blades in the Dark | Ben Morgan | FRI | 7pm | 2 | Introductory | Adult | An introduction to John Harper's new RPG Blades in the Dark. Play a gang of scoundrels trying to carve out a place of their own in a gigantic, overcrowded, haunted, industrial fantasy city. There's no open territory; if you want something, you'll have to take it from someone else. Inspiration: Thief, Dishonored, Fafhrd and the Gray Mouser, Vlad Taltos, Peaky Blinders. |
| R265 | 588th Night Bomber Regiment | Night Witches | Christopher Comer | FRI | 7pm | 2 | Beginner | Teen | Pashkovskaya, March 1943. Obstinate bureaucrats, fragile planes, and brave women. Take to the skies as the natural born Soviet airwomen of the 588th Night Bombers, flying night after night |

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| | | | | | | | | | on sorties in obsolete PO-2s to save the motherland - or go down in flames trying. Night Witches deals with the heavy realities of war, so a mature attitude is a must. |
| R266 | Red Dwarf and the Pirates of Penzantz III | d20 Modern/ Sci-Fi Variant | Kevin Hogan | FRI | 7pm | 2 | Beginner | Teen | Holly informs the crew of Red Dwarf that a strange anomaly has been detected around Penzantz III. The anomaly is growing and the ship's controls stopped responding. Can Lister, Rimmer and Kryton get the ship straight and back on course? |
| R267 | The Dare | Call of Cthulhu | Derek Andelloux | FRI | 7pm | 2 | Beginner | Teen | Children will always be afraid of the dark." - H.P. Lovecraft. Players take the role of a group of average kids who are forced by their neighborhood bully to spend the night in the dreadful (and haunted!) Barnaker house. But this being Call of Cthulhu |
| R268 | Premonitions | The Unexplained | Brad Younie | FRI | 7pm | 2 | Beginner | Teen | A member of your team of paranormal investigators is having disturbing dreams of terror and destruction. When you delve into the mystery, you discover that the dreams may be premonitions of an upcoming holocaust. You are thrust into a race against time to avert the catastrophe |

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| | | | | | | | | | before anyone gets hurt. |
| R270 | Haunting and Intrigue in Yueqing | Feng Shui, 1st Edition | Peter Shah | FRI | 7pm | 2 | Introductory | Teen | <p>Legends speak of sinister spirits, and restless dead in the nearby mountains, but, the local villages have been quiet, and stable for generations. Last month a shepherd and his flock wen missing. A week ago three people disappeared without a trace. Now, strangers have arrived, offering to hunt down the culprits. The timing is suspicious, but something has to be done...</p> <p>The cinematic, action-packed Feng Shui RPG returns once again to Total Con!</p> |
| R271 | Corruption of the Daleks | Doctor Who RPG | Charles Brown | FRI | 7pm | 2 | Training | Teen | The Doctor has been arrested. And The Doctor has been arrested... and .. The Doctor has been arrested... why has the Shadow Proclamation brought the 4th, 6th and 12th Incarnations to the prison world of Kaverna, and what is watching them in the shadows? |
| R272 | Stormgate Living Campaign - Willowshire | D&D 5E | Noel Proulx | FRI | 7pm | 2 | Beginner | Everyone | The Red Highway is a trade route running north from Stormgate to the Titan's Reach. Bandits have been ambushing merchants on the road near the town of Willowshire. You have been selected to put an end to this threat. |

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| | | | | | | | | | Bring a 1st level character (or use a pre-gen). Standard Array, PHB for sources, or use an existing Stormgate character. |
| R273 | HYPERBOR EA: The Palace Ruins of Xambaala | Astonis hing Swords men & Sorcere rs of Hyperb orea | Jeffrey Talanian | FRI | 7pm | 2 | Beginner | Teen | Your party has uncovered the source of the demoniacal cachinations and dull totemic drumbeats that have haunted the city of Xambaala. In the sand-swept ruins outside the city, you discovered the abandoned camp of a despicable cult of man-eaters. Presently, your party must bring the cannibals to justice, but they fled to a ruined palace farther out in the desert. |
| R274 | Return to the Stars! Space Opera Roleplaying | Return to the Stars | Mark Sabalauskas | FRI | 7pm | 1 | Introduct ory | Teen | By the 27th century, hyperspace travel has scattered like-minded communities across the galaxy – including the Convention Authority, which was founded to celebrate the classical arts of science fiction, fantasy, and gaming. But when, unexpectedly, the hyperspace beacon goes silent, making interstellar travel impossible, genetically engineered cosplayers, gamers, makers and pop culture enthusiasts band together to create a new type of starship. |
| R232 | Pathfinder Society (10 | Pathfin | Pathfinder | FRI | 7pm | 2 | Beginner | Everyone | |

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| | tables) Multi-Table Interactive | der | GMs | | | | | | |
| R213 | The Missing | Lucid Dream s | Andre Kruppa | FRI | 7pm | 3 | Beginner | Adult | <p>In August of 1840 the Rosalie was found under sail with cargo intact and water in the bilge. The ship's cat, a few chickens, and some starving canaries were still aboard the large cargo ship. Each member of your posse had loved ones aboard the Rosalie who seemingly abandoned the ship in haste, while under sail, and so the search is on! Characters and play materials provided! ENDS AT 2AM! Immersive play with lighting, sound, and emphasis on role-playing! This is a Dark Phoenix Event in conjunction with Game Soapbox Productions.</p> |
| R214 | The Eclipse Runners | Starfin der | Ian Eller | FRI | 7pm | 2 | Beginner | Teen | <p>The Dropship Murphies are Gone, Long Live the Eclipse Runners! In the weird and wondrous universe of Paizo's Starfinder space fantasy RPG, the former Dropship Murphies have a new ship -- the sentient Eclipse -- and a new base of operations -- the independent space station Nebula City. Hunted and deep in debt, the Eclipse Runners must explore the galaxy for magical and</p> |

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| | | | | | | | | | <p>technological artifacts while dodging an ever growing list of rivals and enemies.</p> <p>It is an ongoing episodic adventure where each session is self-contained but contributes to the overall ?Eclipse Runners? narrative. Pre-generated characters are provided. This is a Dark Phoenix Event</p> |
| R215 | Lady Blackbird Part 1 | Indy d6 similar to Fate | Colleen Nachtrieb | FRI | 7pm | 2 | Beginner | Adult | <p>Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint. However, just before reaching the halfway point of Haven, The Owl was pursued and captured by the Imperial Cruiser Hand of Sorrow, under charges of flying a false flag. Even now, Lady Blackbird, her bodyguard, and the crew of the Owl are detained in the brig, while the Imperial commander runs the smuggler ship's registry over the wireless. It's only a matter of time before they discover the outstanding warrants and learn that The Owl is owned by none other than the infamous outcast, Cyrus Vance.</p> |

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| | | | | | | | | | How will Lady Blackbird and the others escape the Hand of Sorrow? What dangers lie in their path? This is a Dark Phoenix Event. |
| R216 | An Amaranthine Desire | COC 7th | Sean Murphy | FRI | 7pm | 2 | Beginner | Teen | Your gang of pirates is bringing your latest booty to shore when a storm overtakes you and sweeps you to?. a small clearing in the woods? You now find yourself trapped in a race against time to get home again. This is a 7th Edition Call of Cthulhu game written by Matthew Sanderson. Characters provided, 3-5 players, 3 difficulty level, 2 maturity level. This is a Dark Phoenix Event. |
| R217 | The Voice: Bard To The Bone | 5 Ed D&D | Eric Jackson | FRI | 7pm | 2 | Training | Teen | 5E 6-8th level Forgotten Realms Bards only! Yartar's new Water Baron is looking for an official Entertainer of the Realm. Bards from all over Faerun have come to compete for the honor, the glory and the cash. But you and your team are here for another reason, a heist!!! Can you outfox the Royal, the Judges and those meddling Harpers (who are sure to be around somewhere) and escape with the goods. Use your bardic skills to charm, magic and steal your way to victory. A |

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| | | | | | | | | | rousing game for 6 players, intermediate level, 2 maturity level. This is a Dark Phoenix Event. |
| R218 | Dark Desert Highway | COC 7th rules / horror | Scott Legault | FRI | 7pm | 2 | Beginner | Adult | You've been on the road to 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 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. COC 7th rules, 6 players, mature players, adult horror themes. This is a Dark Phoenix Event |
| R224 | The Hunt - Team Alpha | The Hunt | James Carpio | FRI | 7pm | 2 | Beginner | Teen | The Hunt is America's favorite game show, pastime, and arena sport. You are a Hunter. Part cop, part executioner, and part American Idol. Thrill the crowds as you hunt America's most wanted criminals for cash, prizes, fame, and glory. This is TSR's 3 table main event and is going to be wild. |
| R225 | The Hunt - Skull | The | Chris Pierce | FRI | 7pm | 2 | Beginner | Teen | The Hunt is America's favorite game show, pastime, and arena sport. You |

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| | Crushers | Hunt | | | | | | | are a Hunter. Part cop, part executioner, and part American Idol. Thrill the crowds as you hunt America's most wanted criminals for cash, prizes, fame, and glory. This is TSR's 3 table main event and is going to be wild. |
| R226 | The Hunt - Black Razors | The Hunt | Peter Bryant | FRI | 7pm | 2 | Beginner | Teen | The Hunt' is America's favorite game show, pastime, and arena sport. You are a Hunter... part cop, part executioner, and part American Idol. Thrill the crowds as you hunt America's most wanted criminals for cash, prizes, fame, and glory. Be careful, when the crowd gets that taste of blood, the Hunters can sometimes become the Hunted! The hunt is part skirmish game and part RPG. Bring your puns, your competitive spirit, and most of all your disregard for personal safety. This is TSRs main event. It will be three tables and is part LARP, part boardgame, and part RPG. |
| R2B3 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 7pm | 1 | Introductory | Teen | See Thursday 8am |
| R2B4 | CCC-TRI-13 Olma1-3 - What Lies | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Training | Teen | See Thursday 7pm |

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| | Beneath Ylraphon | | | | | | | | |
| R2B5 | CCC-TRI-12 Olma1-2 - Ill Met in Ylraphon | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Training | Teen | See Thursday 1pm |
| R2B6 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | FRI | 7pm | 1 | Training | Teen | See Thursday 7pm |
| R2B7 | DDAL07-02 Over the Edge | D&D 5e | Adventure League GMs | FRI | 7pm | 1 | Beginner | Teen | See Thursday 1pm |
| R2B8 | CCC-TRI-06 Night1-2 - Haggard Heroes | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Beginner | Teen | See Thursday 1pm |
| R2B9 | CCC-TRI-08 Night1-4 - Dreadful Wail | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Beginner | Teen | See Friday 8am |
| R2C1 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | FRI | 7pm | 1 | Beginner | Teen | See Thursday 7pm |

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| R2C2 | DDAL07-10 Fire, Ash, and Rain | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Experien ced | Teen | See Thursday 1pm |
| R2C3 | CCC-TRI-15 YUL2-2 - The Dark of the Hive | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Experien ced | Teen | See Thursday 1pm |
| R2C4 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Experien ced | Teen | See Thursday 8am |
| R2C5 | CCC-TRI-02 Yul1-2 - Impression Left Behind | D&D 5e | Adventure League GMs | FRI | 7pm | 2 | Experien ced | Teen | See Thursday 7pm |
| R275 | Fathoms | Fathoms | Jason Miceli | FRI | 9pm | 1 | Beginner | Everyone | Embark upon an adventure in a unique Steam-Fantasy world ravaged by a cataclysm which sent all civilizations underwater, and some groups into the mysterious planet core. This session will be a short module to introduce players to the game world. |
| R2C6 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | FRI | 9pm | 1 | Introduct ory | Teen | See Thursday 8am |
| R2C7 | DDAL07-05 Whispers | D&D | Adventure | FRI | 9pm | 1 | Training | Teen | See Thursday 7pm |

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| | in the Dark | 5e | League GMs | | | | | | |
| R2C8 | DDAL07-02 Over the Edge | D&D 5e | Adventure League GMs | FRI | 9pm | 1 | Beginner | Teen | See Thursday 1pm |
| R2C9 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | FRI | 9pm | 1 | Beginner | Teen | See Thursday 7pm |
| R227 | Strange Town | Cortex Plus | Chris Pierce | FRI | 11pm | 1 | Beginner | Teen | A young group of outcasts discover a secret and an unassuming Maine town and defeat a great threat with little or no help from the adults there in. Told in the vein of stories like It, Goonies, Stranger Things, and Stand By Me. |
| R332 | Heroes of Altamira, Ep. 15 - Black Sheep | 7th Sea | Mark Edwards | SAT | 8am | 2 | Experienced | Teen | A seemingly random fight in Paseo Largo could reveal one of the de Silva's most nefarious schemes. That is, if finding out doesn't kill you first. We recommend you join this campaign by first playing Flashback. |
| R333 | Heroes of Altamira, Ep. 13 - The Madman of Paseo | 7th Sea | Laura Gullett | SAT | 8am | 2 | Experienced | Teen | Townfolk haven't stopped disappearing. And worse, now they're being murdered too. Can you solve this mystery before there's no one left in town to protect? We recommend you join this campaign by first playing |

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| | Largo | | | | | | | | Flashback. |
| R334 | A Day Unlike Any Other | Mighty Protectors (Villains & Vigilantes 3.0) | Charles Brown | SAT | 8am | 2 | Training | Everyone | <p>It seemed a normal late spring day - then everything changed in the blink of an eye...</p> <p>If more than 6 players sign up this will be a Player vs. Player" event with Good and Evil PCs."</p> |
| R335 | Stormgate Living Campaign - Ruins of Melkor | D&D 5E | Noel Proulx | SAT | 8am | 4 | Beginner | Everyone | <p>Deep in the swamps of Stonemoor rests an ancient temple that served as a nexus of evil a millennia ago. The residents of the nearby town of Willowshire warn you that the ruins are no longer dormant and a darkness is growing there. Can You cleanse it? Double Sized Event.</p> <p>Bring a 1st level character (or use a pregen). Standard Array, PHB for sources, or use an existing Stormgate character.</p> |
| R336 | The Hoard | Pathfinder | Robert Lamm | SAT | 8am | 2 | Beginner | Everyone | <p>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</p> |

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| | | | | | | | | | guard to their most powerful warlocks and the Seed. You can't let them have it. You have to get it back. |
| R326 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | SAT | 8am | 2 | Beginner | Everyone | |
| R327 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | SAT | 8am | 2 | Beginner | Everyone | |
| R301 | Kobold Kumite | A Kobold Ate My Baby | Malachi Martin | SAT | 8am | 2 | Introductory | Teen | You are a Kobold, and as a Kobold, the world is out to get you. Yet again you find yourself in a less than great situation...In honor of Wang Zhi, the Pirate King of Japan, a month-long celebration of his 50th birthday is being held. The main entertainment is YOU running the death gauntlet then fighting in the Kobold Kumite! Do you possess the skill (you don't) or the cunning (not really) to survive? The lone winner will be set free. Will you be the last Kobold standing? A game for Kobolds Ate My Baby. No experience needed, 2 maturity levels, 6-8 players. This is a Dark Phoenix Event. |
| R302 | Summer | Dread | Colleen | SAT | 8am | 2 | Introduct | Adult | It's the hottest summer in years, you and your best fraternity buddies are |

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| | Dread | | Nachtrieb | | | | ory | | looking to celebrate your recent graduation by renting a secluded cabin with your sister sorority. The cabin is located on a private island surrounded by a beautiful lake, fog covered mountains and deep, dark forests. This will be the summer to remember, if you survive it. Dread is a horror survival game, with simple conflict resolution using a Jenga tower. It is a highly narrative based game that includes an 8 minute character questionnaire. This is a Dark Phoenix Event. |
| R303 | Until The Canals Run Red | Blades in the Dark | Matthew Wheeler | SAT | 8am | 2 | Introductory | Adult | <p>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.</p> <p>The second session will be a continuation of the first session but you do not need to play in both. Blades in the Dark, 6 players, mature themes, rules taught. This is a Dark Phoenix</p> |

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| | | | | | | | | | Event. |
| R304 | The Voice: Ransom Notes | 5 Ed D&D | Eric Jackson | SAT | 8am | 2 | Training | Teen | 5E D&D 6-8th level Forgotten Realms Bards only! During the Waterbaron's competition to become Yartar's Greatest Entertainer a group of contestants have made off with one of the Ruthiol family treasures. In order to catch a bard you'll need to think like a bard. Good thing for you you're a Harper. You and your team must recover the item from Floating Fortress in the swamps surrounding Yartar before the ancient magic embedded in the relic takes its revenge out on the Waterbaron and the entire city. Use your bardic skills to charm, magic and steal your way to victory. A rousing game for 6 players, intermediate level, 2 maturity level. This is a Dark Phoenix Event. |
| R305 | Brass & Steel: Airship Pirates | Brass & Steel: A Steampunk Adventure | Scott Legault | SAT | 8am | 2 | Introductory | Teen | The Gaslight Gang rises again to fight injustice in Mother England. Fight as a soldier, a scoundrel or scholar. Wield mysterious arcane powers, touch the mind as a lucid dreamer, or master Steampunk devices as an artificer. Join Iron Jim, Dr. Cogswell, Vanity Rose, Katja, Longshot and the rest of the gang |

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| | | | | | | | | | to solve a brand new mystery dealing with the dreaded pirates of the Iron Sky! Characters provided, rules taught, bring your cheesy accent! This is a Dark Phoenix Event. |
| R366 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SAT | 8am | 1 | Introductory | Teen | See Thursday 8am |
| R367 | DDAL07-03 A Day at the Races | D&D 5e | Adventure League GMs | SAT | 8am | 1 | Training | Teen | See Thursday 8am |
| R368 | CCC-TRI-13 Olma1-3 - What Lies Beneath Ylraphon | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Training | Teen | See Thursday 7pm |
| R369 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | SAT | 8am | 1 | Training | Teen | See Thursday 1pm |
| R370 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | SAT | 8am | 1 | Beginner | Teen | See Thursday 8am |
| R371 | CCC-TRI-07 Night1-3 - Beneath the | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Beginner | Teen | See Thursday 7pm |

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| | Moonseas | | | | | | | | |
| R372 | CCC-TRI-05 Night1-1 - Hunt of Malar | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Beginner | Teen | See Thursday 8am |
| R373 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | SAT | 8am | 1 | Beginner | Teen | See Thursday 1pm |
| R374 | DDAL07-11 A Lesson in Love | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Experien ced | Teen | See Thursday 7pm |
| R375 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R376 | DDAL07-09 Unusual Opposition | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R377 | CCC-TRI-14 Yul2-1 - Voice in the Night | D&D 5e | Adventure League GMs | SAT | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R337 | Afterverse: The Siege of Parella | Afterve rse | Ray Nothnagel | SAT | 10am | 1 | Introduct ory | Everyone | In this casual introduction to space combat in Afterverse, you will defend the Parella space station from aggressors, coming to steal invaluable |

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| | | | | | | | | | artifacts. |
| R318 | Against the Phoenix | G-Core | Jay Libby | SAT | 10am | 1 | Beginner | Everyone | Last year the Dark Phoenix obtained the Cosmic Cube. Now it's up to Marvel's cosmic heroes to put her down. Can arch enemies put their differences aside or will someone else wield the cube when the dust settles? |
| R378 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SAT | 10am | 1 | Introductory | Teen | See Thursday 8am |
| R379 | DDAL07-03 A Day at the Races | D&D 5e | Adventure League GMs | SAT | 10am | 1 | Training | Teen | See Thursday 8am |
| R380 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | SAT | 10am | 1 | Training | Teen | See Thursday 1pm |
| R381 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | SAT | 10am | 1 | Beginner | Teen | See Thursday 8am |
| R382 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | SAT | 10am | 1 | Beginner | Teen | See Thursday 1pm |
| R338 | Heroes of Altamira, Ep. 16 - Fall | 7th Sea | Mark Edwards | SAT | 1pm | 2 | Experienced | Teen | They say "Justice delayed is Justice denied" but at long last, there'll be no more delays. Of course, they also say, |

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| | from Grace | | | | | | | | | “no good deed goes unpunished” We recommend you join this campaign by first playing Flashback. |
| R339 | Heroes of Altamira, Ep. 14 - A Friend in Need | 7th Sea | Laura Gullett | SAT | 1pm | 2 | Experienced | Teen | Word's out, The Shadow King has been captured! And you didn't have to lift a finger. Guess that solves that. Everyone can relax now, right? Right? We recommend you join this campaign by first playing Flashback | |
| R340 | Bigfoot! Rescue in the Black Hills | | Robert Dosedourian | SAT | 1pm | 2 | Beginner | Adult | The legend of Bigfoot keeps people coming back to the Canary Company copper mine, closed some 50-odd years ago up in the Black Hills of South Dakota. Park rangers often chase away the curious, though lately the reports of people missing and others who returned completely deranged or disoriented have gotten this place some attention. A government-sponsored team of investigators is making the trek up to discover the truth about what is out there. | |
| R341 | Hyperborea: In Umbrage Taken | Astonishing Swords men & Sorcerers of | David Prata | SAT | 1pm | 3 | Experienced | Teen | A Zangeriosan emissary asks the party to undertake an urgent mission to the Savage Boreal Coast. The last ship to drop off supplies at some new settlements found the first village burnt to the ground. A second village was | |

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| | | Hyperborea | | | | | | | perfectly intact, but deserted. The Governor needs a group of adventurers to find out what happened. A high-level adventure adapted from <i>Terror in the Tropics</i> by Roy Rowe, first published in WGR2 <i>Treasures of Greyhawk</i> . |
| R328 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | SAT | 1pm | 2 | Beginner | Everyone | |
| R329 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | SAT | 1pm | 2 | Beginner | Everyone | |
| R342 | The Reds Line | Price of Freedom | Christopher Comer | SAT | 1pm | 2 | Beginner | Everyone | The invasion has begun! Aircraft are dropping Soviet paratroopers all over the East Coast, tanks materialize from shipping containers, and corrupt politicians reveal their true Communist loyalties. Join a ragtag group of heroes who are going to make sure the Ruskies don't take Boston without a fight! Will you learn the Price of Freedom? Strongly recommended that players watch <i>Red Dawn</i> (1984) first. |
| R343 | Wild West and Wizards | Dava System | Brad Younie | SAT | 1pm | 2 | Beginner | Teen | 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 |

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| | | | | | | | | | 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 |
| R344 | Shadowrun via The Sprawl | The Sprawl | | SAT | 1pm | 2 | Training | Adult | Hoi Chummers! This is a Shadowrun hack of The Sprawl which is based off of Apocalypse World. Basically, it's Shadowrun but with the Apocalypse World ruleset. The Sprawl rules are light and lean heavy on the fun and story telling instead of on crunch and rules. Shadowrun is a science fantasy tabletop role-playing game set in a near-future fictional universe in which cybernetics |
| R345 | Doom | Cthulhu Invictus | Andre Kruppa | SAT | 1pm | 3 | Introductory | Adult | Gnaeus Antonius Tremulus has had dreams of fearsome portent and he has urgently received your band during the morning salutation. There is heaviness to the chill air and a feeling of something impending like the calm before a storm. It is hard to imagine to what strange dark corner of the empire this odd mystery may lead. ENDS AT |

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| | | | | | | | | | 6:15PM! [Immersive play with lighting, sound, and emphasis on role-playing! - with DarkPhoenixEvents.com] |
| R346 | Below the Thunders | Call of Cthulhu 5th ed | Joseph Pandolph | SAT | 1pm | 2 | Beginner | Teen | In the near future, the crew of the underwater mining platform Leviathan are tasked with exploring the nearby shipwreck of an ancient pirate ship. But, what dark curse may be contained within its ancient remains? |
| R347 | Return to the Stars! Space Opera Roleplaying | Return to the Stars | Mark Sabalauskas | SAT | 1pm | 1 | Introductory | Teen | By the 27th century, hyperspace travel has scattered like-minded communities across the galaxy including the Convention Authority, which was founded to celebrate the classical arts of science fiction, fantasy, and gaming. But when, unexpectedly, the hyperspace beacon goes silent, making interstellar travel impossible, genetically engineered cosplayers, gamers, makers and pop culture enthusiasts band together to create a new type of starship. |
| R348 | Slade's Cup | Astonishing Swords men and Sorcere | Morgan Hazel | SAT | 1pm | 2 | Introductory | Teen | A smashed cup at a convocation of demon princes is the only remnant of the non-aggression pact. Over centuries the cup has been reassembled. The heroes must retrieve the final piece to bring the relic back |

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| | | rs of Hyperborea | | | | | | | together, if only to sell it to the highest bidder. |
| R349 | Afterverse: The Siege of Parella | Afterverse | Ray Nothnagel | SAT | 1pm | 1 | Introductory | Everyone | In this casual introduction to space combat in Afterverse, you will defend the Parella space station from aggressors, coming to steal invaluable artifacts. |
| R307 | The Eclipse Runners | Starfinder | Ian Eller | SAT | 1pm | 2 | Beginner | Teen | The Dropship Murphies are Gone, Long Live the Eclipse Runners! In the weird and wondrous universe of Paizo's Starfinder space fantasy RPG, the former Dropship Murphies have a new ship -- the sentient Eclipse -- and a new base of operations -- the independent space station Nebula City. Hunted and deep in debt, the Eclipse Runners must explore the galaxy for magical and technological artifacts while dodging an ever growing list of rivals and enemies. It is an ongoing episodic adventure where each session is self-contained but contributes to the overall Eclipse Runners narrative. Pre-generated characters are provided. This is a Dark Phoenix Event |
| R308 | The Ballad Of The | DCC/Spelljam | David Clarkson | SAT | 1pm | 2 | Beginner | Teen | A Level 3 Dungeon Crawl Classics: Spelljammer Adventure for 6-8 players. |

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| | Singular Thief | mer mashup | | | | | | | | <p>In a star system quaking under the enslaving forces of the Eye Tyrants and their Illithid servants. Your band of pirates, thieves and criminals are headed to the prison mines of Charon. The rebellious forces of the Perilous League have determined that your party may hold the secret to stopping the construction of a battlecruiser of immense size, capable of laying waste to the entire cities. Take the role of a fallen hero as dark times fall over the known worlds and perhaps bring a new hope to the goodly aligned races of the Oerth. This is a Dark Phoenix/DCC Road Crew production.</p> |
| R309 | Ship Of Fear | Dr. Who | Sean Murphy | SAT | 1pm | 2 | Beginner | Teen | <p>The TARDIS doors open on the good ship Vincent, where the glass bottom promises an exquisite view of the Neverglade Comet hitting a planet. Everyone is having a good time until glowing pirates burst into the ballroom demanding treasure and hostages! This is an original scenario for the Doctor Who RPG. Players don't need to know the system but should come prepared to have fun and roleplay their favorite Whovian character. Characters provided, 3-6 players, 3 difficulty level,</p> | |

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| | | | | | | | | | 2 maturity level. This is a Dark Phoenix Event. |
| R310 | Pirates Of The Diaspora | Pathfinder | Eric Jackson | SAT | 1pm | 2 | Training | Teen | 9-12th level Pirates! Starfinder (Pathfinder system) As members of the ragtag crew of the Tranquility out the port of Broken Rock you've done your share of salvaging before, but when your crew comes across the wreck of the Pact World Freighter Auriga, lost in the Drift 40 Standards ago. It's a Free Captain's dream come true, until it becomes a nightmare. Come play one of the eerily familiar sci-fi characters as they trope (I mean tramp) through the wrecked ship and discover the treasure and the curse of the Auriga. A rousing game for 6 players, intermediate level, 2 maturity level. This is a Dark Phoenix Event. |
| R311 | Bon Voyage | COC 6th | Scott Legault | SAT | 1pm | 2 | Beginner | Adult | You begin your journey on the Tramp Steamer Bellerophon out of Boston heading for Puerto Rico and points beyond. It is 1931. Your journey will end in the realms of madness. COC rules, Characters provided, mature players, adult horror themes. This is a Dark Phoenix Event. |

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| R319 | Sanguine Sacrament | D&D 5E | Mary Lindholm | SAT | 1pm | 2 | Beginner | Teen | For the first time in eons, ancient aberrations are emerging from the deep. Driven by some otherworldly fervor, they encroach upon the local villages, searching for anyone linked to the Gods. Even now you hear rumors of kidnap, men and women dragged kicking and screaming into the depths. |
| R320 | Welcome to Edge City | Pulp Era | James Carpio | SAT | 1pm | 2 | Beginner | Teen | Edge City, 1936. A mysterious island off the coast of California that has been transformed into a haven of crime, masked heroes, and scientific oddities. Doc Aries and a group of crimefighters, philanthropists, and scientists must stop Dr. Thaddeus Thok and his deadly weapon. |
| R321 | The God Stones | G-Core | Jay Libby | SAT | 1pm | 2 | Beginner | Teen | Daemos I looking to take out the Anti-Prime, but he needs God Stones. Players take on the role of space misfits working for the God Killer. Is Daemos really as evil as people believe or is there something more? And will the Anti-Prime and his Eternal Church of Life catch up to the players? |
| R383 | DDEP07-02 Drums of the Dead - | D&D 5e | Adventure League GMs | SAT | 1pm | 2 | Beginner | Teen | A ritual to destroy Chult's undead has backfired, unleashing an undead plague that is spread from bites and scratches. Volo has identified the components |

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| | Tier 1 | | | | | | | | <p>needed to concoct an antidote, but needs your help to scour the jungle for rare ingredients. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.</p> <p>Multi-Table Interactive - This Ticket is for Character Levels 1-4</p> |
| R384 | DDEP07-02 Drums of the Dead - Tier 2 | D&D 5e | Adventure League GMs | SAT | 1pm | 2 | Beginner | Teen | <p>A ritual to destroy Chult's undead has backfired, unleashing an undead plague that is spread from bites and scratches. Volo has identified the components needed to concoct an antidote, but needs your help to scour the jungle for rare ingredients. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.</p> <p>Multi-Table Interactive - This Ticket is for Character Levels 5-10</p> |
| R385 | DDEP07-02 Drums of | D&D 5e | Adventure League GMs | SAT | 1pm | 2 | Beginner | Teen | <p>A ritual to destroy Chult's undead has backfired, unleashing an undead plague</p> |

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| | the Dead - Tier 3 | | | | | | | | <p>that is spread from bites and scratches. Volo has identified the components needed to concoct an antidote, but needs your help to scour the jungle for rare ingredients. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.</p> <p>Multi-Table Interactive - This Ticket is for Character Levels 11-16</p> |
| R386 | DDEP07-02 Drums of the Dead - Tier 4 | D&D 5e | Adventure League GMs | SAT | 1pm | 2 | Beginner | Teen | <p>A ritual to destroy Chult's undead has backfired, unleashing an undead plague that is spread from bites and scratches. Volo has identified the components needed to concoct an antidote, but needs your help to scour the jungle for rare ingredients. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.</p> <p>Multi-Table Interactive - This Ticket is for Character Levels 17-20</p> |

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| R350 | Ash, Oak, and Thorn | DCC RPG | Michael Curtis | SAT | 3pm | 2 | Beginner | Teen | A clash of cultures threatens the peace of a quiet river valley and it's up to the characters to resolve the conflict. Ancient secrets, otherworldly entities, and dark powers all move behind the scenes. Can the PCs root out a lurking evil before it reaps a bountiful harvest? |
| R351 | Afterverse: The Siege of Parella | Afterverse | Ray Nothnagel | SAT | 3pm | 1 | Introductory | Everyone | In this casual introduction to space combat in Afterverse, you will defend the Parella space station from aggressors, coming to steal invaluable artifacts. |
| R352 | TORCHWOOD: The Sandman!! | Doctor Who Roleplaying Game | Jason Blair | SAT | 5pm | 4 | Training | Everyone | An old enemy from Jack's past returns to threaten, not just the lives of the Torchwood team, but the life every man, woman, and child in a small Welsh town of Rumney, if Jack does not comply with its demands. So it's up to Jack and the Torchwood team to save the day. |
| R353 | Afterverse: The Siege of Parella | Afterverse | Ray Nothnagel | SAT | 5pm | 1 | Introductory | Everyone | In this casual introduction to space combat in Afterverse, you will defend the Parella space station from aggressors, coming to steal invaluable artifacts. |
| R354 | Heroes of Altamira, | 7th Sea | Mark Edwards | SAT | 7pm | 2 | Experien | Teen | Fight a duel, buy new clothes, or deal with your Background. But remember, |

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| | Personal Agendas | | | | | | ced | | Altamira needs heroes, and you never know when adventure will come calling. We recommend you join this campaign by first playing Flashback. |
| R355 | Inconceivable! | Brass & Steel - A Game of Steampunk Adventure | John Cote | SAT | 7pm | 2 | Beginner | Teen | After 25 years failing to conceive with his now deceased wife Clarisse, French President Emile Loubet and his new wife Marie are finally with child. For two months, the French have celebrated but today, news broke that Marie has been kidnapped! Even worse, France says Great Britain is responsible! Now you, the clandestine Queen's Knights of the Chimera, must find the real villains and bring Marie home to Paris to clear Great Britain's proud name. |
| R356 | Heroes of Altamira, Personal Agendas | 7th Sea | Laura Gullett | SAT | 7pm | 2 | Experienced | Teen | Fight a duel, buy new clothes, or deal with your Background. But remember, Altamira needs heroes, and you never know when adventure will come calling. We recommend you join this campaign by first playing Flashback. |
| R357 | Ghosts of Fort William Henry | Call of Cthulhu | Robert Dosdourian | SAT | 7pm | 2 | Experienced | Adult | A ghost tour of Fort William Henry is planned for a night while vacationing in beautiful Lake George, New York. Join us for a guided tour as you learn the history of the English fort and the |

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| | | | | | | | | | subsequent loss during the week-long siege during the French and Indian War in August of 1757. Visitors are encouraged to bring cameras to take pictures. You never know what orbs or visions you might see! |
| R358 | The Eye of Cybele (2 of 3) | Savage worlds | Joe Wronski | SAT | 7pm | 1 | Beginner | Teen | <p>The Eye of Cybele</p> <p>Ich bin ein Berliner, June 24 1948 - Part Two of the Eye of Cybele, Savage Worlds</p> <p>Comrade tensions with the West have increased as they move to form a puppet government in 'West' Germany. A crisis in fact is looming in the divided city of Berlin. The Politburo has stopped the flow of trains and vehicles in and out of the divided zones. Your team is report to Major Popov MGB (Ministry for State Security) 1st Directorate, Potsdam</p> |
| R330 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | SAT | 7pm | 2 | Beginner | Everyone | |
| R331 | Starfinder Society (3 | Starfinder | Pathfinder GMs | SAT | 7pm | 2 | Beginner | Everyone | |

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| | tables) | | | | | | | | |
| R359 | War in Crow's Foot | Blades in the Dark | Ben Morgan | SAT | 7pm | 2 | Introductory | Adult | An introduction to John Harper's new RPG Blades in the Dark. Play a gang of scoundrels trying to carve out a place of their own in a gigantic, overcrowded, haunted, industrial fantasy city. There's no open territory; if you want something, you'll have to take it from someone else. Inspiration: Thief, Dishonored, Fafhrd and the Gray Mouser, Vlad Taltos, Peaky Blinders. |
| R360 | Modern Day Dungeon Crawl | The Unexplained | | SAT | 7pm | 2 | Beginner | Teen | While on an expedition at a site famed for a large variety of paranormal sightings, your team of investigators discovers an underground labyrinth of bizarre architecture full of mysterious and deadly surprises. Once trapped in the dungeon |
| R361 | The Missing | Lucid Dreams Role-Playing Engine | Andre Kruppa | SAT | 7pm | 3 | Introductory | Adult | In August of 1840 the Rosalie was found under sail with cargo intact and water in the bilge. The ship's cat, a few chickens, and some starving canneries were still aboard the large cargo ship. Each member of your posse had loved ones aboard the Rosalie who seemingly abandoned the ship in haste, while under sail, and so the search is on! ENDS AT 2AM! [Immersive play with |

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| | | | | | | | | | lighting, sound, and emphasis on role-playing! - with DarkPhoenixEvents.com.] |
| R362 | SG-24 goes Down Town | D20 | Neil Churchill | SAT | 7pm | 2 | Training | Everyone | SG24 is ordered to check out a town on P5C-982. The SGC is receiving radio signs on the short wave wavelengths. The town looks deserted. Pre-generated characters will be available. |
| R363 | Return to the Stars! Space Opera Roleplaying | Return to the Stars | Mark Sabalauskas | SAT | 7pm | 1 | Introductory | Teen | By the 27th century, hyperspace travel has scattered like-minded communities across the galaxy " including the Convention Authority, which was founded to celebrate the classical arts of science fiction, fantasy, and gaming. But when, unexpectedly, the hyperspace beacon goes silent, making interstellar travel impossible, genetically engineered cosplayers, gamers, makers and pop culture enthusiasts band together to create a new type of starship. |
| R364 | Afterverse: The Siege of Parella | Afterverse | Ray Nothnagel | SAT | 7pm | 1 | Introductory | Everyone | In this casual introduction to space combat in Afterverse, you will defend the Parella space station from aggressors, coming to steal invaluable artifacts. |

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| R313 | The Eclipse Runners | Starfinder | Ian Eller | SAT | 7pm | 2 | Beginner | Teen | <p>The Dropship Murphies are Gone, Long Live the Eclipse Runners! In the weird and wondrous universe of Paizo's Starfinder space fantasy RPG, the former Dropship Murphies have a new ship -- the sentient Eclipse -- and a new base of operations -- the independent space station Nebula City. Hunted and deep in debt, the Eclipse Runners must explore the galaxy for magical and technological artifacts while dodging an ever growing list of rivals and enemies. It is an ongoing episodic adventure where each session is self-contained but contributes to the overall 'Eclipse Runners' narrative. Pre-generated characters are provided. This is a Dark Phoenix Event</p> |
| R314 | Lady Blackbird Part 2 | Indy d6 similar to Fate | Colleen Nachtrieb | SAT | 7pm | 2 | Beginner | Adult | <p>Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint. Having nearly escaped detection from Imperial ships, the smugglers, lead by the infamous Cyrus Vance, take a dangerous chance</p> |

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| | | | | | | | | | by navigating the lower depths to escape further risk of capture. Will Lady Blackbird and her company find what they are looking for? Will the Owl stay intact to meet her final destination: the pirate king? What waits for them in the lower depths? Join the game for the final conclusion of Lady Blackbird. (you do not have to have played in part one to play in part two) This is a Dark Phoenix Event. |
| R315 | A Bitter Pill | Shadowrun | Thomas Howell | SAT | 7pm | 2 | Beginner | Adult | You've been hired to break into a DocWagon facility with a shot at raiding their pharmaceutical stores - easy to carry and like gold on the streets.? But naturally things get complicated - you've got to take your patron and their kid sister along for the ride! Shadowrun RPG, 6 players, mature themes. This is a Dark Phoenix Event. |
| R316 | The Lambent Fields | Numenera | Jason Marcure | SAT | 7pm | 2 | Beginner | Adult | After you pass through the mundane lands of the Steadfast, over the Black Riage you find the Beyond. A hazardous place of wilderness and peril. Deep in the Beyond you find the Lambent Fields. A place filled with promise. Treasures of all kinds can be found beneath the shimmering sands. Even |

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| | | | | | | | | | <p>the sands themselves are valuable. Yes the very dirt is sought after by those in the Steadfast. For it shimmers, scintillates sparkles and sustains its mesmerizing display without end! The Queen thinks her troops can stop us. The Church thinks their priests can stop us. Weaker crews think the very fields can stop us. We have the fastest land skitter, the best crew and the most moxie of them all! One last run dear Friends, once more into the breach for the greatest of treasures! Huzzah! Numenera, characters provided, up to 6 players, mature themes. This is a Dark Phoenix Event.</p> |
| R317 | Dark Desert Highway | COC 7th rules / horror | Scott Legault | SAT | 7pm | 2 | Beginner | Adult | <p>You've been on the road to 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 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. COC 7th rules, 6 players,</p> |

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| | | | | | | | | | mature players, adult horror themes. This is a Dark Phoenix Event |
| R322 | The Osiris Agenda | Top Secret | James Carpio | SAT | 7pm | 2 | Beginner | Teen | The DeYoung museum is receiving a prominent female pharaoh, though it's doors for a limited engagement. The Egyptian government has taken precautions to ensure that the exhibit goes as planned. What they didn't plan for was the illegal bio weapon shipment being smuggled in the pharaoh's sarcophagus. |
| R323 | Sewers of Night City | Cyberpunk 2020 | Jay Libby | SAT | 7pm | 1 | Beginner | Adult | Grace Steel and her crew want be the best of the best in Night City. After dealing a death blow to the Dirty Clowns, she is looking for answers to who was behind the poser clown gang. Her search lands her in a dangerous game in the sewers of Night City. |
| R324 | Into the Abyss | Cube of Death | Peter Bryant | SAT | 7pm | 1 | Beginner | Adult | You are on a quest for the Orex. The most powerful item in the universe. You will enter the Abyss and compete with other challengers, hazards, and monsters. Cube of Death is an RPG card game that uses geek Trivia Questions to resolve actions. Test your geek fu and show us what you know! Recorded. |

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| R387 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SAT | 7pm | 1 | Introductory | Teen | See Thursday 8am |
| R388 | CCC-TRI-11 Olma1-1 - Flooded Dreams | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Training | Teen | See Thursday 8am |
| R389 | CCC-TRI-09 BHC1-0 - Tinhammer Falls | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Training | Teen | See Thursday 7pm |
| R390 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | SAT | 7pm | 1 | Training | Teen | See Thursday 7pm |
| R391 | CCC-TRI-03 ROC1-1 - Fences & Swords | D&D 5e | Adventure League GMs | SAT | 7pm | 1 | Training | Teen | See Thursday 8am |
| R392 | CCC-TRI-08 Night1-4 - Dreadful Wail | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Beginner | Teen | See Friday 8am |
| R393 | CCC-TRI-06 Night1-2 - Haggard | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Beginner | Teen | See Thursday 1pm |

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| | Heroes | | | | | | | | |
| R394 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | SAT | 7pm | 1 | Beginner | Teen | See Thursday 7pm |
| R395 | DDAL07-12 In Search of Secrets | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Experi- enced | Teen | See Friday 8am |
| R396 | CCC-TRI-02 Yul1-2 - Impression Left Behind | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Experi- enced | Teen | See Thursday 7pm |
| R397 | DDAL07-10 Fire, Ash, and Rain | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Experi- enced | Teen | See Thursday 1pm |
| R398 | CCC-TRI-15 YUL2-2 - The Dark of the Hive | D&D 5e | Adventure League GMs | SAT | 7pm | 2 | Experi- enced | Teen | See Thursday 1pm |
| R365 | Fathoms | Fathoms | Jason Miceli | SAT | 9pm | 1 | Beginner | Everyone | Embark upon an adventure in a unique Steam-Fantasy world ravaged by a cataclysm which sent all civilizations underwater, and some groups into the mysterious planet core. This session will be a short module to introduce players |

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| | | | | | | | | | to the game world. |
| R325 | Doctor Who Gives a Rick | Cortex Plus | Chris Pierce | SAT | 9pm | 2 | Beginner | Teen | The mash up you didn't know that you wanted : Doctor Who returns to Earth to retrieve the last of a dark time in the universe. But to get it back he needs Rick and Morty find it: Because Rick has it. The last Meeseeks Box. |
| R399 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SAT | 9pm | 1 | Introductory | Teen | See Thursday 8am |
| R3A1 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | SAT | 9pm | 1 | Training | Teen | See Thursday 7pm |
| R3A2 | CCC-TRI-04 ROC1-2 - Birds of a Feather | D&D 5e | Adventure League GMs | SAT | 9pm | 1 | Beginner | Teen | See Thursday 10am |
| R3A3 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | SAT | 9pm | 1 | Beginner | Teen | See Thursday 7pm |
| R412 | Stormgate Living Campaign - Raven's | D&D 5E | Noel Proulx | SUN | 8am | 2 | Beginner | Everyone | After days of hard fought victories the mayor of Willowshire has offered you a simple mission - deliver a package to Raven's Watch, a small outpost on the edge of the Great Sea. Is it ever that |

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| | Watch | | | | | | | | simple though? Bring a 1st level character (or use a pre gen). Standard Array, PHB for sources, or use an existing Stormgate character. |
| R413 | Arcane Thorne Series Episode 5: Valley of Fragile Peace Part 2 | Dungeons & Dragons 5th edition | John Cote | SUN | 8am | 2 | Beginner | Teen | Your simple mission of breaking up a rebellious group of young dragonborn hiding in the Valley has turned into a tale of deceit, intrigue, danger, murder, and maybe even the involvement of beings from other planes of existence. 5th level characters provided or BYO leveled up from Episode 4, Thursday 7-11 PM. |
| R414 | Stormgate Living Campaign - Raven's Watch | D&D 5E | David Fromerth | SUN | 8am | 2 | Beginner | Teen | After days of hard fought victories the mayor of Willowshire has offered you a simple mission - deliver a package to Raven's Watch, a small outpost on the edge of the Great Sea. Is it ever that simple though? |
| R408 | Pathfinder Society (7 tables) | Pathfinder | Pathfinder GMs | SUN | 8am | 2 | Beginner | Everyone | |
| R409 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | SUN | 8am | 2 | Beginner | Everyone | |

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| R401 | Battle For Nebula City | Starfinder | Ian Eller | SUN | 10am | 2 | Beginner | Teen | <p>Nebula City, the independent space station and hub of the region of space known as the Verge, comes under attack! Pirates! Azlanti! Hellknights! Triunian Templars! All those and more converge for a massive battle to determine the fate of Nebula City. Players choose a faction and a ship and jump into the action. Note: this is a tabletop space battle game using the rules presented in the Starfinder RPG.?</p> <p>This scenario is connected to the Eclipse Runners ongoing episodic adventures. This is a Dark Phoenix Event.</p> |
| R402 | Search And Rescue | Scifi COC variant | Alexander Jackl | SUN | 10am | 2 | Introductory | Adult | <p>You are a medical team assigned to the Ambulance Shuttle Nemedes on the Galactic Core Hospital Ship Messiah.?</p> <p>Your ship has been sent to respond to a war that has been brewing on a planet on the outer reaches of the Orion Arm.?</p> <p>Shockingly, stuff goes sideways. ?A hard Sci Fi story set in Iron GM 27's Broken History Universe. 4-6 Players, Sci Fi COC Variant, no rules knowledge required, role-playing a must, experienced role-players recommended, there may be mature content, characters provided. This is a</p> |

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| | | | | | | | | | Dark Phoenix Event. |
| R403 | Until The Canals Run Red | Blades in the Dark | Matthew Wheeler | SUN | 10am | 2 | Introductory | Adult | <p>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.</p> <p>The second session will be a continuation of the first session but you do not need to play in both. Blades in the Dark, 6 players, mature themes, rules taught. This is a Dark Phoenix Event.</p> |
| R404 | Numenera Explorers' Guild | Numenera | Jason Marcure | SUN | 10am | 2 | Beginner | Adult | <p>Charged with finding a cure to a terrible disease, the agents of the Baron have set out with a body of troops into the Black Riage, a dangerous uncharted range of mountains. Their goal: Hidden Naresh a terrible place where the light is always low and the moral more so. Having met with tragedy a mere day before reaching the Gates, they now number less than half, the Captain is</p> |

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| | | | | | | | | | <p>frozen in impenetrable crystal, but alive. The remaining cavalry and infantry are holding on, but are almost pushed to the edge by traversing the Bone Gate of Hidden Naresh. Now you must try to find the ruler of this terrible place, the Sorcan and worse still you must convince him to give you what you seek. Players can bring a 1st tier character from the core book or character options 1. Or characters provided. Numenera, continuing campaign, up to 12 players. This is a Dark Phoenix Event.</p> |
| R405 | Brass & Steel: Airship Pirates | Brass & Steel: A Steampunk Adventure | Scott Legault | SUN | 10am | 2 | Introductory | Teen | <p>The Gaslight Gang rises again to fight injustice in Mother England. Fight as a soldier, a scoundrel or scholar. Wield mysterious arcane powers, touch the mind as a lucid dreamer, or master Steampunk devices as an artificer. Join Iron Jim, Dr. Cogswell, Vanity Rose, Katja, Longshot and the rest of the gang to solve a brand new mystery dealing with the dreaded pirates of the Iron Sky! Characters provided, rules taught, bring your cheesy accent! This is a Dark Phoenix Event.</p> |
| R406 | Apocalypse | Power | Chris Pierce | SUN | 8am | 2 | Beginner | Teen | <p>Your World is blood and fire. You live</p> |

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| | World | d by Apocal ypse | | | | | | | hard and die hard. You and your crew must survive across a hopeless wasteland of ruins for the chance at a new life. |
| R422 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Introduct ory | Teen | See Thursday 8am |
| R423 | CCC-TRI-12 Olma1-2 - Ill Met in Ylraphon | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Training | Teen | See Thursday 1pm |
| R424 | CCC-TRI-09 BHC1-0 - Tinhammer Falls | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Training | Teen | See Thursday 7pm |
| R425 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Training | Teen | See Thursday 1pm |
| R426 | CCC-TRI-03 ROC1-1 - Fences & Swords | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Training | Teen | See Thursday 8am |
| R427 | CCC-TRI-07 Night1-3 - Beneath the | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Beginner | Teen | See Thursday 7pm |

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| R428 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Beginner | Teen | See Thursday 8am |
| R429 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Beginner | Teen | See Thursday 1pm |
| R430 | DDAL07-09 Unusual Opposition | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R431 | DDAL00- 02E Forgotten Foes | D&D 5e | Adventure League GMs | SUN | 8am | 1 | Experien ced | Teen | See Thursday 8am |
| R432 | DDAL07-11 A Lesson in Love | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Experien ced | Teen | See Thursday 7pm |
| R433 | CCC-TRI-14 Yul2-1 - Voice in the Night | D&D 5e | Adventure League GMs | SUN | 8am | 2 | Experien ced | Teen | See Thursday 8am |
| R415 | Heroes of Altamira, DOMINGO | 7th Sea | Megan Hollembaek | SUN | 10am | 2 | Beginner | Teen | Showed up to another HoA event with generics and couldn't get in? Had a conflicting event for the one adventure youâ€™re missing? Missed out playing |

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| | GIGANTE! | | | | | | | | any of the currently-released adventures? Well then DOMINGO GIGANTE! is for you. This end-of-the-con event is player's choice of Episodes 1-14. |
| R416 | The Eye of Cybele (3 of 3) | Savage Worlds | Joe Wronski | SUN | 10am | 1 | Beginner | Teen | <p>Operation Ararat, December 1, 1991 - Part Three of the Eye of Cybele, Savage Worlds</p> <p>**FLASH TRAFFIC** **TOP SECRET** **ACTIVATION** **FLASH TRAFFIC**</p> <p>SIGINT indicates a band of defectors moving through the Caucasus mountains. They carry unknown intelligence. They are perused by KGB and Spetsnaz teams intent on interception and elimination. You and your team are to infiltrate the border and provide assistance to the defectors. Deadly force is authorized</p> |
| R417 | Let's be goblin pirates! | Pathfinder | ramzy post | SUN | 10am | 2 | Experienced | Everyone | <p>While fleeing from a lost battle a grund 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, handful of goblins, and black powder weapons</p> |

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| | | | | | | | | | what could go wrong? |
| R418 | Afterverse: Alien Catacombs | Afterverse | Ray Nothnagel | SUN | 10am | 2 | Introductory | Teen | In 2118, a newly charted world has been determined to hide an untold wealth of ancient, advanced technologies. A Unification Charter crew has been sent to explore them, and find whatever artifacts you can, while avoiding the unknown hazards of the depths. |
| R434 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Introductory | Teen | See Thursday 8am |
| R435 | DDAL07-04 A Walk in the Park | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Training | Teen | See Thursday 1pm |
| R436 | CCC-TRI-04 ROC1-2 - Birds of a Feather | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Beginner | Teen | See Thursday 10am |
| R437 | DDAL07-06 Fester and Burn | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Beginner | Teen | See Thursday 8am |
| R438 | DDAL07-07 Rotting Roots | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Beginner | Teen | See Thursday 1pm |

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| R439 | DDAL00-02F The Definition of Heroism | D&D 5e | Adventure League GMs | SUN | 10am | 1 | Experienced | Teen | See Thursday 10am |
| R419 | Whitewater! | Call of Cthulhu | Robert Dosdourian | SUN | 1pm | 2 | Beginner | Adult | At last, you managed to sneak in time for a much needed weekend get-away into the heart of Maine. Your stay includes the peacefulness of a lodge nestled in the serene woods, reminiscing about the way life should be as you take on the challenge of a whitewater rafting trip, a hearty steak dinner and a moose safari thrown in to round out your stay. There is absolutely nothing to worry about. All your troubles will be right - there! Behind you! |
| R420 | Post-Apocalypse | The Unexplained | Brad Younie | SUN | 1pm | 2 | Beginner | Teen | 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? |
| R410 | Pathfinder Society (7 | Pathfin | Pathfinder | SUN | 1pm | 2 | Beginner | Everyone | |

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| | tables) | der | GMs | | | | | | |
| R411 | Starfinder Society (3 tables) | Starfinder | Pathfinder GMs | SUN | 1pm | 2 | Beginner | Everyone | |
| R421 | Fathoms | Fathoms | Jason Miceli | SUN | 1pm | 1 | Beginner | Everyone | Embark upon an adventure in a unique Steam-Fantasy world ravaged by a cataclysm which sent all civilizations underwater, and some groups into the mysterious planet core. This session will be a short module to introduce players to the game world. |
| R407 | Welcome to Happy Cube: A Dread Adventure | Dread System | Chris Pierce | SUN | 1pm | 2 | Beginner | Teen | You are down on your luck. Everything seems to be going wrong until a polite individual makes you an offer. Join Happy Cube and your troubles will be taken care of. All you need to do is something called 'Cubing.' What is it? By the time you find out, It'll be too late to do anything....Except Run. |
| R440 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Introductory | Teen | See Thursday 8am |
| R441 | CCC-TRI-13 Olma1-3 - What Lies Beneath | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Training | Teen | See Thursday 7pm |

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| R442 | DDAL00-02A The Darkwood Webs | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Training | Teen | See Thursday 8am |
| R443 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Training | Teen | See Thursday 7pm |
| R444 | DDAL07-02 Over the Edge | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Beginner | Teen | See Thursday 1pm |
| R445 | CCC-TRI-08 Night1-4 - Dreadful Wail | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Beginner | Teen | See Friday 8am |
| R446 | DDAL00-02C Spawn of the Maimed Virulence | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Beginner | Teen | See Thursday 8am |
| R447 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | SUN | 1pm | 1 | Beginner | Teen | See Thursday 7pm |

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| R448 | DDAL07-10 Fire, Ash, and Rain | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Experi- enced | Teen | See Thursday 1pm |
| R449 | CCC-TRI-10 BHC1-1 - Contact | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Experi- enced | Teen | See Thursday 8am |
| R450 | DDAL07-12 In Search of Secrets | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Experi- enced | Teen | See Friday 8am |
| R451 | CCC-TRI-15 YUL2-2 - The Dark of the Hive | D&D 5e | Adventure League GMs | SUN | 1pm | 2 | Experi- enced | Teen | See Thursday 1pm |
| R452 | DDAL07-01 A City on the Edge | D&D 5e | Adventure League GMs | SUN | 3pm | 1 | Introduct- ory | Teen | See Thursday 8am |
| R453 | DDAL00- 02B The Weirding Vats | D&D 5e | Adventure League GMs | SUN | 3pm | 1 | Training | Teen | See Thursday 10am |
| R454 | DDAL07-05 Whispers in the Dark | D&D 5e | Adventure League GMs | SUN | 3pm | 1 | Training | Teen | See Thursday 7pm |
| R455 | DDAL07-02 Over the | D&D | Adventure | SUN | 3pm | 1 | Beginner | Teen | See Thursday 1pm |

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| | Edge | 5e | League GMs | | | | | | |
| R456 | DDAL00-02D Echoes of the Weeping War | D&D 5e | Adventure League GMs | SUN | 3pm | 1 | Beginner | Teen | See Thursday 10am |
| R457 | DDAL07-08 Putting the Dead to Rest | D&D 5e | Adventure League GMs | SUN | 3pm | 1 | Beginner | Teen | See Thursday 7pm |