

Event #	Event Title	System	Gamemaster	Day	Period	# of 2 hr Slots	Difficulty	Maturity	Description
515	Pathfinder Playtest	Pathfinder Playtest	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A look into the new Pathfinder rules system that will be formally released in August, 2019.
521	Pathfinder Season 10	Pathfinder	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A latest-season Pathfinder Adventure to be determined at the table by the players.
549	Starfinder Season 1.5	Starfinder	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A newer Starfinder adventure to be determined by the players at the table.
645	CCC-TRI-22 STORM 1-1 - On the Baron's Trail	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters - Part 1 of the Storm Herald Trilogy
654	CCC-TRI-29 TIDE1-1 - Tidefall	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters
656	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
673	CCC-TRI-31 Out of Time	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Intermediate	E10+	A Four-Hour Adventure for 5th–10th Level Characters
677	CCC-TRI-32 Casks and	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Beginners	E10+	A Two-Hour Adventure for 1st–4th Level Characters

	Caskets								
684	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experi- enced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
702	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Intermed- iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
724	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
737	DDAL08-01 The Map with No Names (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Beginner s	E10+	A Four-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
758	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Intermed- iary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you?

									An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
786	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.
21	Hyperborea: The Black Moss-Hag of Lug	Astonishing Swordmen & Sorcerers of Hyperborea	Timothy Deschene	Thursday	10:00 AM	2	Beginners	Teen	The town of Swampgate calls for adventurers to ease their woes; the "little people" of the barrows have become more than a minor nuisance, and now two young villagers have gone missing. The rangers are busy patrolling the north, as the barbarian menace threatens the town.
115	Dangerous Don Duffield's Tall Tales of Derring-Do: 01	Dungeons and Dragons 5th Edition	Jill Poisson	Thursday	10:00 AM	3	Beginners	Mature	Adventure 01: The Good, The Bad & The Dangerous The kingdoms of Lor'Elvenor have been ravaged with war for decades. Now that evil has been driven back into darkness there are thousands of restless soldiers and adventurers looking for work and Dangerous Don Duffield is hiring!
649	CCC-TRI-30 - Remnant	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters

	of a Dream								
678	CCC-TRI-32 Casks and Caskets	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Beginner s	E10+	A Two-Hour Adventure for 1st–4th Level Characters
703	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
759	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Intermed iary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
118	MCC RPG: Return to the Museum at the End of Time	Mutant Crawl Classics RPG	Jim Wampler	Thursday	1:00 PM	2	Beginner s	Everyone	A Level 4 Adventure: An unknown archaic alignment has seized your tribes prized looting grounds, and the last team sent in has vanished without a trace. It's time to explore the hitherto unknown lower levels of the ruined museum, square off against unknown foes, and loot all-new artifacts!
130	Guard vs Rome	G-Core	David Benevides	Thursday	1:00 PM	2	Beginner s	Teen	While the members of GUARD team alpha is dealing with a super-powered prison break! A Temporal rift occurs and it is left for GUARD to figure out what happened, before the rift

									tears reality apart.
134	HYPERBOR EA: The Late Trapper's Lament	Astonis hing Swords men & Swords men of Hyperb orea	David Prata	Thursday	1:00 PM	2	Beginner s	Mature	Your cog has berthed in New Vinland before continuing to Port Zangerios, but some of the expected cargo has not arrived. The local trapper was due four hours ago with a bundle of ermine pelts. The captain wants you to find the trapper and return with the pelts. An adventure for 1st-level characters.
187	The Gauntlet	Dunge ons & Dragon s 5th Edition	Mary Lindholm	Thursday	1:00 PM	2	Beginner s	Teen	Do you want to be next in line to be Ruler? Are you power hungry? Take out the competition and be the last man standing in the race to be the One. (TSR Module Playtest. Have your name listed as a playtester)
200	Heroes of Altamira, Flashback (Eps. 1-3)	7th Sea, 1st Ed.	Megan Hollembaek	Thursday	1:00 PM	2	Training	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! One of the listed adventures will be run, player's choice.
236	In Search of Bigfoot! Call of Cthulhu Now	Call of Cthulhu Now (varian t)	Robert Dosdourian	Thursday	1:00 PM	2	Beginner s	Mature+	The legend of Bigfoot lives on and some important people want to know what mysteries abound in the Black Hills of South Dakota. There are reports of hikers who have gone missing, others returned delirious ... or worse. It's your investigation now and we

									need some answers.
257	ARMA Romana! Session I	5th Edition Dungeons and Dragons	James Davenport	Thursday	1:00 PM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
370	Kith and Kine (by Phredd Groves)	Cthulhu Invictus	Andre Kruppa	Thursday	1:00 PM	2	Beginners	Mature	Your band has been dispatched to Britannia. The Autirellauni tribe, led by Titus Flavius Nectoprastus, whose silver mines feed the empire, is having trouble with a growing barrow cult. Diplomacy is vital to prevent a tribal uprising with the legions off in the north! [Immersive: Light & Sound!]
376	The Skyrealms of Mar'Thul	Fantasy AGE	James Carpio	Thursday	1:00 PM	2	Beginners	Mature	Destroyed by magical apocalypse in a previous age, the self-sentient planet now floats through space and time in ruin. While traveling to Dust, a trader's settlement on the remains of Golmus, our heroes find that a dangerous cult has been recruiting followers and terrorizing all who dwell there.
519	Pathfinder Playtest	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system
522	Pathfinder	Pathfin	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	The city of Daggermark is best known for its

	Society #10-01: Oathbreakers Die	der								poisoners and assassins, who maintain active guilds that enjoy the full respect of local authorities. Can the PCs enact a daring plot to save this agent without becoming the assassins' next victims? Levels 1-5
523	Pathfinder Society #10-02: Bones of Biting Ants	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone		What starts at first like a simple recovery mission becomes far more complicated... Levels 3-7
524	Pathfinder Society #10-03: Death on the Ice	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone		A message delivered by an unlikely courier sends the PCs to the Crown of the World. Levels 5-9
525	Pathfinder Society #10-04: Reaver's Roar	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone		Levels 7-11
526	Pathfinder Society #10-05: Mysteries Under Moonlight,	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone		Levels 3-7 Something ominous is afoot around Magnimar's famous monuments.

	Part 1								
554	Starfinder Society #1-18: The Blackmoon Survey	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	When Starfinder archaeologists begin disappearing from the Blackmoon Excavation the Society sends in a team of agents to uncover why—a secret that resides in the nearby ruins!
556	Starfinder Society #1-19: To Conquer the Dragon	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	After much negotiating, the Starfinder Society has reached an accord to work with leaders of the Drakelands and Skyfire Mandate on the world of Triaxus. However, a recent enemy intends to disrupt the event, and only the PCs stand between this hidden threat and the Society's newest endeavor.
558	Starfinder Society #1-20: Duskmire Accord 9	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	A vault opens inside the mysterious false moon of Salvation's End, and the Starfinder Society sends in a team of agents to investigate. Although it has discerned little about the vault's interior, the Society has identified a powerful energy signature near the vault's center.
559	Starfinder Society #1-21: Yesteryear's Sorrow	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	The PCs travel into a missile silo that contributed to the death of a world. What deadly weapons can they find?
632	Crown	Dunge	Mark Oliver	Thursday	1:00 PM	2	Beginner	E10+	Eight Rogues enter a castle looking for the

	Champion hip Tournamen t	ons and Dragon s version 3.5					s		Crown of Power. Only one will succeed. Are you brave enough to try to win?
633	Hammer Down to the Giant Disco Ball	Retrost ar	Jay Law	Thursday	1:00 PM	2	Beginner s	Teen	The Administrator holds The City in an iron grip, dominating the people through the jackboots of his army of automatons he controls from his vast, discoball shaped tower at the heart of the city. Only you and your convoy of space trucker friends can stop his evil reign! This is a Dark Phoenix event
650	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
685	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experien ced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
690	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experien ced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive?

									An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
704	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
710	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
725	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
734	DDAL08-01 The Map with No Names	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Beginner s	E10+	A Two-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
741	DDAL08-02 Beneath the City of the Dead	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Beginner s	E10+	An Adventure for 1st-4th Level Characters - Part Two of the Umbral Aristocracy Trilogy.

	(w/ Bonus Objectives)								
764	DDAL08-10 The Skull Square Murders (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Intermediary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
768	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Intermediary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
787	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experienced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.
791	DDAL08-14 Rescue from Vanrakdoom	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experienced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters

									Part Two of the Undying Threat trilogy.
22	Hyperborea: The Black Moss-Hag of Lug	Astonishing Swordmen & Sorcerers of Hyperborea	Timothy Deschene	Thursday	3:00 PM	2	Beginners	Teen	The town of Swampgate calls for adventurers to ease their woes; the "little people" of the barrows have become more than a minor nuisance, and now two young villagers have gone missing. The rangers are busy patrolling the north, as the barbarian menace threatens the town.
98	Sky High: Teen Spirit	Mutants & Masterminds, 3rd	Justin Firth	Thursday	3:00 PM	2	Beginners	Teen	You're a freshman at Sky High, the world's premiere high school for superheroes, and against all odds you and your friends have made it to the end of your freshman year in one piece. Now only your finals stand between you and a summer of fun and relaxation. Well, your finals and one last disaster!
102	The Badly Broken	In Nomine	Bryan Skowera	Thursday	3:00 PM	2	Training	Mature	An agent of Heaven has gone missing while investigating a rise in drug trafficking that plagues a peaceful college town. Dispatched by your celestial superiors, you are to use your angelic powers to find your ally and root out the cause of this corruption. A Viking National Guard event.
655	CCC-TRI-30 - Remnant	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters

	of a Dream								
705	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
735	DDAL08-01 The Map with No Names	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Beginner s	E10+	A Two-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
769	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Intermed iary	E10+	Your search for Volo’s key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D’aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
99	Archer Fiasco Style	Fiasco	Petra Jackl	Thursday	7:00 PM	2	Beginner s	Mature+	People are being kidnapped for ransom, and who knows what foreign dictators are plotting! Fiasco is a role playing event where the players create the story. Your fellow players will help move the story along to a typically crazy, hysterical, Fiasco of an ending!! This is a Dark Phoenix Event.
100	Ghost Stories	Advanc ed Dunge	Joshua Mead	Thursday	7:00 PM	2	Beginner s	E10+	The heroes must use the mysterious powers of campfire stories passed down from generations to rescue a young maiden who

		ons and Dragon s 2nd Edition							was stolen away on her wedding day by a necromancer. A Viking National Guard Event.
101	The Breaking Of Meadowbr ooke Lane	Call Of Cthulh u 6th Edition	Mike Provencher II	Thursday	7:00 PM	2	Training	Mature	It's the 1950's, and you are living the idyllic in a small town. One day, while at a block party, you find yourself sucked into a maddening conspiracy that could result in the unraveling of reality itself. Can you keep asleep what should never be awakened? A Viking National Guard Event.
120	HYPERBOR EA: The Brazen Bull	Astonis hing Swords men & Sorcere rs of Hyperb orea	Jeffrey Talanian	Thursday	7:00 PM	2	Training	Mature	Whilst traversing one of the seedier neighbourhoods of Khromarium, your party is solicited by a greasy-haired Pict. He offers to sell you a sheaf of magical lotus that allows one to see the future or brew potions that empower one with magic. He beckons you to follow him into a dilapidated building.
123	Boston BADASS: The Wraith of Quawanne	Call of Cthulh u	John Cote	Thursday	7:00 PM	2	Intermed iary	Teen	
149	The Finders	Call of Cthulh	Mike Cote	Thursday	7:00 PM	2	Beginner	Mature	A group of friends finds excitement (and possibly treasure) in exploring buildings due

	Club	u					s		to be demolished. Evading the guard and the dogs and entering the condemned asylum may be the easiest part of this excursion.6 players
167	The Fashion Assensing Job	Shadwrun	TJ Howell	Thursday	7:00 PM	2	Training	Teen	When a rising model loses their bodyguards at the last minute due to a contract dispute, the White Knights are offered what should be a simple gig - escort someone around the shows and the parties for a weekend - and learn what a killer business fashion is. This is a Dark Phoenix sponsored event!
181	Rebel Scum	Star Wars d6 2nd Edition	Ian Eller	Thursday	7:00 PM	2	Beginners	Teen	In the early days of the Rebellion, you do the dirty work the Rebel Alliance needs done if it is going to stand a chance against the Empire. Get Your Hands Dirty. You Are Rebel Scum.
194	Heroes of Altamira, Ep. 17 - One More Favor	7th Sea (1st Ed.)	Mark Edwards	Thursday	7:00 PM	2	Experienced	Teen	An absent-minded Professor in need of heroes, newly-redesigned lanterns, villainous bandits in the dark, and a growing mystery. Come on. This is ridiculous! We suggest beginning with a Flashback adventure.
201	Heroes of Altamira, Flashback (Eps. 4-7)	7th Sea, 1st Ed.	Megan Hollembaek	Thursday	7:00 PM	2	Training	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! One of the listed adventures will be run, player's choice.

230	The Baychimo Incident - Voyage to the Bottom of the Sea	Call of Cthulhu - Voyage to the Bottom of the Sea (variant)	Robert Dossdourian	Thursday	7:00 PM	2	Beginners	Mature+	The ghost ship 'S.S Baychimo' was a 1,300-ton cargo and passenger ship that was last seen in 1969. Once operated by the Hudson's Bay Trading Company, it has been miraculously spotted, found adrift by Inuit fishermen. Your mission: investigate and either secure and salvage the ship or scuttle it.
243	Big and stupid	Some version of D+D, rules lite	Dave DeLuca	Thursday	7:00 PM	2	Intermediate	Mature	You are all physically impressive specimens. Big, healthy, tough as nails. Not overly burdened with cranial matter, but VERY thick skulls. All are loyal to a fault, ready to help without hesitation. Especially if there is food involved. Each PC will have a "super power", in addition to huge pecs.
365	Dark Hills	Lucid Dreams Role-playing Engine	Andre Kruppa	Thursday	7:00 PM	3	Beginners	Mature	As 922 waxes it is difficult in the lands retaken from the pagan Danes by Aethelflaed, the Lady of Mercia. Your band of thanes and retainers is tracking kidnappers heading into brooding hills said to be home to giants, fairies, shadow walkers, and ghosts. [12AM End] [Immersive: Light & Sound!]
374	Time Is Not an Issue	Coc Variant . No rules	Alexander Jackl	Thursday	7:00 PM	2	Beginners	Mature	You are a team of people pulled together from all over the world and from all over time, and you will be thrust into an adventure in the middle of your training as a time agent.

		knowle dge necess ary.							This is set in Alex's Broken History universe. This is a Dark Phoenix Event Game. No experience necessary.
513	Pathfinder Playtest	Pathfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system
527	Pathfinder Society #10-05: Mysteries Under Moonlight, Part 1	Starfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 3-7 Something ominous is afoot around Magnimar's famous monuments.
529	Pathfinder Society #10-06: Treason's Chains	Pathfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-5. The PCs must uncover the true threat to the Society's stability in Katapesh— and perhaps make an unexpected new ally along the way.
531	Pathfinder Society #10-07: Mysteries Under Moonlight, Part 2	Pathfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	With the unique blessing of a celestial ambassador, the PCs depart Magnimar and rush into the swamp, chasing after the mastermind behind the corruption of several of Magnimar's iconic monuments. This mastermind isn't the only one who wants to see the PCs perish in the swamp, however.
534	Pathfinder	Pathfin	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 7-11. Alongside a band of elite

	Society #10-08: What Prestige is Worth	der							Pathfinders, Zarta Dralneen intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliar's secret history, the follies of House Thrune, and what her role will be in the events to come.
539	Pathfinder Society #10-10: The Shattered Shield	Pathfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-5. When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are supposedly accounted for
562	Starfinder Society #1-23: Return to Sender	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 5-8 The PCs must pave the way for a decisive strike against the jinsul menace.
563	Starfinder Society #1-24: Siege of Enlightenment	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-4 Speeding into the distant star system, the PCs must navigate the politics of the escalating conflict and reach their target.
572	Starfinder Society: #1-25: The Beacon Code	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 3-6. The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. With randomized mechanical and story

	Dilemma								elements, when you play this scenario, you'll never play the same scenario twice.
631	Bryson Springs	Savage Worlds / Insanity Cards	Paul Siegel	Thursday	7:00 PM	2	Beginners	Mature	June of 1935: The Bryson Springs Ranch suffers from the Dust Bowl, the Great Depression, and extraordinarily something far worse. Migrants are dying in the shantytown. Can a group of strangers find the killer, or will they too fall victim to the dark and terrible things that stalk the desert night?
647	CCC-TRI-23 STORM 1-2 - Sub Rosa	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	A Four Hour Adventure for 11th-16th Level Characters - Part 2 of the Storm Herald Trilogy
660	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
683	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
691	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters

									Part 3 of the Beholder Corps
706	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
715	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
726	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
744	DDAL08-03 Dock Ward Double Cross (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Beginner s	E10+	You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. For Characters of 1st-4th Level Part Three of the Umbral Aristocracy Trilogy.
775	DDAL08-11 Poisoned Words (w/	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Intermed iary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of

	Bonus Objectives)								Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
780	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Intermediary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
792	DDAL08-14 Rescue from Vanrakdoom	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
796	DDAL08-15 Forge of Fangs	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
661	CCC-TRI-30 - Remnant	D&D	Garrett Colón	Thursday	9:00 PM	1	Beginner	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd

	of a Dream	5e					s		Level Characters
680	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
716	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Intermediary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
781	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Intermediary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
14	Midnight Madness!	Pathfinder and Starfinder Organized Play	Ray Diaz	Thursday	11:00 PM	2	Training	Everyone	A scenario to be determined by the GM and players. Why stop gaming? Let's play till the wee hours of the morning! :-)
132	Troy City Mysteries	World of	David Benevides	Friday	8:00 AM	2	Beginners	Teen	As far as the supernatural goes Troy City is a hot spot! From vampires, werewolves, and

		Darkness Variant							the Fae to cults dedicated to ancient elder gods, it has it all. Troy City Mystery Investigation Inc. is a private investigation agency that strictly deals with these beings. Join them on some of their cases!
163	The Girl In The Moon	Brass & Steel: A Steampunk Adventure	Scott Legault	Friday	8:00 AM	2	Training	Teen	Join the fun as the Gaslight Gang once again roars into action. The Queen Mum's daughter has been stolen away to the Moon! Join Vanity Rose, Iron Jim, Socrates and the rest of the gang and rise to the occasion! Airships! Pah! wait to you see this boat! A Dark Phoenix Event
203	Heroes of Altamira, Flashback (Eps. 8-11)	7th Sea, 1st Ed.	Megan Hollembaek	Friday	8:00 AM	2	Training	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! One of the listed adventures will be run, player's choice.
207	Mystery Hunters - Gone Squatchin' in NE	d20 Modern/ Dark Matter Variant	Kevin Hogan	Friday	8:00 AM	2	Beginners		Connor Healey hosts a popular paranormal hunting reality TV show and travels the globe in search of mythical creatures . A recent sighting on October Mountain has echoes a New England Bigfoot event over 100 years ago. Connor's team is Broadcasting live from the Berkshires. What could go wrong?
235	Horror on the Gulf -	Call of Now	Robert	Friday	8:00 AM	2	Beginner	Mature+	The Thuuleon Oceanographic Research School accepted your application to the TORS

	Call of Cthulhu Now	(variant)	Dosdourian				s		research lab in the Gulf of Mexico. Study of the core samples is crucial in developing a renewed fuel source to support life on our planet. 'Those corporate fools! They just don't understand what this could mean!'
256	ARMA Romana! Session II	5th Edition Dungeons and Dragons	James Davenport	Friday	8:00 AM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
330	[TSR Plays] OPERATION: LONDON BLITZ!	TOP SECRET: NEW WORLD ORDER (TM) The Espionage Role Playing Game	Merle Rasmussen	Friday	8:00 AM	2	Training	Teen	IC colleagues at MI-5 accidentally switched 2 identical attache cases. This fine kettle of fish was discovered after "slow death special" was delivered to peace activist. Other case containing Middle East peace plan delivered to terrorist recruiter. MI-5 has called in ICON to clean up their mess.
362	A Hero Alone, Part	Coc Variant	Alexander	Friday	8:00 AM	2	Beginner	Mature	You are an ordinary people suddenly cursed/blessed with extraordinary powers-

	Deux	. No rules knowledge necessary.	Jackl				s		what do you do? An open adventure set in Alex's Broken History universe. This is a Dark Phoenix Event Game. No experience necessary.
372	There can be only one	Numenera	Jason Marcure	Friday	8:00 AM	1	Training	Mature	As a roadie for Cypher Storm, you party harder than anyone you know, but last night was a doozy. You awaken in a ditch, the night a hazy distant memory. Lo and behold the has gone to the next venue without you? No way! Best get yer act together pronto and find them, what will they do without you?
514	Pathfinder Playtest	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Come try the next version of the Pathfinder game system
536	Pathfinder Society #10-09: The Rasping Rebirth	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 12-15.
540	Pathfinder Society #10-11: The Hao Jin Hierophant	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 5-9.

543	Pathfinder Society #10-12: Breath of the Dragonskul I	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 1-5.
545	Pathfinder Society #10-13: Fragments of Antiquity	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 5-9.
553	Starfinder Society #1-18: The Blackmoon Survey	Starfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	When Starfinder archaeologists begin disappearing from the Blackmoon Excavation the Society sends in a team of agents to uncover why—a secret that resides in the nearby ruins!
555	Starfinder Society #1-19: To Conquer the Dragon	Starfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	After much negotiating, the Starfinder Society has reached an accord to work with leaders of the Drakelands and Skyfire Mandate on the world of Triaxus. However, a recent enemy intends to disrupt the event, and only the PCs stand between this hidden threat and the Society's newest endeavor.
557	Starfinder Society #1-	Starfin	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	A vault opens inside the mysterious false moon of Salvation's End, and the Starfinder

	20: Duskmire Accord 9	der							Society sends in a team of agents to investigate. Although it has discerned little about the vault's interior, the Society has identified a powerful energy signature near the vault's center.
560	Starfinder Society #1- 21: Yesteryear' s Sorrow	Starfin der	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	The PCs travel into a missile silo that contributed to the death of a world. What deadly weapons can they find?
634	So you want to be a Wizard - Student edition	5e D&D	Eric A Jackson	Friday	8:00 AM	2	Beginner s	Teen	As a student at Timeheart Academy you and your fellow classmates notice that the professors and the campus are acting weirder than usual. Follow the clues, solve the mystery, and avoid getting killed (or even worse, EXPELLED!!!)5e D&D Pregen 3rd “year” magical school adventure-A Dark Phoenix Event
646	CCC-TRI-22 STORM 1-1 - On the Baron's Trail	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Experien ced	E10+	A Four-Hour Adventure for 11th–16th Level Characters - Part 1 of the Storm Herald Trilogy
662	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Friday	8:00 AM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters

689	CCC-TRI-41 BHC 1-2 - Close Encounters (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	8:00 AM	3	Experi- enced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
717	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Friday	8:00 AM	1	Intermed- iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
719	CCC-TRI-44 Blade1-2 - Sharpened Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Intermed- iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
727	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
738	DDAL08-02 Beneath the City of the Dead	D&D 5e	Garrett Colón	Friday	8:00 AM	1	Beginner s	E10+	An Adventure for 1st-4th Level Characters - Part Two of the Umbral Aristocracy Trilogy.

748	DDAL08-04 A Wrinkle in the Weave (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Beginner s	E10+	For Characters of 1st-4th Level Part One of the Folded Time Trilogy.
760	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Friday	8:00 AM	1	Intermed iary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
785	DDAL08-12 Xanathar's Wrath (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Intermed iary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
790	DDAL08-13 The Vampire of Skullport (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	8:00 AM	3	Experien ced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.

797	DDAL08-15 Forge of Fangs	D&D 5e	Garrett Colón	Friday	8:00 AM	2	Experienced	E10+	The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
18	DCC Lankhmar: Gang Lords of Lankhmar	Dunge on Crawl Classics : Lankh mar	Timothy Deschene	Friday	10:00 AM	2	Beginners	Teen	The City of the Black Toga: Home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, where fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang
105	From the Pages of Fond of Justice Comics	Mutant s and Master minds 3rd Edition	Bryan Skowera	Friday	10:00 AM	3	Training	Teen	Take on the role of fresh-faced super-heroes and establish yourself as a bastion of good in this limited edition run! Play through: Issue #1: Rain of Stars Issue #2: The Tyrant's New Clothes Issue #3: Big Trouble in Little Tokyo Issue #4: Bad Moon Rising A Viking National Guard Event
117	Dangerous Don Duffield's Tall Tales of Derring-	Dunge ons and Dragon s 5th	Jill Poisson	Friday	10:00 AM	3	Beginners	Mature	Adventure 02: The Re-Animated Now that you've proved your worth to Dangerous Don Duffield he has another mission for you: recover an artifact once wielded by a powerful cleric of Zahara. Go get

	Do: 02	Edition							your supplies from Quartermaster Vhras and jump back on Captain Ulla's airship.
147	Island of the Deep	Pathfinder	Mike Cote	Friday	10:00 AM	2	Intermediary	Mature	Every 250 years, Isola del Profondo rises from the bottom of the Sea. It remains above the surface for 48 hours, to lure the greedy and desperate to seek it's treasure. There is treasure galore so the legend states. Myth, legend or reality, it is time for Isola del Profondo to rise.
664	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Friday	10:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
718	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Friday	10:00 AM	1	Intermediary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
739	DDAL08-02 Beneath the City of the Dead	D&D 5e	Garrett Colón	Friday	10:00 AM	1	Beginners	E10+	An Adventure for 1st-4th Level Characters - Part Two of the Umbral Aristocracy Trilogy.
761	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Friday	10:00 AM	1	Intermediary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters -

									Part One of the Skullport Shakedown trilogy.
113	Home, but not alone	Call of Cthulhu, 7th edition	Joshua Mead	Friday	1:00 PM	2	Training	E10+	Eugene F. McDonald Jr., has just perfected the technology to the wireless remote-controller. A group of international hit men are on the mark and hire a local group, called the "Wet Bandits", to help break in and grab the technology. Only one problem, it seems one of the kids was left home...alone.
122	MegaHeroes RPG: Base Intentions of the Necro-Skull	MegaHeroes RPG	Jim Wampler	Friday	1:00 PM	2	Beginners	Everyone	When the Megahuman World Security Council uncovers a plot for world domination by the nefarious Necro-Skull — and all the other megahero teams are off-planet saving the universe — it's time to call in the rookies. You and your team of megaheroes must infiltrate the arch villain's undersea base!
126	Get a Cluedo!	Brass & Steel: A Game of Steampunk Adventure	John Cote	Friday	1:00 PM	2	Beginners	Teen	
131	Symphony of Destruction	In Nomine	David Benevides	Friday	1:00 PM	2	Beginners	Teen	The Celestial Chorus is off, someone has stolen a piece of the celestial chords from heaven itself, and has given it to a mortal. The mortal in question is both protected by

	n								Heaven and Hell. Can the agents of both work together to stop the upcoming symphony of destruction before it is too late?
135	HYPERBOR EA: The Late Trapper's Lament	Astonis hing Swords men & Swords men of Hyperb orea	David Prata	Friday	1:00 PM	2	Beginner s	Mature	Your cog has berthed in New Vinland before continuing to Port Zangerios, but some of the expected cargo has not arrived. The local trapper was due four hours ago with a bundle of ermine pelts. The captain wants you to find the trapper and return with the pelts. An adventure for 1st-level characters.
154	Fiasco in Rome: Fata Capuam	Fiasco	Petra Jackl	Friday	1:00 PM	2	Beginner s	Mature	Its time to celebrate the defeat of Spartacus. Fiasco is a role playing event where the players create the story. Your fellow players will help move the story along to a typically crazy, hysterical, Fiasco of an ending!! This is an 18+ game due to adult themes. This is a Dark Phoenix Event.
182	Rebel Scum	Star Wars d6 2nd Edition	Ian Eller	Friday	1:00 PM	2	Beginner s	Teen	In the early days of the Rebellion, you do the dirty work the Rebel Alliance needs done if it is going to stand a chance against the Empire. Get Your Hands Dirty. You Are Rebel Scum.
183	The Oblong Box	Monst er of the Week - Built by	Colleen Nachtrieb	Friday	1:00 PM	2	Beginner s	Mature	Join the table for a night of "Monster of the Week" as if directed by Quentin Tarantino (Reservoir Dogs/ Dusk Till Dawn style), expect a crazy story to unfold of ordinary criminals thrust into a world of extraordinary

		the Apocalypse							circumstances, in this heavily player driven game.
186	The Fog Envelops	Dungeons & Dragons 5th Edition	Mary Lindholm	Friday	1:00 PM	2	Beginners	Teen	A once pleasant and unassuming village is being enveloped in mist, crops are withering from too much rain and heavy frosts coat the land. Will you answer the call to find out what is happening? (TSR Module Playtest)
190	Twilight Dis-Order (TSR Sponsored)	G-Core	Jay Libby	Friday	1:00 PM	2	Beginners	Teen	The Monsters Twilight has run amok for 9 years, but now the Twilight Order is going to put a stop to it...so they hope. Join heroes from across the Guardian Universe as they hunt down famed monsters of the Monsters Twilight series. Are super powers enough to stop the Ones Before and their spawn?
191	TS:NWO—The Conventional Affair	Top Secret: New World Order	Allen Hammack	Friday	1:00 PM	2	Beginners	Teen	ICON agents must thwart the handoff of a nuclear trigger at a strangely familiar game convention.
196	Heroes of Altamira, Ep. 18 - Finessing the Queen	7th Sea (1st Ed.)	Mark Edwards	Friday	1:00 PM	2	Experienced	Teen	It's taken some time, but finally the pieces are all coming together. However, when the upstart Queen rebels, an example must be made. We suggest beginning with a Flashback adventure.
202	Heroes of	7th	Megan	Friday	1:00 PM	2	Training	Teen	New to Heroes of Altamira? Well then

	Altamira, Flashback (Eps. 12-14)	Sea, 1st Ed.	Hollembaek						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! One of the listed adventures will be run, player's choice.
209	Star Wars - Scoundrel Squad	Star Wars d20 5e Variant	Kevin Hogan	Friday	1:00 PM	2	Beginners	Teen	In the wake of the assault on Scarif, more systems are rallying to the rebellion. An imperial prison ship was captured by rebel forces and the non-political inmates given a choice to remain incarcerated or to prove their allegiance and receive a clean slate... if they somehow survive the mission.
231	Code D: Disaster, Reason: Unknown - Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dosdourian	Friday	1:00 PM	2	Beginners	Mature+	You're a staff member who hears the following on the hospital intercom: "Security! Alert in the OR! Code grey! Code yellow too! Red alert! You can't catch me! Ha-ha! Somebody stop me! Ha-ha!" Then some static and then the main power goes out. What do you do?
240	Star Wars Episode 3.5	D&D 5E variant /home brew	Jeff Mayo	Friday	1:00 PM	2	Intermediary	Teen	The traitorous Jedi have been wiped from the galaxy, along with the Republic. The Empire has risen from the ashes & ushers in a new era of peace. But, not all see the Empire as a benevolent force for good. Now, rebellion spreads through the galaxy. As loyal Stormtroopers, it's time to hunt Rebel Scum!

258	ARMA Romana! Session III	5th Edition Dungeons and Dragons	James Davenport	Friday	1:00 PM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
259	Aystrom IXX: Animus of Antinus	Pathfinder	Robert Lamm	Friday	1:00 PM	2	Beginners	Teen	The Lich Magus Antinus has protected himself deep in the earth behind ranks of undead minions. Whatever his plans for the Seed of Worlds, he must be stopped.
369	Kith and Kine (by Phredd Groves)	Cthulhu Invictus	Andre Kruppa	Friday	1:00 PM	2	Beginners	Mature	Your band has been dispatched to Britannia. The Autirellauni tribe, led by Titus Flavius Nectoprastus, whose silver mines feed the empire, is having trouble with a growing barrow cult. Diplomacy is vital to prevent a tribal uprising with the legions off in the north! [Immersive: Light & Sound!]
373	Time for a Vacation!	Cypher System	Jason Marcure	Friday	1:00 PM	2	Training	Mature	Lycanthropes, ancient voodoo curses and land sharks, the Special Investigations Unit really needs a vacation. Fortunately a call from the Director promises just that: first class tickets to a resort in NV! Maybe this time you'll actually catch some R&R
375	Tales From the	Lucky	James Carpio	Friday	1:00 PM	2	Beginner	Mature+	Follow five deadly vixens into the sleepy Mexican village of Los Muertos in search of

	Grindhouse Presents: Femme Force Five	13					s		the biblical artifact "The Soul of Solomon." Encounter hordes of flesh-eating undead, sleazy underworld criminals, and corrupt government officials in this cesspool of evil.
459	Immerse Yourself in the World of The Witcher	Witcher	Lisa Pondsmith	Friday	1:00 PM	2	Beginners	Teen	Witcher TRPG author, Cody Pondsmith, runs dark fantasy madness. Beginners welcome.
518	Pathfinder Playtest	Pathfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system
530	Pathfinder Society #10-07: Mysteries Under Moonlight, Part 2	Pathfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	With the unique blessing of a celestial ambassador, the PCs depart Magnimar and rush into the swamp, chasing after the mastermind behind the corruption of several of Magnimar's iconic monuments. This mastermind isn't the only one who wants to see the PCs perish in the swamp, however.
532	Pathfinder Society #10-08: What Prestige is Worth	Pathfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 7-11. Alongside a band of elite Pathfinders, Zarta Draldeen intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliox's secret history, the follies of House Thrune, and what her role will be in the events to come.
535	Pathfinder	Pathfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 12-15.

	Society #10-09: The Rasping Rebirth	der							
537	Pathfinder Society #10-10: The Shattered Shield	Pathfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 1-5. When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are supposedly accounted for
564	Starfinder Society #1-26: Truth of the Seeker	Starfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 3-6. A prominent Starfinder Society leader that was only just rescued from a year of imprisonment has gone into hiding. Brought together to find this leader, the PCs must explore the kasatha colony ship, Idari, for information on where their target has hidden. From the heart of the Pact World
566	Starfinder Society #1-27: King Xeros of Star Azlant	Starfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 5-8. When a relic dating back to the times of Old Golarion docks in a remote space station, the Azlanti Star Empire takes notice and quickly seizes it. The Starfinder Society dispatches the PCs to stop the Azlanti and reclaim the relic: the ether ship known as the King Xeros. With little time

567	Starfinder Society #1-28: It Rests Beneath	Starfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 1-4. Dispatched by the Wayfinders' faction leader to a Near Space world, the PCs have orders to assist a local Starfinder research outpost. The outpost's head researcher sends the PCs on a mission to explore a strange calcified region, which soon reveals that there's more happening on this wo
568	Starfinder Society #1-29: Honorbound Emissaries	Starfinder	Ray Diaz	Friday	1:00 PM	2	Training	Everyone	Levels 7-10. The Society learns of a potential connection to the Scoured Stars from a mysterious relic that ended up in the claws of an Absalom Station pawnbroker.
635	So you think your a wizard - teacher edition	5e Dungeons & Dragons	Eric A Jackson	Friday	1:00 PM	2	Intermediate	Everyone	The students at Timeheart Academy are meddling in the affairs of wizards...again. It's up to the faculty to keep the kids safe, prevent an insidious attack, all while avoiding getting killed (or even worse, losing tenure) 5e D&D Pregen Magical School Faculty (12th level) - A Dark Phoenix Event
651	CCC-TRI-23 STORM 1-2 - Sub Rosa	D&D 5e	Garrett Colón	Friday	1:00 PM	2	Experienced	E10+	A Four Hour Adventure for 11th-16th Level Characters - Part 2 of the Storm Herald Trilogy
653	CCC-TRI-24 STORM 1-3 - Knight	D&D 5e	Garrett Colón	Friday	1:00 PM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters Part 3 of the Storm Herald

	Errand								Trilogy
663	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Friday	1:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
679	CCC-TRI-32 Casks and Caskets	D&D 5e	Garrett Colón	Friday	1:00 PM	1	Beginner s	E10+	A Two-Hour Adventure for 1st–4th Level Characters
696	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Friday	1:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
720	CCC-TRI-44 Blade1-2 - Sharpened Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	1:00 PM	2	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
728	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Friday	1:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
752	DDAL08-05 Hero of the Troll Wars	D&D 5e	Garrett Colón	Friday	1:00 PM	2	Beginner s	E10+	Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a

	(w/ Bonus Objectives)								<p>vicious Troll invasion. But sometimes the true threat lies within the city walls...</p> <p>For Characters of 1st-4th Level Part Two of the Folded Time Trilogy.</p>
762	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Friday	1:00 PM	1	Intermediary	E10+	<p>When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you?</p> <p>An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.</p>
770	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Friday	1:00 PM	1	Intermediary	E10+	<p>Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D'aerthe. Only the one with the most style will survive.</p> <p>For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.</p>
19	DCC Lankmar: Gang Lords of Lankmar	Dunge on Crawl Classics : Lank mar	Timothy Deschene	Friday	3:00 PM	2	Beginners	Teen	<p>The City of the Black Toga: Home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, where fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang</p>
107	Sky High: MotherLoa	Mutant s &	Justin Firth	Friday	3:00 PM	2	Beginner	Teen	<p>Ever since last year's attack on Sky High workers have scrambled to retrofit it with a</p>

	d	Master minds, 3rd					s		new state of the art security system. Now the students have never been safer. But has it gone too far? Boot up on Sky High when safe mode is turned off; adventure is more than emulation, it's a virtual reality.
442	TSR Plays: The Hunt	The Hunt	Jayson Elliot	Friday	3:00 PM	1	Training	Teen	
665	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Friday	3:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
676	CCC-TRI-32 Casks and Caskets	D&D 5e	Garrett Colón	Friday	3:00 PM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters
695	CCC-TRI-42 BHC 1-3 - Fire in the Sky (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	3:00 PM	3	Experienced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
697	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Friday	3:00 PM	1	Intermediate	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
763	DDAL08-10 The Skull	D&D	Garrett Colón	Friday	3:00 PM	1	Intermediate	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself

	Square Murders	5e					inary		wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
771	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Friday	3:00 PM	1	Intermed iary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
795	DDAL08-14 Rescue from Vanrakdoom (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	3:00 PM	3	Experien ced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
111	What The Skalds Have Missed	Hackmaster 5th Edition	Mike Provencher II	Friday	5:00 PM	2	Training	Mature	Some legends fall out of favor and are forgotten in time. Some never catch on. And some have never been told at all. A Viking National Guard event.
103	Get him to the Creek!	Dunge ons and Dragon	Joshua Mead	Friday	7:00 PM	2	Intermed iary	Mature	Nursing a severe headache, you scan the hall of the tavern to see people bloodied, dead and lying on the floor. So many questions. You try to make sense of as your best man

		s 3.X							runs up to you, "We gotta get outta here. Things got a little out of hand and you're getting married in four hours!"
121	HYPERBOR EA: The Brazen Bull	Astonis hing Swords men & Sorcere rs of Hyperb orea	Jeffrey Talanian	Friday	7:00 PM	2	Training	Mature	Whilst traversing one of the seedier neighbourhoods of Khromarium, your party is solicited by a greasy-haired Pict. He offers to sell you a sheaf of magical lotus that allows one to see the future, or brew potions that empower one with magic. He beckons you to follow him into a dilapidated building.
127	Invasive Species	d20 lite	Dave DeLuca	Friday	7:00 PM	2	Beginner s	Mature+	Fans of bad SyFy movies!! Something strange is happening at that Government Lab. Who knows what weird stuff they're working on. Only the Hot Scientist Chick, Hot Lady Cop, Hunky Local Boy who everyone underestimates, Grizzled Old Farmer, or some other stereotypical character can solve the mystery!
128	SG-24 is ordered to return to P5C-982	D20	Neil Churchill	Friday	7:00 PM	2	Beginner s	Everyone	More information is needed about the robots that SG24 fought the last time. So the team returns to investigate the robots and the red crystals. Pre-generated characters are available if requested
159	The	Call of Cthulh	Scott Legault	Friday	7:00 PM	2	Beginner	Mature+	1944. You've been fighting the darkness for what seems like an eternity amidst the

	Darkwatch	u 7th Edition					s		broiling war in Europe. Now you're called upon to pit yourselves once again against insurmountable odds for the future of humanity. You are the Darkwatch, there is no quarter. A Dark Phoenix Event
168	The Grief That Does Not Speak	Cat	Jay Law	Friday	7:00 PM	2	Beginner s	Mature	The old human died, leaving a dark blister on the house at the end of the road. The other one will not come out. The cats she tended are starving. The blister pulses with heat and ruddy darkness. In the Dream, you can hear her cry. Be a cat. Be a hero. Save her. This is a Dark Phoenix Event.
180	Rebel Scum	Star Wars d6 2nd Edition	Ian Eller	Friday	7:00 PM	2	Beginner s	Teen	In the early days of the Rebellion, you do the dirty work the Rebel Alliance needs done if it is going to stand a chance against the Empire. Get Your Hands Dirty. You Are Rebel Scum.
192	Unhealthy Occupations	Cthulhu Invictus /Call of Cthulhu	Sean Murphy	Friday	7:00 PM	2	Beginner s	Mature	Lady Bassa, last of a long and honorable family, is dead and buried. You've been hired to appraise certain items for future sale. Some time in the country will surely do you some good... This Cthulhu Invictus game is an adaption of a scenario by Adam Gauntlett. Brought to you by Dark Phoenix.

205	Blurred Lines	The Unexplained	Brad Younie	Friday	7:00 PM	2	Training	Mature	The lines between “paranormal” and “supernatural” are blurred when a vampire approaches your paranormal investigation group looking for help in saving his girlfriend. Is the vampire for real? By giving your aid, you risk all-out war with a host of supposed supernatural beings.
211	Star Wars - Scoundrel Squad	Star Wars d20 5e Variant	Kevin Hogan	Friday	7:00 PM	2	Beginners	Teen	In the wake of the assault on Scarif, more systems are rallying to the rebellion. An imperial prison ship was captured by rebel forces and the non-political inmates given a choice to remain incarcerated or to prove their allegiance and receive a clean slate... if they somehow survive the mission.
233	Caribbean Island Mystery - Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dosedourian	Friday	7:00 PM	2	Experienced	Mature+	The independent, privately owned island of Barqueba is a VIP destination for the rich and famous. The Wilmarth Foundation is sponsoring your investigation team to determine why a prominent associate member hasn't checked for 16 hours.
237	Team Epsilon Go!	Mutants & Masterminds	Timothy Ryan	Friday	7:00 PM	2	Beginners		The United Nations Intelligence and Operations Network is the primary defense for the world against threats that come from all possible directions. You are Team Epsilon, tasked with threats from magic and the occult. Good luck!

306	Guard Duty	Paranoia	David O Miller	Friday	7:00 PM	2	Training	Mature+	Greetings Citizen! The description of this game is currently above your security clearance. Be happy and serve the computer! You are happy aren't you citizen? Being an unhappy citizen is a traitorous offense. Trust no one (and definitely bring your sense of humor to this game)!
366	Dark Hills	Lucid Dreams Role-playing Engine	Andre Kruppa	Friday	7:00 PM	3	Beginners	Mature	As 922 waxes it is difficult in the lands retaken from the pagan Danes by Aethelflaed, the Lady of Mercia. Your band of thanes and retainers is tracking kidnappers heading into brooding hills said to be home to giants, fairies, shadow walkers, and ghosts. [12AM End] [Immersive: Light & Sound!]
538	Pathfinder Society #10-10: The Shattered Shield	Pathfinder	Ray Diaz	Friday	7:00 PM	2	Training	Everyone	Levels 1-5. When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are supposedly accounted for
541	Pathfinder Society #10-11: The Hao Jin Hierophant	Pathfinder	Ray Diaz	Friday	7:00 PM	2	Training	Everyone	Levels 5-9.

542	Pathfinder Society #10-12: Breath of the Dragonskull	Pathfinder	Ray Diaz	Friday	7:00 PM	2	Training	Everyone	Levels 1-5.
544	Pathfinder Society #10-13: Fragments of Antiquity	Pathfinder	Ray Diaz	Friday	7:00 PM	2	Training	Everyone	Levels 5-9.
546	Pathfinder Society #8-99D: The Solstice Scar, Version D	Pathfinder	Ray Diaz	Friday	7:00 PM	2	Training	Everyone	Levels 1-11. The world-renowned Blakros Museum has outdone itself, gathering an unrivaled collection of relics from the Shining Crusade, a holy coalition that felled the greatest lich to threaten Golarion. When trouble befalls the exhibit mere days before its debut, the Pathfinders intervene
652	CCC-TRI-24 STORM 1-3 - Knight Errand	D&D 5e	Garrett Colón	Friday	7:00 PM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters Part 3 of the Storm Herald Trilogy
666	CCC-TRI-30 - Remnant	D&D 5e	Garrett Colón	Friday	7:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters

	of a Dream								
698	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Friday	7:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
707	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Friday	7:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
729	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Friday	7:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
742	DDAL08-03 Dock Ward Double Cross	D&D 5e	Garrett Colón	Friday	7:00 PM	1	Beginner s	E10+	You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. For Characters of 1st-4th Level Part Three of the Umbral Aristocracy Trilogy.
755	DDAL08-06 Purging the Blood (w/	D&D 5e	Garrett Colón	Friday	7:00 PM	2	Beginner s	E10+	Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a

	Bonus Objectives)								<p>solution.</p> <p>For Characters of 1st-4th Level Part Three of the Folded Time Trilogy.</p>
772	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Friday	7:00 PM	1	Intermediary	E10+	<p>Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive.</p> <p>For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.</p>
782	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Friday	7:00 PM	1	Intermediary	E10+	<p>This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated.</p> <p>For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.</p>
788	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Friday	7:00 PM	2	Experienced	E10+	<p>Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right.</p> <p>For 11th-16th Level Characters - Part One of the Undying Threat trilogy.</p>
804	Escape from Gramercy	Heroes Unlimited	Branden Loizides	Friday	7:00 PM	2	Beginners	Teen	<p>You are a member of the notorious band of super villains known as the "Slaughterhouse Seven," locked up in a maximum security prison. You are restrained 24/7, your</p>

	Island								superpowers suppressed. Then one night something unexpected happens and you get a chance to escape! Can you escape Gramercy Island?
667	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Friday	9:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
699	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Friday	9:00 PM	1	Intermediate	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
743	DDAL08-03 Dock Ward Double Cross	D&D 5e	Garrett Colón	Friday	9:00 PM	1	Beginners	E10+	You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. For Characters of 1st-4th Level Part Three of the Umbral Aristocracy Trilogy.
773	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Friday	9:00 PM	1	Intermediate	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
783	DDAL08-12 Xanathar's	D&D 5e	Garrett Colón	Friday	9:00 PM	1	Intermediate	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the

	Wrath								eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
15	Midnight Madness!	Pathfinder and Starfinder Organized Play	Ray Diaz	Friday	11:00 PM	2	Training	Everyone	A scenario to be determined by the GM and players. Why stop gaming? Let's play till the wee hours of the morning! :-)
155	Dance til Dawn	Dance 'til Dawn	Jay Law	Saturday	8:00 AM	2	Training	Mature	Dance 'Til Dawn is an immersive, player-narrative storytelling game. We're going to listen to a playlist that has a beginning, a middle and a very definitive end. We're going to tell a story even as we're moved by the music. And, when the last song plays, this story is over.
156	Kobolds take the Colosseum	Kobolds ate my baby	Steve Wilcox	Saturday	8:00 AM	2	Training	E10+	Kobolds Gladiators... The Empire will never be the same
165	The MacGuffin	Shadowrun	TJ Howell	Saturday	8:00 AM	2	Training	Mature	Sometimes data is so hot people have to take serious measures to keep it secret and secure on the go. That's where you come in - but

	Job								the run gets extra complicated when you're asked to use some unethical tech. Do you keep the job or suffer the consequences? This is a Dark Phoenix sponsored event.
195	Heroes of Altamira, Ep. 17 - One More Favor	7th Sea (1st Ed.)	Mark Edwards	Saturday	8:00 AM	2	Experienced	Teen	An absent-minded Professor in need of heroes, newly-redesigned lanterns, villainous bandits in the dark, and a growing mystery. Come on. This is ridiculous! We suggest beginning with a Flashback adventure.
198	Heroes of Altamira, Ep. 15 - Black Sheep	7th Sea (1st Ed.)	Laura Gullett	Saturday	8:00 AM	2	Beginners	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 suggest beginning with a Flashback adventure.
238	The Gladiator	Doctor Who RPG	Charles Brown	Saturday	8:00 AM	2	Beginners	E10+	Having defeated The Master, the Eight Doctor attempts to return Grace Holloway and Chang Lee to New Years Day, 2000 AD - but the TARDIS takes a detour to ancient Rome on March 13, 44 BC - two days before the Ides of March...
242	Paranoia	Paranoia 2	Eric Loren	Saturday	8:00 AM	2	Training	E10+	This is a Dark Phoenix Event TRUST THE COMPUTER! THE COMPUTER IS YOUR FRIEND! Not the terrorists. Or the mutants, or secret societies, or anyone. Trust Computer.

									It's a game of running mundane errands in a madcap dystopia where all you can rely on is a laser pistol and...five clones of yourself.
246	The Frozen Fingers of Midnight	Thunder CRPG	Robert Lamm	Saturday	8:00 AM	2	Beginners	Teen	A frigid curse followed Skelg the Ripper, envoy from the Land of the Linnorm Kings, from his northern homeland and grips his bearish heart in its frosty embrace. As the bizarre ailment pushes Skelg to the brink of death, his aide hires you to uncover the secrets of the freezing curse.
332	[TSR Plays] OPERATION: WAY DOWN UNDER!	TOP SECRET : NEW WORLD ORDER (TM) The Espionage Role Playing Game	Merle Rasmussen	Saturday	8:00 AM	2	Training	Teen	Deep in Australian Outback is Restricted Area owned by USAF. Recently, night activity and satellite surveillance indicate perimeter has been breached. Two Royal Australian Corps of Military Police officers sent to investigate have disappeared. Due to political sensitivity, ASIS has contacted ICON.
368	Kids on Bikes - The House at	Kids on Bikes	Colleen Nachtrieb	Saturday	8:00 AM	2	Training	Mature	Kids on Bikes is a simple range of dice system, that focuses on players driving the story elements. Settings tend to mimic shows like Stranger Things and classic 80's movies, the

	the End								players create. The system was recently backed on Kickstarter. A Kids on Bikes Scenario for 6 players, rules explained.
510	The Lost Caravan of Jehungir Agha	Conan RPG 3.5ed		Saturday	8:00 AM	2	Beginners	Teen	The Turan Shah of Kuthchemes, Jehungir Agha, has called for adventurers to protect an important trade route. Several small caravans have vanished without a trace in the desert region near the Mountains of Fire. This is a Dark Phoenix sponsored event.
516	Pathfinder Playtest	Pathfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	Come try the next version of the Pathfinder game system
533	Pathfinder Society #10-08: What Prestige is Worth	Pathfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	Levels 7-11. Alongside a band of elite Pathfinders, Zarta Dralneen intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliox's secret history, the follies of House Thrune, and what her role will be in the events to come.
547	PFS Classic	Starfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	An older season scenario to be determined by the players.
550	Starfinder Society #1-01: The Commencement	Starfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	Level 1. The Commencement is a replayable scenario designed to help introduce players to the factions of the Starfinder Society and areas of importance on Absalom Station.

551	Starfinder Society #1-08: Sanctuary of Drowned Delight	Starfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	Levels 3-6. In order to retrieve valuable resources necessary to repair the Wayfinders' flagship, the PCs follow-up on another team's investigative mission to a long-abandoned Starfinder Society lodge on a world in the Vast. Finding the lodge submerged and already partially flooded, the PCs quickly
552	Starfinder Society #1-09: Live Exploration Extreme!	Starfinder	Ray Diaz	Saturday	8:00 AM	2	Training	Everyone	Levels 1-4. Although the Society was unaware of what existed within the false moon Salvation's End when it obtained exploration rights, Starfinders have since identified a vast, uncharted megacomplex within. The Society's ready to launch its first major expedition into the interior, yet there is one
668	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Saturday	8:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
681	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Saturday	8:00 AM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
686	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Saturday	8:00 AM	2	Experienced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
708	CCC-TRI-43	D&D	Garrett Colón	Saturday	8:00 AM	2	Intermed	E10+	An Intriguing Two-to-Four-Hour Adventure

	Blade 1-1 - Broken Blades (w/ Bonus Objectives)	5e					Intermed iary		for Level 5-10 Characters. Optimized for APL 8
711	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Saturday	8:00 AM	1	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
730	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Saturday	8:00 AM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
736	DDAL08-01 The Map with No Names (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Saturday	8:00 AM	2	Beginner s	E10+	A Four-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
756	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Saturday	8:00 AM	1	Intermed iary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters -

									Part One of the Skullport Shakedown trilogy.
776	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Saturday	8:00 AM	1	Intermed iary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
789	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Saturday	8:00 AM	2	Experien ced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.
793	DDAL08-14 Rescue from Vanrakdoo m	D&D 5e	Garrett Colón	Saturday	8:00 AM	2	Experien ced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
109	The Last Days of Atlantis	TriStat DX	Bryan Skowera	Saturday	10:00 AM	2	Training	Teen	In our hubris, we ignored the omens. Now, with the wrath of the gods almost upon us, we must save what we can. You, the Poet, the Physician, the Farmer, the Scientist, the Magician, and the Soldier, must carry our knowledge to new lands to keep our legacy

									alive. A Viking National Guard event
116	Dangerous Don Duffield's Tall Tales of Derring-Do: 01	Dungeons and Dragons 5th Edition	Jill Poisson	Saturday	10:00 AM	3	Beginners	Mature	Adventure 01: The Good, The Bad & The Dangerous The kingdoms of Lor'Elvenor have been ravaged with war for decades. Now that evil has been driven back into darkness there are thousands of restless soldiers and adventurers looking for work and Dangerous Don Duffield is hiring!
150	The Finders Club	Call of Cthulhu	Mike Cote	Saturday	10:00 AM	2	Beginners	Mature	A group of friends finds excitement (and possibly treasure) in exploring buildings due to be demolished. Evading the guard and the dogs and entering the condemned asylum may be the easiest part of this excursion.6 players
184	D&D Cartoon Hour	Dungeons & Dragons 5th Edition	Mary Lindholm	Saturday	10:00 AM	1	Training	Everyone	Did you ever want to play as Presto, or Uni, or Sheila? No is your chance. Join the team in a rollicking Saturday Morning Cartoon style adventure.
185	Marvel G-Core: The Coming of Galacticon! Table 1	G-Core	Jay Libby	Saturday	10:00 AM	1	Training	E10+	Last year the Dark Phoenix was defeated by the heroes and villains of TotalCon, but in their haste they folded realities and now something darker looms. Who is Galacticon and who is his mysterious herald, Megatron? This is a two table event with Marvel heroes

	(TSR)								and Transformers!
210	Marvel G-Core: The Coming of Galacticon! Table 2	G-Core	David Benevides	Saturday	10:00 AM	1	Training	Everyone	Last year the Dark Phoenix was defeated by the heroes and villains of TotalCon, but in their haste they folded realities and now something darker looms. Who is Galacticon and who is his mysterious herald, Megatron? This is a two table event with Marvel heroes and Transformers!
361	Thundarr the Barbarian in "The Wizard's Graveyard" !	Custom Rules	David O Miller	Saturday	10:00 AM	1	Training	Mature	It's time for Saturday morning, RPG cartoon fun! An evil wizard has found an evil, ancient weapon! Legends tell of a powerful artifact in "The Wizard's Graveyard" that could be the key to his downfall. Join Thundarr, Ookla, and Princess Ariel as they try to save the world of of 3994! Lords of Light!
669	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Saturday	10:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
682	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Saturday	10:00 AM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
712	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Saturday	10:00 AM	1	Intermediate	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale

757	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Saturday	10:00 AM	1	Intermed iary	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
777	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Saturday	10:00 AM	1	Intermed iary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
17	DCC Lankmar: Gang Lords of Lankmar	Dunge on Crawl Classics : Lankh mar	Timothy Deschene	Saturday	1:00 PM	2	Beginner s	Teen	The City of the Black Toga: Home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, where fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang
104	Ghost Stories	Advanc ed Dunge ons and Dragon s 2nd	Joshua Mead	Saturday	1:00 PM	2	Beginner s	E10+	The heroes must use the mysterious powers of campfire stories passed down from generations to rescue a young maiden who was stolen away on her wedding day by a necromancer. A Viking National Guard Event.

		Edition							
119	MCC RPG: Ruins of the Tomb of Horrors	Megah eroes RPG	Jim Wampler	Saturday	1:00 PM	2	Intermed iary	Everyone	A Level 6 Adventure: A phlogiston disturbance has created a massive time portal through which falls the ruins of a tomb of the ancient ones. Take your fully-armed Seeker team of high-level MCC RPG characters through the classic Gary Gygax adventure S1: Tomb of Horrors, and let's see who walks out!
124	Boston BADASS: The Wraith of Quawanne	Call of Cthulh u	John Cote	Saturday	1:00 PM	2	Intermed iary	Teen	
136	HYPERBOR EA: The Late Trapper's Lament	Astonis hing Swords men & Swords men of Hyperb orea	David Prata	Saturday	1:00 PM	2	Beginner s	Mature	Your cog has berthed in New Vinland before continuing to Port Zangerios, but some of the expected cargo has not arrived. The local trapper was due four hours ago with a bundle of ermine pelts. The captain wants you to find the trapper and return with the pelts. An adventure for 1st-level characters.
152	Battle of the Coliseum - Blue Squad	Dunge ons and Dragon s 5th	Sean Murphy	Saturday	1:00 PM	5	Intermed iary	Teen	The crumbling Empire needs blood to stave off rebellion by the great unwashed and His Unliving Majesty Caesar, Lich Lord of Rome, shall provide! Your team of warriors competes, first in dungeon exploration, then

		Edition							in an arena to battle other teams and stay alive! An Extra Life Event from Dark Phoenix!
153	Curse of the Yellow Witch	Blades in the Dark	Matthew Wheeler	Saturday	1:00 PM	2	Beginners	Mature	You thought you'd finally gotten rid of that damn book and the demon that was bound to it. Now a friend might die if you don't get it back from the people you sold it to, but you'll have to go outside the lightning barriers for them. Attendance of Part 2 is not required. A Dark Phoenix Event.
158	Science Comics! A Superhero Fiasco	Fiasco	Petra Jackl	Saturday	1:00 PM	2	Beginners	Mature	Play third rate heroes, has been villains and minions. Fiasco is a role playing event where the players create the story. Your fellow players will help move the story along to a typically crazy, hysterical, Fiasco of an ending!! This is an 18+ game due to adult themes. This is a Dark Phoenix Event
166	The Cleanup Job	Shadowrun	TJ Howell	Saturday	1:00 PM	2	Training	Teen	Sometimes missions fail. Sometimes there's a mess to clean up. Sometimes it involves people you care about. Can you fix everything before someone else does it with prejudice? This is a Dark Phoenix sponsored event.
188	TOP SECRET SI: Fall of a Modern	Top Secret SI	David Benevides	Saturday	1:00 PM	2	Beginners	Teen	Pablo Escobar is dead, but his absence created a vacuum. It is being filled with two bit drug cartels trying to take the prize and build an Empire. The Department of Justice along with local law enforcement has enlisted

	Empire								YOU the players in a multi bureau task force to try to stop these Empires!
197	Heroes of Altamira, Ep. 18 - Finessing the Queen	7th Sea (1st Ed.)	Mark Edwards	Saturday	1:00 PM	2	Experienced	Teen	It's taken some time, but finally the pieces are all coming together. However, when the upstart Queen rebels, an example must be made. We suggest beginning with a Flashback adventure.
199	Heroes of Altamira, Ep. 16 - Fall from Grace	7th Sea (1st Ed.)	Laura Gullett	Saturday	1:00 PM	2	Beginners	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 suggest beginning with a Flashback adventure.
208	Reptoid Invasion	The Unexplained	Brad Younie	Saturday	1:00 PM	2	Training	Mature	While investigating a haunting in a swamp, a massive EMP hits North America, making all electronics useless. It turns out to be the beginning of an invasion by reptoid aliens. Can you foil the invasion, or find a place to survive as humanity finds itself on the brink of extinction?
232	Ghosts of Fort William Henry - Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dossdourian	Saturday	1:00 PM	2	Intermediate	Mature+	A ghost tour of Fort William Henry is planned 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 subsequent loss of the week-long siege during the French and Indian War in August of 1757. Bring your camera!

239	Star Wars Episode 3.5	D&D 5E variant /home brew	Jeff Mayo	Saturday	1:00 PM	2	Intermediary	Teen	The traitorous Jedi have been wiped from the galaxy, along with the Republic. The Empire has risen from the ashes & ushers in a new era of peace. But, not all see the Empire as a benevolent force for good. Now, rebellion spreads through the galaxy. As loyal Stormtroopers, it's time to hunt Rebel Scum!
241	Blades Against Darkness	Blades in the Dark	Eric Loren	Saturday	1:00 PM	2	Beginners	Teen	Isn't dungeon crawling just a heist with more carrion crawlers? Blades Against Darkness brings your favorite heist system to the Ur-RPG experience: the dank halls of the dungeon. Grab your torches and let's walk out with all 80,000 GP and a jeweled lich skull.
245	Hammer Down to the Giant Disco Ball	Retrosolar	Jay Law	Saturday	1:00 PM	2	Beginners	Teen	The Administrator holds The City in an iron grip, dominating the people through the jackboots of the army of automatons he controls from his vast, discoball shaped tower at the heart of the city. Only you and your convoy of space trucker friends can stop his evil reign! This is a Dark Phoenix event
247	Chaos Rising	Mighty Protectors	Charles Brown	Saturday	1:00 PM	2	Beginners	E10+	One month ago, the Incident on the Boston Common granted several once ordinary individuals extraordinary powers - and showed the world that super-humans exist. Now a new threat surfaces to draw them

									out...
248	ARMA Romana! Session IV	5th Edition Dungeons and Dragons	James Davenport	Saturday	1:00 PM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
363	Battle of the Coliseum - Red Squad	Dungeons & Dragons (5ed)	David Clarkson	Saturday	1:00 PM	5	Intermediary	Teen	The crumbling Empire needs blood to stave off rebellion by the great unwashed and His Unliving Majesty Caesar, Lich Lord of Rome, shall provide! Your team of warriors competes, first in dungeon exploration, then in an arena to battle other teams and stay alive! An Extra Life Event from Dark Phoenix!
364	Coliseum War	Custom	Alexander Jackl	Saturday	1:00 PM	5	Training	Mature	The crumbling Empire needs blood to stave off rebellion by the great unwashed and His Unliving Majesty Caesar, Lich Lord of Rome, shall provide! Your team of warriors competes, first in dungeon exploration, then in an arena to battle other teams and stay alive! An Extra Life Event from Dark Phoenix!
367	Homecoming	Lucid Dreams Role-playing	Andre Kruppa	Saturday	1:00 PM	6	Beginners	Mature	Lady Aethelflaed and King Edward drove the heathens from the Danelaw. Summer of 923 finds your band of thanes and retainers returning home from pursuing pagan raiders

		Engine							from York. Oft you wonder what lurks in the darkness of this ancient land. [Returning Game – 1AM End] [Immersive: Light & Sound!]
371	Rise of Polaris	Numenera	Jason Marcure	Saturday	1:00 PM	2	Training	Mature	After struggling against the Usurper Malik, the Misfit Crew has finally learned the location of the legendary landship Polaris; hidden in the heart of Malik's very shipyards! Why is Polaris so critical to the war? How will the crew escape?As the enemy closes in options are few, time is running out!
377	Top Secret: NWO: Interflug 717	Top Secret: New World Order	James Carpio	Saturday	1:00 PM	2	Beginners	Mature	East Berlin 1983: Stasi agent Kristoff Krämer has acquired classified documents that show underground travel routes between East and West Berlin.Krämer, along with three other agents are en route to Moscow to hand over these documents to the Komitet Gosudarstvennoy Bezopasnosti, who plan to out deep
441	TSR Plays: Kompromat!	Top Secret: New World Order	Jayson Elliot	Saturday	1:00 PM	2	Training	Teen	
517	Pathfinder Playtest	Pathfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system

528	Pathfinder Society #10-06: Treason's Chains	Pathfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Levels 1-5. The PCs must uncover the true threat to the Society's stability in Katapesh—and perhaps make an unexpected new ally along the way.
548	PFS Classic	Starfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	An older season scenario to be determined by the players.
561	Starfinder Society #1-23: Return to Sender	Starfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Levels 5-8 The PCs must pave the way for a decisive strike against the jinsul menace.
565	Starfinder Society #1-27: King Xeros of Star Azlant	Starfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Levels 5-8. When a relic dating back to the times of Old Golarion docks in a remote space station, the Azlanti Star Empire takes notice and quickly seizes it. The Starfinder Society dispatches the PCs to stop the Azlanti and reclaim the relic: the ether ship known as the King Xeros. With little time
569	Starfinder Society #1-30: Survivor's Salvation	Starfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Levels 1-4. When a recently returned Exo-Guardian goes missing from their regular meetings at a survivor's clinic, the PCs get called in to assist. What begins as a routine investigation quickly leads into the depths of Absalom Station
570	Starfinder Society #1-	Starfinder	Ray Diaz	Saturday	1:00 PM	2	Training	Everyone	Levels 3-6. A renowned Starfinder leader sends the PCs into the Vast to explore a site

	31: Treading History's Folly									of utmost importance: the planetoid that led the Society to its disastrous first mission into the Scoured Stars. Retracing the steps of First Seeker Jadnura, the PCs uncover a hidden repository that could hold cru
801	DDEP08-02 Stardock Under Siege - Tier 1	D&D 5e	Garrett Colón	Saturday	1:00 PM	2	Beginner s	E10+	An illithid invasion fleet threatens Stardock, and only you and your allies can stop it! A Multi-Table Interactive Event: This ticket is for Characters of 1st-4th Level ONLY	
802	DDEP08-02 Stardock Under Siege - Tier 2	D&D 5e	Garrett Colón	Saturday	1:00 PM	2	Intermed iary	E10+	An illithid invasion fleet threatens Stardock, and only you and your allies can stop it! A Multi-Table Interactive Event: This ticket is for Characters of 5th-10th Level ONLY	
803	DDEP08-02 Stardock Under Siege - Tier 3	D&D 5e	Garrett Colón	Saturday	1:00 PM	2	Experien ced	E10+	An illithid invasion fleet threatens Stardock, and only you and your allies can stop it! A Multi-Table Interactive Event: This ticket is for Characters of 11th-16th Level ONLY	
114	Sky High: An Adventure in Babysitting	Mutant s & Master minds, 3rd	Justin Firth	Saturday	3:00 PM	2	Beginner s	Teen	Reggie's parents are going for an overnight cruise and have decided to leave him in charge of the house and his younger sister Maddy. But when babysitting turns out to be more than a night of TV and boredom can Reggie prove to himself to be a responsible	

									young adult, or will be grounded for life?
20	Hyperborea: The Black Moss-Hag of Lug	Astonishing Swordmen & Sorcerers of Hyperborea	Timothy Deschene	Saturday	5:00 PM	2	Beginners	Teen	The town of Swampgate calls for adventurers to ease their woes; the "little people" of the barrows have become more than a minor nuisance, and now two young villagers have gone missing. The rangers are busy patrolling the north, as the barbarian menace threatens the town.
110	The Breaking Of Meadowbrook Lane	Call Of Cthulhu 6th Edition	Mike Provencher II	Saturday	5:00 PM	2	Training	Mature	It's the 1950's, and you are living the idyllic in a small town. One day, while at a block party, you find yourself sucked into a maddening conspiracy that could result in the unraveling of reality itself. Can you keep asleep what should never be awakened? A Viking National Guard Event.
125	Get a Cluedo!	Brass & Steel: A Game of Steampunk Adventure	John Cote	Saturday	7:00 PM	2	Beginners	Teen	
129	SG24 heads south. Way	D20	Neil Churchill	Saturday	7:00 PM	2	Beginners	Everyone	SG24 heads south to the jungles of Mexico to check on a report of alien technology founded in a\n Aztec temple. Pre-generated

	South								characters available if needed.
148	Island of the Deep	Pathfinder	Mike Cote	Saturday	7:00 PM	2	Intermediate	Mature	Every 250 years, Isola del Profondo rises from the bottom of the Sea. It remains above the surface for 48 hours, to lure the greedy and desperate to seek it's treasure. There is treasure galore so the legend states. Myth, legend or reality, it is time for Isola del Profondo to rise.
151	Curse of the Yellow Witch	Blades in the Dark	Matthew Wheeler	Saturday	7:00 PM	2	Beginners	Mature	You thought you'd finally gotten rid of that damn book and the demon that was bound to it. Now a friend might die if you don't get it back from the people you sold it to, but you'll have to go outside the lightning barriers for them. Attendance of Part 1 not required. A Dark Phoenix Game.
157	Operation Market Garden	All Flesh Must Be Eaten	Steve Wilcox	Saturday	7:00 PM	2	Beginners	Mature+	You are a member of the Elite 101st Airborne Division. You dropped into Holland with the hopes of ending the war by Christmas. Surrounded by the enemy, waiting for Allies to relieve you, things start to get strange.
160	The Darkwatch	Call of Cthulhu 7th Edition	Scott Legault	Saturday	7:00 PM	2	Beginners	Mature+	1944. You've been fighting the darkness for what seems like an eternity amidst the broiling war in Europe. Now you're called upon to pit yourselves once again against insurmountable odds for the future of humanity. You are the Darkwatch, there is no

									quarter. A Dark Phoenix Event
178	Kids on Bikes - The House at the End	Kids on Bikes	Colleen Nachtrieb	Saturday	7:00 PM	2	Training	Mature	Kids on Bikes is a simple range of dice system, that focuses on players driving the story elements. Settings tend to mimic shows like Stranger Things and classic 80's movies. The system was recently backed on Kickstarter. A Kids on Bikes Scenario for 6 players, rules explained.
189	The Gauntlet	Dungeons & Dragons 5th Edition	Mary Lindholm	Saturday	7:00 PM	2	Beginners	Teen	Do you want to be next in line to be Ruler? Are you power hungry? Take out the competition and be the last man standing in the race to be the One. (TSR Module Playtest. Have your name listed as a playtester)
204	Heroes of Altamira, Personal Agendas	7th Sea (1st Ed.)	Laura Gullett	Saturday	7:00 PM	2	Beginners	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 suggest beginning with a Flashback adventure.
212	Pathfinder Society Multi-Table Special [levels 1-2]	Pathfinder Society	Ray Diaz	Saturday	7:00 PM	2	Training	Everyone	#10-00: The Hao Jin Cataclysm Former Pathfinder Master of Spells Aram Zey has just made a terrible discovery—the Hao Jin demiplane's deterioration has reached a critical stage. Unless the Pathfinder Society intervenes, the entire demiplane will rip

									apart violently.
213	Pathfinder Society Multi-Table Special [levels 10-11]	Pathfinder Society	Ray Diaz	Saturday	7:00 PM	2	Training	Everyone	#10-00: The Hao Jin Cataclysm Former Pathfinder Master of Spells Aram Zey has just made a terrible discovery—the Hao Jin demiplane's deterioration has reached a critical stage. Unless the Pathfinder Society intervenes, the entire demiplane will rip apart violently.
214	Pathfinder Society Multi-Table Special [levels 3-4]	Pathfinder Society	Ray Diaz	Saturday	7:00 PM	2	Training	Everyone	#10-00: The Hao Jin Cataclysm Former Pathfinder Master of Spells Aram Zey has just made a terrible discovery—the Hao Jin demiplane's deterioration has reached a critical stage. Unless the Pathfinder Society intervenes, the entire demiplane will rip apart violently.
215	Pathfinder Society Multi-Table Special [levels 5-6]	Pathfinder Society	Ray Diaz	Saturday	7:00 PM	2	Training	Everyone	#10-00: The Hao Jin Cataclysm Former Pathfinder Master of Spells Aram Zey has just made a terrible discovery—the Hao Jin demiplane's deterioration has reached a critical stage. Unless the Pathfinder Society intervenes, the entire demiplane will rip apart violently.
216	Pathfinder Society	Pathfinder	Ray Diaz	Saturday	7:00 PM	2	Training	Everyone	#10-00: The Hao Jin Cataclysm

	Multi-Table Special [levels 7-8]	Society							Former Pathfinder Master of Spells Aram Zey has just made a terrible discovery—the Hao Jin demiplane's deterioration has reached a critical stage. Unless the Pathfinder Society intervenes, the entire demiplane will rip apart violently.
217	Wachusett Hills	The Unexplained	Brad Younie	Saturday	7:00 PM	2	Training	Mature	While investigating a haunting at an abandoned asylum, the spirits of the place take an interest in you! Finding yourselves trapped in the ancient building, you must fight for your lives against beings you can't see as they try to kill you, one at a time!
234	Ghosts of Fort William Henry - Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dosdourian	Saturday	7:00 PM	2	Intermediate	Mature+	A ghost tour of Fort William Henry is planned 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 subsequent loss of the week-long siege during the French and Indian War in August of 1757. Bring your camera!
244	7 Sisters ride again	D&D 3.5 lite	Dave DeLuca	Saturday	7:00 PM	2	Intermediate	Teen	Again, looking for an ALL FEMALE group of players. Play as a member of the legendary 7 Sisters adventuring group, a group of all female adventurers who travel the lands righting wrongs and fighting evil. Over years I have seen far too few female gamers at fantasy gaming tables. Want to change that

443	TSR Plays: The White Queen	Top Secret: New World Order	Jayson Elliot	Saturday	7:00 PM	2	Training	Teen	Things are heating up in the Baltic region! Once again, the free world is imperiled and only a small group of secret agents can intercede. Who is the White Queen, and what has she done with the missing bioweapon scientist?
458	Immerse Yourself in the World of The Witcher	Witcher	Lisa Pondsmith	Saturday	7:00 PM	2	Beginners	Teen	Witcher TRPG author, Cody Pondsmith, runs dark fantasy madness. Beginners welcome.
670	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Saturday	7:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
692	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Experienced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
713	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Saturday	7:00 PM	1	Intermediate	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
721	CCC-TRI-44	D&D	Garrett Colón	Saturday	7:00 PM	2	Intermediate	E10+	An Adventure for 5th-10th Level Characters

	Blade1-2 - Sharpened Blades (w/ Bonus Objectives)	5e					Intermediary		Part 2 of the Blades' Tale
731	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Beginners	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
740	DDAL08-02 Beneath the City of the Dead (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Beginners	E10+	An Adventure for 1st-4th Level Characters - Part Two of the Umbral Aristocracy Trilogy.
746	DDAL08-04 A Wrinkle in the Weave	D&D 5e	Garrett Colón	Saturday	7:00 PM	1	Beginners	E10+	For Characters of 1st-4th Level Part One of the Folded Time Trilogy.
765	DDAL08-10 The Skull Square Murders (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Intermediate	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters -

	Objectives)								Part One of the Skullport Shakedown trilogy.
766	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Saturday	7:00 PM	1	Intermed iary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
794	DDAL08-14 Rescue from Vanrakdoo m	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Experien ced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
798	DDAL08-15 Forge of Fangs	D&D 5e	Garrett Colón	Saturday	7:00 PM	2	Experien ced	E10+	The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
867	A Simple Escort Mission	Rifts	Branden Loizides	Saturday	7:00 PM	2	Beginner s	Teen	You are an elite group of mercenaries on Rifts Earth that has been offered a tempting gig. Your mission: escort a magic user to a pre-Rifts settlement to retrieve a precious - and powerful - item. Sounds simple, but things

									are never simple on Rifts Earth.
671	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Saturday	9:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
714	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Saturday	9:00 PM	1	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
747	DDAL08-04 A Wrinkle in the Weave	D&D 5e	Garrett Colón	Saturday	9:00 PM	1	Beginner s	E10+	For Characters of 1st-4th Level Part One of the Folded Time Trilogy.
767	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Saturday	9:00 PM	1	Intermed iary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
16	Midnight Madness!	Pathfin der and Starfin der Organi zed	Ray Diaz	Saturday	11:00 PM	2	Training	Everyone	A scenario to be determined by the GM and players. Why stop gaming? Let's play till the wee hours of the morning! :-)

		Play							
331	[TSR Plays] OPERATION: MACHETE!	TOP SECRET : NEW WORLD ORDER (TM) The Espionage Role Playing Game	Merle Rasmussen	Sunday	8:00 AM	2	Training	Teen	An Incan city has been discovered in The Pantanal (world's largest swamp) south of the Amazon rain forest. No contact with international archaeology team for days. Nearby, an unidentified structure has been discovered on satellite flyovers. Neo-Nazis? Freedom Fighters? Native Peoples? Drug Lords?
520	Pathfinder Playtest	Pathfinder	Ray Diaz	Sunday	8:00 AM	2	Training	Everyone	Come try the next version of the Pathfinder game system
571	Starfinder Society #1-99: The Scoured Stars Invasion	Starfinder	Ray Diaz	Sunday	8:00 AM	2	Training	Everyone	Levels 1-8. This is a Starfinder multi-table special.
672	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Sunday	8:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
674	CCC-TRI-31	D&D	Garrett Colón	Sunday	8:00 AM	2	Intermed	E10+	A Four-Hour Adventure for 5th–10th Level

	Out of Time	5e					ary		Characters
687	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Experien ced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
693	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Experien ced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
700	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Sunday	8:00 AM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
722	CCC-TRI-44 Blade1-2 - Sharpened Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
732	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the

									<p>hearth, and let YOUR story begin!</p> <p>An Introductory Adventure for 1st-4th Level Characters</p>
745	DDAL08-03 Dock Ward Double Cross (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Beginner s	E10+	<p>You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance.</p> <p>For Characters of 1st-4th Level Part Three of the Umbral Aristocracy Trilogy.</p>
750	DDAL08-05 Hero of the Troll Wars	D&D 5e	Garrett Colón	Sunday	8:00 AM	1	Intermed iary	E10+	<p>Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls...</p> <p>For Characters of 1st-4th Level Part Two of the Folded Time Trilogy.</p>
774	DDAL08-11 Poisoned Words (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Intermed iary	E10+	<p>Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive.</p> <p>For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.</p>
799	DDAL08-15 Forge of Fangs	D&D 5e	Garrett Colón	Sunday	8:00 AM	2	Experien ced	E10+	<p>The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and</p>

									end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
806	PFS Classic	Starfinder	Ray Diaz	Sunday	8:00 AM	2	Training	Everyone	An older season scenario to be determined by the players.
106	HYPERBOR EA: The Court of the Crimson King (Remastered)	Astonishing Swords men & Sorcerers of Hyperborea 2nd Edition	Bryan Skowera	Sunday	10:00 AM	2	Training	Teen	At the height of his depraved rule, the Crimson King and his holdings disappeared from the known world. Centuries later, the legendary Court of the Crimson King has appeared, with horrors and treasures enough for any who would breach its walls. A Viking National Guard Event.
108	Sky High: Wishful Shrinking	Mutants & Masterminds, 3rd	Justin Firth	Sunday	10:00 AM	2	Beginners	Teen	When things go wrong with a shrink ray can our heroes escape certain doom? Has mad science failed them or allowed them to be heroes of a larger scale than ever? Find out on Sky High where even a fantastic voyage can be a bogus journey and the smallest of miscalculations can have huge consequences!
112	What The Skalds Have Missed	Hackmaster 5th Edition	Mike Provencher II	Sunday	10:00 AM	2	Training	Mature	Some legends fall out of favor and are forgotten in time. Some never catch on. And some have never been told at all. A Viking National Guard event.

161	The Girl In The Moon	Brass & Steel: A Steampunk Adventure	Scott Legault	Sunday	10:00 AM	2	Training	Teen	Join the fun as the Gaslight Gang once again roars into action. The Queen Mum's daughter has been stolen away to the Moon! Join Vanity Rose, Iron Jim, Socrates and the rest of the gang and rise to the occasion! Airships! Pah! wait to you see this boat! A Dark Phoenix Event!
162	The Muppets do Dungeons and Dragons	Dungeons and Dragons 5th	Steve Wilcox	Sunday	10:00 AM	2	Beginners	Teen	Come and answer the age old question... what would happen when you mix the muppets with Dungeons and Dragons. Knowledge of the muppets extremely helpful.
164	The Zombiest Place On Earth	All Flesh Must Be Eaten	Jay Law	Sunday	10:00 AM	2	Beginners	Mature+	Take a vacation to Disney. It'll be fun for you, the spouse, the kids. That's what the vacation planner told you, gushing with all the salesmanship and elan of a coke-addled used car dealer. No one said it would be Ground Zero of the zombie apocalypse. This is a Dark Phoenix Event.
179	PSINAUT	Savage Worlds Adventure Edition	Ian Eller	Sunday	10:00 AM	2	Beginners	Teen	Military space opera using the new edition of Savage Worlds!

193	Heroes of Altamira, DOMINGO GIGANTE!	7th Sea, 1st Ed.	Megan Hollembaek	Sunday	10:00 AM	2	Training	Teen	Shown up to another HoA event with generics and couldn't get in? Had a conflicting event for the one adventure you're missing? Well then DOMINGO GIGANTE! is for you. This end-of-the-con event is player's choice of Episodes 1-14.
251	ARMA Romana! Session V	5th Edition Dungeons and Dragons	James Davenport	Sunday	10:00 AM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
658	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Sunday	10:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
701	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Sunday	10:00 AM	1	Intermediate	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
723	Coordination Day: Lambent Fields	Numenera	Jason Marcure	Sunday	10:00 AM	2	Training	Teen	Coronation day. The princess has demanded the lord of the royal navy: Malik attend her on this day, to witness and pay homage to the throne. You are a Royal Guard sworn to protect her. Will everything go according to plan? This is your first assignment, as a green

									recruit you certainly hope so!
751	DDAL08-05 Hero of the Troll Wars	D&D 5e	Garrett Colón	Sunday	10:00 AM	1	Beginner s	E10+	Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls... For Characters of 1st-4th Level Part Two of the Folded Time Trilogy.
800	DDAL08-15 Forge of Fangs (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	10:00 AM	3	Experien ced	E10+	The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
133	HYPERBOR EA: The Late Trapper's Lament	Astonis hing Swords men & Swords men of Hyperb orea	David Prata	Sunday	1:00 PM	2	Beginner s	Mature	Your cog has berthed in New Vinland before continuing to Port Zangerios, but some of the expected cargo has not arrived. The local trapper was due four hours ago with a bundle of ermine pelts. The captain wants you to find the trapper and return with the pelts. An adventure for 1st-level characters.
177	Archer Fiasco Style	Fiasco	Petra Jackl	Sunday	1:00 PM	2	Beginner s	Mature+	People are being kidnapped for ransom, and who knows what foreign dictators are plotting! Fiasco is a role playing event where the players create the story. Your fellow

									players will help move the story along to a typically crazy, hysterical, Fiasco of an ending!! This is a Dark Phoenix Event.
206	Modern Day Fairy Tale	The Unexplained	Brad Younie	Sunday	1:00 PM	2	Training	Mature	Your ghost hunting team investigates old house with a huge garden said to be infested with fairies and other fae folk. It becomes bloody as you discover the “fairies” become violent when angered. Now trapped in the mysterious garden, you must find a way to appease the fae or be lost in there forever
229	Whitewater! Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dosdourian	Sunday	1:00 PM	2	Training	Mature+	You have been planning weekend trip into the heart of Maine. Your stay includes a stay in a lodge nestled in the serene woods with a hint of adventure thrown in as you take on the challenge of a whitewater rafting trip. No worries at all. All your troubles are sneaking right up behind you!
657	CCC-TRI-29 TIDE1-1 - Tidefall	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters
659	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Sunday	1:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
675	CCC-TRI-31 Out of Time	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Intermediate	E10+	A Four-Hour Adventure for 5th–10th Level Characters

688	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Experien ced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
694	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Experien ced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
709	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
733	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
749	DDAL08-04 A Wrinkle in the Weave (w/	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Beginner s	E10+	For Characters of 1st-4th Level Part One of the Folded Time Trilogy.

	Bonus Objectives)								
753	DDAL08-06 Purging the Blood	D&D 5e	Garrett Colón	Sunday	1:00 PM	1	Beginners	E10+	Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. For Characters of 1st-4th Level Part Three of the Folded Time Trilogy.
778	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Sunday	1:00 PM	1	Intermediate	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
784	DDAL08-12 Xanathar's Wrath (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Sunday	1:00 PM	2	Intermediate	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
805	Starfinder Season 1.5	Starfinder	Ray Diaz	Sunday	1:00 PM	2	Training	Everyone	A newer Starfinder adventure to be determined by the players at the table.
807	PFS Classic	Starfinder	Ray Diaz	Sunday	1:00 PM	2	Training	Everyone	An older season scenario to be determined

		der							by the players.
648	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Sunday	3:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
754	DDAL08-06 Purging the Blood	D&D 5e	Garrett Colón	Sunday	3:00 PM	1	Beginner s	E10+	Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. For Characters of 1st-4th Level Part Three of the Folded Time Trilogy.
779	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Sunday	3:00 PM	1	Intermed iary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
443	Pathfinder Playtest	Pathfin der Playtes t	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A look into the new Pathfinder rules system that will be formally released in August, 2019.
458	Pathfinder Season 10	Pathfin der	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A latest-season Pathfinder Adventure to be determined at the table by the players.
670	Starfinder Season 1.5	Starfin der	Ray Diaz	Thursday	8:00 AM	2	Training	Everyone	A newer Starfinder adventure to be determined by the players at the table.

692	CCC-TRI-22 STORM 1-1 - On the Baron's Trail	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters - Part 1 of the Storm Herald Trilogy
713	CCC-TRI-29 TIDE1-1 - Tidefall	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	A Four-Hour Adventure for 11th–16th Level Characters
721	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
731	CCC-TRI-31 Out of Time	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Intermediate	E10+	A Four-Hour Adventure for 5th–10th Level Characters
740	CCC-TRI-32 Casks and Caskets	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Beginners	E10+	A Two-Hour Adventure for 1st–4th Level Characters
746	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
765	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Intermediate	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8

766	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Beginners	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
794	DDAL08-01 The Map with No Names (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Beginners	E10+	A Four-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
798	DDAL08-10 The Skull Square Murders	D&D 5e	Garrett Colón	Thursday	8:00 AM	1	Intermediate	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
867	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Thursday	8:00 AM	2	Experienced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.
671	Hyperborea: The Black	Astonishing Sword	Timothy Deschene	Thursday	10:00 AM	2	Beginners	Teen	The town of Swampgate calls for adventurers to ease their woes; the "little people" of the barrows have become more than a minor

	Moss-Hag of Lug	men & Sorcerers of Hyperborea							nuisance, and now two young villagers have gone missing. The rangers are busy patrolling the north, as the barbarian menace threatens the town.
714	Dangerous Don Duffield's Tall Tales of Derring-Do: 01	Dungeons and Dragons 5th Edition	Jill Poisson	Thursday	10:00 AM	3	Beginners	Mature	Adventure 01: The Good, The Bad & The Dangerous The kingdoms of Lor'Elvenor have been ravaged with war for decades. Now that evil has been driven back into darkness there are thousands of restless soldiers and adventurers looking for work and Dangerous Don Duffield is hiring!
747	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
767	CCC-TRI-32 Casks and Caskets	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters
16	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Intermediate	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
331	DDAL08-10 The Skull	D&D 5e	Garrett Colón	Thursday	10:00 AM	1	Intermediate	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself

	Square Murders								wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
520	MCC RPG: Return to the Museum at the End of Time	Mutant Crawl Classics RPG	Jim Wampler	Thursday	1:00 PM	2	Beginners	Everyone	A Level 4 Adventure: An unknown archaic alignment has seized your tribes prized looting grounds, and the last team sent in has vanished without a trace. It's time to explore the hitherto unknown lower levels of the ruined museum, square off against unknown foes, and loot all-new artifacts!
571	Guard vs Rome	G-Core	David Benevides	Thursday	1:00 PM	2	Beginners	Teen	While the members of GUARD team alpha is dealing with a super-powered prison break! A Temporal rift occurs and it is left for GUARD to figure out what happened, before the rift tears reality apart.
672	HYPERBOR EA: The Late Trapper's Lament	Astonishing Swords men & Swords men of Hyperborea	David Prata	Thursday	1:00 PM	2	Beginners	Mature	Your cog has berthed in New Vinland before continuing to Port Zangerios, but some of the expected cargo has not arrived. The local trapper was due four hours ago with a bundle of ermine pelts. The captain wants you to find the trapper and return with the pelts. An adventure for 1st-level characters.
674	The	Dungeons &	Mary	Thursday	1:00 PM	2	Beginner	Teen	Do you want to be next in line to be Ruler? Are you power hungry? Take out the

	Gauntlet	Dragon s 5th Edition	Lindholm				s		competition and be the last man standing in the race to be the One. (TSR Module Playtest. Have your name listed as a playtester)
687	Heroes of Altamira, Flashback (Eps. 1-3)	7th Sea, 1st Ed.	Megan Hollembaek	Thursday	1:00 PM	2	Training	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! One of the listed adventures will be run, player's choice.
693	In Search of Bigfoot! Call of Cthulhu Now	Call of Cthulhu Now (variant)	Robert Dosdourian	Thursday	1:00 PM	2	Beginner s	Mature+	The legend of Bigfoot lives on and some important people want to know what mysteries abound in the Black Hills of South Dakota. There are reports of hikers who have gone missing, others returned delirious ... or worse. It's your investigation now and we need some answers.
700	ARMA Romana! Session I	5th Edition Dunge ons and Dragon s	James Davenport	Thursday	1:00 PM	2	Beginner s	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising conflagrations? Multi-session - join one or more
722	Kith and Kine (by	Cthulhu	Andre	Thursday	1:00 PM	2	Beginner	Mature	Your band has been dispatched to Britannia. The Autirellauni tribe, led by Titus Flavius

	Phredd Groves)	Invictus	Kruppa				s		Nectoprastus, whose silver mines feed the empire, is having trouble with a growing barrow cult. Diplomacy is vital to prevent a tribal uprising with the legions off in the north! [Immersive: Light & Sound!]
732	The Skyrealms of Mar'Thul	Fantasy AGE	James Carpio	Thursday	1:00 PM	2	Beginners	Mature	Destroyed by magical apocalypse in a previous age, the self-sentient planet now floats through space and time in ruin. While traveling to Dust, a trader's settlement on the remains of Golmus, our heroes find that a dangerous cult has been recruiting followers and terrorizing all who dwell there.
745	Pathfinder Playtest	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system
750	Pathfinder Society #10-01: Oathbreakers Die	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	The city of Daggermark is best known for its poisoners and assassins, who maintain active guilds that enjoy the full respect of local authorities. Can the PCs enact a daring plot to save this agent without becoming the assassins' next victims? Levels 1-5
774	Pathfinder Society #10-02: Bones of Biting Ants	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	What starts at first like a simple recovery mission becomes far more complicated... Levels 3-7
799	Pathfinder	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	A message delivered by an unlikely courier

	Society #10-03: Death on the Ice	der							sends the PCs to the Crown of the World. Levels 5-9
806	Pathfinder Society #10-04: Reaver's Roar	Pathfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	Levels 7-11
106	Pathfinder Society #10-05: Mysteries Under Moonlight, Part 1	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	Levels 3-7 Something ominous is afoot around Magnimar's famous monuments.
108	Starfinder Society #1-18: The Blackmoon Survey	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	When Starfinder archaeologists begin disappearing from the Blackmoon Excavation the Society sends in a team of agents to uncover why—a secret that resides in the nearby ruins!
112	Starfinder Society #1-19: To Conquer the Dragon	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	After much negotiating, the Starfinder Society has reached an accord to work with leaders of the Drakelands and Skyfire Mandate on the world of Triaxus. However, a recent enemy intends to disrupt the event, and only the PCs stand between this hidden

									threat and the Society's newest endeavor.
161	Starfinder Society #1-20: Duskmire Accord 9	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	A vault opens inside the mysterious false moon of Salvation's End, and the Starfinder Society sends in a team of agents to investigate. Although it has discerned little about the vault's interior, the Society has identified a powerful energy signature near the vault's center.
162	Starfinder Society #1-21: Yesteryear's Sorrow	Starfinder	Ray Diaz	Thursday	1:00 PM	2	Training	Everyone	The PCs travel into a missile silo that contributed to the death of a world. What deadly weapons can they find?
164	Crown Championship Tournament	Dungeons and Dragons version 3.5	Mark Oliver	Thursday	1:00 PM	2	Beginners	E10+	Eight Rogues enter a castle looking for the Crown of Power. Only one will succeed. Are you brave enough to try to win?
179	Hammer Down to the Giant Disco Ball	Retrosolar	Jay Law	Thursday	1:00 PM	2	Beginners	Teen	The Administrator holds The City in an iron grip, dominating the people through the jackboots of his army of automatons he controls from his vast, discoball shaped tower at the heart of the city. Only you and your convoy of space trucker friends can stop his evil reign!

									This is a Dark Phoenix event
193	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
251	CCC-TRI-41 BHC 1-2 - Close Encounters	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experien ced	E10+	A 4-6 Hour Adventure for 11-16 Level Characters. Optimized for APL 13.
658	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experien ced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
701	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
723	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8

751	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Beginners	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
800	DDAL08-01 The Map with No Names	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Beginners	E10+	A Two-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
133	DDAL08-02 Beneath the City of the Dead (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Beginners	E10+	An Adventure for 1st-4th Level Characters - Part Two of the Umbral Aristocracy Trilogy.
177	DDAL08-10 The Skull Square Murders (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Intermediate	E10+	When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? An Adventure for 5th-10th Level Characters - Part One of the Skullport Shakedown trilogy.
206	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Thursday	1:00 PM	1	Intermediate	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D'aerthe. Only the one with the most

									style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
229	DDAL08-13 The Vampire of Skullport	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experienced	E10+	Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. For 11th-16th Level Characters - Part One of the Undying Threat trilogy.
657	DDAL08-14 Rescue from Vanrakdoom	D&D 5e	Garrett Colón	Thursday	1:00 PM	2	Experienced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
659	Hyperborea: The Black Moss-Hag of Lug	Astonishing Swordmen & Sorcerers of Hyperborea	Timothy Deschene	Thursday	3:00 PM	2	Beginners	Teen	The town of Swampgate calls for adventurers to ease their woes; the "little people" of the barrows have become more than a minor nuisance, and now two young villagers have gone missing. The rangers are busy patrolling the north, as the barbarian menace threatens the town.
675	Sky High: Teen Spirit	Mutants & Masterminds,	Justin Firth	Thursday	3:00 PM	2	Beginners	Teen	You're a freshman at Sky High, the world's premiere high school for superheroes, and against all odds you and your friends have made it to the end of your freshman year in

		3rd							one piece. Now only your finals stand between you and a summer of fun and relaxation. Well, your finals and one last disaster!
688	The Badly Broken	In Nomin e	Bryan Skowera	Thursday	3:00 PM	2	Training	Mature	An agent of Heaven has gone missing while investigating a rise in drug trafficking that plagues a peaceful college town. Dispatched by your celestial superiors, you are to use your angelic powers to find your ally and root out the cause of this corruption. A Viking National Guard event.
694	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
709	CCC-TRI-43 Blade 1-1 - Broken Blades	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
733	DDAL08-01 The Map with No Names	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Beginner s	E10+	A Two-Hour Adventure for 1st–4th Level Characters Part One of the Umbral Aristocracy Trilogy.
749	DDAL08-11 Poisoned Words	D&D 5e	Garrett Colón	Thursday	3:00 PM	1	Intermed iary	E10+	Your search for Volo’s key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the draw of Bregan D’aerthe. Only the one with the most

									style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
753	Archer Fiasco Style	Fiasco	Petra Jackl	Thursday	7:00 PM	2	Beginners	Mature+	People are being kidnapped for ransom, and who knows what foreign dictators are plotting! Fiasco is a role playing event where the players create the story. Your fellow players will help move the story along to a typically crazy, hysterical, Fiasco of an ending!! This is a Dark Phoenix Event.
778	Ghost Stories	Advanced Dungeons and Dragons 2nd Edition	Joshua Mead	Thursday	7:00 PM	2	Beginners	E10+	The heroes must use the mysterious powers of campfire stories passed down from generations to rescue a young maiden who was stolen away on her wedding day by a necromancer. A Viking National Guard Event.
784	The Breaking Of Meadowbrooke Lane	Call Of Cthulhu 6th Edition	Mike Provencher II	Thursday	7:00 PM	2	Training	Mature	It's the 1950's, and you are living the idyllic in a small town. One day, while at a block party, you find yourself sucked into a maddening conspiracy that could result in the unraveling of reality itself. Can you keep asleep what should never be awakened? A Viking National Guard Event.
805	HYPERBOR EA: The	Astonishing	Jeffrey	Thursday	7:00 PM	2	Training	Mature	Whilst traversing one of the seedier neighbourhoods of Khromarium, your party is

	Brazen Bull	Swords men & Sorcerers of Hyperborea	Talanian						solicited by a greasy-haired Pict. He offers to sell you a sheaf of magical lotus that allows one to see the future or brew potions that empower one with magic. He beckons you to follow him into a dilapidated building.
807	Boston BADASS: The Wraith of Quawne	Call of Cthulhu	John Cote	Thursday	7:00 PM	2	Intermediary	Teen	
648	The Finders Club	Call of Cthulhu	Mike Cote	Thursday	7:00 PM	2	Beginners	Mature	A group of friends finds excitement (and possibly treasure) in exploring buildings due to be demolished. Evading the guard and the dogs and entering the condemned asylum may be the easiest part of this excursion. 6 players
754	The Fashion Assensing Job	Shadowrun	TJ Howell	Thursday	7:00 PM	2	Training	Teen	When a rising model loses their bodyguards at the last minute due to a contract dispute, the White Knights are offered what should be a simple gig - escort someone around the shows and the parties for a weekend - and learn what a killer business fashion is. This is a Dark Phoenix sponsored event!
779	Rebel Scum	Star Wars d6 2nd	Ian Eller	Thursday	7:00 PM	2	Beginners	Teen	In the early days of the Rebellion, you do the dirty work the Rebel Alliance needs done if it is going to stand a chance against the Empire.

		Edition							Get Your Hands Dirty. You Are Rebel Scum.
674	Heroes of Altamira, Ep. 17 - One More Favor	7th Sea (1st Ed.)	Mark Edwards	Thursday	7:00 PM	2	Experienced	Teen	An absent-minded Professor in need of heroes, newly-redesigned lanterns, villainous bandits in the dark, and a growing mystery. Come on. This is ridiculous! We suggest beginning with a Flashback adventure.
687	Heroes of Altamira, Flashback (Eps. 4-7)	7th Sea, 1st Ed.	Megan Hollembaek	Thursday	7:00 PM	2	Training	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! One of the listed adventures will be run, player's choice.
693	The Baychimo Incident - Voyage to the Bottom of the Sea	Call of Cthulhu - Voyage to the Bottom of the Sea (variant)	Robert Dosdourian	Thursday	7:00 PM	2	Beginners	Mature+	The ghost ship 'S.S Baychimo' was a 1,300-ton cargo and passenger ship that was last seen in 1969. Once operated by the Hudson's Bay Trading Company, it has been miraculously spotted, found adrift by Inuit fishermen. Your mission: investigate and either secure and salvage the ship or scuttle it.
700	Big and stupid	Some version of D+D, rules	Dave DeLuca	Thursday	7:00 PM	2	Intermediate	Mature	You are all physically impressive specimens. Big, healthy, tough as nails. Not overly burdened with cranial matter, but VERY thick skulls. All are loyal to a fault, ready to help without hesitation. Especially if there is food

		lite							involved.Each PC will have a "super power", in addition to huge peccs.
722	Dark Hills	Lucid Dream s Role-playing Engine	Andre Kruppa	Thursday	7:00 PM	3	Beginner s	Mature	As 922 waxes it is difficult in the lands re-taken from the pagan Danes by Aethelflaed, the Lady of Mercia. Your band of thanes and retainers is tracking kidnappers heading into brooding hills said to be home to giants, fairies, shadow walkers, and ghosts. [12AM End] [Immersive: Light & Sound!]
732	Time Is Not an Issue	Coc Variant . No rules knowle dge necess ary.	Alexander Jackl	Thursday	7:00 PM	2	Beginner s	Mature	You are a team of people pulled together from all over the world and from all over time, and you will be thrust into an adventure in the middle of your training as a time agent. This is set in Alex's Broken History universe. This is a Dark Phoenix Event Game. No experience necessary.
745	Pathfinder Playtest	Pathfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Come try the next version of the Pathfinder game system
750	Pathfinder Society #10-05: Mysteries Under Moonlight, Part 1	Starfin der	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 3-7 Something ominous is afoot around Magnimar's famous monuments.

774	Pathfinder Society #10-06: Treason's Chains	Pathfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-5. The PCs must uncover the true threat to the Society's stability in Katapesh—and perhaps make an unexpected new ally along the way.
799	Pathfinder Society #10-07: Mysteries Under Moonlight, Part 2	Pathfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	With the unique blessing of a celestial ambassador, the PCs depart Magnimar and rush into the swamp, chasing after the mastermind behind the corruption of several of Magnimar's iconic monuments. This mastermind isn't the only one who wants to see the PCs perish in the swamp, however.
806	Pathfinder Society #10-08: What Prestige is Worth	Pathfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 7-11. Alongside a band of elite Pathfinders, Zarta Draldeen intends to travel through the portal to the infernal city Dis in order to close the gateway, in the process uncovering Cheliaz's secret history, the follies of House Thrune, and what her role will be in the events to come.
106	Pathfinder Society #10-10: The Shattered Shield	Pathfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-5. When news arrives that one of the shards of the holy relic known as the Shattered Shield of Arnisant have been put up for sale in a Rahadoumi auction, the Pathfinder Society is highly skeptical, particularly since all the shards of the shield are supposedly accounted for

108	Starfinder Society #1-23: Return to Sender	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 5-8 The PCs must pave the way for a decisive strike against the jinsul menace.
112	Starfinder Society #1-24: Siege of Enlightenment	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 1-4 Speeding into the distant star system, the PCs must navigate the politics of the escalating conflict and reach their target.
161	Starfinder Society: #1-25: The Beacon Code Dilemma	Starfinder	Ray Diaz	Thursday	7:00 PM	2	Training	Everyone	Levels 3-6. The Beacon Code Dilemma is a replayable scenario designed to help introduce players to threats and terrain that trained Starfinders regularly contend with. With randomized mechanical and story elements, when you play this scenario, you'll never play the same scenario twice.
162	Bryson Springs	Savage Worlds / Insanity Cards	Paul Siegel	Thursday	7:00 PM	2	Beginners	Mature	June of 1935: The Bryson Springs Ranch suffers from the Dust Bowl, the Great Depression, and extraordinarily something far worse. Migrants are dying in the shantytown. Can a group of strangers find the killer, or will they too fall victim to the dark and terrible things that stalk the desert night?
164	CCC-TRI-23 STORM 1-2	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	A Four Hour Adventure for 11th-16th Level Characters - Part 2 of the Storm Herald

	- Sub Rosa								Trilogy
179	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Beginner s	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
193	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Beginner s	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
251	CCC-TRI-42 BHC 1-3 - Fire in the Sky	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experien ced	E10+	The Queen of Fire has arrived in her planeshifting base. Can the resistance take her out before the Eyes of Flame bathe the Moonsea in fire and subjugate any who survive? An Adventure for 11th-16th Level Characters Part 3 of the Beholder Corps
658	CCC-TRI-43 Blade 1-1 - Broken Blades (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Intermed iary	E10+	An Intriguing Two-to-Four-Hour Adventure for Level 5-10 Characters. Optimized for APL 8
701	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Intermed iary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale

723	DDAL08-00 Once in Waterdeep	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Beginner s	E10+	Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin! An Introductory Adventure for 1st-4th Level Characters
751	DDAL08-03 Dock Ward Double Cross (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Beginner s	E10+	You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. For Characters of 1st-4th Level Part Three of the Umbral Aristocracy Trilogy.
800	DDAL08-11 Poisoned Words (w/ Bonus Objectives)	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Intermed iary	E10+	Your search for Volo's key has kept you in Skullport where it looks like you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. For Characters of 5th-10th Level - Part Two of the Skullport Shakedown trilogy.
133	DDAL08-12 Xanathar's Wrath	D&D 5e	Garrett Colón	Thursday	7:00 PM	1	Intermed iary	E10+	This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.

177	DDAL08-14 Rescue from Vanrakdoom	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. An Adventure for 11th-16th Level Characters Part Two of the Undying Threat trilogy.
206	DDAL08-15 Forge of Fangs	D&D 5e	Garrett Colón	Thursday	7:00 PM	2	Experienced	E10+	The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! For Characters of 11th-16th Level Part three of the Undying Threat trilogy.
229	CCC-TRI-30 - Remnant of a Dream	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Beginners	Everyone	Five One-Hour Mini-Adventures for 1st & 2nd Level Characters
657	CCC-TRI-33 - Matters of Life and Death	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Beginners	E10+	A Two-Hour Adventure for 1st-4th Level Characters Part Two of the Daggers of Lathander Series
659	CCC-TRI-44 Blade 1-2 - Sharpened Blades	D&D 5e	Garrett Colón	Thursday	9:00 PM	1	Intermediary	E10+	An Adventure for 5th-10th Level Characters Part 2 of the Blades' Tale
675	DDAL08-12	D&D	Garrett Colón	Thursday	9:00 PM	1	Intermed	E10+	This couldn't get worse. The key you are

	Xanathar's Wrath	5e					iary		searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated. For Characters of 5th-10th Level Part Three of the Skullport Shakedown trilogy.
688	Midnight Madness!	Pathfinder and Starfinder Organized Play	Ray Diaz	Thursday	11:00 PM	2	Training	Everyone	A scenario to be determined by the GM and players. Why stop gaming? Let's play till the wee hours of the morning! :-)
694	Troy City Mysteries	World of Darkness Variant	David Benevides	Friday	8:00 AM	2	Beginners	Teen	As far as the supernatural goes Troy City is a hot spot! From vampires, werewolves, and the Fae to cults dedicated to ancient elder gods, it has it all. Troy City Mystery Investigation Inc. is a private investigation agency that strictly deals with these beings. Join them on some of their cases!
709	The Girl In The Moon	Brass & Steel: A Steampunk Adventure	Scott Legault	Friday	8:00 AM	2	Training	Teen	Join the fun as the Gaslight Gang once again roars into action. The Queen Mum's daughter has been stolen away to the Moon! Join Vanity Rose, Iron Jim, Socrates and the rest of the gang and rise to the occasion! Airships! Pah! wait to you see this boat! A Dark

									Phoenix Event
733	Heroes of Altamira, Flashback (Eps. 8-11)	7th Sea, 1st Ed.	Megan Hollembaek	Friday	8:00 AM	2	Training	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! One of the listed adventures will be run, player's choice.
749	Mystery Hunters - Gone Squatchin' in NE	d20 Modern/ Dark Matter Variant	Kevin Hogan	Friday	8:00 AM	2	Beginners		Connor Healey hosts a popular paranormal hunting reality TV show and travels the globe in search of mythical creatures . A recent sighting on October Mountain has echoes a New England Bigfoot event over 100 years ago. Connor's team is Broadcasting live from the Berkshires. What could go wrong?
753	Horror on the Gulf - Call of Cthulhu Now	Call of Now (variant)	Robert Dosdourian	Friday	8:00 AM	2	Beginners	Mature+	The Thuuleon Oceanographic Research School accepted your application to the TORS research lab in the Gulf of Mexico. Study of the core samples is crucial in developing a renewed fuel source to support life on our planet. 'Those corporate fools! They just don't understand what this could mean!'
778	ARMA Romana! Session II	5th Edition Dungeons and Dragon	James Davenport	Friday	8:00 AM	2	Beginners	Mature	The Pax Romana fades into memory. The Empire's borders crumble under barbaric assault as self-declared rulers fight among themselves. A corrupt, riotous city of Rome now symbolizes chaos. Will YOU work for stability or add even more fuel to the rising

		s							conflagrations? Multi-session - join one or more
784	[TSR Plays] OPERATION: LONDON BLITZ!	TOP SECRET : NEW WORLD ORDER (TM) The Espionage Role Playing Game	Merle Rasmussen	Friday	8:00 AM	2	Training	Teen	IC colleagues at MI-5 accidentally switched 2 identical attache cases. This fine kettle of fish was discovered after "slow death special" was delivered to peace activist. Other case containing Middle East peace plan delivered to terrorist recruiter. MI-5 has called in ICON to clean up their mess.
805	A Hero Alone, Part Deux	Coc Variant . No rules knowledge necessary.	Alexander Jackl	Friday	8:00 AM	2	Beginners	Mature	You are an ordinary people suddenly cursed/blessed with extraordinary powers-what do you do? An open adventure set in Alex's Broken History universe. This is a Dark Phoenix Event Game. No experience necessary.
807	There can be only one	Numera era	Jason Marcure	Friday	8:00 AM	1	Training	Mature	As a roadie for Cypher Storm, you party harder than anyone you know, but last night was a doozy. You awaken in a ditch, the night a hazy distant memory. Lo and behold the has gone to the next venue without you? No

									way! Best get yer act together pronto and find them, what will they do without you?
648	Pathfinder Playtest	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Come try the next version of the Pathfinder game system
754	Pathfinder Society #10-09: The Rasping Rebirth	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 12-15.
779	Pathfinder Society #10-11: The Hao Jin Hierophant	Pathfinder	Ray Diaz	Friday	8:00 AM	2	Training	Everyone	Levels 5-9.